

Ramdal Games Inspector Palette Documentation

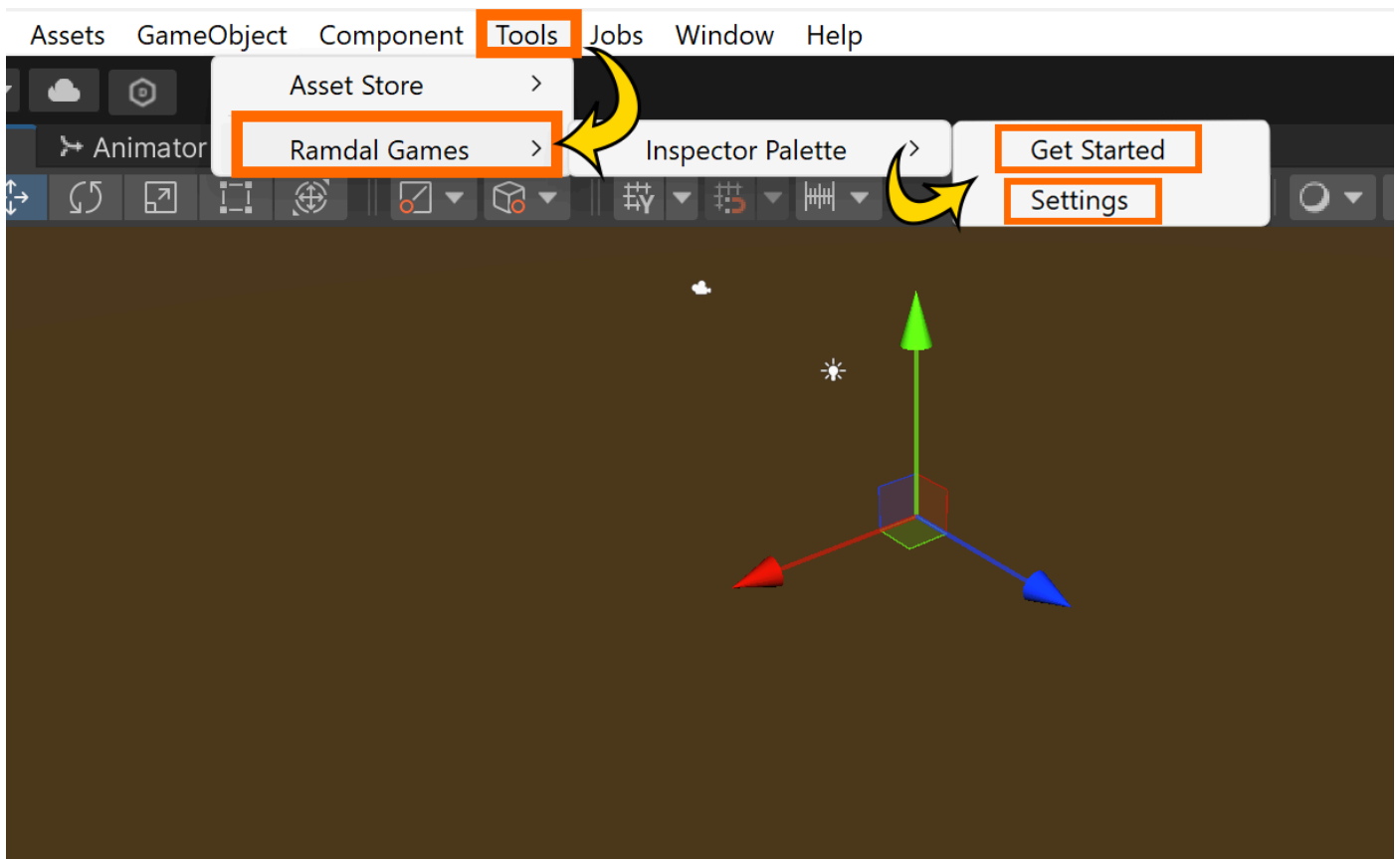
Introduction

Ramdal Inspector Palette is a powerful and fully customizable component management extension for the Unity Inspector. It allows you to quickly search, select, and manage components on GameObjects through an intuitive Inspector Palette, bulk-action Toolbar, and flexible Drag & Drop system.

With extensive shortcut support, deep UI customization, and backup/restore functionality, Ramdal Inspector Palette adapts to your workflow helping you work faster, stay organized, and stay in full control of your components.

Get Started

- You can Always open the getstarted window by going to Tools > Ramdal Games > Inspector Palette > Get Started.
- You can Always open the Settings Asset by going to Tools > Ramdal Games > Inspector Palette > Settings.



