

# SORTIFY

**Advanced Toolset for Optimizing Workflow in Unity**

## USER GUIDE

*Release 1.2*

*11.2024*

*Created by Paweł Mularczyk*

*Features marked with an asterisk (\*) are available only in Sortify Pro. To access these features, please upgrade to the Pro version*

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# SORTIFY

## Overview

**Sortify** is an advanced toolset designed to optimize workflow in Unity, providing a wide range of features to help organize projects and manage elements effectively. Whether you're working on a large or small project, Sortify keeps things organized, improves efficiency, and customizes the Unity workspace to suit your needs.

### Sortify Features:

- **Color Coding for Objects** – Visually organize the hierarchy by assigning colors to objects.
- **Personal Notes** – Add notes to objects to better manage project details.
- **Quick Access to Frequently Used Components** – Easily assign frequently used components to objects.
- **Custom Attribute Support** – Add project-specific attributes to enrich information about objects.
- **Favorites List** – Save and quickly access frequently used objects.
- **Dedicated Inspector Window** – Open a separate inspector directly from the hierarchy for selected objects.
- **Full Customization of Object Icons** – Assign custom icons to objects in the hierarchy for clearer organization.
- **Access to Future Feature Updates** – Free updates to access the latest improvements in Sortify.

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## Installation

When you first launch **Sortify**, you'll be prompted to review and accept the **Data Storage Notice and Terms**. Sortify saves certain user preferences locally on your device to enhance your workflow and customize the experience.

### Data Storage Notice and Terms

This window provides information on how Sortify uses local storage to preserve your preferences, such as colors, favorites, and custom component settings. Storing these settings locally helps prevent conflicts in team environments by keeping each user's setup unique, without interfering with shared project files.

The data saved includes:

- **User-specific settings**, such as color themes, favorite objects, custom component lists, and usernames, all of which personalize your experience.
- **No sensitive information** is stored or transmitted outside your device. Data is saved as local json files, which you can view or edit if necessary.

### Why Local Storage?

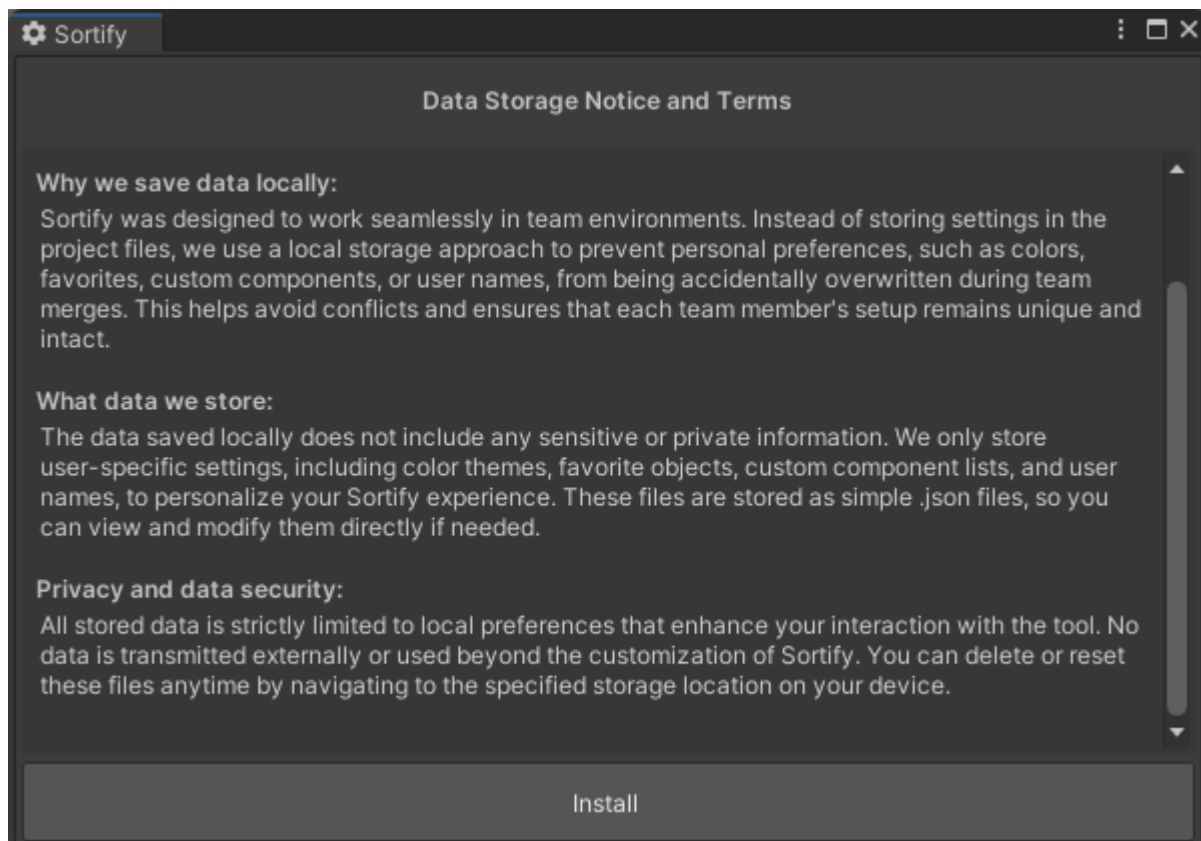
In team environments, using local storage for personal settings allows Sortify to:

