

The Innovative Pairing Of Favorites And Hypergraph With The L Window: Unobtrusive But Powerful Design

Hierarchy **PRO** And Project **ORG**

Copy Component 'OcclusionArea'

Paste Component Values 'OcclusionArea'

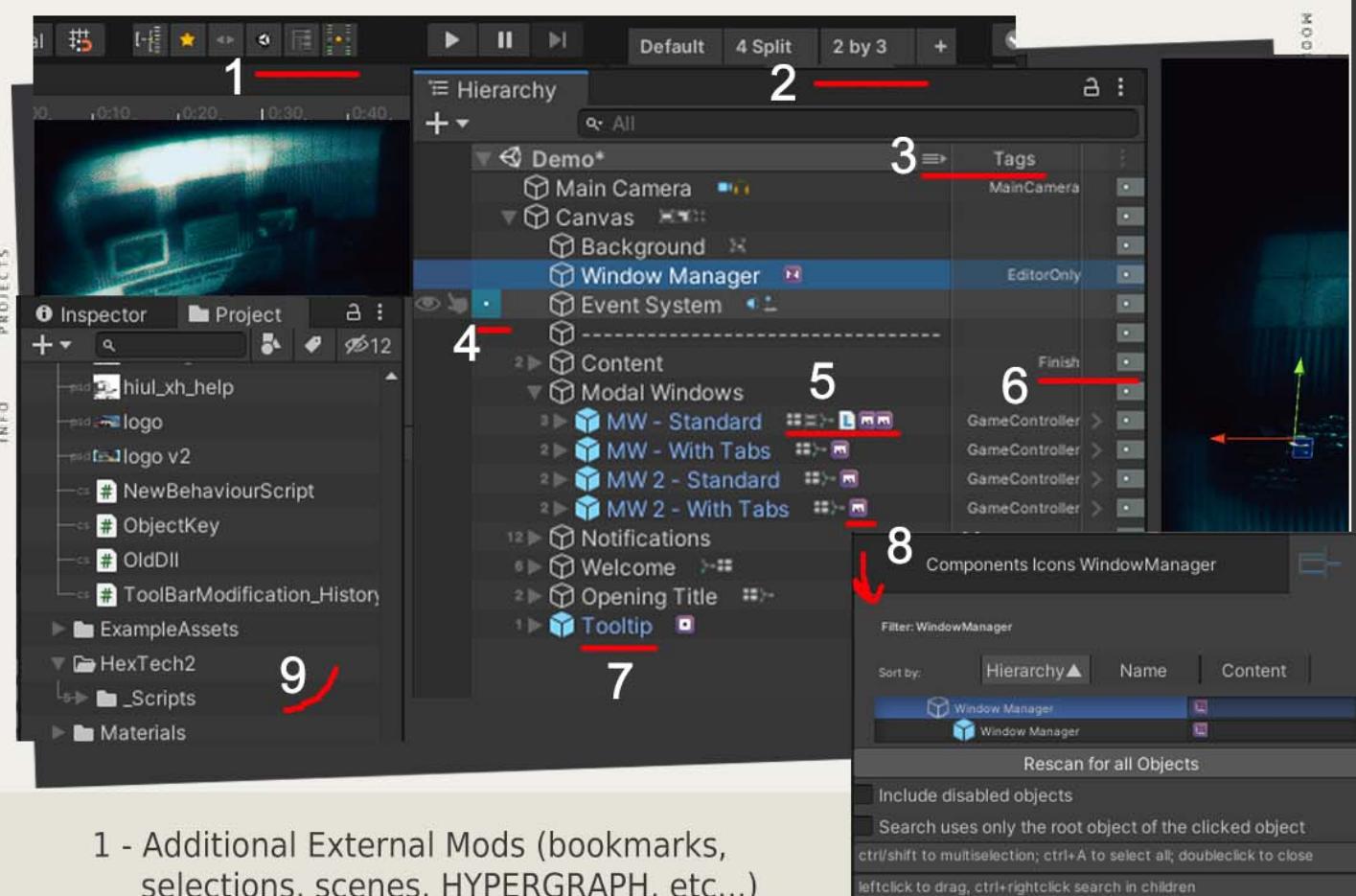
Remove 'OcclusionArea'

- this is a collection of utilities to work with the scenes all utilities are in
 - the latest version includes new performance improvements
 - the open source asset includes extensions for the project window als

HI, THIS IS A QUICK START GUIDE!

Welcome to the new Hierarchy. Based on the user requests now you can completely turn off the unused parts of the asset. And don't forget like it, it helps to promote a product.

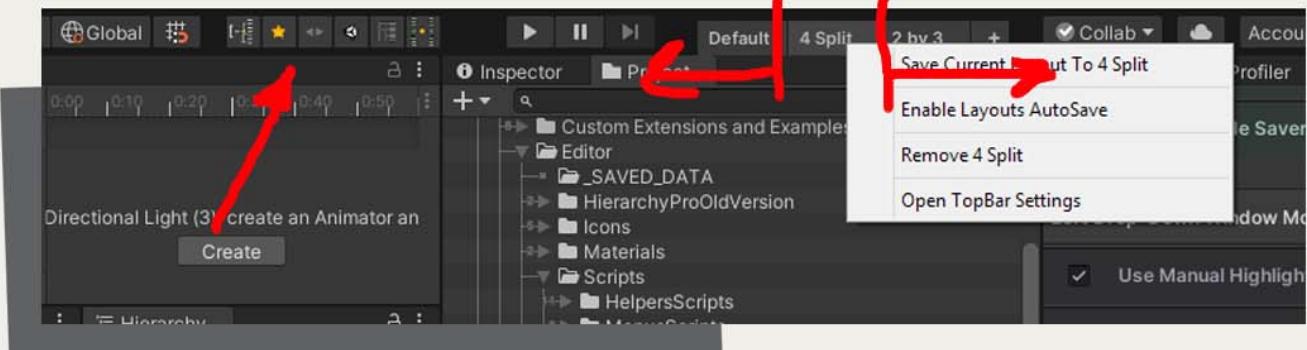
Highlight locations of the basic elements:



- 1 - Additional External Mods (bookmarks, selections, scenes, HYPERGRAPH, etc...)
- 2 - Layout Buttons
- 3 - Dynamic Right Header
- 4 - Highlighter Drop-Down Window
- 5 - Components icons (click to open menu)
- 6 - Right Mods
- 7 - Custom Right-Click Menu
- 8 - Special Search Window
- 9 - Project Extensions

Asset saves data in the external folder (`../_SAVED_DATA`) not in the scene. You can safely send the any scene to those who don't use the hierarchy asset

Here you can use a special functions on the topbar. You can open additional utilities windows, or use special layout buttons. You can also add your own functionality

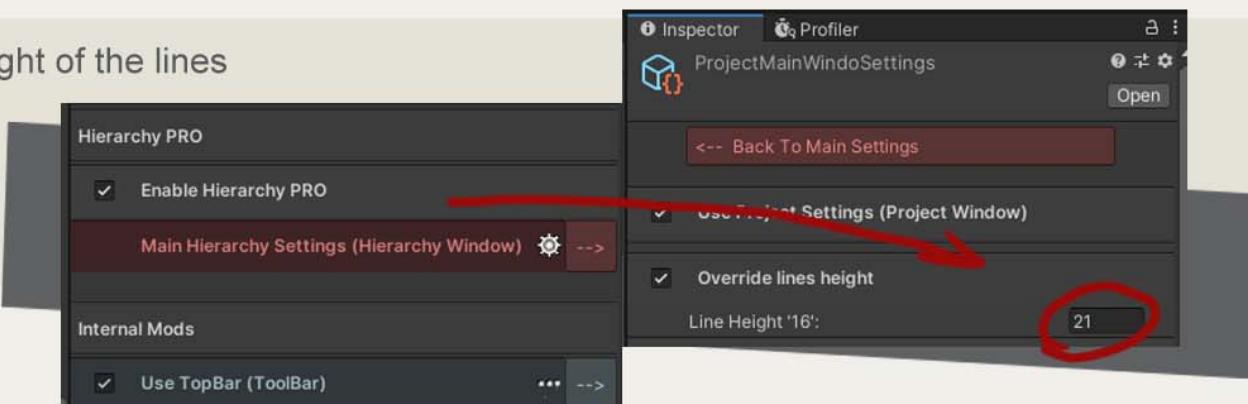


Use the right mouse button to open a special menu for quick access to functions.

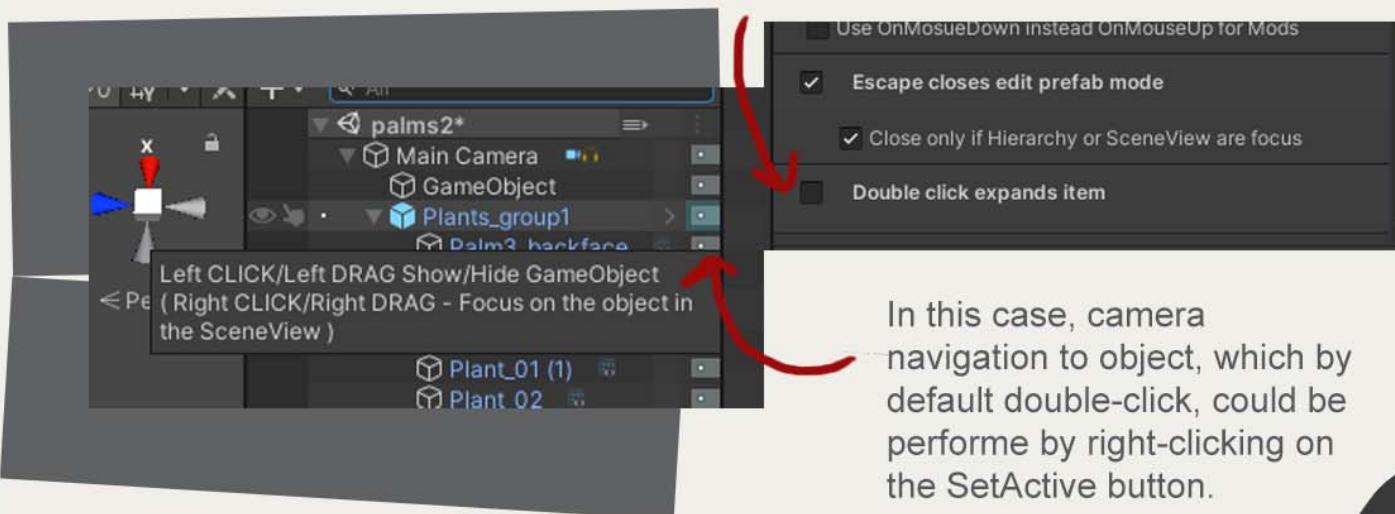
You can use left mouse button to drag button to change position, or use middle button to remove

SOME OTHER FEATURES

Height of the lines



Some people may find it useful to double-click to expand objects.

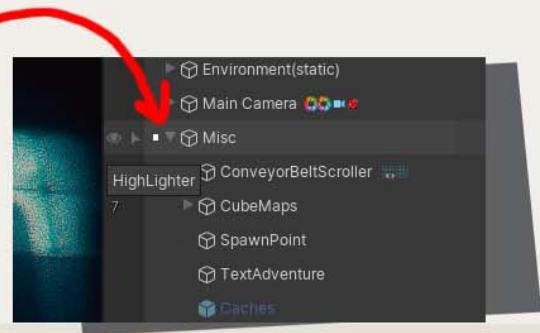
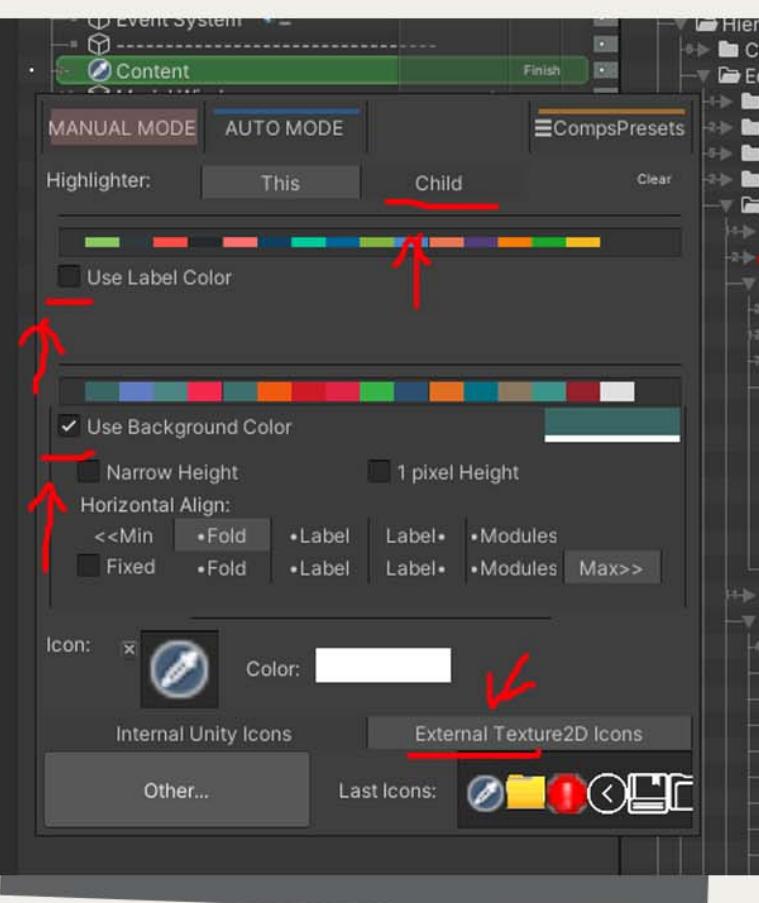


In this case, camera navigation to object, which by default double-click, could be performed by right-clicking on the SetActive button.

HIGHLIGHTER

01

The special button for left Drop-Down window located at the left of the hierarchy object, you can change its position in the settings

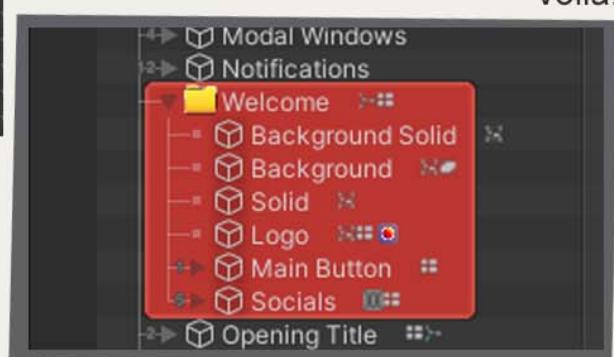


There are two ways "Manual" and "Auto" to highlight the objects

Manual mode set applies for the selected object, automatically applies parameters for all objects according to the chosen conditions

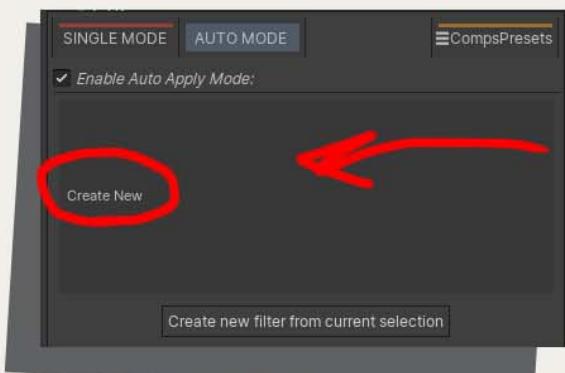
- turn on the child affect toggle
- turn on the name highlighting
- turn on the background highlight
- choose alignment
- add icon

voila!

