Rainbow Folders

QUICK START

Contents

Introduction

Thank you for purchasing the **Rainbow Folders** extension! We hope you enjoy using the product and that it makes your game development project a success.

If you have questions, please do not hesitate to contact us at *support@borodar.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 highlighting often used project folders? This simple but colorful asset allows you to do that!

With "Rainbow Folders" you can set a custom icon and background for any folder in unity project browser:

Installing

Rainbow Folders is a standard Unity extension and should be installed like any other Unity package. Just drag the `RainbowFolders.unitypackage` into your current project, or in the Editor go to the drop-down menu **Assets → Import Package → Custom Package** and then browse to the `RainbowFolders.unitypackage` file.

When downloading from the Asset Store then Download Manager will automate this process.
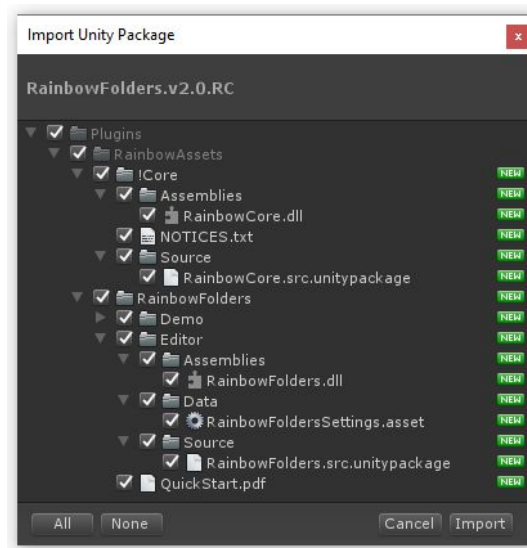
Once the Importing dialog appears, just click the Import button.

Folder location

The package will be imported into the `Assets/Plugins/RainbowAssets/RainbowFolders` folder by default. Most users prefer to keep it here, but you can freely move it wherever you want. Just go to **Edit → Project Settings → Borodar → Rainbow Folders** and update the folder location:
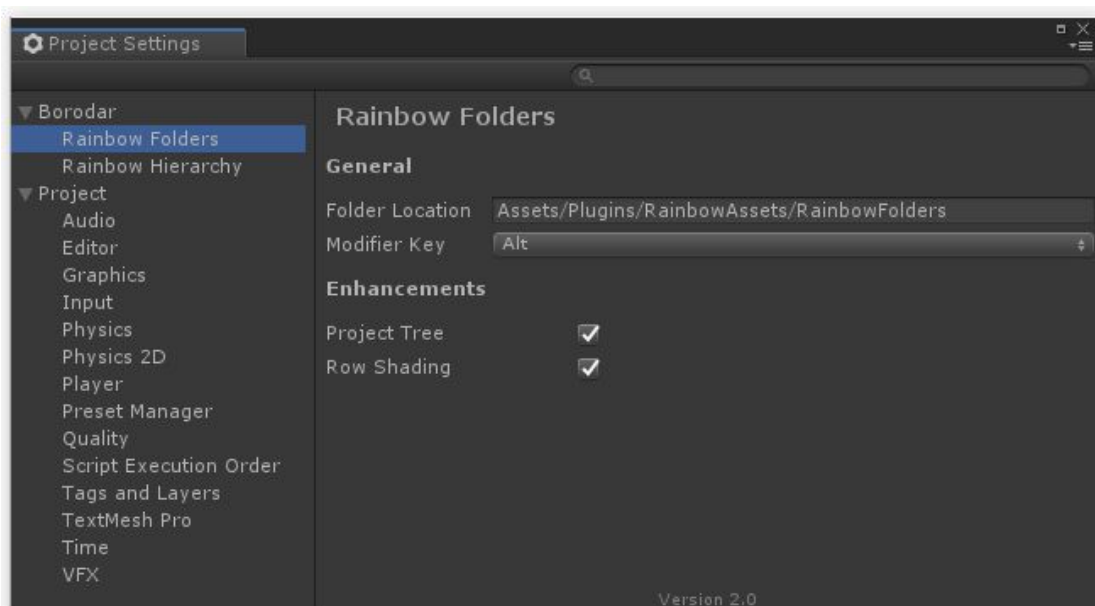
Configuring folder icons

