



DOC VERSION 2.0 - APRIL 2019

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## Introduction

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

If you have questions, please do not hesitate to contact us at [support@borodar.com](mailto: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 project folders? This simple but colorful asset allows you to do that!

With "Rainbow Folders" you can set a custom icon and background for any folder in unity project browser:



## Installing

**Rainbow Folders** is a standard Unity extension and should be installed like any other Unity package. Just drag the `RainbowFolders.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 `RainbowFolders.unitypackage` file.

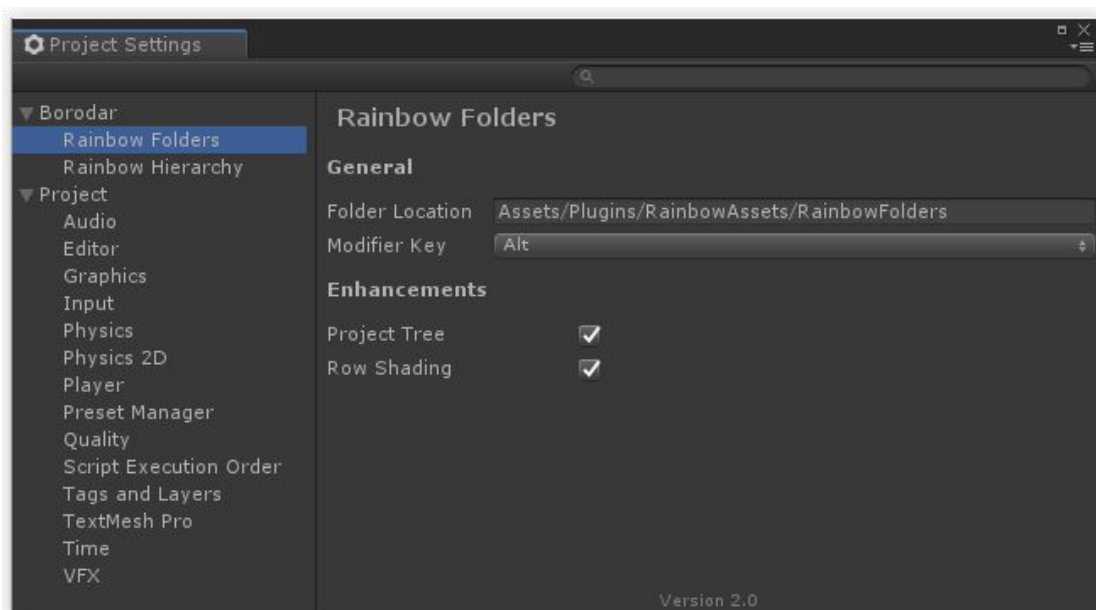
When downloading from the Asset Store then Download Manager will automate this process.



