

# Hierarchy 2

Version 2.0 - Update 16.Sep.2016 - by Vietlabs

## Overview

Hierarchy 2 adds the most essential and powerful features to your Unity Hierarchy . Full C# source code, blazing fast, works with Unity 4.3+ and Unity 5.x

[Direct Email](#) | [Buy on Asset Store](#) | [Forum discussion](#) | [Online Documentation](#)



## Features

- Active, Static, Lock icons
- Children count / Combine mode
- Layers & Tags
- Script Indicator
- Prefab (Select, Break, Apply, Revert)
- Components
- Camera look through / Capture SceneView
- SceneView Highlight
- **GameObject Highlighter**
- GameObject icon
- **Scene References**
- Many other accessible features : Reset Transform, **Create Primity, Context Menu, Parent Indicator**, Inspector Lock, Goto Root / Parent / Child / Sibling, Copy Hierarchy Name, Ping current scene, Active Next, Active Prev, Icon offset, Icon space, Icon background ...
- Customizable icons, colors and shortcuts
- Works with Selection, support Undo
- Upcoming features : Error Detection, Hierarchy Filtering, Hierarchy Stats

## Rating, Feedbacks and Support

### **It's really really important to me to get another 5 stars rating.**

If you feel completely content with what the package provided please take some time to rate and leave a positive comment on the asset store page. This will not only help other people decide whether this package is good enough for their needs but also help the package to climb onto the top of the asset store. More positive ratings and comments also let me know that this tool really help you out so I tend to spend more time to get it updated with new features and bug fixes.

If you don't feel good with what the package provided, please help drop a line explain why and what you expected. I will do whatever I can to get another 5 star rating from you so use your right, request for new features !

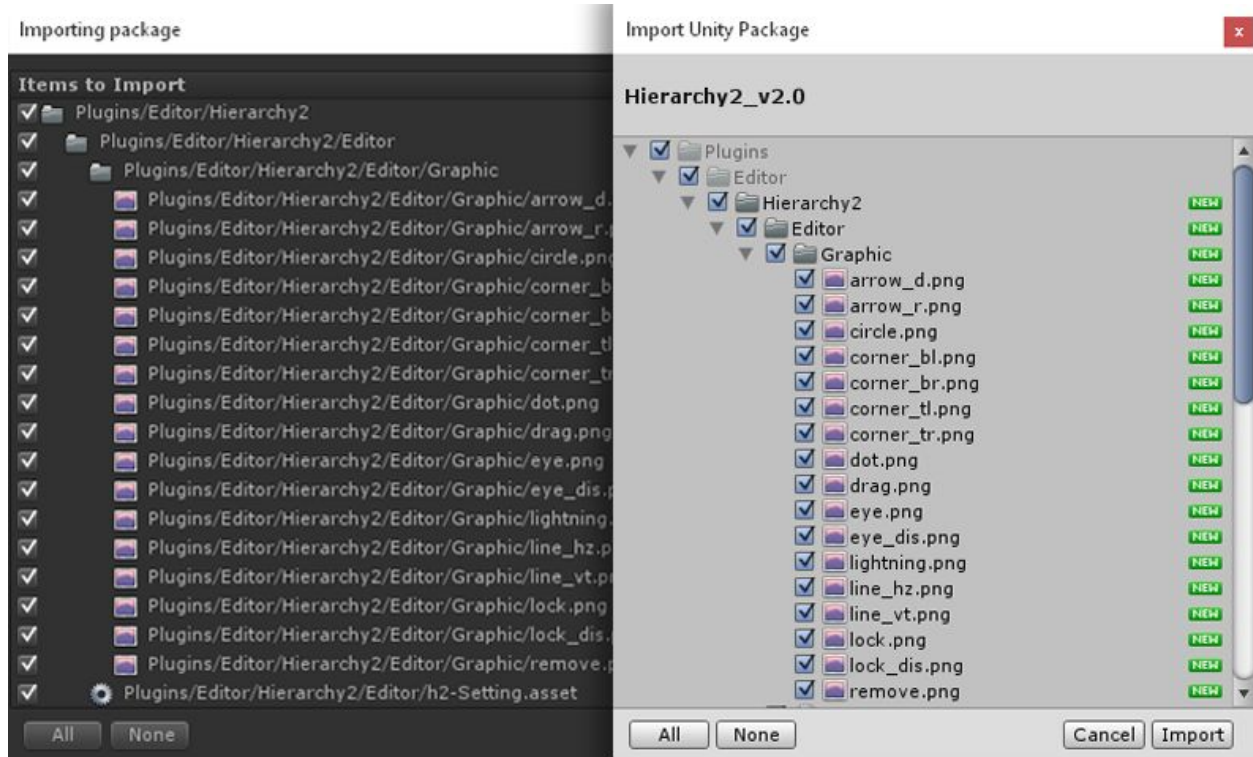
Any feedbacks from you is really really count so please, don't hesitate to contact for support whenever you see something that is not to your will !

Thanks a lot for supporting me by buying this package. I really hope that you enjoy using it as much as we do while developing it.

