Sorting View

version 1.0

freecompassstudio@gmail.com

1. Preparation

Thank you for your purchase !

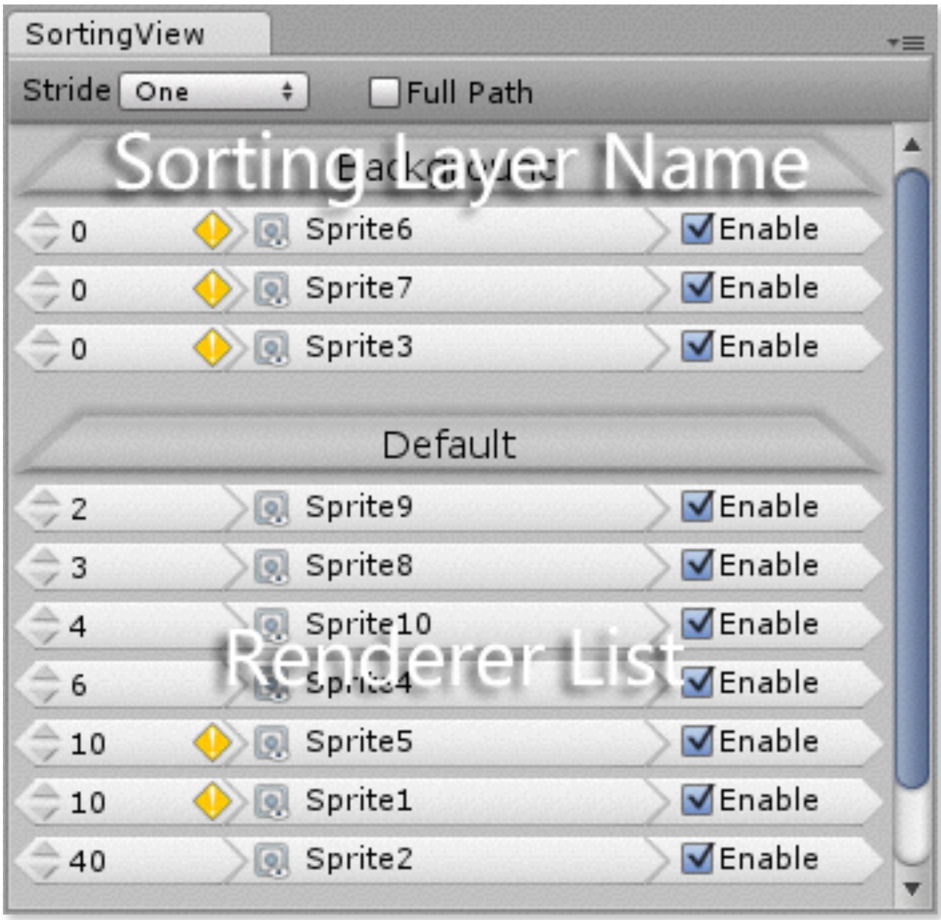
The sorting view is a pure editor extension plugin. We create it for saving your time in tuning the sorting order of sprite renderers.

Before using it, you shall follow the next steps:

(1) Import the sorting view unity package to your project.

(2) Open the layer setting window in your project. Please make sure there is no duplicate sorting layer names. (e.g. two “Default”)

