
PROJECT **V**IEW **E**NHANCED

Manual

Contents

Welcome!.....	2
Installation	2
Overview	3
Settings.....	3
Folder Styles.....	4
Adding and Editing Folder Styles	4
Style Editor	4
Style Icons	5
Style Labels.....	5
Style Backgrounds.....	6
Style Priorities	6
Style Recursion.....	7
Style Sheet	8
Finding the Style Sheet	8
Searching for Styles.....	8
Advanced Matching Rules.....	9
Adding and Removing Styles from the Style Sheet.....	9
Finding an Applied Folder Style	9
Sorting.....	10
Columns	11
Row Shading.....	11
Contact & Support	12
Update History.....	12

Welcome!

Welcome to **Project View Enhanced**!

First and foremost – a warm thank you for taking the time to buy and use this asset. It is deeply appreciated.

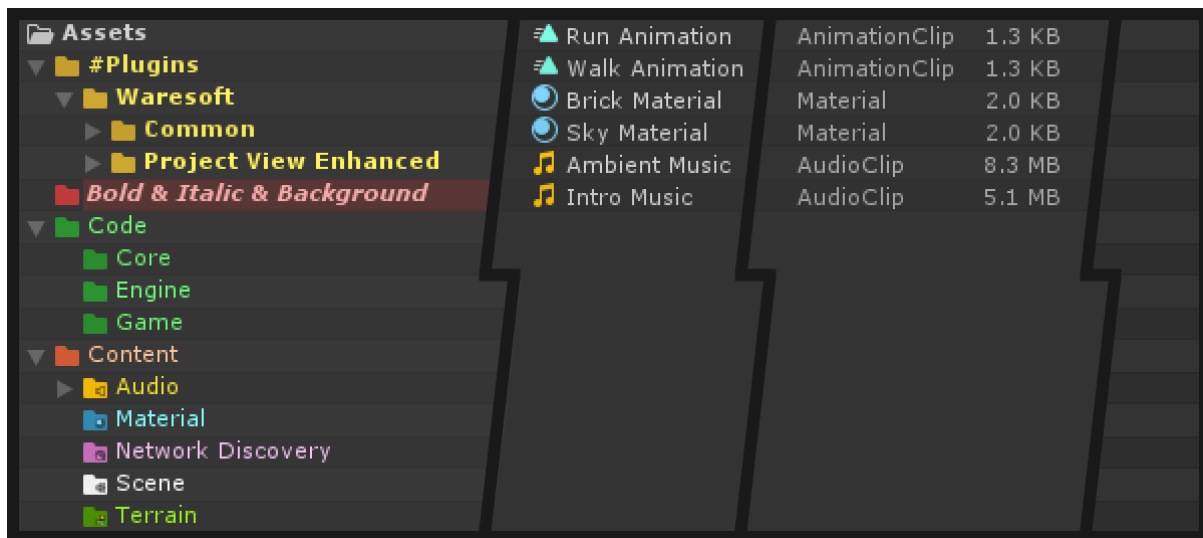
Now – on to the meat and potatoes!

Installation

Project View Enhanced can be installed in one of three ways:

1. Through the Unity Editor via the My Assets section of the Package Manager.
2. By dragging the **WaresoftProjectViewEnhanced.unpackage** file into your project.
3. By importing the **WaresoftProjectViewEnhanced.unpackage** file via the Assets > Import Package menu.

Overview



Project View Enhanced allows you to get the most out of the project view:

- Style folders with icons, coloured and formatted labels, and coloured backgrounds.
- Sort assets not only by name but also by type.
- Add columns which show information such as asset type, labels, details, modify date, and file size.
- Various other cosmetic improvements, such as row shading.

Settings

All settings and actions for **Project View Enhanced** can be accessed from two places:

1. The **Waresoft > Project View Enhanced** section of **Project Settings**.
2. By right clicking in the **Project** view and going into the **Project View Enhanced** sub-section.

