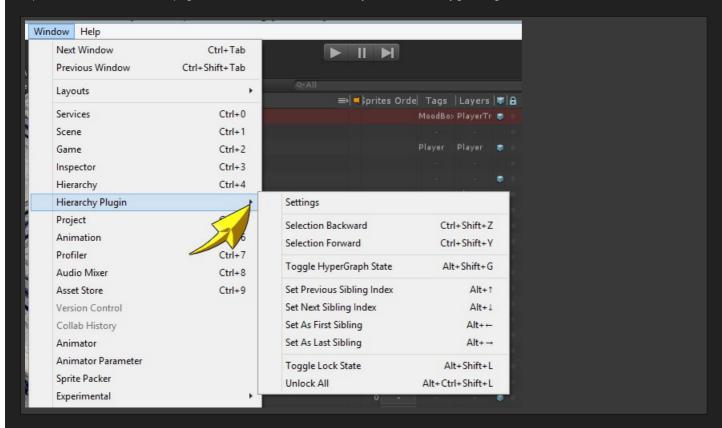
The top menu contains other common plug-in functions that can be called from any window of the Unity game engine.

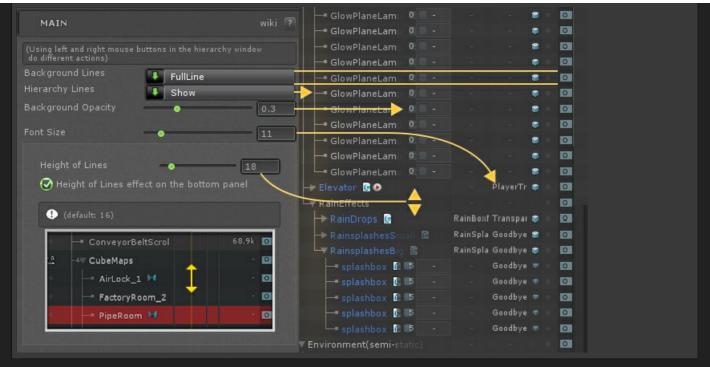


Settings	Opens settings in the inspector
Selection Backward/Forward	Switches the selection between the recently selected objects
Toggle HyperGraph State	Opens/closes the HyperGraph drop-down box (see the 'Bottom Panel' section)
Set Previous/Next Sibling Index	Moves the selected objects up and down in 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

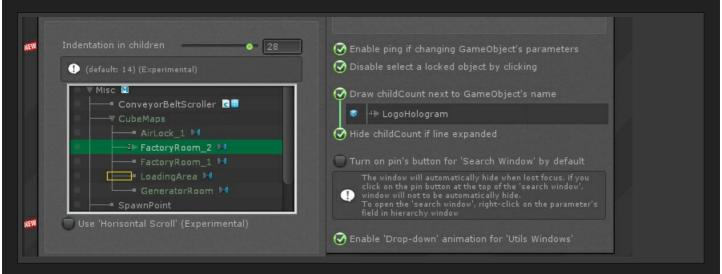
Settings are divided into several categories.



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.



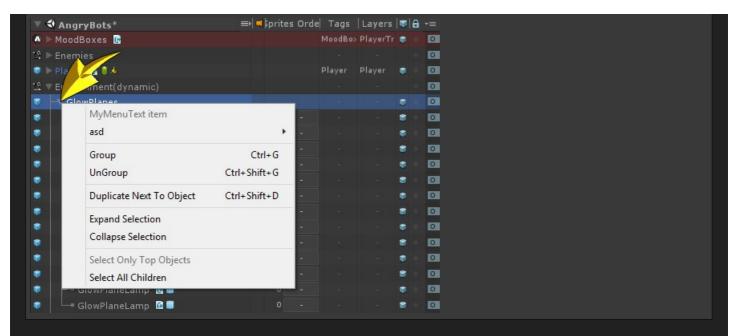
Background Lines	The length of the background chess grid
Hierarchy Lines	Parents-children lines
Background Opacity	The transparency of the background of the right panel
Font Size	Also, you can choose the font size
Height of Lines	The height of the lines, based on your taste



Indentation in children	Indenting is an excellent opportunity to structure a project with deep nesting
Use 'Horisontal Scroll'	If the content does not fit into the window, then horizontal scrollbar will be displayed
Enable ping if changing GameObject's parameters	When you change the parameters of an object around its name, a stroke will be displayed in the hierarchy window
Disable select a locked object by clicking	You can't select objects in the SceneView when they are locked
Draw childCount next to GameObject's name	Draw the number of children next to the object name
Enable 'Drop-down' animation for 'Utils Windows'	If you have problems with windows animation, turn it off

You can also customize the display of panels for play mode in settings.

To open another interesting menu, right-click A little to the left of the object name. Moreover, you may create items for this menu by your own (see 'Other Tips' for more details)



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.