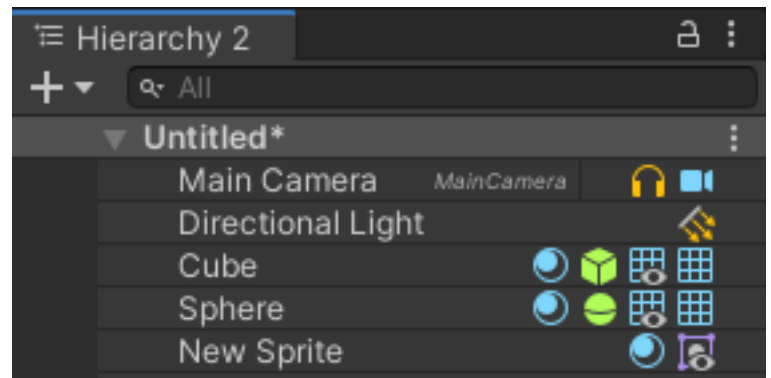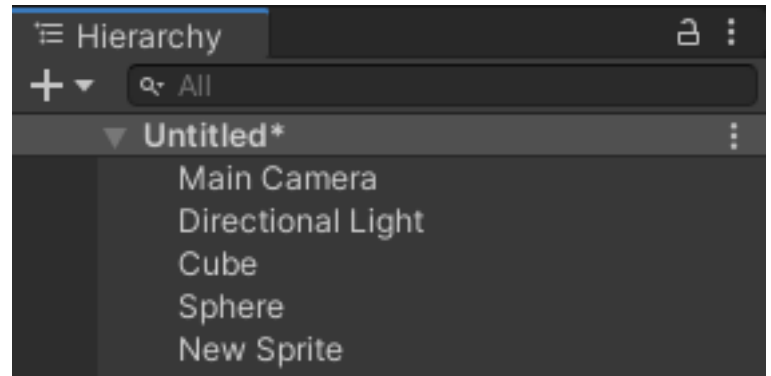# HIERARCHY 2

Document version 1.0

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## GETTING STARTED

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**Enable/Disable hierarchy 2:**
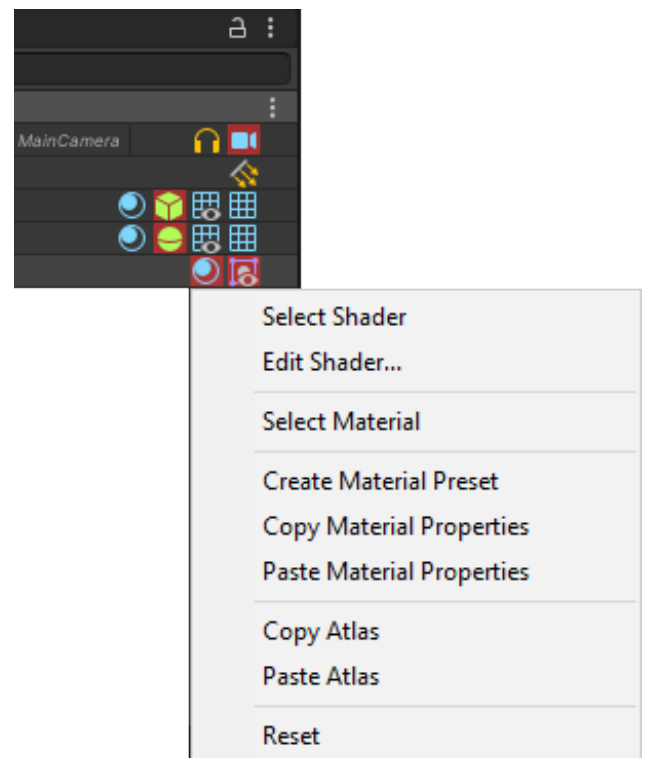Select Hierarchy Window and press Ctrl + H

