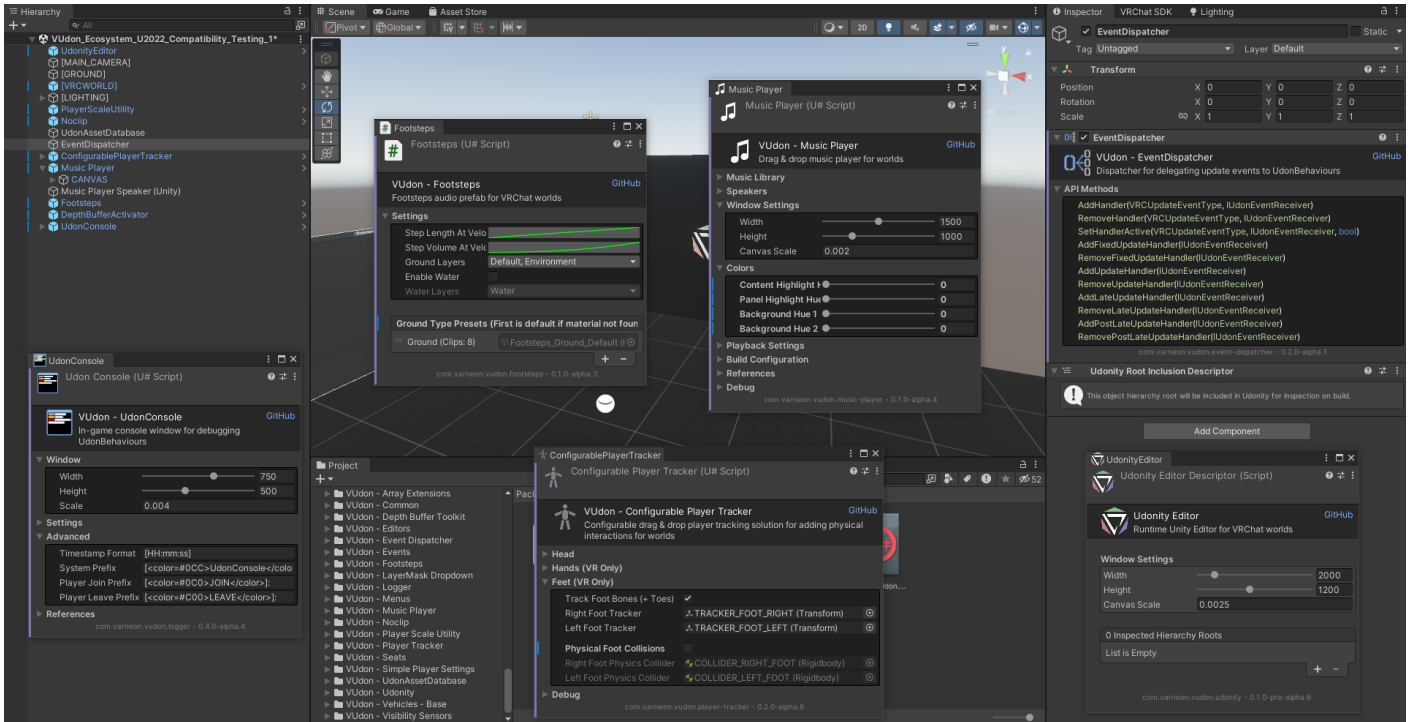
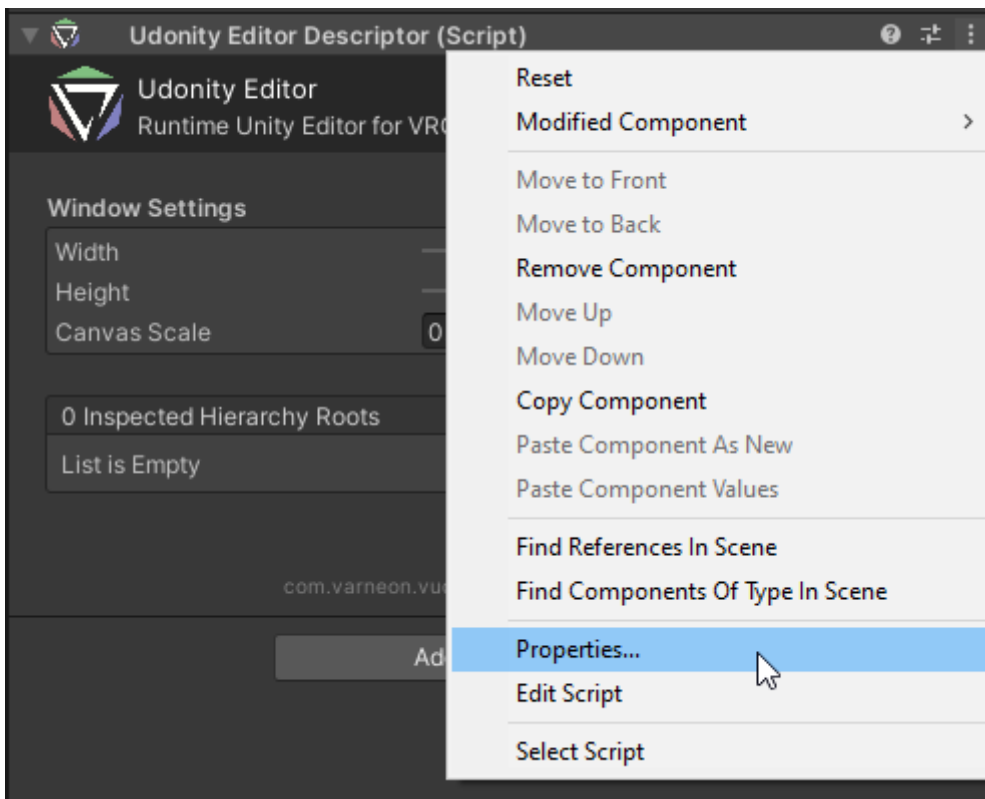


