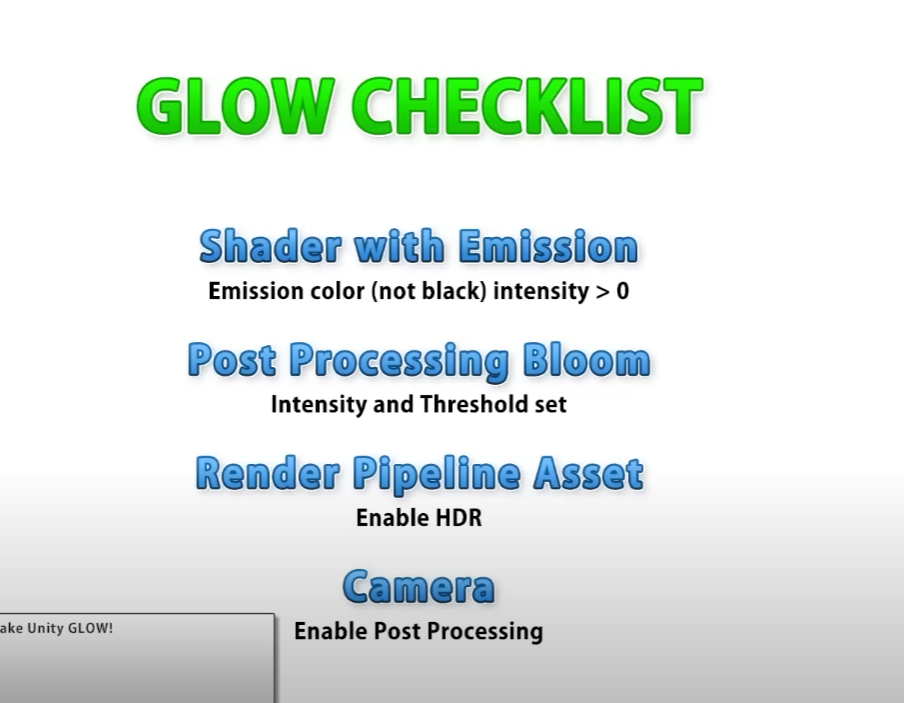
1. Tip unity

* Click object + F : focus gameobject
* Glow unity object



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