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**Components:**
Left-click to selection component (Hold ctrl to multiple select/deselect component).
Right-click to edit component.
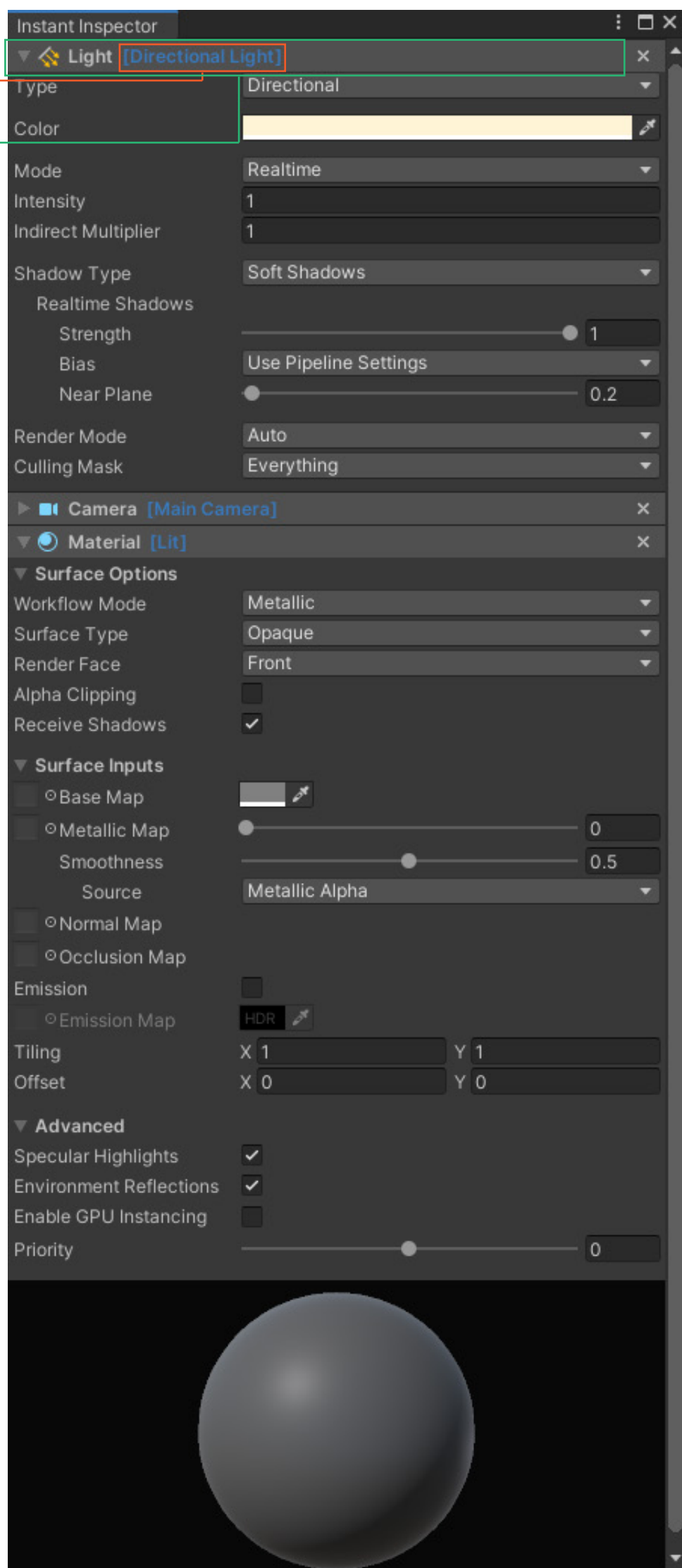Middle-click to open component(s) in **Instance Inspector**.

Click to ping object on scene

Right click to show edit component popup

**Instant Inspector:**

When you middle-click component icon in Hierarchy, the Instant Inspector window will popup (it will include components that currently selected in hierarchy).

It's very useful when you want to edit multi component from multi object at the same time.

