

# UnityQuery Cheat Sheet

## Usage

```
using UnityQuery;
```

## Hierarchy Queries

```
GameObject o1, o2;
```

```
foreach (var child in o1.GetAncestors())  
foreach (var child in o1.GetChildren())  
foreach (var child in o1.GetDescendants())
```

```
foreach (var child in o1.GetDescendants().OnLayer("UI"))
```

```
if (o1.IsAncestorOf(o2))  
if (o1.IsDescendantOf(o2))
```

```
GameObject root = o1.GetRoot();  
string path = o1.GetPath();
```

## Hierarchy manipulation

```
GameObject o;  
  
o.AddChild();  
o.AddChild(prefab);  
o.DestroyChildren();
```

## Game Object Manipulation

```
Transform t;  
  
t.Reset();  
  
GameObject o;  
  
o.SetLayer("UI");  
o.SetLayers("UI");
```

## Vector Swizzling

Note that vectors are immutable (with [good reason](#)).

```
Vector3 v = new Vector3(1, 2, 3);
```

```
Vector2 w = v.XY();  
Vector2 w = v.XZ();  
Vector2 w = v.YZ();
```

```
Vector3 w = v.WithX(4);  
Vector3 w = v.WithY(4);  
Vector3 w = v.WithZ(4);
```

```
Color c = new Color(0.0f, 1.0f, 0.0f, 1.0f);  
c = c.WithAlpha(0.8f);  
c = c.WithAlpha(205);
```

## Picking

```
Transform t = Camera.main.PickObject();  
Transform t = Camera.main.PickObject  
    (Input.mousePosition,  
    LayerMask.GetMask("Selectable"),  
    1000.0f);
```

## Logging

```
Log.Info(this, "Login successful.");  
Log.Error(this, "Not enough minerals: {0}", 100);
```

Version 1.0.1

<https://github.com/npruehs/unity-query>

UnityQuery is released under the [MIT license](#).