2. Interface



Stride: One

□ Full Path

Sorting Layer Name

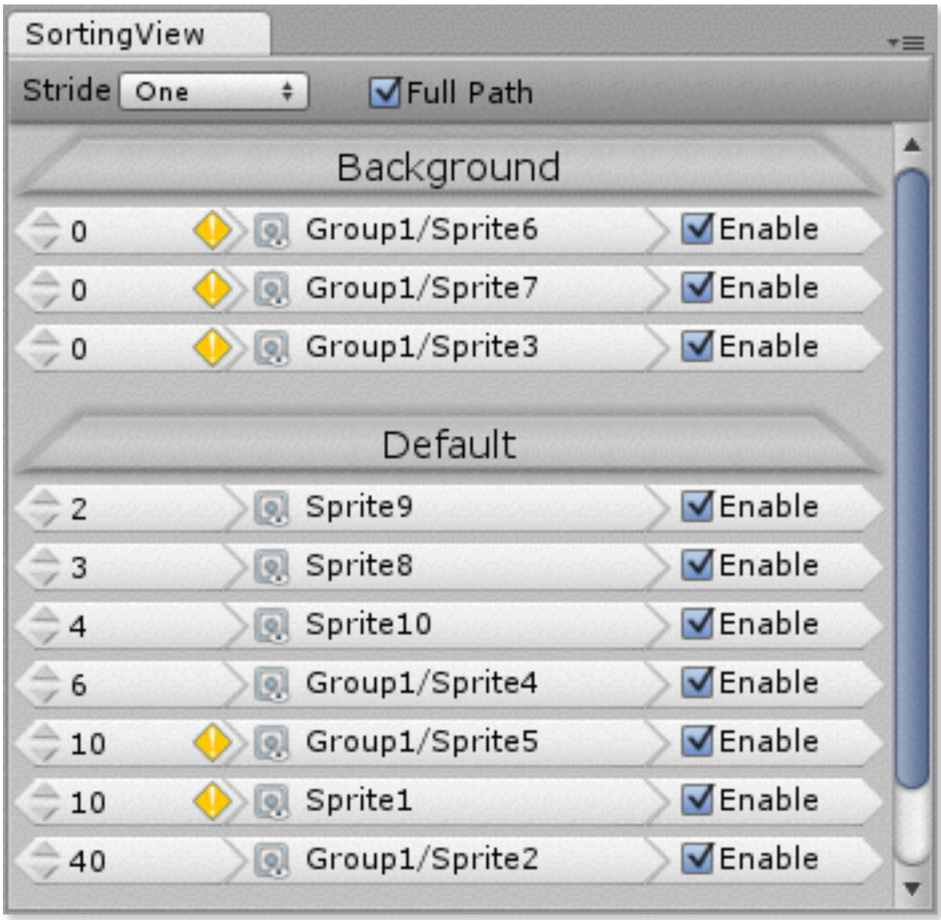
Renderer List

Background			
0	⚠	Sprite6	☑ Enable
0	⚠	Sprite7	☑ Enable
0	⚠	Sprite3	☑ Enable
Default			
2		Sprite9	☑ Enable
3		Sprite8	☑ Enable
4		Sprite10	☑ Enable
6		Sprite4	☑ Enable
10	⚠	Sprite5	☑ Enable
10	⚠	Sprite1	☑ Enable
40		Sprite2	☑ Enable

The main Interface is an organized hierarchy of two-level list.

The first level list shows all sorting layers.

The second level list shows all renderers in the specified sorting layer.



SortingView

Stride: One ☑ Full Path

Background

0	⚠	Group1/Sprite6	☑ Enable
0	⚠	Group1/Sprite7	☑ Enable
0	⚠	Group1/Sprite3	☑ Enable

Default

2		Sprite9	☑ Enable
3		Sprite8	☑ Enable
4		Sprite10	☑ Enable
6		Group1/Sprite4	☑ Enable
10	⚠	Group1/Sprite5	☑ Enable
10	⚠	Sprite1	☑ Enable
40		Group1/Sprite2	☑ Enable

