



RENDERHEADS



## **Hierarchy Restore**

*Workflow and productivity booster for  
Unity 4.x, Unity 5.x, Unity 2017.x and Unity 2018.x*

**Unity Editor Extension**

*Version 1.4.1*

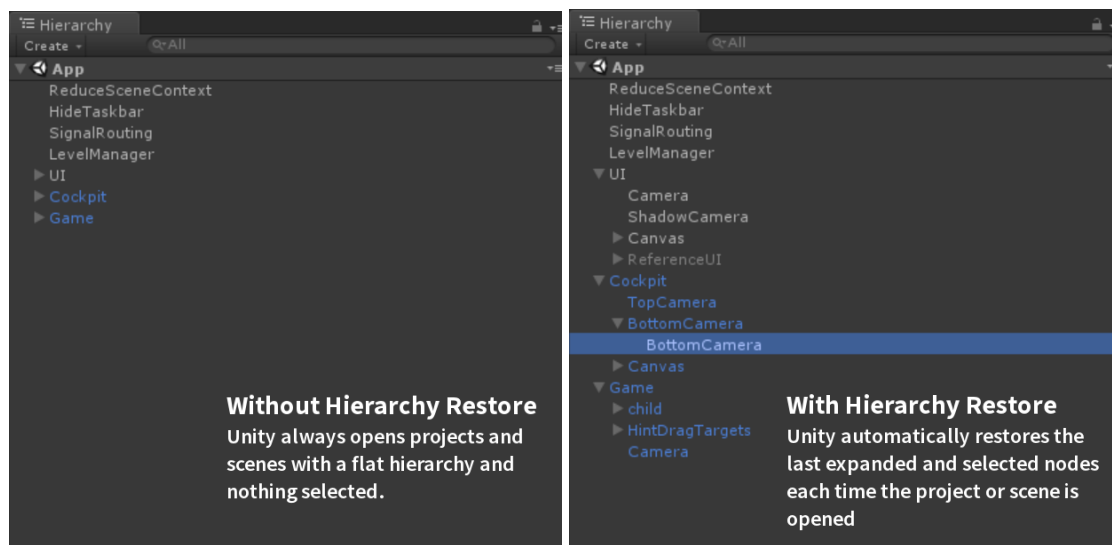
*Released 14 January 2019*

# 1. Introduction

Hierarchy Restore is a very simple editor extension for Unity that helps to boost workflow and productivity by solving a simple problem.

## The Problem

Currently each time Unity opens, plays or builds a scene, all of the GameObjects in the hierarchy window are collapsed and nothing is selected. This is annoying because you always have to open and navigate back to the last area of hierarchy you were working on. This breaks your workflow.



## The Solution

Hierarchy Restore solves this by automatically restoring your hierarchy window state when you open, play or build your scenes in Unity. This includes the expanded / collapsed state and also the selection.

# 2. Installation

Simply import the the unitypackage into your project(s). Hierarchy Restore starts working automatically.

## 3. Notes

This tool is most beneficial when you have a large number of scenes in your project and are often switching between them, or when you have a large number of projects. Switching between scenes / projects gets a lot easier when the scenes are restored in the last view you left them in. It is also extremely helpful when making changes while making builds because you don't lose your workspace configuration each time you make a build.

## 4. Scripting

No scripting is required. The three scripts just work automatically. The scripts are well commented if you want to look and see how they work.

## 5. Support

If you are in need of support or have any comments/suggestions regarding this product please contact us.

Email: [unitysupport@renderheads.com](mailto:unitysupport@renderheads.com)

Website: [www.renderheads.com/contact/](http://www.renderheads.com/contact/)

Asset Store: [www.assetstore.unity3d.com/#!/content/94578](http://www.assetstore.unity3d.com/#!/content/94578)

## 6. About RenderHeads Ltd

RenderHeads is an award winning creative and technical company that has been designing and building cutting edge technology solutions since its formation in 2006. We specialise in creating interactive audio-visual software for creative installations, museums, shows and expos.

### 6.1 Services

- Unity plugin development
- Unity game / interaction / virtual and augmented reality development
- Unity consulting

### 6.2 Our Unity Plugins

Many of the apps and projects we develop require features that Unity doesn't yet provide, so we have created several tools and plugins to extend Unity which are now available on the Unity Asset Store. They all include a **free trial or demo version** that you can download directly from the website here:

<http://renderheads.com/product-category/for-developers/>

#### 6.2.1 [AVPro Video](#)



Powerful cross-platform video playback solution for Unity, featuring support for Windows, OS X, iOS, Android and tvOS. This is our newest plugin.

#### 6.2.2 [AVPro Movie Capture](#)

Video capture to AVI files direct from the GPU and encoded to files using DirectShow codecs. Features include 4K captures, lat-long (equirectangular) 360 degree captures, off-line rendering and more. Windows only.

#### 6.2.3 [AVPro Live Camera](#)

Exposes high-end webcams, TV and video capture cards to Unity via DirectShow. Windows only.

#### 6.2.4 [AVPro DeckLink](#)



Integrates DeckLink capture card functionality into Unity, allowing users to send and receive high-definition uncompressed video data to and from these capture cards.

## Appendix A - Version History

- **Version 1.4.1 - 14 January 2019**
  - Added support for the new Prefab Mode editor in 2018.3.x, so that the plugin doesn't operate while the hierarchy window is in this mode
- **Version 1.4 - 6 January 2019**
  - Added support for Unity 2018.3.x as it changed some internal classes
  - Added support for expanding collapsed scenes
  - Improved detection of changed hierarchy window
  - Refactored reflection caching code
  - Fixed a deprecated method warning for hierarchyChanged
- **Version 1.3 - 5 August 2017**
  - Fixed issue where "Maximise on Play" would spawn another Hierarchy window
  - Improved detection method for Hierarchy window
  - Fixed Unity 5.0.x script compile errors
- **Version 1.2 - 20 July 2017**
  - Added PDF documentation
  - Fixed build bug in Unity 4.x
  - First Asset Store release