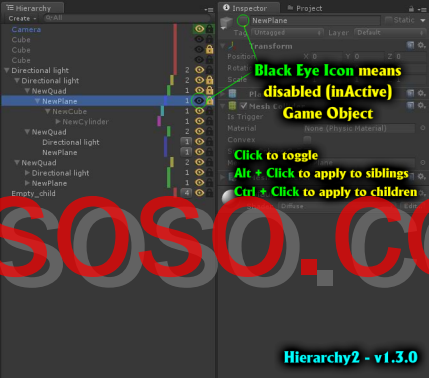




Hierarchy2

v1.3.0

Tutorial

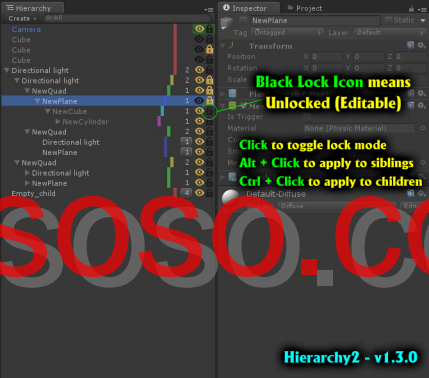


**Black Eye Icon means
disabled (inActive)
Game Object**

Click to toggle

Alt + Click to apply to siblings

Ctrl + Click to apply to children



**Black Lock Icon means
Unlocked (Editable)**

Click to toggle lock mode

Alt + Click to apply to siblings

Ctrl + Click to apply to children

Hierarchy2 - v1.3.0



Hierarchy
Create ▾ ▢ All

Camera

Cube

Cube

Cube

Directional light

Directional light

NewQuad

NewPlane

NewCube

NewCylinder

NewQuad

Directional light

NewPlane

NewQuad

Directional light

NewPlane

Empty_child

Inspector Project

NewPlane

Tag Untagged

Layer Default

Transform

Position

Rotation

Scale

Plane

Mesh

Is Trigger

Material

Convex

Smooth Sphere Coll

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

Mesh

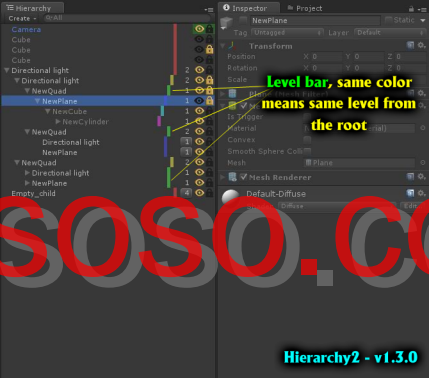
Mesh

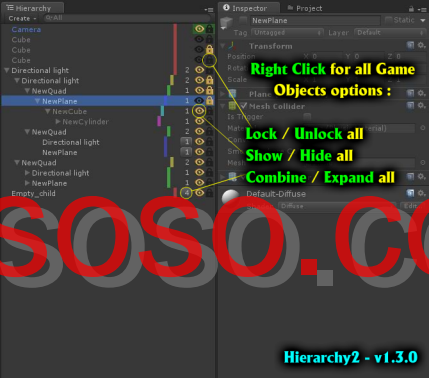
Mesh

The number tells how
many children this
GameObject have
(child count)

Click to toggle combine
mode (hide children)

Hierarchy2 - v1.3.0





Right Click for all Game Objects options :

Lock / Unlock all

Show / Hide all

Combine / Expand all



**Green Colors indicate
that these Game Objects
has Mono Scripts
attached**



Hit close to stop Isolate mode

**Isolate mode in Action
(mode InActive)**

Hierarchy2 - v1.3.0



Copy Ctrl+C

Paste Ctrl+V

Rename F2

Duplicate Ctrl+D

Delete DELETE

Select Prefab

Break Prefab Shift+B

Look through Shift+L

Capture SceneView Shift+C

Edit

Isolate

Components (6)

