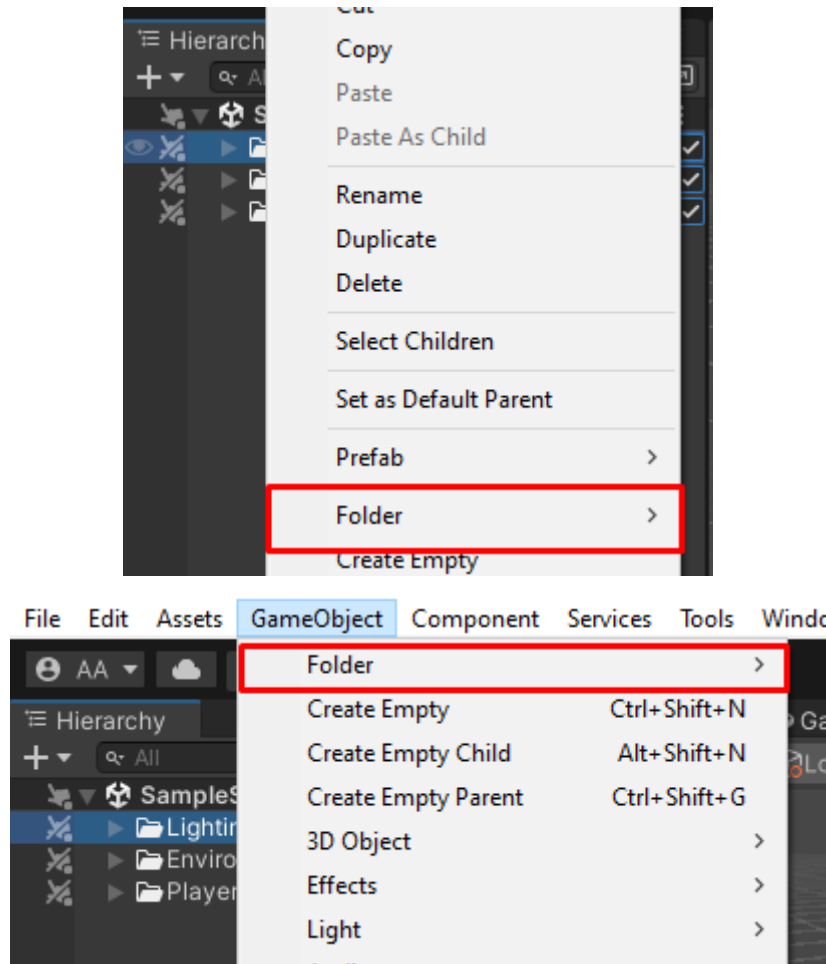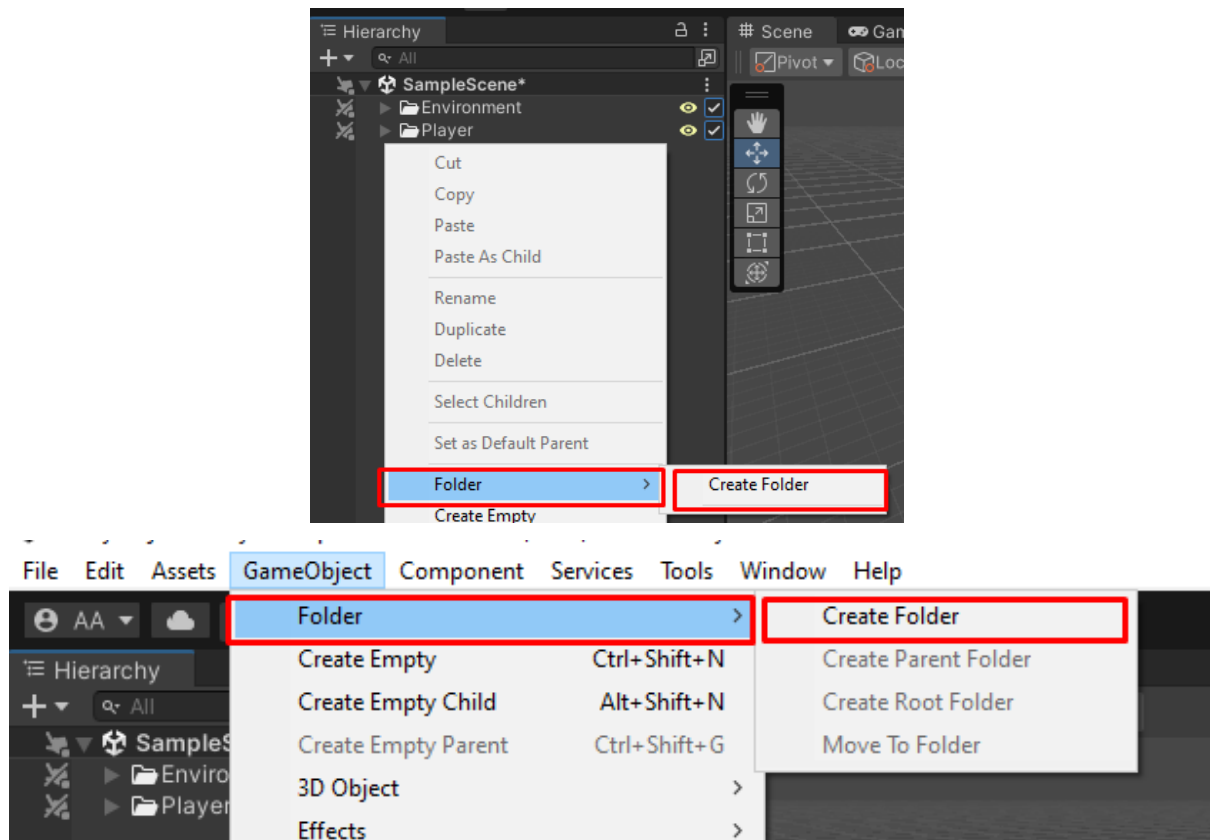# Folder In Hierarchy