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

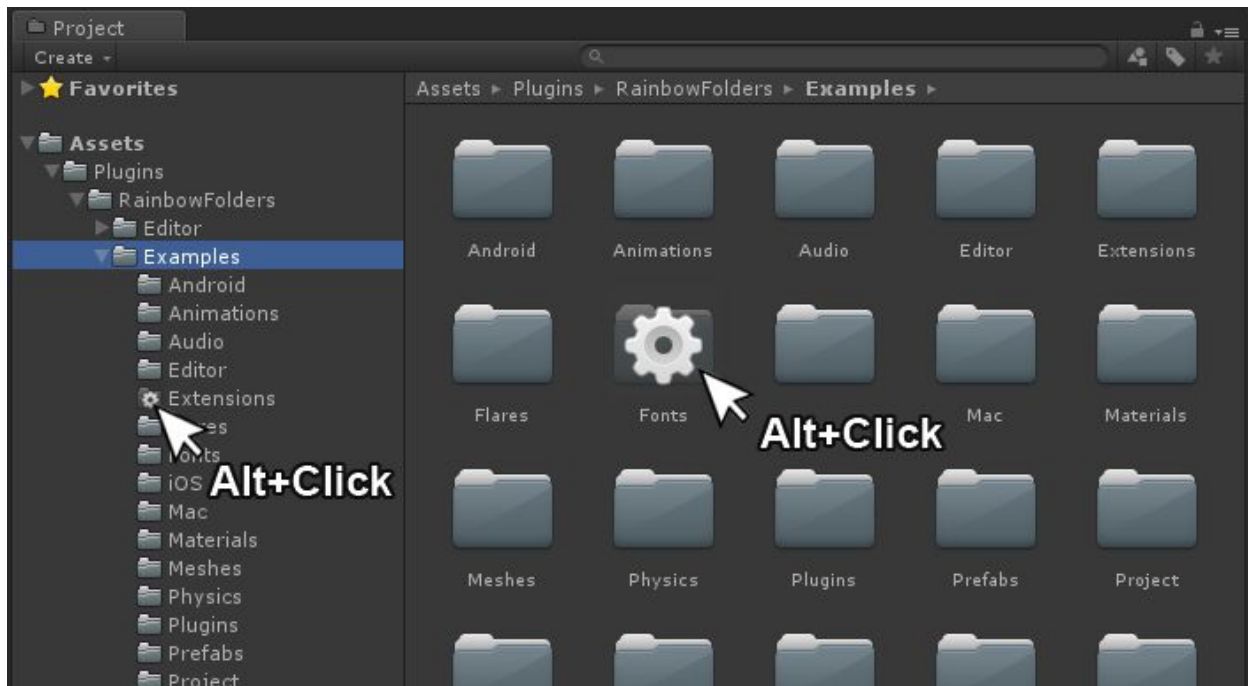
## Folder location

The package will be imported into the `Assets/Plugins/RainbowAssets/RainbowFolders` 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 Folders** and update the folder location:

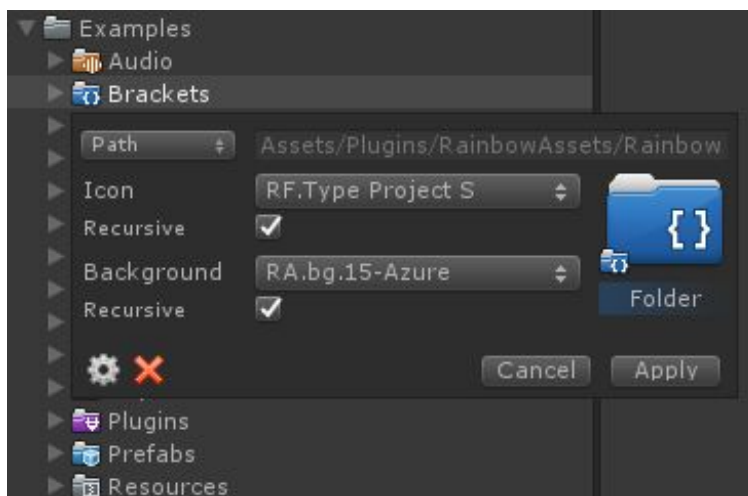


## Configuring folder icons

To apply custom icon for some folder in your project view, just hold the **Modifier key** and click on any folder icon in Unity project browser. By default, it's **Alt key**, but you can change it in **Project Settings → Borodar → Rainbow Folders**.



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



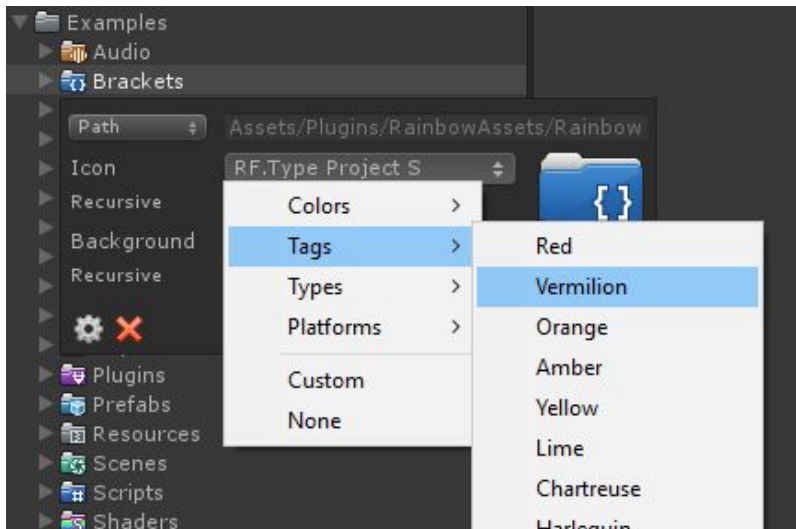
What you need to configure for each folder item, are these fields:

- **Folder Name** - icon will be applied to all folders with that name.
- or **Folder Path** - icon will be applied to a single folder with the specified path.
- **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 subfolders.

Your changes will be applied next time when the project browser will retrieve focus.