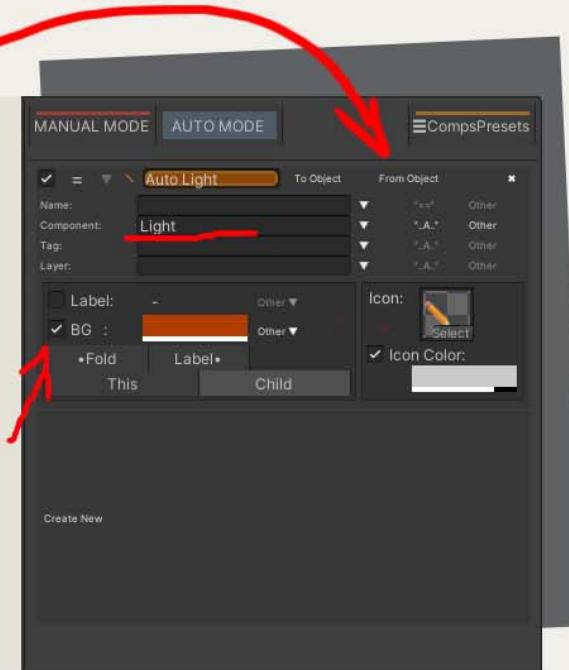


AUTO MODE

Locale Ipsum

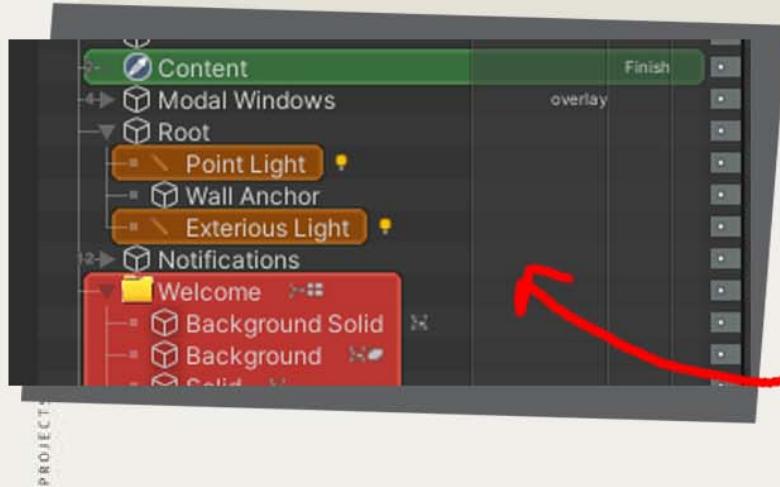


Let's try to create a new auto filter



You can copy the already configured style from selected object to a new auto filter

You can change the comparison conditions: Contains, StartsWith, EndsWith, or Equivalently



Now all objects that name contain the Component Light will be framed in orange

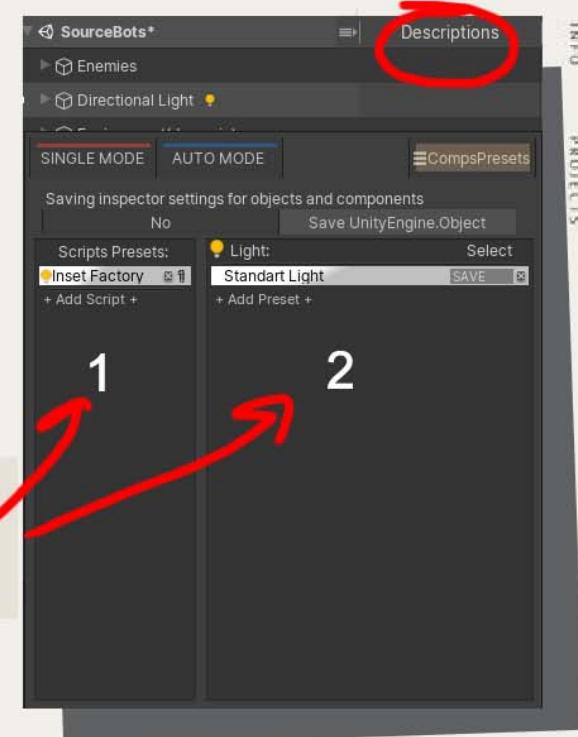
COMPONENTS PRESSETS

This features was added when unity didn't include internal presets solution, but nonetheless, this alternative functionality is sometimes useful

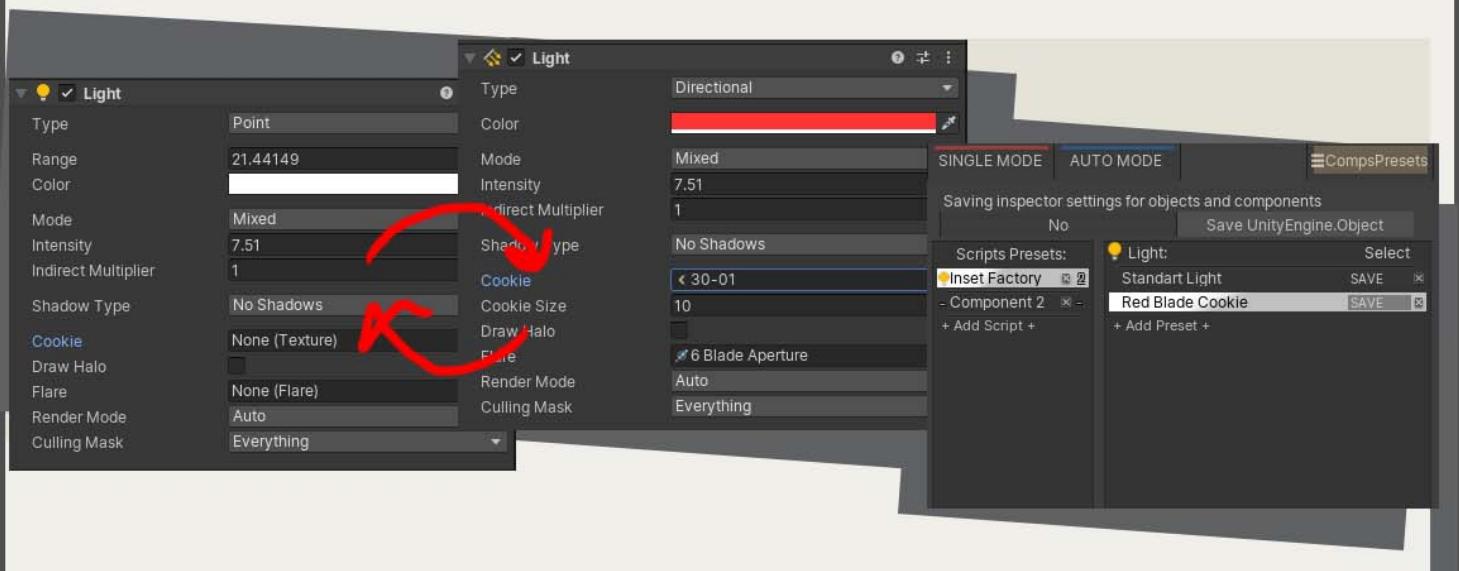
Plus of this extension that It can save the objects references, including even events links inside the scene

1 - Here you can create groups, each group will persist different presets for the selected specific script or component

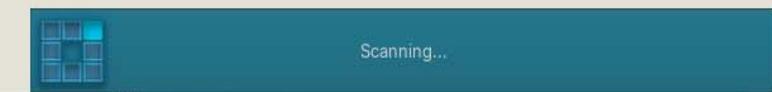
2 - Persisted states are placed here



- Select the light
- Create a set with any name
- Add the light component to the second window
- The current state of the light component will be saved in this preset

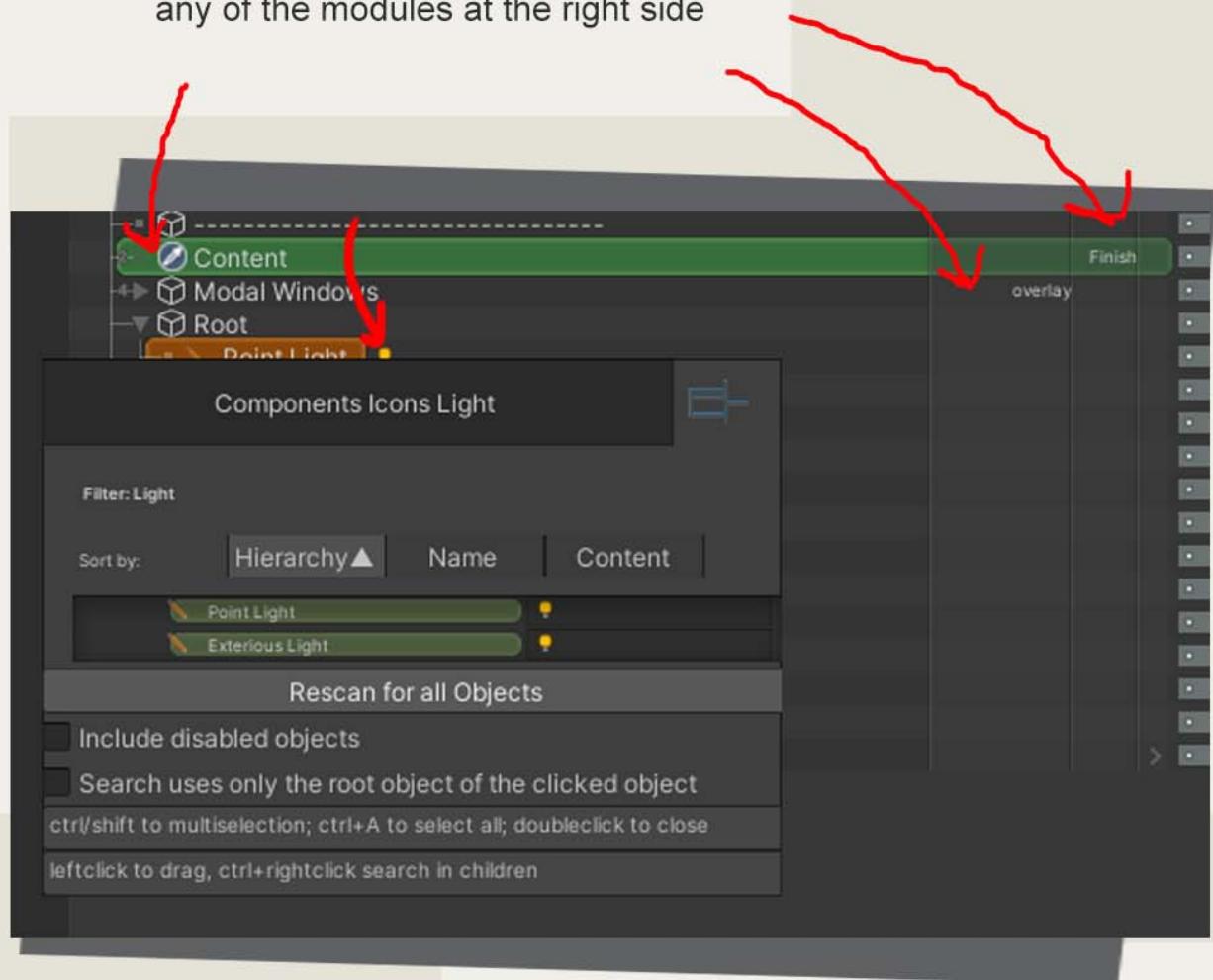


ADDITIONAL ABILITY TO SEARCH

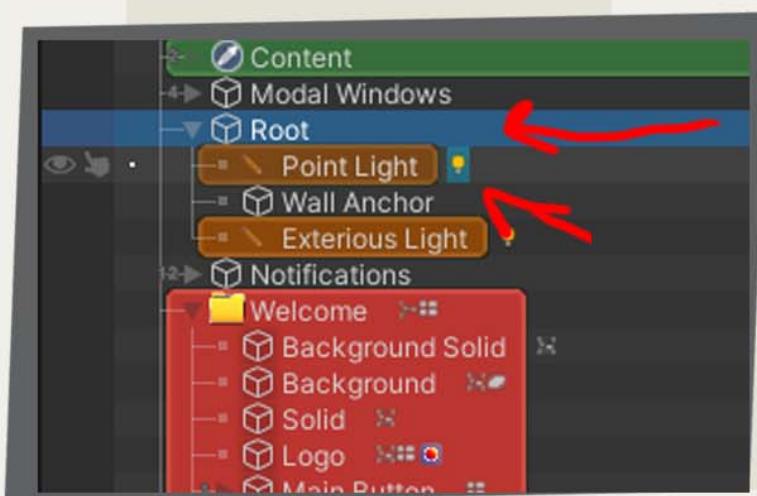


You can use a special search by assigned objects icons, components icons, and by the content of any of the modules at the right side

Use right click to search



If you need to search for all assigned items right click on the header of the corresponding column



