

ABOUT

OB - Search & Replace is a tool mixed of 4 mini-tools into one. You can search & select, replace, shuffle, and randomize a group of objects in a fast and simple way.

KEY FEATURES

- **Search:** You can search for GameObjects in the scene using their name, tag, or even mesh name.
- **Replace:** After selecting a group of GameObjects, you can replace them randomly with an array of prefabs.
- **Shuffle:** To test different settings in your scene, you can select a group of GameObjects and shuffle their Transform (Position, Rotation, or/and Scale).
- **Randomize:** You can adjust the transform of a group of selected GameObjects and use either absolute or relative values.

INTRO

To use the tool, go to Window > OB Tools > Search and Replace.

SEARCH

First we have Search & Select, where you can search for any GameObject using their name, tag, or even mesh name.

Search Keyword: The keyword or full name of object you want to search for.

Search For: You can either look for that keyword in Tags, GameObjects or Meshes name.

Search Type: For GameObject & Mesh Names, you can either perform a search where the name equals or contains that word.

Is Case Sensitive: A checkbox to use case-sensitive search.

Once you're done, click "Search & Select" and it will select the found objects.

REPLACE

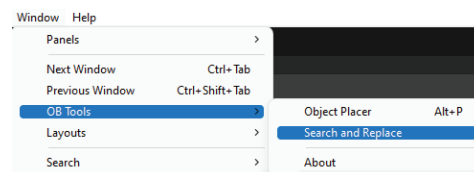
Once you have multiple objects selected, you can replace them with another or multiple prefabs randomly.

Rotation & Scale Source: You can specify whether to keep the current values or use the new prefabs transform.

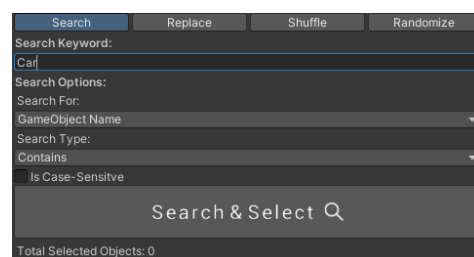
Use Position Offset: This option allows you to add additional offset to the replaced GameObject. Once enabled (Figure 3.1), you will see new fields. Then you can either use local or global offset.

Array Size: Specify how many prefabs you want to use for the replacement process, any number between 1 to 100. Then click "Update Array (Reset)" to update the array.

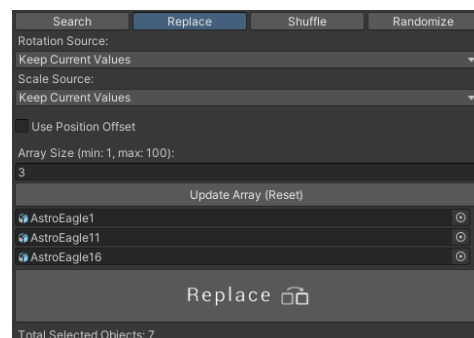
Clicking "Replace" will automatically use the prefabs in the array randomly to replace the selected GameObjects.



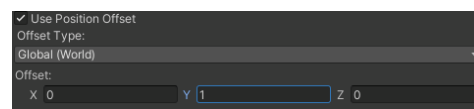
(Figure 1.0)



(Figure 2.0)



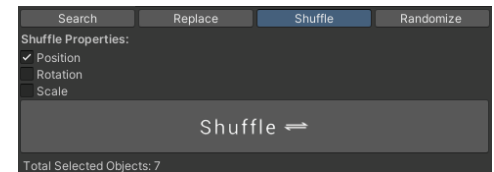
(Figure 3.0)



(Figure 3.1)

SHUFFLE

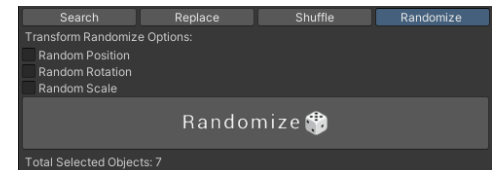
Shuffle is a very straight forward feature yet so effective. You can select multiple GameObjects and then shuffle their Transform (Position, Rotation, or/and Scale).



(Figure 4.0)

RANDOMIZE

In order to achieve more natural look in your scenes and have that sort of natural differences between objects, you can use "Randomize". You can set random positions, rotations, and scales with Absolute or Relative values.



(Figure 5.0)

Random Position:

Modification Type:

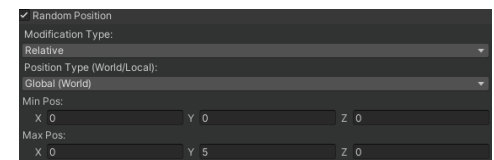
Relative: Adding the random Vector3 to the current position.

Absolute: Using the random Vector3 as the new position.

Position Type:

Global (World): will use the global axes (where Y is up).

Local: will use the local axes (where Y is wherever the object is looking).



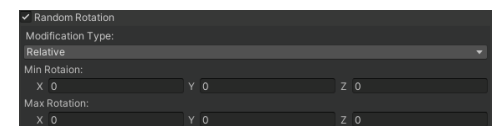
(Figure 5.1)

Random Rotation:

Modification Type:

Relative: Adding the random Vector3 to the current rotation.

Absolute: Using the random Vector3 as the new rotation.



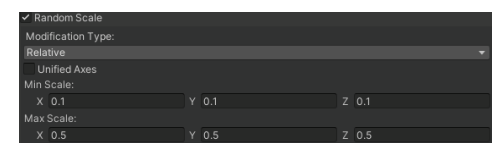
(Figure 5.2)

Random Scale:

Modification Type:

Relative: Multiplying the random Vector3 by the current scale.

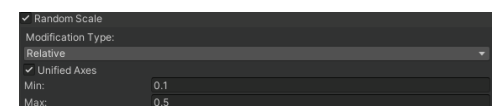
Absolute: Using the random Vector3 as the new scale.



(Figure 5.3)

Unified Axes:

If you want to use unified axes ($x = y = z$), you can check this option so you only change one value for min & max.



(Figure 5.3.1)

ABOUT THE AUTHOR

Omar Balfaqih is an indie game developer and filmmaker. He is passionate about storytelling and helping the community by creating online tutorials on his YouTube channel and providing free scripts, projects, and resources.

For more tools, visit his Unity Asset Store page:

<https://assetstore.unity.com/publishers/50710>

CONTACT

To reach out for feedback, requests, or any questions, you can use any of the following links:

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