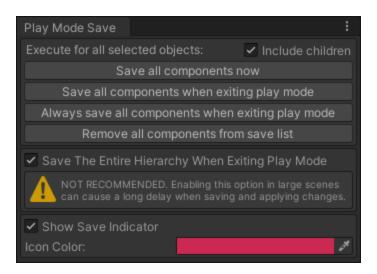# PLAY MODE SAVE

Save Now

1. In **play mode**. Right-click on the component to open the context menu.
2. Click **Save Now** to take a snapshot of the component values at that moment.

Save When Exiting Play Mode

1. In **play mode**. Right-click on the component to open the context menu.
2. Click **Save When Exiting Play Mode** to save all changes after that moment.

Always Save When Exiting Play Mode

1. Right-click on the component to open the context menu.
2. Click **Always Save When Exiting Play Mode** to add the component to the save list. This way you only have to do it once and every time you exit the play mode the component's state is saved. To remove the component from the save list, click **Remove From Save List** on the context menu.

Save Entire GameObjects Hierarchies

1. Select the objects you want to save.
2. Click on the menu item: **Tools > Plugin Master > Play Mode Save**
3. Select one of the options.

Save The Entire Hierarchy [Not Recommended]

This option is not recommended because in large scenes it can cause a long delay when saving and applying changes. **Try it at your own risk**.

1. Select **Save The Entire Hierarchy When Exiting Play Mode**.
2. Exit play mode.

Save Indicator 🧊 Cube ⬇ >

After selecting a component to save, an indicator appears in the hierarchy in front of the game object that contains that component. if you click on that indicator, a message will be displayed on the console showing which components of that object are being saved.

You can disable the indicator or change its color in the PMS window.

Save ScriptableObjects

1. Right-click on the ScriptableObject to open the context menu.
2. Click **Save Now**.

Auto-Apply All Changes

1. In **edit mode**, click on the menu item: **Tools > Plugin Master > Play Mode Save**
2. Select **Auto-Apply All Changes When Exiting Play Mode**.
3. In **play mode**. Right-click on the component to open the context menu.
4. Click **Save Now** or **Save When Exiting Play Mode**.
5. Exit play mode.

Manually Apply All Changes

1. In **edit mode**, click on the menu item: **Tools > Plugin Master > Play Mode Save**
2. Deselect **Auto-Apply All Changes When Exiting Play Mode**.
3. In **play mode**. Right-click on the component to open the context menu.
4. Click **Save Play Mode Changes** or **Save When Exiting Play Mode**.
5. Exit the play mode.
6. Click on the menu item: **Tools > Plugin Master > Play Mode Save**
7. Click on the button **Apply All Changes**. Applying all changes also instantiates objects created in play mode.

Manually Apply Changes To One Component

1. In **Edit mode**. Right-click on the component to open the context menu.
2. Click **Apply Play Mode Changes**.

Save Objects Created In Play Mode

If you save components of an object created in play mode when entering **edit mode**, new objects are added to the scene automatically if **auto-apply** is enabled or manually by pressing the **Apply All Changes** button in the Play Mode Save window.

Limitations

- It only saves changes to serializable components, that is, all unity built-in components, and custom components with serialized fields.

Support and feedback

Please send us feedback or ask for support via the unity forum or the discord server. We do our very best to reply to all inquiries within 24 hours.

We hope you love it! If you do, would you consider posting an online review? This helps us to continue providing great products and helps other developers to make confident decisions.