

Manual for

vHierarchy 1.0

[Component minimap](#)

[Icons and colors](#)

[Shortcuts](#)


[Menu](#)

[Adding custom icons](#)

Thanks for purchasing!

You can upgrade to **vHierarchy 2** with a discount

If you have any questions or feedback, please reach out:

 kubacho.lab@gmail.com

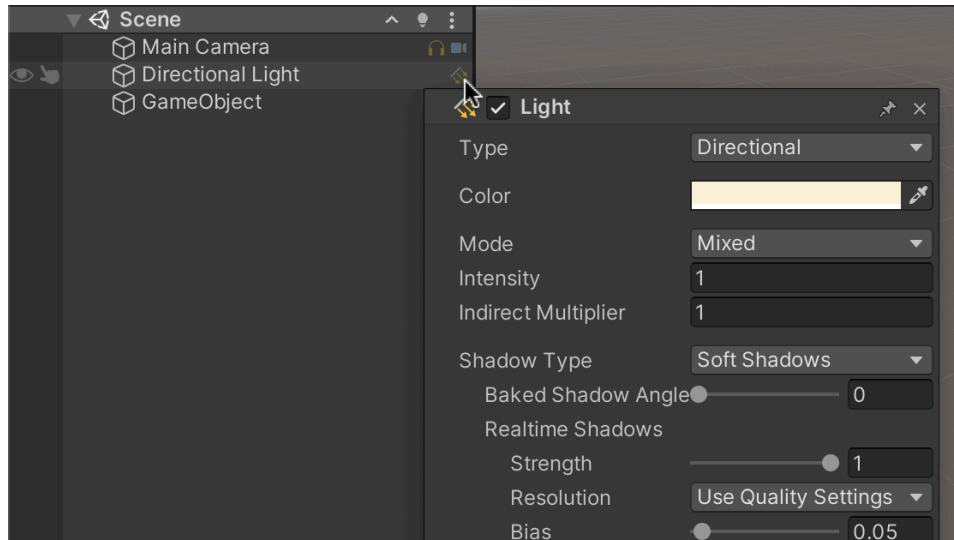
 discord.gg/4dG9KsbspG

Component minimap

Components are listed at the right side of hierarchy

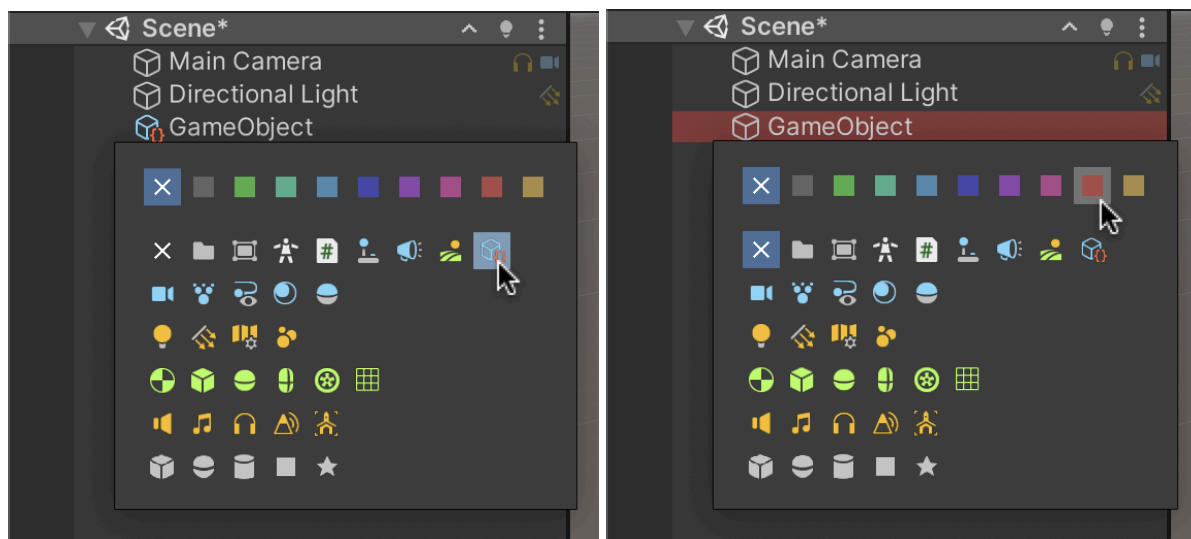
You can turn it off in Tools/vHierarchy menu

Alt-Click a component icon to open component editor:



Icons and colors

Alt-Click an object to open icon and color selector:



