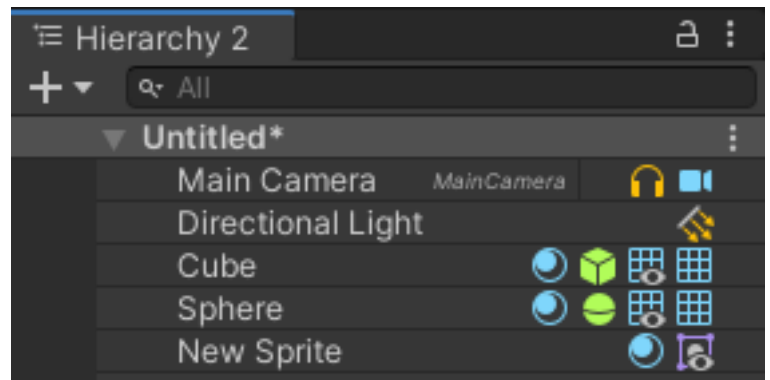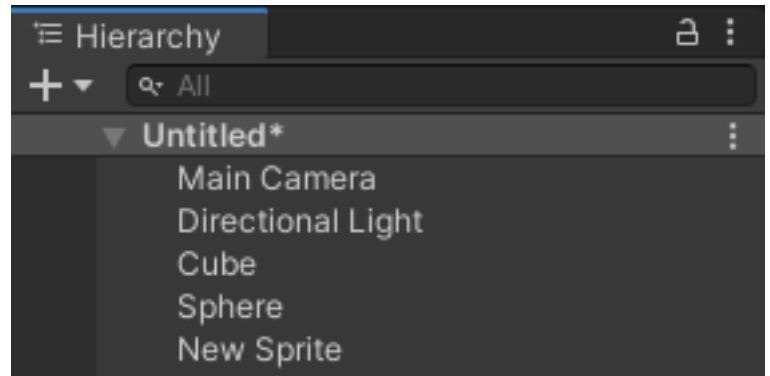# HIERARCHY 2

Document version 1.2.0

GETTING STARTED

Enable/Disable hierarchy 2:
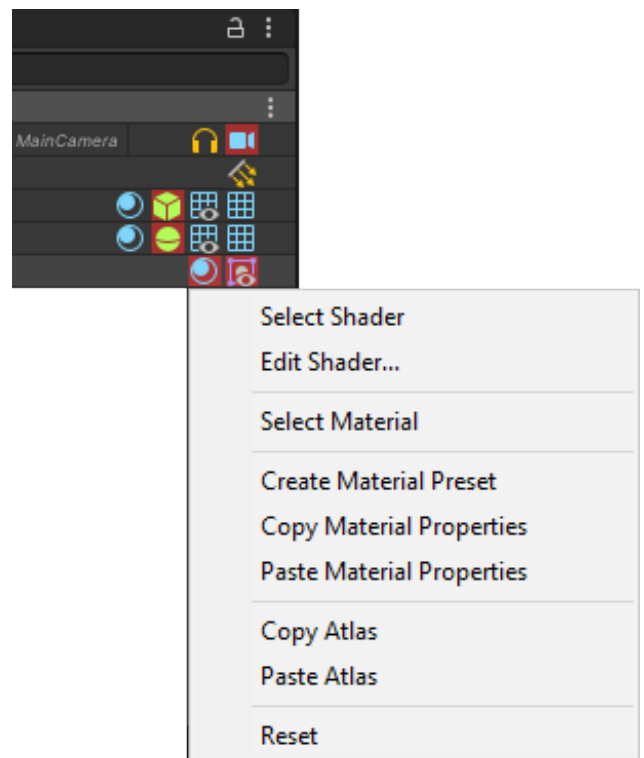Select Hierarchy Window and press Ctrl + H

Components:
Left-click to selection component (Hold ctrl to multiple select/deselect component).
Right-click to edit component.
Middle-click to open component(s) in **Instance Inspector**.

Tips:

if you want to delete multiple components at once instead of selecting each component and remove it, select all components you want to remove -> ctrl + right click, a popup with remove all components will appear.

Instant Inspector:

When you middle-click component icon in Hierarchy, the Instant Inspector window will popup (it will include components that currently selected in hierarchy).

It's very useful when you want to edit multi component from multi object at the same time.

Tips:

If you only use the middle mouse, the Instant Inspector will only show a list of the components you have selected and the component you middle-click on it (whether or not it has been selected).

Example: You have selected 3 components: BoxCollider, MeshRenderer and Direction Light. Then you use the middle mouse on the Camera component (without selecting it) to open Instant Inspector. Instant Inspector will now have 4 components: BoxCollider, MeshRenderer, Direction Light and Camera.

Close the Instant Inspector and the entire component list on it will be removed as well.

If your Instant Inspector is open, and you use the middle mouse as above, it will replace all components on the Instant Inspector with the same rules I mentioned above. In this case, if you want to add a list of the components you have just selected and the component you middle-click on it (whether or not it has been selected) without losing existing components on the Instant Inspector (Instant Inspector is still open), use alt + middle mouse.

