
QHierarchy

ver. 4

User Manual

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1. INTRODUCTION

QHierarchy is an editor extension that adds few often used functions to the hierarchy window, which can significantly simplify the development process.

2. OVERVIEW



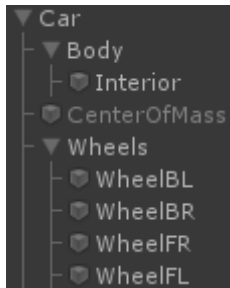
QHierarchy is very easy to use. As soon as the package is imported into a project, the Hierarchy window will change its look.

On the right part of the Hierarchy window will be various interactive and information elements that allow you to perform various quick actions.

You can use the QHierarchy Settings Window (Tools -> QHierarchy → Settings) to show or hide any of the elements.

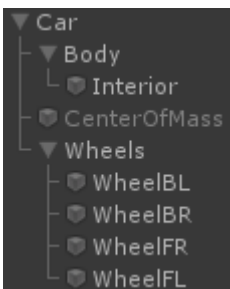
3. COMPONENTS

3.1 HIERARCHY TREE



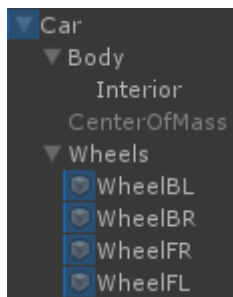
The component adds a visual tree decoration in the hierarchy window that makes it easier to determine the level of nested objects.

You can change color of the tree in the settings of the QHierarchy.



Also, you can enable enhanced tree view in the settings, but note that this works only with “Transform Sort”.

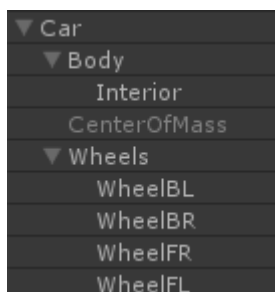
3.2 MONOBHAVIOUR ICON



The component adds an icon to the left of the name of the GameObjects, which shows that this GameObject has MonoBehaviour script.

In the settings you can configure to ignore Unity scripts and change color of the icon.

3.3 SEPARATOR

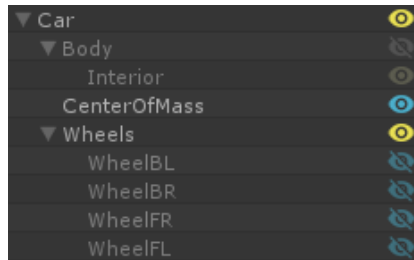


The component allows you to visually separate rows in the window hierarchy.



In the settings you can enable row shading, that will allow you to set colors of even and odd rows.

3.4 VISIBILITY



The component adds an icon of the GameObject visibility. By clicking on the icon you can show or hide the GameObject.

Use Shift + Click to show / hide a GameObject and its children.

Use Alt + Click to show / hide a GameObject and its siblings.

Use Ctrl/Cmd + Click to show / hide a game object only on the editing time. It will return visibility state during the play mode.

3.5 LOCK

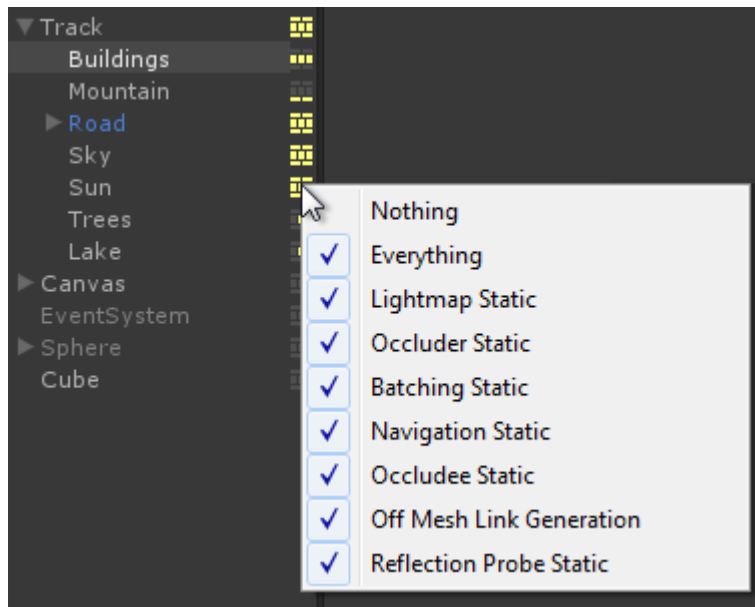


The component adds a lock icon for the GameObject. By clicking on the icon you can lock or unlock the GameObject from accidental changes. Also in the settings you can specify that locked objects can not be select.

