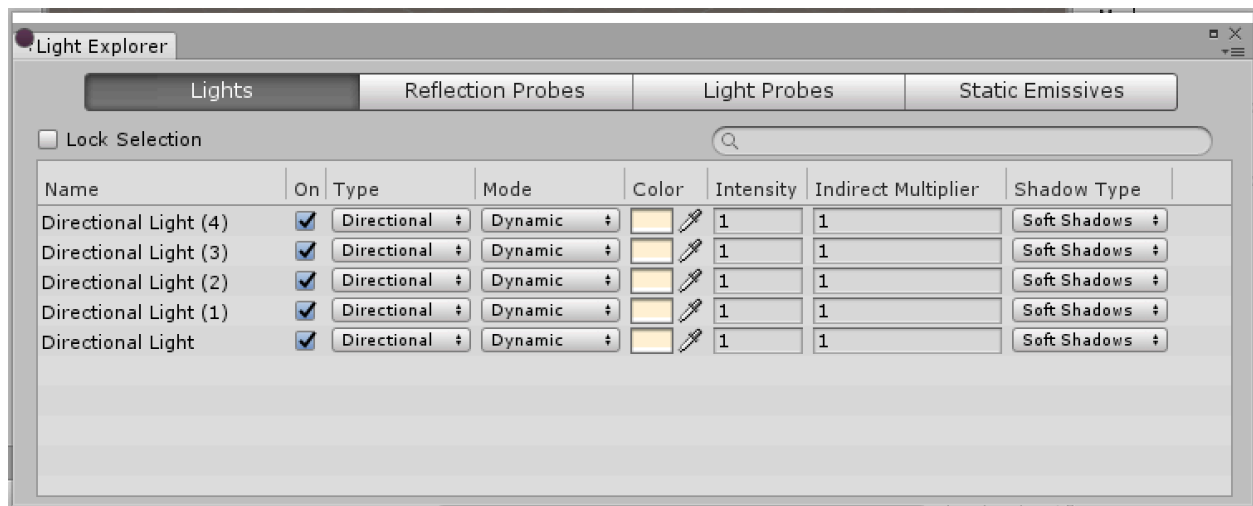


2017-06-17 THIS DOCUMENTATION IS SUPERSEDED BY THE [UNITY USER MANUAL LIGHTING SECTION](#). Please note these draft documents will be deleted in the near future.

5.6 DRAFT DOCUMENTATION: This is first draft documentation for a feature that is new in Unity 5.6. As such, the information in this document may be subject to change before final release.

Light explorer

A new window has been added. It can be found in the “window” menu under lighting/light explorer.



This window allows you to select and edit light sources. [Lights](#), [Reflections probes](#), [Light Probes](#) and [Static Emissives](#) are available via four tabs. The editable parameters are the most commonly used subset of what can be edited via the respective inspectors. You can filter each table for names by using the search field on the right. Another way to filter the list is by selecting the lights you want to work on and then check the “Lock Selection” checkbox. As long the checkbox remains checked, only the lights that were selected when the checkbox was clicked remain listed, regardless of the current selection.