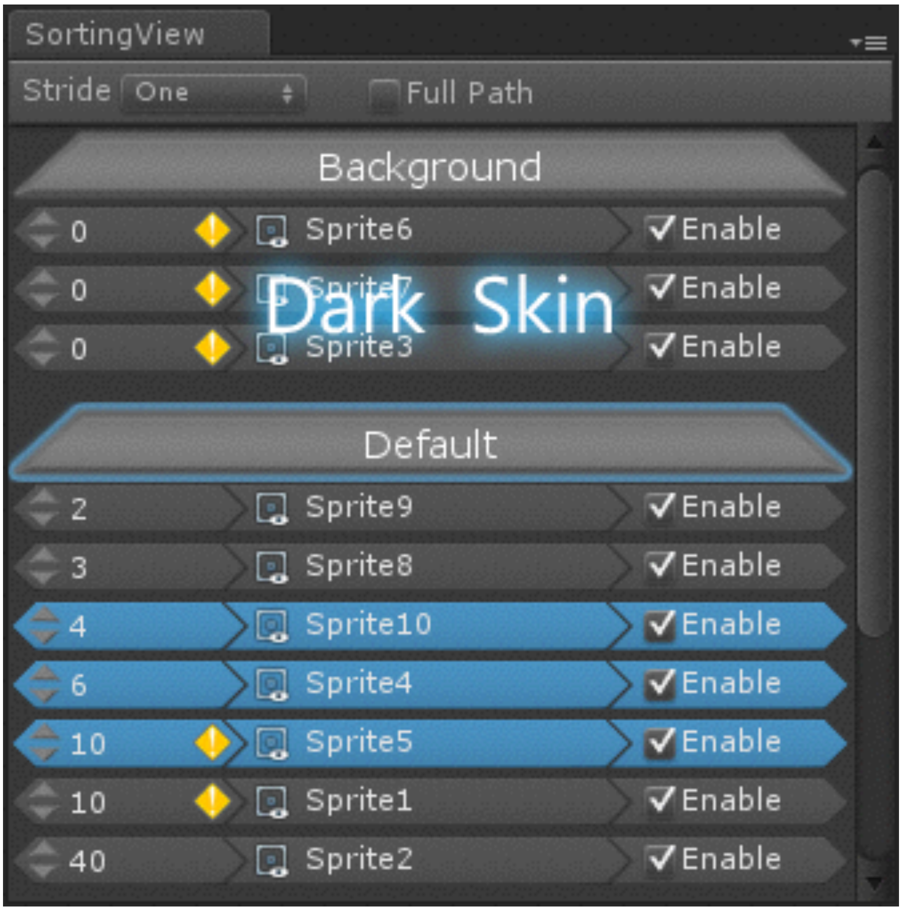
The top checkbox represents whether to show the absolute hierarchy path or not.

The checkboxes in right column represent whether to enable the renderers or not.

The contents in middle column represent the types and names of renderers.

The number labels in left column represent the sorting orders of renderers.

Please notice the yellow warn icons. When renderers are in the same sorting layer and the same sorting order, the render order within them will be unpredictable.



