

# Hierarchy Auto Organizer for Unity

## Features

- Auto-detect and group Environment objects
- Organize UI Canvases into a UI Root
- Detect & group commonly used empty Transforms and Manager objects
- Custom grouping by Name or Tag
- Exclude specific GameObject tags from grouping
- Undo support for all hierarchy changes
- Smart deletion of unused empty GameObjects
- Clean, responsive Editor window with tooltips and grouping options

## Installation

1. Clone or download this repository.
2. Copy the 'HierarchyAutoOrganizer' folder into your Unity project's 'Assets/Editor/' directory.
3. Open Unity.
4. Go to Tools > Hierarchy Organizer from the top menu bar.

## Usage

Quick Overview:

- Remove Unuseful GameObjects: Deletes unused empty GameObjects.
- Auto Arrange Useful Empty GameObjects: Groups Transforms and Managers.
- Auto Arrange UI Elements: Moves canvases under UI root.
- Auto Arrange 3D Environment: Moves meshes under an Environment root.
- Auto Arrange Environment Children: Groups environment objects by name or tag.

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## Grouping Options

Group By:

- Name: Groups like 'Tree\_01', 'Tree\_02' into 'Tree'
- Tag: Groups by GameObject tag

Exclude Tags:

- Add any tags like 'Player' to skip those from auto-grouping.

## Folder Structure

Assets/

Editor/

    HierarchyAutoOrganizer/

        Scripts/

        Icons/

        README.md

## Best Practices

- Use 'Generate Empty Marker' for labeled separators.
- Commit your scene before organizing.
- All changes use Undo to remain safe.

## Future Features

- Grouping profiles using ScriptableObjects
- Material and Layer-based grouping

# Hierarchy Auto Organizer for Unity

- Scene-wide search and filtering
- Icon support in the hierarchy

## Contributing

Pull requests and suggestions are welcome via GitHub Issues.

## License

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