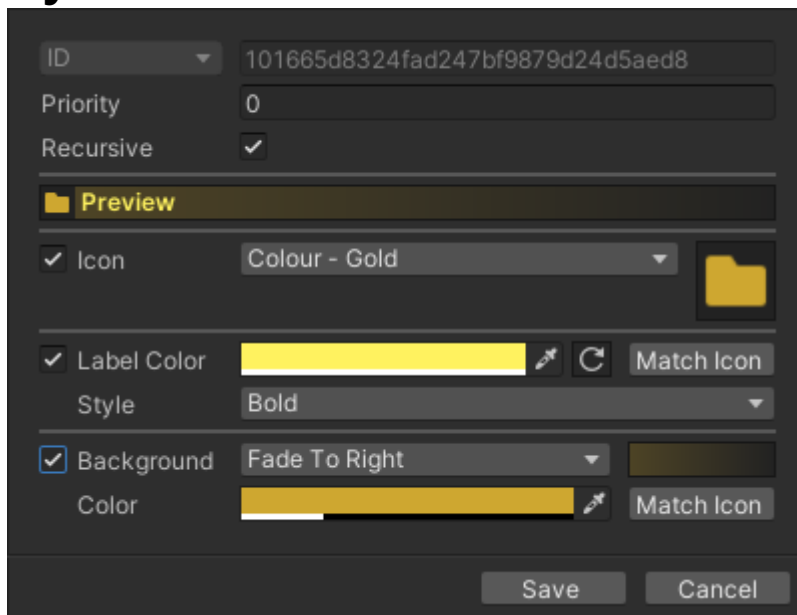
Folder Styles

Adding and Editing Folder Styles

To add or edit a folder style, select one or more folders in the **Project** view, right click, and then select the **Project View Enhanced > Add Folder Style...** menu option.

This will bring up the **Style Editor** for that folder, allowing you to either apply a new style or edit the existing style.

Style Editor

The screenshot shows the 'Style Editor' dialog box with a dark theme. At the top, there's an 'ID' field with a dropdown arrow and a text input containing '101665d8324fad247bf9879d24d5aed8'. Below it are 'Priority' (set to 0) and 'Recursive' (checked). A 'Preview' section shows a folder icon with the word 'Preview' in yellow. The 'Icon' section has a checked checkbox, a dropdown set to 'Colour - Gold', and a folder icon. The 'Label Color' section has a checked checkbox, a yellow color bar, a 'Match Icon' button, and a 'Style' dropdown set to 'Bold'. The 'Background' section has a checked checkbox, a 'Fade To Right' dropdown, a color bar, and a 'Match Icon' button. At the bottom are 'Save' and 'Cancel' buttons.

In the **Style Editor** you can define the appearance of a folder, including selecting a custom icon, coloured and formatting the label, and adding a coloured background.

Each of icon, label and background customisation can be turned on or off by using the checkbox next to them.

Style Icons



Project View Enhanced has a large selection of icons to choose from – close to 150 as of writing. These include multiple categories:

- Flat colours.
- Assets types.
- Platforms.
- Shapes.

Two things should be noted in the **Icon Selection** view – the **None** button, which will revert to the default Unity folder icon, and the filters on the left which allow you to easily find a specific category of icons.

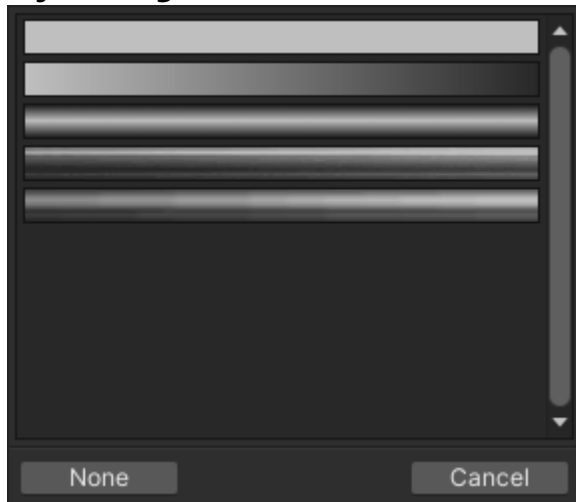
Style Labels

Both the colour and formatting of labels can be customised.

For colour you can select any from the lookup, or use the **Match Icon** button to helpfully have the colour automatically set to one which fits well with the select icon. And the **Reset** button, to the left of **Match Icon**, can be used to revert to the default Unity label colour.

For styles you can select from Normal, Bold, Italic, Bold & Italic.

Style Backgrounds



As with icons, you can select from a normal of different background types.

Uniquely though, you can also assign any colour to a given background, and as with labels you can use the **Match Icon** button to align the colour to the select icon.

Style Priorities

For a given folder styles are applied according to the following rules of priority:

- Styles which have the highest priority value (as set in the **Style Editor**) take first priority.
- Then the first style is selected in descending order from the following:
 - Styles which are directly targeted to the folder by ID.
 - Styles which are targeted by path, first directly and then recursively, and with more complete path matches coming first.
 - Styles which are targeted to the folder by name, with more complete matches taking higher priority.

As can be seen by the first condition, the priority field is a way of manually overriding these priorities and ensuring that a given style is applied before others.