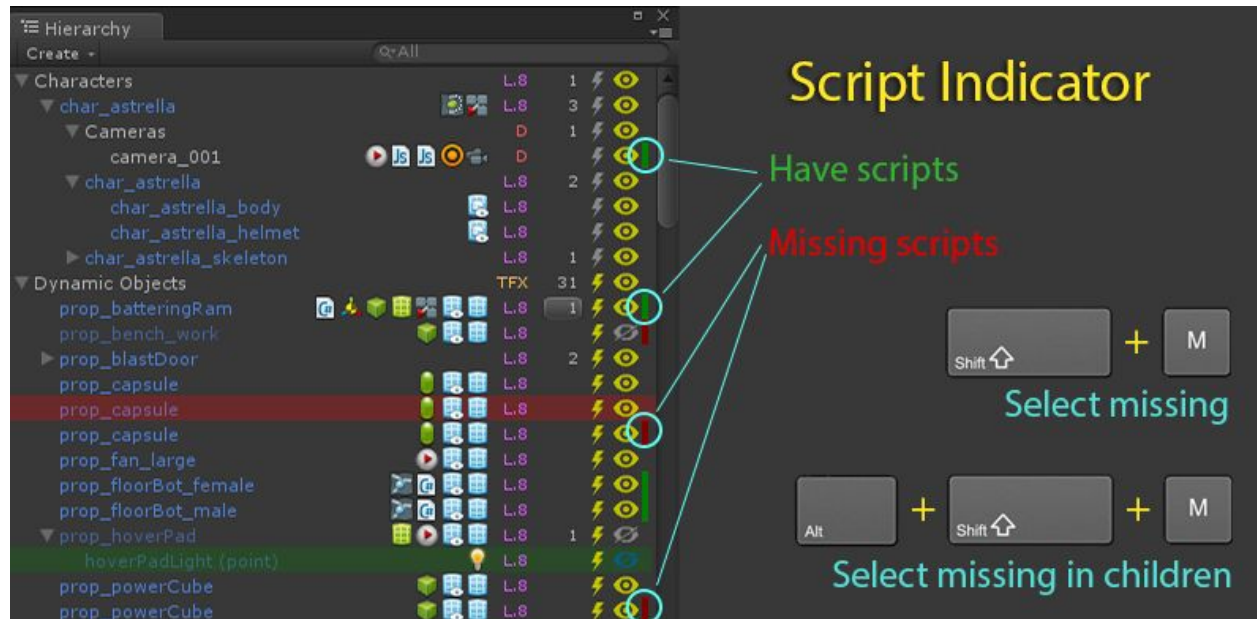
[Direct Email](#) | [Buy on Asset Store](#) | [Forum discussion](#) | [Online Documentation](#)

## Getting started

1. Double click to import the package
2. Wait until script compilation finish, make sure that there are no compiler errors

