

HierarchyS

Version 0.0.1

Custom Hierarchy Icons and Component Management

Introduction

HierarchyS is a powerful tool that enhances Unity's Hierarchy window, streamlining component management and improving the overall development experience. It automatically assigns component icons to GameObjects, provides quick access to component editing, and identifies common component-related issues with warning and error notifications. Additionally, *HierarchyS* offers a *Custom Icon Manager* for assigning unique icons to custom scripts, allowing for more organized and intuitive scene management.

Key features include:

- ***Automatic Component Icons:*** Quickly identify and access components in the Hierarchy.
- ***Quick Inspector Window:*** Quickly access and edit any component by clicking in the hierarchy icon.
- ***Error and Warning Tracker:*** Instantly detect issues like negative colliders, missing scripts, and missing references, with clear icons for easy troubleshooting.
- ***Custom Icons for Scripts:*** Assign custom icons to your own scripts or third-party components for improved project clarity.

In addition, ***FavoriteS*** provides a dedicated window for organizing your most-used files into categories, allowing for quick access and a more efficient workflow. Let's explore the features and benefits of both tools in detail.

How to Use HierarchyS

Once *HierarchyS* is imported into your Unity project, component icons will automatically appear next to GameObjects in the Hierarchy window. Clicking an icon allows you to quickly access the associated component's Inspector, significantly speeding up development and debugging.

Component Warnings and Errors

HierarchyS displays warning and error icons for common component issues, such as:

- **Negative Colliders:** Automatically highlights colliders with negative dimensions.
- **Missing Scripts:** Identifies GameObjects with missing *MonoBehaviour* scripts.
- **Missing Renderers on LOD:** Alerts you when a Level of Detail (LOD) group lacks renderers.
- **Duplicate Event Systems or Audio Listeners:** Warns you about multiple instances of event systems or audio listeners.
- **Missing References:** Highlights serialized fields in scripts that have missing references.
- Clicking any warning/error icon opens a detailed description, helping you quickly understand and resolve the issue. If a child GameObject has issues, the warning icon will also appear on the parent, making it easier to identify and address problems.

Custom Icons

You can assign custom icons to components that lack native Unity icons. To do this, use the Custom Icon Manager:

Navigate to **Tools > Custom Icon Manager**.

In the panel, enter the component name (without spaces).

Choose an icon sprite (drop custom sprites into the "Non Registered Icons" folder).

Click "Assign Icon."

Now, your custom components will display recognizable icons in the Hierarchy window, improving project organization.

How to Use FavoriteS

FavoriteS is designed to simplify your workflow by providing a dedicated window where you can quickly access your most frequently used files. Here's how to make the most of it:

1. Open the Favorites Window

Navigate to the Window menu and select Favorites to open the window.

2. Create and Manage Categories

If you don't have any categories yet, create a new one with a single click.

Easily drag and drop files into the right-hand panel to add them to a category.

Want a more compact view? Collapse categories by clicking the arrow button at the top. This helps keep the window tidy and focuses on what's important.

3. Find Files Quickly

Use the search bar to locate specific elements within a category. This is especially helpful when your favorites list grows large.

Need to start fresh? Click Clear to reset the entire category with a single action.

4. Interact with Your Favorites

Single Click: Opens the file path in the Inspector for quick reference.

Double Click: Instantly opens the file.