Shortcuts

Shortcuts work on the GameObject under mouse - no need to select it

Press A to enable/disable

Press F to focus

Press X to delete

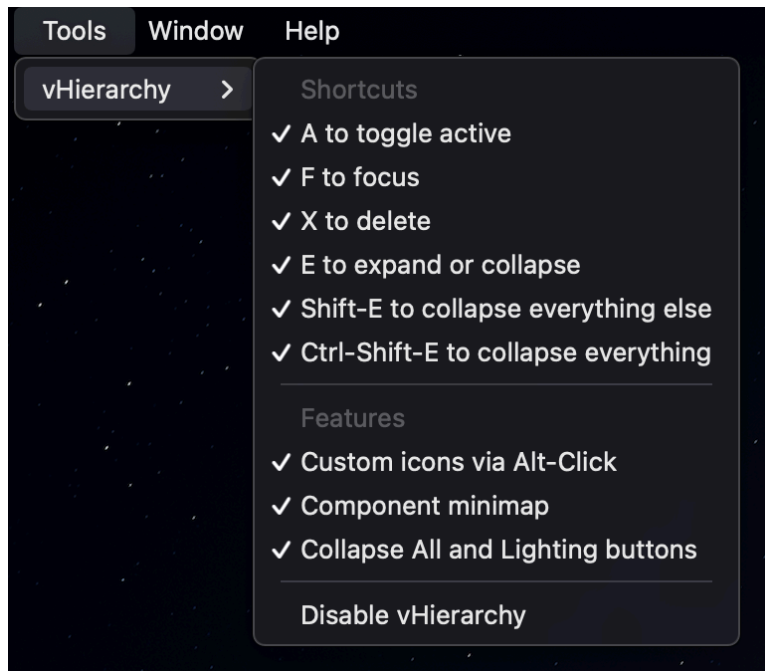
Press E to expand or collapse

Press Shift-E to collapse everything else

Press Ctrl-Shift-E to collapse everything

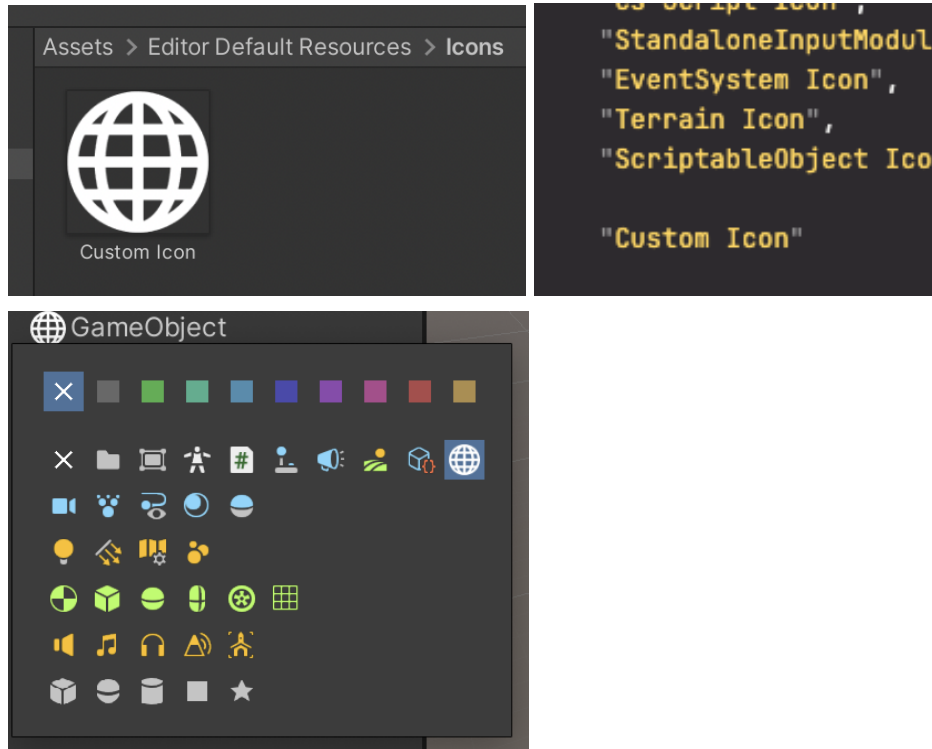
Menu

You can toggle features and quickly look up shortcuts in Tools/vHierarchy menu:



Adding custom icons

You can add custom icons by putting them into Assets/Editor Default Resources/Icons folder and adding their names into the array in VHierarchyIconEditor.cs at line 160:



If you'd like a simpler way of adding icons - consider upgrading to [vHierarchy 2](#), it has a simple interface for customizing icons and colors