



DOC VERSION 2.2.1 - SEPTEMBER 2019

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Introduction

Thank you for purchasing the **Rainbow Hierarchy** extension! We hope you enjoy using the product and that it makes your game development project a success.

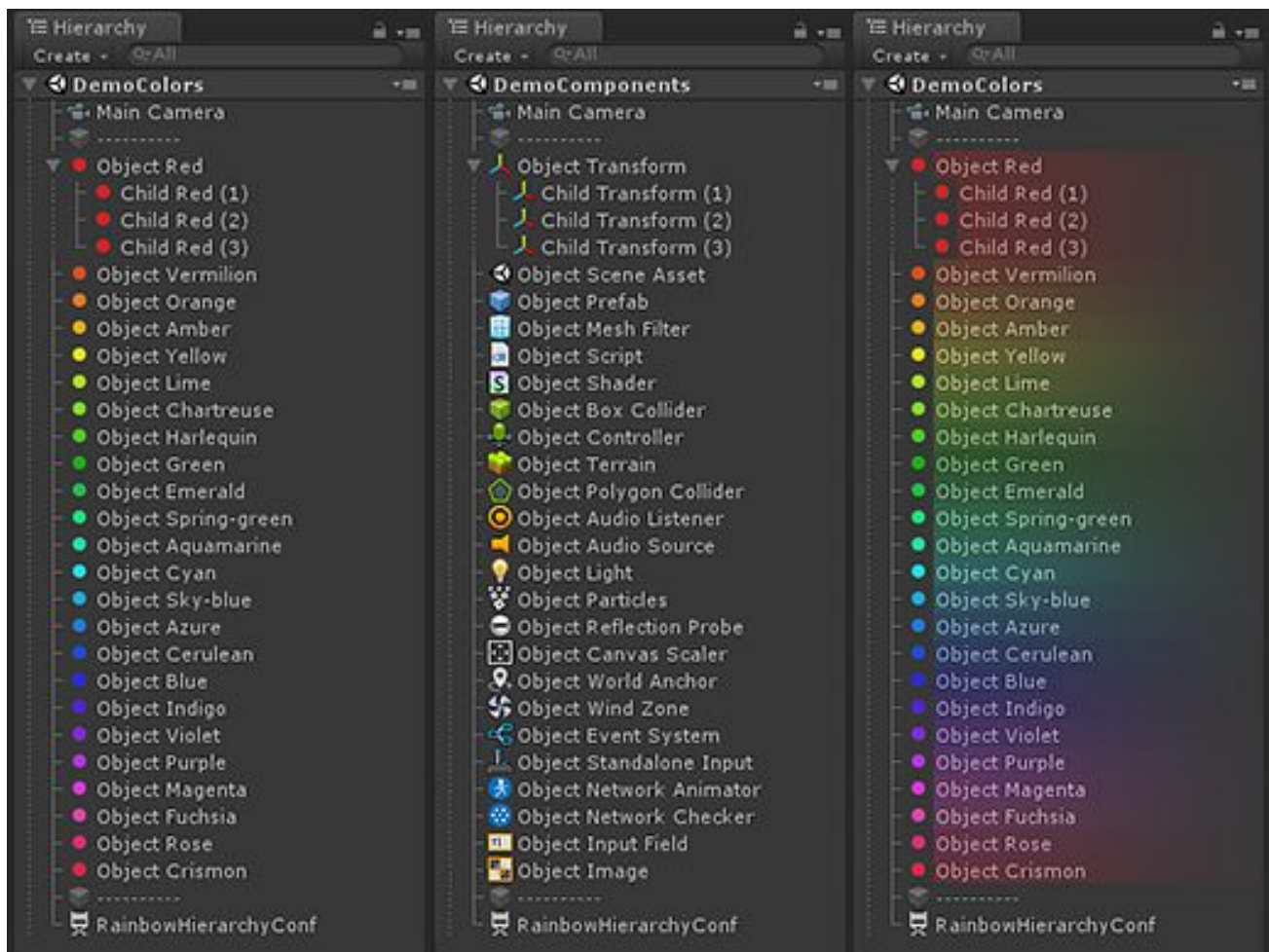
If you have any questions, please do not hesitate to contact us at support@borodar.com, we will be glad to help you out.