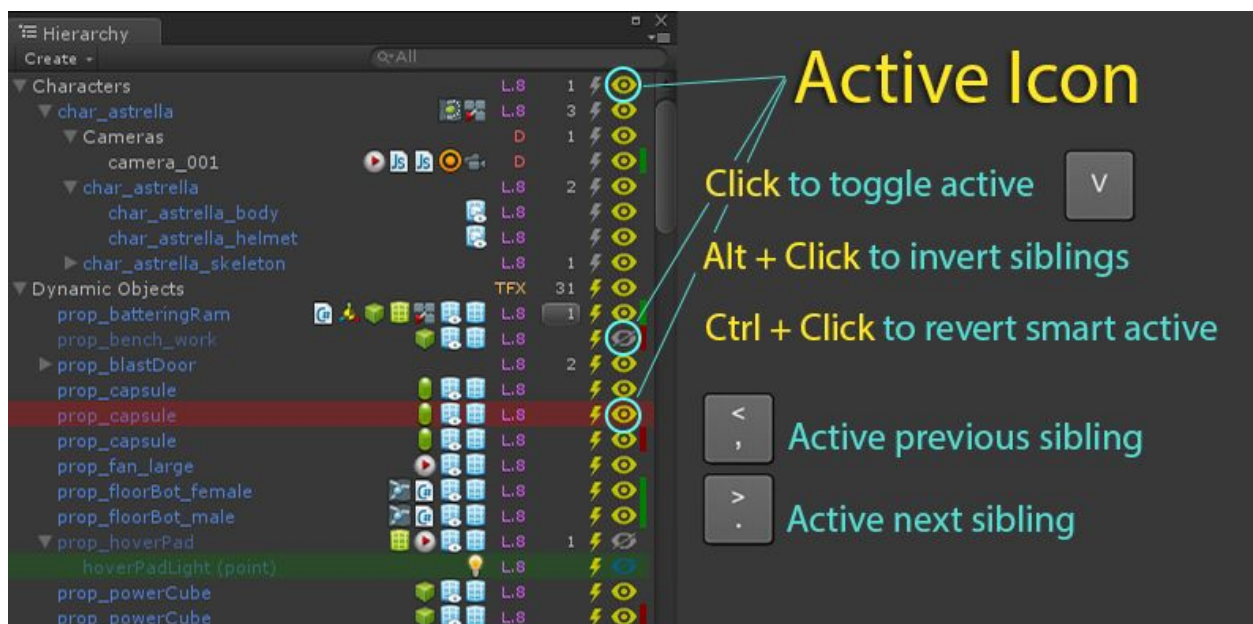


## Script Indicator



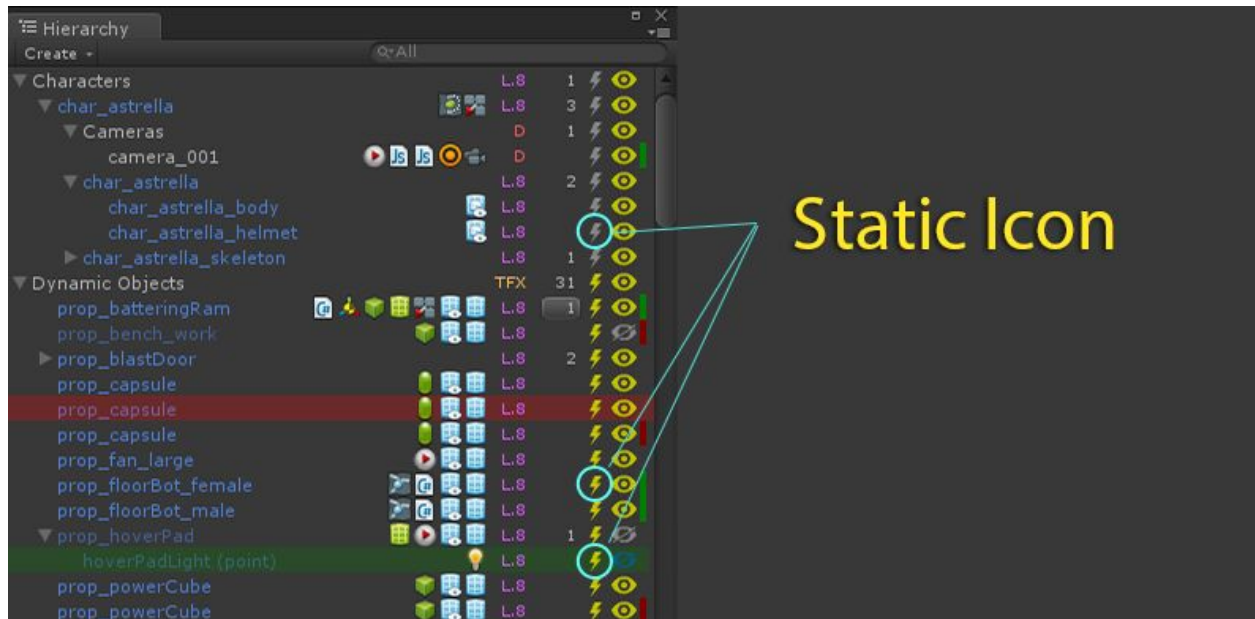
## Active Icon

- [Smart Active - Auto active parents when active a GameObject](#)
- [Invert Active for Siblings](#)
- [Revert Smart Active - Deactive parents when deactivate a GameObject](#)
- Active Previous Sibling
- Active Next Sibling
- Active all Siblings



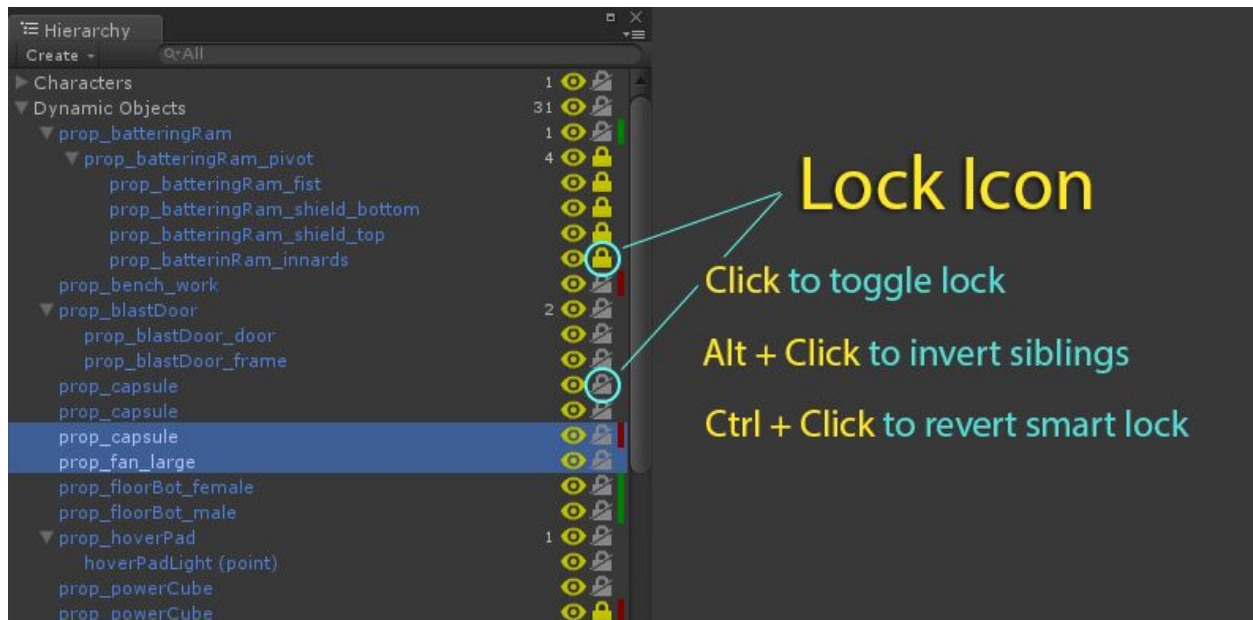
## Static Icon

- Smart Static - Auto set children as static if parent is static
- Revert Smart Active - Clear children static if parent is not static



