

# Enhanced Hierarchy 2.0

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## Contents

- [Overview](#)
- [Contact](#)
- [FAQ](#)
- [Creating Custom Icons](#)

Thanks for using **Enhanced Hierarchy 2.0**

★ Don't forget to [leave a review](#) on the store page if you liked it, this helps me a lot!

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## Overview

**Enhanced Hierarchy 2.0** optimizes a lot your workflow and save you thousands of clicks by making GameObjects properties you use the most more accessible directly in your hierarchy.

- **Lightweight**, no editor lags and freezes
- **Simple and clean**, yet powerful
- **Customizable**, you've got needs and tastes, right?
- **Plug 'n' play**, it works out of the box
- **Non-intrusive**
- **Looks nice** on all hierarchies widths

Are you tired of selecting and deselecting GameObjects all the time just to enable or disable them? Or to change their tags? Or to change their layer? Then, this extension is made for you, you can do these tedious tasks faster, with just a click on the hierarchy.

Don't you know where strange errors in your console are coming from? Well, the extension indicates those evil GameObjects that are throwing errors.

Does your partner keep changing that object you don't want him to change? Lock it and prevent him (or even yourself) from messing things up.

The plugin was built with performance in mind because I'm sure you don't want any extension stealing frames from your game.

And there's a lot more, check it out today!

**Supports all Unity versions since 5.6.**

If you are using a Unity older than 5.6 you will receive Enhanced Hierarchy 2.2.3, which supports Unity 4.7 to 5.4.

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## Contact

If you have any suggestion, bug report or question you can contact me through [my email \(samuelschultze@gmail.com\)](mailto:samuelschultze@gmail.com) or, if you prefer, this [forum thread](#).

⚠ Send me your invoice number when asking for support, this way I can send you updated files and solve your issue as fast as possible.

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## FAQ

### *How to open the preferences window?*

EH preferences are located alongside Unity preferences, go to Edit/Preferences (or Unity/Preferences on macOS), you'll see a "Hierarchy" or "Enhanced Hierarchy" tab.

### *The extension disabled itself, what should I do?*

You may have pressed Ctrl + H, which is the shortcut for enabling and disabling the extension, just press it again and it should work fine. If that's not the case, then it found a bug and automatically disabled to prevent spamming your console with errors, pressing Ctrl + H should enable it again, if it doesn't, then copy the errors in your console, send me them and I'll fix it ASAP.

`Debug.Log`, `Debug.LogWarning` *and* `Debug.LogError` *don't show up on the hierarchy with some scripts.*

The caller need to pass the object as a parameter for the method, like this:  
`Debug.Log("Something", this)`, or simply use the `print` method.

### *My game fails to compile if I use the extension, how to fix it?*

The extension must be placed inside the `Editor` folder because it uses editor only API (This is done by default).

### *How to use the Enhanced Selection? (Windows only)*

Just drag over the hierarchy items using your right mouse button.

# Creating Custom Icons

Create a new C# script in the `Enhanced Hierarchy\Editor\Icons` folder inheriting from `EnhancedHierarchy.IconBase` with the following content:

```
using UnityEditorInternal;
using UnityEngine;

namespace EnhancedHierarchy.Icons {
    public sealed class MyCustomIcon : IconBase {

        public override string Name { get { return "My Custom Icon"; } }
        public override IconPosition Side { get { return IconPosition.SafeArea; } }
        public override float Width { get { return 20f; } }


        public override void Init() {
            // This is the proper place for initializing variables
            // that will be used in both get Width and DoGUI() calls
            // Code here must relate only to EnhancedHierarchy.CurrentGameObject
        }

        public override void DoGUI(Rect rect) {
            using (new GUIBackgroundColor(Styles.backgroundColorEnabled)) {
                if (GUI.Button(rect, "YO!", Styles.applyPrefabStyle)) {
                    var selectedObjects = GetSelectedObjectsAndCurrent();

                    // Place your code here.
                    // selectedObjects contains all the objects
                    // you need to change when this action happens.

                    // You may want to redraw your editor after changes
                    InternalEditorUtility.RepaintAllViews();
                }
            }
        }
    }
}
```

Member	Description
Name	The identifier of your icon, needs to be constant and unique. Will be used for displaying on the preferences interface and for internal saving.
Side	Indicates where your icon will be allowed to be placed. Will be called multiple times in a single frame for the same <code>GameObject</code> .
Width	Width of your icon, the same value will be passed to you in the <code>Rect</code> param of <code>DoGUI</code> .
Init()	Used for initialization, is guaranteed to be called only once for each <code>GameObject</code> in every frame before any <code>DoGUI()</code> and <code>Width</code> calls
DoGUI (Rect)	Main method, place the code for drawing your icon and its action on the objects. The <code>Rect</code> argument contains the area where you can safely draw your icon

 EnhancedHierarchy class contains lots of cached data, it might have something useful for your custom icon.

 This API may change between Enhanced Hierarchy versions.

Keep on creating those awesome games!

Made with  by [Samuel Schultze](#)