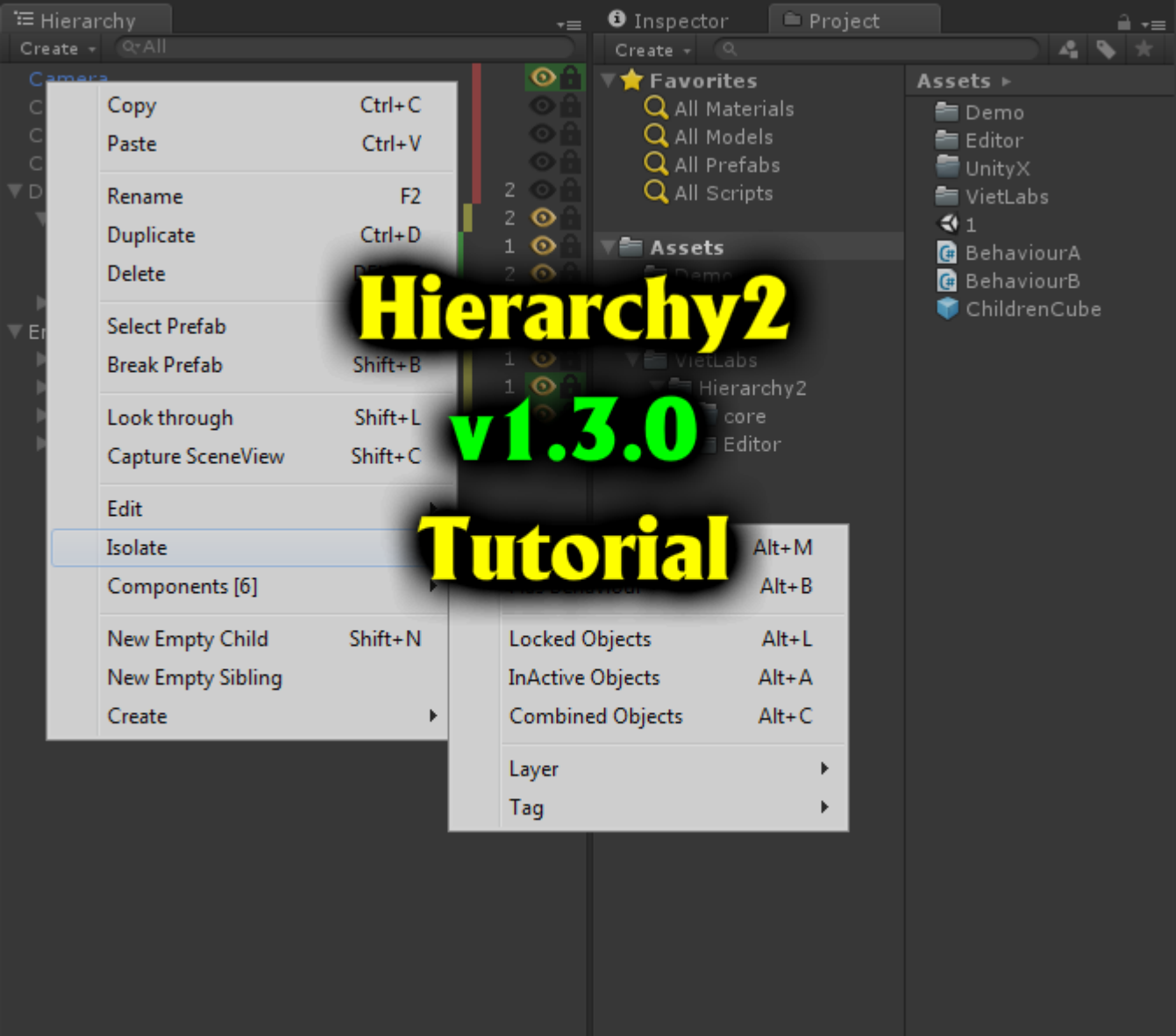
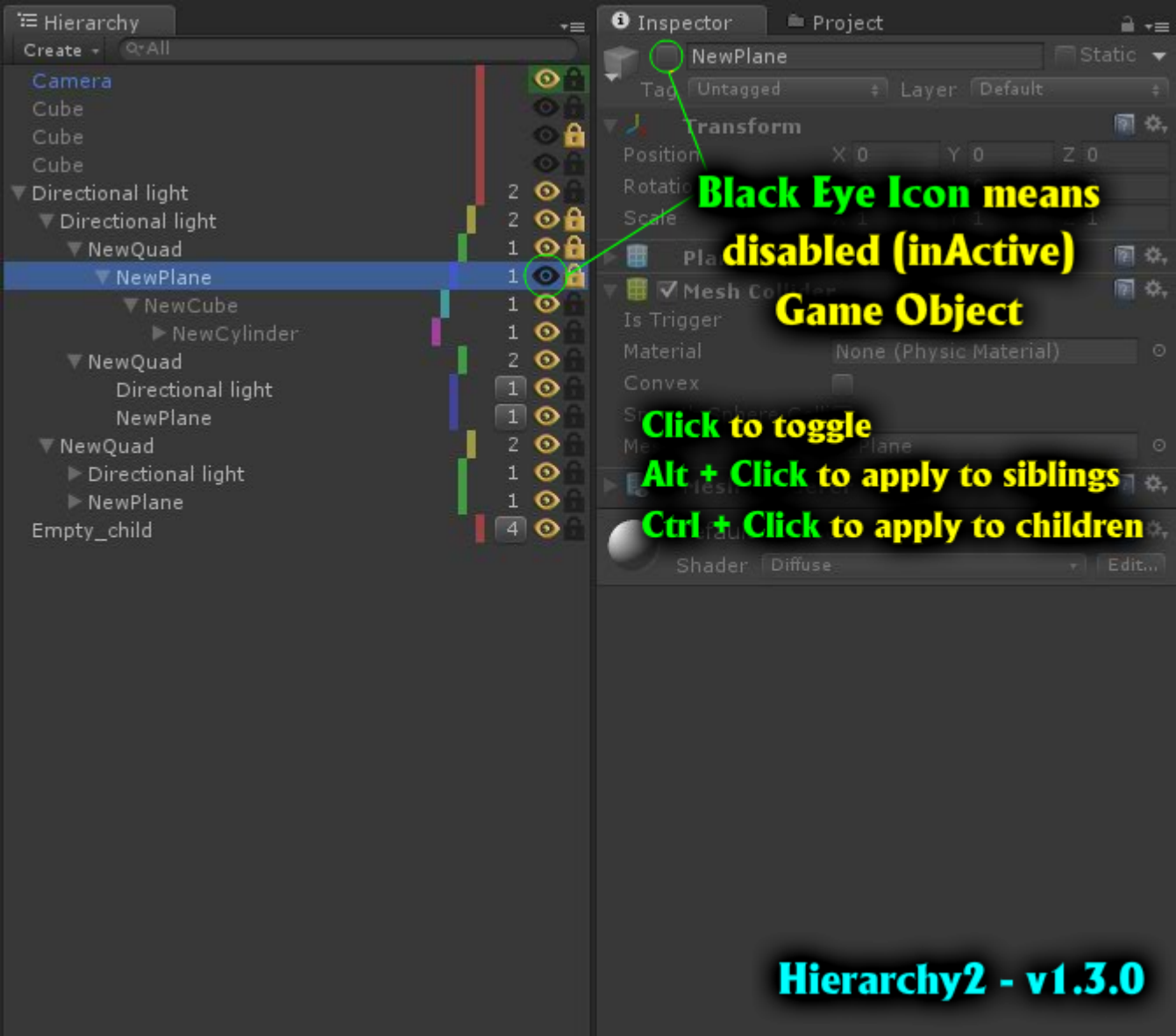
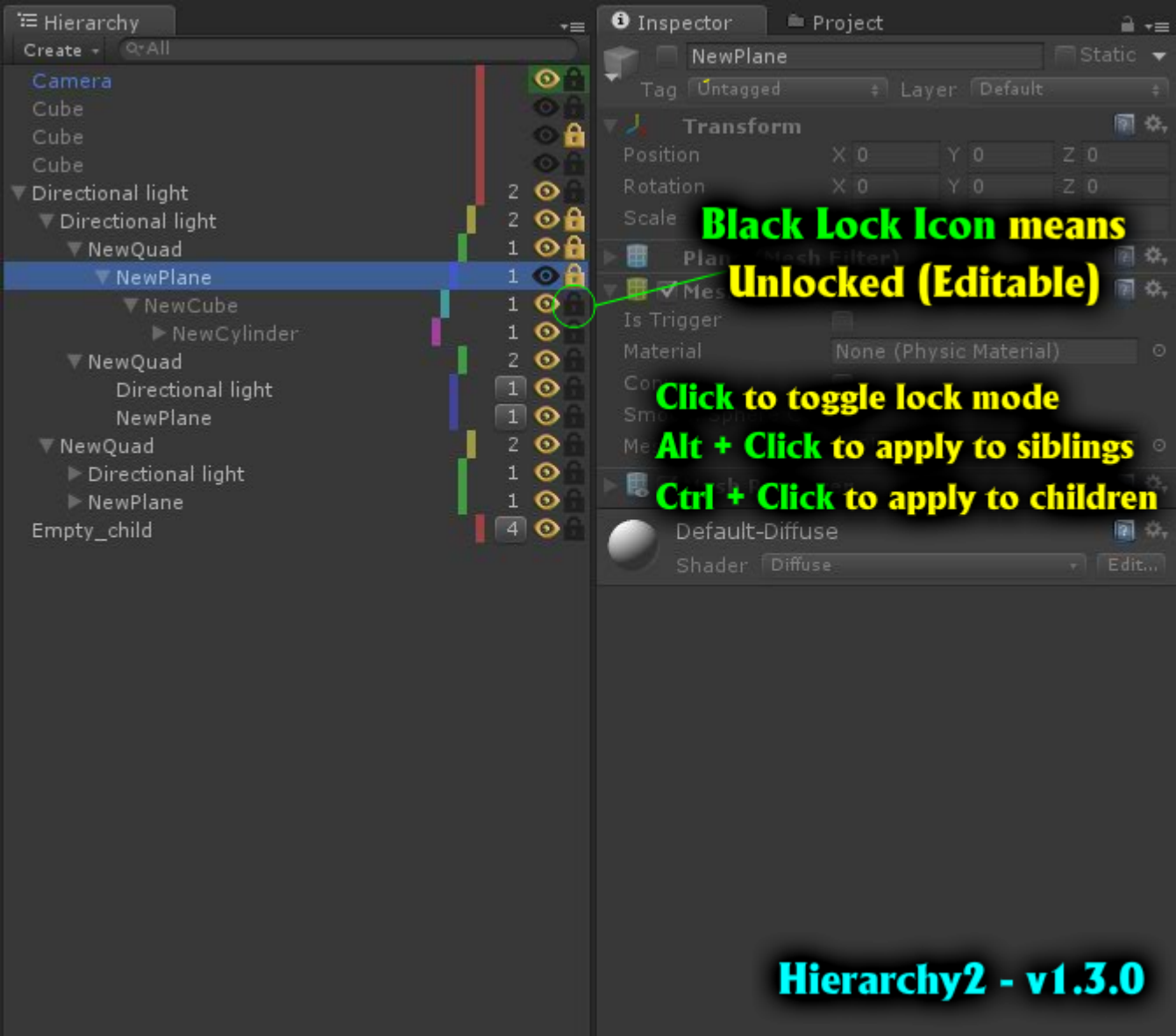