Also, when you have a spare moment, please [leave](#) us a review on the Asset Store.

Overview

Have you ever thought about highlighting often used GameObjects in your scene? This simple but colorful asset allows you to do that!

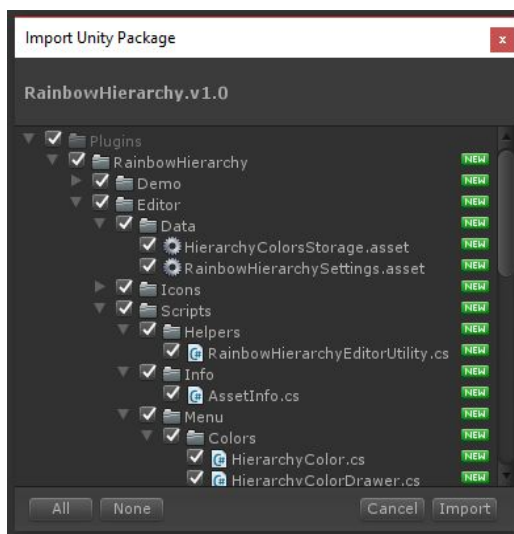
With "Rainbow Hierarchy" you can set a custom icon and background for any object in the Hierarchy window:



Installing

Rainbow Hierarchy is a standard Unity extension and should be installed like any other Unity package. Just drag the `RainbowHierarchy.unitypackage` into your current project, or in the Editor go to the drop-down menu **Assets → Import Package → Custom Package** and then browse to the `RainbowHierarchy.unitypackage` file.

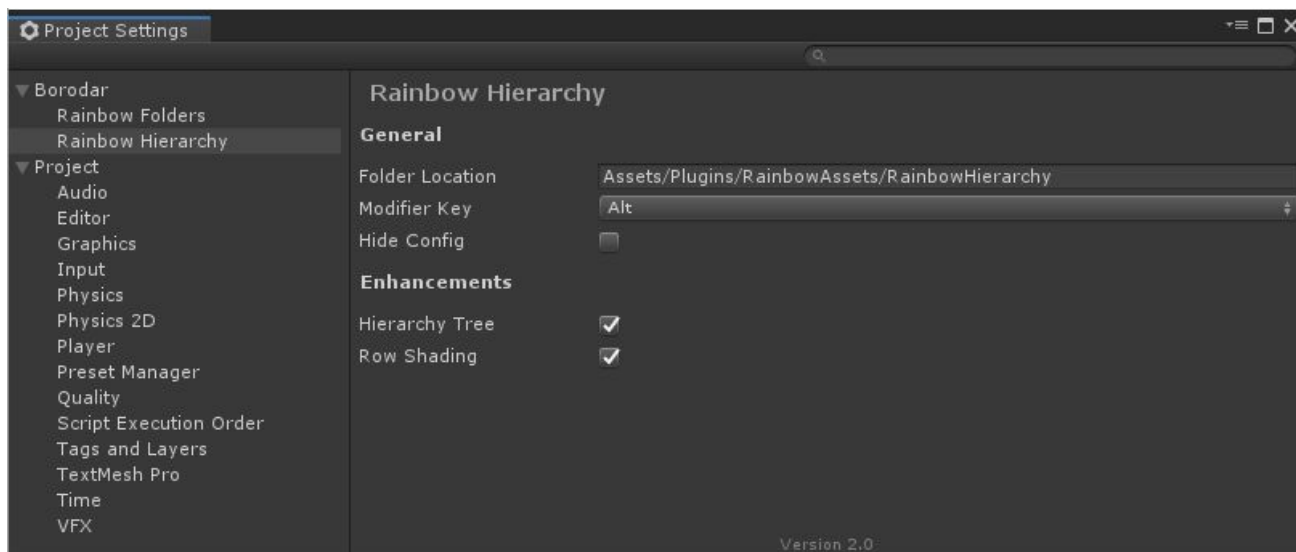
When downloading from the Asset Store, Download Manager will automate the process.



Once the Importing dialog appears, just click the Import button.