To apply custom icon for some folder in your project view, just hold the **Modifier key** and click on any folder icon in Unity project browser. By default, it's **Alt key,** but you can change it in **Project Settings → Borodar → Rainbow Folders**.
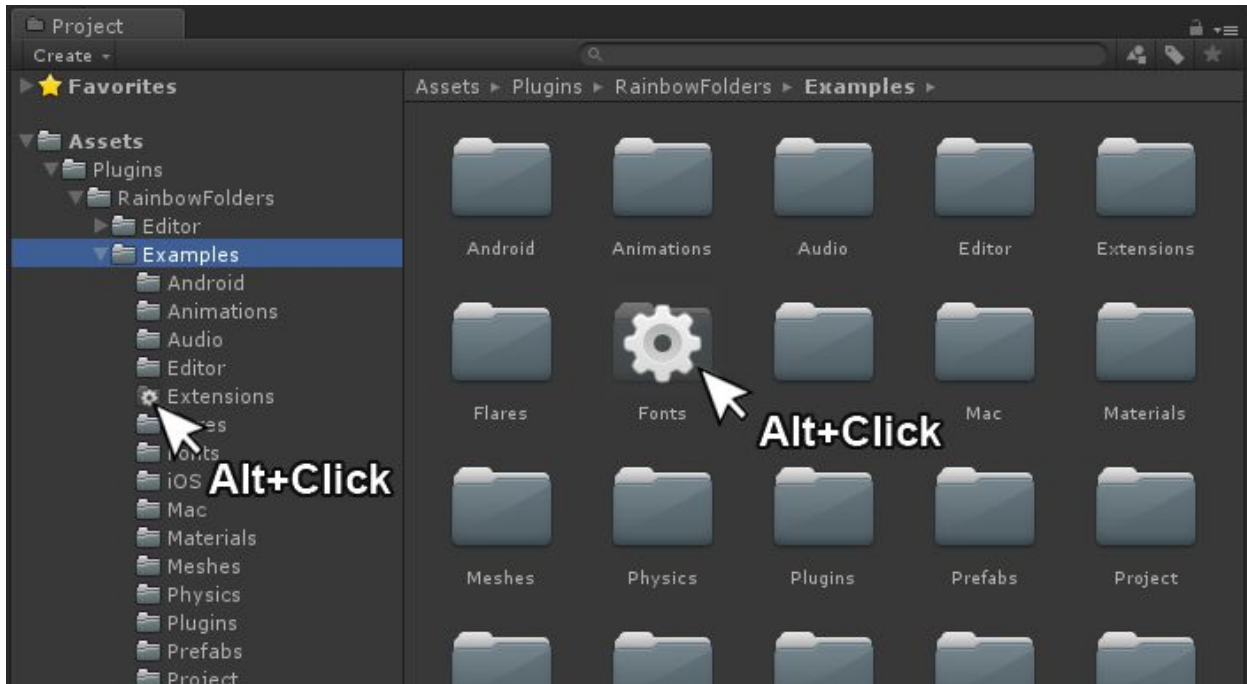
Configuration dialogue will appear, and you'll be able to assign icon and background to the corresponding folder.
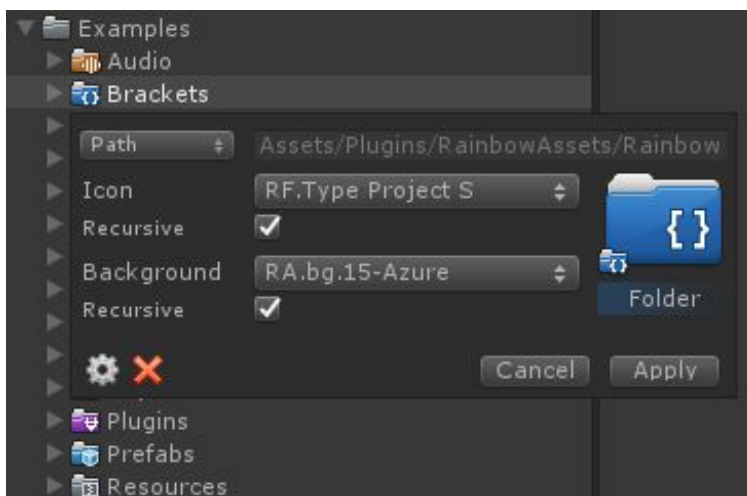

