Hierarchy2

Version 1.3 is still on the way to Asset Store, and not yet available …

| Overview | ChangeLog | FAQ | Support | GIF Help | Tutorial | New in v1.3 | Request |

Powerful extension to add the most demanding features to Inspector panel packed in a single, lightweight, concise and commented C# source code that fully integrated into Unity Editor
Buy on Asset Store or Discuss in Forum Thread

Features

- Lock any Game Object to prevent changes
- Combine (Hide) children for a tidy / clean / manageable view
- Display number of children (no more counting)
- One click to apply effects to siblings, children or parents
- Extra features available in context menus (right-click)
- Count of attached components, scripts and missing behaviours
- View / Open / Select attached scripts
- Reset local transform
- Undo supported
- Works with selection
- **Isolate Mode supported**

Usage

- **Basically there are 3 icons are toggle buttons,** click on (try it out, it's safe)
  - The lock icon to disallow / allow making changes to a GameObject
  - The eye icon to show / hide a GameObject
  - The child count (yes, click on the number) to combine / expand children
- **There is also batch mode to speed up your work flow,** when clicking an icon, holding down (again, it's safe, no worry)
  - **Ctrl** will apply the effects to children instead
  - **Alt** will apply the effects to all siblings
- **There are context menus with extra features, right clicking on each icon to** (it's really context sensitive so some options might not be visible depends on where you are) :
  - Lock / Unlock all GameObjects in the scene
  - Hide / Show all GameObjects in the scene
  - Hide / Show all Parents of current GameObject
  - Combine / Expand children of all levels (till the root)
- **There is enhanced context menu with visible shortcuts**
  - Add empty GameObject as child, siblings or parent
  - Reset transform
  - Select / Edit attached MonoBehaviors
  - Isolate modes
  - Camera look through / Capture scene Camera
  - Select / Break prefab instances

Category: Unity3d   Tags: editor, extension, hierarchy, plugin, unity3d