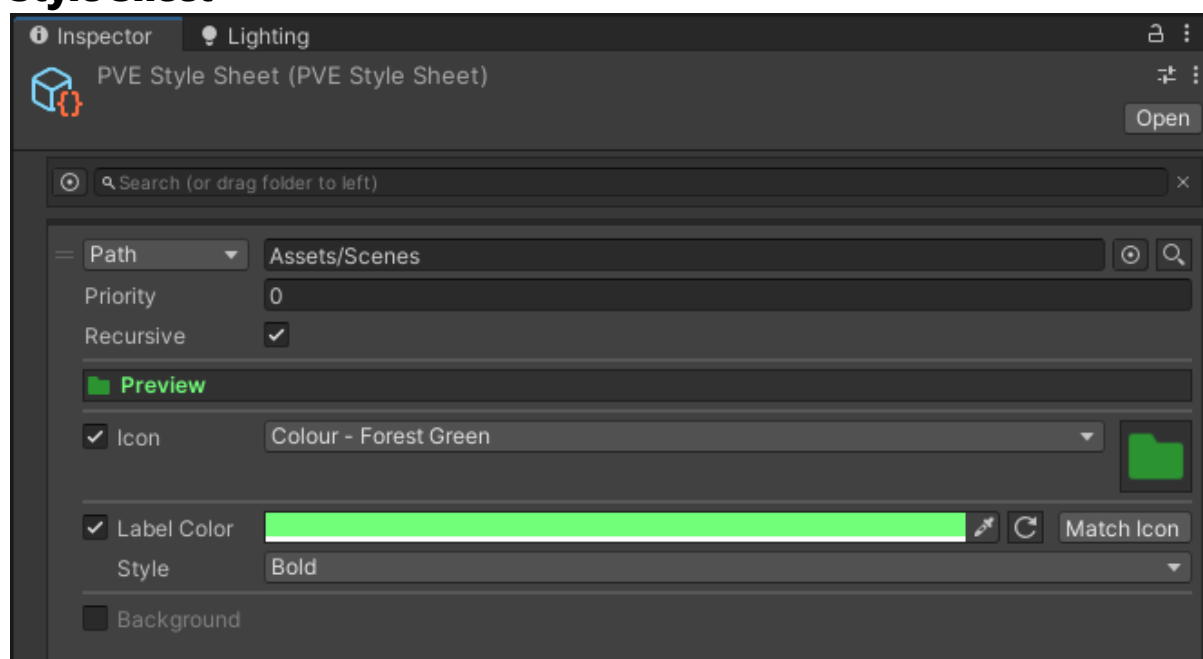
Style Recursion



Styles can be applied not only to a specific folder, but also to all folders underneath that folder.

In the example above, supposed we have a yellow folder style against the plugins folder. The left side is without recursion on – the right side is with recursion on. As you can see the style is propagated down into all folders underneath the plugins folder as a result.

Style Sheet



The style sheet is the home of all styling data for **Project View Enhanced**. All folders styles that have been created can be found here, and you can also create folder styles which match based on folder path or name rather than pointing to a specific folder.

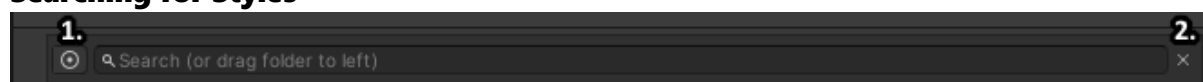
Finding the Style Sheet

By default the style sheet can be found at **Assets/Plugin/Waresoft/Editor/PVE Style Sheet.asset** – though it can also be moved to a location of your choosing, as the plugin will automatically find it.

If for some reason you ever lose the style sheet, a new one can be created by right clicking in the **Project** view and selecting the **Create > PVE > Style Sheet** option.

You can also bring up the style sheet in the inspector by selecting **Style Sheet** from the **Project** view right click menu.

Searching for Styles

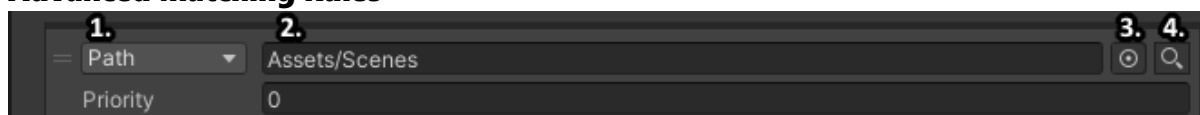


The search field at the top of the style sheet can be used to filter for any styles which contain the entered text in their matching value.

You can search for a specific folder's style by dragging a folder from the **Project** view and dropping it onto the asset button to the left (**#1**).

The search is cleared by clicking the **X** button on the right (**#2**).