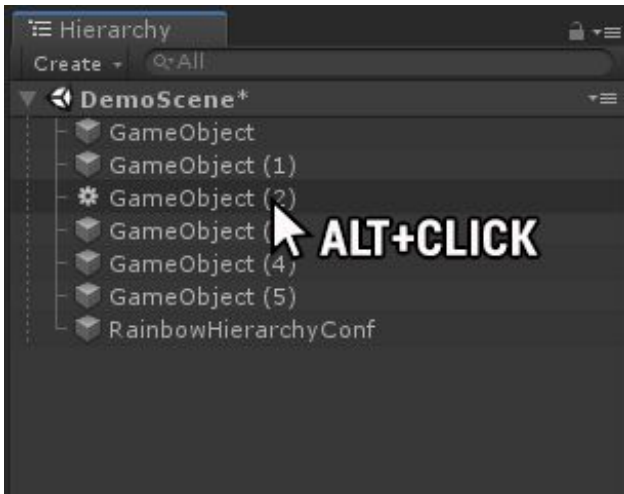
Folder location

The package will be imported into the `Assets/Plugins/RainbowAssets/RainbowHierarchy` folder by default. Most users prefer to keep it here, but you can freely move it wherever you want. Just go to **Edit → Project Settings → Borodard → Rainbow Hierarchy** and update the folder location:

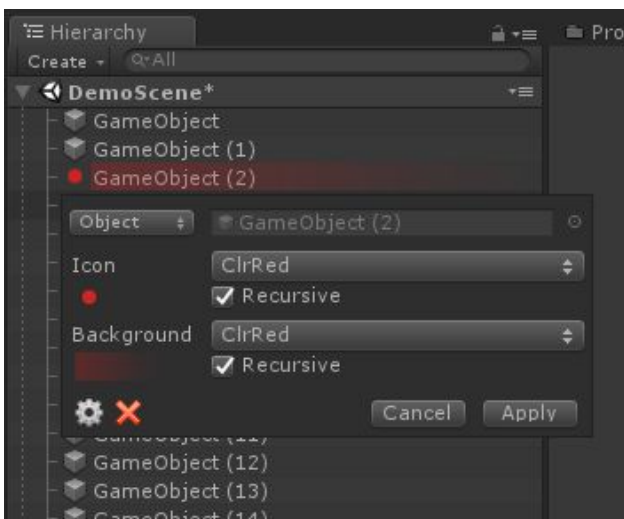


Configuring hierarchy icons

To apply custom icon for some GameObject in your hierarchy view, just hold the **Modifier key** and click on any object in your scene. By default, it's **Alt key**, but you can change it in **Preferences**.



Configuration dialogue will appear, and you'll be able to assign custom icon and background to the corresponding object.



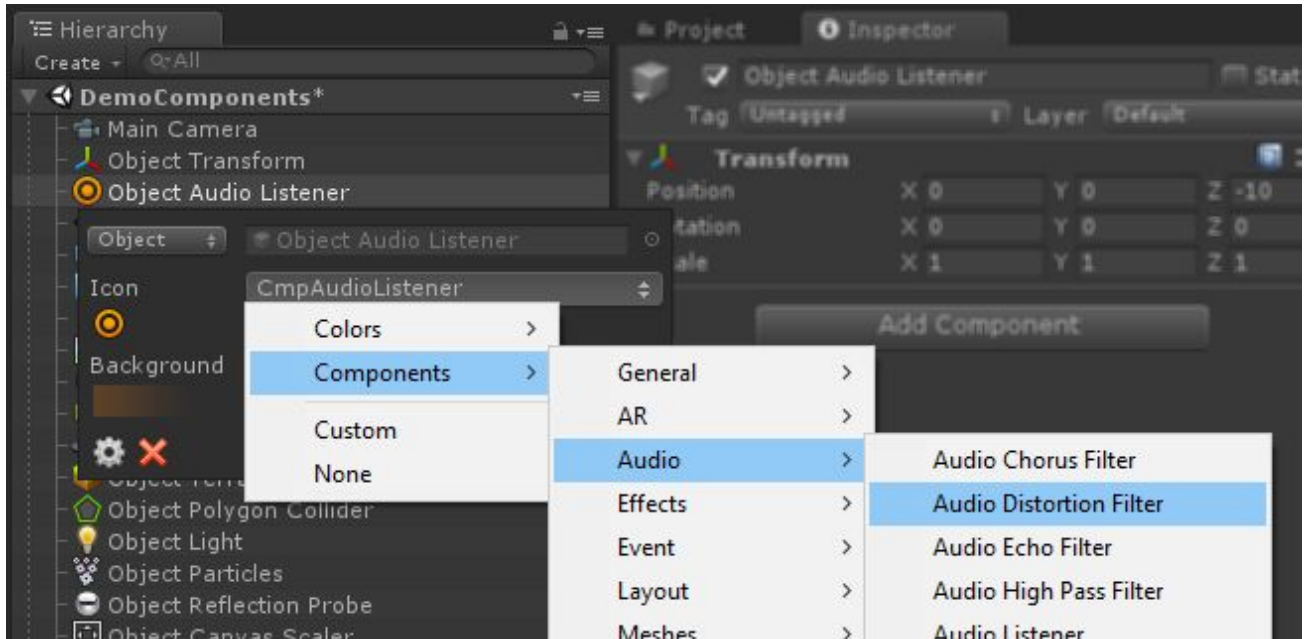
What you need to configure for each scene item, are these fields:

- **Object** - icon will be applied just to specified GameObject.
or **Name** - icon will be applied to all GameObjects with that name.
- **Icon** - custom icon texture that should be applied.
- **Background** - custom background texture that should be applied
- **Recursive** checkboxes - the same icon or background will be applied automatically to all child objects.

Your changes will be applied next time Hierarchy view retrieves focus.

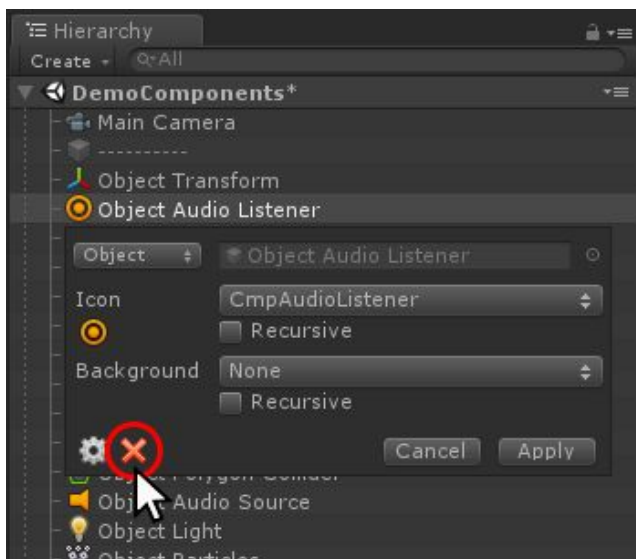
Presets

You can choose icons and backgrounds from a few dozen of presets. Simply click on the corresponding field in the configuration dialog, select one of them from the drop-down menu and apply changes.



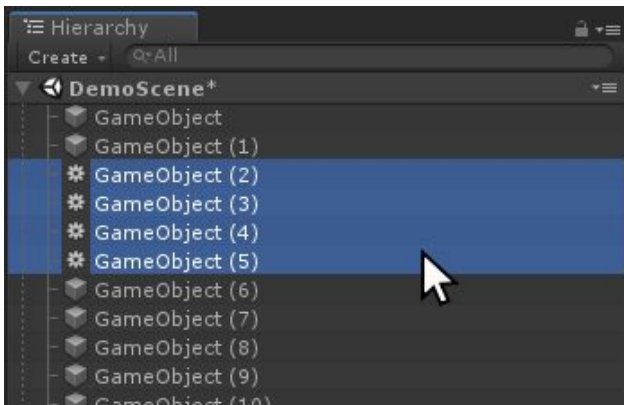
Revert to default

To reset the icon and background to the default state, just **Alt-click** on corresponding object, then press the red cross button in configuration dialogue and apply changes.



Multi-editing

You can also apply icon or background to multiple objects at once, just select them all and **Alt-click** at one of them.

