Hierarchy

Create ▾ Q All

▼ ⬡ DemoScene   ▾■
⬜ Main Camera
   ....
● ▼ Object Red
   ● ChildObject (1)
   ● ChildObject (2)
   ● ChildObject (3)
● Object Vermilion
● Object Orange
● Object Amber
● Object Yellow
● Object Lime
● Object Chartreuse
● Object Harlequin
● Object Green
● Object Emerald
● Object Spring-green
● Object Aquamarine
● Object Cyan

Hierarchy

Create ▾ Q All

▼ ⬡ DemoComponents   ▾■
⬜ Main Camera
   ....
⬦ ▼ Object Transform
   ⬦ ChildObject (1)
   ⬦ ChildObject (2)
   ⬦ ChildObject (3)
⬦ Object Scene Asset
⬦ Object Prefab
⬦ Object Mesh Filter
⬦ Object Script
⬦ Object Shader
⬦ Object Box Collider
⬦ Object Controller
⬦ Object Terrain
⬦ Object Polygon Collider
⬦ Object Audio Listener
⬦ Object Audio Source
⬦ Object Light

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RAINBOW HIERARCHY
QUICK START

● Object Rose
● Object Crismon
   ....
   RainbowHierarchyConf

⬦ Object Input Field
⬦ Object Image
   ....
   RainbowHierarchyConf

● Object Rose
● Object Crismon
   ....
   RainbowHierarchyConf

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Contents

Introduction

Thank you for purchasing the **Rainbow Hierarchy** extension! We hope you enjoy using the product and that it makes your game development project a success.

If you have any questions, please do not hesitate to contact us at _support@borodar.com_, we will be glad to help you out.

Also, when you have a spare moment, please leave us a review on the Asset Store.

Overview

Have you ever thought about highlighting often used GameObjects in your scene? This simple but colorful asset allows you to do that!

With "Rainbow Hierarchy" you can set a custom icon and background for any object in the Hierarchy window:
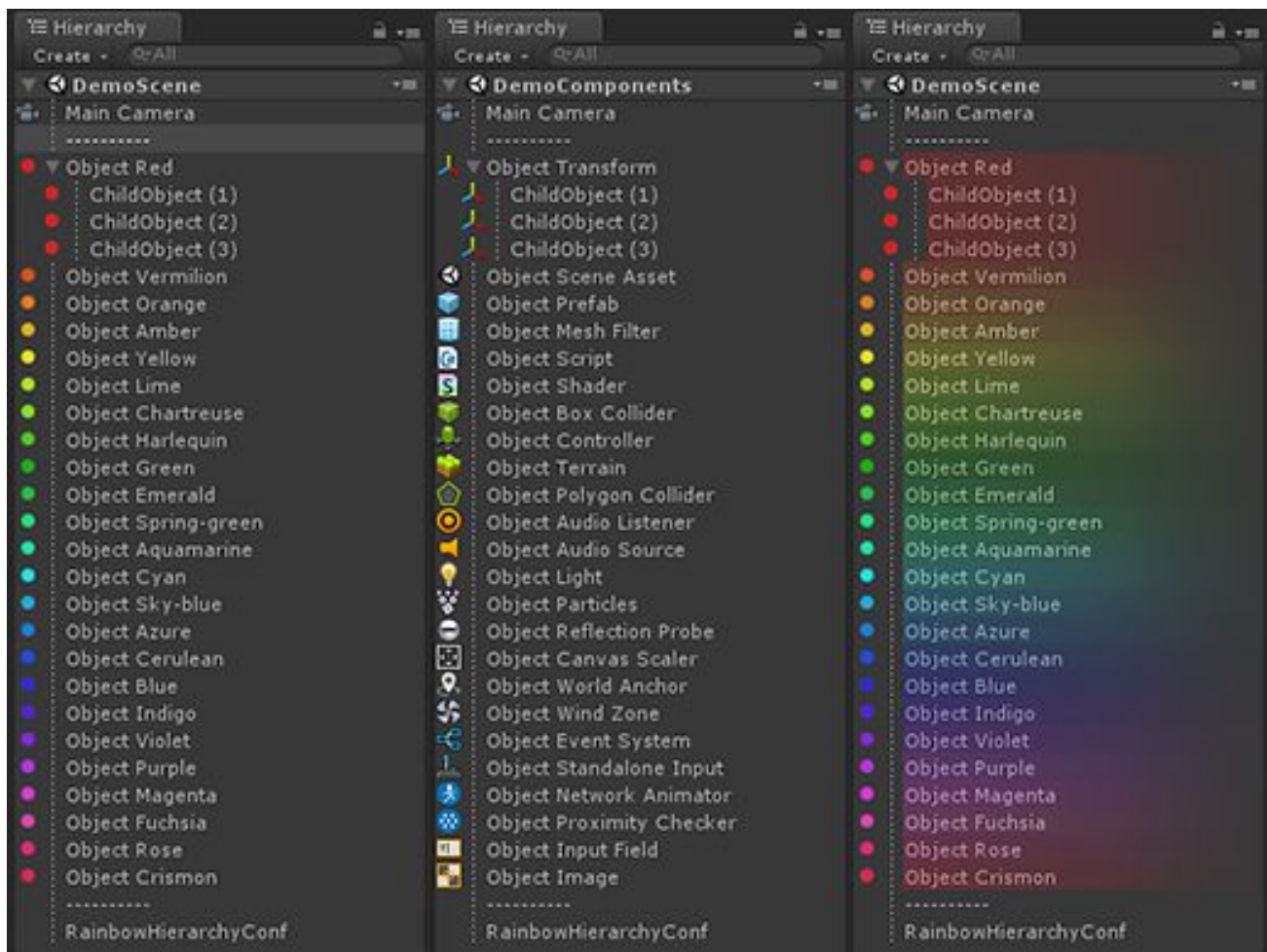
Installing

