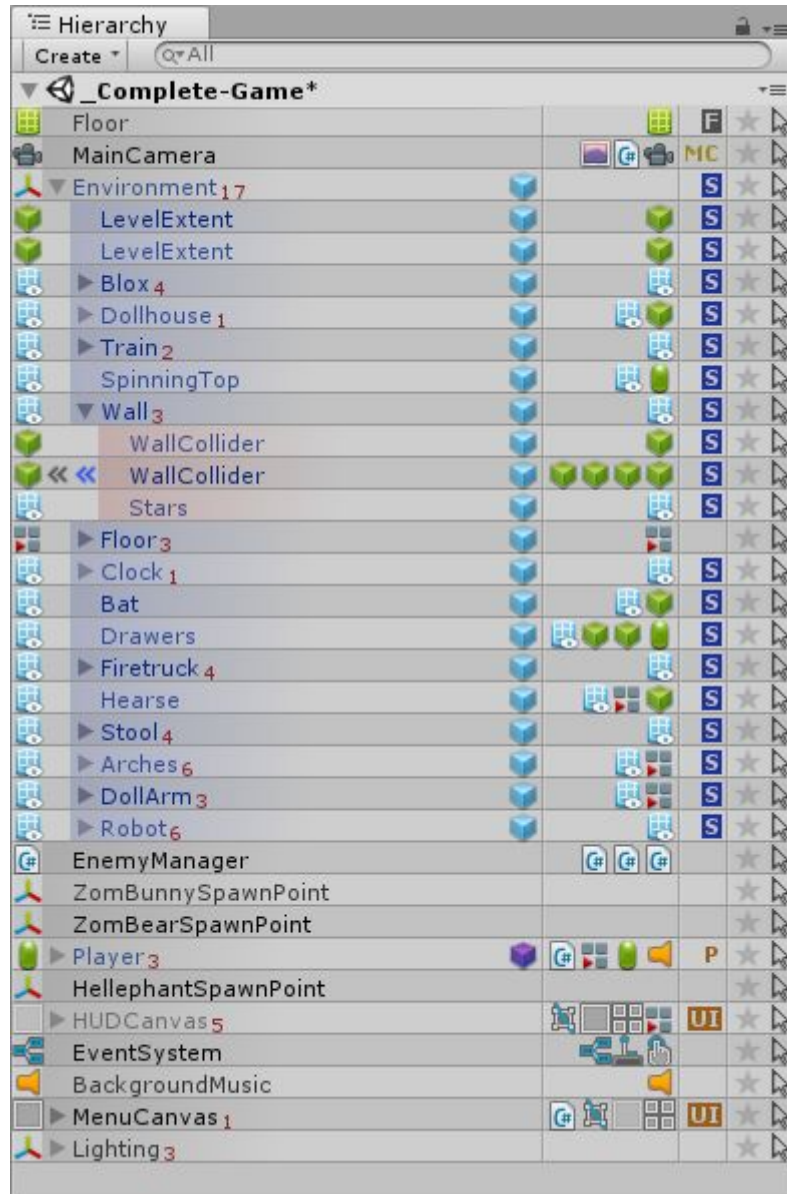


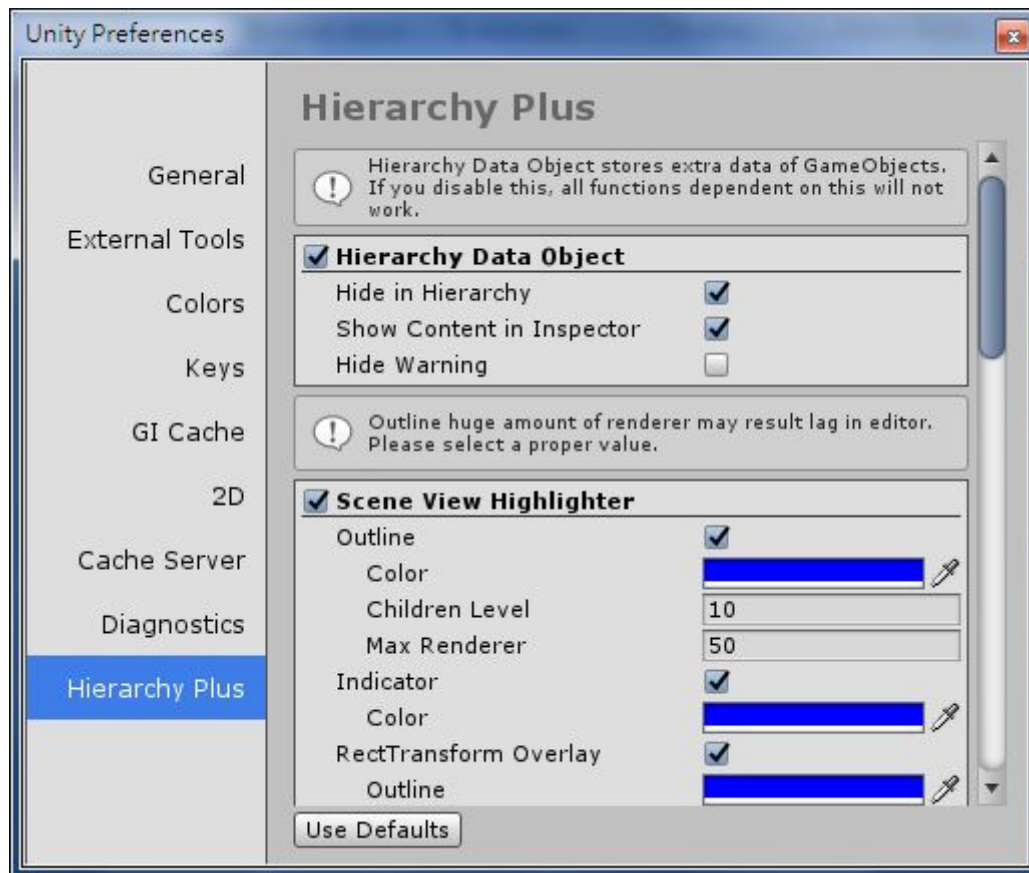
Hierarchy Plus

Hierarchy Plus expands the original plain GameObject tree in Hierarchy Window with many essential features.



Preferences

To change the settings, go to Edit / Preferences, you'll see a Hierarchy Plus tab.



Hierarchy Data Object

Hierarchy Data Object stores extra data of GameObjects in current scene, this GameObject is auto created and managed by Hierarchy Plus. This object will not be included in the final build. If you disable this, all functions dependent on this will not work. You can hide this object by enable "Hide in Hierarchy".