What you need to configure for each folder item, are these fields:

- **Folder Name** - icon will be applied to all folders with that name.
- or **Folder Path -** icon will be applied to a single folder with the specified path.
- **Icon** - custom icon texture that should be applied
- **Background** - custom background texture that should be applied
- **Recursive** checkboxes - the same icon or background will be applied automatically to all subfolders.

Your changes will be applied next time when the project browser will retrieve focus.
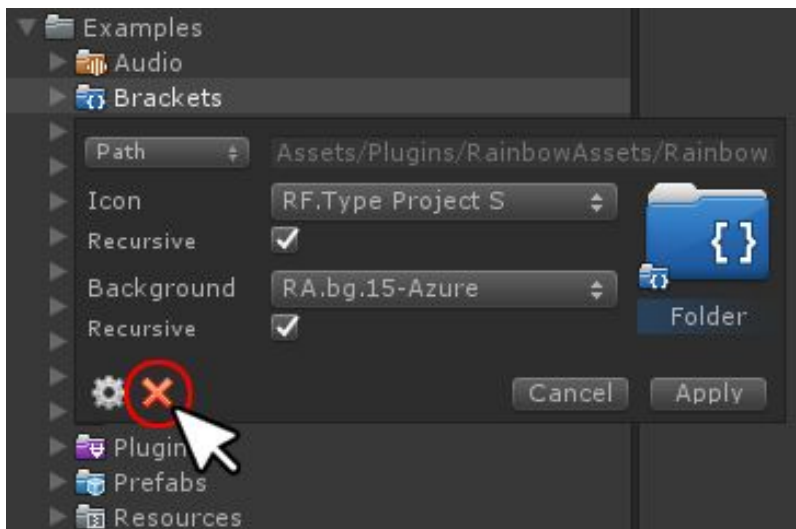
Presets

You can choose icons and backgrounds from a few dozen of presets. Simply click on the corresponding field in the configuration dialog, select one of them from the drop-down menu and apply changes.
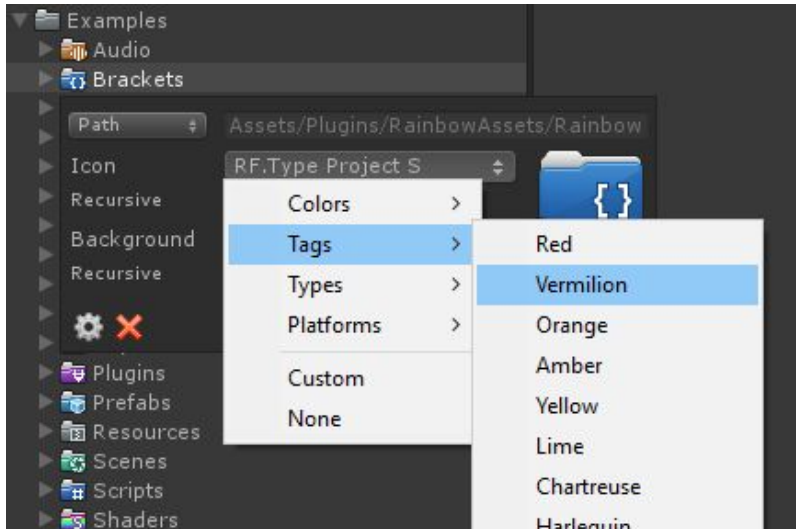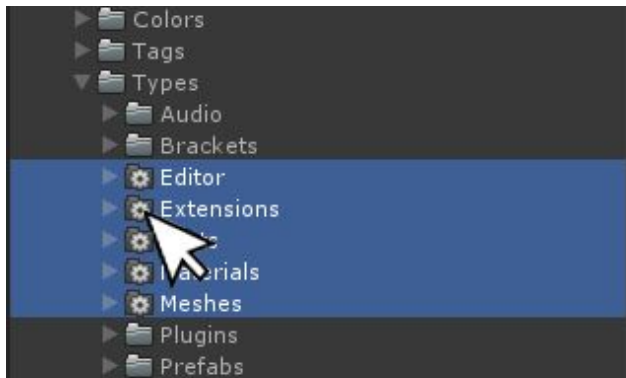