## Lock

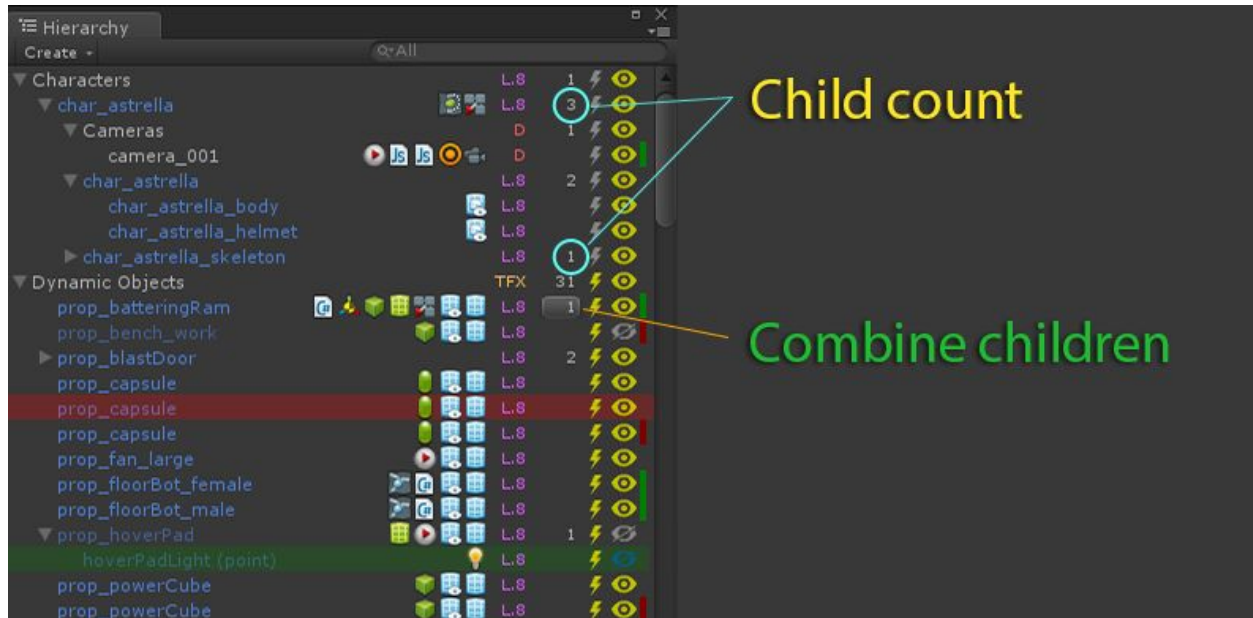
- Smart Lock - Auto lock children when parent is locked
- Revert Smart Lock - Unlock children when parent is unlocked



