UnityQuery Cheat Sheet

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| **Usage**  using UnityQuery;  **Hierarchy Queries**  GameObject o1, o2;  foreach (var child in o1.GetAncestors())  foreach (var child in o1.GetChildren())  foreach (var child in o1.GetDescendants())  foreach (var child in o1.GetDescendants().OnLayer("UI"))  if (o1.IsAncestorOf(o2))  if (o1.IsDescendantOf(o2))  GameObject root = o1.GetRoot();  string path = o1.GetPath();  **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](https://msdn.microsoft.com/en-us/library/ms229031%28v=vs.110%29.aspx)).  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);  Color c = new Color(0.0f, 1.0f, 0.0f, 1.0f);  c = c.WithAlpha(0.8f);  c = c.WithAlpha(205);  **Picking**  Transform t = Camera.main.PickObject();  Transform t = Camera.main.PickObject  (Input.mousePosition,  LayerMask.GetMask("Selectable"),  1000.0f);  **Logging**  Log.Info(this, "Login successful.");  Log.Error(this, "Not enough minerals: {0}", 100);  Version 1.0  <https://github.com/npruehs/unity-query>  UnityQuery is released under the [MIT license](https://github.com/npruehs/unity-query/blob/master/LICENSE). |