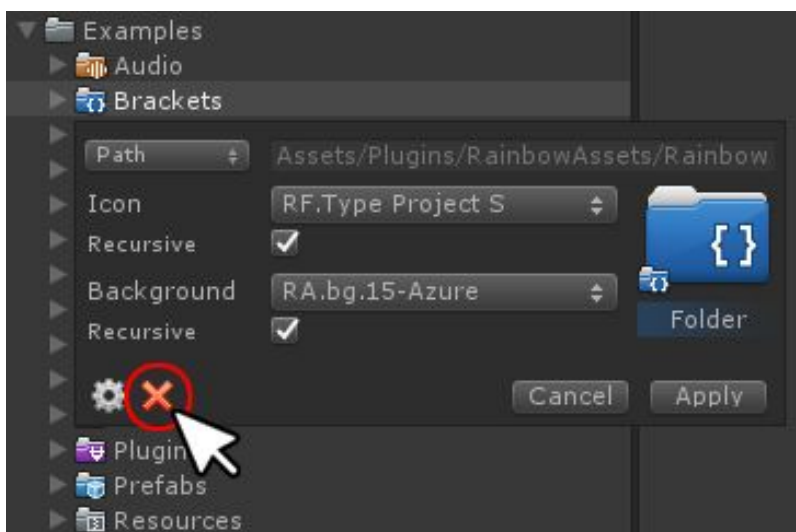
## Presets

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.



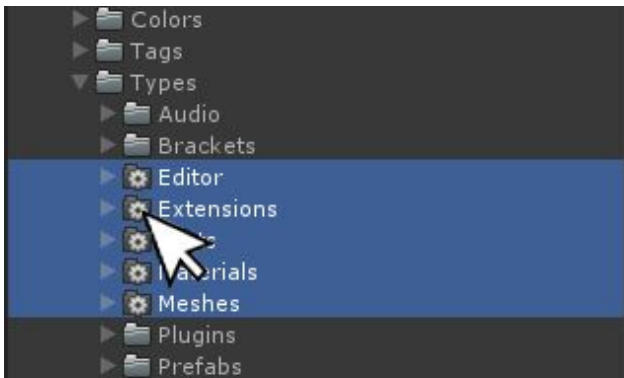
## Revert to default

To reset the folder icon to the default one, just **Alt-click** on it, then press the red cross button in configuration dialogue and apply changes.



## Multi-editing

You can also edit multiple folders at once, just select them all and **Alt-click** at one of their icons.

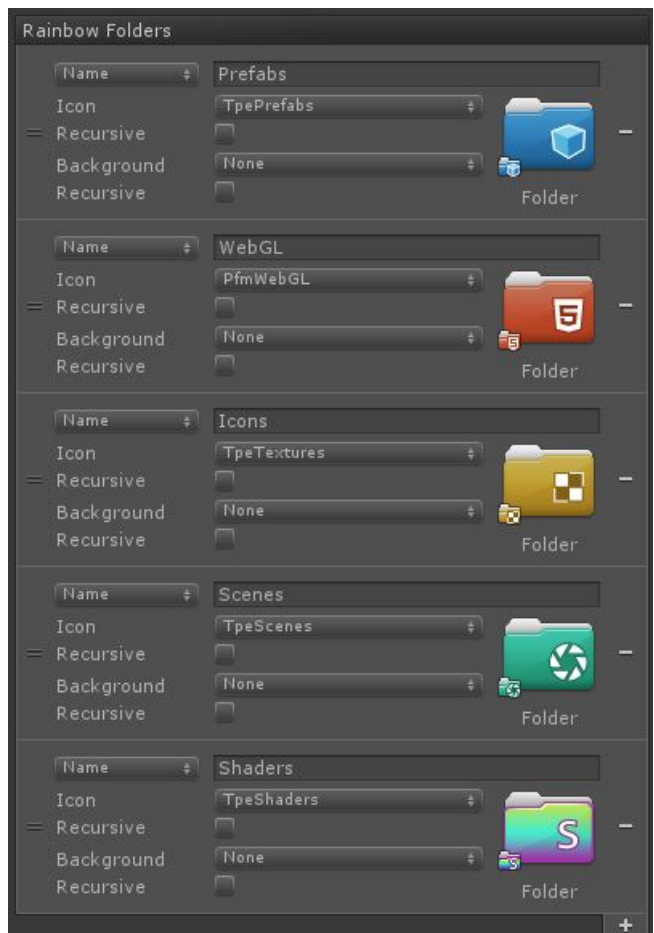
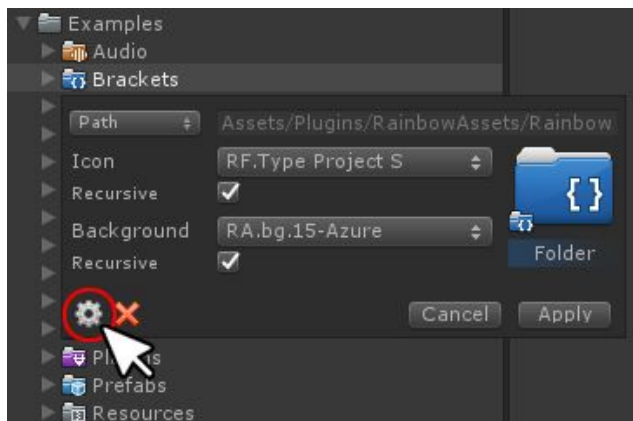