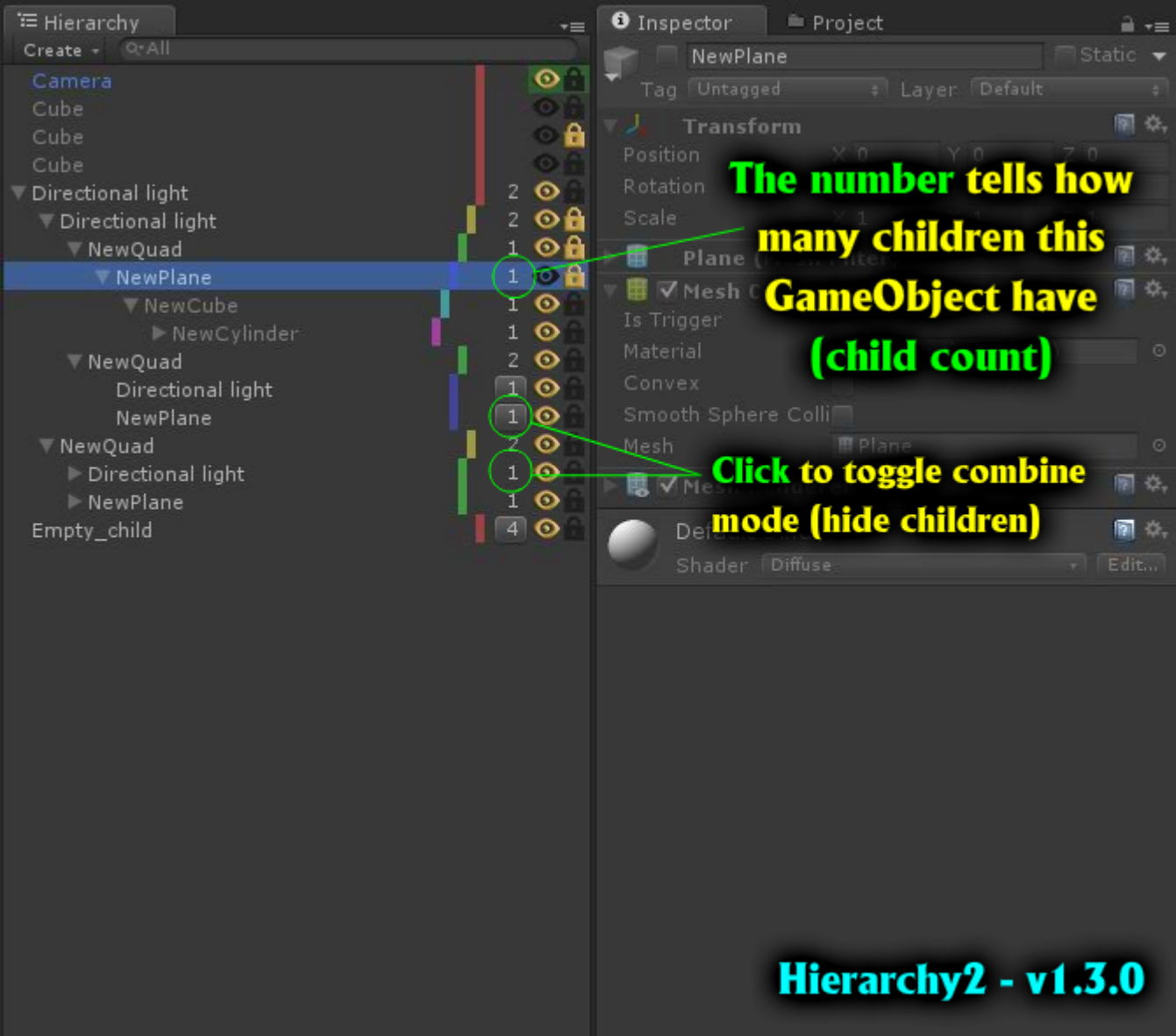
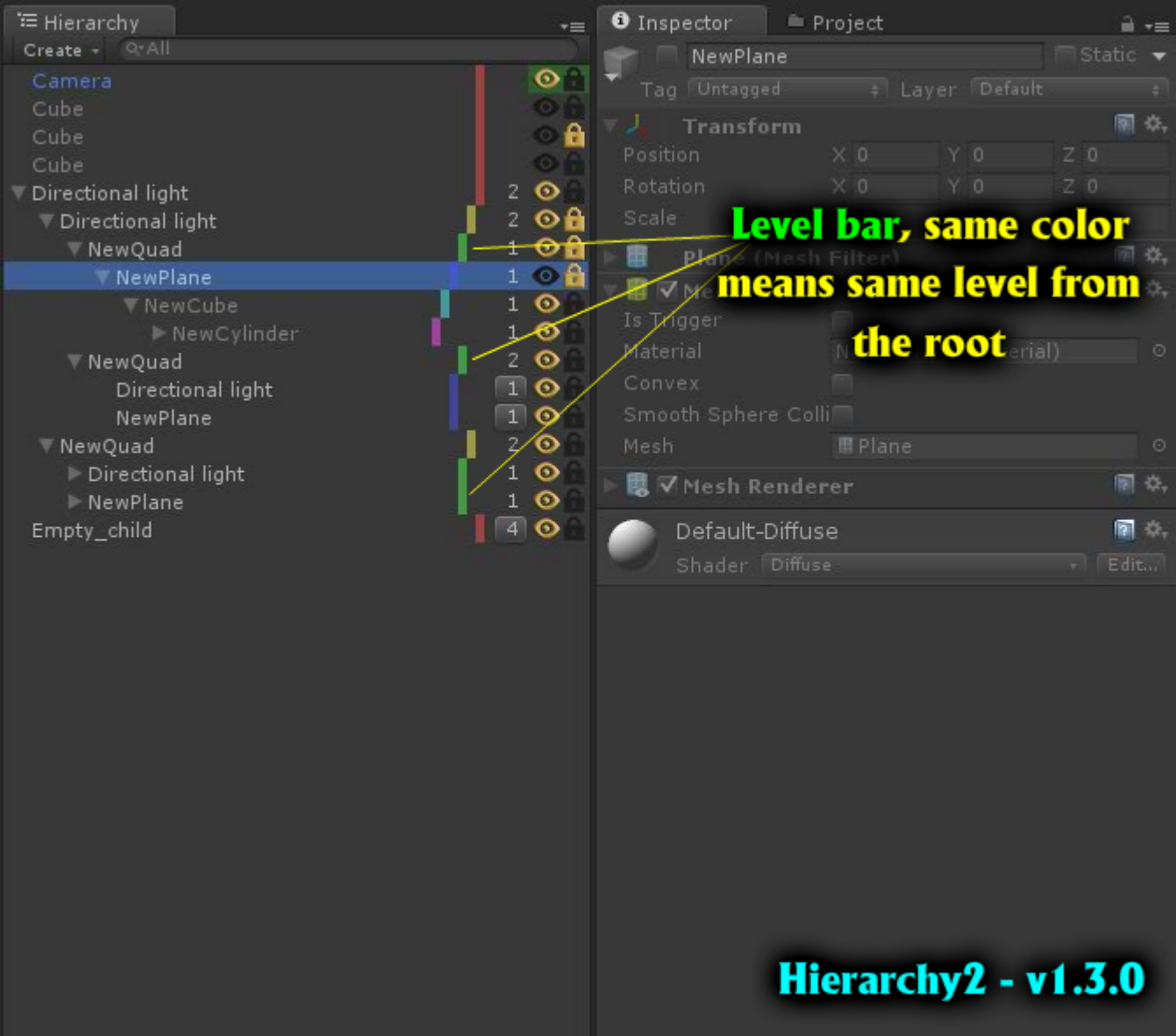
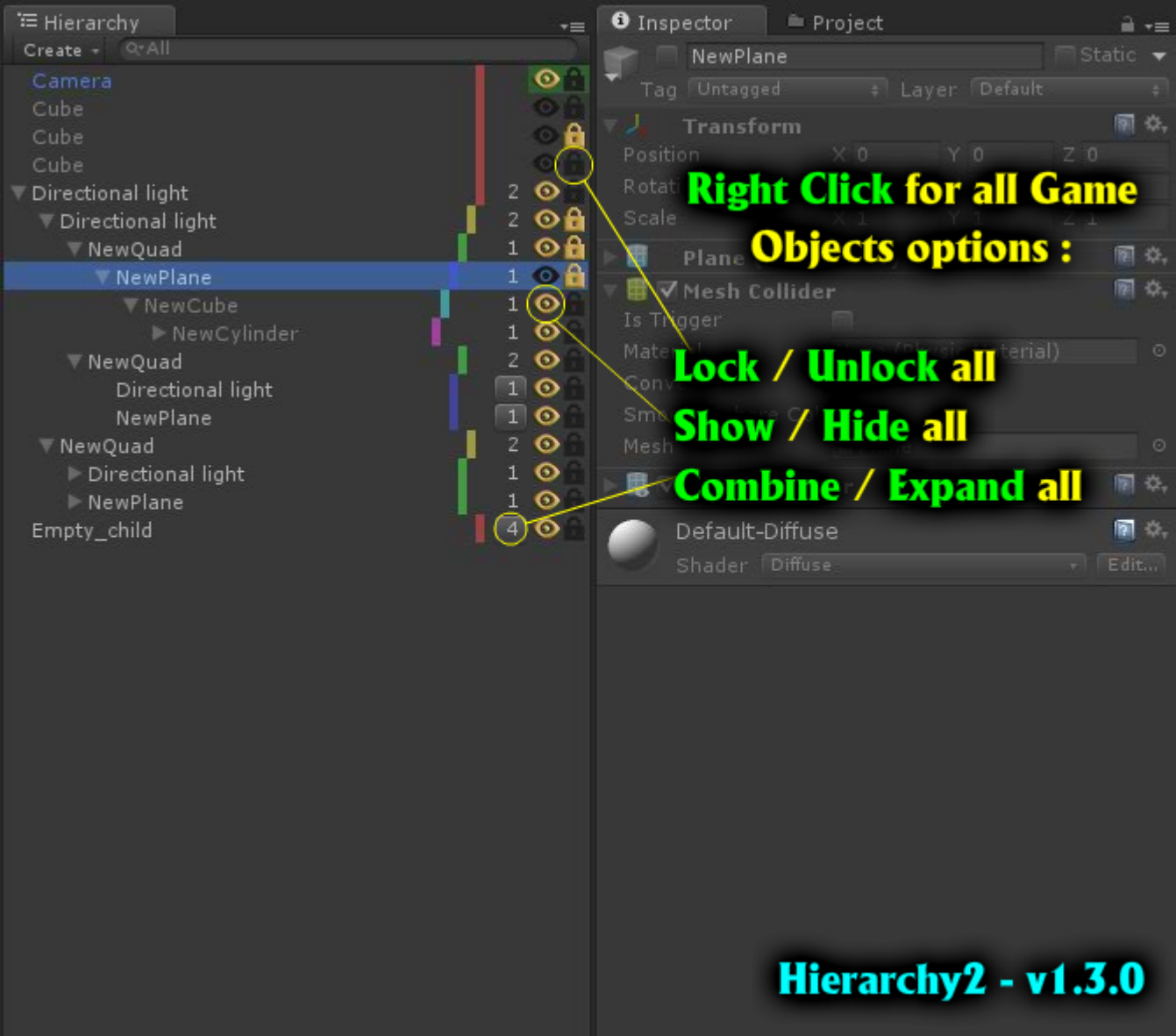

