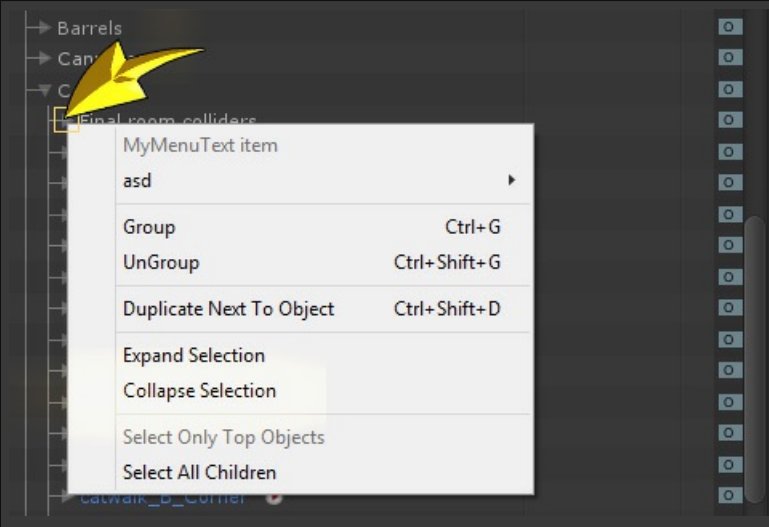An excellent extensible menu of objects is a convenient alternative to the context menu.

For this menu, you can create categories, perform validity checks, hide certain menu items and even assign hotkeys for your functions.

To call the menu, right-click to the left of the object.



All the initially available menu items are in the **'RightClickObjectLeftMenu_Example.cs'** file, and you can familiarize with it.

To use this menu for several objects, select the necessary objects and then right-click to the left of one of the selected objects.

Hotkeys do not overlap the keys of other windows, and only work when the hierarchy window is in focus.

To add your menu item, create a class with any name and inherit the **'HierarchyExtensions.IGenericMenu'** interface.

```csharp
class MyMenu : HierarchyExtensions.IGenericMenu
{
    public string Name { get { return "MySubItem/MyMenuItem %K"; } }

    public int PositionInMenu { get { return 50; } }

    public bool IsEnable(GameObject clickedObject) { return clickedObject.transform.childCount > 0; }

    public bool NeedExcludeFromMenu(GameObject clickedObject) { return clickedObject.CompareTag("Water");
}

    public void OnClick(GameObject[] affectedObjectsArray)
    {
        int i = 0;
        foreach(var gameObject in affectedObjectsArray) gameObject.name = "NewName" + i++;
    }
}
```

| | |
|---|---|
| **Name** | Returns the name of the item and the sub-menu item and sets the hotkeys % (ctrl on Windows, cmd on macOS), # (shift) |
| **PositionInMenu** | Returns the position in the menu |
| **IsEnable** | If the condition returns false, the menu item will be inactive, but visible to the user |
| **NeedExcludeFromMenu** | If the condition returns true, the menu item will be completely excluded for this condition |
| **OnClick** | Called when the menu item is clicked |

Note: If you call the menu for the selected object, the menu item is called for all selected objects. If you call the menu for an unselected object, the menu item is called only for it, regardless of whether you have any objects selected.

Calling a menu item automatically records objects to Undo so that you can return changes.