- Prevent accidental overwrites of preferences during project file merges.
- Ensure that each team member's configuration remains intact and does not affect others.

## Privacy and Security

All data saved by Sortify remains on your device and is strictly used to personalize your experience within Unity. You can delete or modify these files anytime by navigating to the storage location on your device.

To continue with the installation, click **Install**. This will enable Sortify's features while respecting your chosen preferences. You can access and adjust these preferences later in the **Settings** tab.



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## Modules

The **Modules** tab allows you to enable or disable specific modules within **Sortify**, giving you control over which features are active in your project. This flexibility helps you customize Sortify to suit your current workflow needs, activating only the functionalities that enhance your project organization and Unity experience.

### Available Modules

- **Sortify:** This core module is always enabled, as it activates essential hierarchy features in Unity. It includes the basic functionalities required for Sortify to operate within the editor.
- **Enable Custom Attributes:** This optional module allows you to add custom attributes to objects within the hierarchy, enabling advanced metadata management and enhancing the organization of complex projects. Toggle this module on or off by clicking **Enable** or **Disable**.

### Applying Changes

After modifying any module settings, click **Apply Changes** to activate or deactivate the selected modules. This ensures that your project is configured according to your preferences without affecting other settings.

**Note:** Enabling or disabling modules may require a moment to update your Unity environment. Be sure to save your project before making significant changes.

Sortify

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Sortify

Welcome

Features

Modules

Settings

Support

Version: Pro

Modules

Sortify

Enabled

Always enabled to activate core hierarchy features.

Enable Custom Attributes

Enable

Allows for custom attributes within the hierarchy, enhancing metadata options.

Apply Changes

Don't show on start

2024 Sortify. All Rights Reserved.

★★★★★

# SORTIFY

## Settings

The **Settings** tab provides you with control over Sortify's customization options, allowing you to enable or disable specific sections and features. This helps tailor Sortify to fit your workflow and display only the tools that are most useful to you.