Rainbow Hierarchy is a standard Unity extension and should be installed like any other Unity package. Just drag the *RainbowHierarchy.unitypackage* into your current project, or in the Editor go to the drop-down menu **Assets → Import Package → Custom Package** and then browse to the *RainbowHierarchy.unitypackage* file.

When downloading from the Asset Store,Download Manager will automate the process.
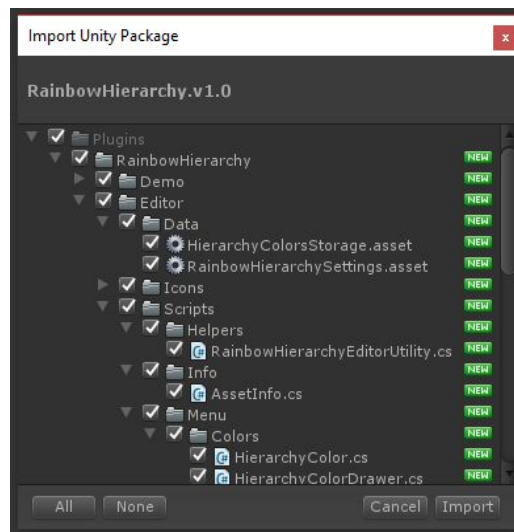

Once the Importing dialog appears, just click the Import button.

Folder location

The package will be imported into the `Assets/Plugins/RainbowHierarchy` folder by default. Most users prefer to keep it here, but you can freely move it wherever you want. Just go to **Edit → Preferences → Rainbow Hierarchy** and update the folder location:
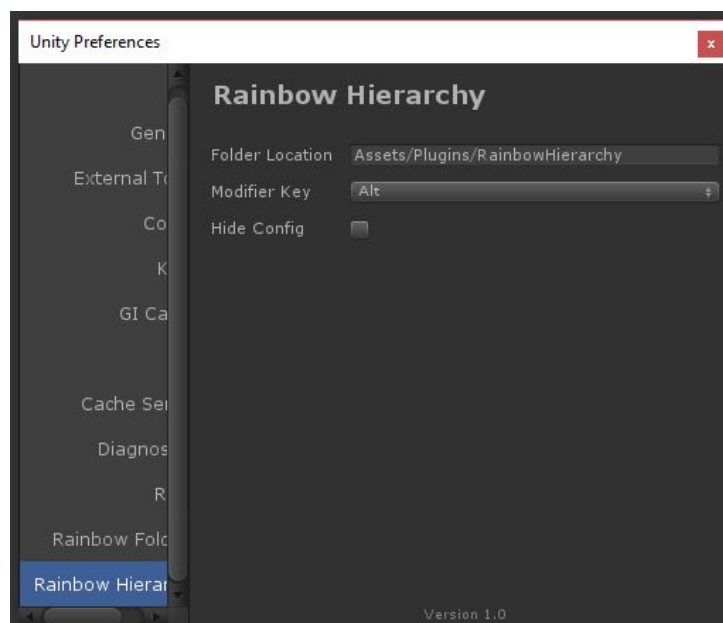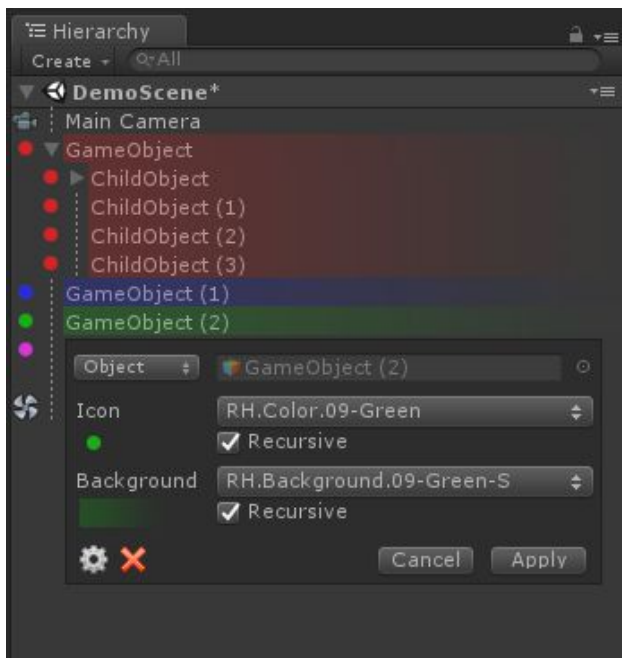
Configuring hierarchy icons

