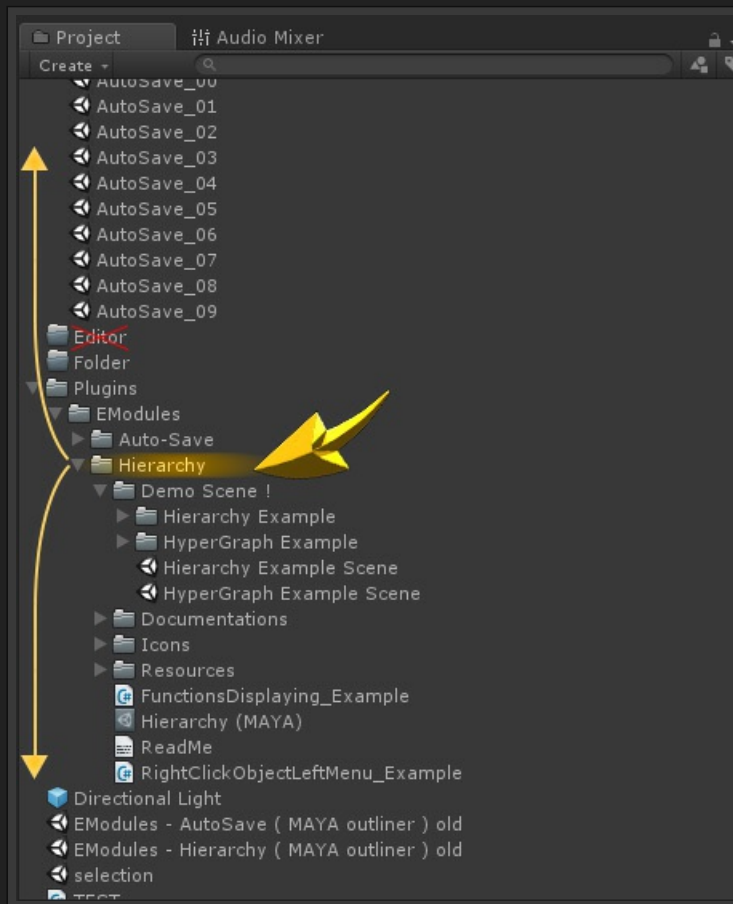
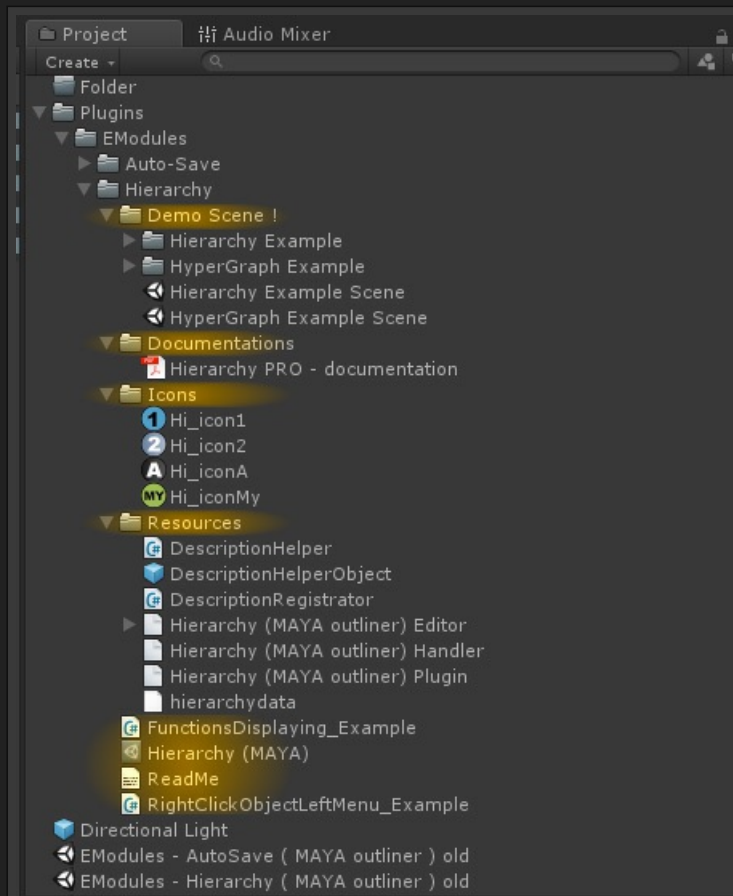


After importing, the plug-in automatically integrates into the environment, and you do not need to do it manually.

