Hierarchy2

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

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Why it always hang a rather long time when I clicked on the gray eye icon to make the gameObject visible ?
When a GameObject is activated, all of its children got activated and for each gameObject in the hierarchy, the attached scripts get executed, components starts to work, camera gets rendering, editor scripts runs … so basically the more objects you have in the scene, the more time it takes to enable them

Why I can't select / delete / clone / focus on some of my GameObject in the scene ?
The locked GameObject does not handle any mouse interaction, unlock it first by clicking on the lock icon to the right. If you don't know where it is in the hierarchy, you can unlock the whole scene by rightclicking on any Lock icon and select Unlock All GameObjects

Will it be a version for 3.5 soon ?
Not very likely, until I see a huge demands for it, Unity3.5 handles Object Activation (Visibility) differently so it will takes more time to make it just work like this. But If it's really a must for you, raise your voice so I can consider working on it again.

Are there anywhere that I can turn off the lock, the eye or the child count ?
I don't see it's a really need to have feature, so I didn't do it. Currently there are no plan for it but you can still open the code and change the configuration variables on the top of the file, very little programming knowledge needed. But again, if it's a must for you, raise your voice !

I want to have some tweak to make the tool to work for my special case, can you do that ?
Basically the package is provided as-is. If your specific needs is also applicable for others, I'd gladly to help. If not, you can either open the source and modify it the way you want, or contact me for a quote.

When I open the project all the combined children are missing, locked objects can not be edit any more, what can I do now ?
Calm down, everything is still fine, make sure that there are no compiling error in the editor. Usually when you changed the scripts, Unity got to compile everything again included Hierarchy2's source code (even if you didn't touch Hierarchy2's source code), so it's normal to fix all the script errors then everything would be working fine, the icons will show up again, allow you to making changes.

When my coworker open the project on his computer, he can not edit the locked nor did he see the combined children, so he can not making changes, what's next ?
You can either tell him to import the free version of Hierarchy2 or remember to unlock all, expand all (choose from context menu, right click on the child count number & the lock icon)

Some options disappear in the context menu, for example, show all children, lock all GameObjects, … how can I do it ?
Basically when there are mixed locked / unlock or hidden / shown gameObjects in the scene, I chose to display only one option (for performance reason, I can tell if you're really care). Please tell me if you really need to have both options in that case, or you just want two options all the time.

Sometimes undo does not seem to work (after reset transform / scale / rotation / position …) ?
Currently Unity 4.3's undo system does not work on prefab that are missing referenced from project. I already submit a bug report to Unity and it may takes sometimes before it got fixed. In the mean time, you can either break prefab instance or drag and drop the prefab into the Project panel to create a new prefab then Undo system will works perfectly.

Why it's not working in Unity 4.2 ?
Unity 4.3 has a new Undo system that completely different from previous versions, supporting previous versions will takes some more time and I'm not sure how many users out there still sticking with Unity < 4.2 so this version is for 4.3 only. If you want to have it support for 4.2, please raise your voice. I did have a plan for supporting version 4.0+ but it's in lower priority so it hasn't been done yet.