### Available Settings

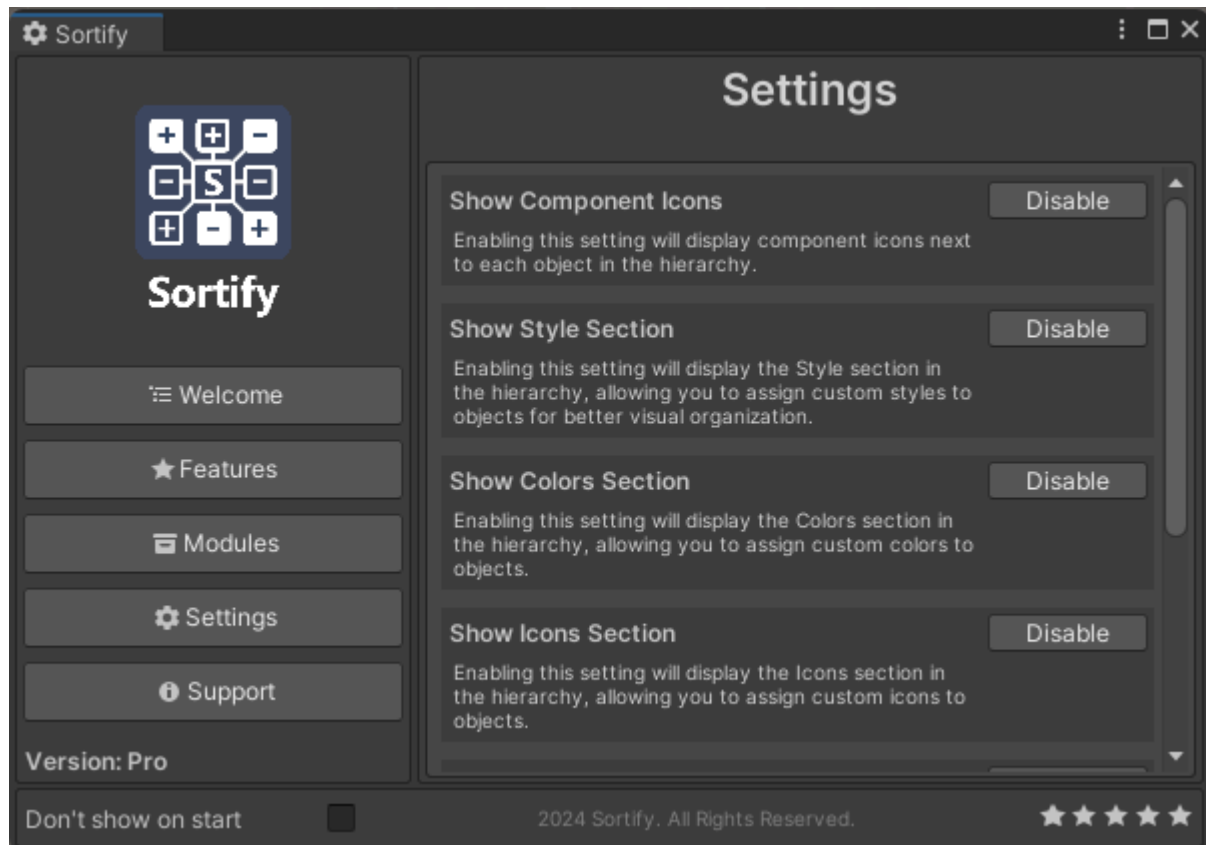
- **Show Component Icons:** Enabling this setting displays icons for each component next to objects in the hierarchy, making it easier to identify commonly used components at a glance.
- **Show Style Section:** This option allows you to display the Style section within the hierarchy, enabling you to assign custom styles to objects for easier visual organization.
- **Show Colors Section:** When enabled, this setting displays the Colors section in the hierarchy, allowing you to assign unique colors to objects, which helps in quickly distinguishing different types of items.
- **Show Icons Section\*:** This option displays the Icons section in the hierarchy, where you can assign custom icons to objects, providing clearer visual cues for organization.
- **Show Notes Section:** Enabling this setting allows you to add personal notes to objects in the hierarchy, useful for keeping track of details or instructions related to specific objects.
- **Show Add Component Section:** This setting enables the Add Component section in the hierarchy, giving you quick access to add frequently used components to objects without navigating through the standard Unity component menu.



## Applying Changes

Toggle any of these settings by clicking **Enable** or **Disable** next to each option. Changes take effect immediately, allowing you to see your customized hierarchy setup in real-time.

These settings allow Sortify to adapt to various project needs, giving you the flexibility to simplify or expand your hierarchy view as needed.



# SORTIFY

## Using the Settings Popup in Sortify

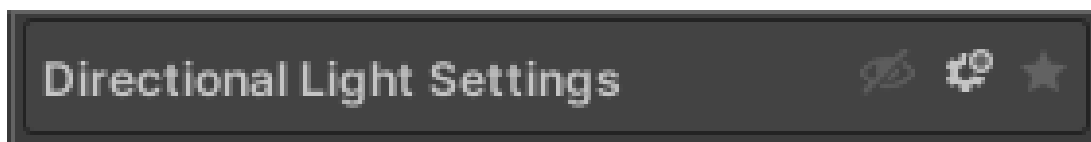
To open the **Settings Popup** window, click the **+** icon next to any object in the hierarchy.



