



## Hierarchy ( MAYA outliner ) for Unity - Documentation

Hierarchy (MAYA outliner) is an extension that unites the customization of all objects in one window. Pop-up windows with filters and flexible extension settings will allow you to increase the productivity of work.

- Neat interface perfectly fits into the extension environment.
- Convenient management allows you to change the parameters and sort the pop-up filters without being distracted from the workflow.
- The low price of the extension will relieve you from the desire to come up with analogs during the development process.

Try it, watch the video and welcome on the website!

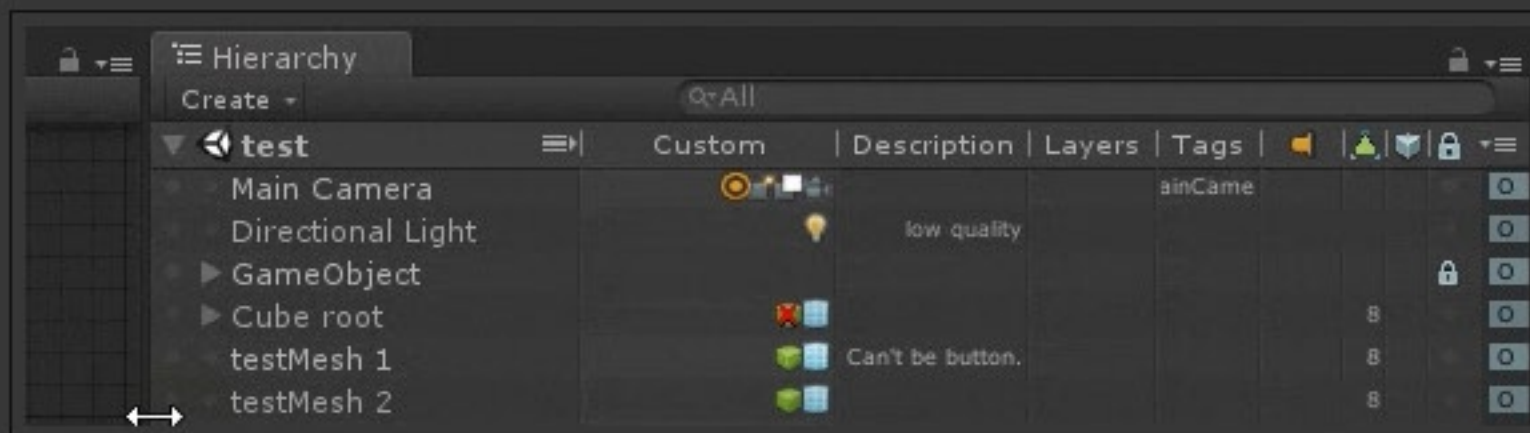




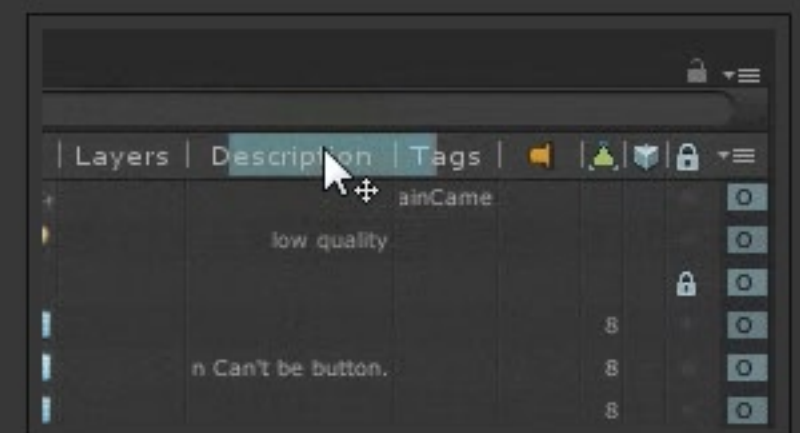
## Interface

### Adaptability of the interface

Dynamic behavior increases the convenience of working with the extension.



You can customize the interface without resorting to long manipulations.