Scene View Highlighter

This function allows you to see which object you are hovering in the hierarchy.

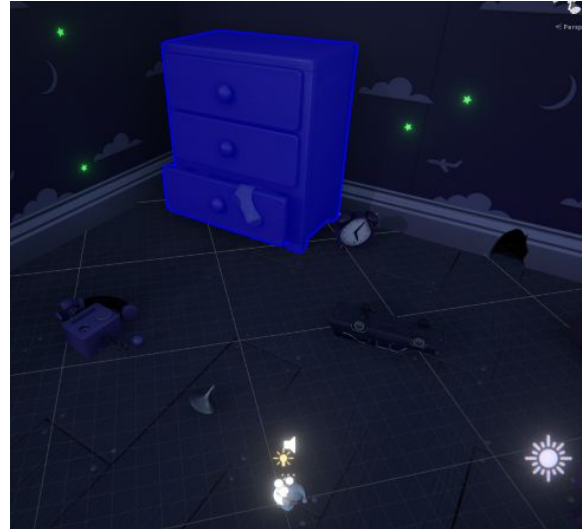
Outline: Outline the renderer in scene.

Children Level: The max level of children also be outlined.

Max Renderer: The max of renderer will be outlined.

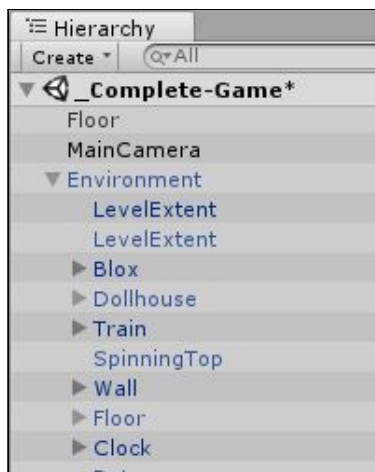
Indicator: Draw the arrow pointing to the GameObject which without renderer.

RectTransform Overlay: Outline the bound rectangle when the GameObject is UI element.