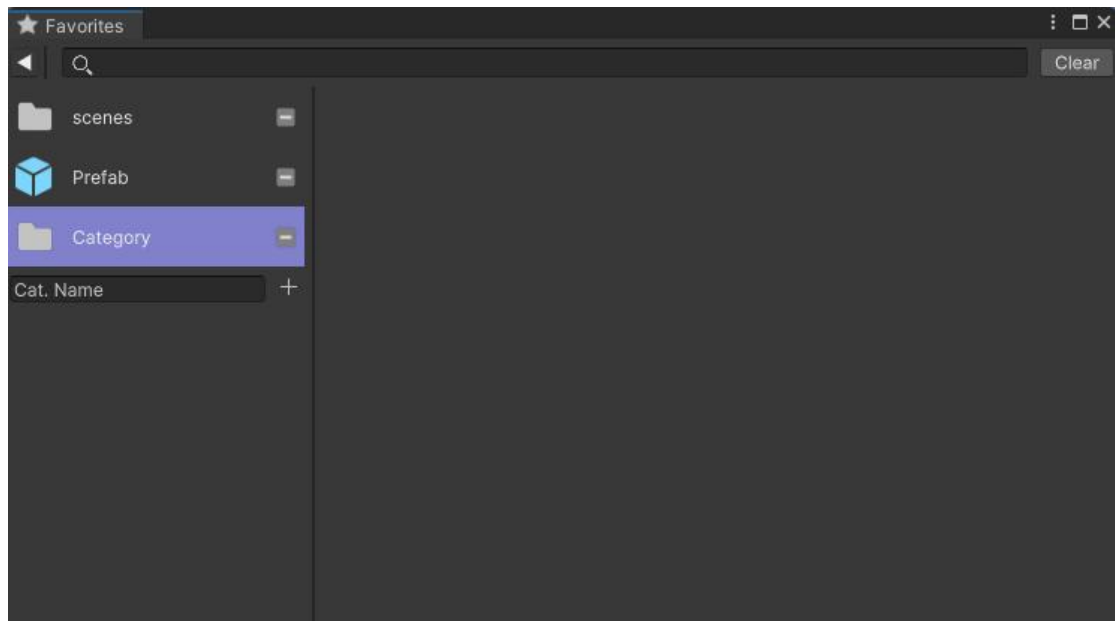
Remove Files: If you want to remove an item, simply click the button next to the file's name to take it off your list.

Why Use Favorites?

Organize Your Workflow: Keep your most-used files, assets, and scripts neatly categorized.

Save Time: Access critical files in just a couple of clicks, eliminating the need to search through long project folders.

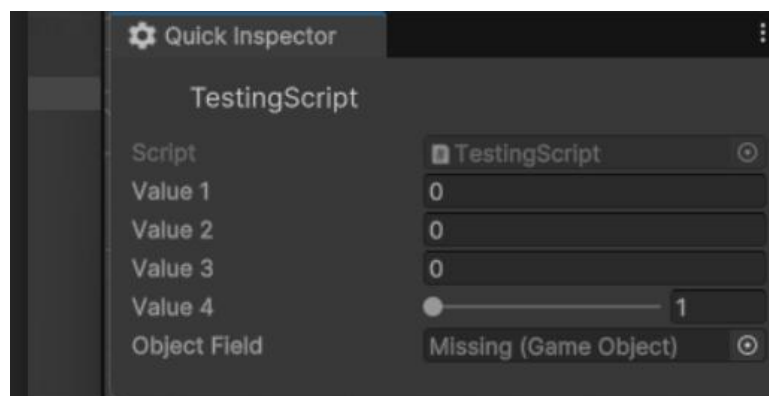
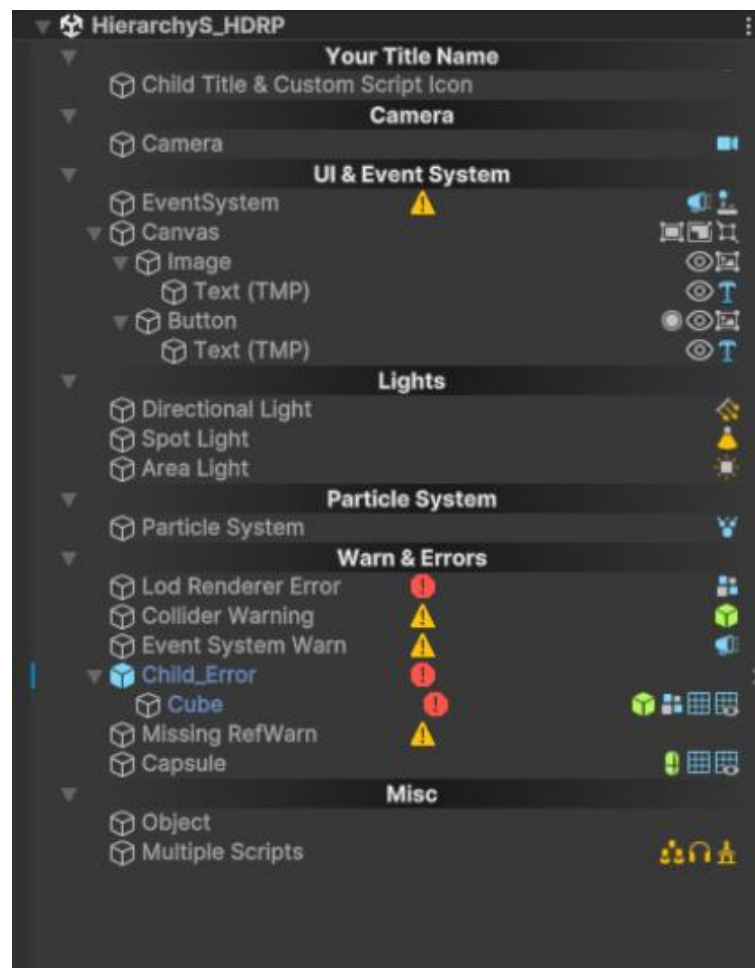
Personalize: Create categories that make sense for your workflow, whether it's by file type, project phase, or personal preference.