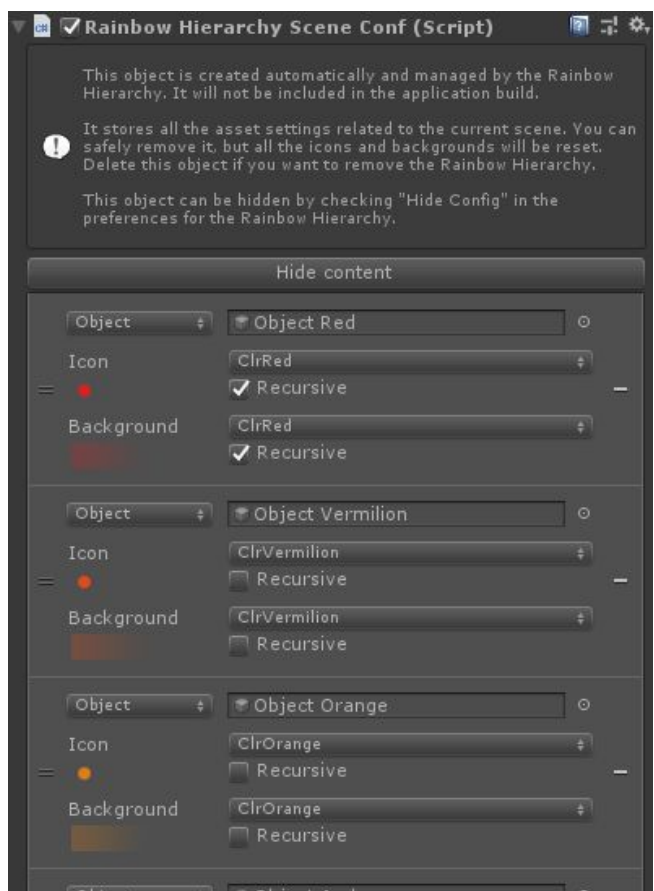
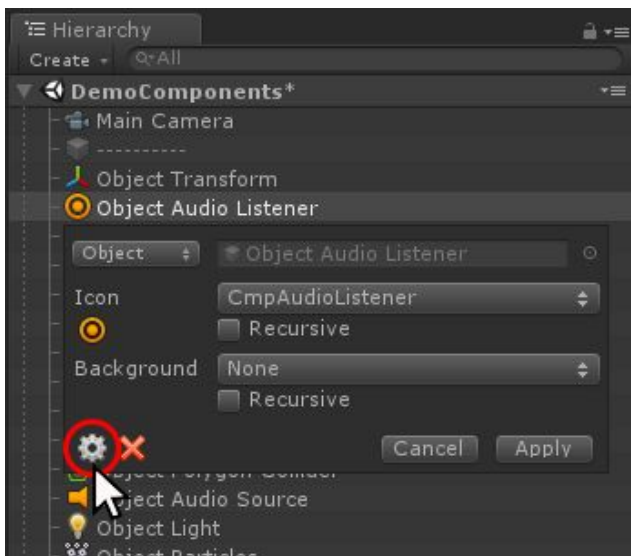


Configs List

To view all existing assignments, click the gear button in the configuration dialog, then take a look at the Inspector.

