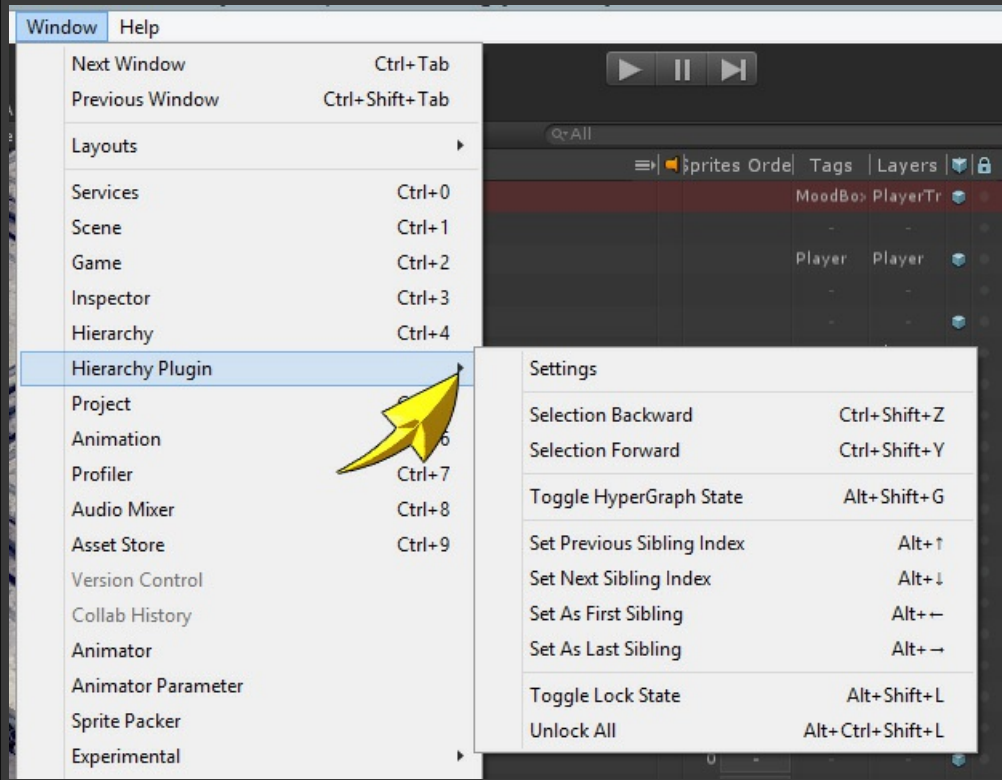
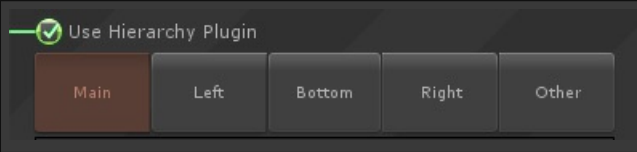


The top menu contains other common plug-in functions that can be called from any window of the Unity game engine.

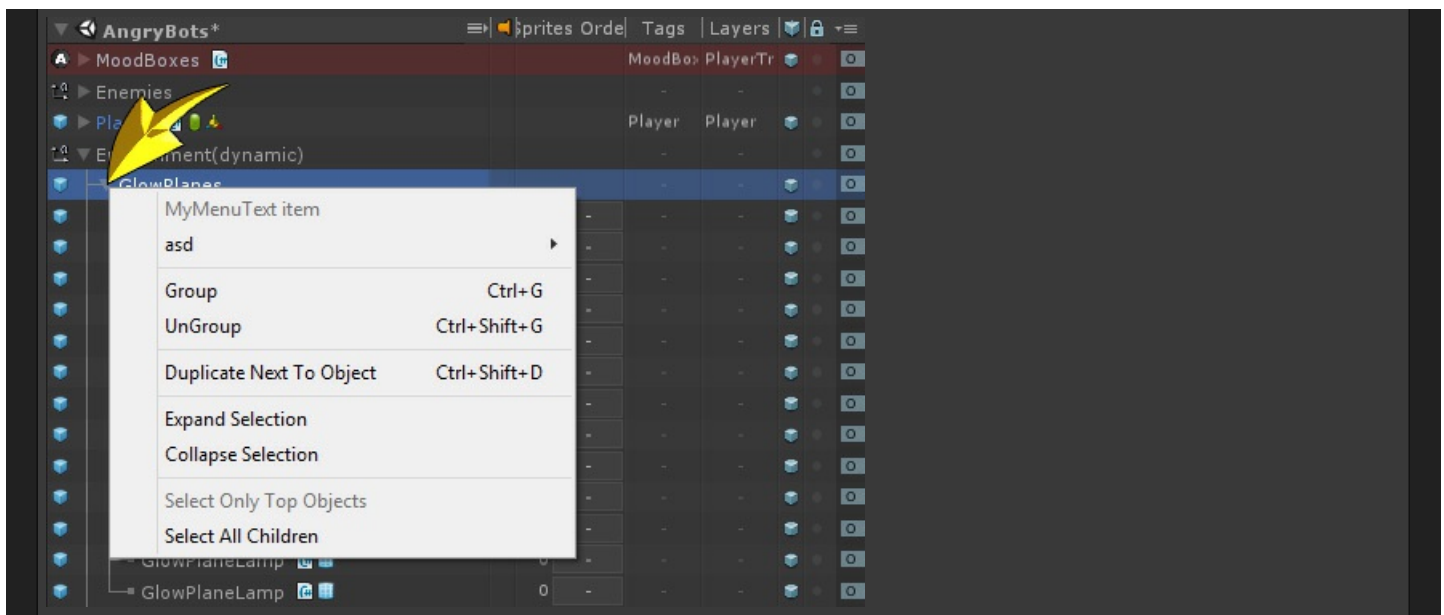


Settings	Opens settings in the inspector
Selection Backward/Forward	Switches the selection between the recently selected objects
Toggle HyperGraph State	Opens/closes the HyperGraph drop-down box (see the 'Bottom Panel' section)
Set Previous/Next Sibling Index	Moves the selected objects up and down in hierarchy
Set As First/Last Sibling	Moves objects to the very beginning or the very end, in relation to their parents
Toggle Lock State	Locks and unlocks the current object. Initially, locked objects cannot be selected in the scene window, but this option can be turned off in settings
Unlock All	Unlocks all blocked objects in current scenes

Settings are divided into several categories.



The settings of the main category allow changing the width and transparency of the back chess grid. Adjusting the transparency has an effect when the modules start overlapping names of objects.



If you call the menu for the selected object, then the menu item will be called for all selected objects. If you call the menu for an unselected object, the menu item will be called only for it, regardless of whether other objects are selected.