

HIERARCHYPRO

V1.0.1

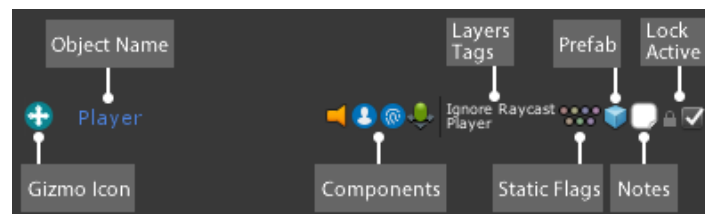
INSTALLATION

HierarchyPro will be automatically installed and enabled as soon as you download it into your Assets folder.

A GameObject will be created and added to every scene you open while HierarchyPro is running. This object will have several HideFlags applied, making it hidden, and preventing it from being included in the build. The components that are added to it act as data stores – they don't handle any Unity events or messages, so even in the Editor it has no impact on performance.

If you want to use the Groups system, you can display the window by going to Window > Groups in the menu. A full description of the groups system is given further down this guide.

HIERARCHY WINDOW



This section will cover each of the features of the extended Hierarchy window, starting from the left.

GIZMO ICON

This is the icon which you normally select from the very top left of the inspector. Gizmo icons show up in the scene by default, although they can be controlled individually from the Gizmos menu at the top of the scene.

You can click in this area to show the Gizmo Icon selector popup.

OBJECT NAME

The name of the GameObject, as would normally be shown in the Hierarchy window. Prefabs still highlight in blue, and broken object links still show in red.

COMPONENTS

The next set of icons show the components on the object, with the topmost script on the right. Each of these uses the default system icon.

Missing scripts will show up here as an error icon and disabled scripts will be ghosted. You can click any of these icons to toggle the enabled flag.



If you have multiple components of the same type, they will be stacked, and a number added to show how many.

Left clicking the icon will let you enable or disable the behaviour. Shift clicking script icons will allow you to open the source file in your current IDE. If the icon is a stack, a popup menu allows you to choose which you want to.

LAYERS AND TAGS

The next section shows the layer and tag the object has. Default layers and tags are heavily ghosted to avoid cluttering the interface. You can click either one to select a new layer or tag for the object.

To apply the layer or tag to all children, shift click the item.

STATIC FLAGS

The next section contains the rainbow coloured “7 pin connector”. Each pin represents one of the static flags for the object. In the order they are displayed in the interface, these are:

Lightmap Static Navigation Static Occluder Static Reflection Probe Static
Batching Static Occludee Static Off Mesh Link Generation

Click the area to change the selection for the given GameObject.

You can also shift-click to apply all these flags to all child objects.

PREFAB ICON

The next icon shows up when the given object is a Prefab, or a part of a prefab. If the icon is solid it is the main root object in the prefab, if it is ghosted it is a sub object.

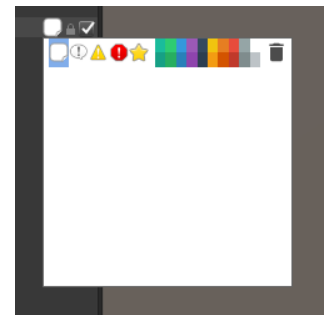
If you click it the prefab will be selected in the Project window. If you click a ghosted sub part of the prefab, that specific sub part will be selected instead.

NOTES

Next, we have the Notes icon. This allows you to add a note against any game object, with a custom icon and colour.

Click the faint plus symbol to create a note. By default, this will be a white post it style note. You can then add text or customise the note with the popup panel that appears. Use the bin icon to delete the note.

All notes are held in the hidden data store object, and hence are versioned along with the scene, and shared with team members via version control.



LOCK FLAG

The little padlock controls the lock state of the object. It toggles the NotEditable flag on and off in the HideFlags for the object.

Locked objects cannot be selected in the scene, making it handy for preventing background scenery from being moved.

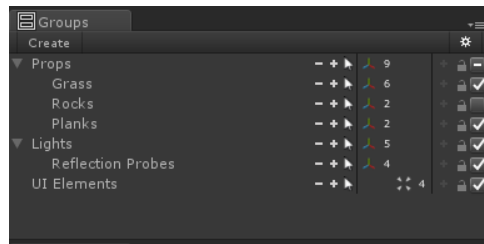
ACTIVE FLAG

Finally, the active flag is the checkbox on the end of the row. This toggles the main checkbox at the very top of the inspector which enables or disables the entire object.

None of the components will be enabled when the object is inactive, including renderers, so this effectively removes the object from the scene until it is re-enabled.

GROUPS WINDOW

The Groups system is optional, and must be manually enabled. Show the window from the menu, via **Windows > Groups**.



As with any other window, it can then be docked by dragging the tab around the interface. As it needs to be used in conjunction with the Hierarchy window, docking it directly beneath is a good place.

The group data is stored in the hidden data store object, and as such all groups are versioned with the scene, and shared with team members via version control. If you want to see what's being stored against the scene, the cog icon on the groups window will allow you to view the underlying data store object.

The create button at the top of the groups window will create a new group. This will contain any transforms you have selected by default, and will automatically nest underneath any group you have selected.

To change a groups parent simply drag it onto it.



To remove a groups parent drag it to the far left of its own row.

You can use the plus and minus buttons to add or remove the current selection. You can also drag GameObjects into the group from the HierarchyWindow. The cursor button will select that groups transforms.

The next section tells you how many Transforms and RectTransforms each group contains. You can click each of those to select only that type.

The final section is much like the right of the Hierarchy window items.

The faint plus icon will add notes. These function in the same way notes on GameObjects do.

The lock and active icons will toggle lock or active status on all elements within the group.

PREFERENCES

You can edit system settings by either finding the HierarchyPro item in the preferences window, or by clicking the cog icon on the toolbar of the group window.

Currently you can disable the Gizmo icon, the Components section and the layers/tags control.

All future options will be added to this screen.

API

SKIP DRAWING GAMEOBJECT

```
HierarchyPro.ShouldDrawItem += (sender, e) =>
{
    if (e.GameObject.name == "Do Not Draw")
    {
        e.Cancel = true;
    }
};
```

This will add an event handler that cancels drawing of any GameObject named “Do Not Draw”. You can test any GameObject properties here, including layers and tags.

SUPPORT

If you have any problems, questions or suggestions, please let me know using the contact form located here:

<http://untitledgam.es/contact>

Many thanks for your support!

Chris

Untitled Games