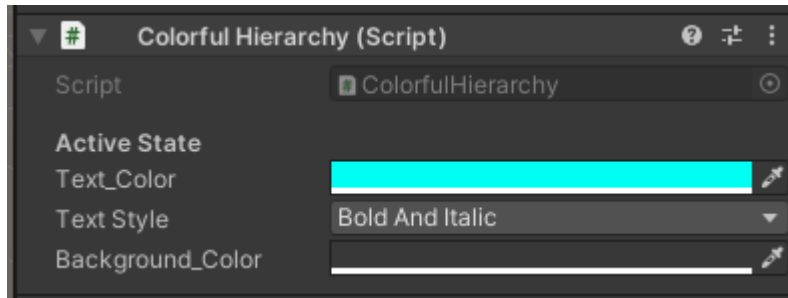# Colorful Hierarchy

How to use:

Add the "ColorfulHierarchy" component to a gameObject.

Edit properties:

Text_Color - the hierarchy text color display.

Text_Style - the style of the hierarchy text (Bold, Italic, etc..).

Background_Color - the background color of the text