To apply custom icon for some GameObject in your hierarchy view, just hold the **Modifier key** and click on any object in your scene. By default, it's **Alt key,** but you can change it in **Preferences**.
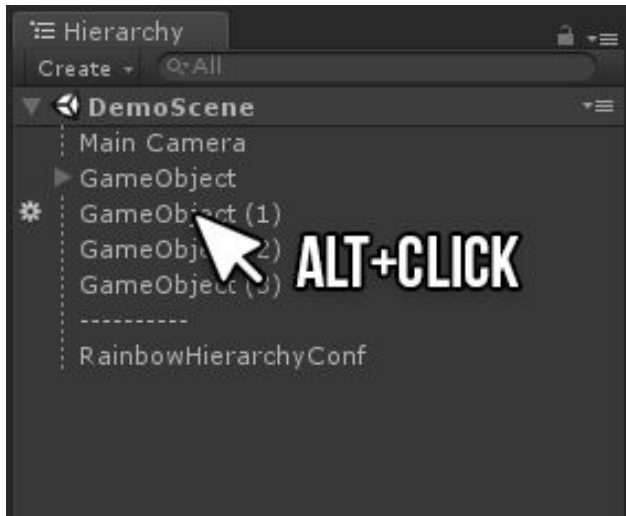
Configuration dialogue will appear, and you'll be able to assign custom icon and background to the corresponding object.


What you need to configure for each scene item, are these fields:

- **Object** - icon will be applied just to specified GameObject.
  or **Name** - icon will be applied to all GameObjects with that name.
- **Icon** - custom icon texture that should be applied.
- **Background** - custom background texture that should be applied
- **Recursive** checkboxes - the same icon or background will be applied automatically to all child objects.

Your changes will be applied next time Hierarchy view retrieves focus.