This window provides a range of options to customize the appearance and settings of individual objects, enhancing organization and efficiency in your project.

### 1. Toolbar in Settings Popup

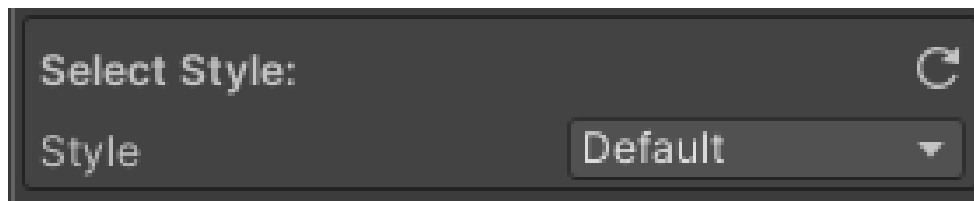
- **Hide Icons for This Object** – Clicking this button hides all component icons for this specific object in the hierarchy. This is useful if you want to declutter the hierarchy view or focus on other aspects of the object without the visual distraction of icons.
- **Open Inspector\*** – This button opens a dedicated Inspector window for the selected object. It allows you to inspect and edit the object's properties without leaving the **Settings Popup**. This can be particularly helpful when working with multiple settings or reviewing detailed information.
- **Add to Favorites\*** – Click this button to add the selected object to your **Favorites** list, making it easily accessible in the hierarchy. Favorites are a convenient way to quickly locate frequently used objects in complex scenes.



### 2. Select Style

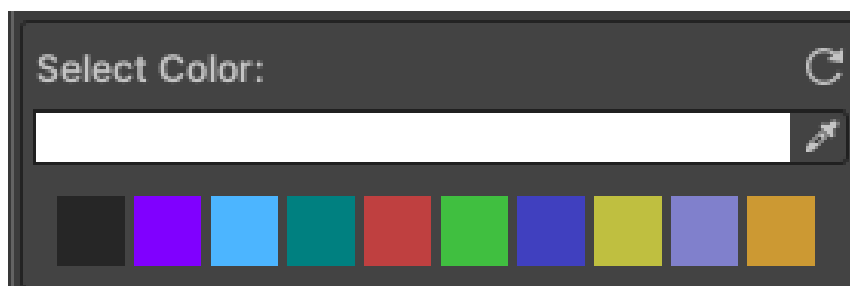
- The **Select Style** dropdown menu allows you to choose a predefined style for the selected object.

- Styles help visually differentiate objects by applying specific formatting, which can be customized based on your preferences.
- Default options include **Default** and **Label**, but additional styles may be available depending on your configuration.



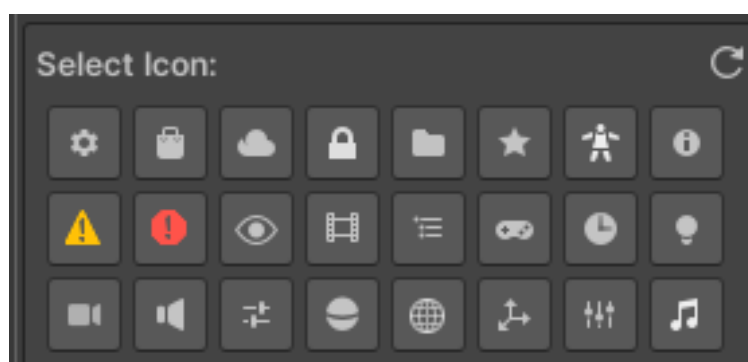
### 3. Select Color

- In this section, you can assign a custom color to the selected object in the hierarchy.
- **Quick color options** are available below the color picker, providing a set of commonly used colors. Simply click a color to apply it.
- For more precise control, use the **color picker** to select a specific color or input a hex color code.
- Click the **reset** icon to remove any color and revert the object to the default state.



