

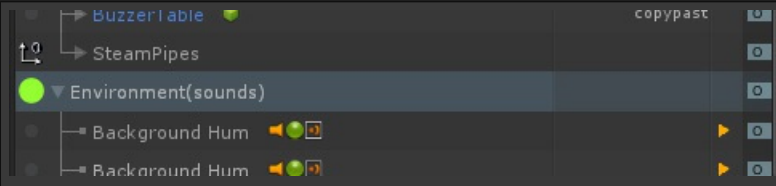
Icons of objects are displayed to the left of the object names.



By default, four kinds of icons can be displayed.

| | |
|--|--|
| | An ordinary object without an icon |
| | The object has no components and is used simply as a parent object |
| | The object is an instance of a prefab |
| | The object has missing components |

You can disable the display of these icons or resize in settings.



Also, you can assign your own icon for the object by left-clicking on the icon area.



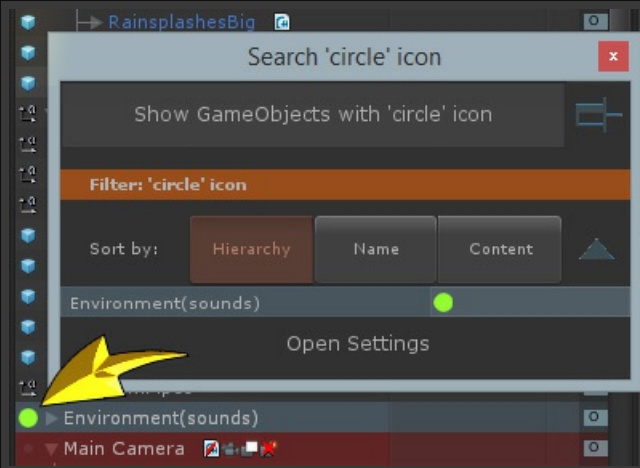
| | |
|------------|---|
| Other | Opens the window with the selection of the texture from the assets folder. The selected texture will be used as an icon |
| Icon Color | Sets the color of the displayed icon |
| None | Removes the assigned icon |
| | Built-in icons that will contain the name of the object and appear in the 'SceneView' window |
| | Built-in icons that will only be visible in the hierarchy |

| | |
|------------------------|--|
| | |
| Last Icons | Recently selected icons from the assets folder |
| Highlight Color | The backlight color of the object line |
| Text Color | The object's name color |
| Apply To Child | Applies the backlight color to all children |
| None | Removes the assigned backlight color |
| | Recently selected highlight or text colors |

Highlighting helps to quickly locate objects in the hierarchy window, which is convenient both for creating categories and tracking individual objects.



Right-click on the icon next to the object to open the object search window with the corresponding icon.



Note that the prefab icons are the same for all instances. To search for instances related to one particular prefab, use the prefab module on the right panel.