Hierarchy
Create
All
Inspector
Project
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Demo
Editor
UnityX
VietLabs
1
BehaviourA
BehaviourB
ChildrenCube
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate Alt+M
Components [6] Alt+B
New Empty Child Shift+N
New Empty Sibling
Create
Locked Objects Alt+L
InActive Objects Alt+A
Combined Objects Alt+C
Layer
Tag
Hierarchy2
v1.3.0
Tutorial

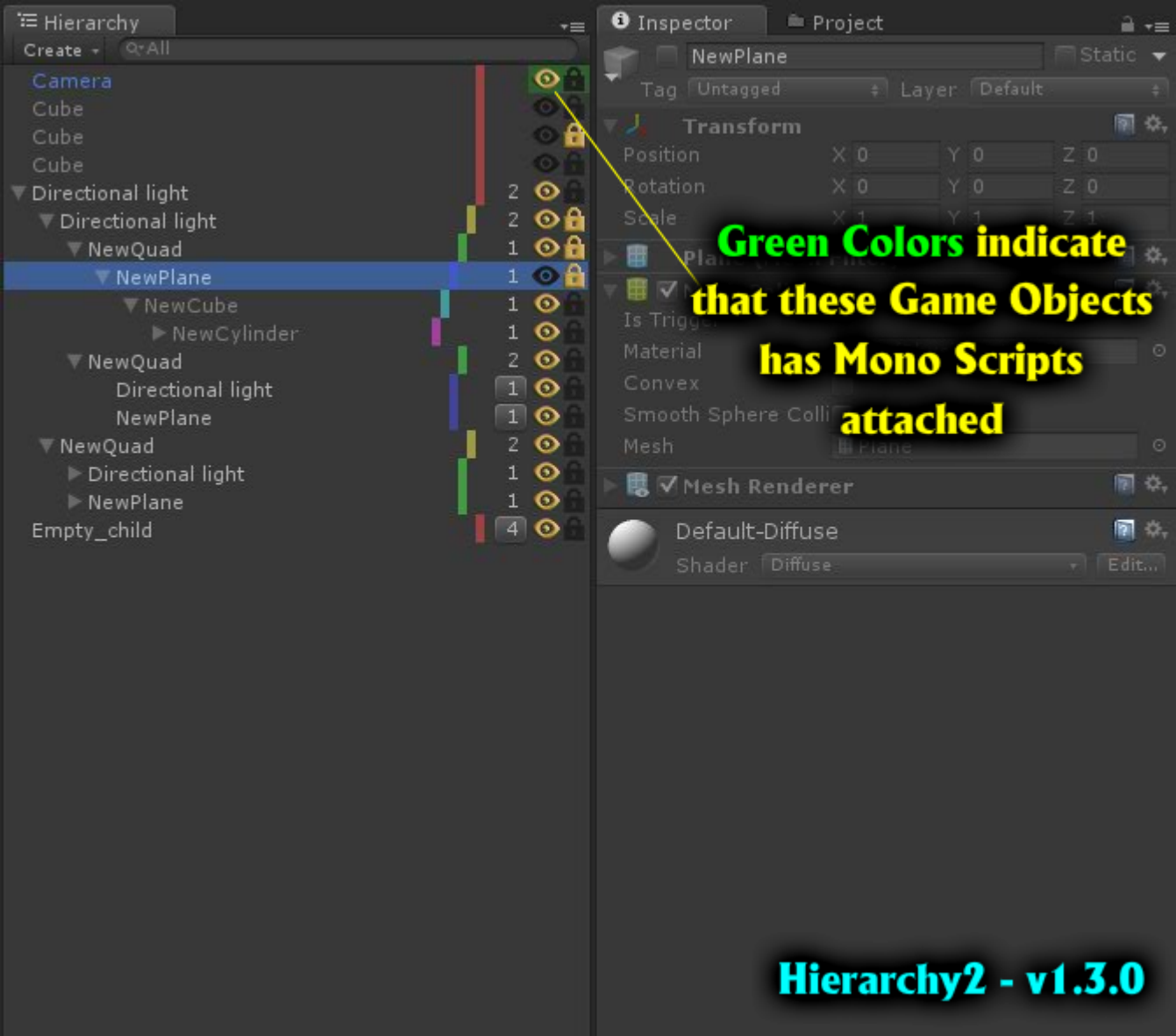

Hierarchy
Create
All
Camera
Cube
Cube
Cube
Directional light
Directional light
NewQuad
NewPlane
NewCube
NewCylinder
NewQuad
Directional light
NewPlane
NewQuad
Directional light
NewPlane
Empty_child
Inspector
Project
NewPlane
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Mesh Collider
Is Trigger
Material
None (Physic Material)
Convex
Shader
Diffuse
Edit...
Black Eye Icon means
disabled (inActive)
Game Object
Click to toggle
Alt + Click to apply to siblings
Ctrl + Click to apply to children
Hierarchy2 - v1.3.0