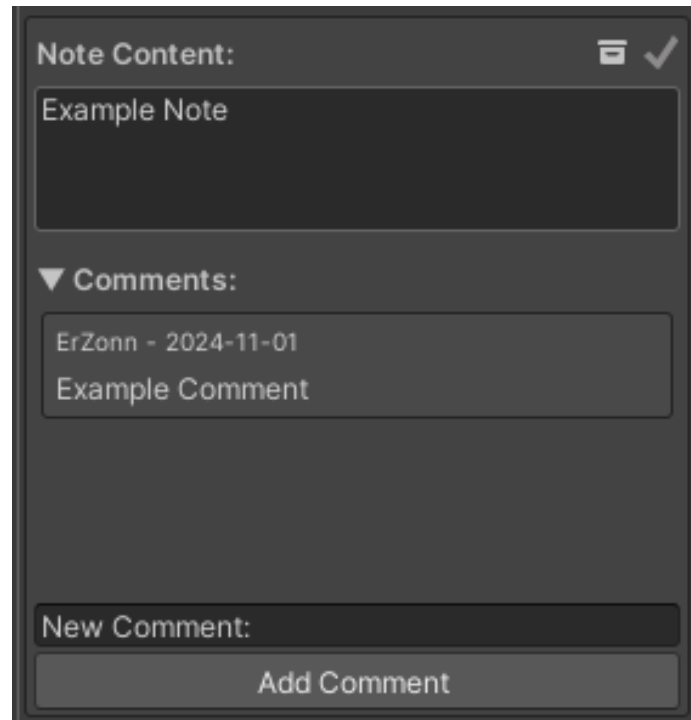
### 4. Select Icon\*

- Here, you can assign a custom icon to the object, making it easier to identify in the hierarchy at a glance.
- Choose from a variety of icons, including standard shapes and commonly recognized symbols.
- Use the **refresh** icon to clear the selected icon and reset it to the default appearance.



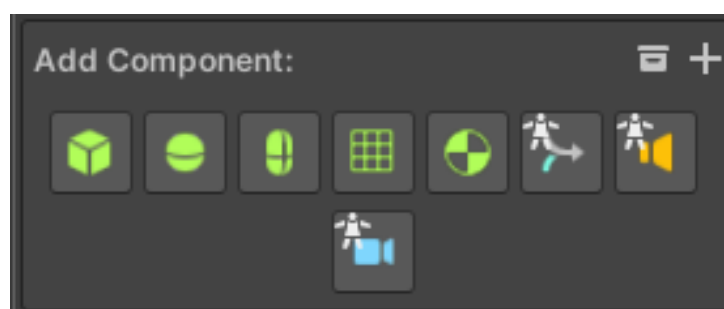
## 5. Add Note

- The **Add Note** section allows you to attach a personal note to the selected object.
- This can be useful for reminders, descriptions, or other project-specific details.
- Click **Add Note** to open a text field, where you can type your note.