SortingView

Stride One

□ Full Path

Background

0 ◆ Sprite6 ☑ Enable

0 ◆ Sprite7 ☑ Enable

0 ◆ Sprite3 ☑ Enable

Default

2 Sprite9 ☑ Enable

3 Sprite8 ☑ Enable

4 Sprite10 ☑ Enable

6 Sprite4 ☑ Enable

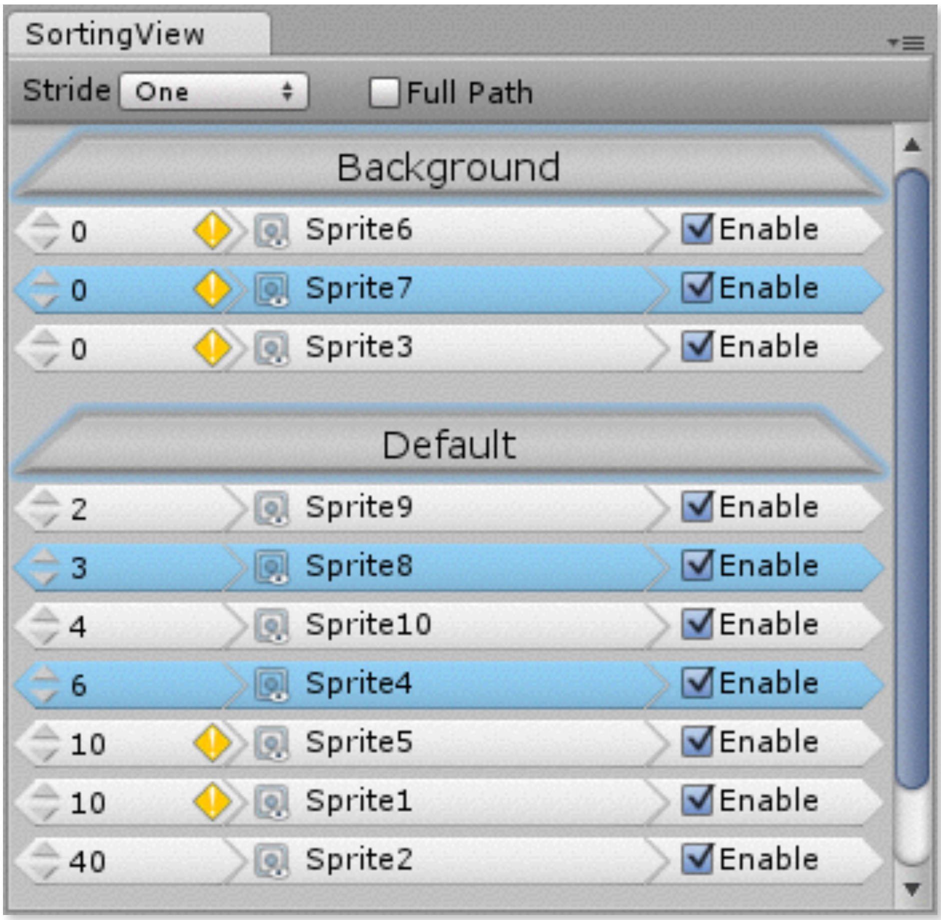
10 ◆ Sprite5 ☑ Enable

10 ◆ Sprite1 ☑ Enable

40 Sprite2 ☑ Enable

If using unity pro edition, you can see the dark skin.