Revert to default

To reset the folder icon to the default one, just **Alt-click** on it, then press the red cross button in configuration dialogue and apply changes.

Multi-editing

You can also edit multiple folders at once, just select them all and **Alt-click** at one of their icons.

Configs List

To view all existing assignments, click on the gear button in the configuration dialog, then take a look at the Inspector.

There is a reorderable list with all defined "folder" configurations. You can modify existing items, remove them using **"-"** button or add new ones by clicking **"+"** button below.

If there is more than one config for the same folder (including recursive assignments), then **latest (lowest) item** in the list will be applied.
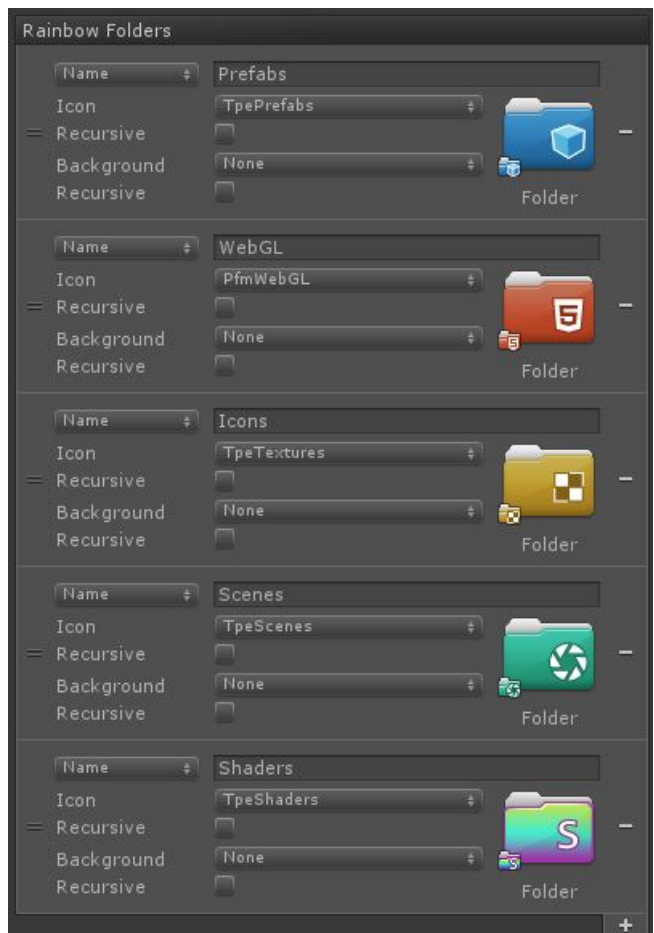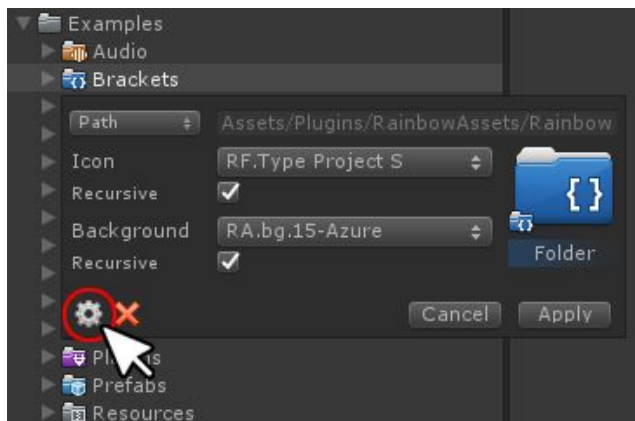
Context Menu