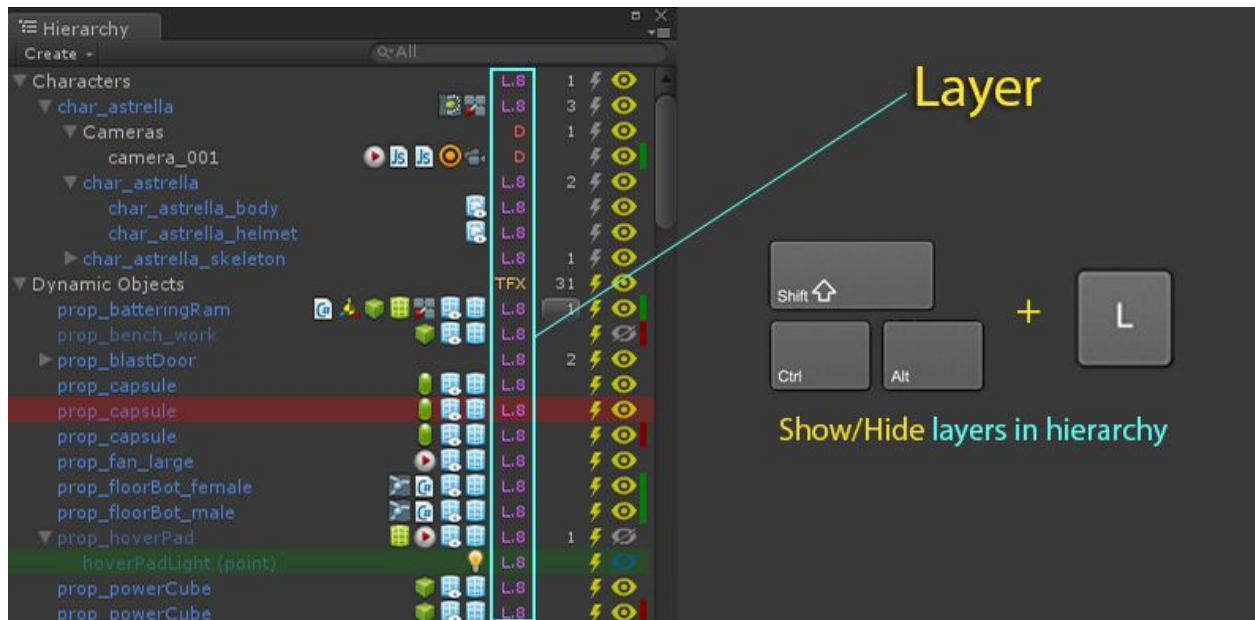


## Children Count & Combine Mode

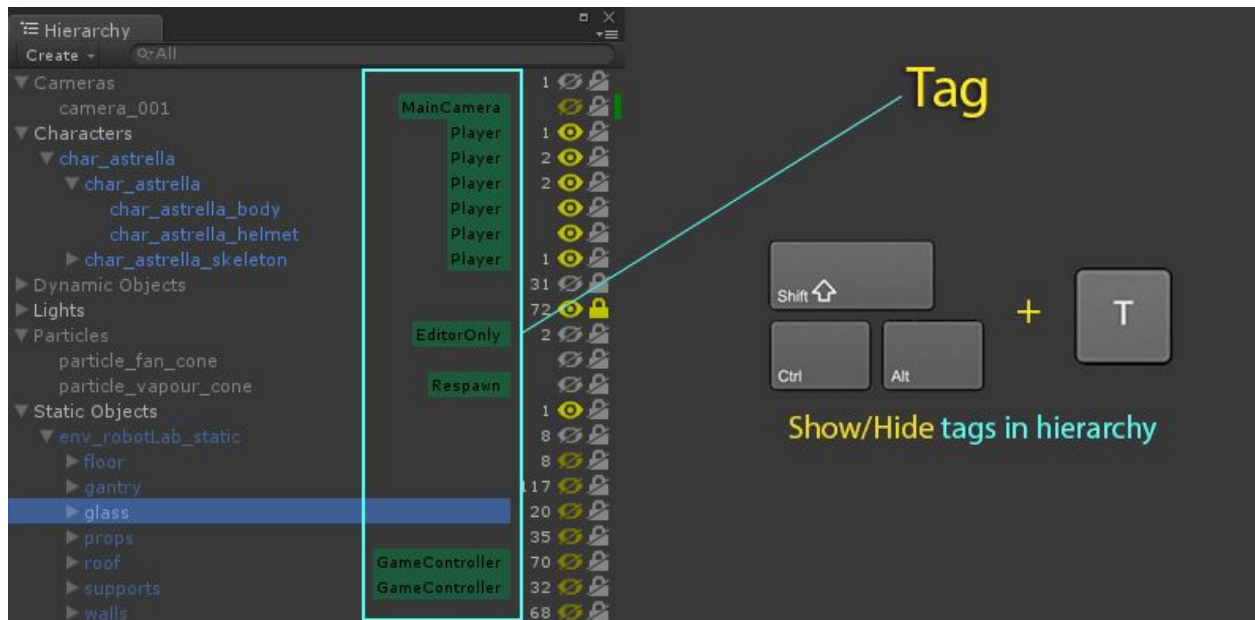
- Combine mode : Hide / show children



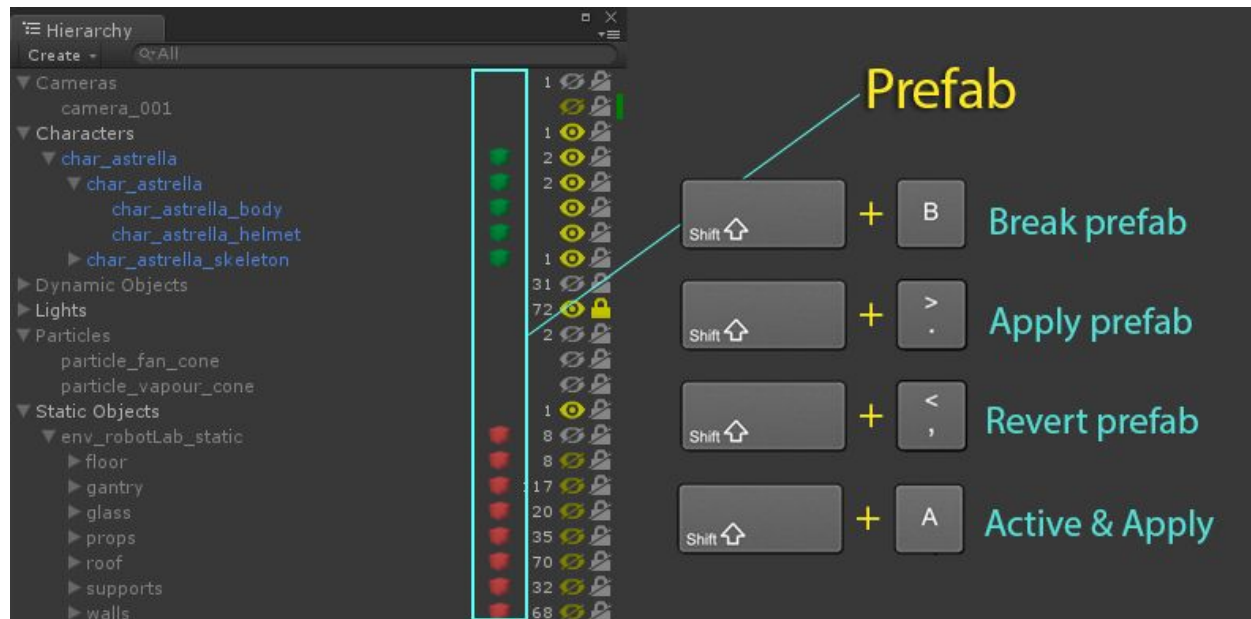
## Layers



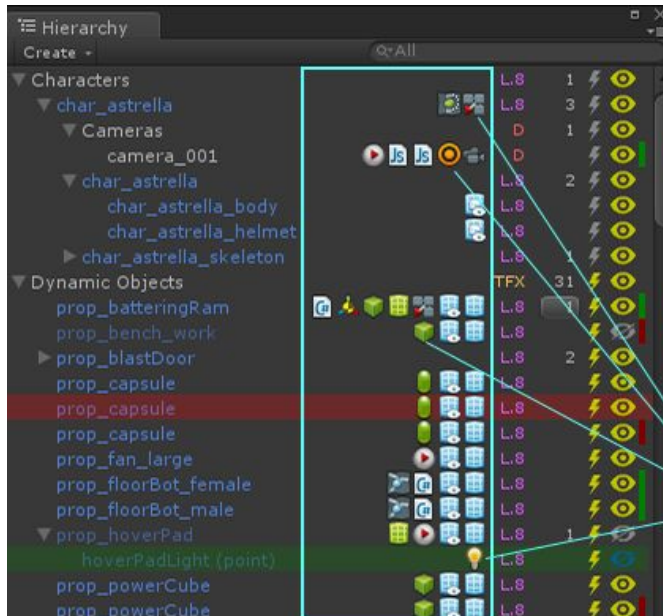