Use Shift + Click to lock / unlock a GameObject and its children.

Use Alt + Click to lock / unlock a GameObject and its siblings.

3.6 STATIC

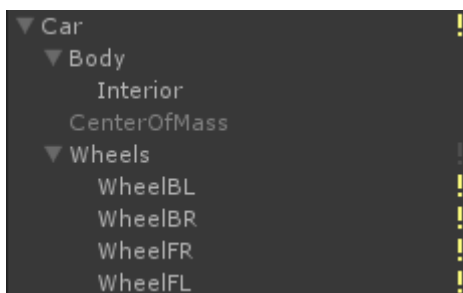


The component adds an icon that indicates whether an object is static or not.

By clicking on the icon displays a context menu where you can choose a static flags.

Each flag corresponds to one of the rectangles of the icon, so you can always know what is static.

3.7 ERROR

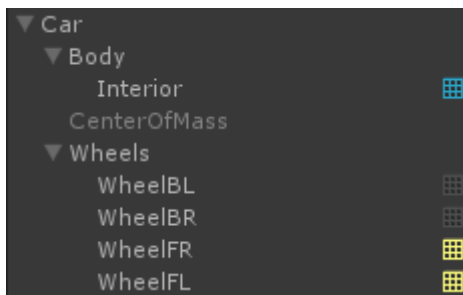


If the component is enabled, the error icon will be displayed for GameObjects that contain an error.

Component defines several types of errors that you can choose in the settings:

- script is missing;
- reference is null;
- reference is missing;
- string is empty;
- callback of event is missing.
- tag or layer is undefined.

3.8 RENDERER

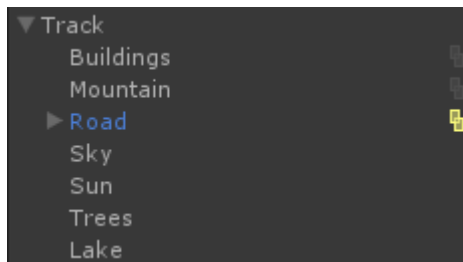


The component adds an icon that indicates that a GameObject has Renderer component.

By clicking on the icon you can enable or disable the Renderer component.

By Ctrl + Click on the icon you can hide wireframe of renderer component.

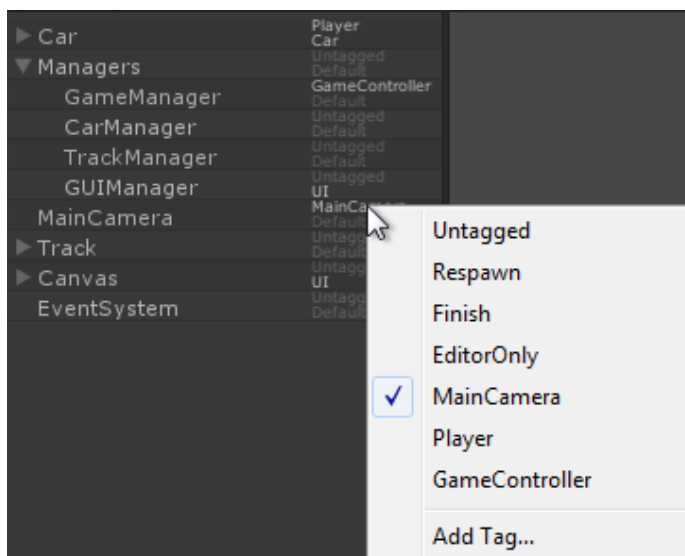
3.9 PREFAB



The component adds an icon that indicates that a GameObject is Prefab.

The icon change color if the GameObject is disconnected from the Prefab.