Go to the **GameObject** option using the **Toolbar** or **Right Click** on **Hierarchy** and go to **Folder** and then the user will find multiple options.
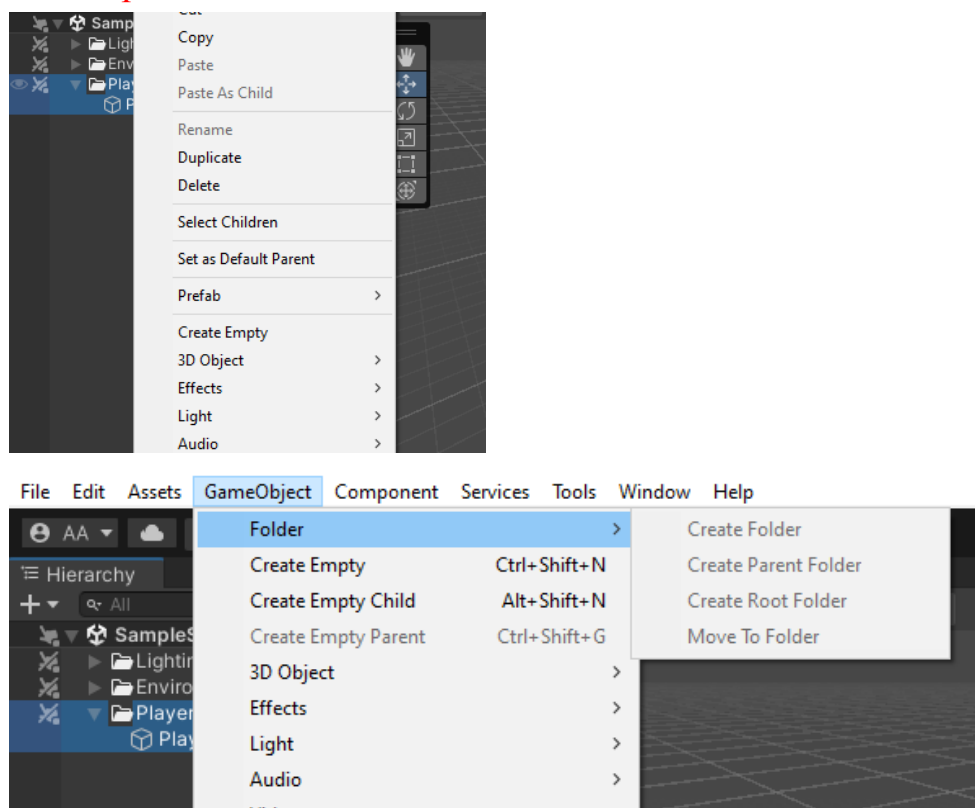

Create Folder [Folder > Create Folder]**:** This option will create an empty folder.