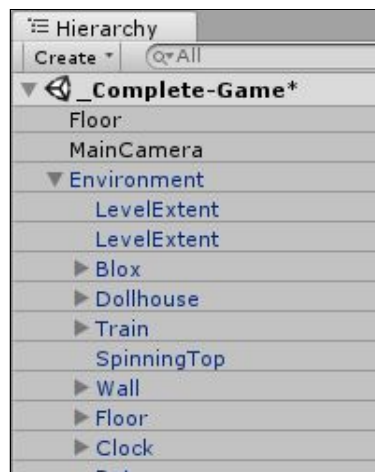


Hierarchy Item Drawer

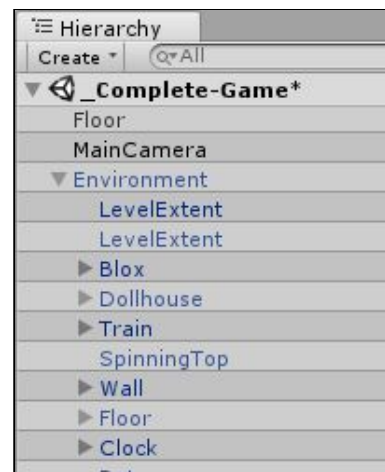
Draw hierarchy item with Hierarchy Plus enhanced drawer.



Row Shading



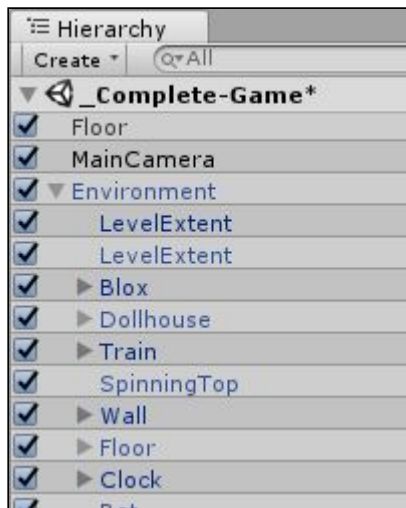
Separator



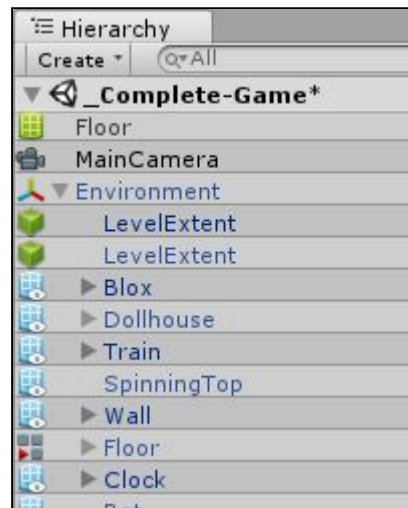
Both

Activate (Left): A toggle button on the left most of the GameObject.

Draw Icon: Replace the toggle with the main component of the GameObject.



Activate (Left)

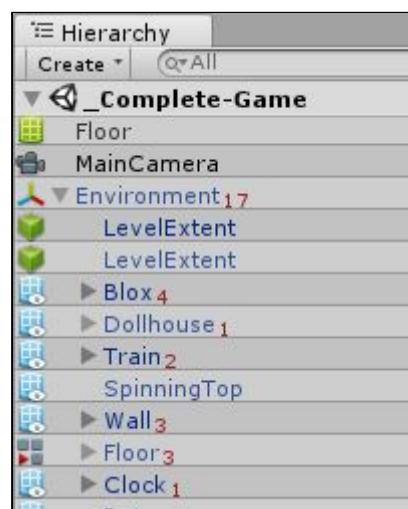


Draw Icon

Children Count: Show children count of the GameObject.

Total: Show total children count.

Modifier Key: Choose a modifier key when pressed, switch between count and total count.



Level Highlighter: Draw highlight with different colors according to the level of hierarchy.



All

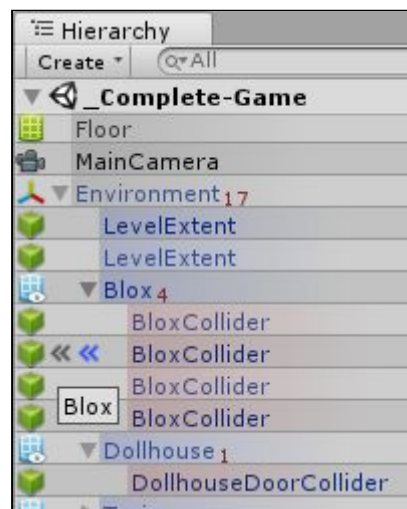


Label

Back to Parent: Show a list of buttons associated with all parent of the GameObject, click the button to collapse the tree to that parent.

