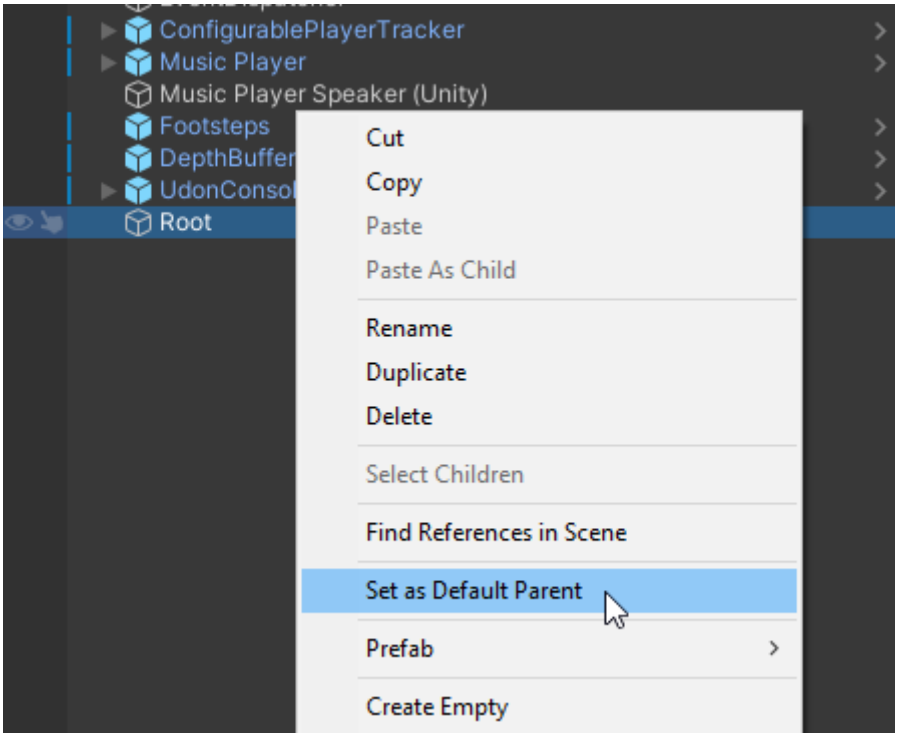
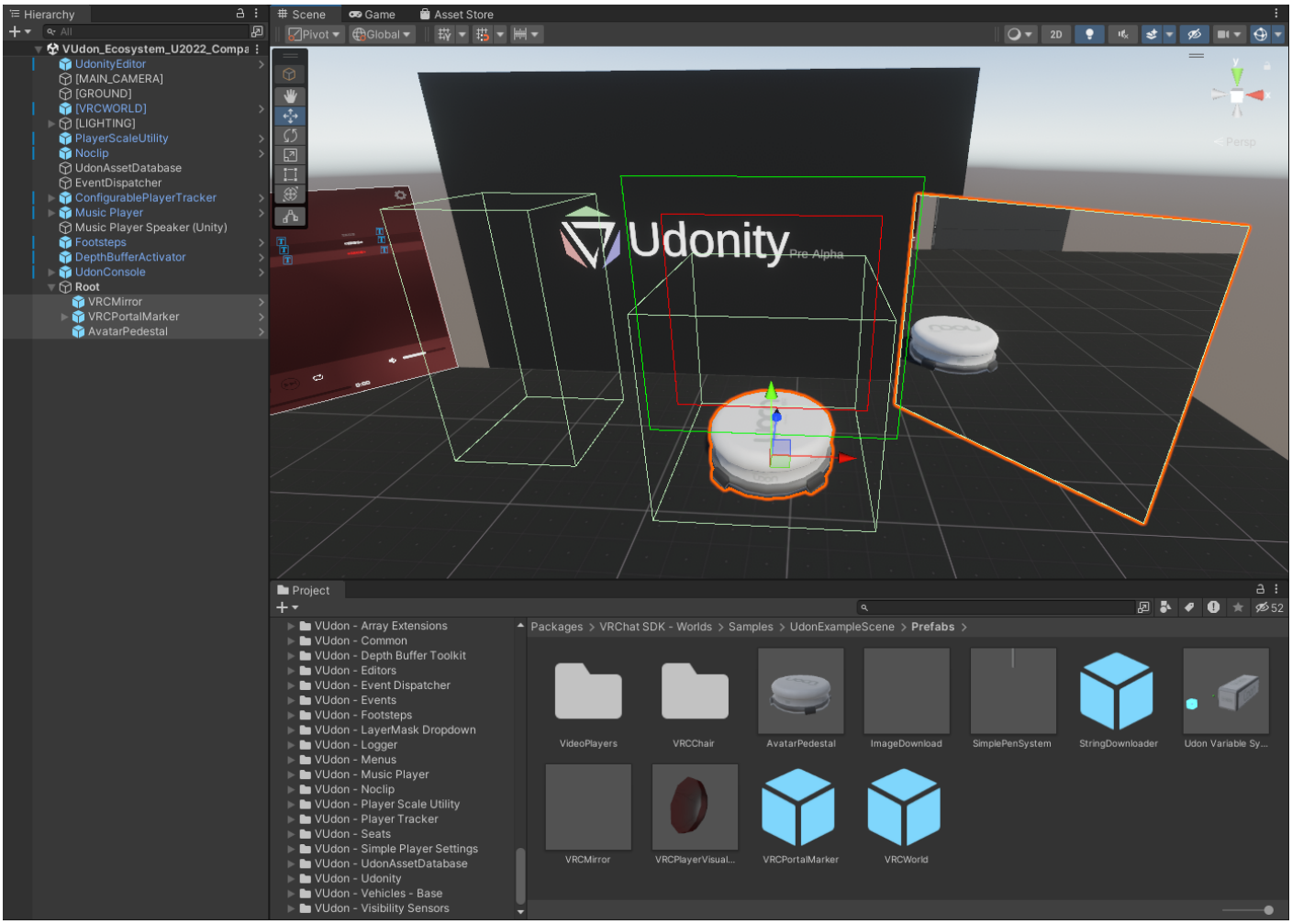
Set Any GameObject as Default Parent