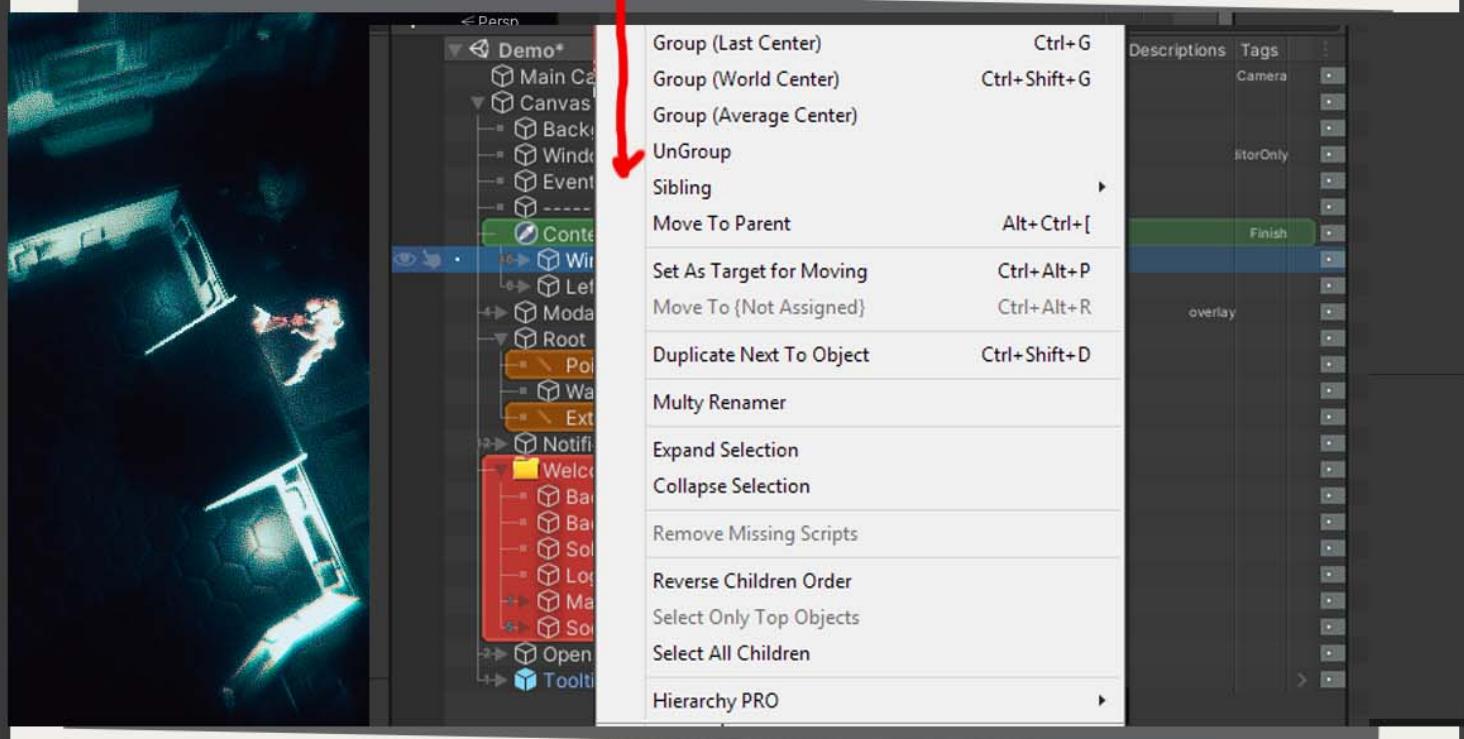
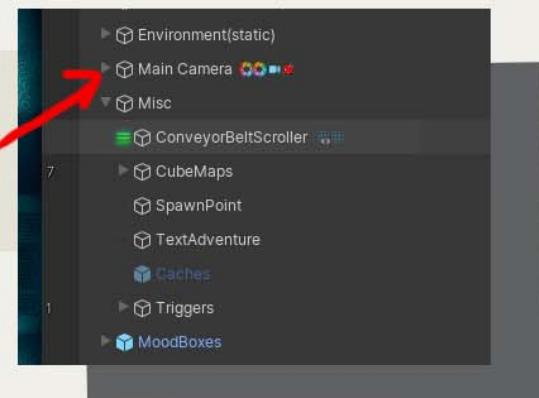
If you need to search only within the selected object, select the parent object, hold down the CTRL, and then right-click on the element you want to find

SPECIAL MENU

02

There is the special extensible right click menu for each object. Use default right click on object to open menu

Custom menu items will be located below the create items



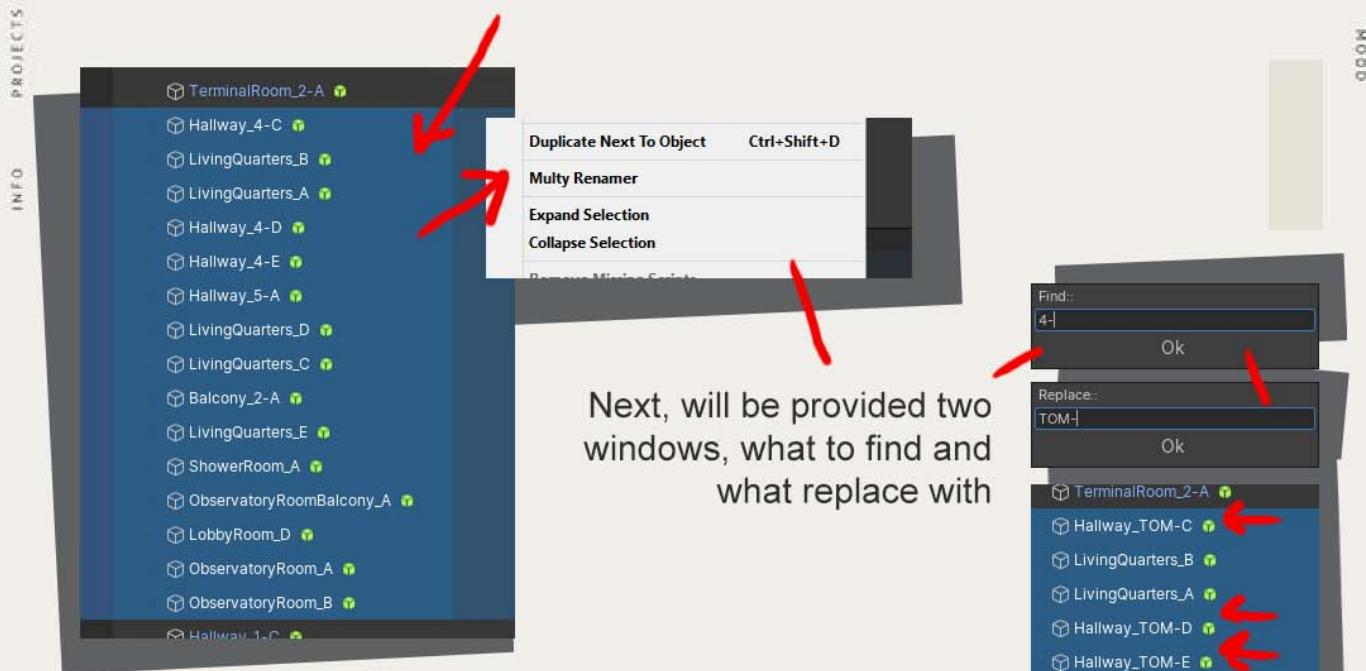
The convenience of this menu is that you can assign hot keys, and they won't conflict with other extensions, they'll only work for selected windows, for example, the hierarchy window and the scene window only

If you select several objects, the selected menu item will affect on all selected objects

MULTY RENAMER

Let's try to use MultyRenamer.

Select a few objects, call the menu and select the MultyRenamer item.



As a result, you will get a new names

That's convenient, isn't it?

This function has very trivial code, looks like:

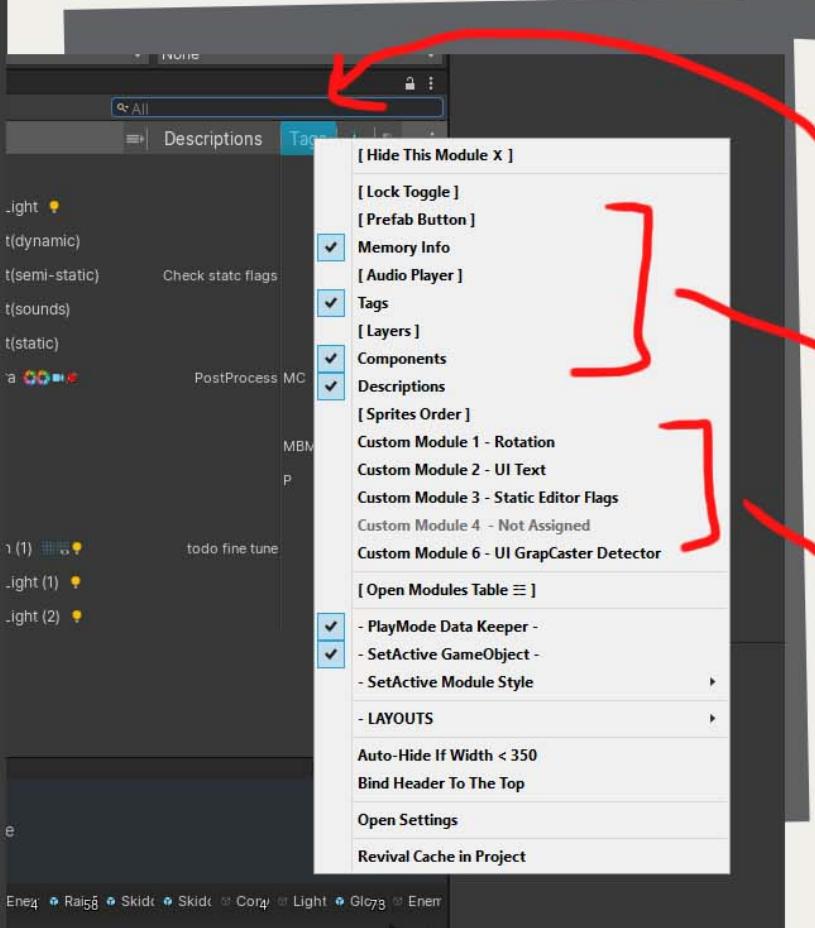
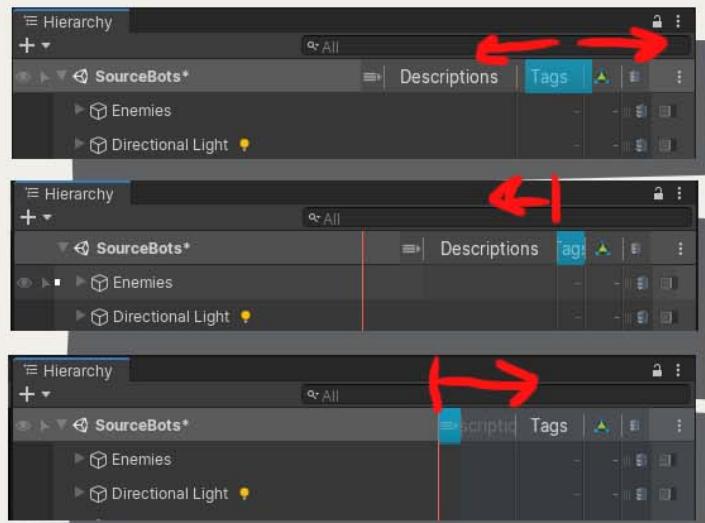
```
public void onClick( GameObject[] affectedObjectsArray )
{
    CustomModule.SHOW_StringInput( "Find:", EditorPrefs.GetString( "EModules/MultyRenamer/Find", "" ), ( find ) =>
    {
        if ( string.IsNullOrEmpty( find ) ) return;
        EditorPrefs.SetString( "EModules/MultyRenamer/Find", find );
        CustomModule.SHOW_StringInput( "Replace:", EditorPrefs.GetString( "EModules/MultyRenamer/Replace", "" ), ( replace ) =>
        {
            EditorPrefs.SetString( "EModules/MultyRenamer/Replace", replace );
            foreach ( var item in affectedObjectsArray )
            {
                if ( !item ) continue;
                Undo.RecordObject( item, "Multy Renamer" );
                item.name = item.name.Replace( find, replace );
                EditorUtility.SetDirty( item );
            }
        } );
    } );
}
```

The source of all the special extensible menu items is in a RightClickOnGameObjectMenu_Examples.cs file, you can change them or add your own items

You can resize modules

Change module position

Change the total width for right bar (you can also use this function to temporarily hide modules that are not used)



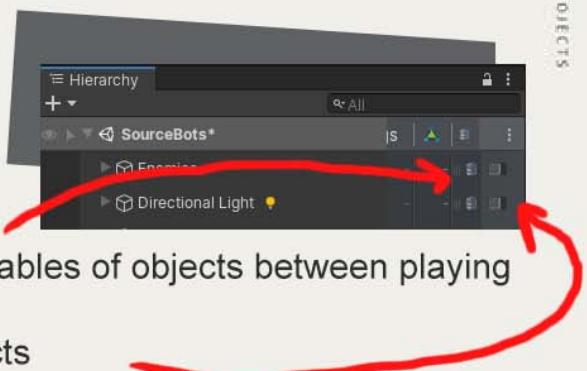
Left click on the modules title or on the settings icon to open right bar context menu

You can select the modules that should be displayed in the hierarchy window, you can also select your own modules,

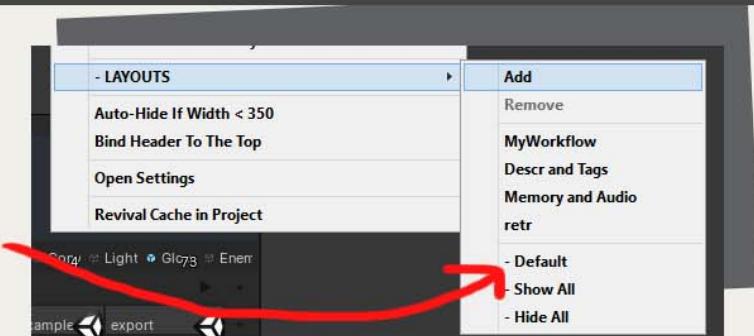
You can find the source code of custom all modules in a CustomRightMods.cs file so that makes it easy to add your own module

These are also two special modules at the right:

PlayModeKeeper - allows you to persist the variables of objects between playing modes (more about that in the next section)
 SetActive - allows you to enable or disable objects

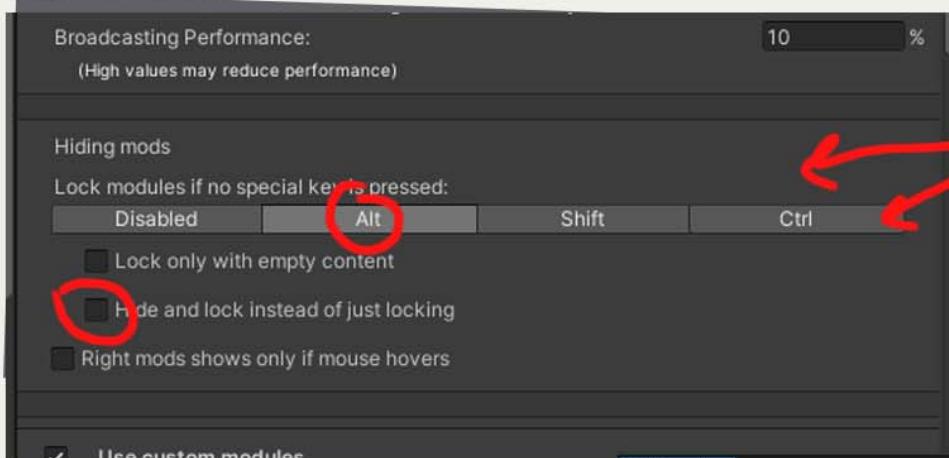


Layouts was designed to save width and order of columns of the workspace



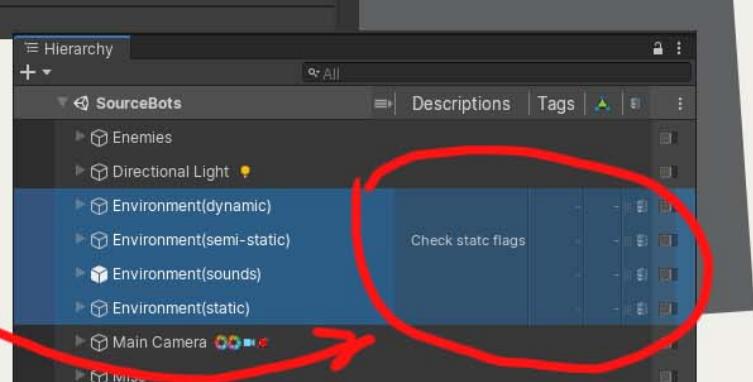
HIDING AND BLOCKING

You can set up automatic hiding of right bar when you reduce the size of the hierarchy window,