Presets

You can choose icons and backgrounds from a few dozen of presets. Simply click on the corresponding field in the configuration dialog, select one of them from the drop-down menu and apply changes.
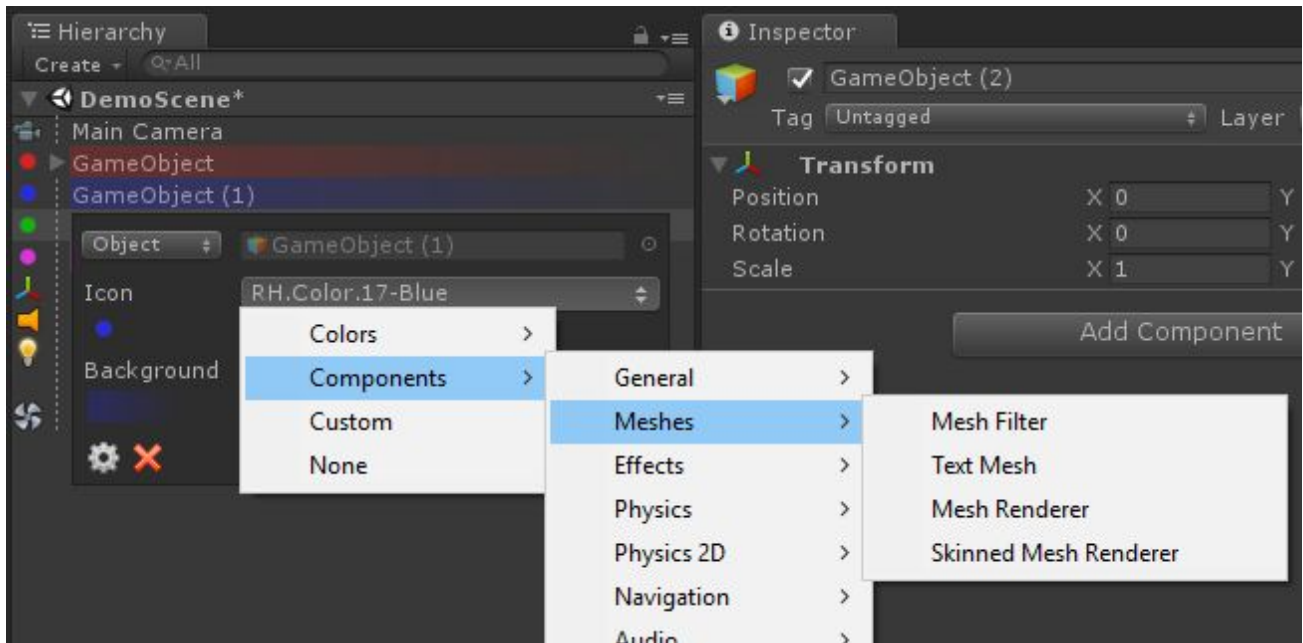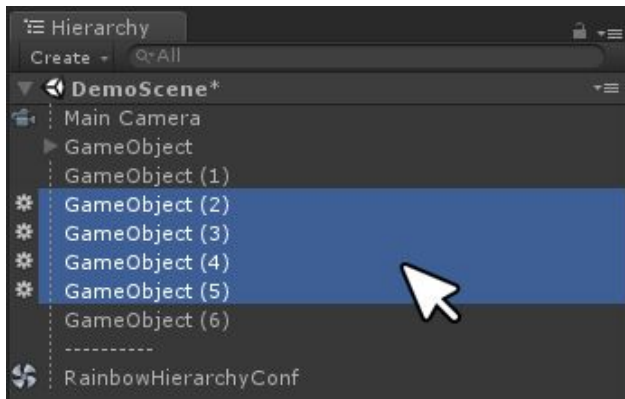

Revert to default

To reset the icon and background to the default state, just **Alt-click** on corresponding object, then press the red cross button in configuration dialogue and apply changes.
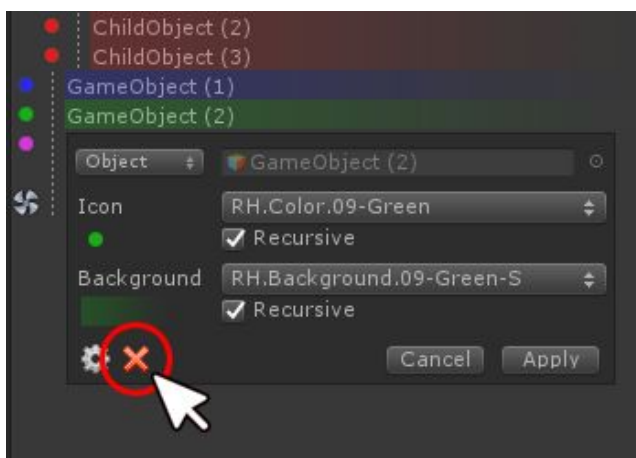
Multi-editing

You can also apply icon or background to multiple objects at once, just select them all and **Alt-click** at one of them.


Configs List

To view all existing assignments, click the gear button in the configuration dialog, then take a look at the Inspector.