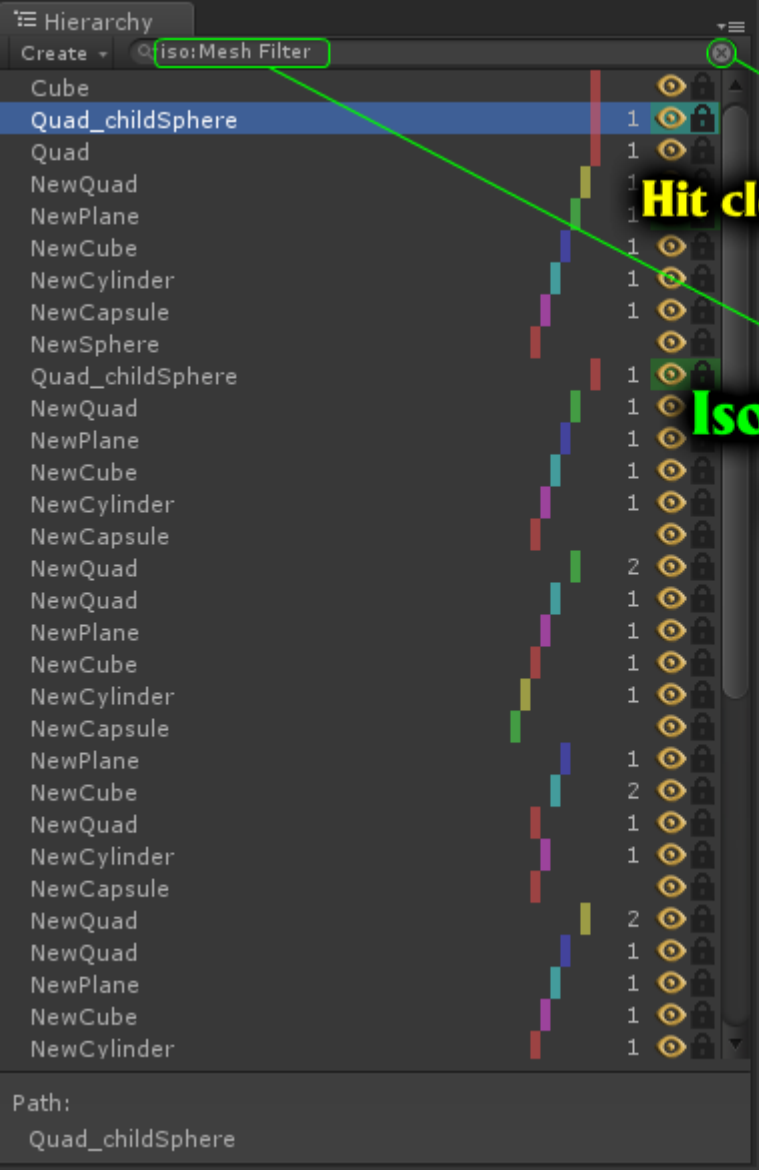

Hierarchy
Create
All
Camera
Cube
Cube
Cube
Directional light
Directional light
NewQuad
NewPlane
NewCube
NewCylinder
NewQuad
Directional light
NewPlane
NewQuad
Directional light
NewPlane
Empty_child
Inspector
Project
NewPlane
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Is Trigger
Material
None (Physic Material)
Default-Diffuse
Shader
Diffuse
Edit...
Black Lock Icon means
Unlocked (Editable)
Click to toggle lock mode
Alt + Click to apply to siblings
Ctrl + Click to apply to children
Hierarchy2 - v1.3.0


Hierarchy
Create
All
Camera
Cube
Cube
Cube
Directional light
Directional light
NewQuad
NewPlane
NewCube
NewCylinder
NewQuad
Directional light
NewPlane
NewQuad
Directional light
NewPlane
Empty_child
Inspector
Project
NewPlane
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Plane
Mesh
Is Trigger
Material
Convex
Smooth Sphere Colli
Mesh
Plane
Shader
Diffuse
Edit...
The number tells how many children this GameObject have (child count)
Click to toggle combine mode (hide children)
Hierarchy2 - v1.3.0


Hierarchy
Create
All
Camera
Cube
Cube
Cube
Directional light
Directional light
NewQuad
NewPlane
NewCube
NewCylinder
NewQuad
Directional light
NewPlane
NewQuad
Directional light
NewPlane
Empty_child
Inspector
Project
NewPlane
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Is Trigger
Material
Convex
Smooth Sphere Colli
Mesh
Plane
Mesh Renderer
Default-Diffuse
Shader
Diffuse
Edit...
Level bar, same color
means same level from
the root
Hierarchy2 - v1.3.0


Hierarchy
Create
All
Camera
Cube
Cube
Cube
Directional light
Directional light
NewQuad
NewPlane
NewCube
NewCylinder
NewQuad
Directional light
NewPlane
NewQuad
Directional light
NewPlane
Empty_child
Inspector
Project
NewPlane
Static
Tag
Untagged
Layer
Default
Transform
Position
Scale
Mesh Collider
Is Trigger
Default-Diffuse
Shader
Diffuse
Edit...
Right Click for all Game Objects options :
Lock / Unlock all
Show / Hide all
Combine / Expand all
Hierarchy2 - v1.3.0

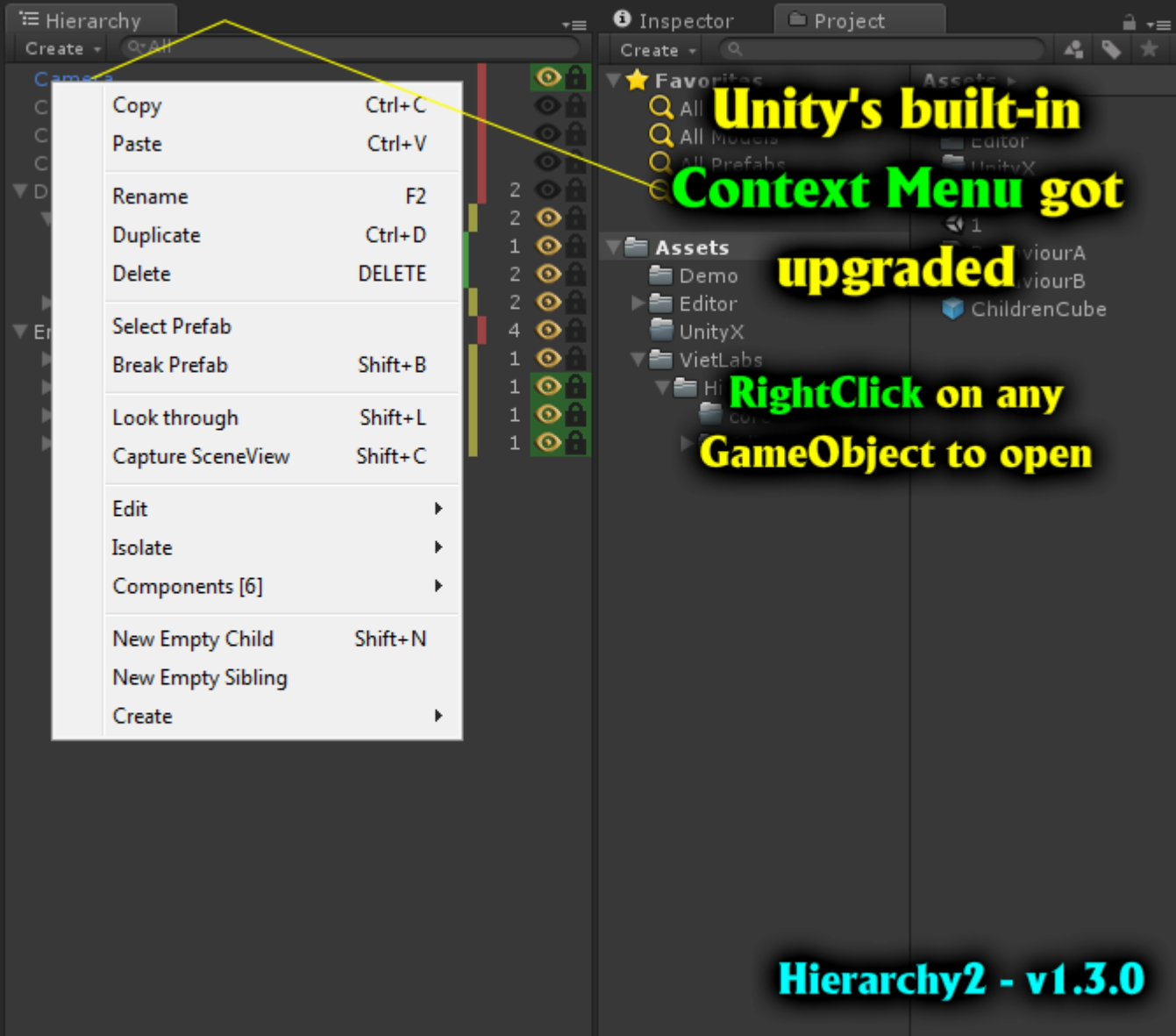

Hierarchy
Create
All
Camera
Cube
Cube
Cube
Directional light
Directional light
NewQuad
NewPlane
NewCube
NewCylinder
NewQuad
Directional light
NewPlane
NewQuad
Directional light
NewPlane
Empty_child
Inspector
Project
NewPlane
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Is Trigger
Material
Convex
Smooth Sphere Colli
Mesh
Mesh Renderer
Default-Diffuse
Shader
Diffuse
Edit...
Green Colors indicate that these Game Objects has Mono Scripts attached
Hierarchy2 - v1.3.0

