

## Selectability

Right-Click on a GameObject in the Hierarchy Window to display the Hierarchy Context menu. **Selectability** is at the top.

### Select Children

Selects all the *immediate* child GameObjects. Children of children will not be selected. This selection is non-inclusive. Your original selection [ the parent ] will not remain selected.

### Select Parent

Selects the *immediate* parent GameObject. Parents of parents will not be selected.

### Select Descendants

Selects all the child GameObjects and the children of those GameObjects. This selection is inclusive. The parent GameObject will remain selected.

### Select Ancestors

Selects all GameObjects above the current selection to the root. Parents of parents and children of those parents will be selected if those children are above the initially selected GameObject. This selection is inclusive.

### Select Siblings

Selects all GameObjects with the same SiblingIndex at the current Hierarchy index.

### Select Root

Selects the topmost parent, the root GameObject.

Questions, comments, queries, suggestions, or complaints:  
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