- If a user selects any folder/object then the folder will create as a child.
- If a user doesn't select any folder/object then a folder will create on the root hierarchy.
- Or if a user selects multiple folders/objects then the option will not appear.
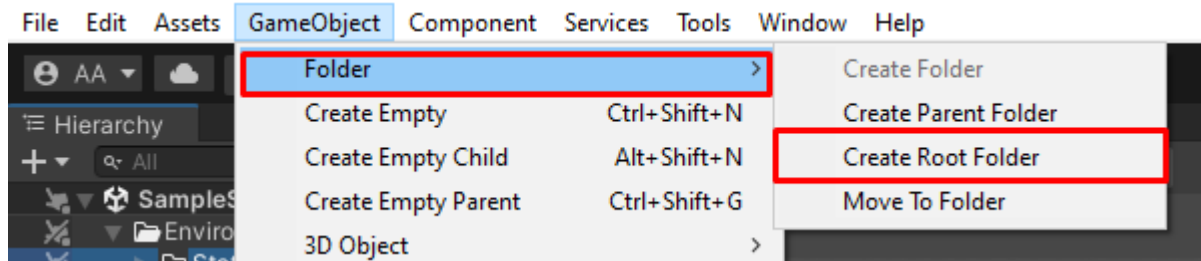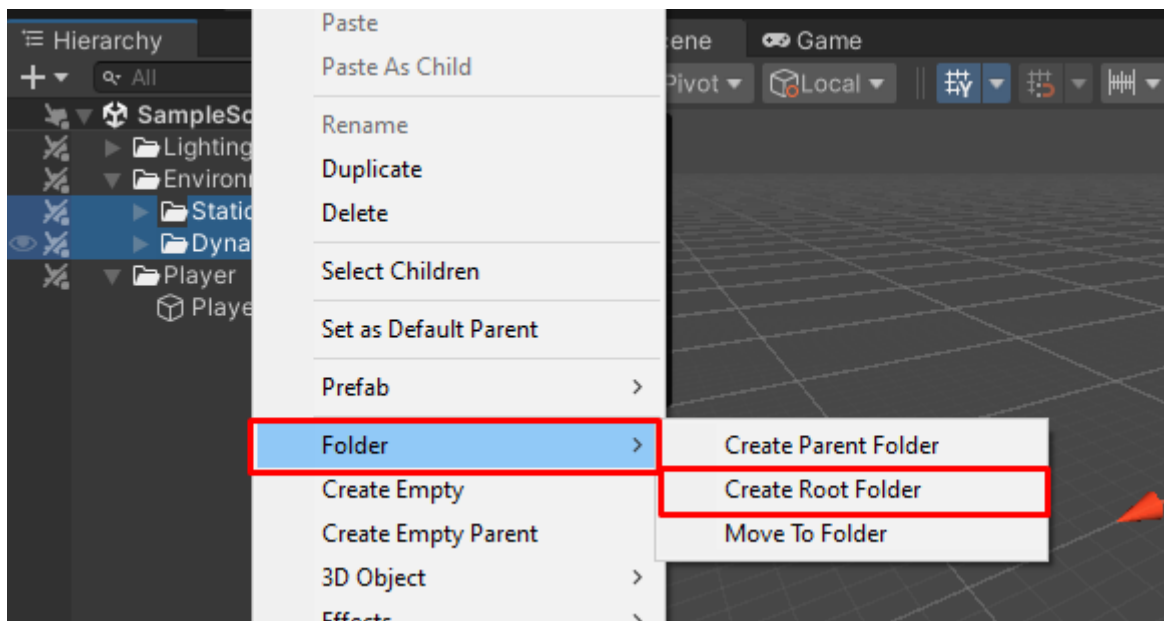
NB: While using multiple selections if a user selects parent and child also the folder option will not be enabled.

For Pro Version

Create Root Folder [Folder > Create Root Folder]**:** This option will create a folder on the hierarchy root and the select object/folders will be in the folder.
- To enable the option to select folder/object(single/multiple).