3. Manipulation



SortingView

Stride One ☐ Full Path

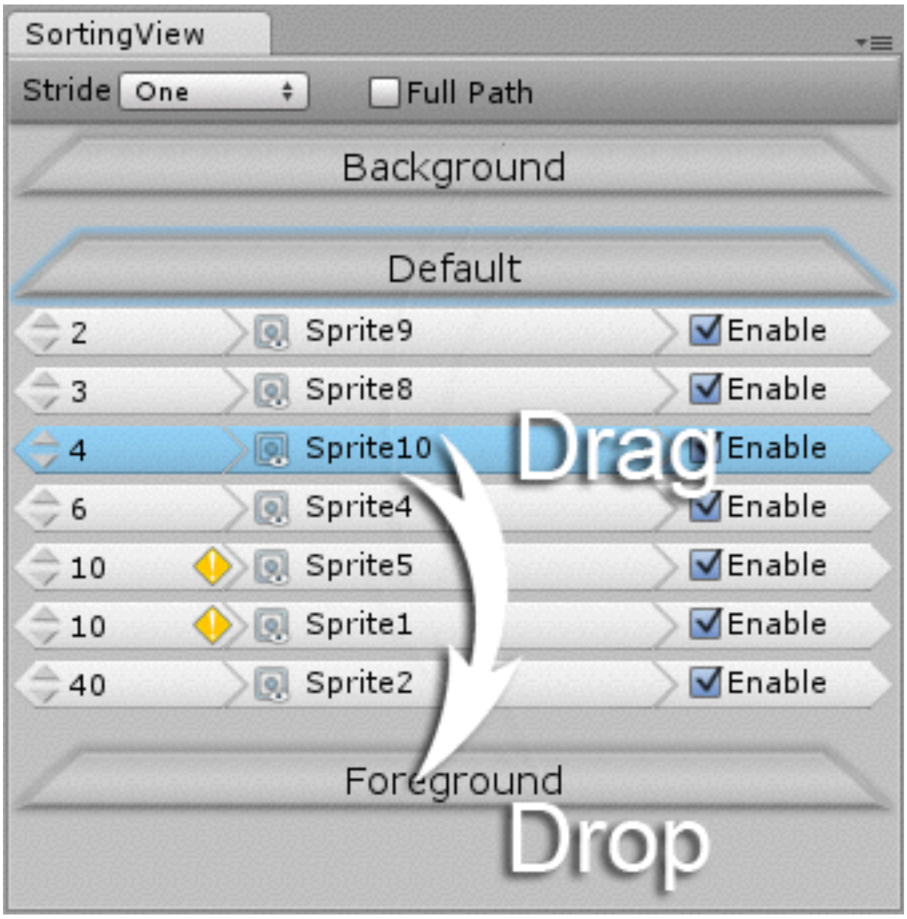
Background

0	Sprite6	☑ Enable
0	Sprite7	☑ Enable
0	Sprite3	☑ Enable

Default

2	Sprite9	☑ Enable
3	Sprite8	☑ Enable
4	Sprite10	☑ Enable
6	Sprite4	☑ Enable
10	Sprite5	☑ Enable
10	Sprite1	☑ Enable
40	Sprite2	☑ Enable

You can use “control” key, “shift” key or keyboard to select multiple renderers and unselect them, which is similar with the operations in scene hierarchy window.



Stride One □ Full Path

Background

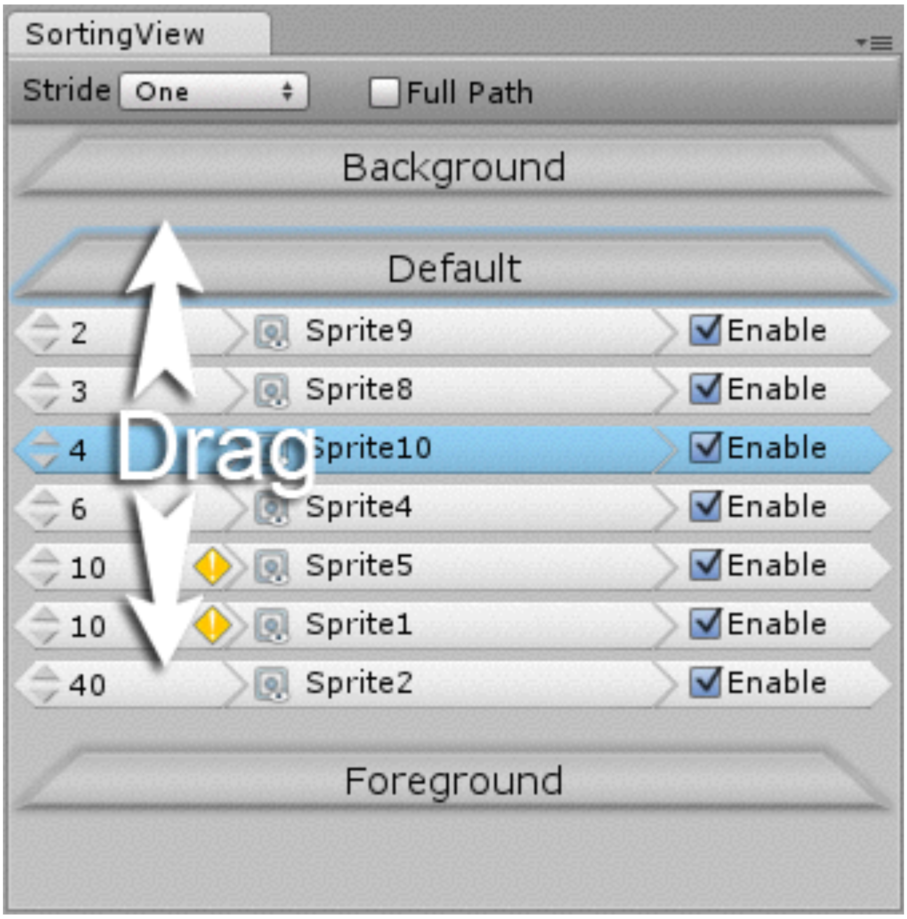
Default

2	Sprite9	☑ Enable
3	Sprite8	☑ Enable
4	Sprite10	☑ Enable
6	Sprite4	☑ Enable
10 ◆	Sprite5	☑ Enable
10 ◆	Sprite1	☑ Enable
40	Sprite2	☑ Enable

Foreground

You can change the sorting layer on the middle column by drag-and-drop.