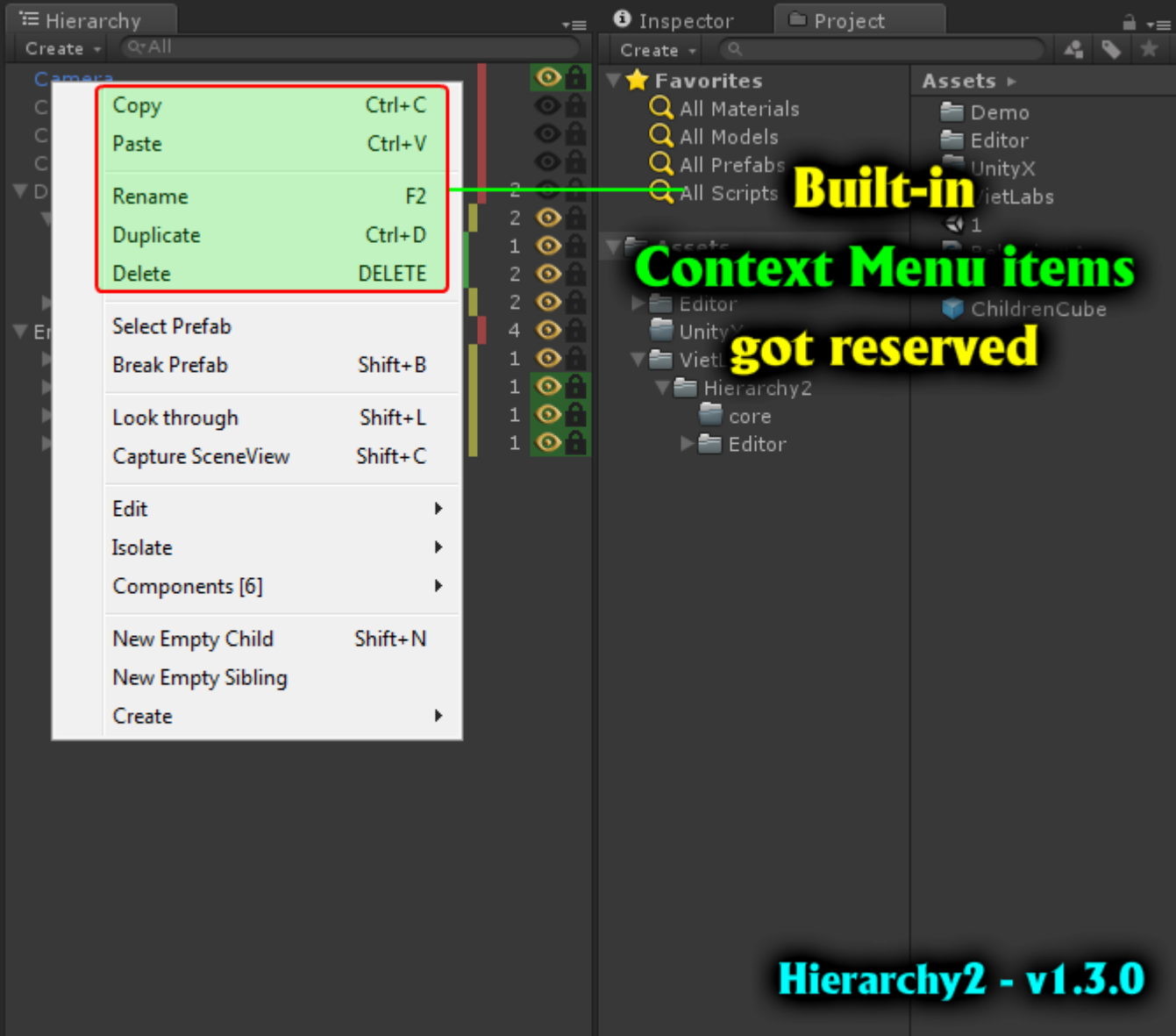


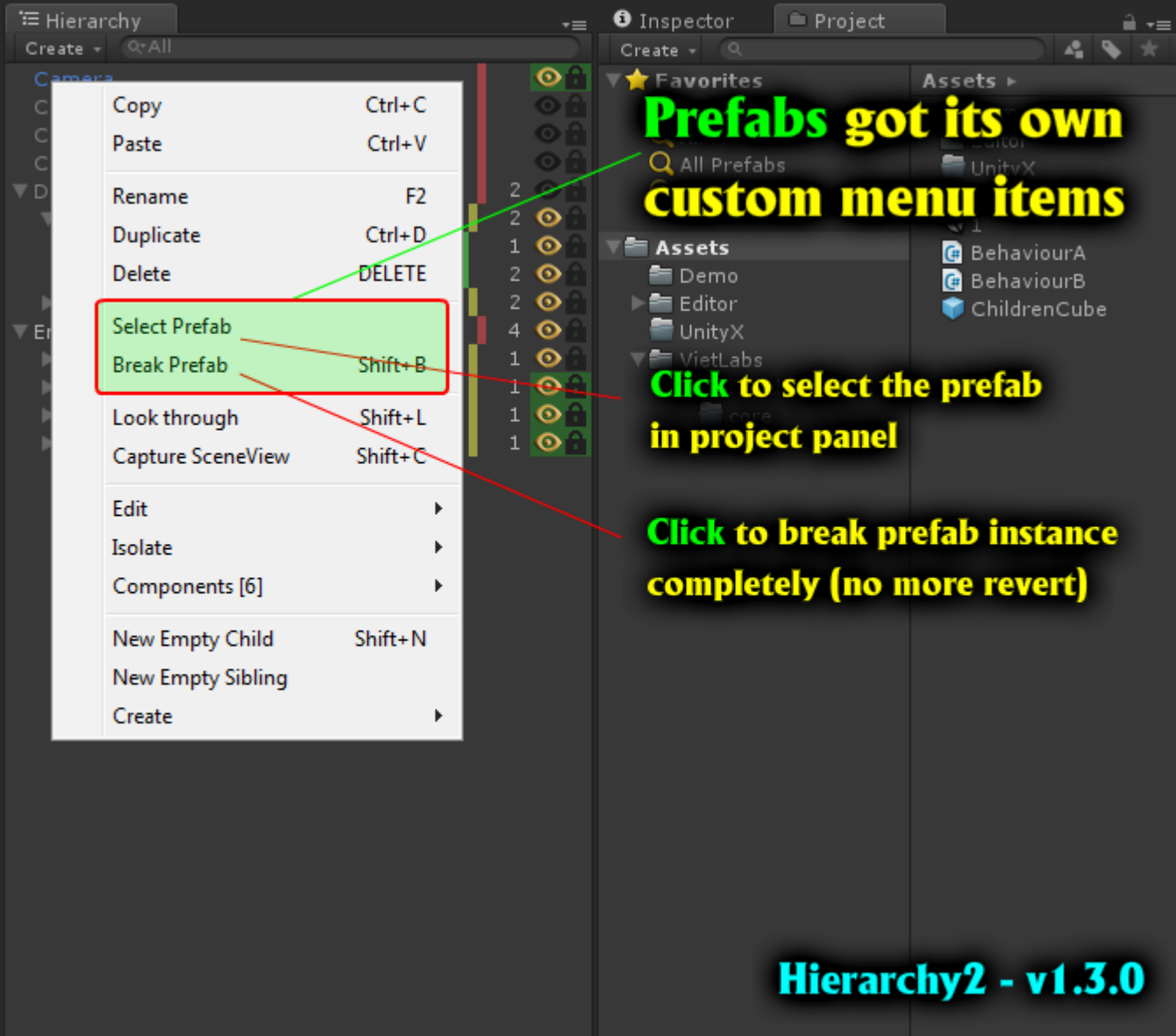
Hit close to stop Isolate mode

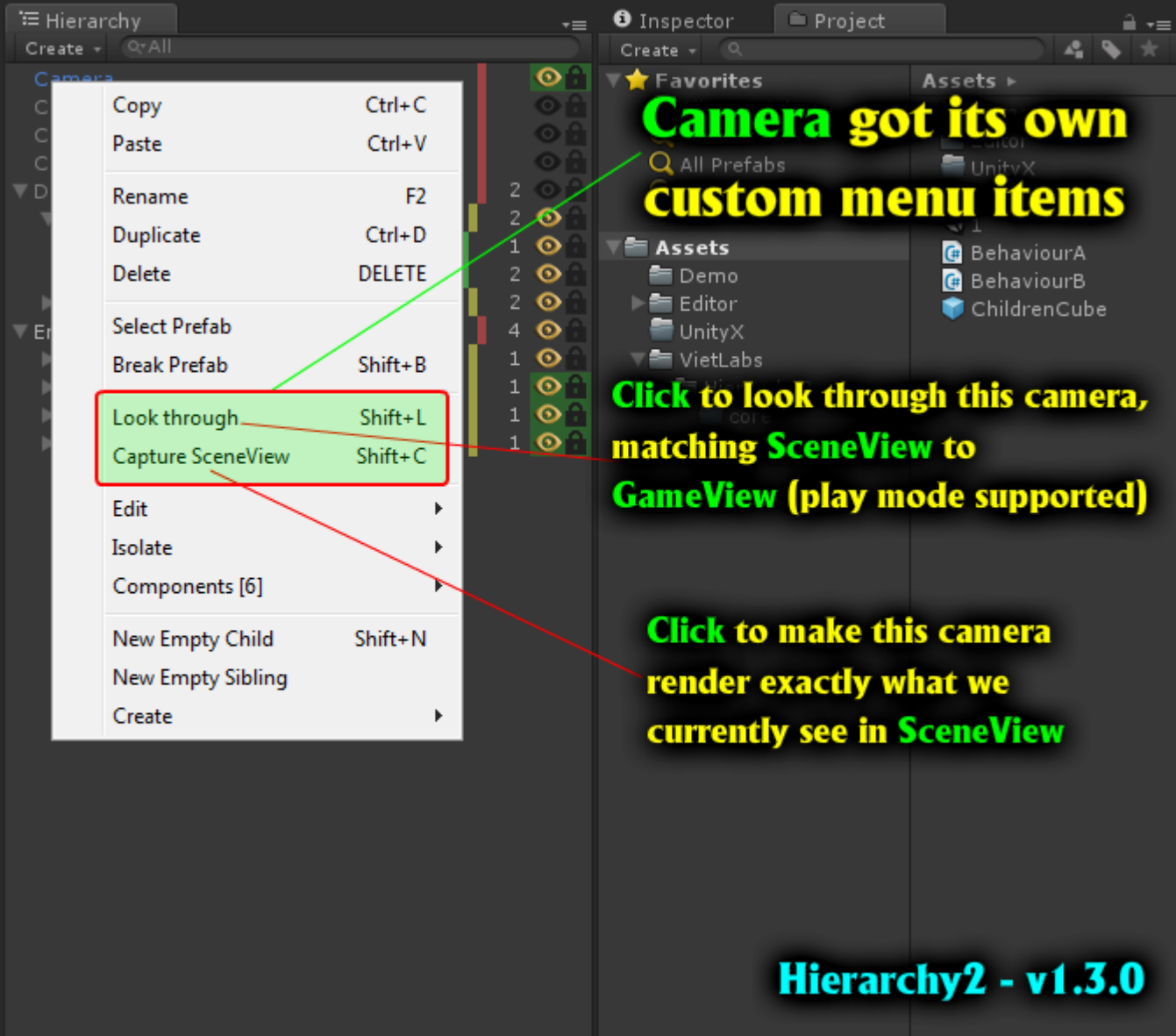
Isolate mode in Action
(mode InActive)

