

Thanks for choosing LTS Organise!

This is a super lightweight and easy to use asset!

To get started simply press ALT + Left Mouse, on any GameObject in the hierarchy or Folder in the Project tab.

You are then able to select a colour and associated icon to be displayed.

If you would like to add additional colours or icons you can add them inside PaletteData.

```
public static readonly IReadOnlyList<string> IconNames = new[]
{
    "Folder Icon", "FolderEmpty Icon", "FolderFavorite Icon", "FolderOpened Icon",
    "SceneAsset Icon", "d_Settings@2x", "d_Favorite@2x",
    "d_PreMatCube@2x", "d_PreMatCylinder@2x", "d_PreMatQuad@2x", "d_PreMatSphere@2x", "d_SaveAs@2x",
    "Prefab Icon", "PrefabVariant Icon", "PrefabModel Icon", "GameObject Icon",
    "RectTransform Icon", "Avatar Icon", "AvatarMask Icon", "cs Script Icon",
    "ScriptableObject Icon", "DefaultAsset Icon", "TextAsset Icon",
    "Material Icon", "Shader Icon", "ComputeShader Icon",
    "AudioClip Icon", "AudioSource Icon", "AudioListener Icon", "AudioReverbZone Icon",
    "VideoClip Icon", "VideoPlayer Icon",
    "Texture Icon", "Sprite Icon", "SpriteAtlas Icon", "Cubemap Icon",
    "AnimatorController Icon", "AnimationClip Icon", "BlendTree Icon", "Motion Icon",
    "Canvas Icon", "CanvasGroup Icon", "Image Icon", "Text Icon",
    "Button Icon", "Slider Icon", "Toggle Icon",
    "Rigidbody Icon", "BoxCollider Icon", "CapsuleCollider Icon", "SphereCollider Icon",
    "MeshCollider Icon", "WheelCollider Icon", "SpringJoint Icon", "CharacterController Icon",
    "Camera Icon", "Light Icon", "ReflectionProbe Icon", "Skybox Icon", "LightProbeGroup Icon",
    "Terrain Icon", "TerrainData Icon", "TerrainCollider Icon",
    "ParticleSystem Icon", "d_RawImage Icon", "d_ShaderVariantCollection Icon", "Font On Icon", "d_Texture Icon",
    "Grid Icon", "Tile Icon", "Tilemap Icon", "TilemapRenderer Icon", "TilemapCollider2D Icon",
};

#endregion

/// <summary>
/// Add an additional line and adjust RGB32 values for the colours you want to use in Hierarchy Tab
/// </summary>
#region Hierarchy Palettes

private static readonly Color[][] _hierarchy =
{
    new[] { RGB32(23, 61, 45), RGB32(34, 92, 68), RGB32(47, 127, 90), RGB32(62, 145, 105), RGB32(78, 163, 120) },
    new[] { RGB32(16, 42, 67), RGB32(31, 59, 90), RGB32(46, 76, 115), RGB32(54, 85, 127), RGB32(63, 94, 138) },
    new[] { RGB32(41, 26, 54), RGB32(60, 41, 82), RGB32(80, 56, 110), RGB32(94, 66, 130), RGB32(107, 76, 150) },
    new[] { RGB32(75, 42, 20), RGB32(107, 59, 26), RGB32(138, 81, 36), RGB32(150, 95, 46), RGB32(173, 110, 57) },
    new[] { RGB32(71, 29, 36), RGB32(102, 44, 52), RGB32(135, 60, 68), RGB32(152, 72, 78), RGB32(169, 84, 87) },
    new[] { RGB32(19, 71, 71), RGB32(22, 102, 102), RGB32(29, 140, 140), RGB32(45, 155, 155), RGB32(60, 170, 170) },
    new[] { RGB32(71, 64, 19), RGB32(102, 92, 28), RGB32(136, 122, 38), RGB32(155, 138, 50), RGB32(171, 154, 61) },
    new[] { RGB32(20, 20, 20), RGB32(28, 28, 28), RGB32(35, 35, 35), RGB32(42, 42, 42), RGB32(50, 50, 50) }
};
```