Settings & Features

Ramdal Inspector Palette Settings

Ramdal Inspector Palette Settings (Inspector Palette Settings) Open

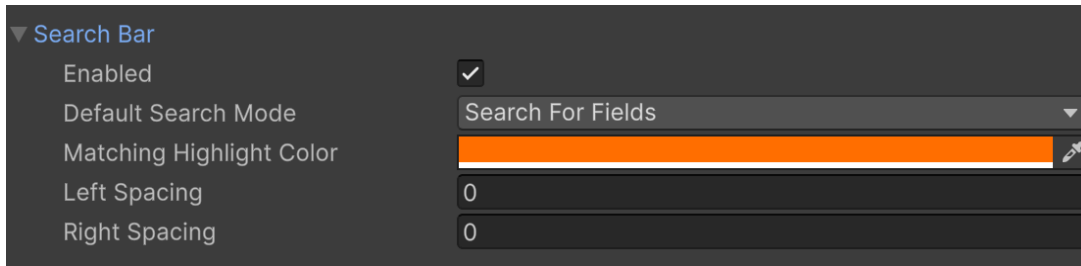
RAMDAL INSPECTOR PALETTE SETTINGS

- ▶ Global Settings
- ▶ Search Bar
- ▶ Toolbar
- ▶ Palette
- ▶ Status Bar
- ▶ Drag & Drop