Click to ping object on scene

Right click to show edit component popup
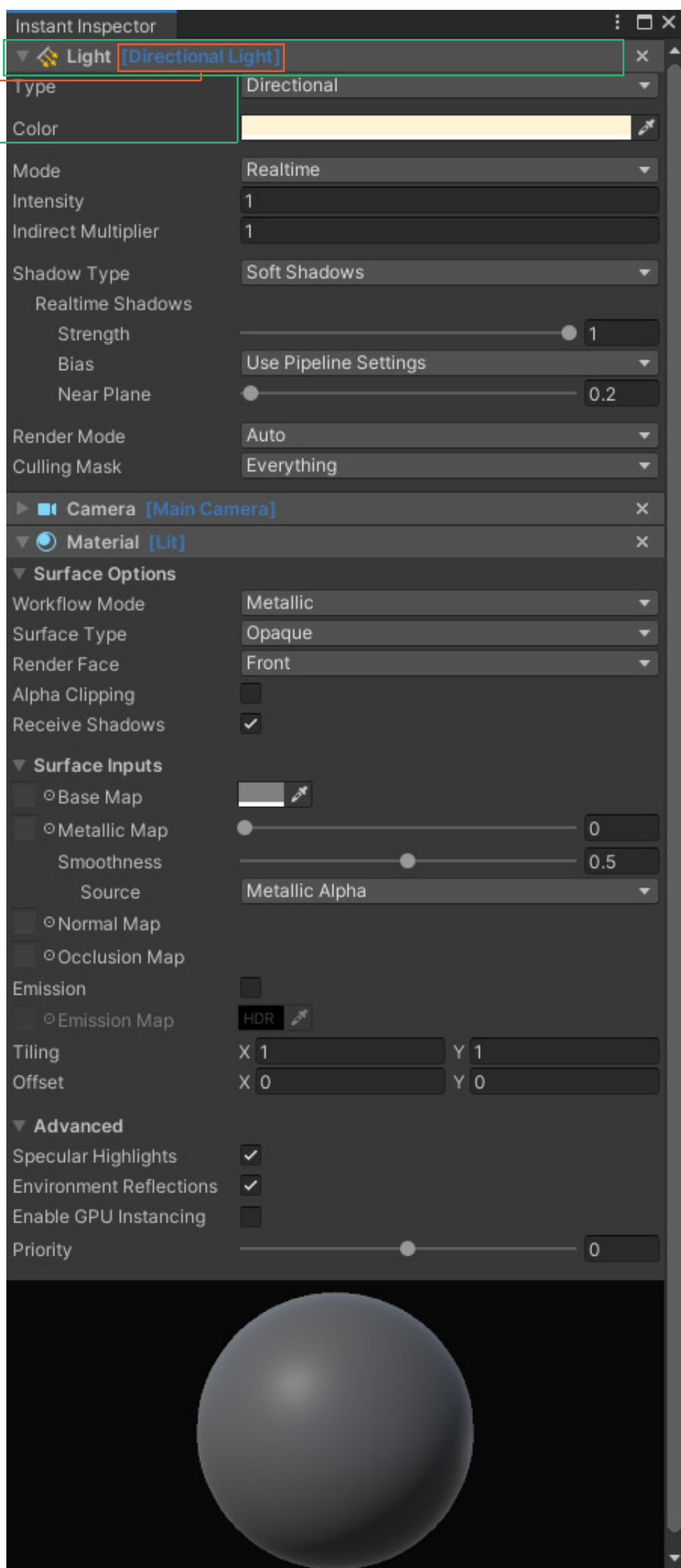
Object:

Middle-click on object name area to quick active/inactive object.

Right-click on object icon area to custom icon. (Display Custom Icon enable)

Select object(s), press Ctrl + L to lock object, Ctrl + Alt + L to unlock.

Tag and Layer:

If object tag is not "Untagged" or layer is not "Default", it will show on hierarchy, right-click on the tag and layer area to modify it.
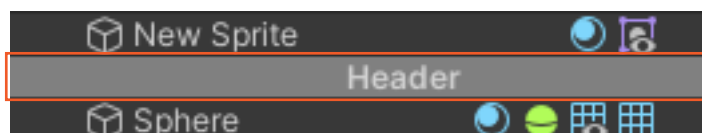

Sibling:

press Shift + W or Shift + S to quick sibling object on hierarchy.
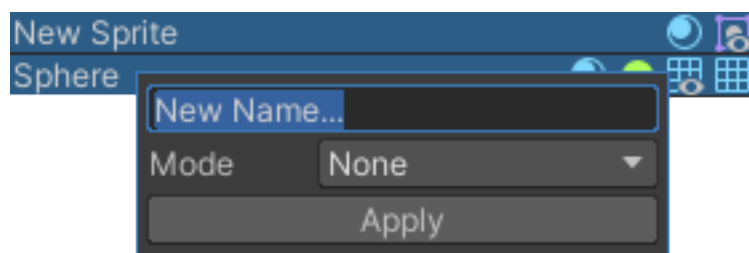

