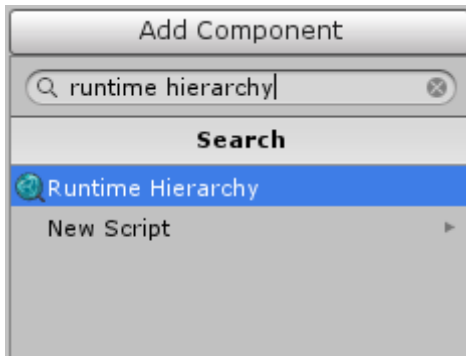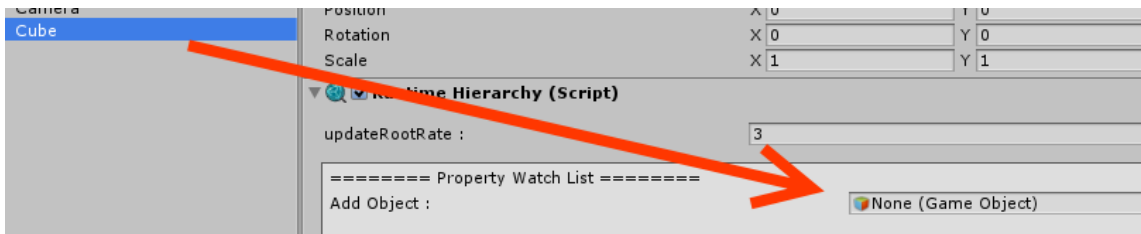# Runtime Hierarchy

How to Use:

1. Create a game object and add RuntimeHierarchy component to it.

2. It will automatically draw a runtime GUI.
3. If you want to close it, just simply destroy or disable the game object.

Add Property to Watch List (In editor):

1. Select RuntimeHierarchy in scene.
2. Drag target (the object you wish to inspect) game object into "Add Object" field.

3. Select the property, and click "Add" button.
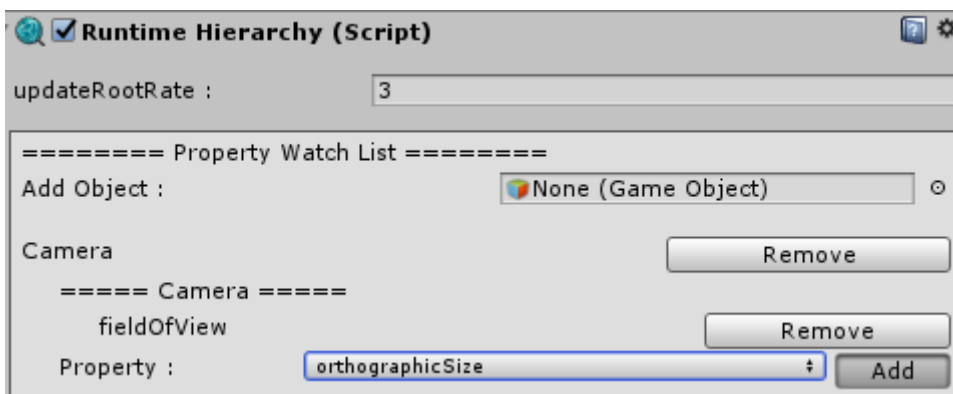
About Material Data:

Material Data is a helper asset for MaterialViewer, it contains shader names/properties.

It has only one option (Auto Collect Shader Property When Build), which will automatically get shader names/properties when building player.

(You can right click on inspector and select Debug to see all names and properties)

Scripting:

1. Auto inspect custom property:

   Add [RHierarchy.Draw] attribute to the property.

2. Adding property to watch list.

   Using method RuntimeHierarchy.AddProperty().

   (See RHierarchy.DemoClass for more information.)