Asset Labels

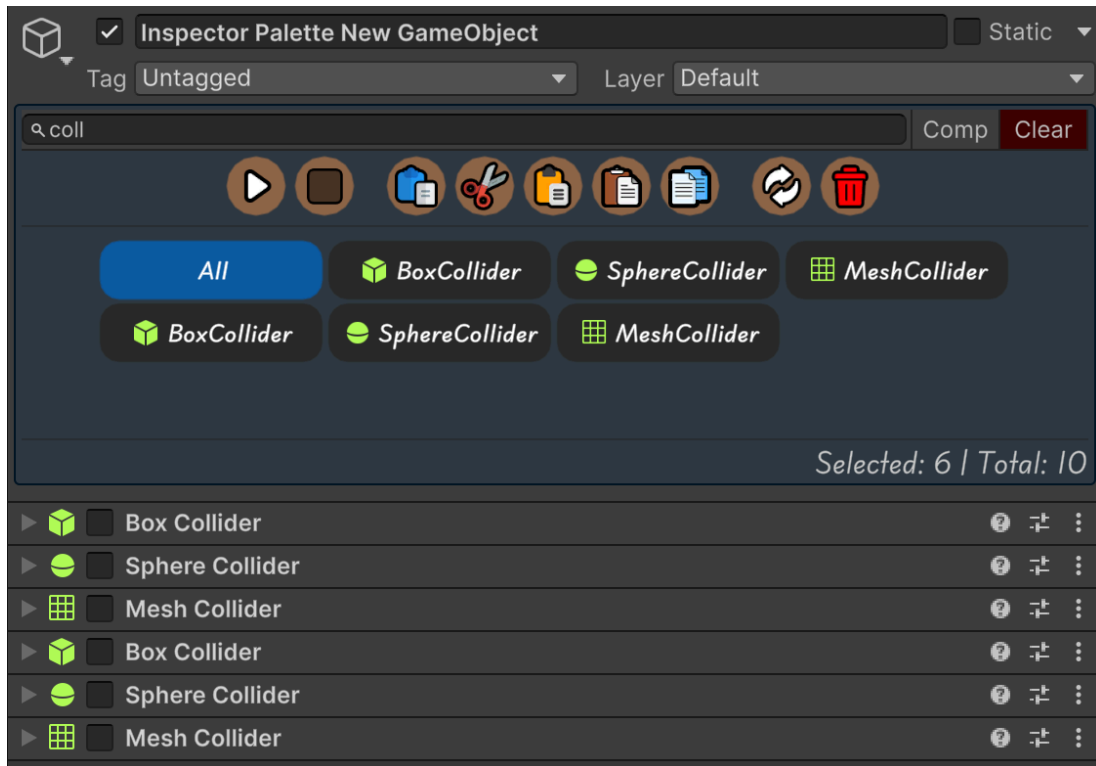
AssetBundle None None

Search Bar

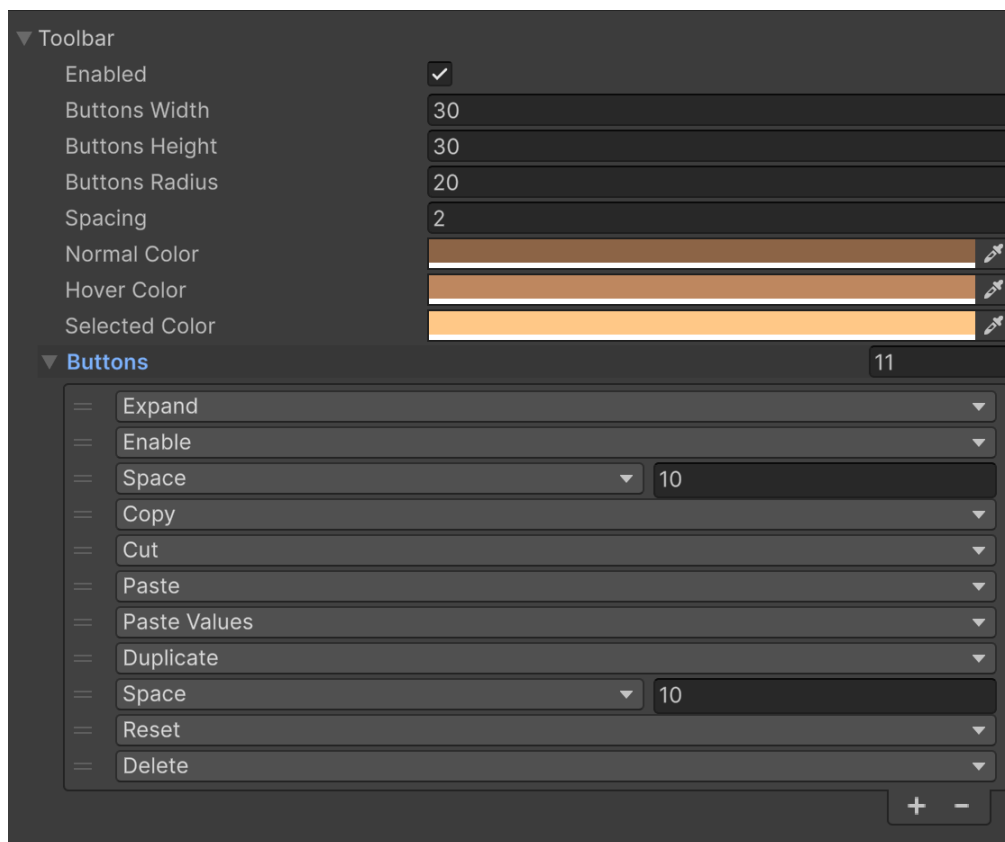


- Allows you to quickly search for components or specific fields within components.
- You can customize its styling, set a default search mode, or disable it entirely to fit your workflow.