Modifier Key: Choose a modifier key, the buttons only show when the key is pressed.

Modifier Key to Hide: Show by default, press the modifier key to hide.

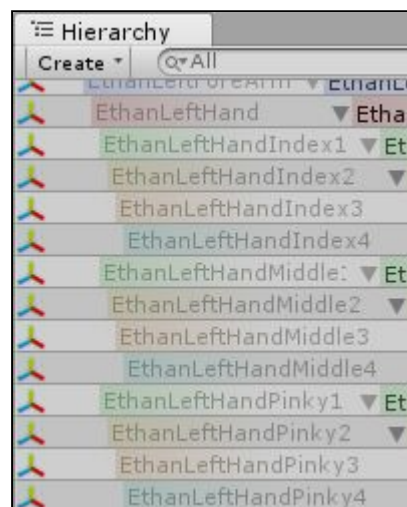


Shadow Label: Show the shadow label of the GameObject.

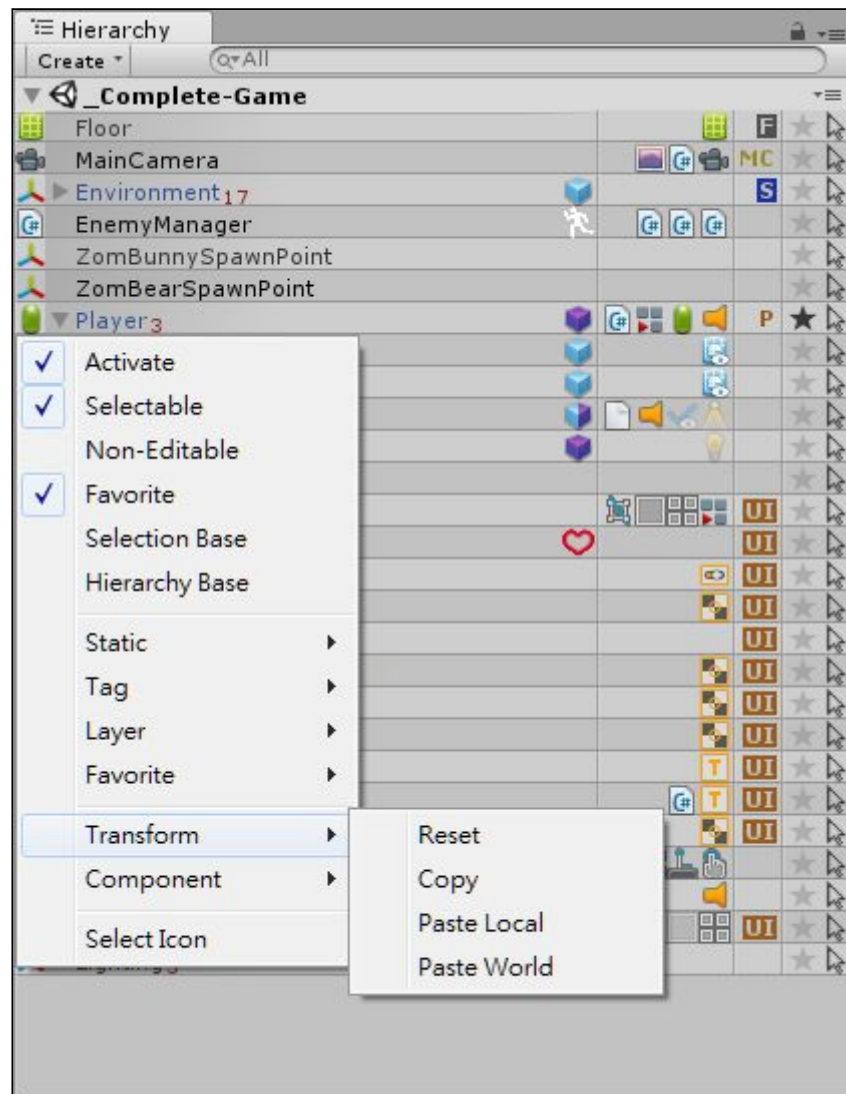
Modifier Key: Choose a modifier key, the shadow label only show when the key is pressed.

Modifier Key to Hide: Show by default, press the modifier key to hide.

Level of Hierarchy: Show only when the level of the GameObject more than this value.