Now modules will be displayed only when the alt key is pressed

However, there are other ways to hide modules, try to find this options in the settings of the right bar

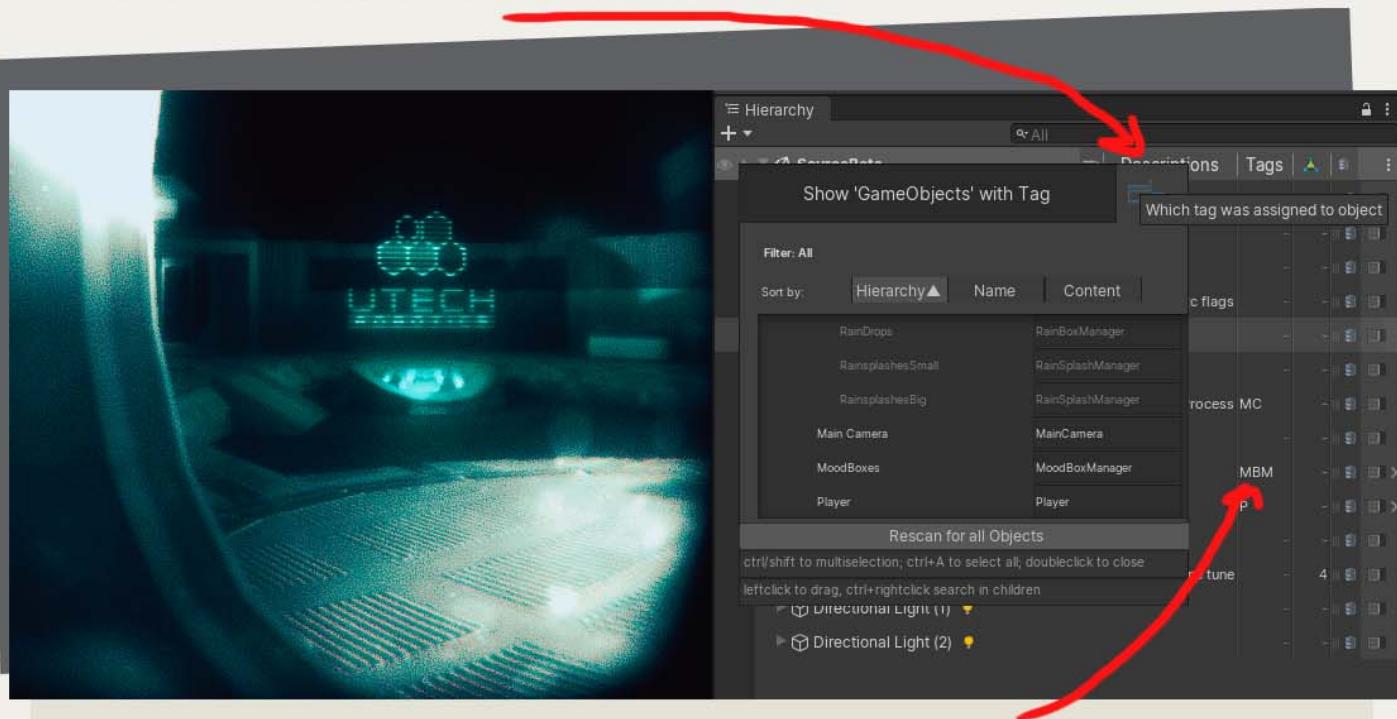


SEARCHING

PROJECTS

Using the right click on header, you can find all objects whose modules contain any assigned content

You can also search by special parameter, you should right-click, for example, a cell with the tag name opposite the object

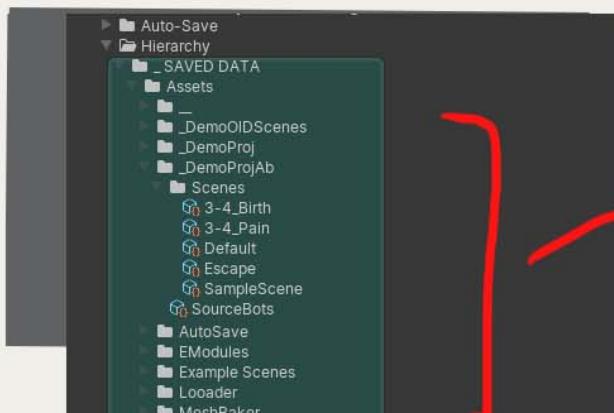
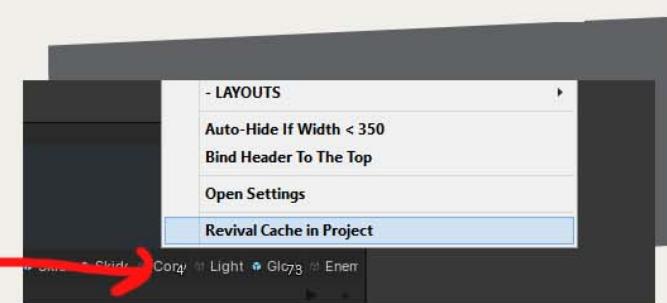


If you need to search only within the selected object, select the parent object, hold down the CTRL, and then right-click on the element you want to find

More about the search box in the penultimate part

CACHE

You can find external scene cache in
'../_SAVED_DATA' location



More about the cache in the last part

04

RIGHT BAR

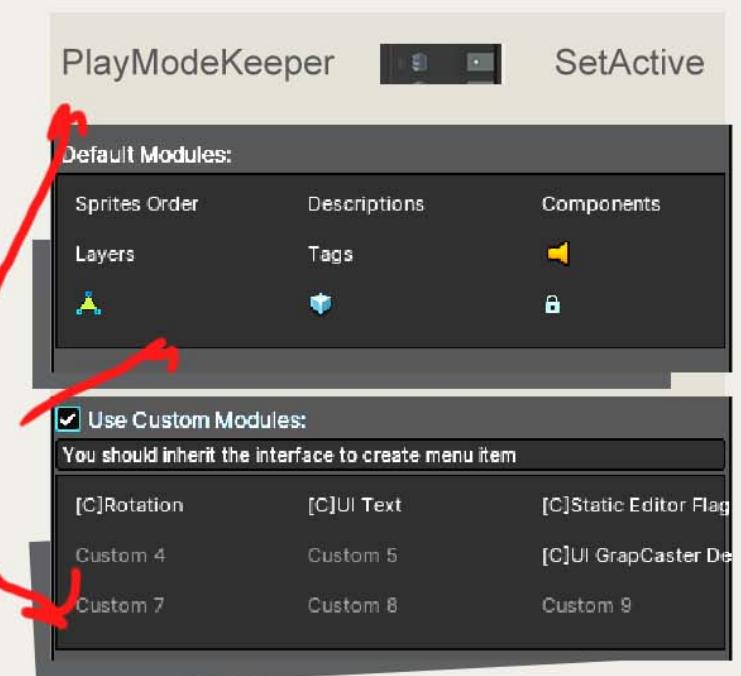
Right area contains different mods

There are special SetActive, and PlayModeKeeper mods

Plus 9 special dynamic mods

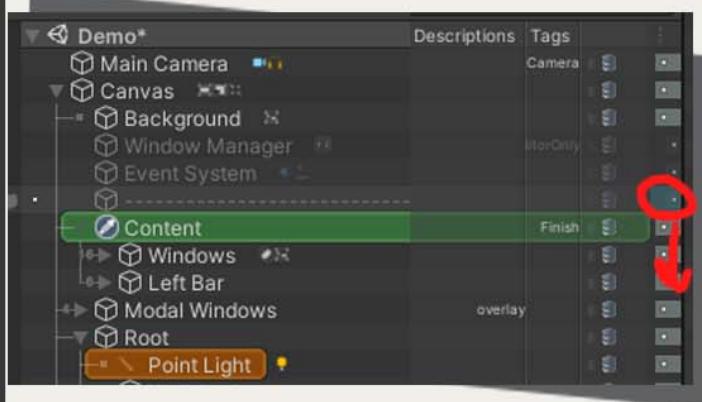
And 9 slots for custom mods

- SETACTIVE



You can disable all selected objects

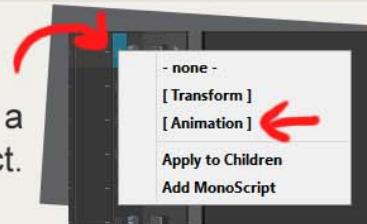
And you can disable one object that is not included in the selection



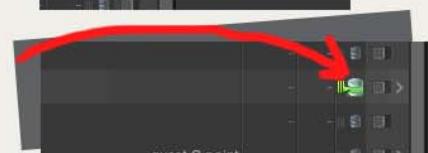
Use drag to disable several objects

Saves the state of objects after stopping the playing mode, including links to other objects, but it does not work for several scenes yet ^^

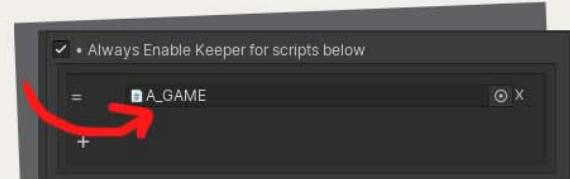
You can persist a single component for a single object.



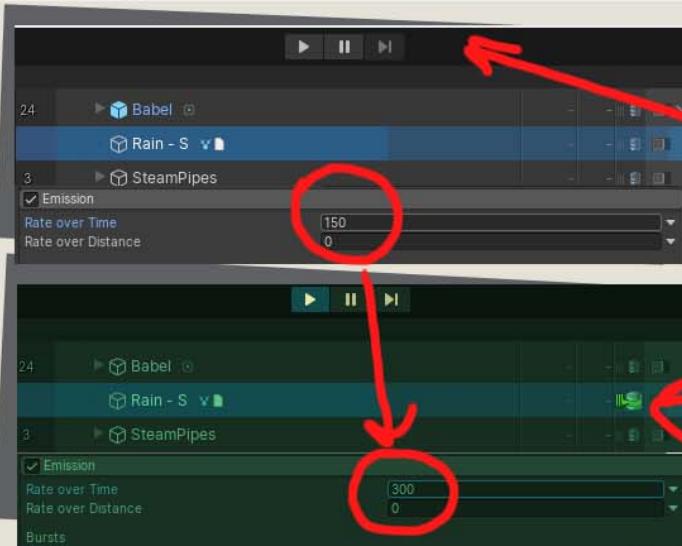
You can persist all components for a single object.



You can include script that will persist all same components for all objects



You do not have to take care of this in advance, you can just turn on the module and select an object right in the playmode



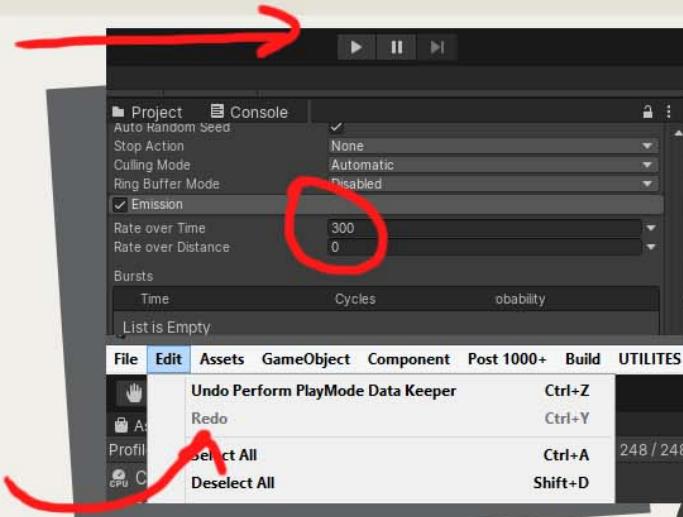
Launch game mode

And just select the object whose state you want to persist

After you stop the play, temporary selected components will automatically deselect