Header:

Naming object with "$h" prefix (Editable).
example:
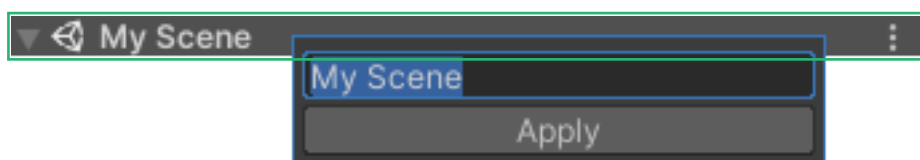"$hHeader" or Gameobject -> Header (Separator)

Rename object(s):

Select more than 2 object and press F2 to rename multi object.

Rename scene:

Hovering mouse in scene area (green box) and press F2.

Shelf toolbar:

Hovering mouse at + icon area (green box) to popup shelf toolbar.
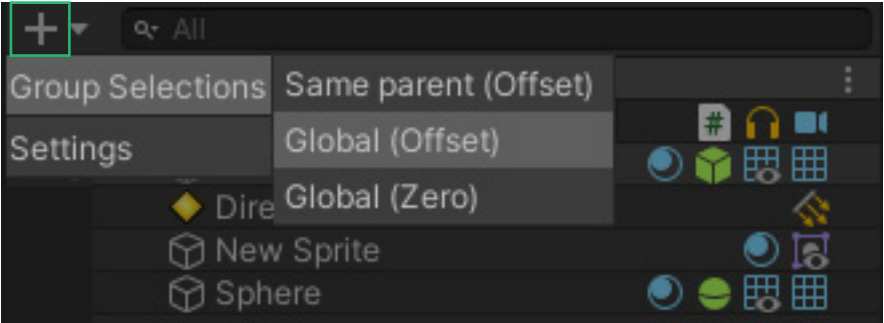
Custom object background:

Select one gameobject -> select "custom selection" on shelf toolbar.

Hierarchy Folder:

GameObject -> Hierarchy Folder or add Hierarchy Folder component to an empty game object on hierarchy.

For easy management GameObjects, allow auto flattens child objects and increase runtime performance.

Settings:

Edit -> Project Settings -> Hierarchy.

Hierarchy

Object

Display Custom Icon ✓

View
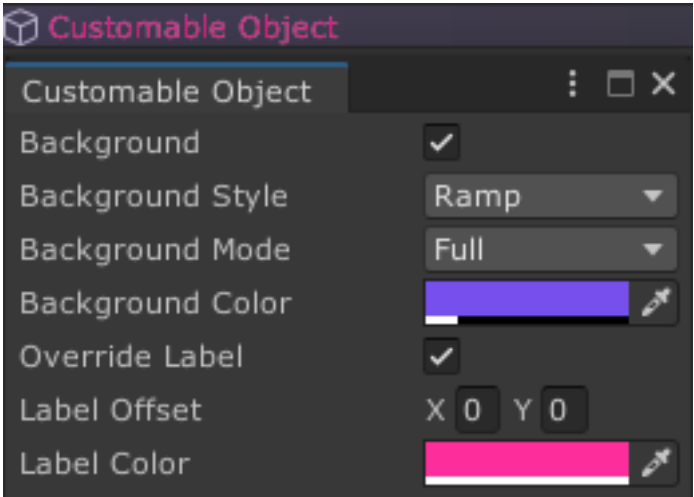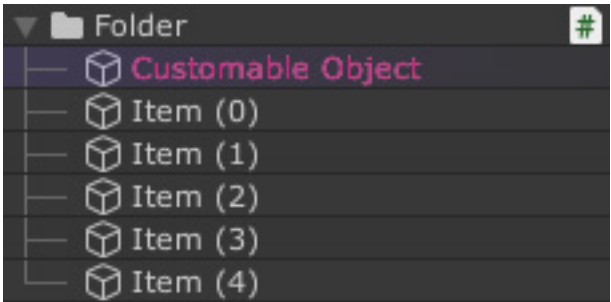
Display RowBackground ✓
Display TreeView ✓
Display Grid ✓

Components

Display Components Icon ✓
Component Alignment   Right ▾
Component Display Mode   Ignore ▾
Components   Transform RectTransform
Component Size   Large ▾
Component Spacing   2

Tag And Layer

Display Tag ✓
Tag recursive change ☐
Tag Alignment   After Name ▾

Display Layer ✓
Layer recursive change ✓
Layer Alignment   After Name ▾

Advanced

Header Prefix $h
Header Default Tag   Untagged ▾
Display Hovering ☐

Theme

Row Even   ▱
Row Odd   ▱
Grid Color   ▱
TreeView   ▱
Lock Icon   ▱
Tag Text   ▱
Layer Text   ▱
Header Title   ▱
Header Background   ▱
Component Selection   ▱