# Properties Window

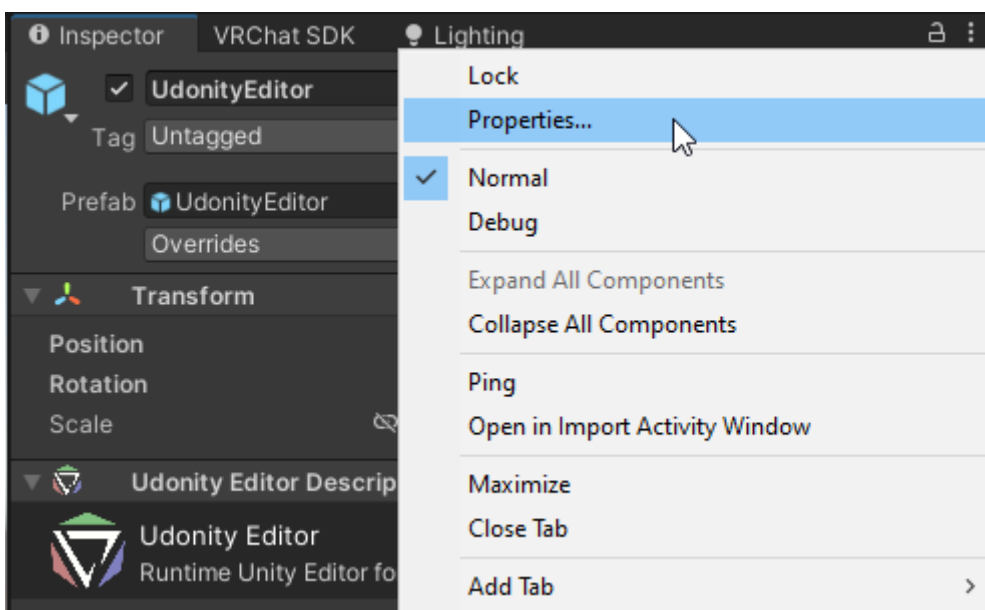
Unity 2022.3 allows you to open an isolated inspector for any `GameObject`'s or `Component`'s inspector.



If you want to open an isolated inspector for a **Component**, navigate to the component's context menu (*three dots*), and click **Properties...**



If you want to open an isolated inspector for a **GameObject**, navigate to the inspector's context menu (*three dots*), and click **Properties...** - **OR** - right click the GameObject in hierarchy and click **Properties...** at the very bottom.



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