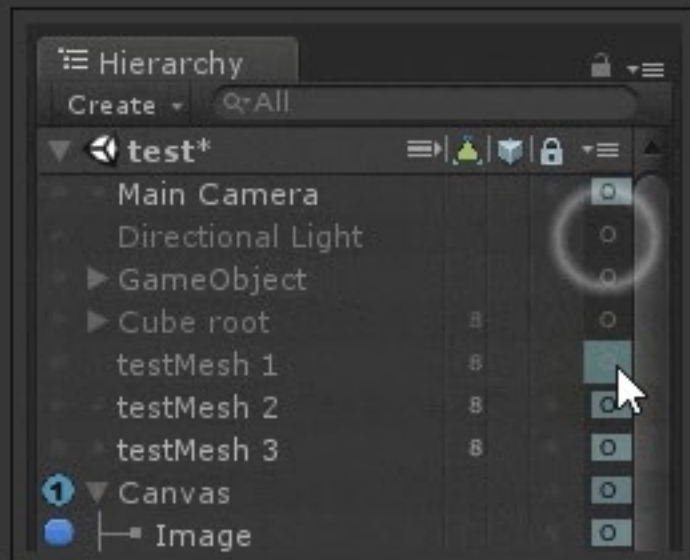


Left click is used to change parameters, and right click to search by parameter.