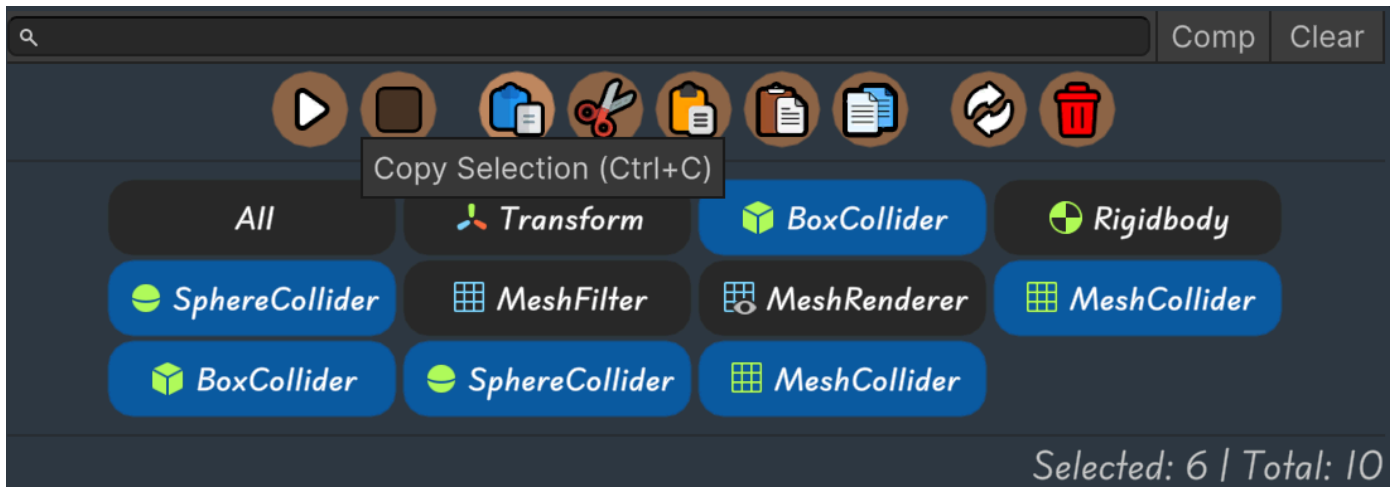




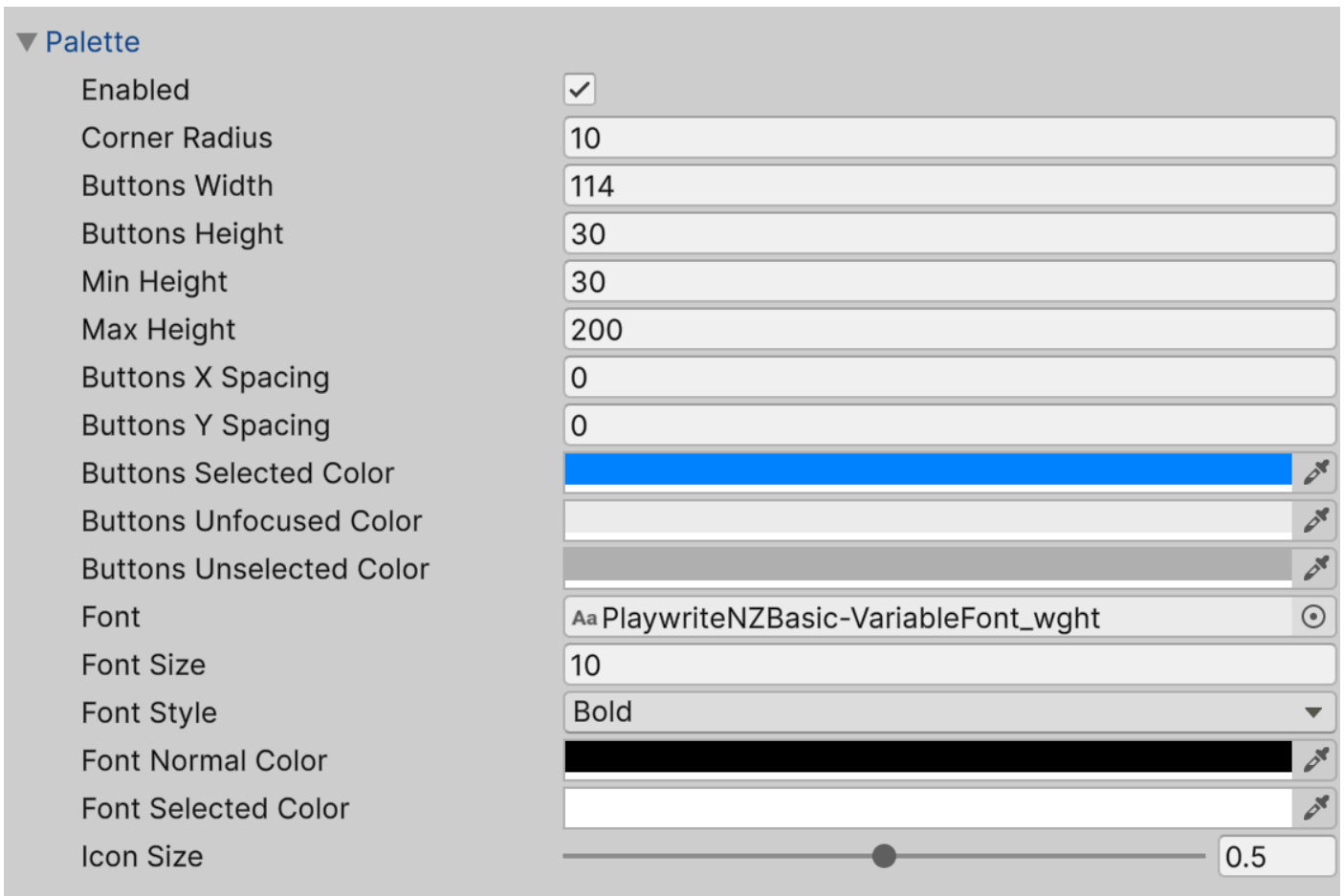
Toolbar



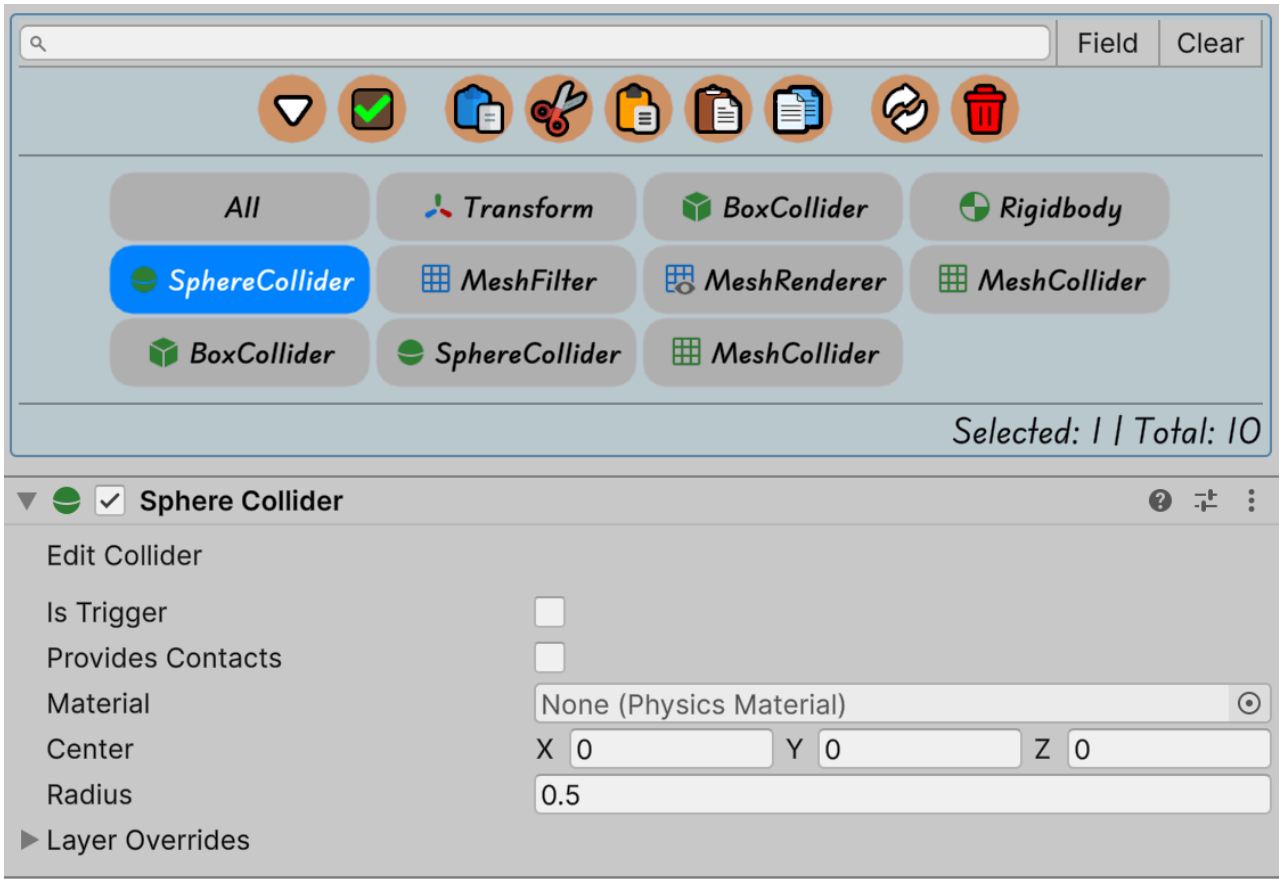
- Perform bulk operations on selected components, including copy, paste, duplicate, delete, reset, expand/collapse, and enable/disable.
- The toolbar is fully customizable to suit your needs, adjust its size, border radius, colors, visible buttons, button order, and spacing.