You also can persist objects references, set active state, or sibling position

Mod will create undo operation, so you can undo it after stopping

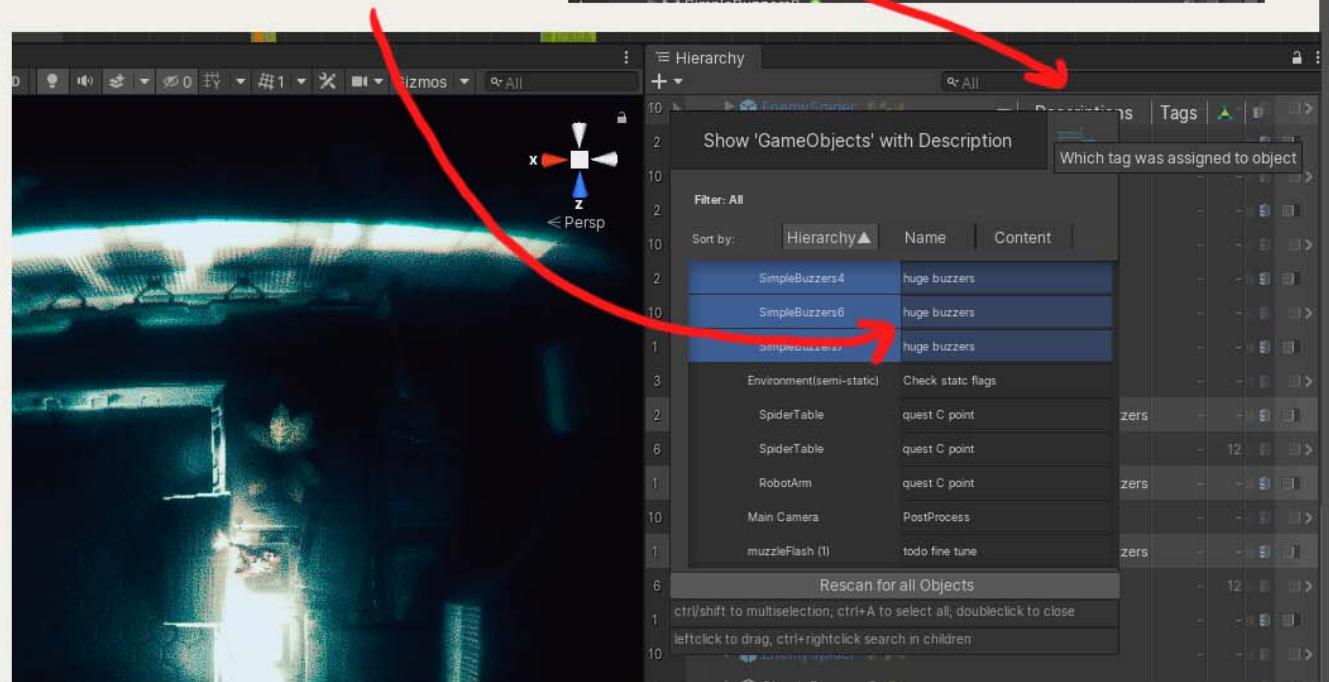
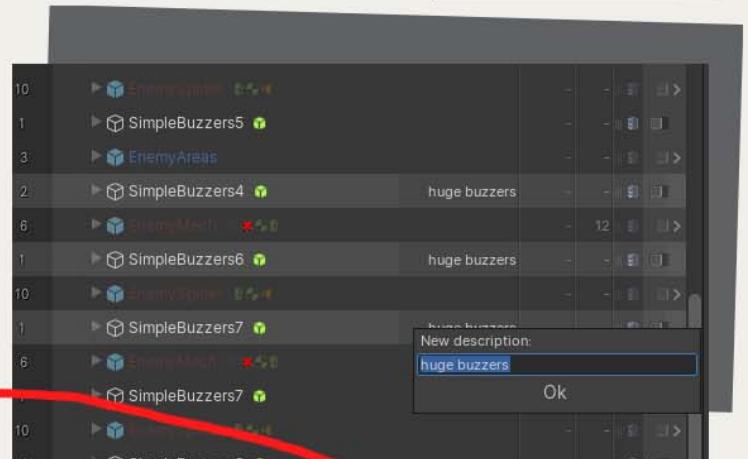
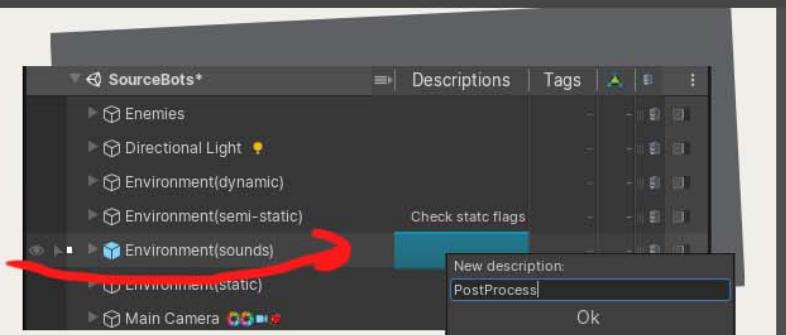


DESCRIPTION

A special module that allows you to write short description or TODO

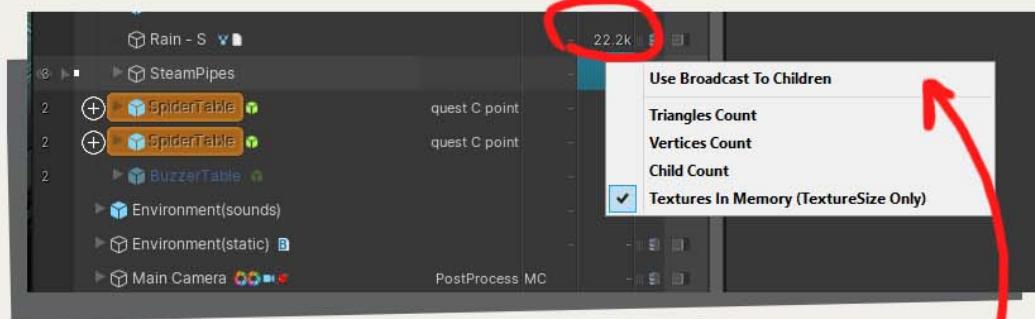
You can quickly copy paste or create captions for several objects at once

The convenience of using description module is that you can search by description using right click

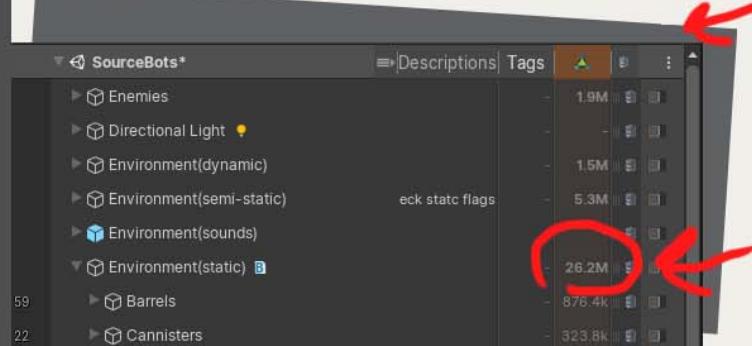


MEMORY OPTIMIZER

You can monitor the size of textures, vertices, triangles or child count



Broadcasting is really useful to track the size of textures and the number of objects using this same texture, for example, this will help to track the irrational using of large textures for a small number of objects



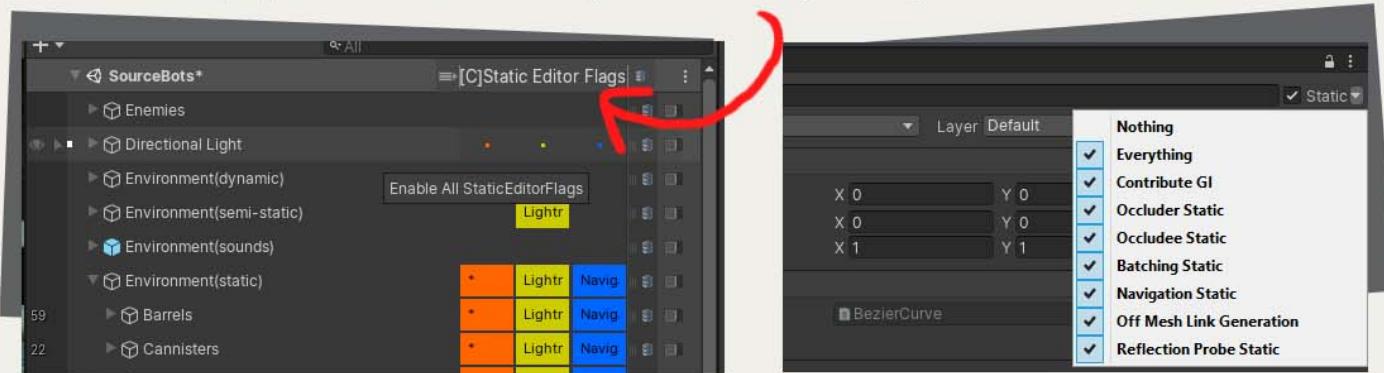
In the broadcast cast mode, the size of the texture is divided by the number of objects using this texture, and information about the textures used by the children will sum and display for their parents

YOU CAN VISIT THE SITE TO VIEW OTHER MODULES INFORMATION

CUSTOM MODULES

You can add your own modules, as an example, some modules are available in the file CustomRightMods.cs

For example, one module allows you to edit object flags

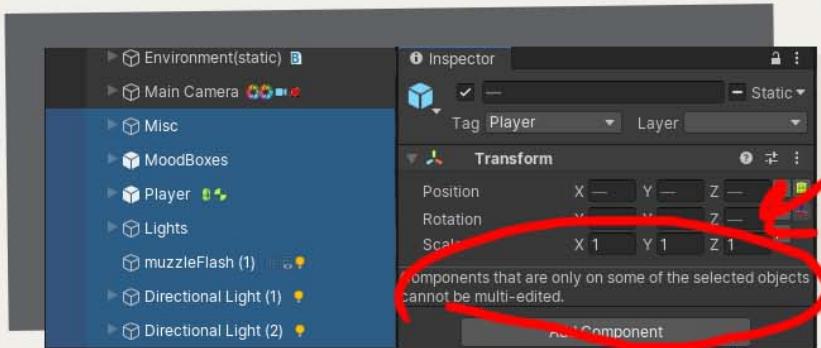
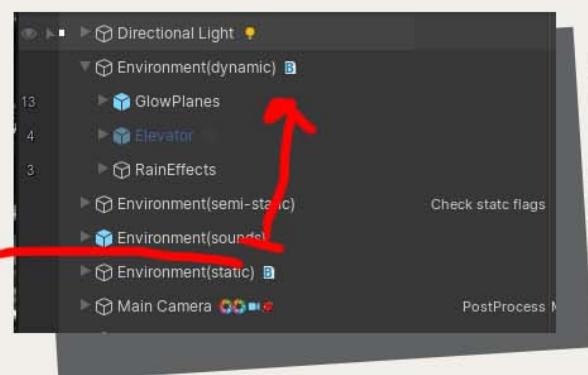


Based on examples, you can add your mod

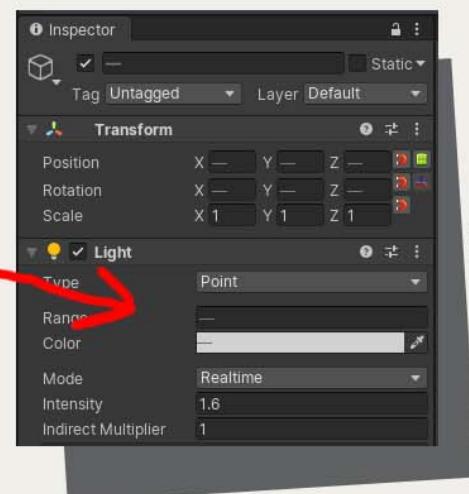
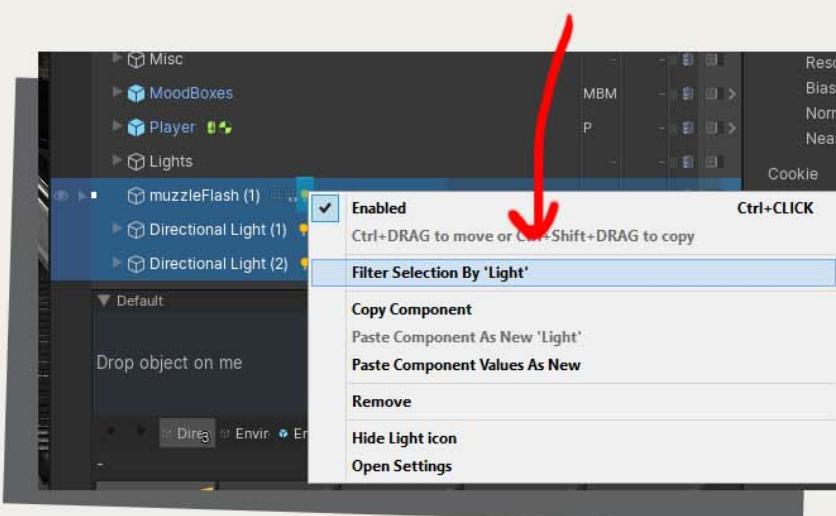
```
142
143 // #region MODULE 3 - StaticEditorFlags
144 class CustomModule_Example_StaticEditorFlags : HierarchyExtensions.CustomModule_slot3 {
145     public override string NameOfModule { get { return "static Editor Flags"; } }
146     const float alpha = 1;
147     static Color colorHalf = new Color(1, 1, 1, 0.4f);
148     static Color red = new Color(1.0f, 0.4f, 0, alpha);
149     static Color yellow = new Color(0.8f, 0.8f, 0, alpha);
150     static Color blue = new Color(0, 0.4f, 1.0f, alpha);
151     static StaticEditorFlags[] enabledFlags =
152     {
153         #if UNITY_2019_2_OR_NEWER
154             StaticEditorFlags.ContributeGI,
155         #else
156             StaticEditorFlags.LightmapStatic,
157         #endif
158         StaticEditorFlags.NavigationStatic
159     };
160     static Color[] enabledFlagsColors = { yellow, blue };
161     static int? cacheMask;
162     static GUIContent content = new GUIContent();
163
164     public override string ToString( GameObject o )...
165
166     Rect GetDot( Rect rect, int size )...
167     GUIStyle buttonstyle;
168
169     public override void Draw( Rect drawRect, GameObject o, bool mouseHover )...
170
171     int SwapBits( int reference, int mask )...
172
173 }
174 #endregion // MODULE 3 - StaticEditorFlags
175
```

Nice icons allow you to quickly turn on/off components, copy, drag, and many other features

For example, you can copy the component, just hold down the ctrl+shift and drag the icon to another object

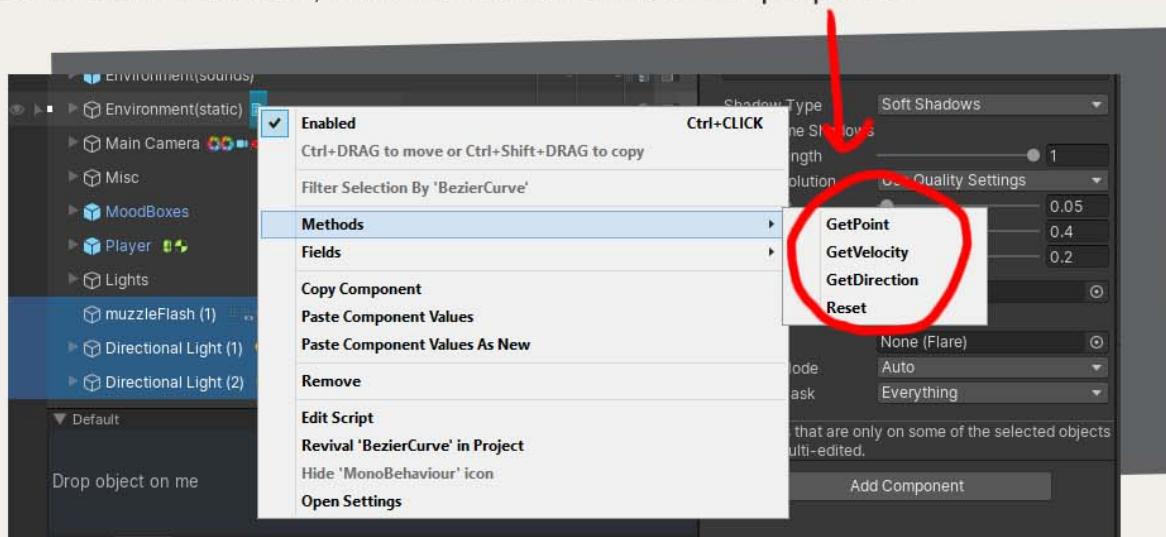


You can filter the selection by selecting a specific component (for example to display the component in the inspector)



