# DEXSOFT Editor Tools: Group Selected

Very useful little script from our **DEXSOFT Editor Tools series.**
When you create your levels, you should always take care that objects on scene are well organised and arranged in a manner that you can easily find and replace elements. For example, if you add windows or some other elements to your building you want them all to be grouped on that same building.
By using Unity editor it takes a lot of clicks to achieve that. You need to create a new empty GameObject, change its name (f.e. Building1), select objects which you want to place inside and then drag them into the just created empty object.
With our **Group Selected Tool** you can do that with only one command!
Select the game objects by holding CTRL key and choose one of two available commands from Tools-Group Selected Menu.
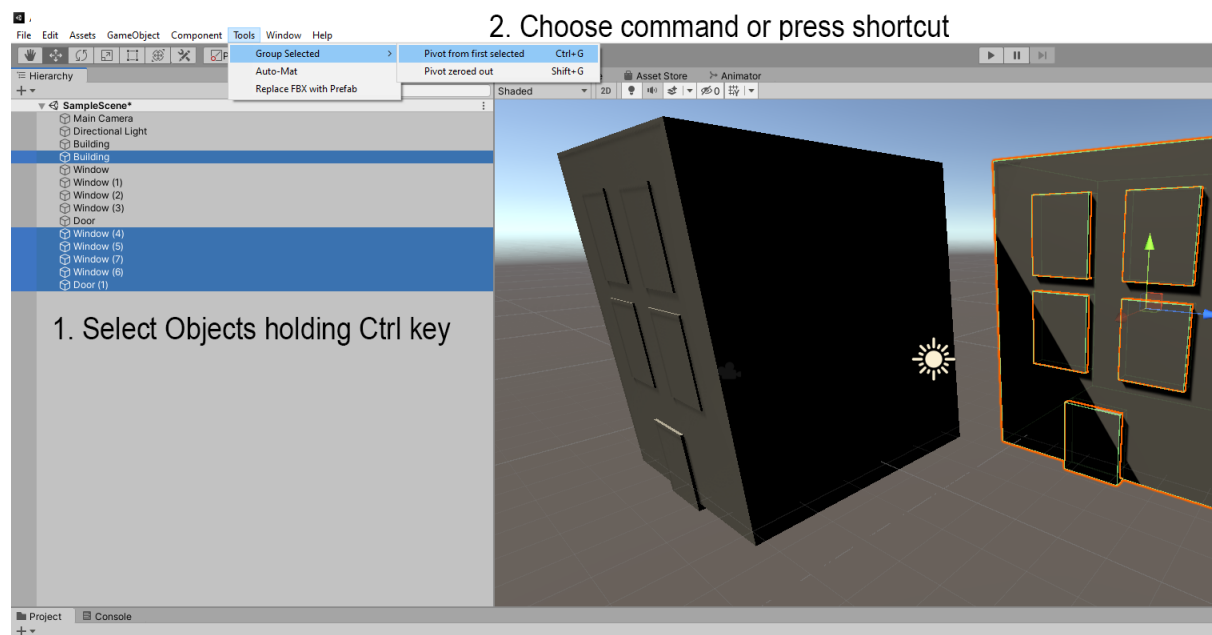

First command: **Pivot from first selected** (or to press Ctrl-G shortcut) will group selected objects, take name from first selected object and preserve pivot from that object.
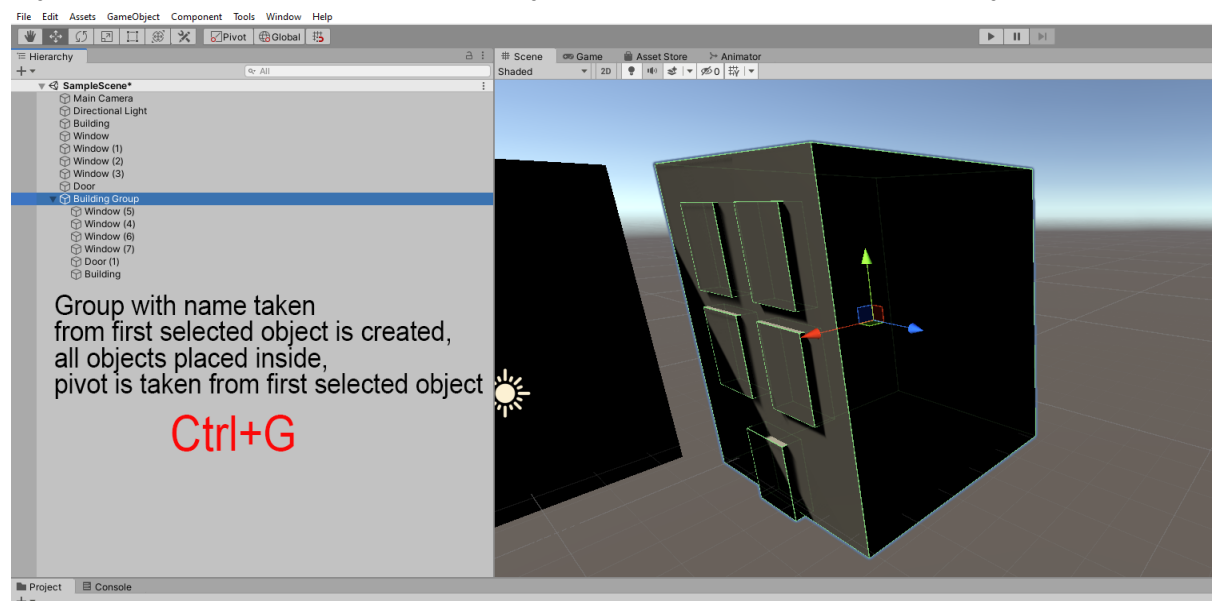
This option is ideal for creating new prefabs, just select all prefab elements, group them with this pivot option (Ctrl+G) and simply drag the group into the Prefabs folder. Done!

