

Manual: Hierarchy Active Toggle

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2. How to use

1. How to install

Two options are available:

- Install the Unity Asset Store version with the Unity Package Manager.
- Download the package from Github and place it in the project. Link: <https://github.com/Jego-M/HierarchyActiveToggle>

After installing the package to your project, no extra setup is needed.

2. How to use

When hovering a GameObject in the hierarchy window, you'll find a new button is drawn to the left of the GameObject. You can use this button to toggle the active state.

Button color code

- Green: Object is completely active (activeSelf & activeInHierarchy)
- Blue: Object is active but one or more parents are not (activeSelf & !activeInHierarchy)
- Gray: Object is not active (!activeSelf)