# Hierarchy Designer

*(Current Version: 1.0.3)*

*Warning: This documentation is slightly outdated due to the constant changes and updates of Hierarchy Designer. It will be updated and improved soon.*

Develop by: Verpha

Made for: Unity Engine

VerphaSuporte@outlook.com

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# Hierarchy Designer Summary

Hierarchy Designer is an Editor Tool designed to enhance your Hierarchy Window. Hierarchy Designer was developed to facilitate the recognition of GameObjects and workarounds in the Hierarchy window. The goal of Hierarchy Designer is to make the Hierarchy window a clean, organized, and easy-to-use environment, especially for helping with large scenes and projects. Hierarchy Designer is currently in development, which means that more features and improvements will be added. Hierarchy Designer, besides the folders' runtime script, is an editor-only plugin, and it will NOT affect your project, settings, or build.

# How To Use
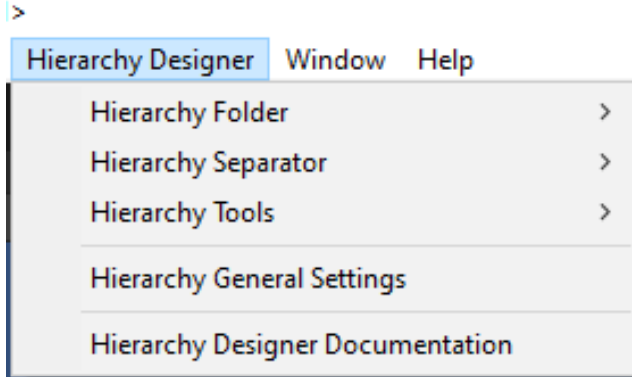


All features are located in the **'Hierarchy Designer'** tab on Unity's **Editor Top Bar**, next to the Window Tab.

**| Shortcuts Available:**

*Hover over a gameObject in the Hierarchy and press:*

- [Mouse 2 (Scroll Wheel Click)] to **Enable/Disable**
- [F1] to **Lock/Unlock**
- [F2] to **change** the **tag** or **layer** of the hovered gameObject. // *To change the tag/layer, hover the tag or layer of the gameObject.*
- [F3] to **Rename** the selected gameObjects with auto index.

*Auto Index = automatically enumeration (i.g, (1), (2), (3), (4), …).*

*You can toggle features on/off, as well as change the key binds for the shortcuts, in the Hierarchy General Settings window.*

# Folders



Folders were created to replace empty GameObject parents.

If you have too many types of GameObjects, use folders to organize them.

Folders contain a 'HierarchyDesignerFolder.cs,' which will destroy the folder and free all children under that folder on Start() if the 'Flatten Folder' bool is set to true.

**To create a folder, go to 'Hierarchy Designer/Hierarchy Folder/Hierarchy Folder Manager' tab on Unity's Editor Top Bar.**

If you want, you can manually create a folder. Here are the steps:

1- Add the script 'HierarchyDesignerFolder' to the GameObject. That's it!
2- If you want, you can change the GameObject icon in the Inspector to 'Hierarchy Designer Folder Icon Inspector.'

*Manually created folders cannot be edited and are not stored in the Folder's list."*

# Separators



Separators are the opposite of Folders. They are meant to be visual dividers in the Hierarchy to provide visual clarity on larger scenes.

Separators, by default, are: Disabled, Locked, Uneditable, and EditorOnly.

Separators will NOT be included in your game's build, so do not use them as parents.

To create a separator, go to 'Hierarchy Designer/Hierarchy Separator/Hierarchy Separator Manager' tab on Unity's Editor Top Bar.

If you want, you can also manually create a separator. Here are the steps:

1- Add the prefix '//' before a GameObject's name.
2- Set the GameObject's tag to EditorOnly. That's it!