All in One Menu: Right click the left icon to popup.



Batch Action:

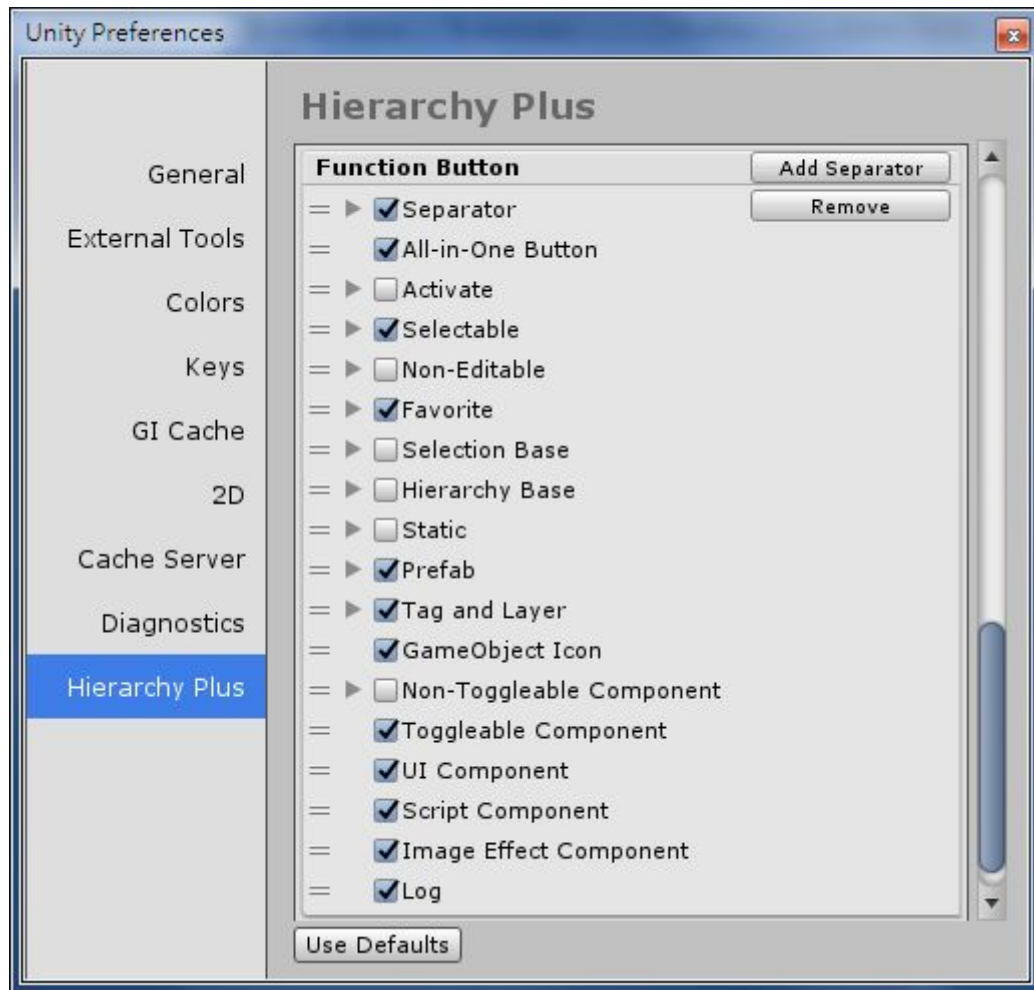
Batch Mode: Select the mode when perform batch toggle.

All Children Modifier: The modifier key to perform batch action to all children.

All Selected Modifier: The modifier key to perform batch action to all selected.

Hold the modifier key to click the button, all target will perform the action. If the action popup a menu (eg. Tag, Layer, Static), you should hold the modifier key before popup menu.

Function Button



Separator: Add a separator.

Show: Show the separator line in hierarchy.

Movable: Allow to drag the separator.

Offset: The right offset to the last separator.

All-in-One Button: This button show a popup menu with almost all function.

Activate: The activate button of GameObject.

Selectable: The GameObject cannot be selected in scene view after disable.

Non-Editable: Lock the GameObject that cannot be edited in inspector.

Favorite: Mark as favorite, can select in All-in-One button menu.

Selection Base: Auto select this GameObject when any children is selected.

