nullsave

Hierarchy Icons

Version 1.0

Description

HierarchyIcons allows you to easily associate an icon with your script in Unity's hierarchy by adding a simple attribute to your class. The project comes with dozens of built-in icons for you to use and you can add your own as well.

Usage

To utilize HierarchyIcons add the `HierarchyIcon` attribute to you class like below.

```
[HierarchyIcon("dialogue", "#29b0e0", true)]
```

Property Name	Description	Optional
IconName	The name of the asset you wish to use (Must reside under a Resources/Icons folder)	False
IconColor	When not supplied the color will be automatically chosen based on the Unity Editor skin. A white color for pro and a near black for free. If you supply a color (ex "#29b0e0") it will be used no matter what skin is applied. Icons are given an Alpha of 1 when enabled and 0.4 when disabled.	True
BubbleUp	If set to true (default value) the icon will appear in parent objects as well so you can easily track items in sub-components event when collapsed. If false the icon will not appear in parent objects.	True

Custom Icons

All of our icons are 32x32 PNGs with the center 24x24 pixels used for the icon and the surrounding blank for padding. You can add your own images by simply added them to a Resources/I