Create Parent Folder [Folder > Create Parent Folder**]:** This option will create a folder and the selected folder/object will be in the folder.

- To enable the option selected folder/object(single/multiple) will have a parent folder or object.
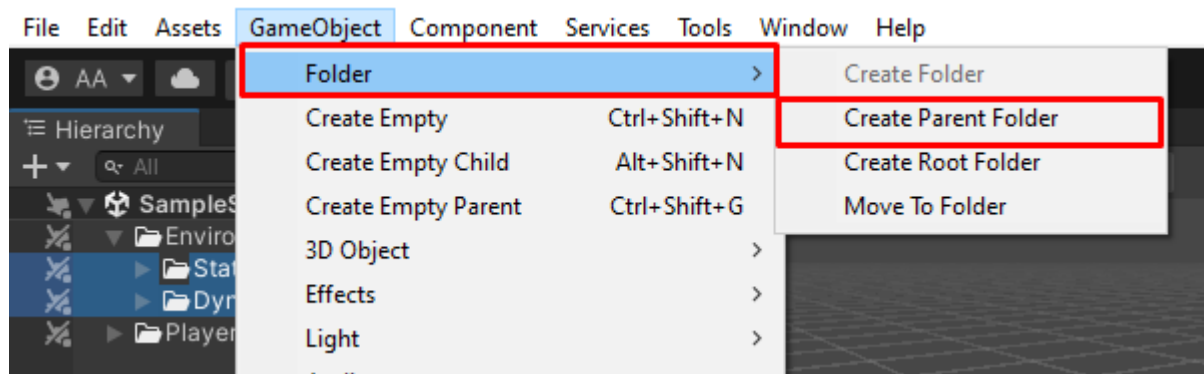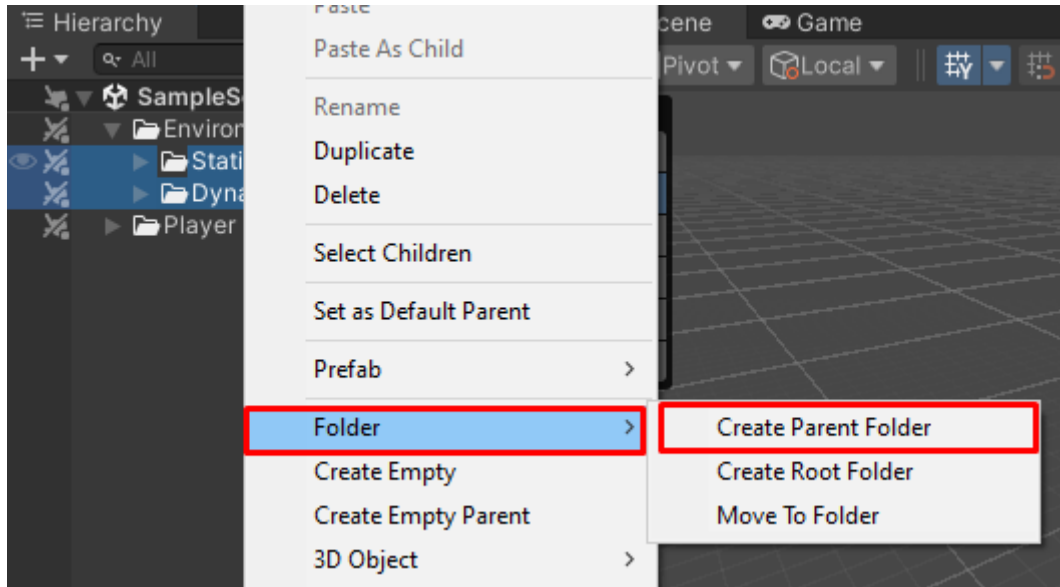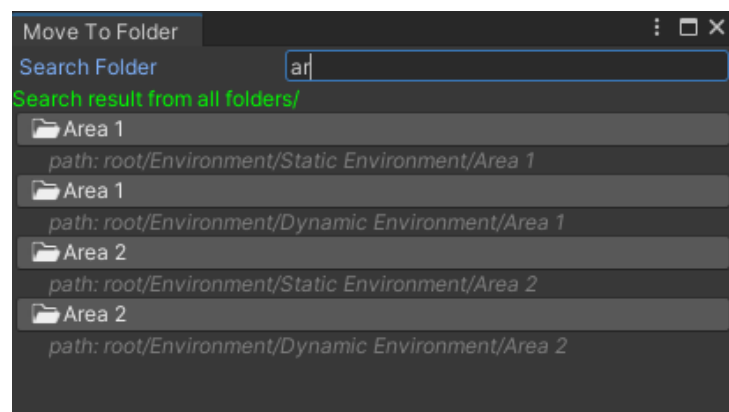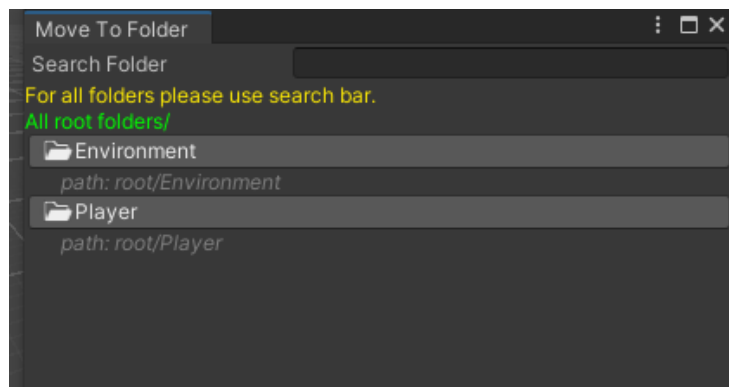
Move To Folder [Folder > Move To Folder**]:** This option will move the selected folder/object(single/multiple) to the folder we want.