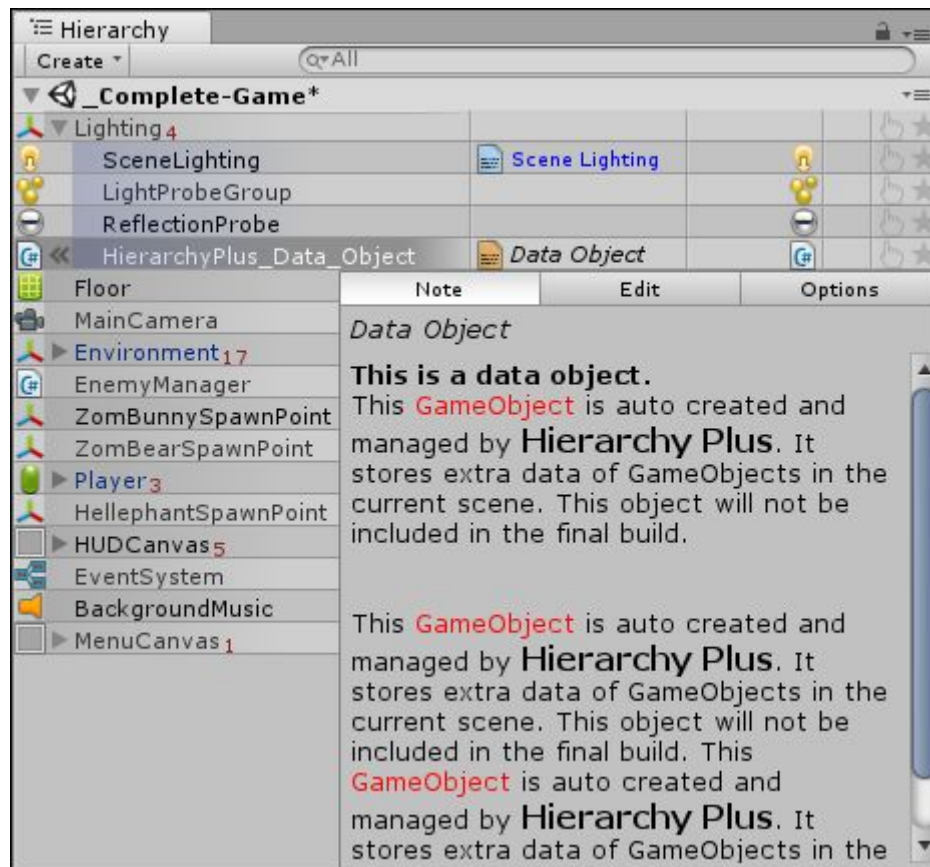
Hierarchy Base: Force to collapse the tree when any children is selected.

Persistent Data: Preserve data change after exit play mode.

Static: Static flag menu of the GameObject.

Prefab: Prefab state of the GameObject.

GameObject Note: Add note to GameObject, show in hierarchy and/or scene view as sticky.



Hierarchy Settings:

Hide if Empty: Hide if GameObject note is empty.

Show Title: Show note title next to icon.

Text Width: Reserve width for the title.

Expand Width: Auto expand the width to next separator offset.

Note Options:

Icon Color Tint: Color Tint of the icon in hierarchy.

Show Note in Tooltip: Show note in hierarchy as tooltip.

SceneView Sticky: Show note in scene view as sticky.

Sticky Width: Maximum width of the sticky.