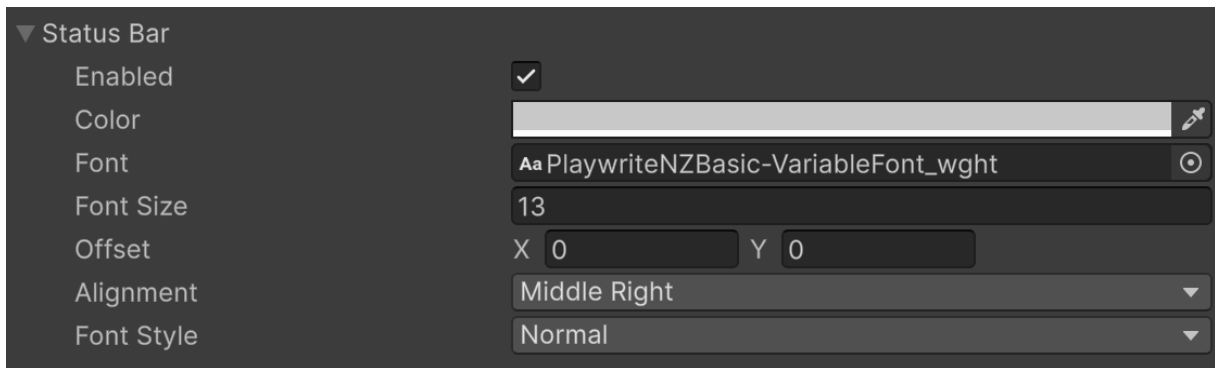
Palette



- Allows you to select components from all components attached to the GameObject.
- You can perform bulk actions on selected components using the toolbar, keyboard shortcuts, or drag-and-drop.
- The palette is fully customizable to fit your workflow and preferences.