## Tags



## Prefab



## Components



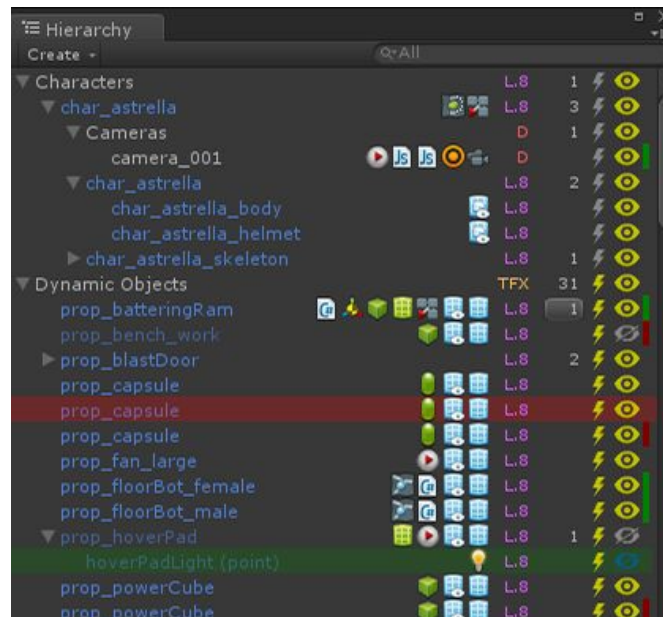
**Components**

Shift + C

Ctrl Alt

Show/Hide component icons

Click to enable/disable component



**Reset local**

Shift + T Transform

Shift + P Position


Shift + R Rotation

Shift + S Scale