All the above functionality is also available via the context menu.
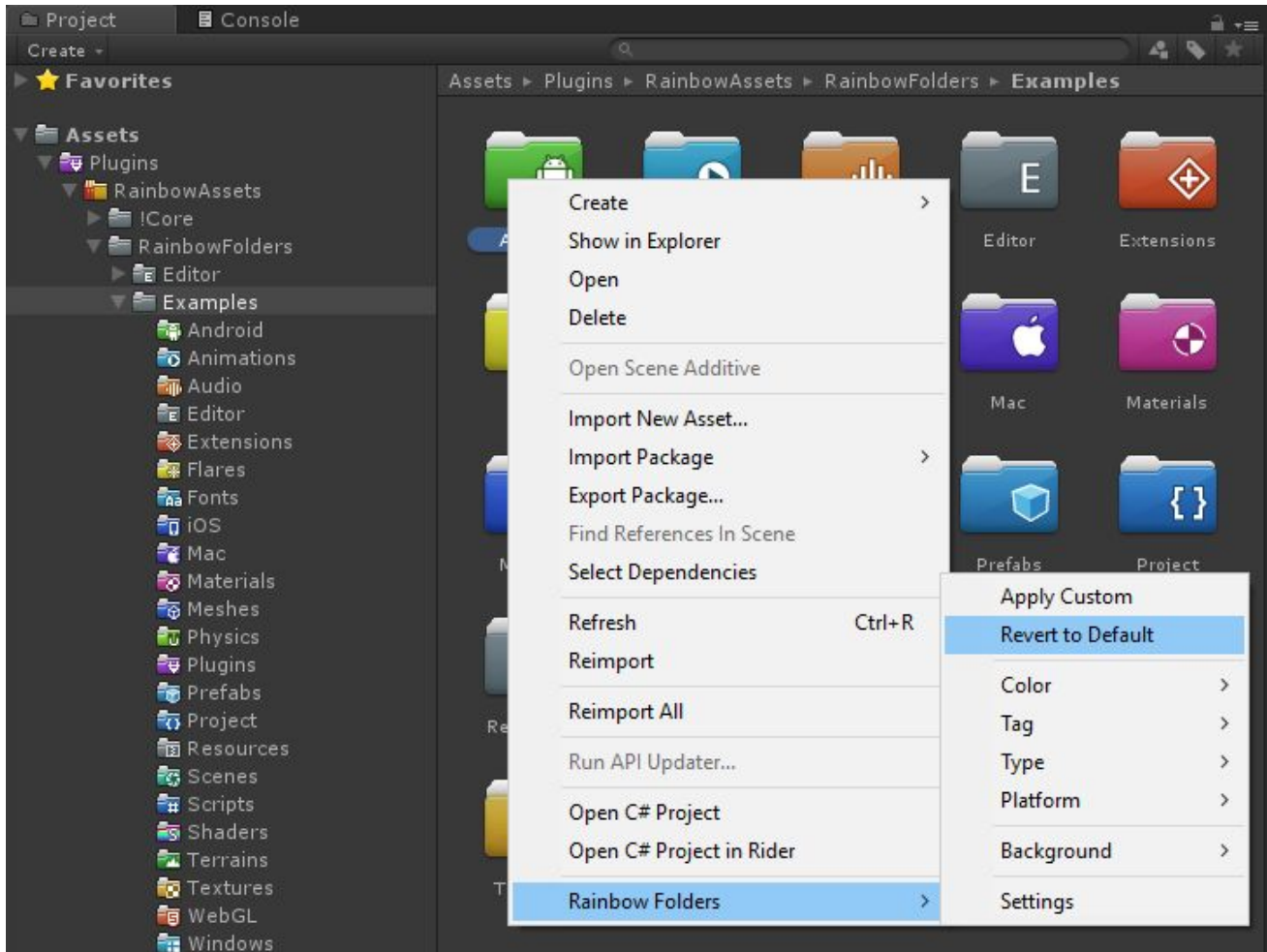
Right-click on any folder in project view and select **Rainbow Folders → Apply Custom** to open configuration dialogue.