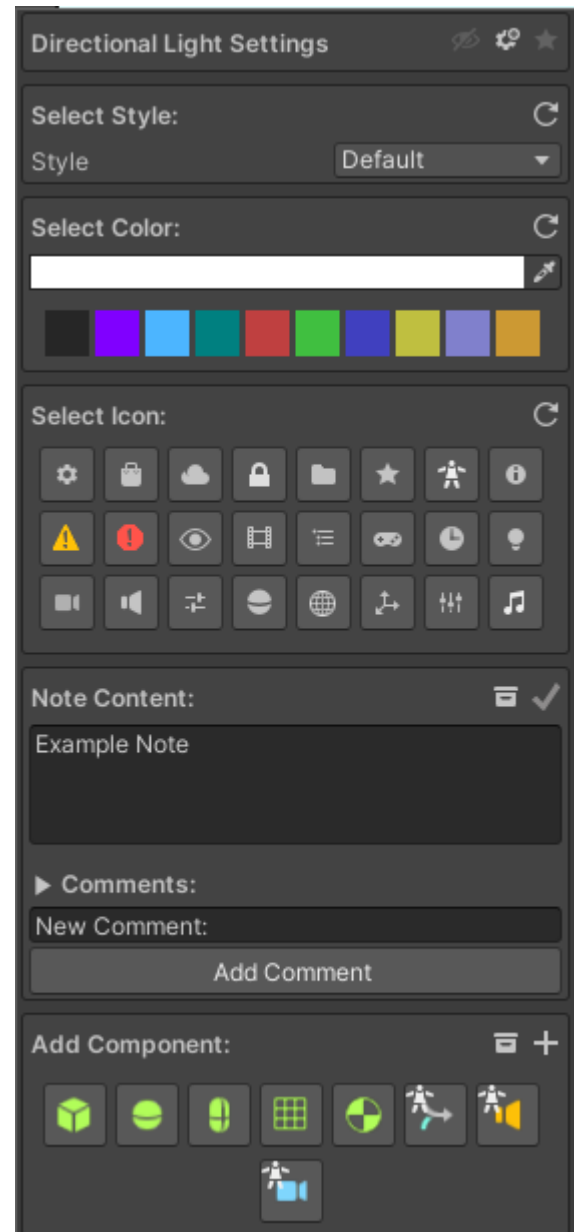
## 6. Add Component

- This section provides a quick way to add frequently used components to the object directly from the popup window.
- **Popular component icons** are displayed for easy access. Clicking any icon will automatically add that component to the selected object.
- Use the **+** button to access a broader selection of components from Unity's component library.



The **Settings Popup** in Sortify offers a powerful set of tools to customize and organize objects in the hierarchy. Each section – Style, Color, Icon, Notes, and Components – helps streamline project management and improve efficiency. For each setting you change, the object's appearance in the hierarchy updates instantly, allowing you to see the effect of your customization in real-time.

**Tip:** Use these settings to create a consistent visual structure across your project, making it easier to navigate and manage complex scenes.



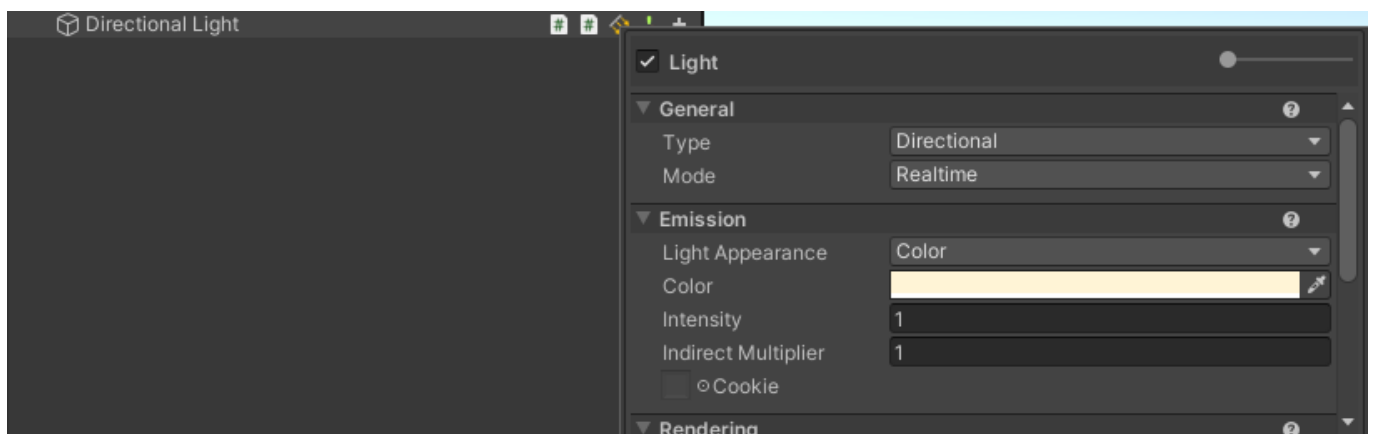
# SORTIFY

## Using the Mini Inspector

**Sortify** provides a convenient **Mini Inspector\*** feature, allowing you to quickly view and modify properties of a specific component directly from the hierarchy. This helps streamline the workflow, especially when making quick adjustments without switching to the full Inspector panel.

