Transform

```
GetChildrenByName Get children transforms of parent transform by GameObject name.

Transform[] children = gameObject.transform.GetChildrenByName("Item");

LookAt2D Rotates transform so the forward vector (or supplied Vector3) points at target's position.

gameObject.transform.rotation = gameObject.transform.LookAt2D(currentMousePosition);

gameObject.transform.rotation = gameObject.transform.LookAt2D(currentMousePosition, Vector3.right);

RotateWithInputDelta Rotate transform with delta input position.

gameObject.transform.RotateWithInputDelta(delta, rotateSpeed, mainCameraTransform);

Rotate transform along a custom axis with delta input position.

gameObject.transform.RotateWithInputDelta(delta, rotateSpeed, mainCameraTransform, RotationAxis.Horizon gameObject.transform.RotateWithInputDelta(delta, rotateSpeed, mainCameraTransform, RotationAxis.Horizon
```