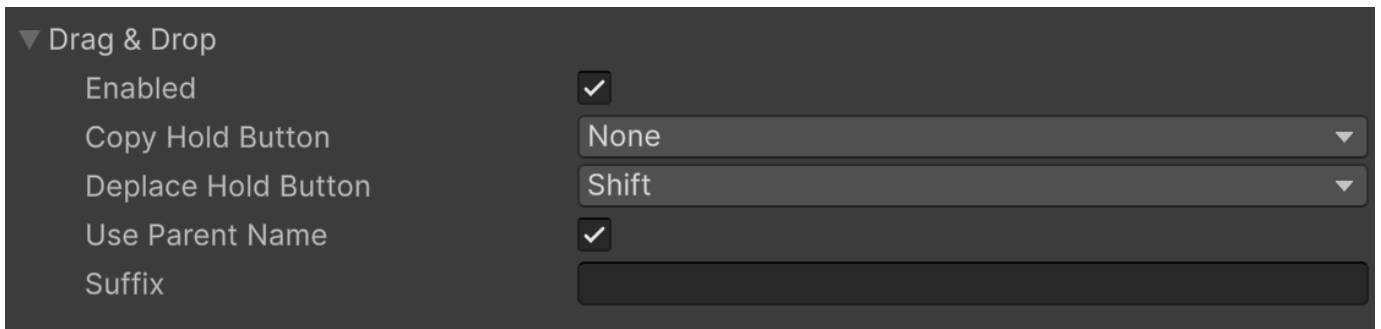
Status Bar



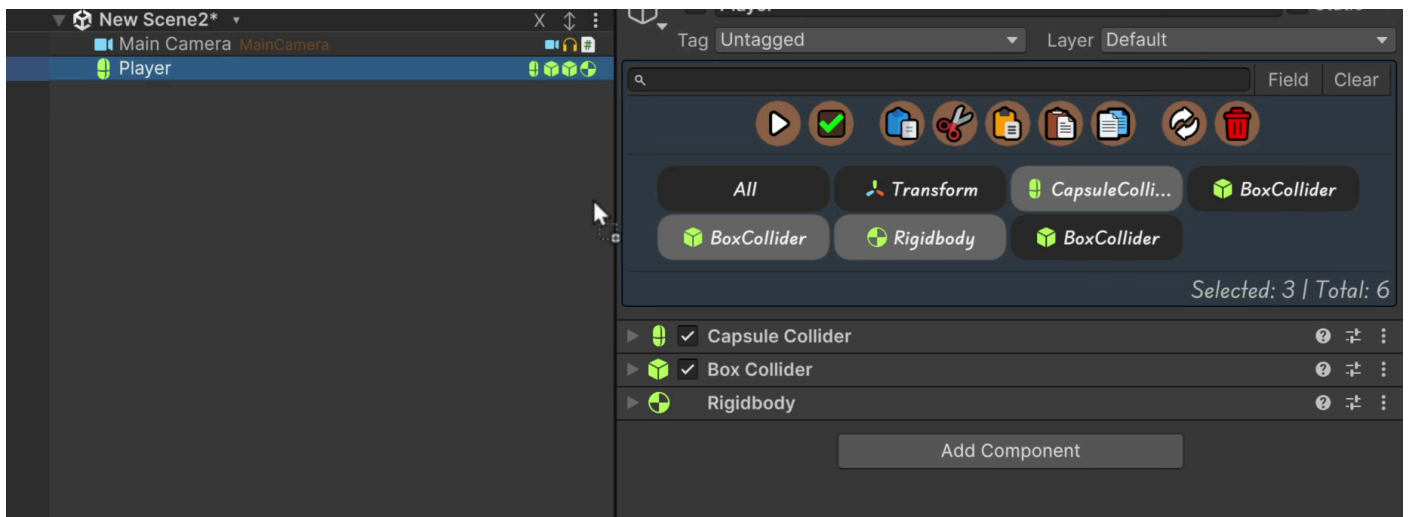
- Displays the total number of components on the GameObject, as well as the current number of components selected in the Palette.
- You can fully customize the Status Bar to match your preferences or disable it entirely if you don't need it.



