sHierarchy

Contents

Introduction

Thank you for trying out the **sHierarchy** 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 pixisoft.tw@gmail.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 the basic hierarchy in Unity can be enhanced and provide more useful information from the inspector?

The goal of this plugin is to enhance overall experiences with default hierarchy in Unity Engine. It gives you the information like, tag, layer, log, and component, etc.

Installing

sHierarchy is a standard Unity extension and should be installed like any other Unity package. Please drag the **sHierarhcy.unitypackage** into your current project. Or go to your Editor, **Assets → Import Package → Custom Package** and the browse to the **sHierarchy.unitypackage** file.

When downloading from the Asset Store, then the Download Manager will automate the process for you.
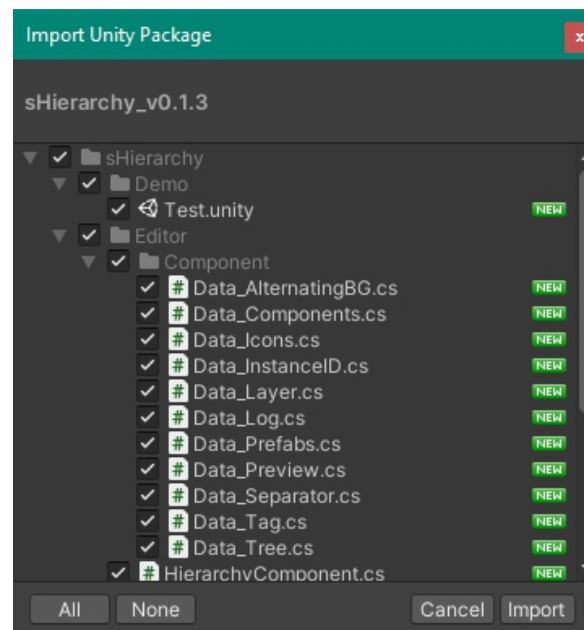
Once the Import dialog appears, click on the Import button.

Configuring extension

After you have installed this package, you may notice changes in the Hierarchy window. You can navigate to **Edit → Preferences… → sHierarchy** panel, and start tweaking all customize options.
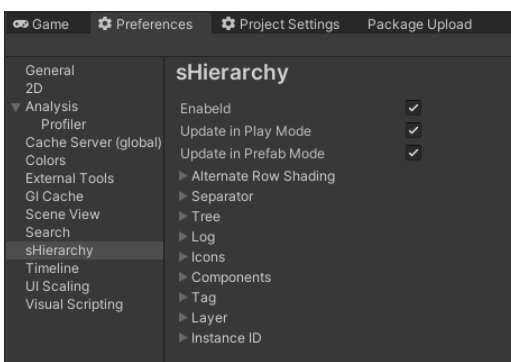
Upgrading

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

- Delete the **Assets/sHierarchy** folder
- Import the new version from package or from the Assets Store

Changelog

The Changelog is in the main repository, you can see all changes here.