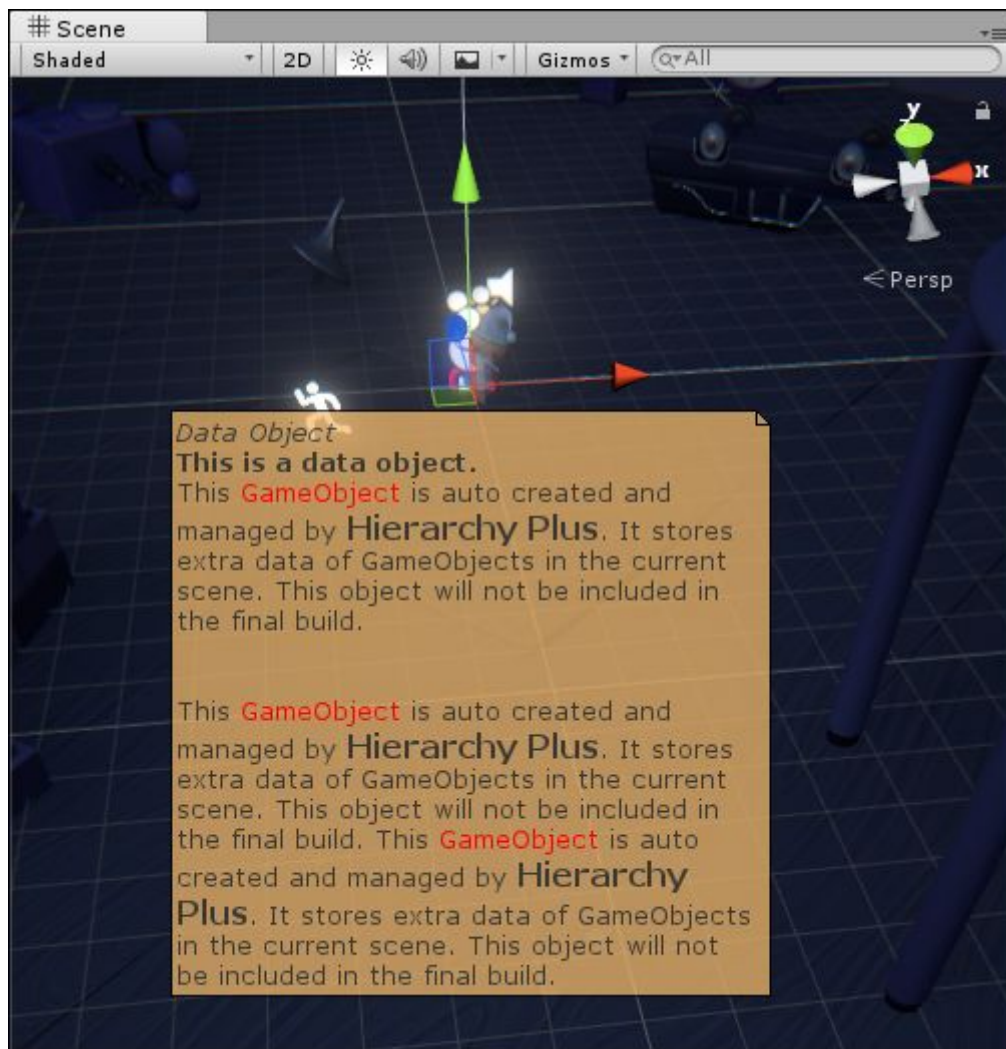
Sticky Color: Background color of the sticky.

Sticky Text Color: Text color of the sticky.

Sticky Text Size: Text size of the sticky.

Reset Sticky Position: Reset to default position.

SceneView Sticky:



Move: Drag the sticky to move.

Close: Right click the sticky to close.

Min/Max: Left click the stricky to minimize/maximize.

Tag and Layer

Show Tag or Layer:

Tag: Only show tag of GameObject.

Layer: Only show layer of GameObject.

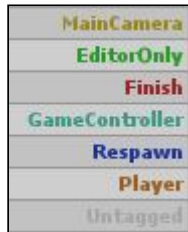
Tag Or Layer: Show tag if it is not untagged, otherwise, show layer.

Layer Or Tag : Show layer if it is not default, otherwise, show tag.

Both: Show both tag and layer.

Modifier Key to Invert: Invert the visible of tag and layer when pressed.

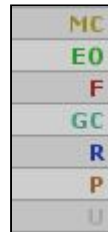
Label of Tag and Layer: Choose different style of the label.



Original



Initial



Capital



Abbreviation

GameObject Icon: Show the gizmo icon of GameObject.

Component

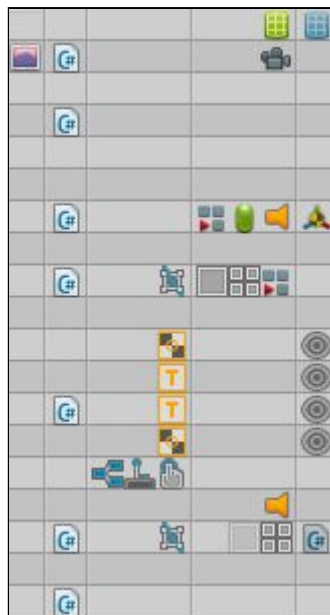
Non-Toggleable: Script without Update() or component like "RigidBody".

Toggleable: Normal component.

UI: Unity UI component.

Script: Script component.

Image Effect: Script component with OnImageRender().



Log: Show the debug log and missing reference of GameObject.