There is a reorderable list with all defined "icon/background" configurations. You can modify existing items, remove them using **"-"** button or add new ones by clicking **"+"** button below.
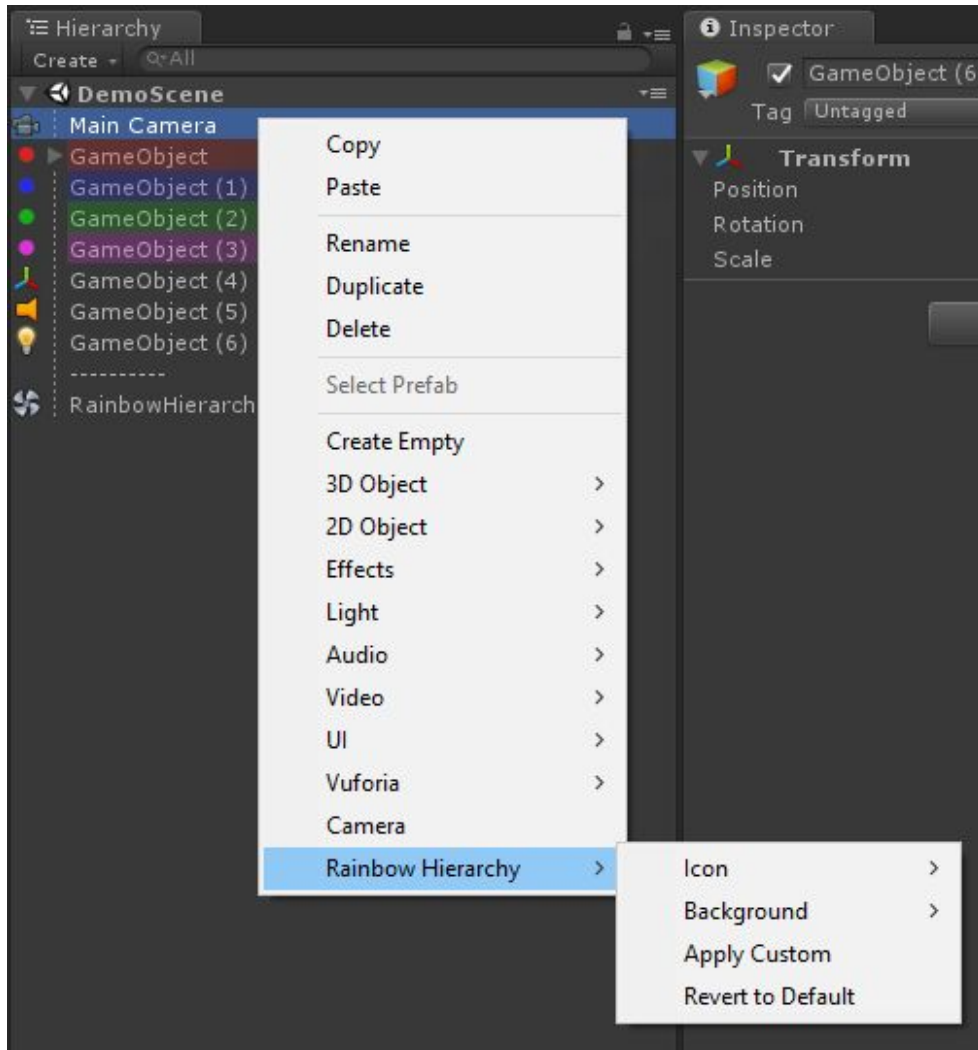
If there is more than one config for the same hierarchy object (including recursive assignments), then **latest (lowest) item** in the list will be applied.
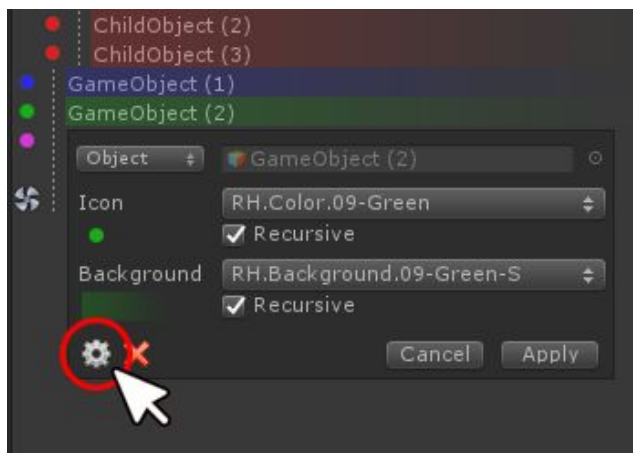
Context Menu

All the above functionality is also available via the context menu.

Right-click on any item in Hierarchy view and select **Rainbow Hierarchy → Apply Custom** to open configuration dialogue.

The **Rainbow Hierarchy → Revert to Default** item will reset corresponding object icon and background to the default state.

With **Icon** and **Background** items you can easily apply custom icons and backgrounds correspondingly from a few dozen of presets, right from the context menu.

Upgrading

Please always do a clean import of the **Rainbow Hierarchy** package (delete the old version before importing the new one). Otherwise, you may receive a number of difficult to diagnose issues.

- Delete the `Assets/.../RainbowHierarchy` folder.

- Delete the `Assets/Editor Default Resources/RainbowHierarchy` folder, if exists.

- Import the new version from package or from the Asset Store.

Changelog

v 1.1

- Better compatibility with Unity 2018.2
- A number of small optimizations and fixes

v 1.0

- Initial release