Instant Inspector

⋮ □ ✕

▼ ⟨ Light [Directional Light]                                    ✕

| Type | Directional ▼ |
| Color | [color field] 🖉 |
| Mode | Realtime ▼ |
| Intensity | 1 |
| Indirect Multiplier | 1 |
| Shadow Type | Soft Shadows ▼ |
| Realtime Shadows | |
| Strength | ———————————● 1 |
| Bias | Use Pipeline Settings ▼ |
| Near Plane | ●——————————— 0.2 |
| Render Mode | Auto ▼ |
| Culling Mask | Everything ▼ |

▶ ◼◀ Camera [Main Camera]                                    ✕

▼ ◉ Material [Lit]                                    ✕

▼ Surface Options

| Workflow Mode | Metallic ▼ |
| Surface Type | Opaque ▼ |
| Render Face | Front ▼ |
| Alpha Clipping | ☐ |
| Receive Shadows | ☑ |

▼ Surface Inputs

| ☐ ⊙ Base Map | [color field] 🖉 |
| ☐ ⊙ Metallic Map | ●——————————— 0 |
| Smoothness | ———————●——— 0.5 |
| Source | Metallic Alpha ▼ |
| ☐ ⊙ Normal Map | |
| ☐ ⊙ Occlusion Map | |
| Emission | ☐ |
| ⊙ Emission Map | HDR 🖉 |
| Tiling | X 1    Y 1 |
| Offset | X 0    Y 0 |

▼ Advanced

| Specular Highlights | ☑ |
| Environment Reflections | ☑ |
| Enable GPU Instancing | ☐ |
| Priority | ————————●—— 0 |

## Object:

Middle-click on object name area to quick active/inactive object.

Right-click on object icon area to custom icon. (This feature require Display Object Icon and Display Custom Icon enable)

Select object(s), press Ctrl + L to lock object, Ctrl + Alt + L to unlock.

## Tag and Layer:

If object tag is not "Untagged" or layer is not "Default", it will show on hierarchy, right-click on the tag and layer area to modify it.
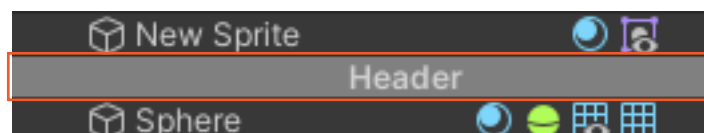
## Sibling:

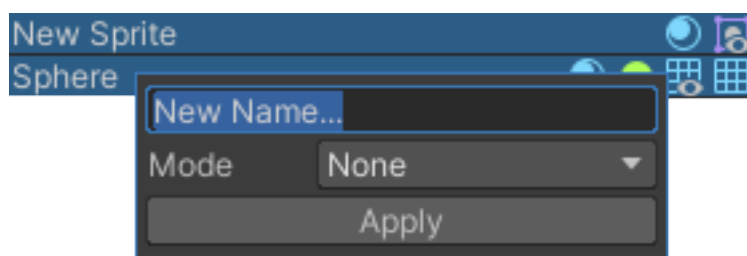press Shift + W or Shift + S to quick sibling object on hierarchy.

## Header:

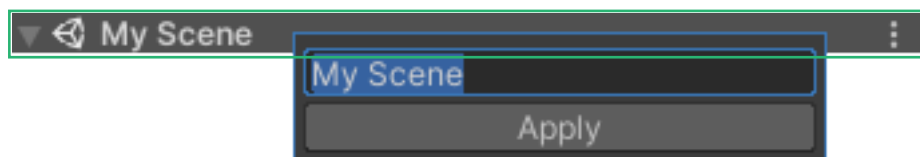Naming object with "$h" prefix. example: "$hHeader"

## Rename object(s):

Select more than 2 object and press F2 to rename multi object.

## Rename scene:

Hovering mouse in scene area (green box) and press F2.

## Shelf toolbar:

Hovering mouse at + icon area (green box) to popup toolbar.

**Settings:**

Edit -> Project Settings -> Hierarchy.
You can also open it from toolbar in hierarchy window.