METHODS AND VARIABLES

You can invoke methods, view values of variables or properties

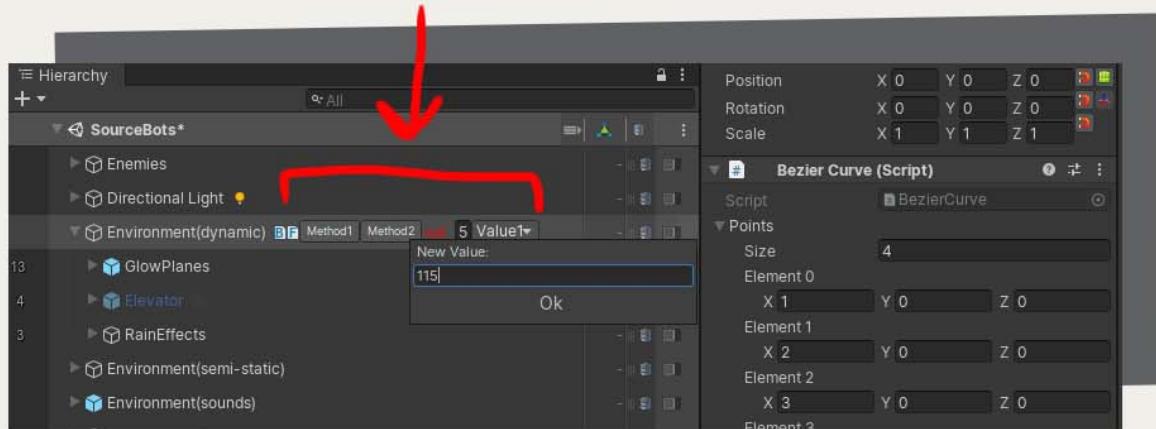


[SHOW_IN_HIER]

```
[DRAW_IN_HIER] //PROPERTY  
public int health_prop { get { return 1; } }  
  
[DRAW_IN_HIER] //PRO  
public int speed_prop { get { return _speed_prop; } set { _speed_prop = value; Debug.Log("Sp  
int _speed_prop = 50;  
  
[DRAW_IN_HIER] //METHOD  
void ChangeTarget()  
{  
    Debug.Log("Target Changed");  
}
```

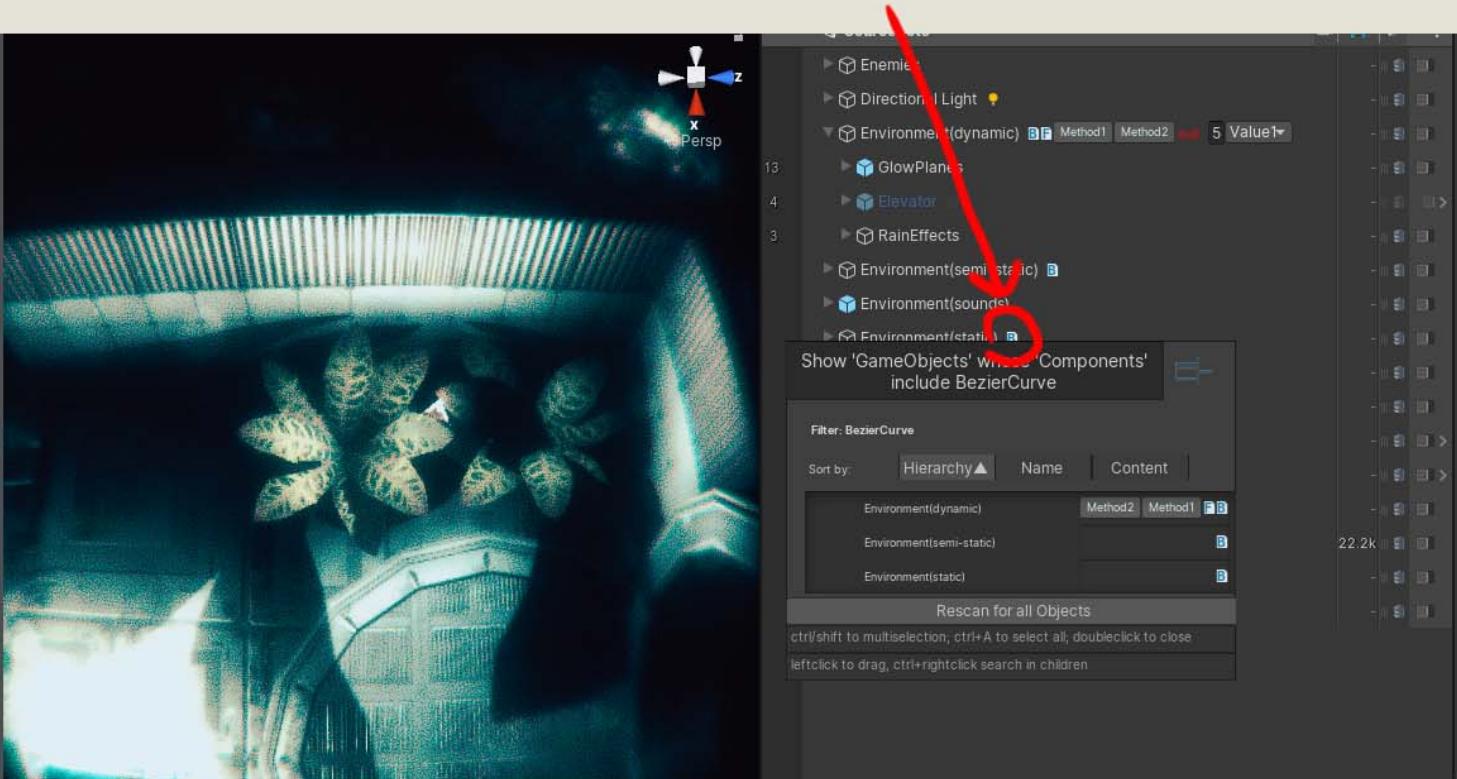
You can also use the [DRAW_IN_HIER] keyword to display variables or methods next to the script icon

You can change the values of variable, properties or enums, right in the hierarchy window, you can also invoke methods using convenient button



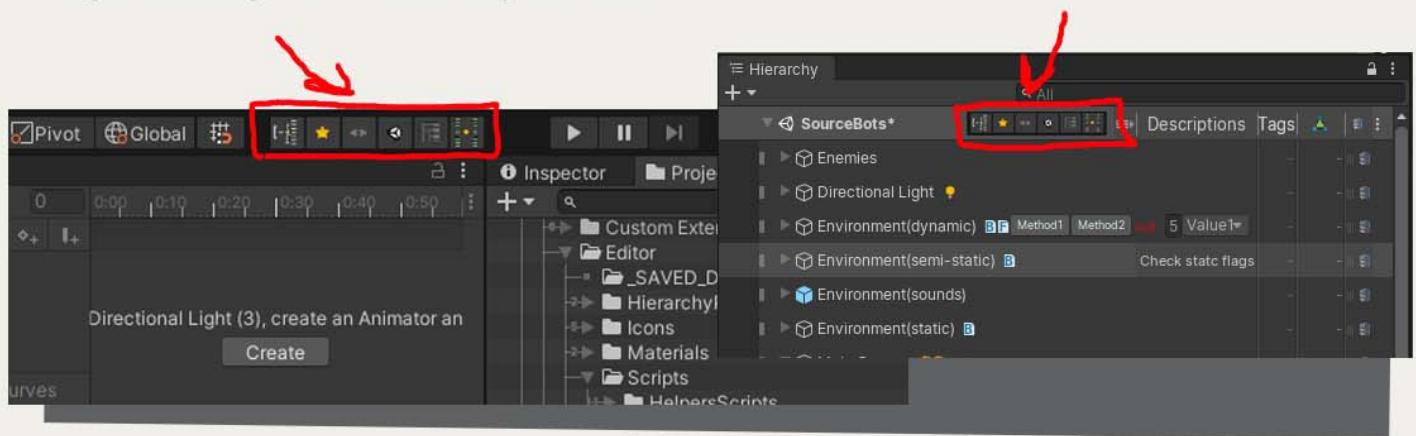
You can find examples in HierarchyExample_DrawInHier_Scene.cs file

You can also use the component search by clicking the right button on the icon



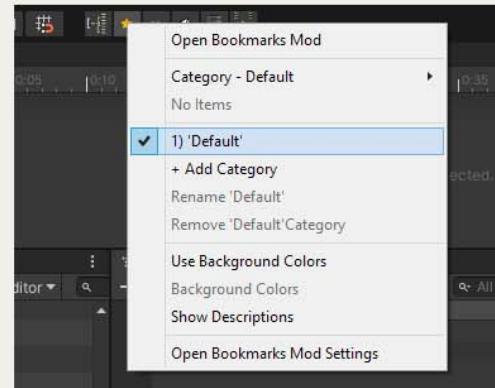
more about the search box in the penultimate part

On the top bar you can find external mods buttons
But you can also locate buttons on hierarchy header
Or just open external mods using the menu, which can be opened by right-clicking in the hierarchy window

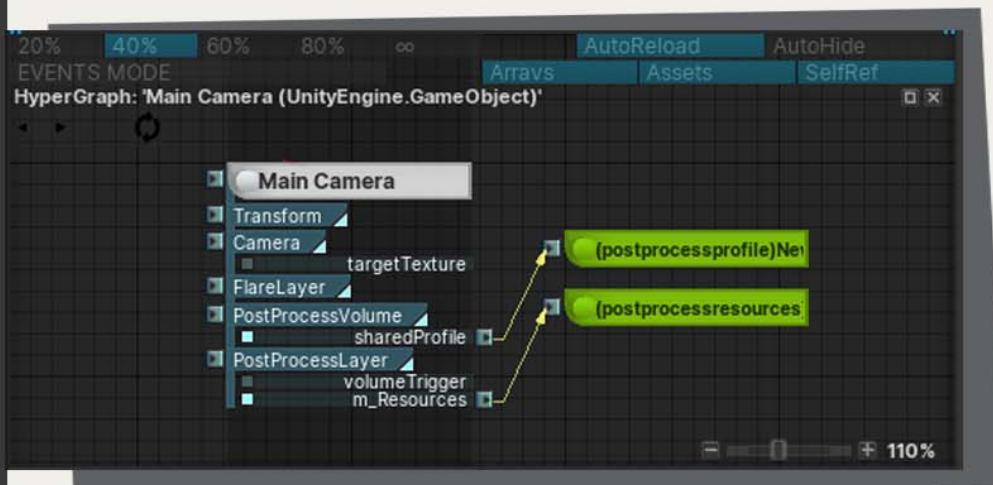


Use left click to open mod's window

Or use right click to open special quick menu for specific mod



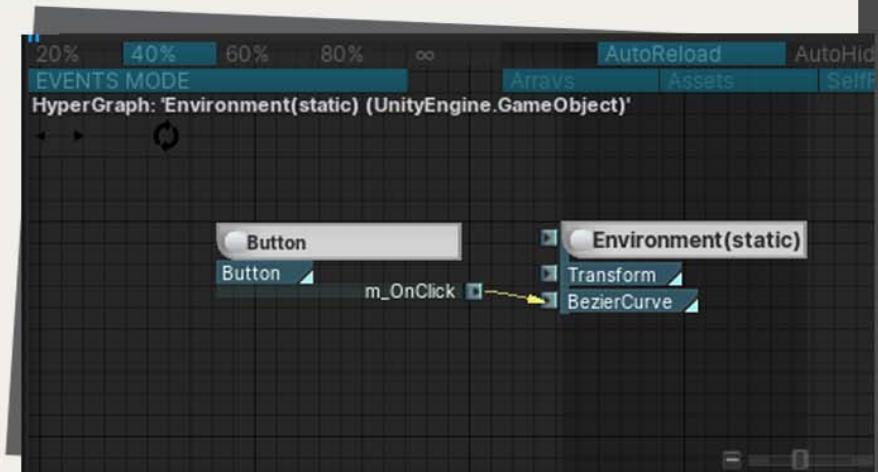
HYPERGRAPH



Hypergraph helps to find linked references between objects

you can also use hypergraph for structures and arrays

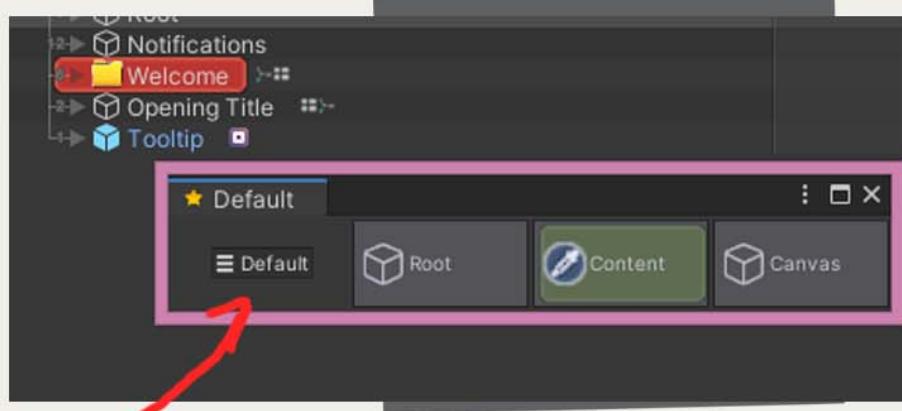
There's also a special events move. In event mode, you can track events objects, for example, sometimes you need to find out if unintentional any triggers are linking with some object



BOOKMARKS

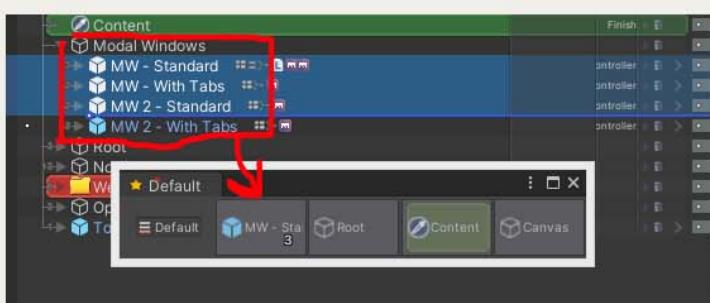
window for bookmarks with grouping and instance creation options.