## Common Shortcuts

### Common Shortcuts

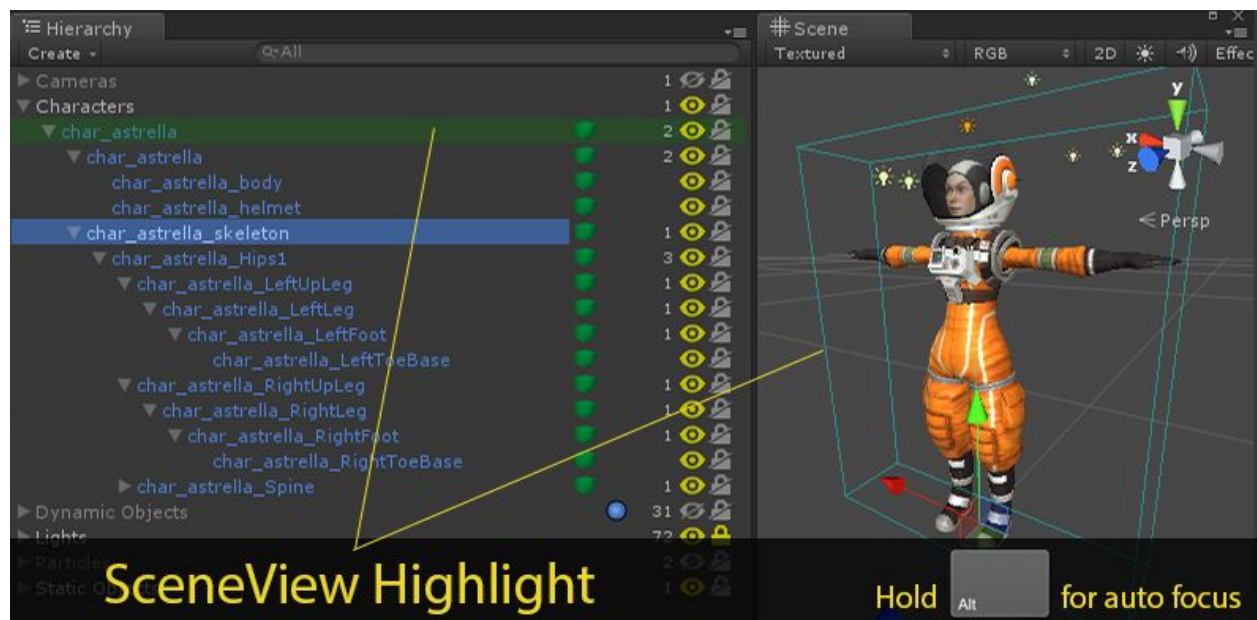
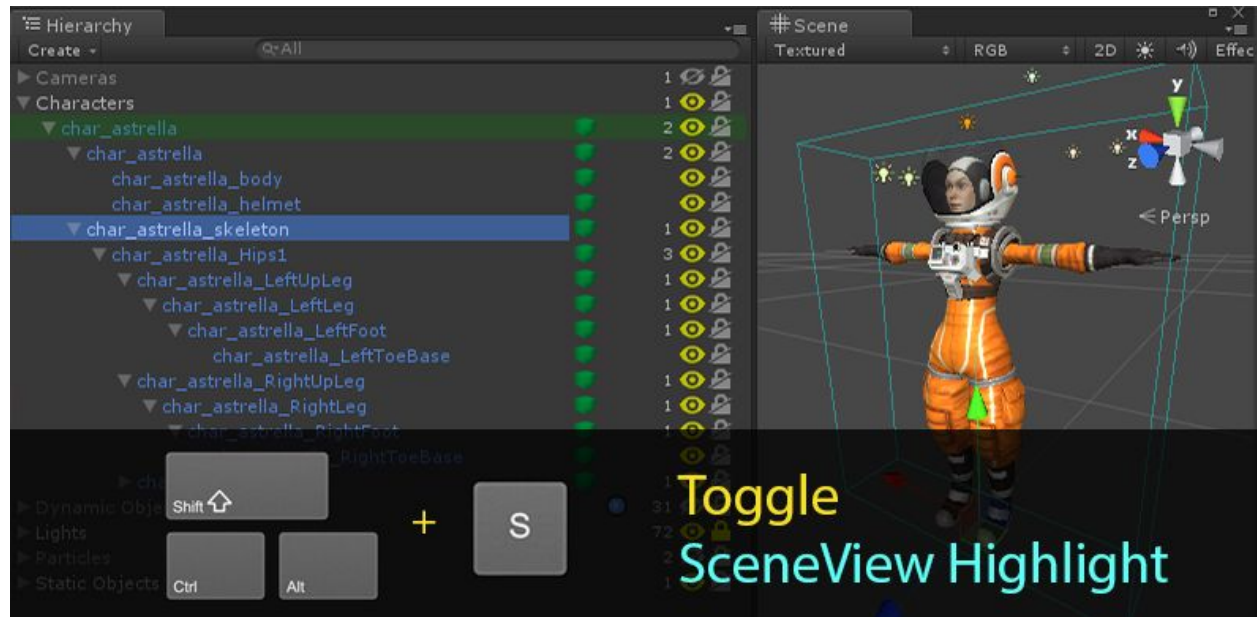
 + 	 + 	
Look Through Camera	Select Sibling	
 + 	 + 	
Capture SceneView	Select Current Scene	
 Goto Parent	 Goto Child	 Select Next Sibling