The **Rainbow Folders → Revert to Default** item will reset corresponding folder icon to the default one.

With **Color**, **Tag**, **Type,** and **Platform** sub-items you can easily apply custom icons from few dozen of presets, right from the context menu.

With **Background** item you can apply custom background color to the corresponding folder.

Select **Rainbow Folders → Settings** to view all existing assignments in the inspector.

Upgrading

Please always do a clean import of the **Rainbow Folders** package (delete the old version before importing the new one). Otherwise, you may receive a number of difficult to diagnose issues.
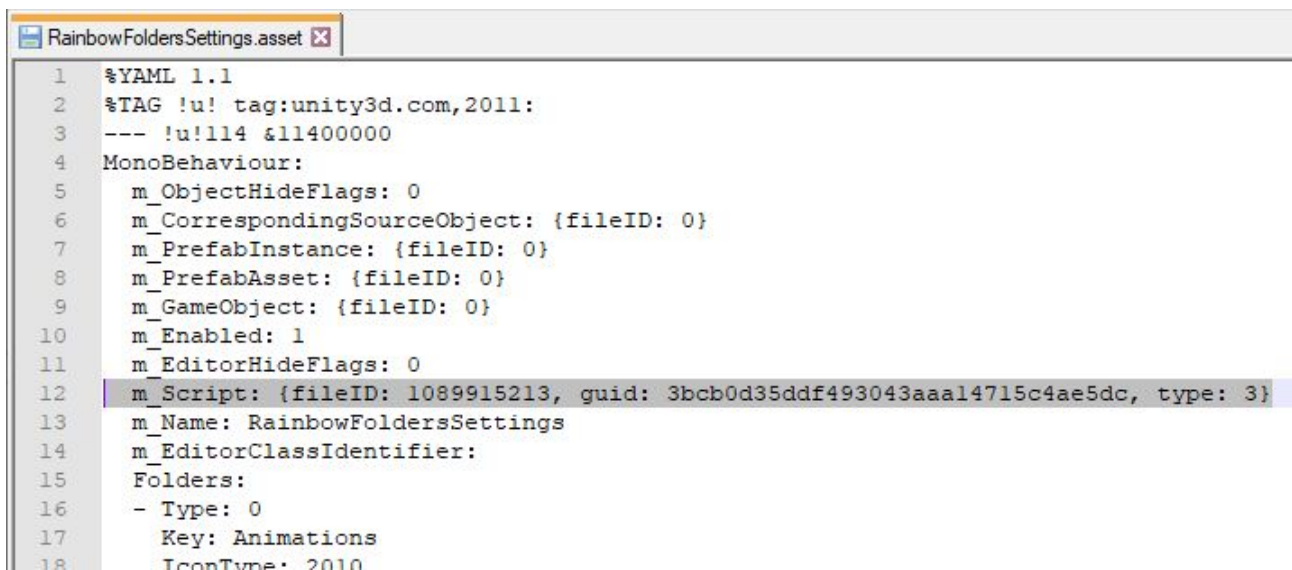
- Backup your settings file (optional):
  `Assets/.../RainbowAssets/RainbowFolders/Editor/Data/RainbowFoldersSettings.asset`

- Delete the `Assets/.../RainbowAssets/RainbowFolders` folder.

- Import the new version from package or from the Asset Store.

- Restore your settings file.

ATTENTION! If you're upgrading **Rainbow Folders** from **v0.9.3 or lesser** then it is not enough just to copy your old `RainbowAssetSettings.asset` file. Starting from v2.0 all asset scripts are compiled into DLL and Unity cannot find corresponding setting script automatically.

