

vFolders Manual

[Automatic icons](#)

[Custom icons and colors](#)

[Menu](#)

[Adding icons](#)

Thanks for purchasing!

You can get the rest of our [Editor Enhancers](#) with a discount

If you have any questions or feedback, please reach out:

 kubacho.lab@gmail.com

 discord.gg/4dG9KsbspG

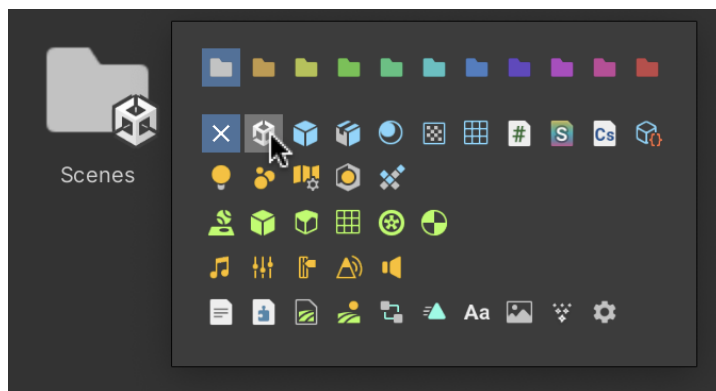
Also it would be nice if you could [leave a review](#) 😊

Automatic icons

If a folder contains assets of only one type, the icon of this asset type will be displayed on the folder

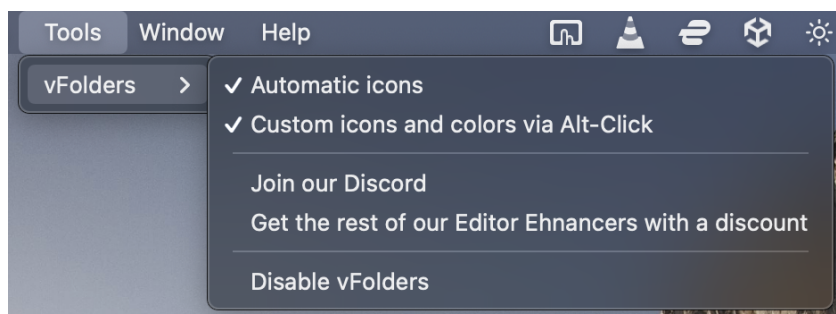
Custom icons and colors

Alt-Click a folder to open the menu, click an icon or color to set it:



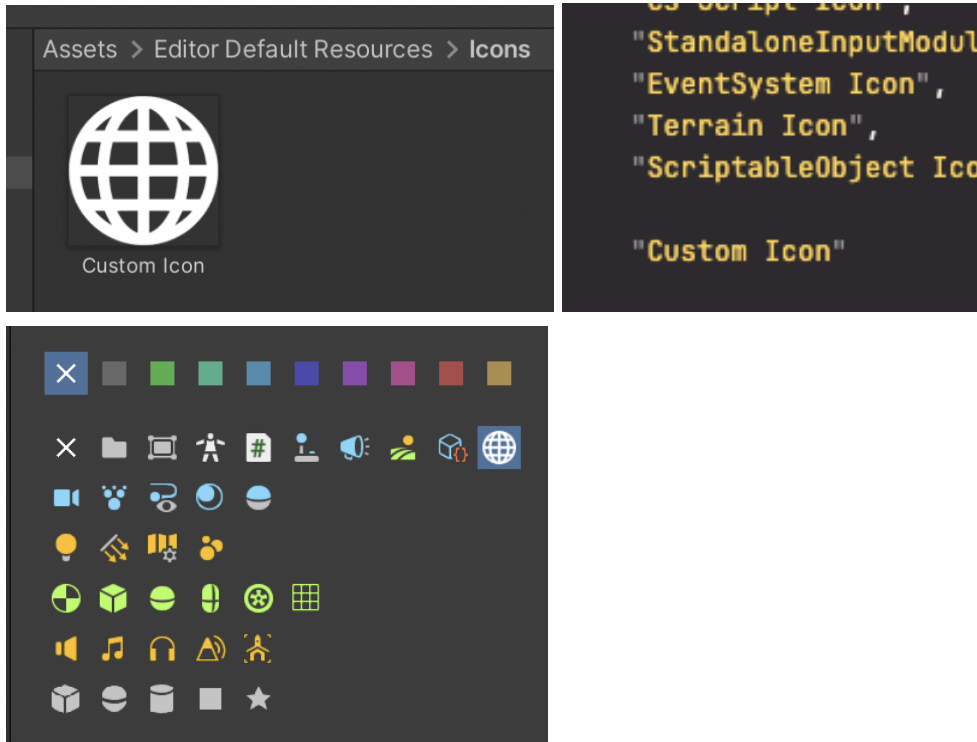
Menu

You can disable vFolders or any of its features Tools/vFolders menu:



Adding icons

You can add custom icons by putting them into Assets/Editor Default Resources/Icons folder and adding their names into the array in VFoldersIconEditor.cs at line 160:



If your custom icons don't fit into the icon selector window, you can adjust width and height of the window at the bottom of VFoldersIconEditor.cs:

```
C# VFoldersIconEditor.cs X  
Assets > vFolders > C# VFoldersIconEditor.cs > {} VFolders > VFold  
272  
273 > static void RepaintOnUndoRedo() ...  
278  
279  
280 ..... public override float initWidth => 246;  
281 ..... public override float initHeight => 162;  
282  
283 }  
284 }  
285 #endif
```