

HyperGraph is a recently added stunning module, which provides users with an outstanding opportunity to track relationships between objects. You can select an object and see whether its components refer to other objects and whether other objects refer to the selected object or its components.

To open HyperGraph, either click on its icon or use the 'ALT + SHIFT + G' combination.



The selected object is displayed in the middle.

	GameObject and its name
	GameObject's component
	Component's variable
	A pointer to an object assigned to a variable
	The performance of the analysis of components referencing the current object
Reload	An auto-replacement of the current object upon a change in selection
Hide	An auto-close of the HyperGraph window upon a change in selection
	Buttons for quick- switching between recent selections in the HyoyerGraph window
	An update of refers for the current state

- You can change the height of the window by pulling line at top part.
- To change the position of the content, hold down the middle mouse button and drag.
- To quickly change the current object, click on the title of another object.