Also, you can drag them to object field slots in inspector window just like the drag-and-drop between hierarchy and inspector windows.



SortingView

Stride One □ Full Path

Background

Default

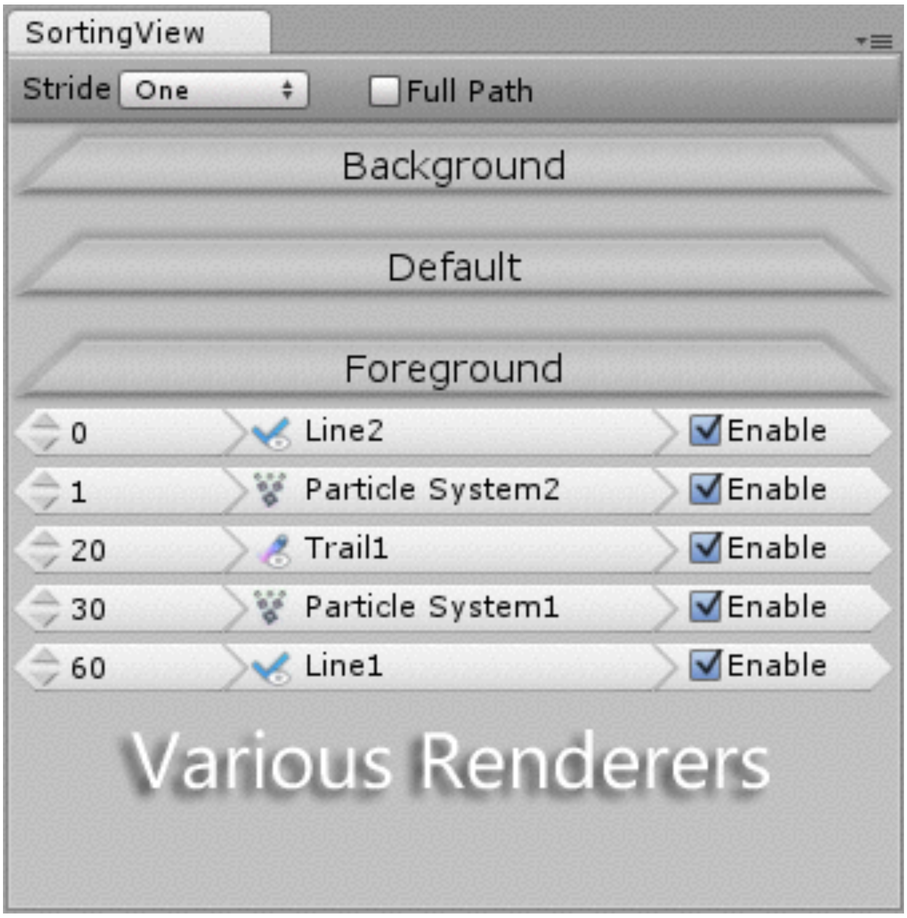
2	Sprite9	☑ Enable
3	Sprite8	☑ Enable
4	Sprite10	☑ Enable
6	Sprite4	☑ Enable
10	Sprite5	☑ Enable
10	Sprite1	☑ Enable
40	Sprite2	☑ Enable

Foreground

You can change the sorting order on the left column by dragging. And you can set the move stride by selecting on the top popup of stride numbers.

Also, you can use keyboard to edit the numbers of sorting order directly after double click on the number labels.