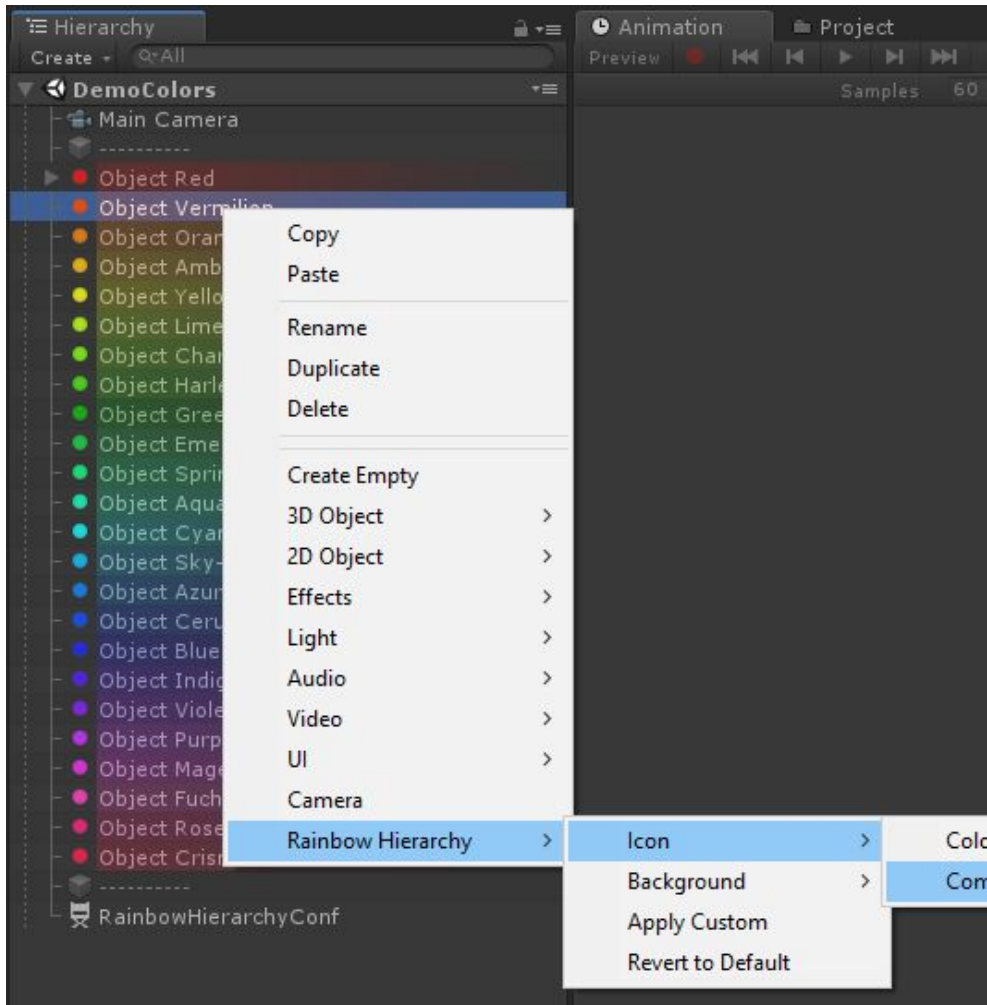
There is a reorderable list with all defined "icon/background" configurations. You can modify existing items, remove them using "-" button or add new ones by clicking "+" button below.

If there is more than one config for the same hierarchy object (including recursive assignments), then **latest (lowest) item** in the list will be applied.



Context Menu

All the above functionality is also available via the context menu.



Right-click on any item in Hierarchy view and select **Rainbow Hierarchy → Apply Custom** to open configuration dialogue.

The **Rainbow Hierarchy → Revert to Default** item will reset corresponding object icon and background to the default state.

With **Icon** and **Background** items you can easily apply custom icons and backgrounds correspondingly from a few dozen of presets, right from the context menu.

Upgrading

Please always do a clean import of the **Rainbow Hierarchy** package (delete the old version before importing the new one). Otherwise, you may receive a number of difficult to diagnose issues.

- Delete the `Assets/.../RainbowHierarchy` folder.
- Delete the `Assets/Editor Default Resources/RainbowHierarchy` folder, if exists.
- Import the new version from package or from the Asset Store.

ATTENTION! If you're upgrading **Rainbow Hierarchy** from **v1.1 or lesser** then all your existing icon assignments will be lost! There is no way to upgrade between major versions and save old asset configs due to a significant difference in the way data is stored.

Changelog

v 2.2.1

- Fixed bug regarding Editor performance degradation for projects that contain large number of scriptable objects or large prefabs
- A number of minor performance optimizations

v 2.2

- Compatibility fix for Unity 2019.1.2 or greater
- Various minor optimizations and fixes

v 2.1

- Improved compatibility with Unity 2019.1
- Improved compatibility with Rainbow Folders v2.0
- A number of small optimizations and fixes

v 2.0

- Major updates and fixes, related to significant changes in Hierarchy window for Unity 2018.3+
- All included icons now are baked into the code and will no longer bother you when picking/searching your own textures
- Added support for multi-scene editing
- Added optional hierarchy tree outlines
- Added optional row shading
- Added new component icons

v 1.1

- Better compatibility with Unity 2018.2
- A number of small optimizations and fixes

v 1.0

- Initial release