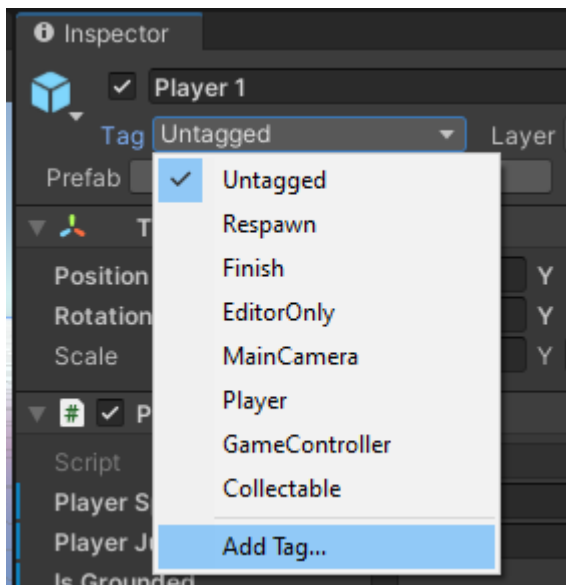


Tags in Unity can be used to refer to an object using the camera view, collision detection, etc. Tags can be added globally through the inspector by choosing any object and selecting “Tag” and “Add Tag...”



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