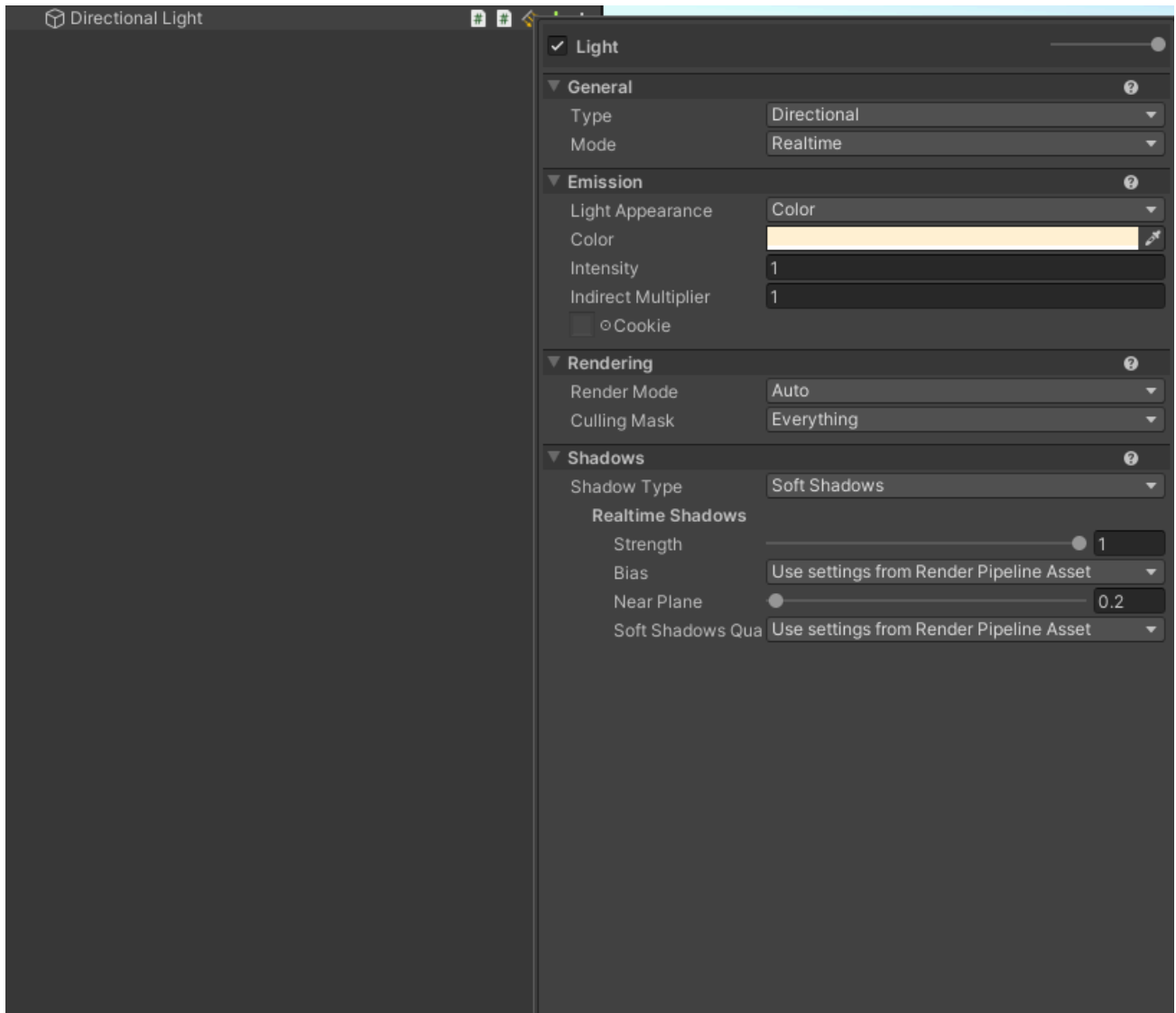
### How to Open the Mini Inspector

1. In the hierarchy, locate the object with the component you want to inspect.
2. Click the **component icon** next to the object's name. This will open a small Inspector window, displaying the selected component's properties.
3. Once opened, you can adjust settings, such as sliders or dropdowns, directly within this Mini Inspector.



## Adjusting the Mini Inspector Size

- Use the **slider** at the top of the Mini Inspector to resize the window according to your needs. This allows you to control how much of the component's properties are visible at once, providing flexibility for quick edits or more detailed adjustments.



