

Enhanced Hierarchy 2.0

Changelog

i If you need an older version, you can [mail me](#) requesting one of the versions below, along with your invoice number.

v2.4.3 - 14/05/2019

- Support for Unity 2019.2
- Fixed compilation warning when using .NET 4.x
- Icons preview in preferences window.
- Fixed logs, warning and erros in Unity 2019.2.
- Error icon now shows up for assertions too.
- Compressed images for smaller package size and faster compilation.

v2.4.2 - 10/01/2019

- Fix icon selector not opening on Unity 2018.3 and 2019.1.
- Fix click event going in the wrong position when the trailing is active.
- Disable Enhanced Selection on macOS for now
- Catch GameObject undefined tag exception (it should not happen, but it happens sometimes).
- Minor code improvements.

v2.4.1 - 01/12/2018

- Fix for Unity API changes (Unity 2018.3.0b10).

v2.4.0 - 14/10/2018

- Unity 2018.3 support.
- Support for the new Prefabs System.
- Assembly definition added to EH folder.
- You can now choose to use the left side icons on the right side.
- Option to disable the native game object icon introduced in Unity 2018.3.
- New icon to enable/disable renderers.
- Error icons for compilation errors.
- Now you can click on the icons of logs, warnings and errors and your text editor will pop up.

- Other minor fixes and improvements.

v2.3.4 - 30/07/2018

- Unity 2018.2 support.

v2.3.3 - 18/04/2018

- New tree opacity setting.

v2.3.2 - 15/03/2018

- Added hover tint.
- Minor bug fixes.

v2.3.1 - 12/03/2018

- New "Memory Used" button.
- Added an option to change the indent width.
- Added a new tip on the preferences window.
- Fixed a bug with the tooltip area.

v2.3.0 - 05/03/2018

- Unity 2018.1 support.
- New preferences save system.
- New row tinting.
- Fixed texture colors when using linear color space.
- Less GC generated.
- Code improvements.
- Updated minimum supported Unity version to 5.5.
- Removed optional module for compatibility purposes.

v2.2.3 - 12/01/2018

- Unity 2017.2 support.

v2.2.2

- Fixed bug that wouldn't allow the user to remove or add an icon on settings.

v2.2.1

- Fixed optional module not saving settings.

v2.2.0

- Unity focus fix while using "Ask" on change modes.
- Ctrl and Cmd modifiers to children change mode.

- New preferences for the row separators.
- Added new per layer row color.
- Fixed NullReferenceException while attempting to lock a game object with a missing mono behavior.
- Added an option to unlock all objects in the scene.
- Change multiple object icons at once.
- Apply multiple prefabs at once.
- Fixed label icon size if option "Left icon at leftmost" was disabled.
- Locking/Unlocking performance improved.
- Fixed selection inconsistency if not using "Allow locked selection" in hierarchy.
- Improved settings window.
- Improved the numeric child foldout.
- Fixed Unity 2017 logs in MacOS.
- Selection will now scroll when the mouse is beyond hierarchy boundaries.
- Icons are now easier to implement, just inherit it from RightIcon and it will work.
- Code improvements.
- Better undo performance.
- MonoBehaviour icon, appears when the object contains any mono behaviour script.
- Sound icon, appears when the object is playing any audio clip.
- Better undo performance.
- Better exception management.

V2.1.4

- Prevent selection of locked objects in the scene view.
- Unity 4.7 support.

V2.1.3

- Fixed a bug related to the previous version.

V2.1.2

- Unity 2017 support.

V2.1.1

- Fixed warning not showing up for missing mono behaviors.
- Fixed warnings, log and messages icons color when using linear color space.
- Fixed bug of the layer button not appearing in the settings.
- Added "child ask mode" for tag, layer and lock buttons.

- Fixed a bug where the separators wouldn't draw immediately after an assembly reload.
- Compatibility with **Favorite Tab[s]**.
- New settings to change all the selected objects, not only the object owner of the button or toggle.
- Added the possibility to add one icon to the left side, it's configurable in the preferences.
- New child expand toggle that shows how many children the object have.
- Smaller mini label for narrow hierarchies.

v2.1.0

- Fixed bug that wouldn't let the user select models if the "Allow locked selection" box was disabled.
- Code improvements.
- Split the extension into multiple files because it was getting harder to read the code as the extension grow up.
- Removed vertical separators option due to performance reasons.
- Added Enable/Disable menu item under Edit/Enhanced Hierarchy.
- Enable/Disable shortcut will now work even if the hierarchy window is not focused.
- Fixed color of the selection behind the trailing.
- Improved line separator, it's a little clearer now.
- Included zip file containing the module, instruction of how to install it are in the InstallMe.txt.

v2.0.2

- Unity 5.6 support.
- Bug fixes.
- New feature: prevent selecting locked objects.

v2.0.1

- Improved performance of warnings, now the hierarchy can handle thousands of logs without lagging.
- Added alpha change for disabled toggles.
- Readded the ability to change tag and layer by clicking on the mini label, this was removed in the previous version.
- Added a feature to save prefabs, appears when apply prefab button is clicked and the object is not a prefab yet.
- Added trailing when the name is bigger than the view area.
- Minor bug fixes.

v2.0.0

- Big performance improvements.
- Visual improvements, new icons and styles.
- New feature: Enhanced selection, allows you to select GameObjects by dragging over them with right mouse button.
- New feature: Vertical lines separating the buttons, like the ones in blender's outliner.
- New feature: When changing static flags of an object it asks if you want to change children flags as well, like the inspector (can be disabled).
- Support for both tag and layer dropdowns at the same time.
- New preferences interface, now it's easier to understand, enable and disable features.
- Coding improvements.
- Minor bug fixes.

v1.3.1

- Added warning icons for game objects used as context in logs.
- Prefab apply improvements.

v1.3.0

- Added a shortcut to enable and disable all features.
- Now you can apply prefab changes from hierarchy.
- Added an offset preference to move the buttons to the left if you're using another extension that uses hierarchy.
- Tooltips in all controls.
- Small code improvements.

v1.2.0

- Fixed a NullReferenceException in Unity 5.3.
- Fixed game object hide flags when locking.

v1.1.0

- Select game object icon directly on hierarchy.
- Change drawing order of hierarchy contents.
- New GUIStyles.
- Color sorting.
- Several code improvements.
- Support for Unity 5.0 or higher.

v1.0.0 - 08/09/2015

