

UnityQuery Cheat Sheet

Hierarchy Queries

```
GameObject o1, o2;

foreach (var child in o1.GetAncestors())
foreach (var child in o1.GetAncestorsAndSelf())
foreach (var child in o1.GetChildren())
foreach (var child in o1.GetDescendants())
foreach (var child in o1.GetDescendantsAndSelf())

if (o1.IsAncestorOf(o2))
if (o1.IsDescendantOf(o2))
```

Hierarchy manipulation

```
GameObject o;

o.AddChild();
o.AddChild(prefab);
o.DestroyChildren();
```

Game Object Manipulation

```
Transform t;

t.Reset();

GameObject o;

o.SetLayer("UI");
o.SetLayers("UI");
```

Vector Swizzling

Note that vectors are immutable (with [good reason](#)).

```
Vector3 v = new Vector3(1, 2, 3);

Vector2 w = v.XY();
Vector2 w = v.XZ();
Vector2 w = v.YZ();

Vector3 w = v.WithX(4);
Vector3 w = v.WithY(4);
Vector3 w = v.WithZ(4);
```

Picking

```
Transform t = Camera.main.PickObject();
Transform t = Camera.main.PickObject
    (Input.mousePosition,
     LayerMask.GetMask("Selectable"),
     1000.0f);
```

Collection Extensions

```
var first = new List<int> { 1, 2, 3 };
var second = new List<int> { 1, 3 };

if (first.ContainsAll(second))
if (first.IsNullOrEmpty())
```

Version 0.3.

<https://github.com/npruehs/unity-query>
UnityQuery is released under the [MIT license](#).