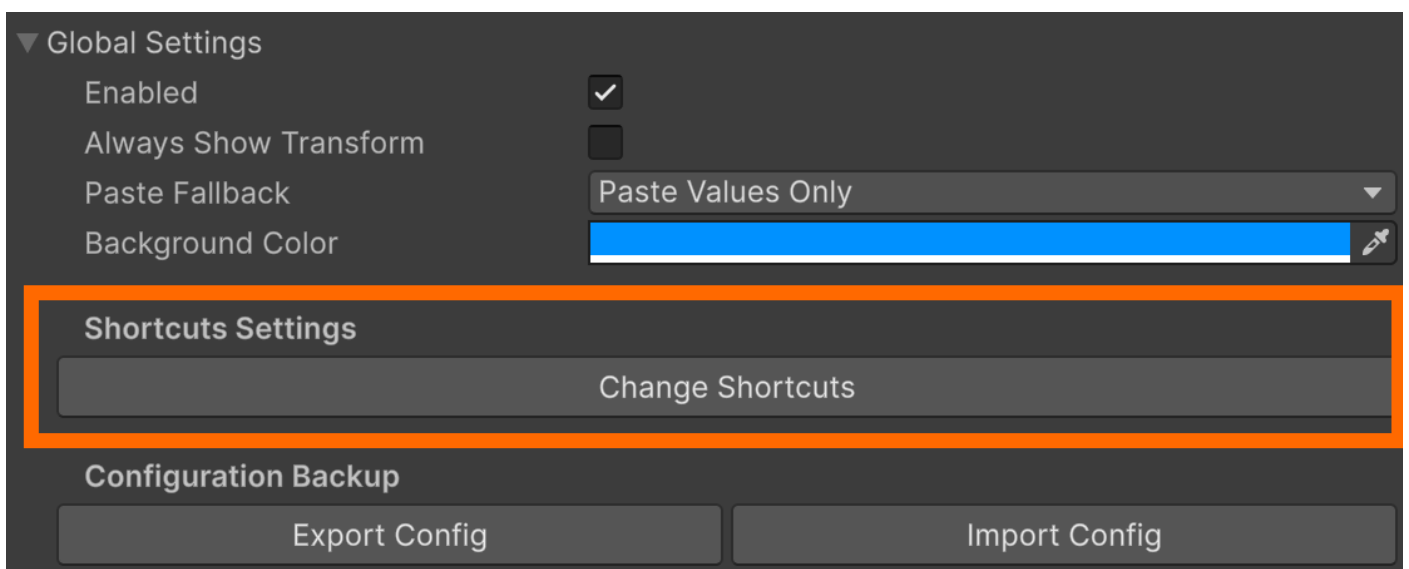
Drag & Drop



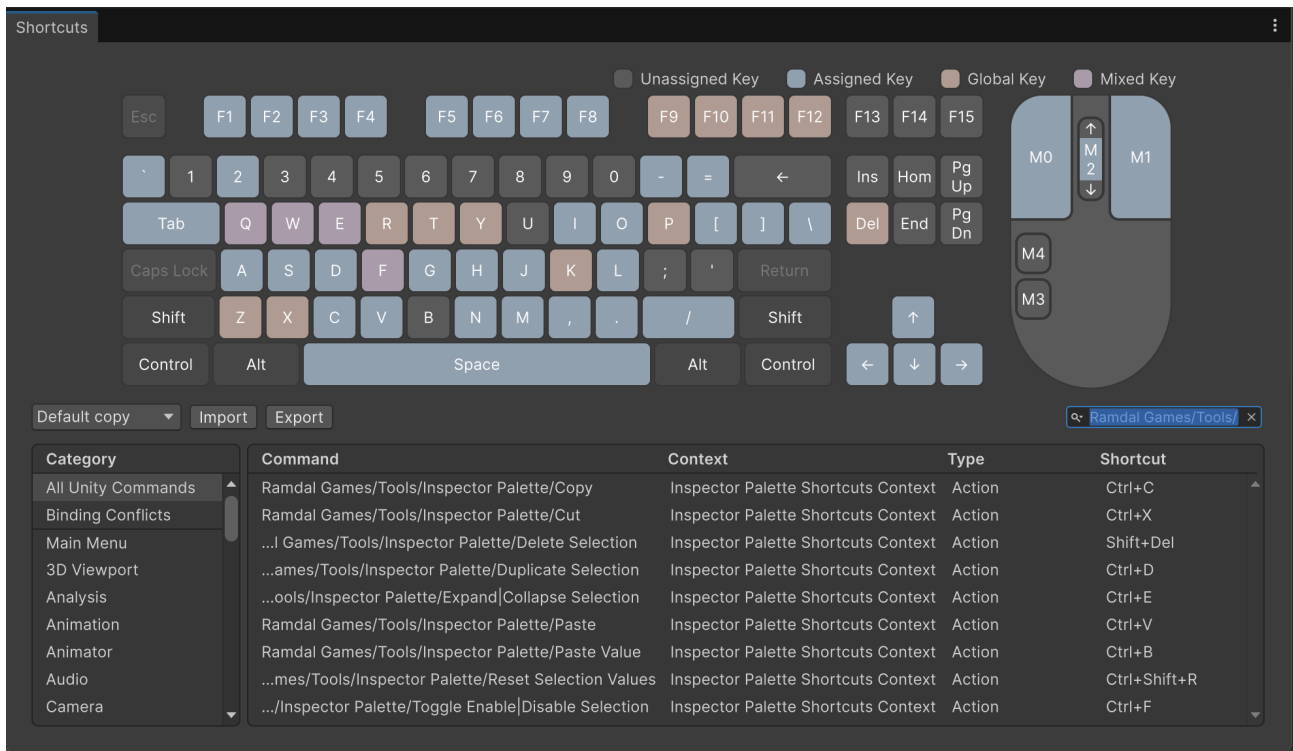
- Drag and drop selected components from the Palette onto any GameObject in the Hierarchy to copy, paste, or move them.
- You can modify the drop behavior using keyboard shortcuts. For example, the default action may be Paste (None), while holding Shift performs a Move instead.
- You can drop selected components onto an existing GameObject or create a completely new GameObject from them.