Advanced Matching Rules



Additional matching rules are available when managing styles via the style sheet:

Name:	<p>Matches against any folder which contains the match value (#2) within its name.</p> <p>Dragging a folder onto the asset button to the right (#3) will auto-populate the match value with that folder's name.</p>
Path:	<p>Matches against any folder whose path is an exact match with the match value (#2).</p> <p>A path can be auto-populated by dragging a folder onto the asset button to the right (#3).</p> <p>Clicking on the looking glass (#4) will highlight the folder with a matching path in the Project view.</p>
ID:	<p>Matches against any folder whose underlying asset ID is equal to the match value (#2).</p> <p>An ID can be selected by dragging a folder onto the asset button to the right (#3).</p> <p>Clicking on the looking glass (#4) will highlight the folder with a matching asset ID in the Project view.</p>

Adding and Removing Styles from the Style Sheet

Styles can be added to the style sheet by clicking the **Plus** button at the bottom of the list.

Styles can be deleted from the style sheet by either:

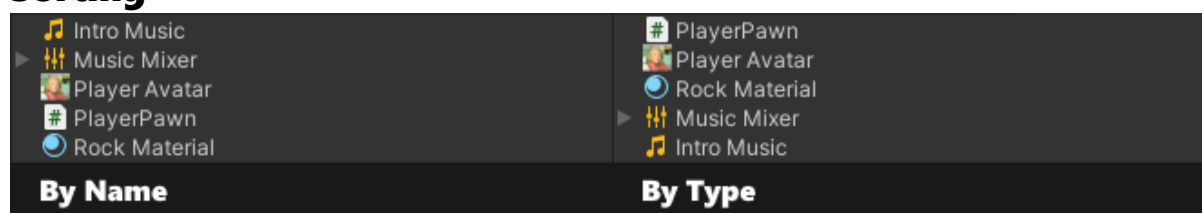
- Right clicking the left part of the style and selecting **Delete Array Elements**.
- **OR** by clicking the **Minus** button at the bottom of the list.

Finding an Applied Folder Style

In the case of folders which have a recursive style applied to them, it may not always be obvious which style this is.

The **Project View Enhanced > Find Applied Folder Style** menu option will open the active style sheet and show the style which is being applied to the folder in question.

Sorting



Project View Enhanced supports four additional sorting types:

Unity Default:	The default Unity sorting mode – sorts assets by their name in alphanumeric order.
Name:	Sorts assets by their name in alphanumeric.
Name Without Extension:	Sorts assets by their name in alphanumeric order, but without their extension. This means that Apple.frt will be listed before Apple - Green.frt .
Type Then Name:	Sorts assets by their type and then their name in alphanumeric order.
Type Then Name Without Extension:	Sort assets by their type and then their name in alphanumeric order, but without their extension. This means that Apple.frt will be listed before Apple – Green.frt .

Separate sorting modes can be applied for the hierarchy and list sections of the **Project** view. These are the left and right columns respectively in two column mode.

This is done via the **Project View Enhanced > Sort Hierarchy By** and **Project View Enhanced > Sort List By** sub-sections of the **Project** view right click menu.

Columns

Intro Music	AudioClip	8.7 MB	9/06/2007 7:13:36 PM
Music Mixer	AudioMixerController	1.8 KB	11/07/2021 5:36:33 PM
Player Avatar	Texture2D	36.5 KB	5/02/2021 8:40:19 PM
PlayerPawn	MonoScript	0.7 KB	11/07/2021 5:36:26 PM
Rock Material	Material	2.0 KB	11/07/2021 5:36:52 PM

Columns can be enabled or disabled from the **Project View Enhanced** sections of either **Project Settings** or the **Project** right click menu.

Columns:

Asset Type:	The type of the asset.
Asset Details:	Details about the asset, such as the length or texture format.
Asset Labels:	The labels applied to the asset.
File Size:	The size of the asset file on disk.
Modify Date:	The last date and time the asset was modified.

Row Shading

Audio					
Materials					
Models					
Scenes					
Scripts					

Row shading comes in six brightness levels: darkest, darker, dark, light, lighter, lightest.

Row shading can be toggled from the **Project View Enhanced** sections of either **Project Settings** or the **Project** right click menu.

Contact & Support

Website: <https://waresoftsolutionsa.wixsite.com/unity>
Youtube: <https://www.youtube.com/channel/UCnTNmJVKn2IyevMZR2dKQnA>
E-mail: waresoftsolutionsau@gmail.com
Twitter: <https://twitter.com/WaresoftSoluti1>

Update History

Version 1.0.0 (11th July 2021):

- Added compatibility with Unity versions 2019.4 onwards.
- Separated re-usable classes into a Common library.