By default, the plug-in is located in the **'Assets/Plugins'** folder, and you can move it to any folder except for the **'Editor'** folders for the reason that the architecture of the plug-in does not allow it to work from this namespace.



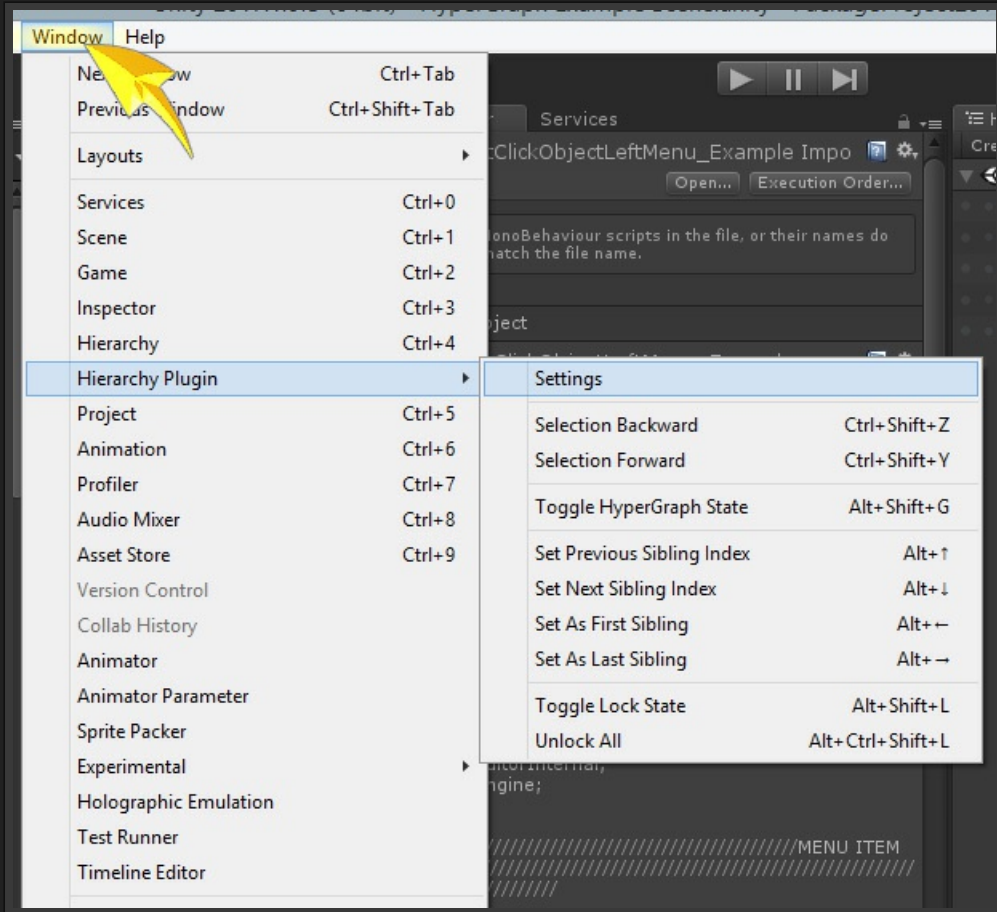
The folder with the plug-in contains several folders and files.



Demo Scenes	Scenes with examples of how the plug-in works
Documentations	Documentation in PDF
Icons	Simple variant of icons
Resources	Plug-in components

FunctionsDisplaying_Example.cs	Examples of creating attributes for displaying variables and methods in the hierarchy window (see the 'Right Panel' section)
Hierarchy (MAYA).asset	User settings for the current project
ReadMe.txt	Nothing really useful
RightClickObjectLeftMenu_Example.cs	The code of functions (such as «Group/Ungroup», «Duplicate Next To Object», «Expand Selection/Collapse Selection», «Select Only Top/Select All Children») for the expandable user menu (see the 'Other Tips' section for more information)
Draw childCount next to GameObject's name	Draw the number of children next to the object name

To open the settings, click on 'Hierarchy Plugin' in the top menu.



To delete the plug-in, select one of the menu items at the very end of the settings list. By default, the custom settings for each scene are stored on the 'DescriptionHelperObject'. To get more information about how 'cache' works, see the 'Other Tips' section.