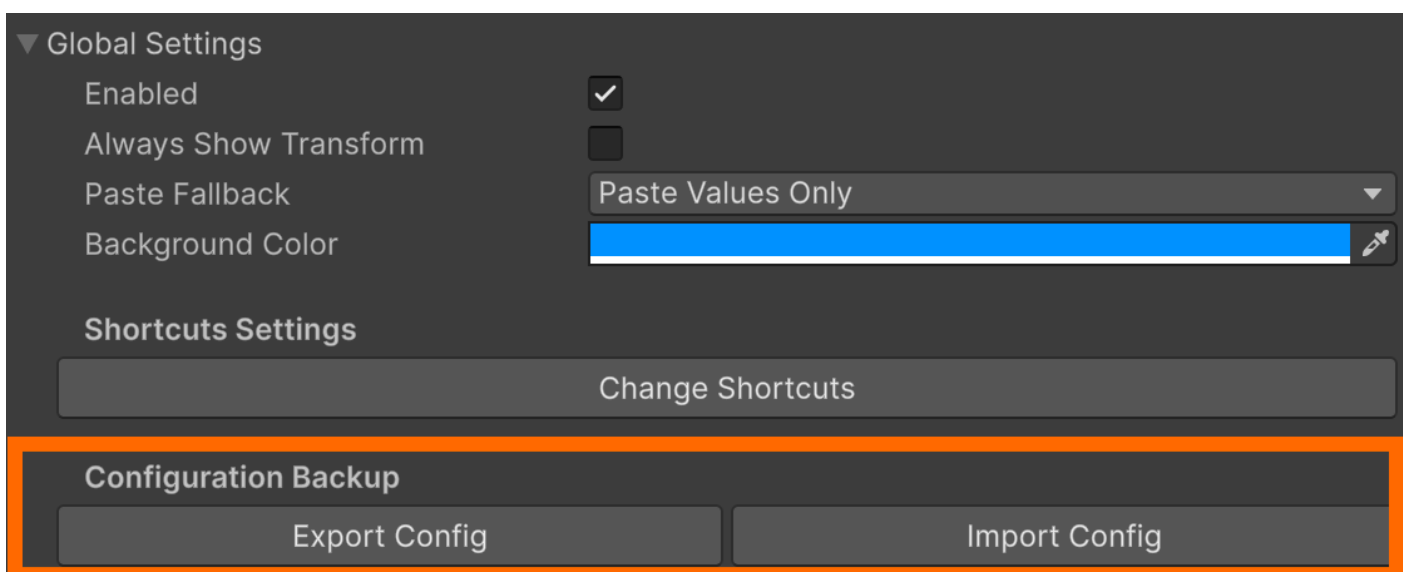
Shortcuts



- Perform a wide range of actions using keyboard shortcuts, such as copy, paste, duplicate, delete, and more.
- Shortcuts can significantly speed up your workflow and improve efficiency.
- All shortcuts are fully customizable, and you can disable them entirely if preferred.



Backup and Restore



- Easily back up your configurations to a JSON file at any time.
- You can switch between different configuration presets or restore a previous setup whenever needed.

Support And Contact

Ramdal Website: <https://ramdalgames.com>

Mohamed Haftari Website: <https://mohamedhaftari.com>

Support: support@ramdalgames.com

Contact: contact@ramdalgames.com