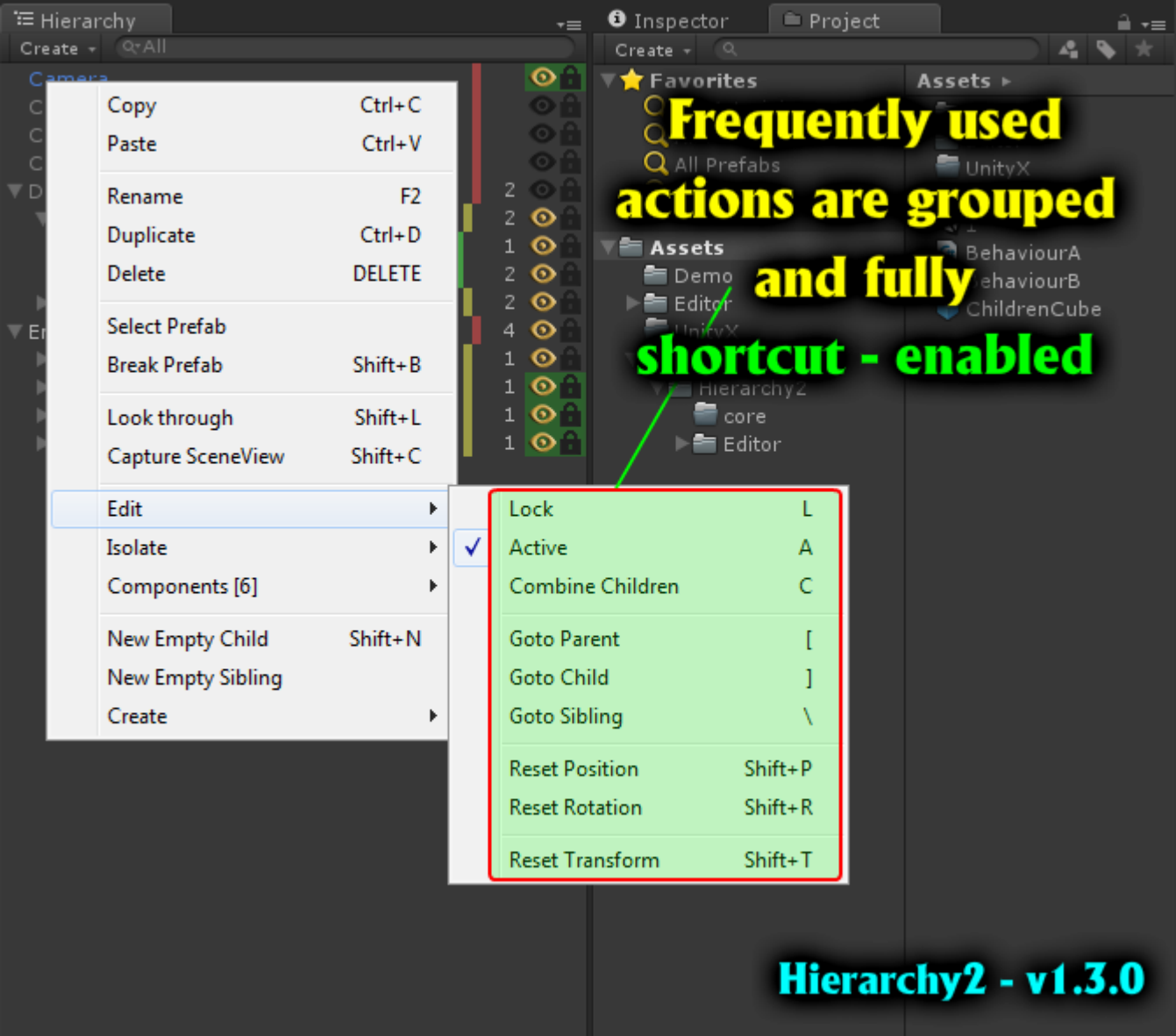
Hierarchy2 - v1.3.0

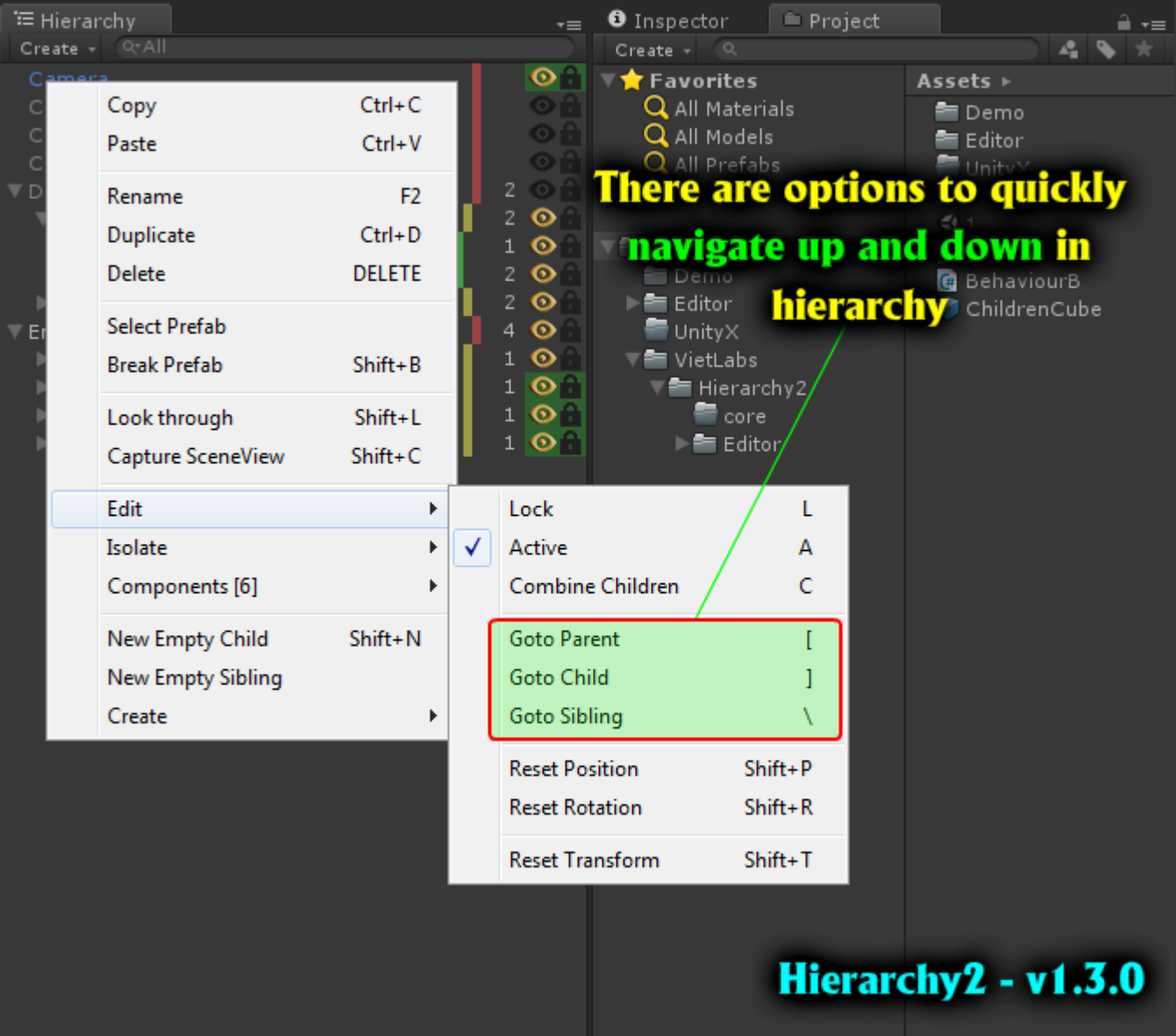

Hierarchy
Create
Inspector
Project
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
Favorites
Assets
Demo
Editor
UnityX
VietLabs
ChildrenCube
Unity's built-in
Context Menu got
upgraded
RightClick on any
GameObject to open
Hierarchy2 - v1.3.0