Also there's an alternative way to use it

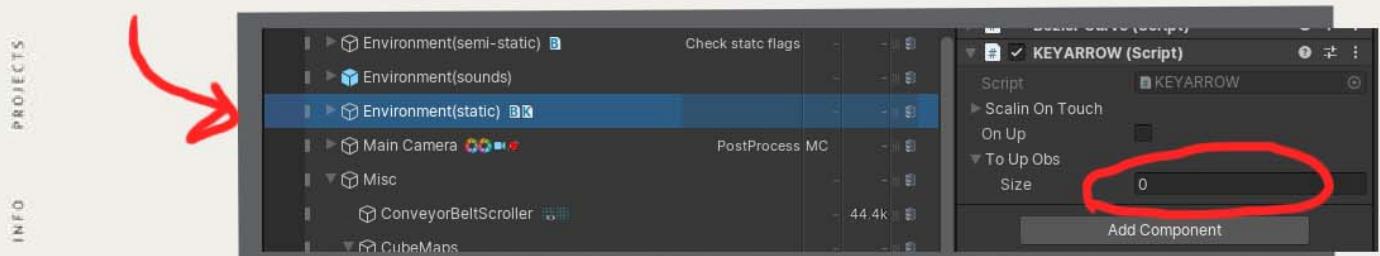


For example, you have several objects that you would like to assign to a variable

So you should drag objects to the panel



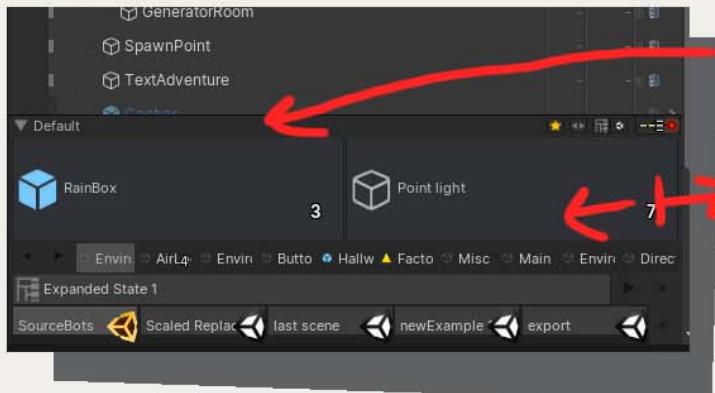
Then choose another object



And drag items from bookmarks bar to the array



(you can also use drag and drop from selection history)



Right click to remove bookmark

Click on a bookmark to select object

Drag to left or right to change ordering

Drag to the hierarchy window to place the object in a new parent



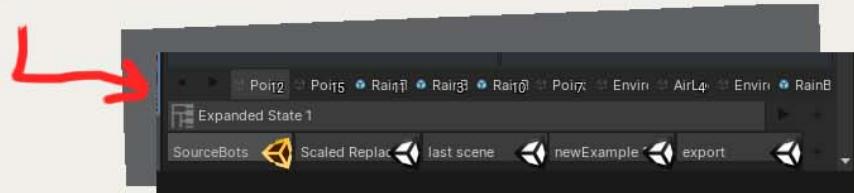
Add/Remove objects from the current selection

Instantiate object

Select objects but keep the current scroll position in the hierarchy window

SELECTION HISTORY

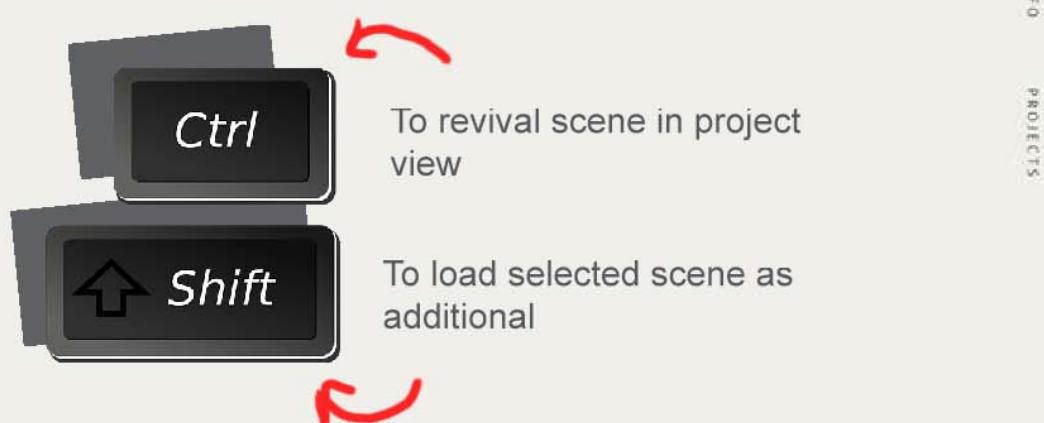
Works like bookmarks, you can use hot keys to switch between recent objects
Ctrl + Shift + Z / Ctrl + Shift + Y



SCENES

You can view recently opened scenes. You can pin the scene so that it stays in that ordering place all the time.

You can use "+" to assign multiple scenes to one button

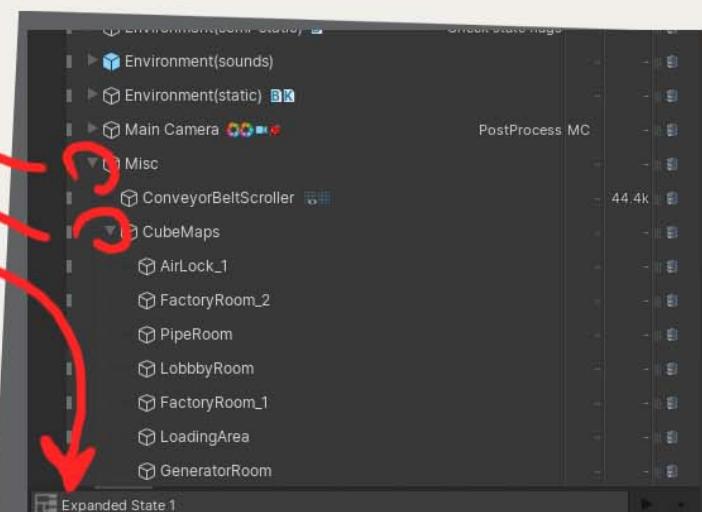


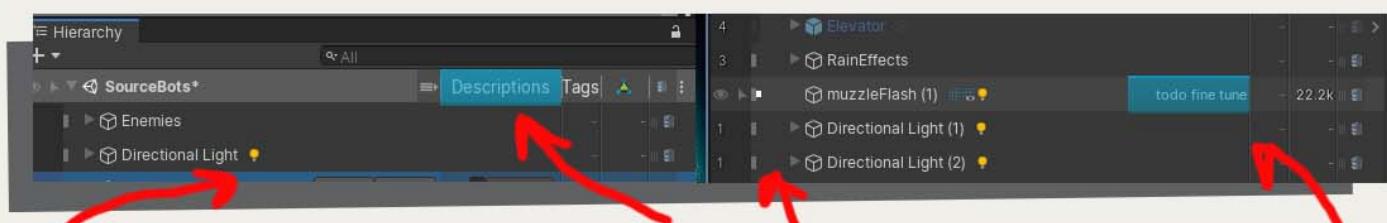
Plus, if you want, you do not need to open a window, you can just use the right mouse button on the icon for quick access to the menu

EXPANDED OBJECTS

Button for saving expanded elements in the hierarchy

You can save the state of the expanded objects so that later you can quickly expand or collapse the objects when you need

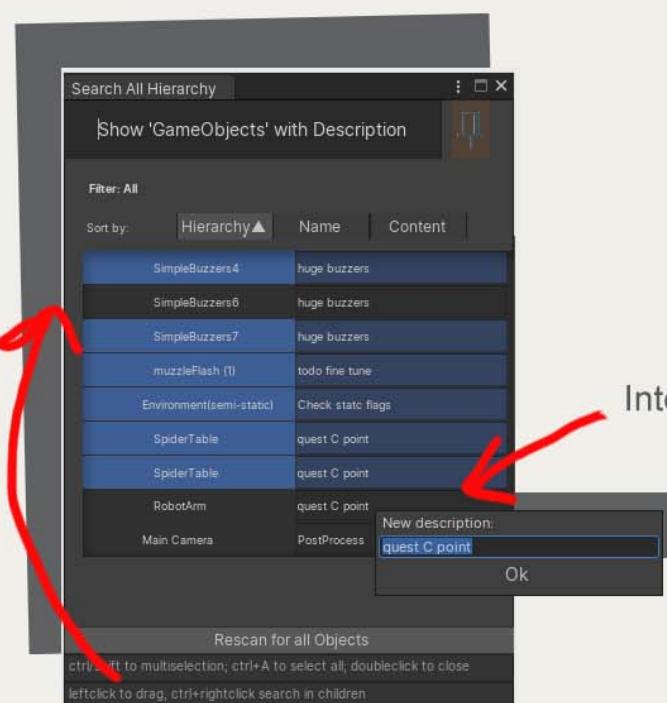
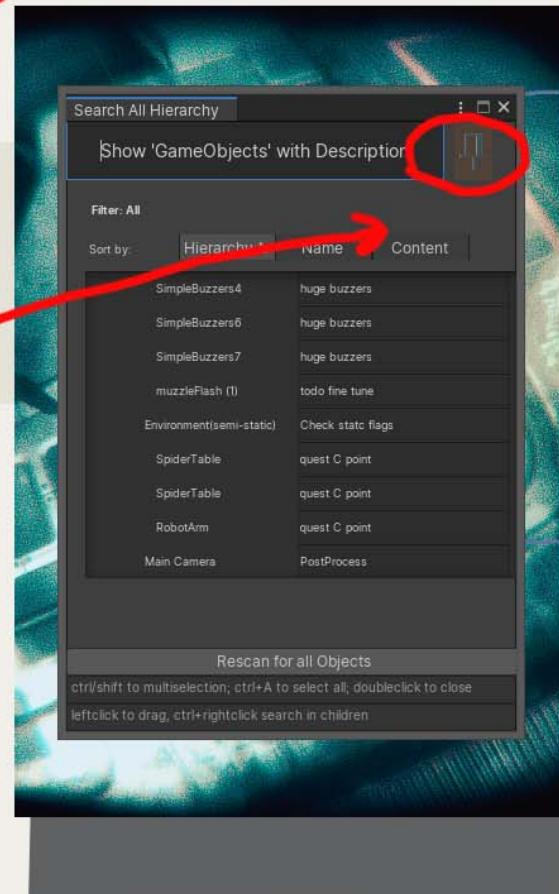




Use right click to open search window:
 - either on the header of the right mods
 - either on the right mods content
 - either on component's icon
 - either on gameobject icon

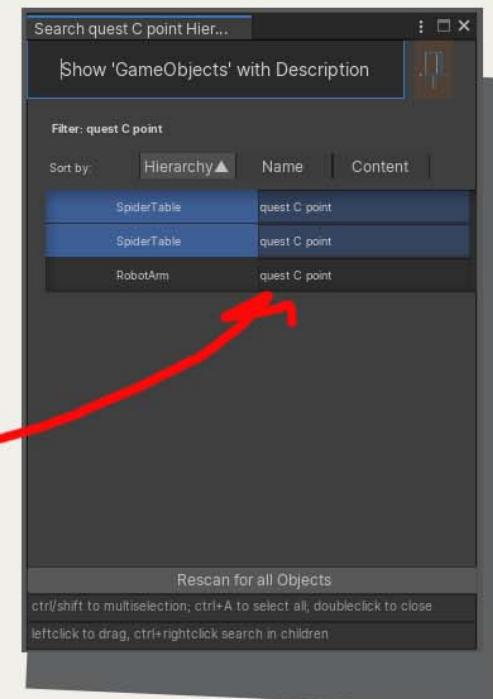
Ctrl+A to select all found objects and close the window immediately, you can also double-click to select an object and close the window immediately

Pin the search box, that means window will not close automatically



Interaction with found content

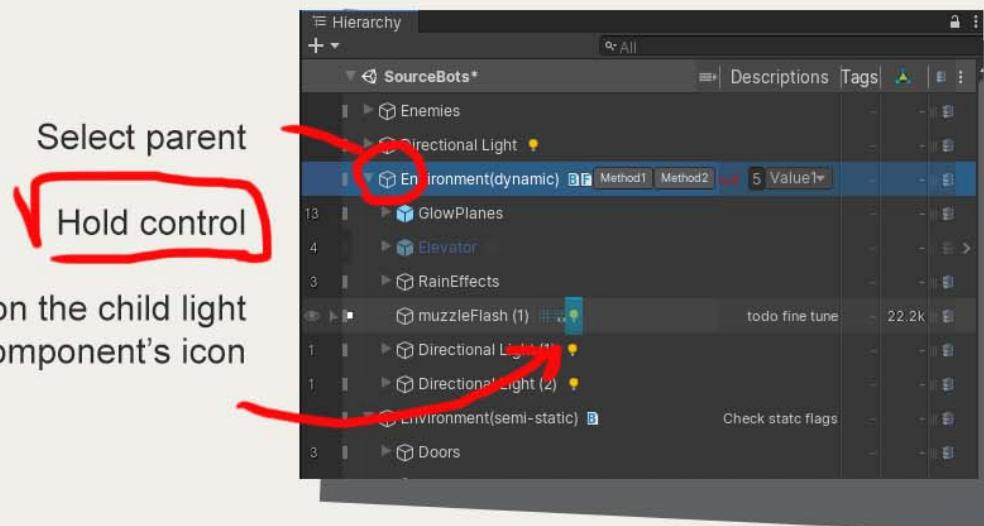
You can use the standard selections behaviour ctrl/shift keys to select several objects



You can also, search again, among the found objects, using right click again

SEARCH IN CHILDREN

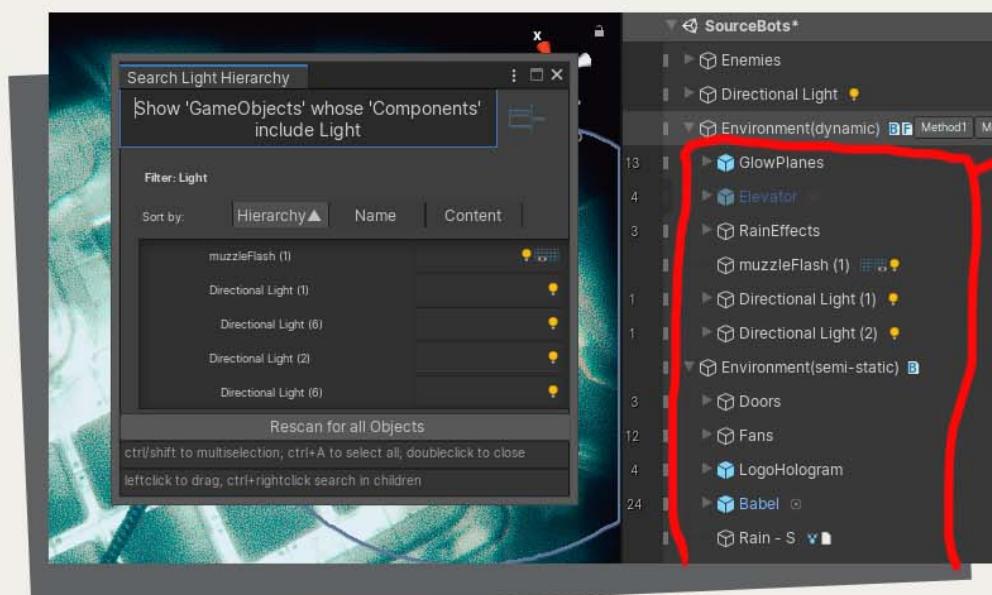
For example, there are a lot of light sources in the scene, and you need lights that are only child of a specific object



