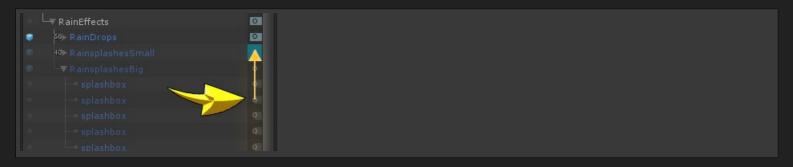
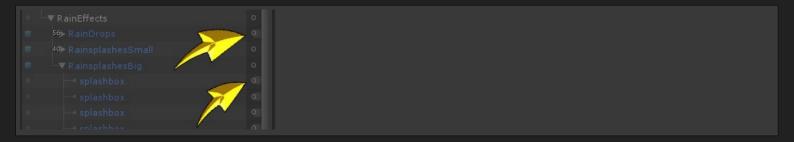
This is a fixed component, you can not change the position of this component.

This module allows you to quickly enable/disable GameObjects. To change the state of one object, 'LEFT' click on the icon of the object; To change the state of several objects, 'LEFT' click and drag.



To change the state of all selected objects, on the icon of one of the selected objects.

If the object is enabled, but one of the parents is disabled, this object will be highlighted with a translucent color.



Note that you cannot change the state of these objects due to the necessity to avoid accidental switching.

To fast focus on an object without changing the selection in the SceneView, 'RIGHT' click on the icon of the object; To change focusing object, 'RIGHT' click and drag.