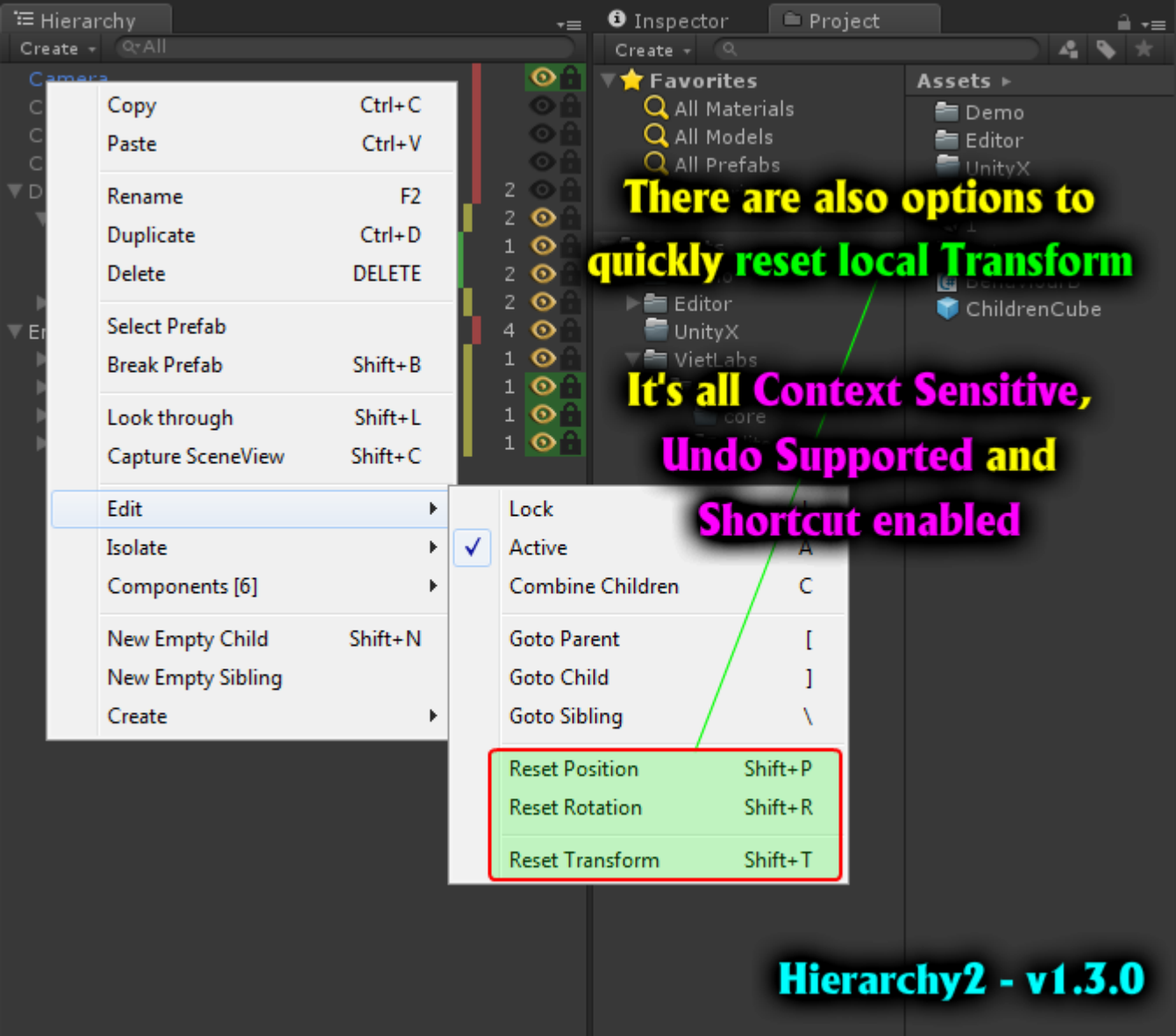

Hierarchy
Create
All
Inspector
Project
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Demo
Editor
UnityX
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
Built-in
Context Menu items
got reserved
Editor
UnityX
Hierarchy2
core
Editor
ChildrenCube
Hierarchy2 - v1.3.0

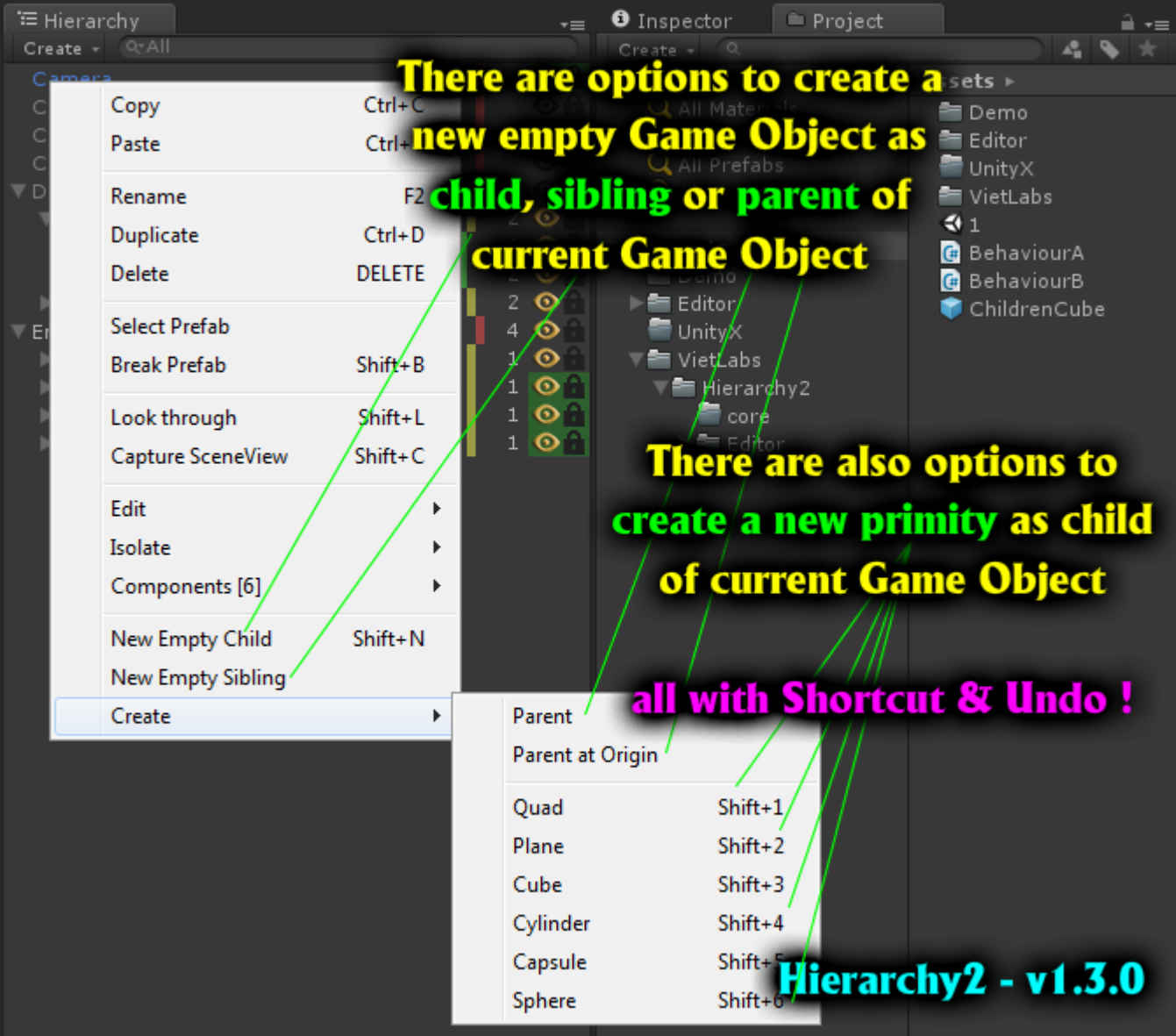

Hierarchy
Create
All
Inspector
Project
Favorites
All Prefabs
Assets
Demo
Editor
UnityX
VietLabs
BehaviourA
BehaviourB
ChildrenCube
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
Prefabs got its own custom menu items
Click to select the prefab in project panel
Click to break prefab instance completely (no more revert)
Hierarchy2 - v1.3.0