New Empty Child Shift+N

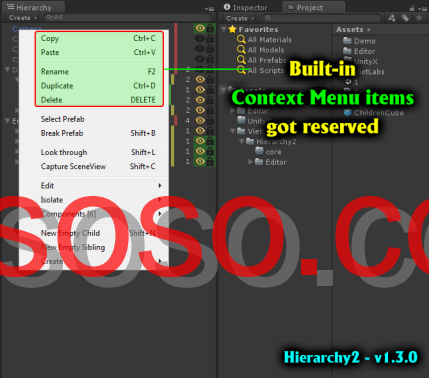
New Empty Sibling

Create

**Unity's built-in
Context Menu got
upgraded**

**RightClick on any
GameObject to open**

Hierarchy2 - v1.3.0



Copy	Ctrl+C
Paste	Ctrl+V
Rename	F2
Duplicate	Ctrl+D
Delete	DELETE

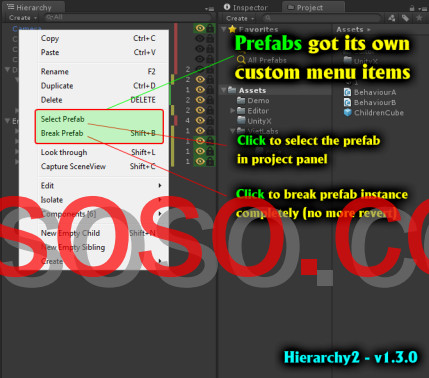
★ Favorites

- Q All Materials
- Q All Models
- Q All Prefabs
- Q All Scripts

Built-in

**Context Menu items
got reserved**

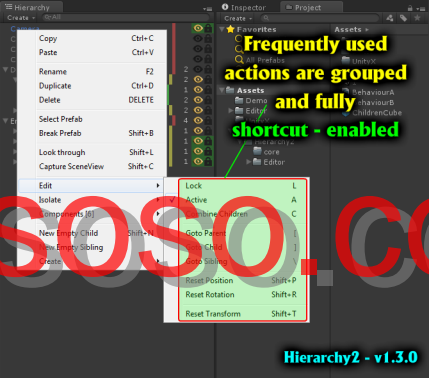
Hierarchy2 - v1.3.0



Prefabs got its own custom menu items

Click to select the prefab in project panel

Click to break prefab instance completely (no more revert)

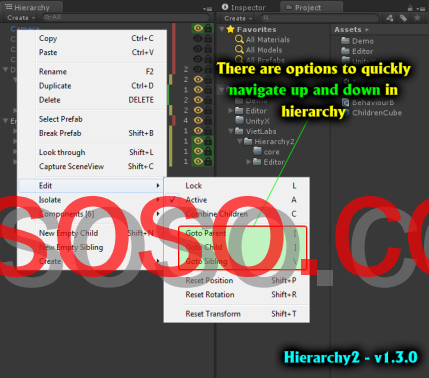


**Frequently used
actions are grouped
and fully
shortcut - enabled**

Copy	Ctrl+C
Paste	Ctrl+V
Rename	F2
Duplicate	Ctrl+D
Delete	DELETE
Select Prefab	
Break Prefab	Shift+B
Look through	Shift+L
Capture SceneView	Shift+C

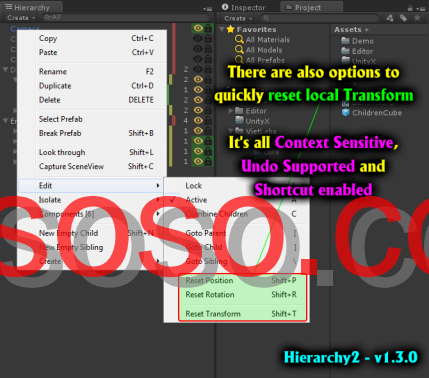
Edit	▶	Lock	L
Isolate	▶	Active	A
Components [6]	▶	Combine Children	C
New Empty Child	Shift+N	Goto Parent	[
New Empty Sibling		Goto Child]
Create	▶	Goto Sibling	V
		Reset Position	Shift+P
		Reset Rotation	Shift+R
		Reset Transform	Shift+T

Hierarchy2 - v1.3.0



**There are options to quickly
navigate up and down in
hierarchy**

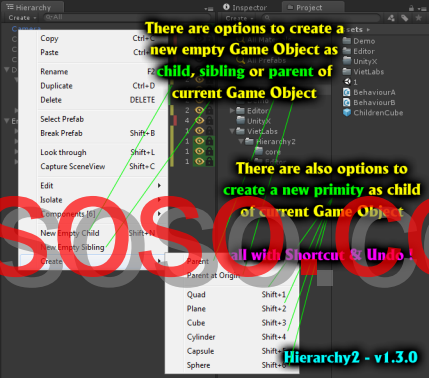
Hierarchy2 - v1.3.0



There are also options to
quickly reset local Transform

It's all Context Sensitive,
Undo Supported and
Shortcut enabled

Hierarchy2 - v1.3.0



There are options to create a new empty Game Object as child, sibling or parent of current Game Object

There are also options to create a new primity as child of current Game Object

all with Shortcut & Undo !

Hierarchy2 - v1.3.0



**Quickly reveal / edit
or isolate attached
scripts or components**

click to isolate

Hierarchy2 - v1.3.0



Many Isolate modes supported

isolate by a specific Layer or Tag

Hierarchy2 - v1.3.0