4. Others



SortingView

Stride One ☐ Full Path

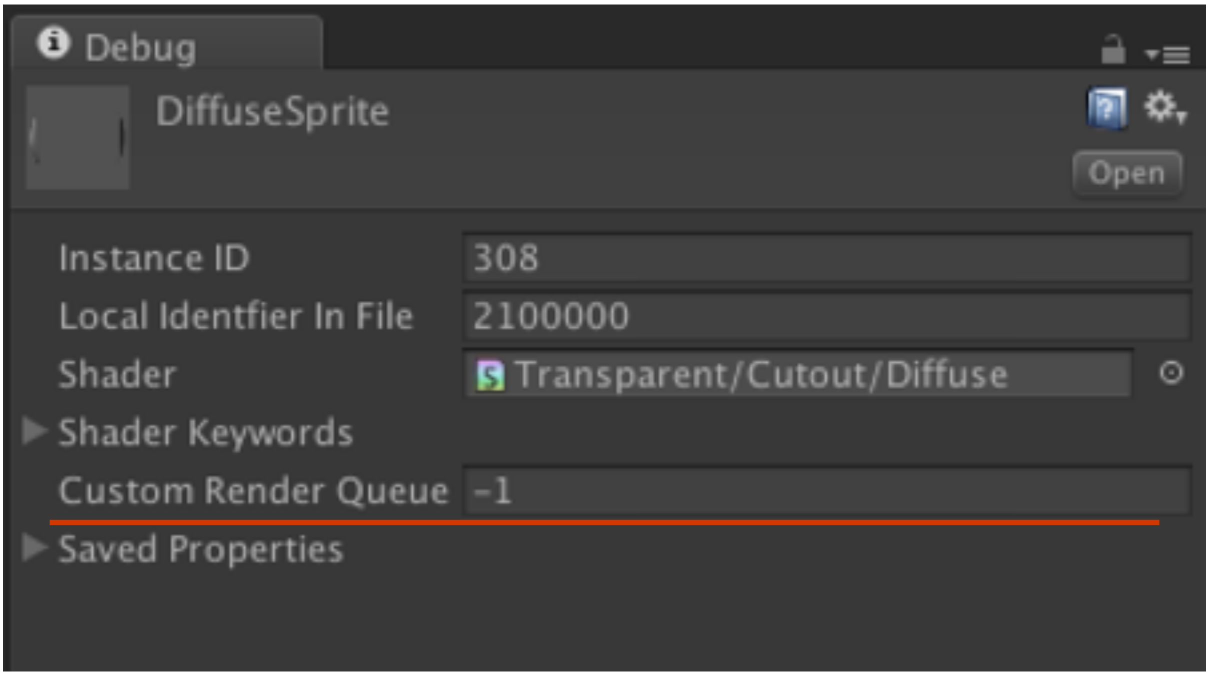
Background

Default

Foreground

0	Line2	☑ Enable
1	Particle System2	☑ Enable
20	Trail1	☑ Enable
30	Particle System1	☑ Enable
60	Line1	☑ Enable

The unity sprite sorting system supports various renderers, if you suffice that the render queue number of renderer equals 3000.



Instance ID 308
Local Identfier In File 2100000
Shader Transparent/Cutout/Diffuse
▶ Shader Keywords
Custom Render Queue -1
▶ Saved Properties

When the mode of inspector window is the debug mode, you can edit the “Custom Render Queue” property of material which will be assigned to the renderer using this material.

The number -1 means that the render queue number of this material equals the render queue of the shader assigned.

```
shader “Transparent/Diffuse” {
        Properties {
                _Color {“Main Color”, Color} = {1, 1, 1, 1}
                _MainTex {“Base (RGB) Trans (A)”, 2D} = “white” { }
        }
        SubShader {
                Tag {
                “Queue” = “Transparent”
                ………
                ………
                ………
```

You shall set the “Queue” tag in your custom shaders. 3000 or “Transparent” are valid values.

Many unity build-in shaders meet this requirement, such as transparent and particle shaders.