If you'll assign this script directly in Inspector then Unity will clear all the data from the previous version for some reason. To avoid this, you need to open it in your text editor and replace **line 12** with the following string:

`m_Script: {fileID: 1089915213, guid: 3bcb0d35ddf493043aaa14715c4ae5dc, type: 3}`

This is how your settings file should look like:

```
RainbowFoldersSettings.asset
1   %YAML 1.1
2   %TAG !u! tag:unity3d.com,2011:
3   --- !u!114 &11400000
4   MonoBehaviour:
5     m_ObjectHideFlags: 0
6     m_CorrespondingSourceObject: {fileID: 0}
7     m_PrefabInstance: {fileID: 0}
8     m_PrefabAsset: {fileID: 0}
9     m_GameObject: {fileID: 0}
10    m_Enabled: 1
11    m_EditorHideFlags: 0
12    m_Script: {fileID: 1089915213, guid: 3bcb0d35ddf493043aaa14715c4ae5dc, type: 3}
13    m_Name: RainbowFoldersSettings
14    m_EditorClassIdentifier:
15    Folders:
16    - Type: 0
17      Key: Animations
18      IconType: 2010
```

Save the file and go back to Unity Editor. Rainbow Folders should work fine now!

Changelog

v 2.0.3

- Fixed bug regarding Editor performance degradation for projects that contain large number of scriptable objects or large prefabs
- A number of minor performance optimizations

v 2.0.2

- Optimized performance when using a lot of custom folder icons applied by name

v 2.0.1

- Fixed bug with invalid Base-64 string when decoding the "edit" texture in Unity 2019.1+

v 2.0

- Folder icons are now actually replaced instead of drawing them on top of default ones
- All included icons now are baked into the code and will no longer bother you when picking/searching your own textures
- Added optional project tree outlines
- Added optional row shading
- Added "transparent" folder icons
- Improved compatibility with Unity 2018.3 and Unity 2019.1
- Fixed bug with wrong icons offset when fully zoomed out in "Two Column" mode

v 0.9.3

- Better compatibility with Unity 2018.2
- A number of small optimizations and fixes

v 0.9.2

- Fixed bug with missing EditorWindow when building player

v 0.9.1

- Fixed bug with possible conflicts with existing AssemblyInfo attributes from other assets
- Fixed typo for crimson color name in the various context menus

v 0.9

- Added option to apply custom backgrounds for folder names
- Added 24 background presets
- Better compatibility with Unity 2017.2

v 0.8.1

- Compatibility fix For Unity 2017.1
- Fixed bug with Unity Collaborate overlay when icons scale changed
- Fixed bug with Unity Version Control overlay when icons scale changed

v 0.8

- All icons have been completely reworked
- Added 12 new folder colors
- Added 12 new folder tags
- Added 3 new folder types (Animations, Physics, and Flares)
- Fixed bug when the Rainbow Folders menu item appeared on top of the context menu
- Fixed bug with applying icons recursively by name, when root icon didn't appear correctly

v 0.7.1

- Added support for Unity Version Control Overlay (beta)

v 0.7

- Added option to change modifier key for the configuration dialog
- Added support for Unity Collaborate (beta)
- Install "Rainbow Folders" to the Plugins folder by default
- Compatibility fix For Unity 5.6.0 beta

v 0.6

- Added option to apply custom icon for all subfolders automatically
- Compatibility fix For Unity 5.4.4

v 0.5.1

- Added back the context menu, according to numerous requests
- New platform icons (Android, iOS, Mac, WebGL, Windows)
- Minor bugfixes

v 0.5

- Improved workflow: change icons with alt-click on a folder, right in the project view.
- Added possibility to change icons for multiple folders at once
- Added option to move "Rainbow Folders" wherever you want in your project
- Got rid of the "Editor Default Resources" folder.
- Fixed the "Scripts" icon appearance for the dark theme
- Minor bugfixes

v 0.3

- Apply color "tags" for folders from context menu
- Support for colorizing/tagging folders from left column view in two-column layout
- Support for batch colorizing/tagging folders (select multiple folders and colorize/tag from context menu)
- Now keeping all settings assets in Editor Default Resources folder so they are not included in build.
- Changed namespace for Rotorz reorderable list, to avoid conflicts with existing installs of Rotorz plugins
- Fixed error messages in Unity 5.0.4x when loading settings
- New icons (Fonts, Shaders, Terrains, Meshes)

v 0.2

- Few more icons added
- Folder structure simplified
- Minor bugfixes
- Docs updated