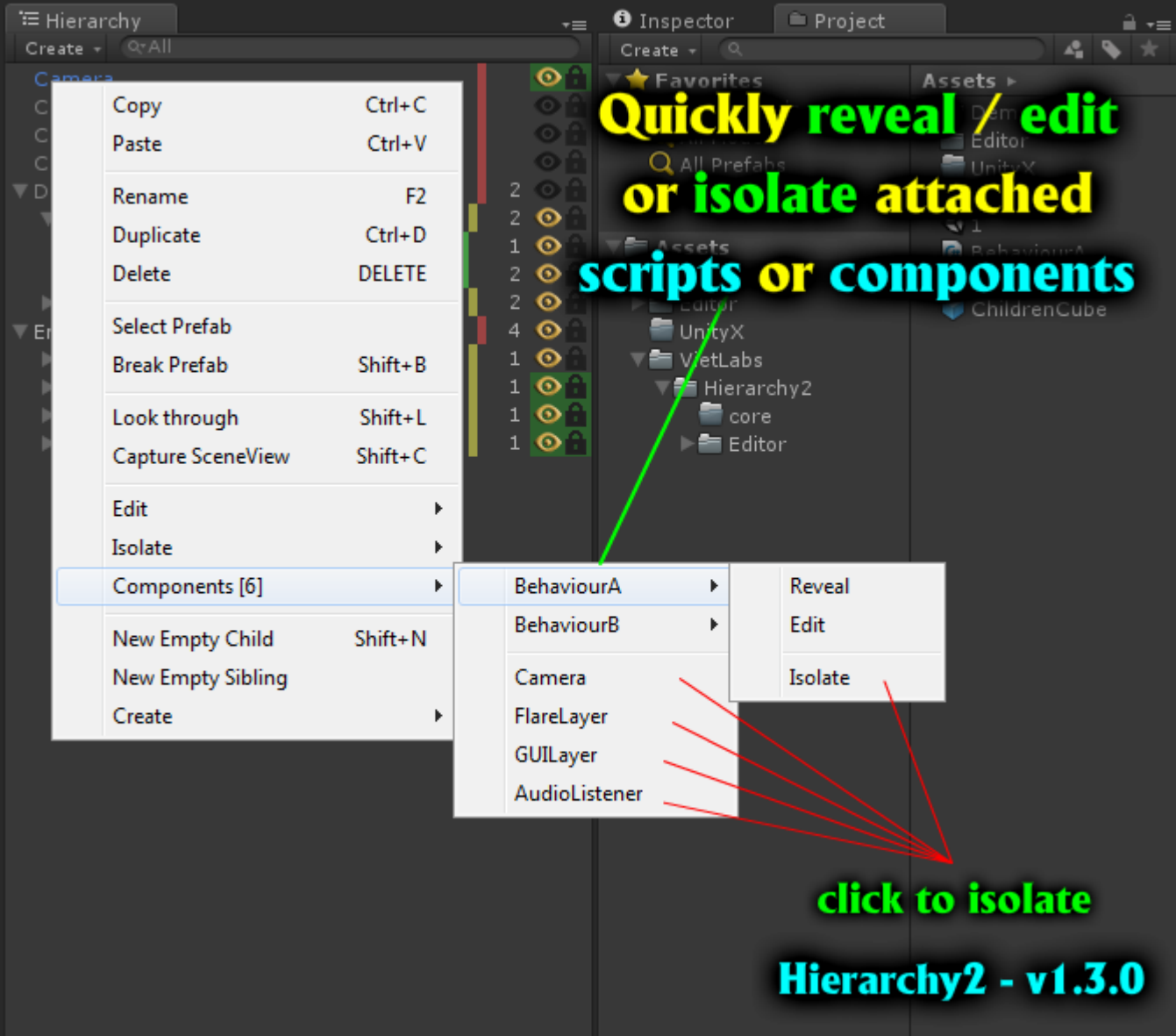

Hierarchy
Create
All
Inspector
Project
Favorites
All Prefabs
Assets
Demo
Editor
UnityX
VietLabs
BehaviourA
BehaviourB
ChildrenCube
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
Camera got its own custom menu items
Click to look through this camera, matching SceneView to GameView (play mode supported)
Click to make this camera render exactly what we currently see in SceneView
Hierarchy2 - v1.3.0

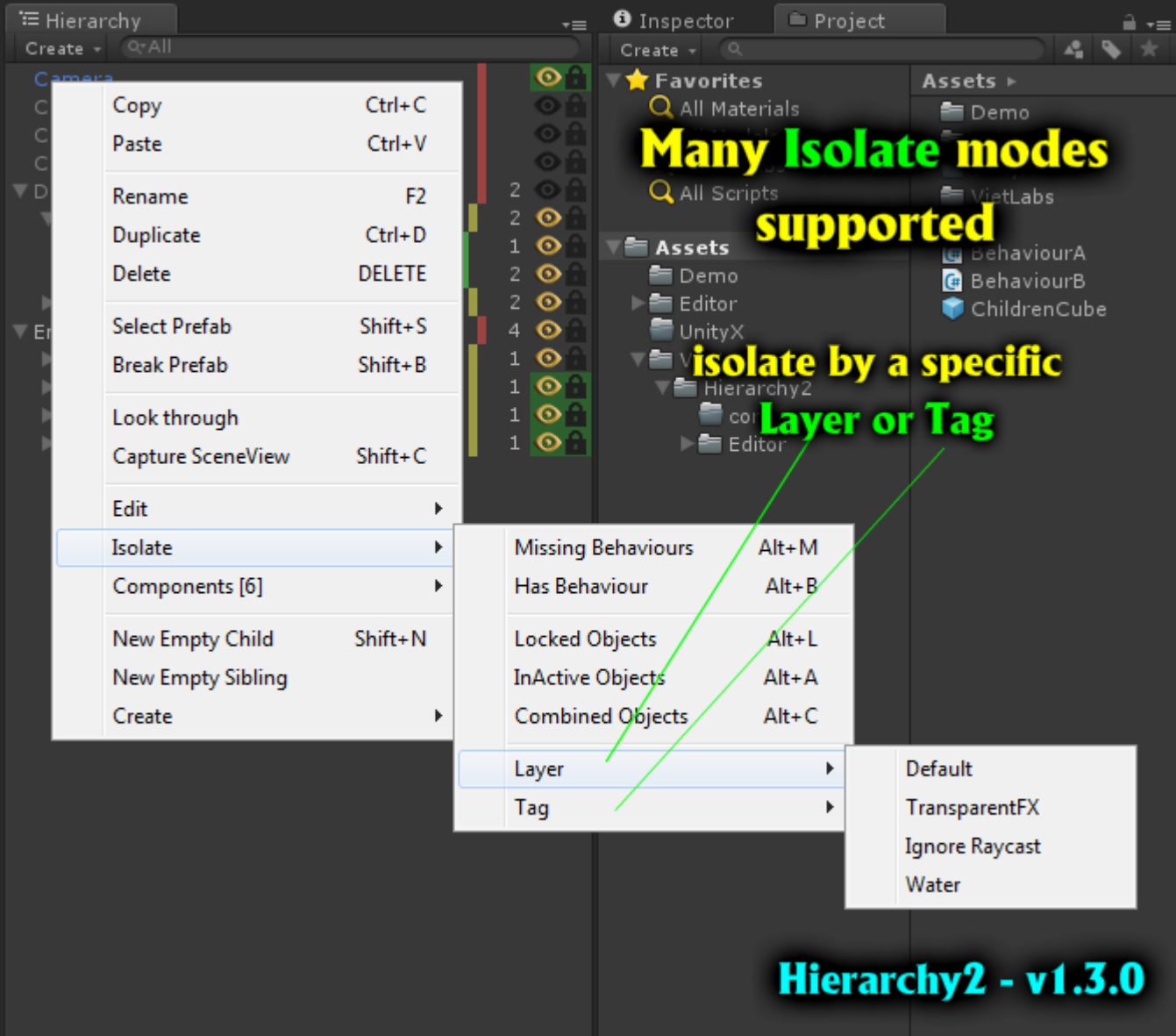

Hierarchy
Create
All
Inspector
Project
Favorites
All Prefabs
Assets
Demo
Editor
UnityX
BehaviourA
BehaviourB
ChildrenCube
Hierarchy2
core
Editor
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
Lock L
Active A
Combine Children C
Goto Parent [
Goto Child]
Goto Sibling \
Reset Position Shift+P
Reset Rotation Shift+R
Reset Transform Shift+T
Frequently used
actions are grouped
and fully
shortcut - enabled
Hierarchy2 - v1.3.0


Hierarchy
Create
All
Inspector
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Demo
Editor
UnityX
VietLabs
Hierarchy2
core
BehaviourB
ChildrenCube
There are options to quickly navigate up and down in hierarchy
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
Lock L
Active A
Combine Children C
Goto Parent [
Goto Child]
Goto Sibling \
Reset Position Shift+P
Reset Rotation Shift+R
Reset Transform Shift+T
Hierarchy2 - v1.3.0


Hierarchy
Create
All
Inspector
Project
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Demo
Editor
UnityX
Editor
UnityX
VietLabs
core
ChildrenCube
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
Lock
Active A
Combine Children C
Goto Parent [
Goto Child]
Goto Sibling \
Reset Position Shift+P
Reset Rotation Shift+R
Reset Transform Shift+T
There are also options to quickly reset local Transform
It's all Context Sensitive, Undo Supported and Shortcut enabled
Hierarchy2 - v1.3.0


There are options to create a new empty Game Object as child, sibling or parent of current Game Object
There are also options to create a new primity as child of current Game Object
all with Shortcut & Undo !
Hierarchy2 - v1.3.0
Hierarchy
Inspector
Project
Create
Copy Ctrl+C
Paste Ctrl+
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
Parent
Parent at Origin
Quad Shift+1
Plane Shift+2
Cube Shift+3
Cylinder Shift+4
Capsule
Sphere Shift+6
Demo
Editor
UnityX
VietLabs
1
BehaviourA
BehaviourB
ChildrenCube
Hierarchy2
core


Hierarchy
Create
All
Inspector
Project
Favorites
All Prefabs
Assets
Editor
UnityX
VietLabs
Hierarchy2
core
Editor
ChildrenCube
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab
Break Prefab Shift+B
Look through Shift+L
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
BehaviourA
BehaviourB
Camera
FlareLayer
GUILayer
AudioListener
Reveal
Edit
Isolate
Quickly reveal / edit
or isolate attached
scripts or components
click to isolate
Hierarchy2 - v1.3.0


Hierarchy
Create
All
Inspector
Project
Favorites
All Materials
All Scripts
Assets
Demo
Editor
UnityX
Hierarchy2
Editor
VietLabs
BehaviourA
BehaviourB
ChildrenCube
Copy Ctrl+C
Paste Ctrl+V
Rename F2
Duplicate Ctrl+D
Delete DELETE
Select Prefab Shift+S
Break Prefab Shift+B
Look through
Capture SceneView Shift+C
Edit
Isolate
Components [6]
New Empty Child Shift+N
New Empty Sibling
Create
Missing Behaviours Alt+M
Has Behaviour Alt+B
Locked Objects Alt+L
InActive Objects Alt+A
Combined Objects Alt+C
Layer
Tag
Default
TransparentFX
Ignore Raycast
Water
Many Isolate modes supported
isolate by a specific Layer or Tag
Hierarchy2 - v1.3.0