Select parent
Hold control

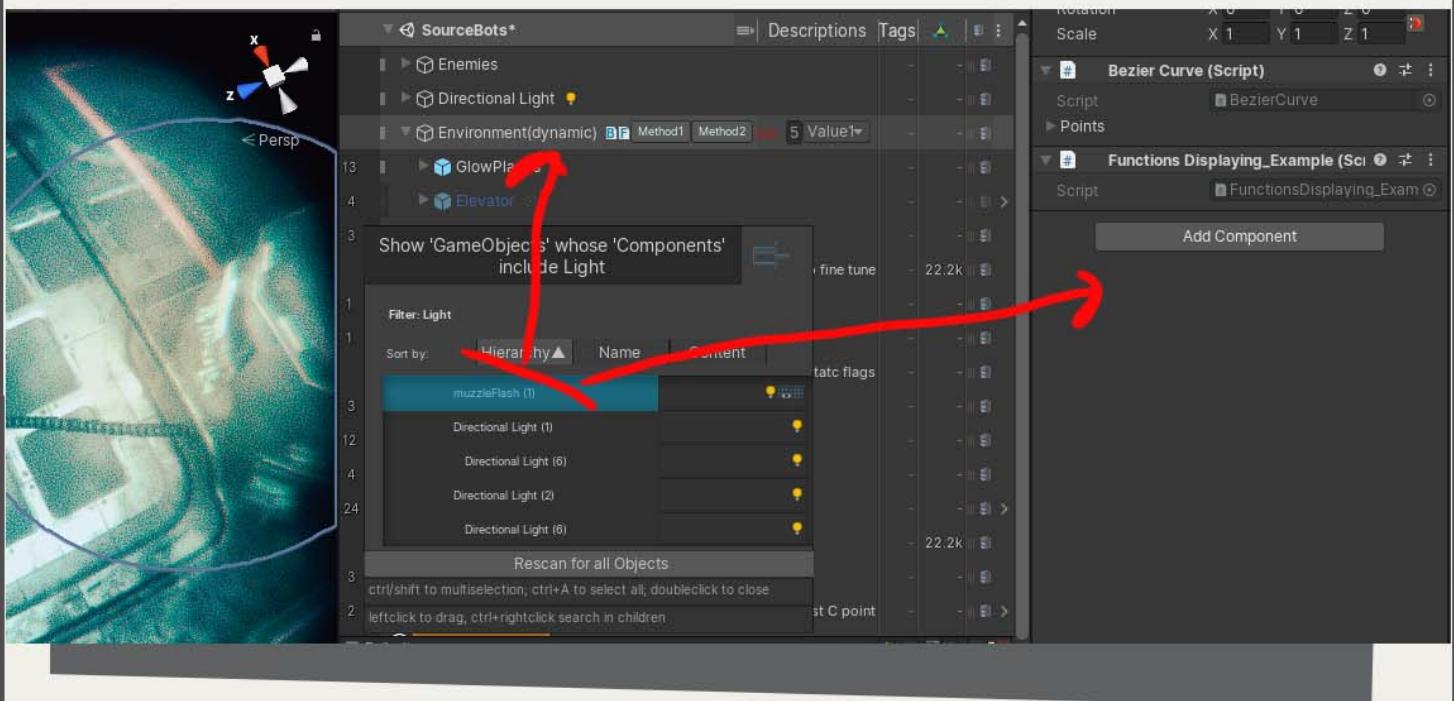
Right-click on the child light component's icon

As a result, you will get only light components attached to child of selected object



DRAGGING

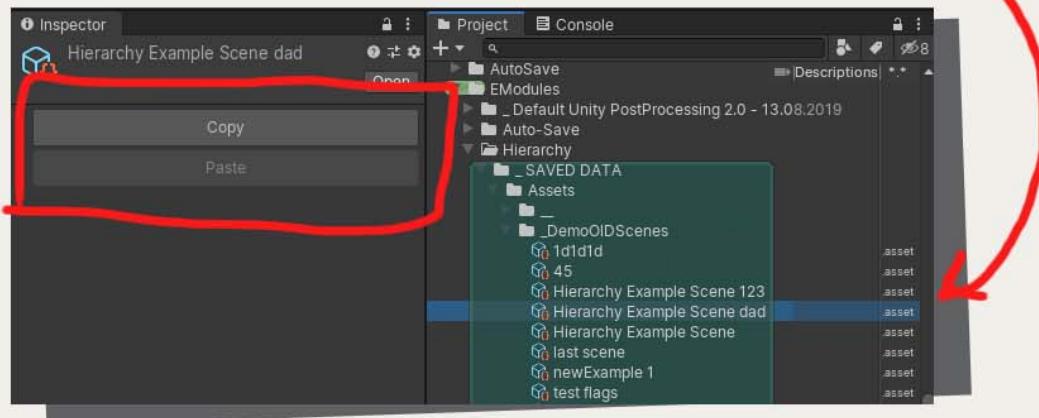
You can drag found objects, for example, to the inspector window to assign a variable, or to the hierarchy window to move object to a new parent



You can find a cache and settings files in special folder «../_SAVED_DATA/..»

For each scene created separated cache file, which, for a more convenience, duplicates the scene path inside _SAVED_DATA folder

When you rename duplicate or move a scene, the asset tries to find changes, but, you can find the saved data and move clone or restore it manually



For example, if you lose data for a scene, you can try to find its past location and copy the data to a new path

All cache stored in external folder, there are no data is saved in the scene, only temporarily for the current editor session and removing after closing the editor

What data is stored in the cache:

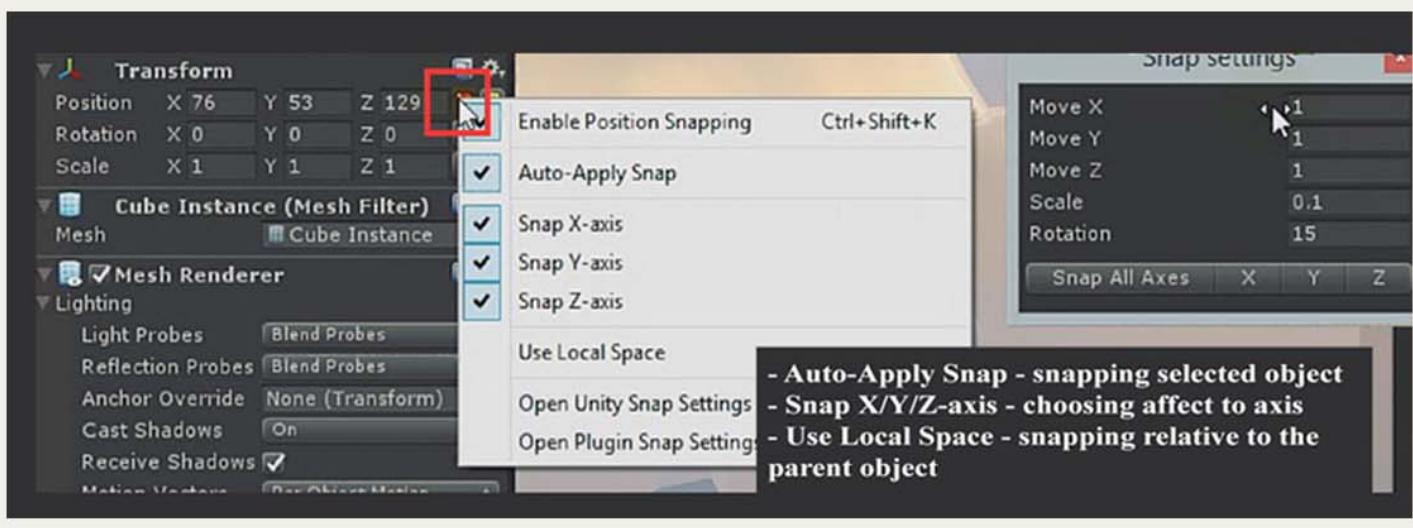
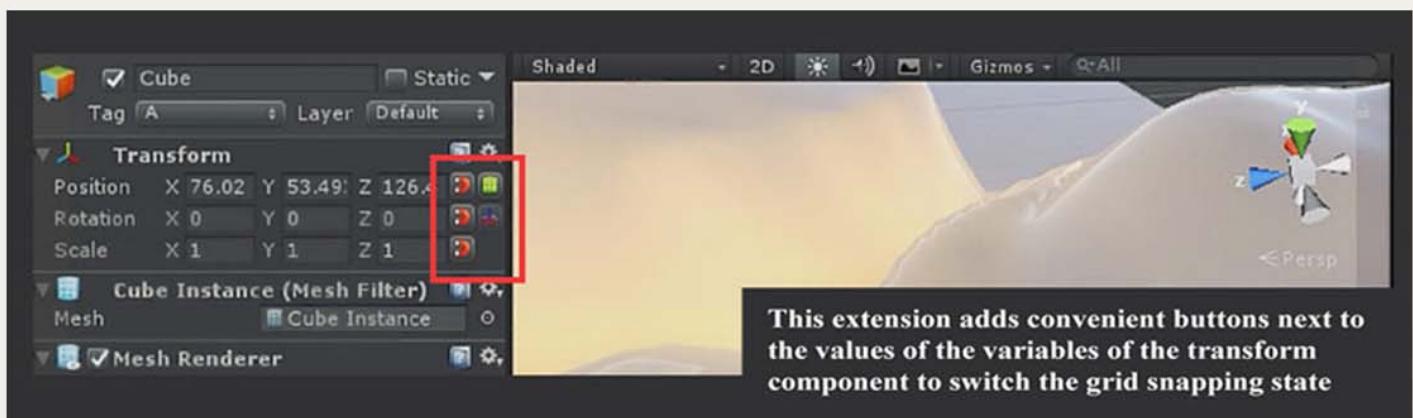
- Descriptions
- Freezed objects
- Highlighter Colors and Icons
- Bookmarks
- Selected components in PlayModKeeper
- Scene Hierarchy Expands Slots

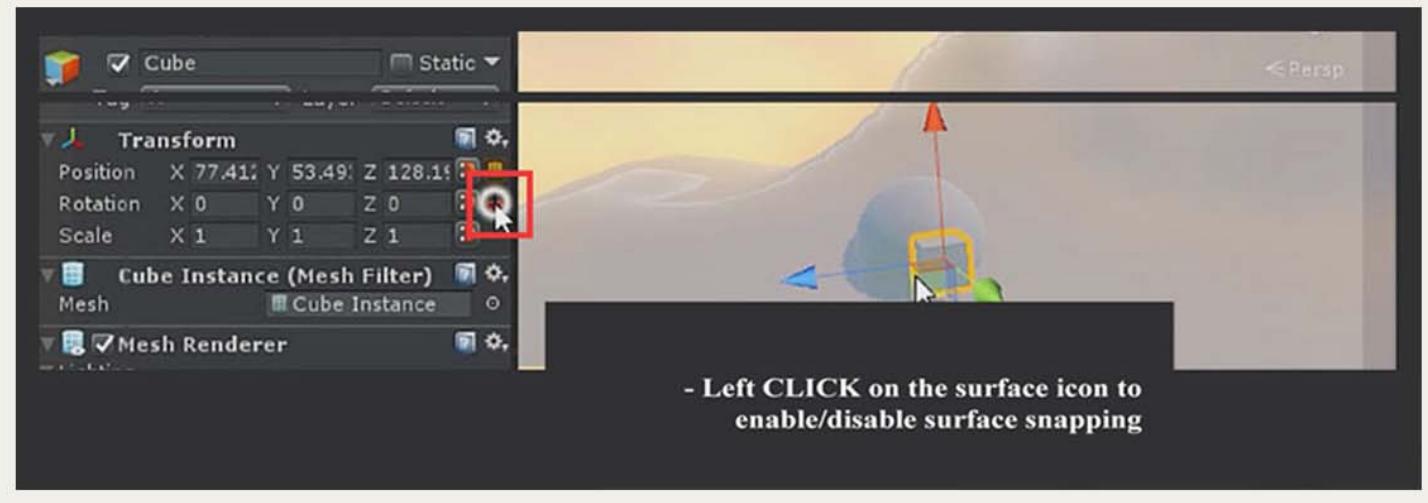
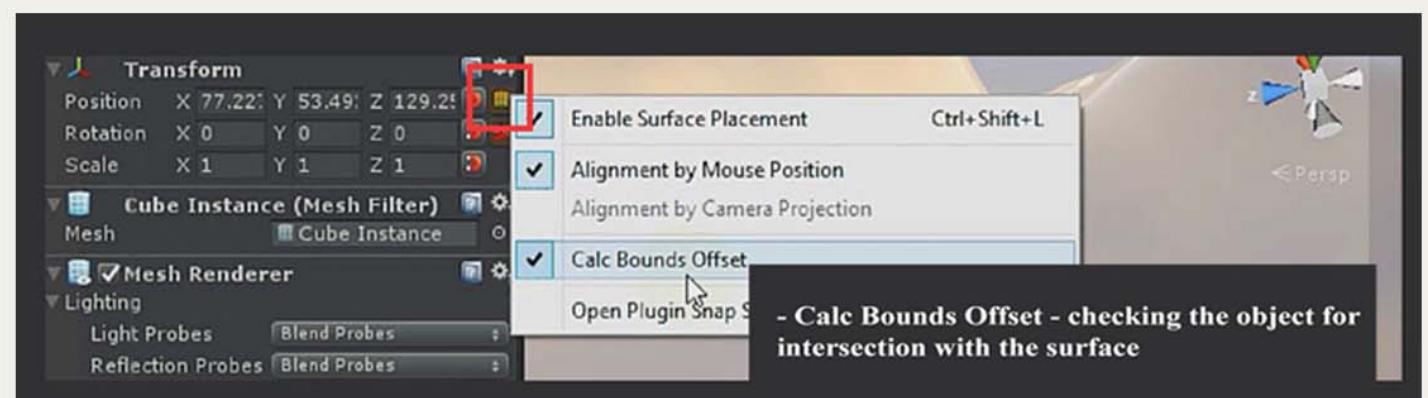
All editor settings located in 'EMX/Hierarchy/Editor/_SAVED_DATA/.EditorSettings/..' so you can copy it to your other project using file browser.

And if you wanna reset settings to default just remove 'EMX/Hierarchy/Editor/_SAVED_DATA/.EditorSettings'

SNAP MOD

09







**do not forget to like it if you like
the asset, it will help the
promotion**