## Configs List

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

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

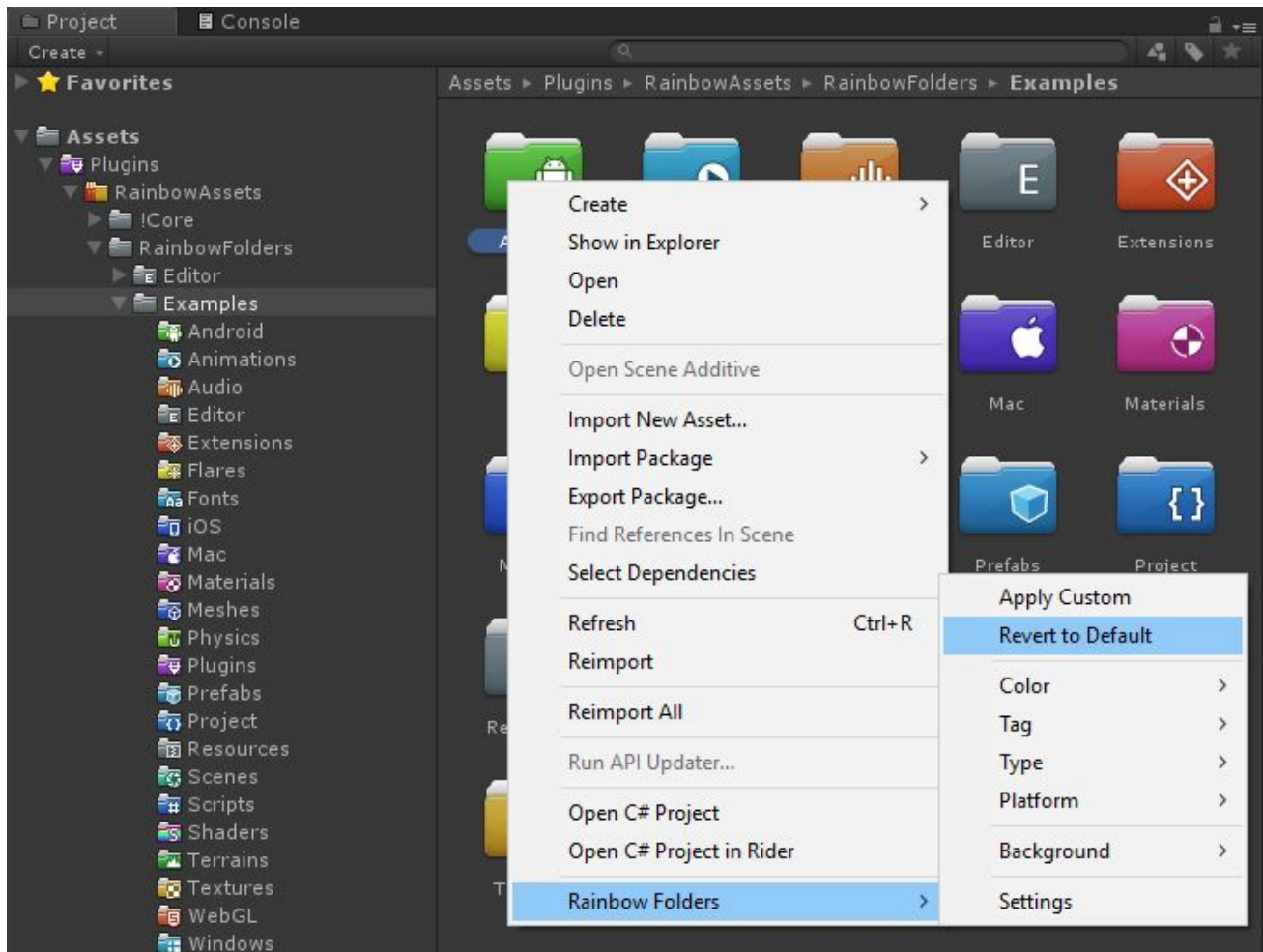
If there is more than one config for the same folder (including recursive assignments), then **latest (lowest) item** in the list will be applied.





## Context Menu

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



**Right-click** on any folder in project view and select **Rainbow Folders → Apply Custom** to open configuration dialogue.

The **Rainbow Folders → Revert to Default** item will reset corresponding folder icon to the default one.

With **Color**, **Tag**, **Type**, and **Platform** sub-items you can easily apply custom icons from few dozen of presets, right from the context menu.

With **Background** item you can apply custom background color to the corresponding folder.

Select **Rainbow Folders → Settings** to view all existing assignments in the inspector.



## Upgrading

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

- Backup your settings file (optional):  
`Assets/.../RainbowAssets/RainbowFolders/Editor/Data/RainbowFoldersSettings.asset`
- Delete the `Assets/.../RainbowAssets/RainbowFolders` folder.
- Import the new version from package or from the Asset Store.
- Restore your settings file.

# Changelog

## v 2.0

- Folder icons are now actually replaced instead of drawing them on top of default ones
- All included icons now are baked into the code and will no longer bother you when picking/searching your own textures
- Added optional project tree outlines
- Added optional row shading
- Added “transparent” folder icons
- Improved compatibility with Unity 2018.3 and Unity 2019.1
- Fixed bug with wrong icons offset when fully zoomed out in “Two Column” mode

## v 0.9.3

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

## v 0.9.2

- Fixed bug with missing EditorWindow when building player

## v 0.9.1

- Fixed bug with possible conflicts with existing AssemblyInfo attributes from other assets
- Fixed typo for crimson color name in the various context menus

## v 0.9

- Added option to apply custom backgrounds for folder names
- Added 24 background presets
- Better compatibility with Unity 2017.2

## v 0.8.1

- Compatibility fix For Unity 2017.1
- Fixed bug with Unity Collaborate overlay when icons scale changed
- Fixed bug with Unity Version Control overlay when icons scale changed

## v 0.8

- All icons have been completely reworked
- Added 12 new folder colors
- Added 12 new folder tags
- Added 3 new folder types (Animations, Physics, and Flares)
- Fixed bug when the Rainbow Folders menu item appeared on top of the context menu
- Fixed bug with applying icons recursively by name, when root icon didn't appear correctly

## v 0.7.1

- Added support for Unity Version Control Overlay (beta)

## v 0.7

- Added option to change modifier key for the configuration dialog
- Added support for Unity Collaborate (beta)
- Install "Rainbow Folders" to the Plugins folder by default
- Compatibility fix For Unity 5.6.0 beta

## v 0.6

- Added option to apply custom icon for all subfolders automatically
- Compatibility fix For Unity 5.4.4

## v 0.5.1

- Added back the context menu, according to numerous requests
- New platform icons (Android, iOS, Mac, WebGL, Windows)
- Minor bugfixes

## v 0.5

- Improved workflow: change icons with alt-click on a folder, right in the project view.
- Added possibility to change icons for multiple folders at once
- Added option to move "Rainbow Folders" wherever you want in your project
- Got rid of the "Editor Default Resources" folder.
- Fixed the "Scripts" icon appearance for the dark theme
- Minor bugfixes

## v 0.3

- Apply color "tags" for folders from context menu
- Support for colorizing/tagging folders from left column view in two-column layout
- Support for batch colorizing/tagging folders (select multiple folders and colorize/tag from context menu)
- Now keeping all settings assets in Editor Default Resources folder so they are not included in build.
- Changed namespace for Rotorz reorderable list, to avoid conflicts with existing installs of Rotorz plugins
- Fixed error messages in Unity 5.0.4x when loading settings
- New icons (Fonts, Shaders, Terrains, Meshes)

## v 0.2

- Few more icons added
- Folder structure simplified
- Minor bugfixes
- Docs updated