How to set a GameObject as default parent?

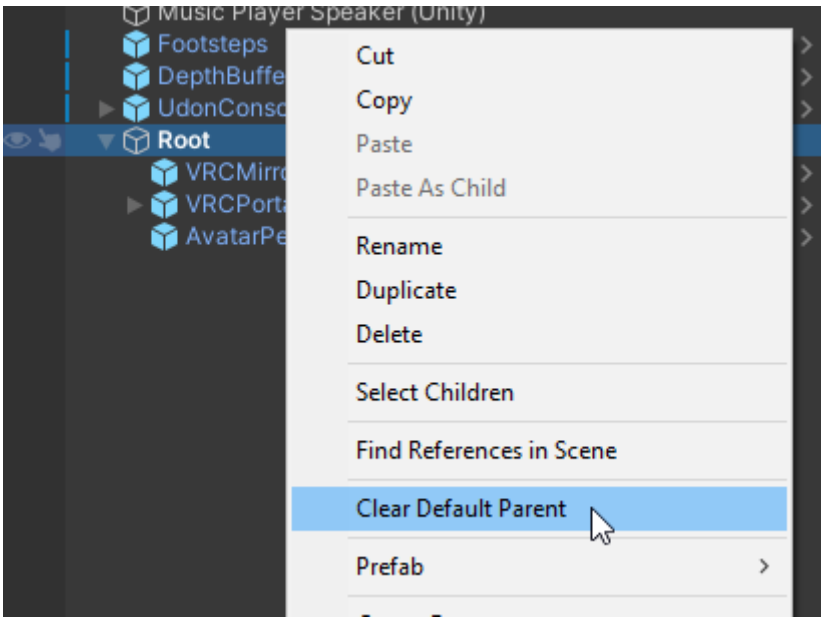
In 2022.3 we have a new option for setting any GameObject in the scene as the default parent, meaning that any new prefab we drag into the scene will be parented to that object by default.





How to clear the default parent for the scene?

If you want to clear the default parent of your scene, all you have to do is navigate back to the same menu item as before, which now says "***Clear Default Parent***"



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