### Common Shortcuts

 + 	 + 
Copy Hierarchy Name	Copy GameObject Name
 + 	 + 
 	 
Show/Hide Hierarchy2 Icons	Open Hierarchy2 Settings

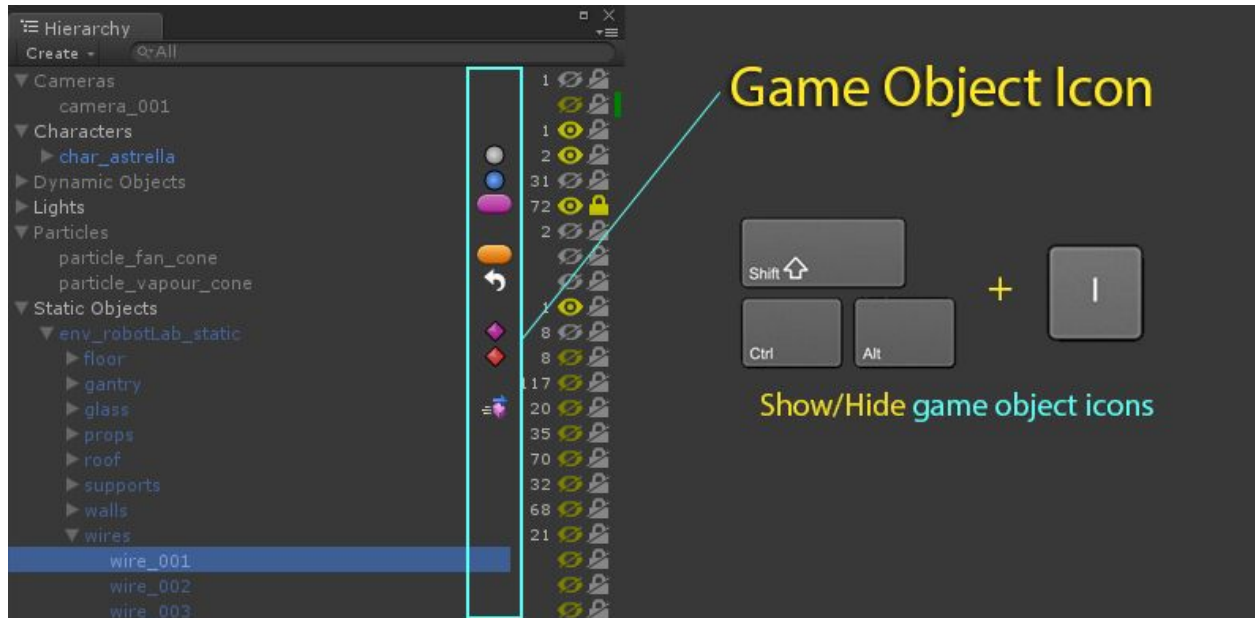


## SceneView Highlight

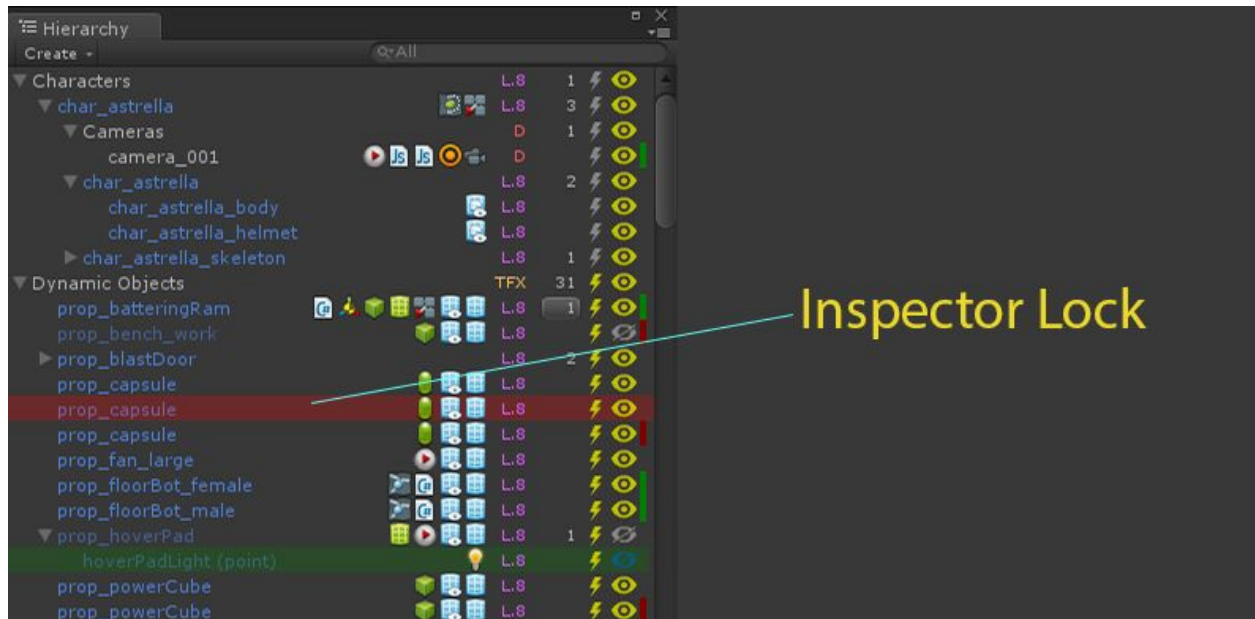




## GameObject Icon



## Inspector Lock



## GameObject Highlighter (WIP - coming in v2.2)

	Set GameObject Color	SHIFT + 1 .. 9
	Clear GameObject Color	SHIFT + 0
	Make GameObject Highlighting persistent	

## Scene References (WIP - coming in v2.1)

	Show references from this GameObject	
	Find references to selected GameObject	