The **Mini Inspector** in **Sortify** is a powerful tool for managing your workflow, making it easier to fine-tune components without leaving the hierarchy.

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## Using the Favorites Hierarchy

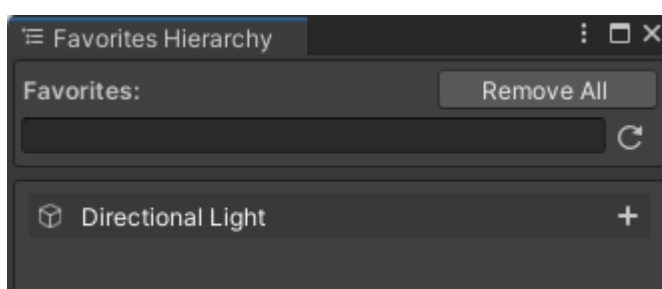
**Sortify** includes a **Favorites Hierarchy\*** feature, which provides quick access to frequently used objects. This is especially useful in complex scenes where certain objects are deeply nested. By marking objects as favorites, you can easily locate and manage them in a dedicated window.

### Enabling Favorites Hierarchy

1. Go to **Window > Sortify > Favorites** from the Unity menu.
2. This opens the **Favorites Hierarchy** window, displaying all objects you've marked as favorites.

### Adding Objects to Favorites

1. Open the **Settings Popup** for an object by clicking the **+** icon next to it in the hierarchy.
2. In the top toolbar of the Settings Popup, click the **star icon** to add the object to your favorites list.
3. The object will now appear in the **Favorites Hierarchy** window, allowing you quick access.





## Managing Favorites

- **Favorites List:** The list displays all your favorite objects. Clicking on an object in this list selects it in the hierarchy, making it easier to locate and modify.
- **Remove All:** You can clear the entire favorites list by clicking the **Remove All** button at the top.
- **Clear Search Field:** The refresh icon next to the search field clears any text you've entered, resetting the view to display all favorites.

With the **Favorites Hierarchy** feature, Sortify enables efficient navigation and management of frequently used objects, helping you streamline your workflow in Unity.

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## Custom Attributes

**Sortify** offers **Custom Attributes\*** functionality, allowing you to add and organize project-specific information directly within the Unity Inspector. These attributes provide a customizable way to display data and interactive elements, making complex scripts and settings more user-friendly.

### Key Features of Custom Attributes

- **Toggles and Buttons:** Quickly control boolean values and trigger specific actions.
- **Options and Groups:** Organize settings into horizontal and vertical groups for better structure and clarity.
- **Sliders and Inputs:** Use sliders for setting ranges, and input fields for text, numbers, or custom data.
- **Customizable Messages:** Display informational, warning, and error messages to provide feedback directly in the Inspector.
- **Progress Bars:** Show visual indicators, such as health or mana bars, to track values in real time.

Custom Attributes in Sortify help streamline Inspector management, making it easier to visualize and adjust data without needing additional tools or complex custom editors.

#

Sortify Custom Attribute Sample (Script)

🔍 ⚙️ ⋮

Script

SortifyCustomAttributeSample

⊞

Slow Toggle

☒

Normal Toggle

☒

Fast Toggle

☐

Option 1

Option 2

Option 3

Option 4

Option 5

Option 3 Description

This is shown when Option3 is deselected.

Vertical Group

Option 1

Option 2

Option 3

Option 4

Option 5

Show Health Bar

☐

Change Bool Button

🔔

Example info message.

×

Info Message

Info Message

⚠️

Example warning message.

×

Warning Message

Warning Message

🚫

Example error message.

×

Error Message

Error Message

Min Max Slider

0.18

0.67

Read Only

5

Health Bar (100/100)

↗️

Mana Bar (78/150)

↗️

Better Header Default

Better Header\_Default

0

Better Header Middle Center

Better Header\_Middle Center

0

Better Header Middle Right

Better Header\_Middle Right

0

Validate Float

1

Weight

60 kg

Height

1.75 m

Width

45 cm

Scriptable Object

None (Scriptable Object)

⊞

Material Reference

None (Material)

⊞

Prefab

None (Game Object)

⊞

Invoke Methode