Features

1. Automatic Hierarchy Icons

HierarchyS automatically assigns icons to components in the Hierarchy window. Each icon serves as a button, providing quick access to the associated component's Inspector for easy value editing and management.

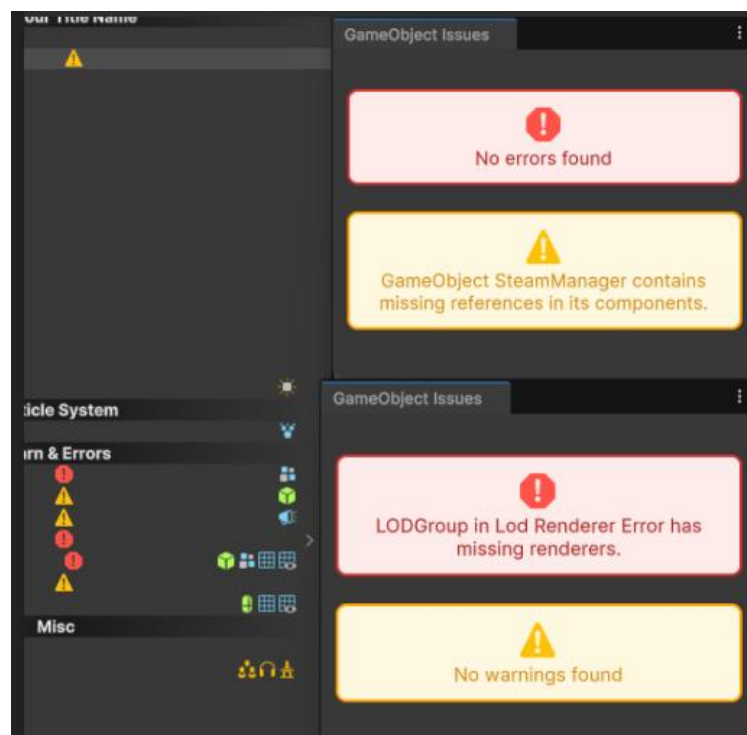


2. Warnings for Component Issues

HierarchyS identifies and marks common component-related issues with a warning or error icon:

- *Negative Colliders*
- *Missing Scripts*
- *Missing Renderers on LOD*
- *Duplicate Event Systems or Audio Listeners*
- *Missing References*

If an issue exists in a child GameObject, the icon will also appear on the parent for easier identification. Clicking the icon opens a description box to help you resolve the issue efficiently.