Second, **Pivot zeroed out** (SHIFT+G) will do the same, but pivot of the group will be placed in 0.0.0 point (origin).
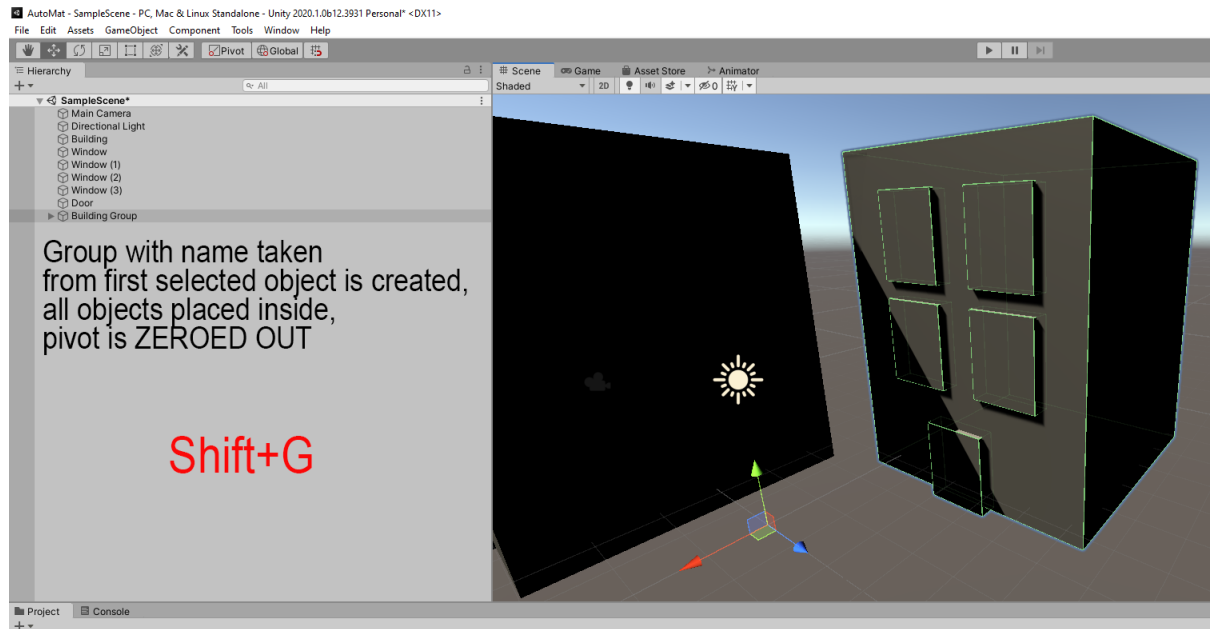
So, selecting order is important if you want to take the pivot from the first selected object. In our example it is logical to select Building first and then windows and doors. The group will get name from the Building object and pivot will be chosen from those two options (Ctrl+G), from first object or in the origin (Shift+G).

Installation:
Download from the Unity Asset Store or make a new Editor folder inside Assets folder and copy script into it.

Usage:
Select desired objects holding Ctrl key in desired order in scene hierarchy and press Ctrl+G shortcut (Pivot from first selected), or Shift+G (Pivot zeroed out from Tools-Group Selected).

Thank you for using our DEXSOFT Editor Tools!

If we caught your attention, you should check out the rest of our super handy DEXSOFT Editor Tools!