

vHierarchy Manual

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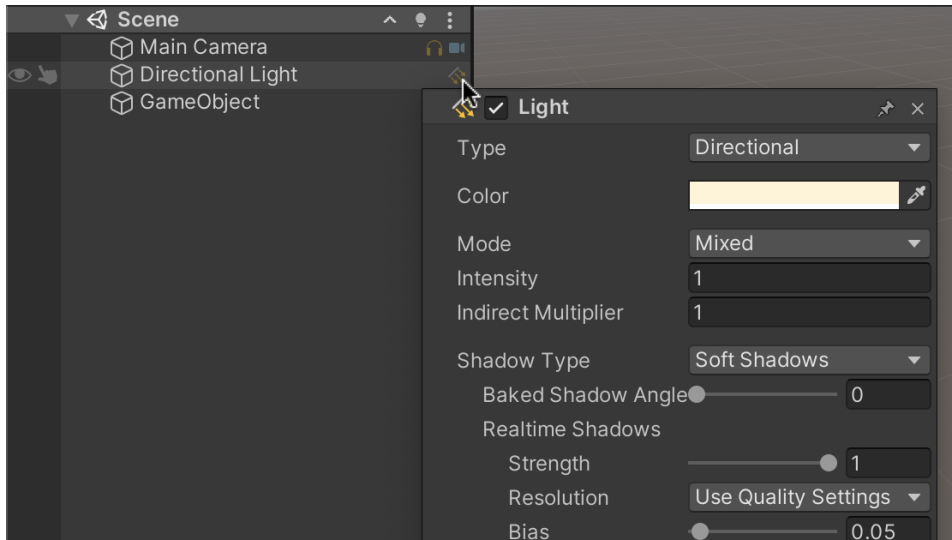
kubacho.lab@gmail.com

Also it would be nice if you could [leave a review](#) 😊

Component minimap

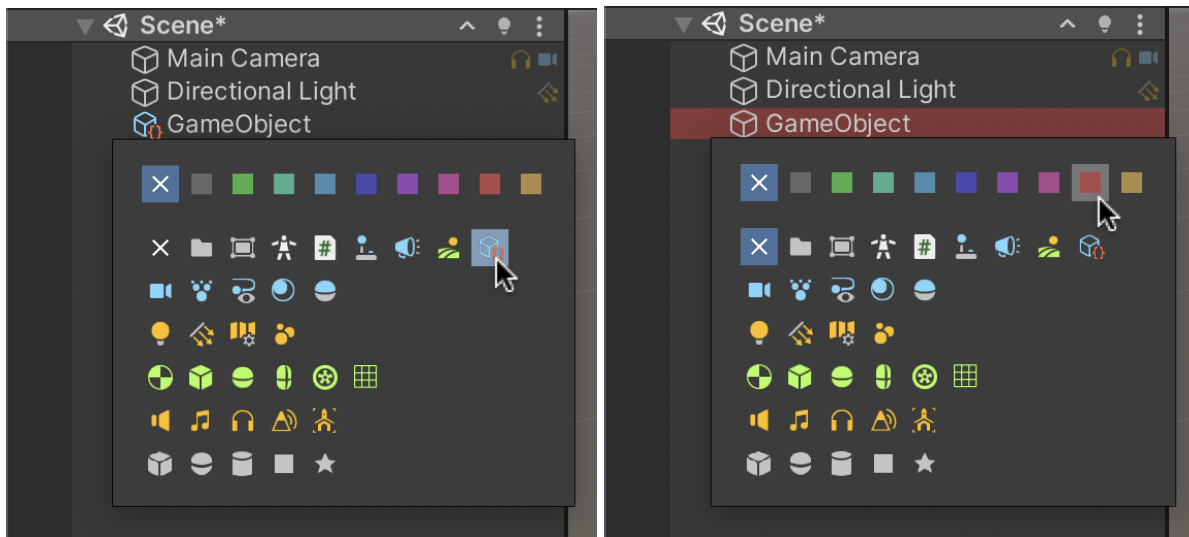
GameObject components are listed at the right side of hierarchy
You can turn it off in Tools/vHierarchy menu