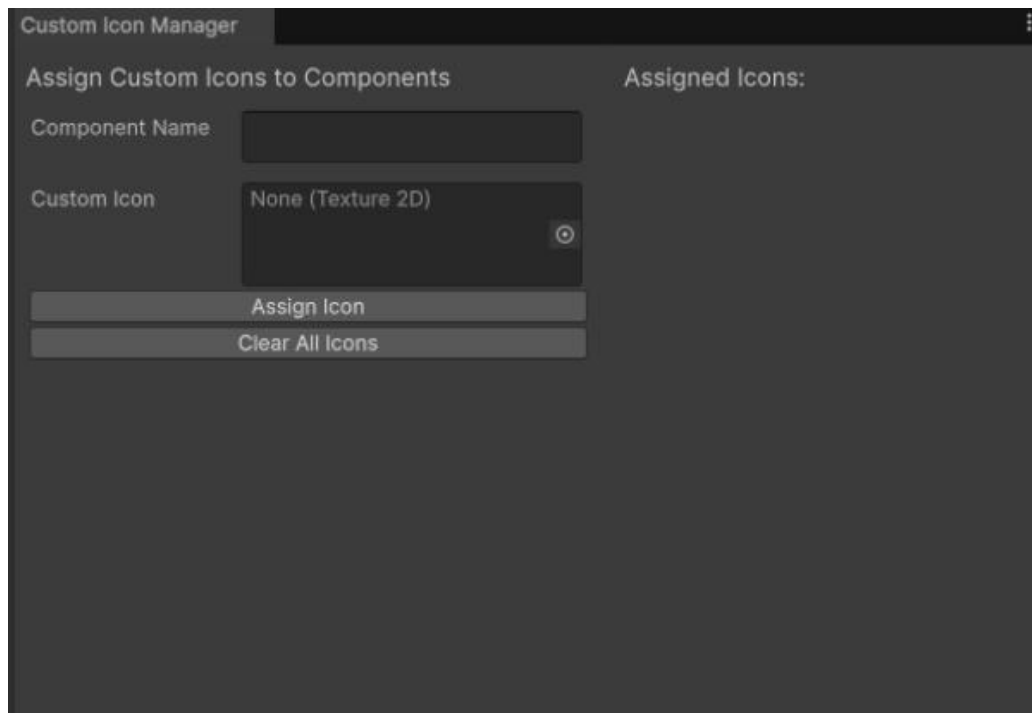
3. Custom Icons for Components

HierarchyS allows you to assign custom icons to components that do not have native Unity icons. This feature is particularly useful for custom scripts or third-party packages:

Open the Custom Icon Manager via **Tools > Custom Icon Manager**.

Enter the component name and assign an icon sprite.

Click "**Assign Icon**" to apply the custom icon in the Hierarchy window.



4. Title System

The Title System in HierarchyS helps you organize and visually structure your Hierarchy window, especially in complex scenes with many GameObjects. It allows you to create distinct, easy-to-identify sections within the Hierarchy by adding custom titles.

How to Use the Title System

Create a Title

In the Hierarchy window, create a new empty GameObject by right-clicking and selecting Create Empty.

Rename this GameObject using the format: `== (Your Title Name)`. Replace (Your Title Name) with the text you want to display as a title.

Customize Your Title

The title will appear prominently in the Hierarchy window, making it easy to organize and group related GameObjects.

You can create multiple titles to segment your Hierarchy into logical sections, such as *"Enemies," "Environment," "UI Elements,"* etc.

Visual Organization

Titles are a great way to enhance readability and navigation within your scene. They provide a clear visual separation between different parts of your scene, making it easier to locate and manage GameObjects.

Manage Titles

Drag and drop GameObjects under the appropriate title to group them accordingly. Titles act as headers, helping you to keep related items together and improving your overall project organization.

Benefits of the Title System

Enhanced Organization: Clearly define sections in your Hierarchy to better manage large and complex scenes.

Improved Navigation: Quickly find and access related GameObjects by navigating through well-labeled sections.

Streamlined Workflow: Reduce clutter and improve your development efficiency with organized visual groupings.

With the Title System, your Hierarchy window becomes a powerful organizational tool, helping you maintain clarity and control over your Unity project.



Contacts for support

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