3.10 TAG AND LAYER

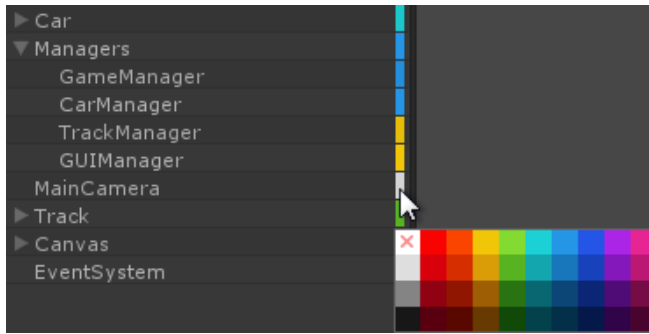


The component displays the current layer and tag of the GameObject.

By clicking on the labels will display a context menu where you can change the layer or tag.

In the settings you can customize the look of the labels.

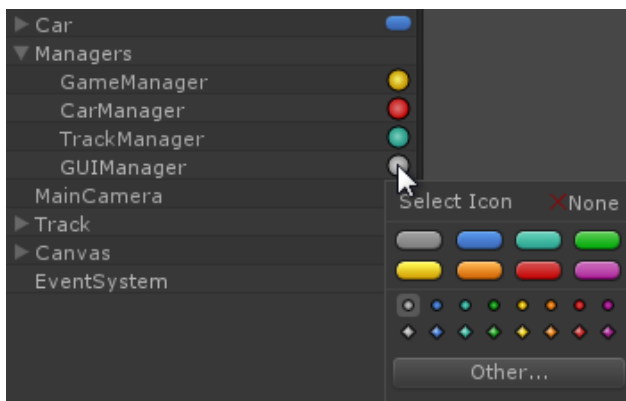
3.11 COLOR



The component allows you to set color label for the GameObject for easy navigation through the hierarchy.

By clicking on the icon displays color palette where you can choose the color for the GameObject.

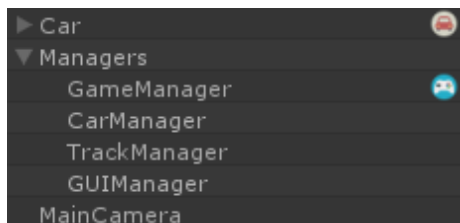
3.12 GAMEOBJECT ICON



The component displays an icon of the GameObject in the hierarchy window.

By clicking on the icon popup will appear where you can change the icon of the game object.

3.13 TAG ICON



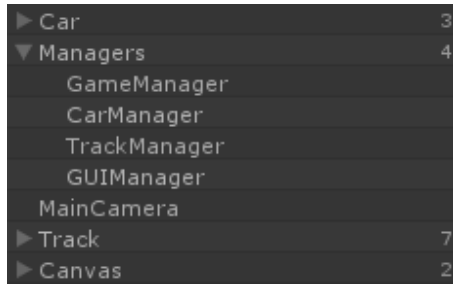
The component displays an icon that is set for the current tag of the GameObject.

Icons for the tags specified in the settings of the QHierarchy.

3.14 LAYER ICON

The component is completely analogous to the previous one, but the icons are displayed in accordance with the GameObject layer.

3.15 CHILDREN COUNT



▶ Car	3
▼ Managers	4
GameManager	
CarManager	
TrackManager	
GUIManager	
MainCamera	
▶ Track	7
▶ Canvas	2

The component displays the number of children in the GameObject.

3.16 VERTICES AND TRIANGLES COUNT

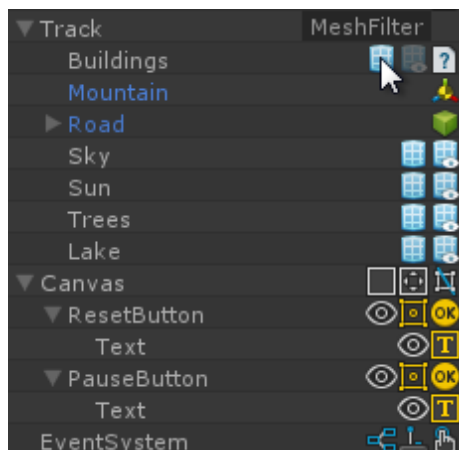


▼ Track	763k 920k
Buildings	
▶ Mountain	753k 905k
▶ Road	9.8k 14.6k
▶ Sky	24 12
Sun	
Trees	

The component displays a number of vertices of the GameObject.

This component can also display a number of triangles of the GameObject, as well as the number of vertices and triangles of all child GameObjects, but it can be very slow.

3.17 COMPONENTS

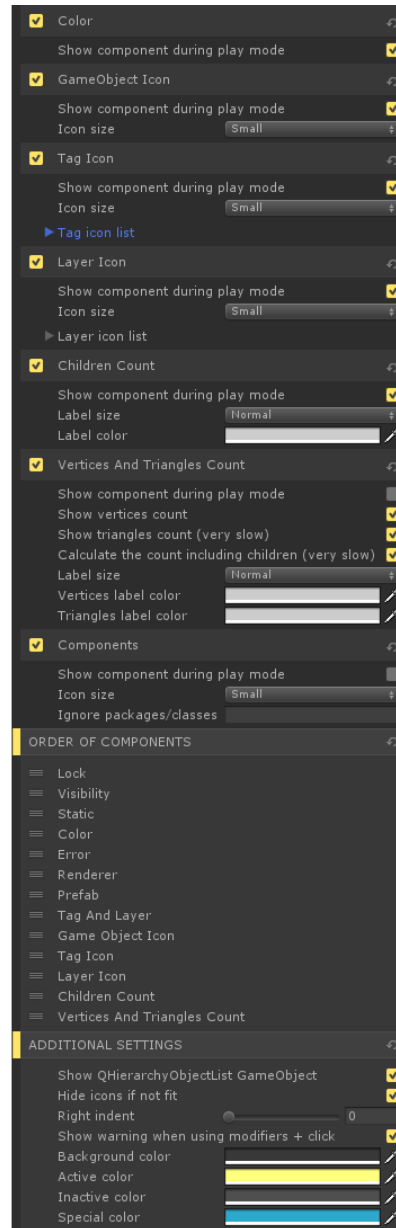
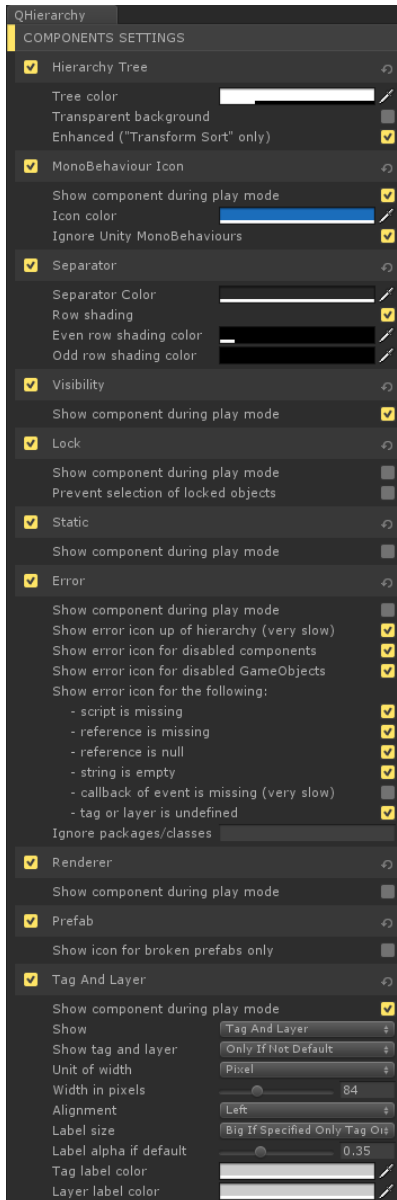


The component displays icons of all MonoBehaviour scripts that are attached to the GameObject.

When you hover over the icon tooltip appears with the name of the script.

By clicking on the icon you can enable or disable the script.

4. SETTINGS



Settings window contains three sections:

4.1 COMPONENTS SETTINGS

This section allows you to enable or disable any of the components of the QHierarchy.

If the component is enabled, then the settings are also will be displayed available for it.

4.2 ORDER OF COMPONENTS

In this section you can change the order of the components in the hierarchy window.

4.3 ADDITIONAL SETTINGS

This section contains additional settings that are not included in other sections.

5. SUPPORT

If you have any problems with QHierarchy, or you found a bug, or you have questions or suggestions, please, contact me by email: qtools.develop@gmail.com