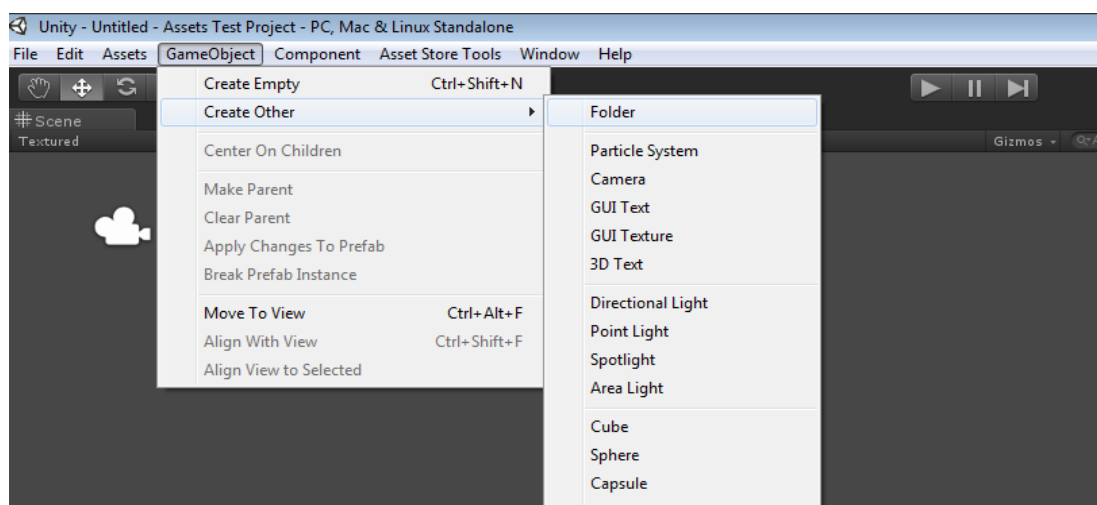
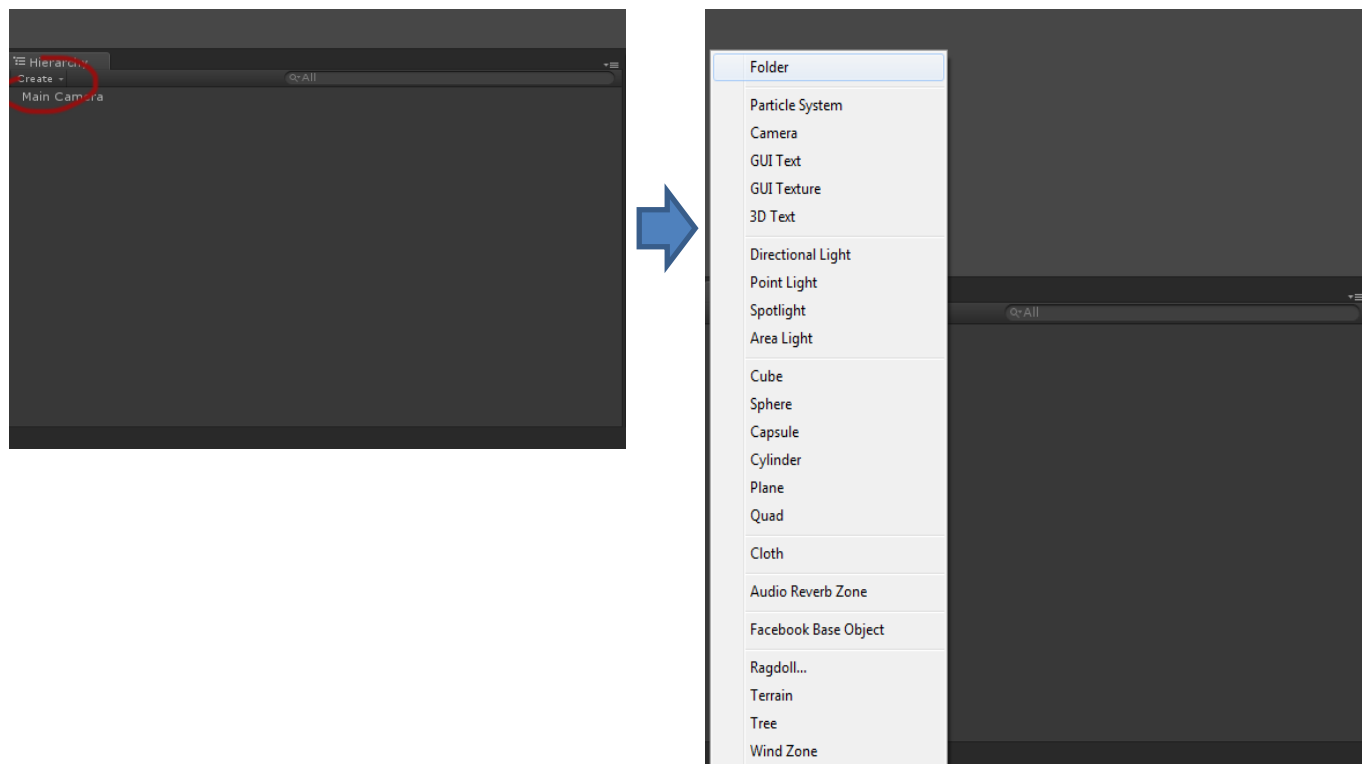
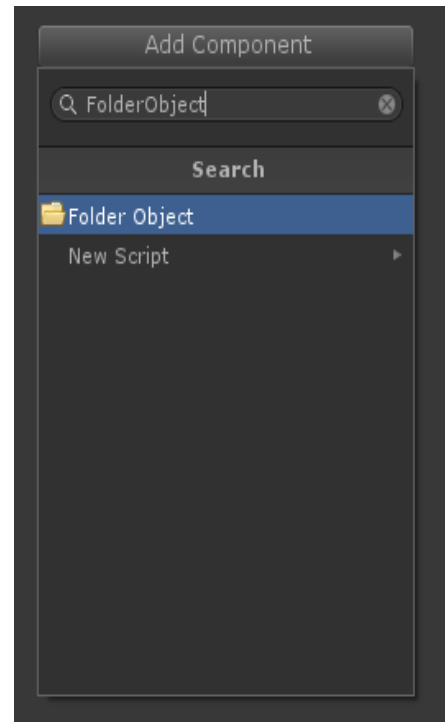


Folder Object – Instructions for Use

- Create a new *Folder* object by using the "Create" menu in the Hierarchy view, or GameObject > Create Other from the main menu.



- Alternatively the "FolderObject" component can be added to any GameObject to make it a Folder. Note doing so will hide the transform window, and reset all its local transform values to zero!



- Some global Folder behaviours can be changed by editing the FolderObjectOptions.cs script.
- Options such as locking a Folder from editing or deletion, or hiding its children in the Hierarchy, are available in the Inspector view while a Folder object is selected.