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

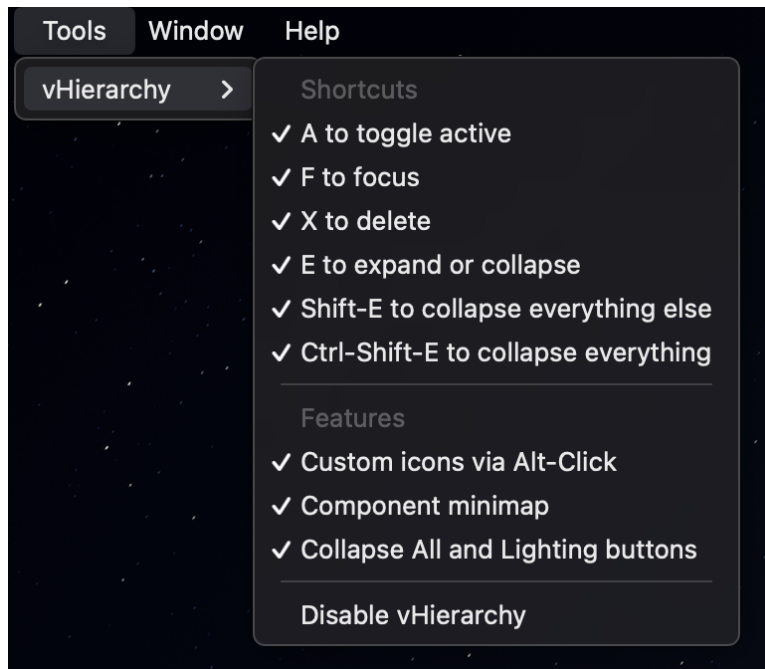
Press E to expand or collapse

Press Shift-E to collapse everything else

Press Ctrl-Shift-E to collapse everything

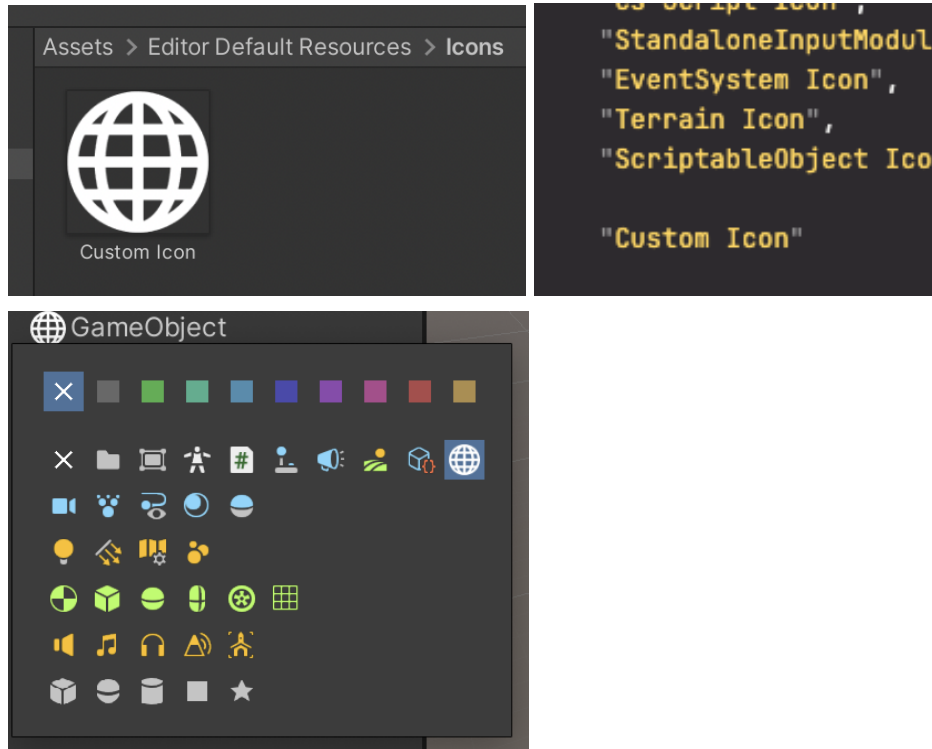
Menu

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:



Also you can add unity's built-in icons by looking up their names using [this tool](#) and adding them to the aforementioned array

If your custom icons don't fit into the icon selector window - you can adjust width and height of the window at the bottom of VHierarchyIconEditor.cs:

