Hierarchy2

Posted on January 13, 2014

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

v1.3 (March 03, 2013)

- [NEW] Shortcuts everywhere
- [NEW] Look Through Camera
- [NEW] Capture Scene Camera
- [NEW] Break Prefab instance completely
- [NEW] Goto Parent / Child / Sibling
- [NEW] Create new primity from Context Menu
- [NEW] Isolate by attached Component
- [NEW] Isolate by Layer or Tag
- [ENHANCED] Works with selection
- [ENHANCED] Integrated with ContextMenu
- [ENHANCED] Isolate by Layer or Tag

v1.2 (Jan 25, 2013)

- [NEW] Visual hint for Objects that has missing scripts (red bar on the right)
- [NEW] Filter by a script (only show Game Objects that has a specific type)
- [NEW] Isolation mode

v1.1 (Jan 20, 2013)

- [NEW] Visual hint for Objects that has scripts attached (green bar on the right)
- [NEW] Advanced context menu on Ctrl + RightClick
- [NEW] Count of attached components, scripts and missing behaviours
- [NEW] Add empty child, sibling, parent
- [NEW] View / Open / Select attached scripts
- [NEW] Reset local transform
- [NEW] Undo supported

v1.0 (Jan 13, 2013)

- First release, support lock, visibility, combine children, hierarchy highlight
- Batch mode with modifier keys **Ctrl**, **Alt**
- Extra features in context menu

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