- To enable the option to select folder/object(single/multiple).
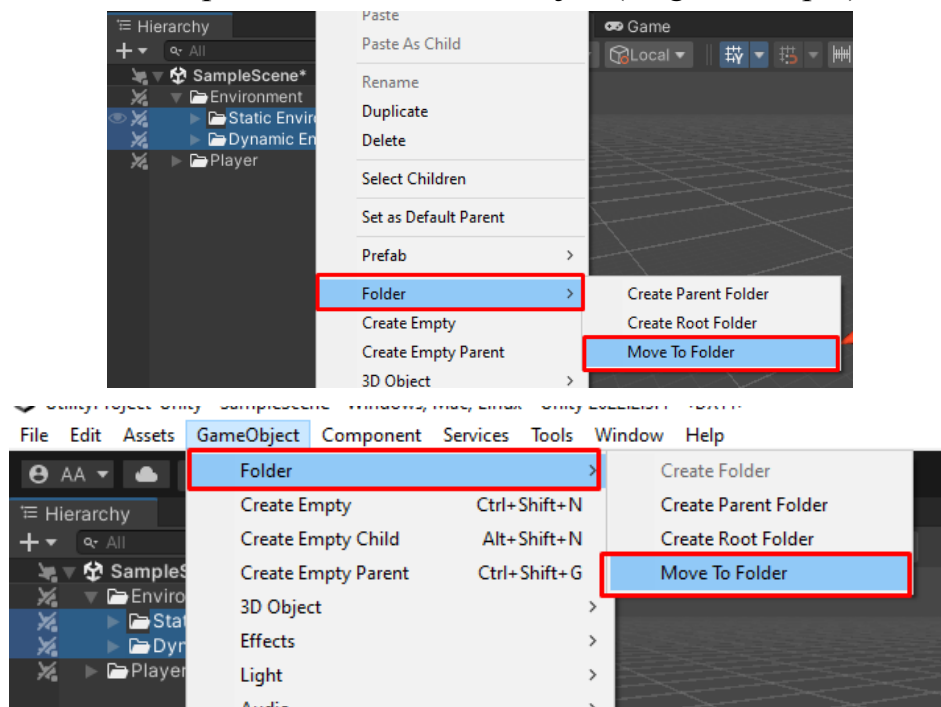
- The Move To Folder window first shows only root folders.
- The user search bar to find all folders also in every folder button below the user can the path of the folder.

Tips:
- If a user uses a folder system in a static object the performance will not affect. But in the dynamic object, it will cast like an empty GameObject.
- Be careful while using the move to folder option because undo option is still in development.

What coming in future updates:
- Color folder system.
- Smart folder searching.
- The folder extends and collapses visual change just like the Project option.
- Dynamic object performance issue optimisation.

Thank you