*Manually created separators cannot be edited.*

# Tools
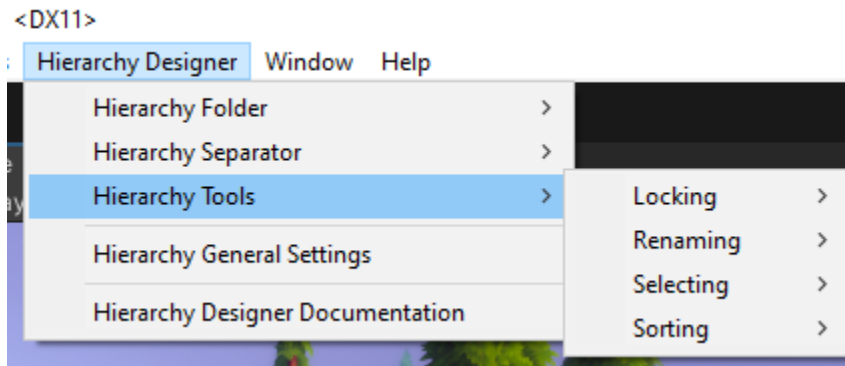


Tools are meant for performing mundane tasks such as Locking, Renaming, Selecting, and Sorting.
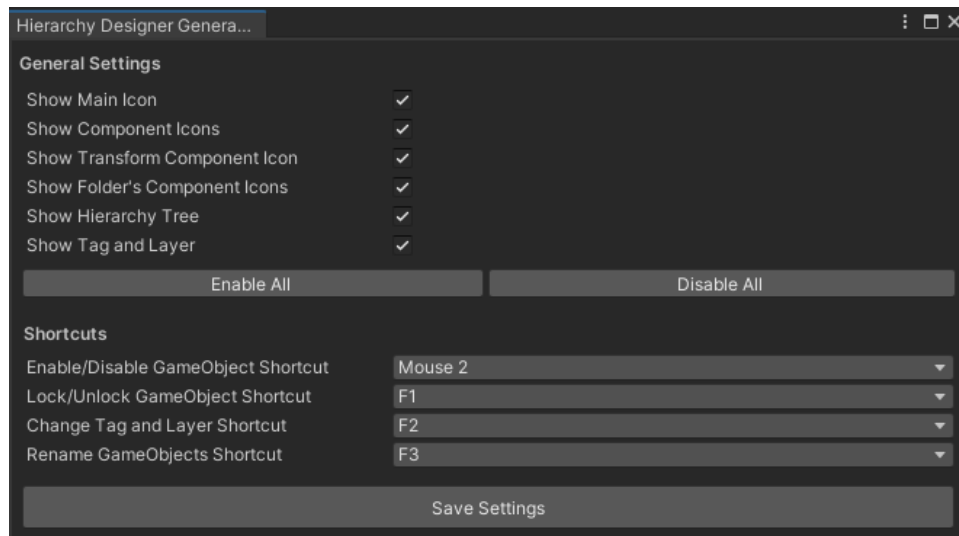
# Shortcuts

By default, these are the shortcuts available in Hierarchy Designer version 1.1.0:

- **[Mouse 2 (Scroll Wheel Click)]** to **Enable/Disable** the hovered gameObject.

- **[F1]** to **Lock/Unlock** the hovered gameObject.

- **[F2]** to **Change** the **Tag** or **Layer** of the hovered gameObject.

- **[F3]** to **Rename** the selected gameObjects.

# General Settings



You can **toggle features** inside the **General Settings window**, located at '**Hierarchy Designer/Hierarchy General Settings**.

# [Saving and Loading](#)

Currently, all values used inside the General Settings, folders, and separators' list are saved and loaded using EditorPrefs. EditorPrefs is local/user-based, so if you are sharing a project with a team, your general settings, folder list, and separators will not be shared. This won't cause any problems since Hierarchy Designer is a utility, visual editor plugin. I'm working on a new saving and loading system to preserve the data of the Hierarchy Designer. The new system will be project based. This will be implemented in Hierarchy Designer version updates 1.1.0 or 1.2.0.

# Current State and Future Features

Hierarchy Designer is currently in development and will be improved, enhanced and organized better on future updates. Some classes and features will be re-worked or changed for better usability.