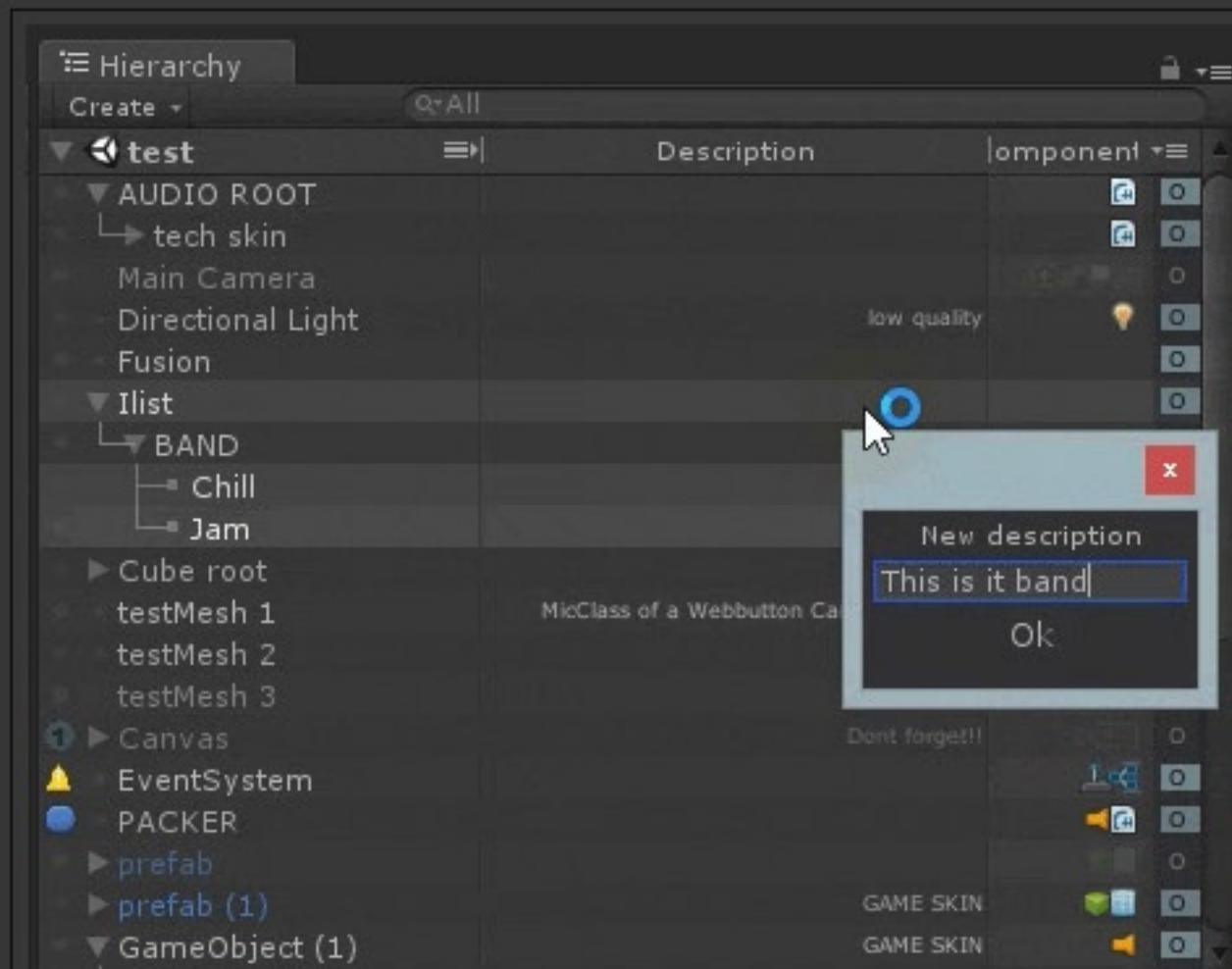
## Control

### Convenient management of object parameters

You can hide objects in one stroke.



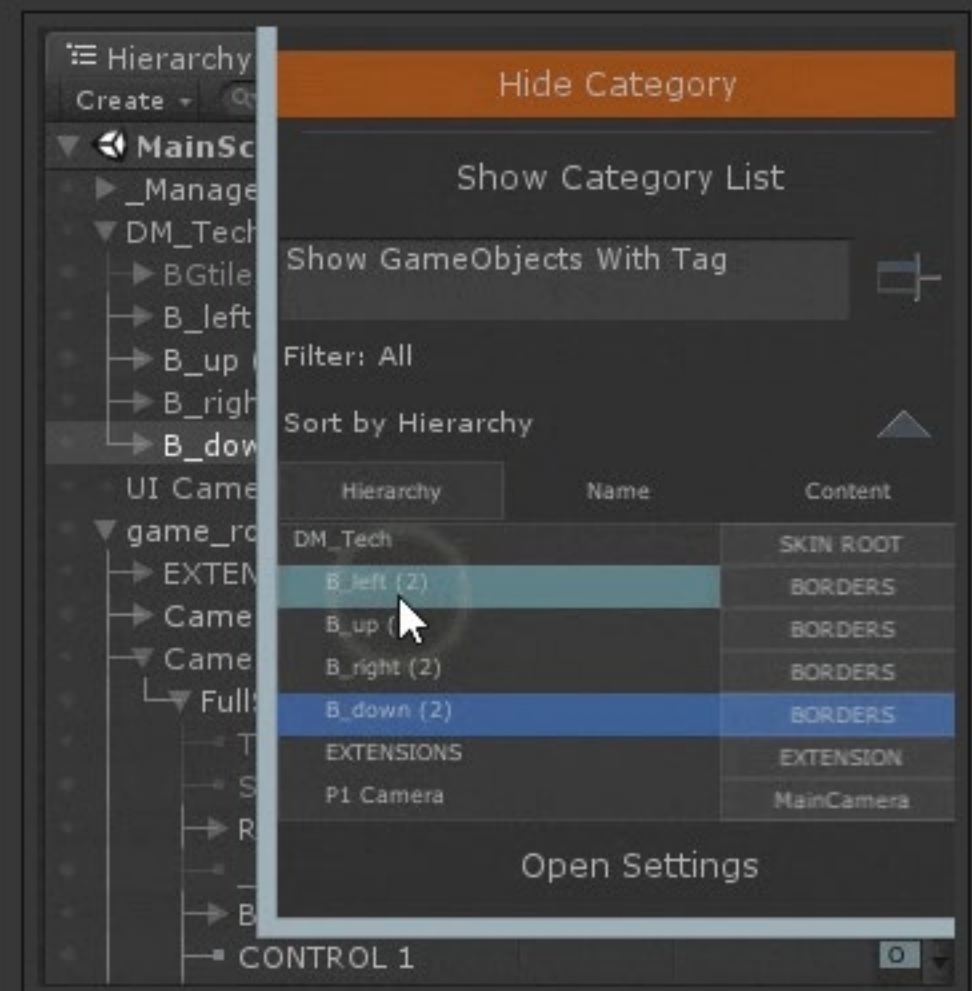
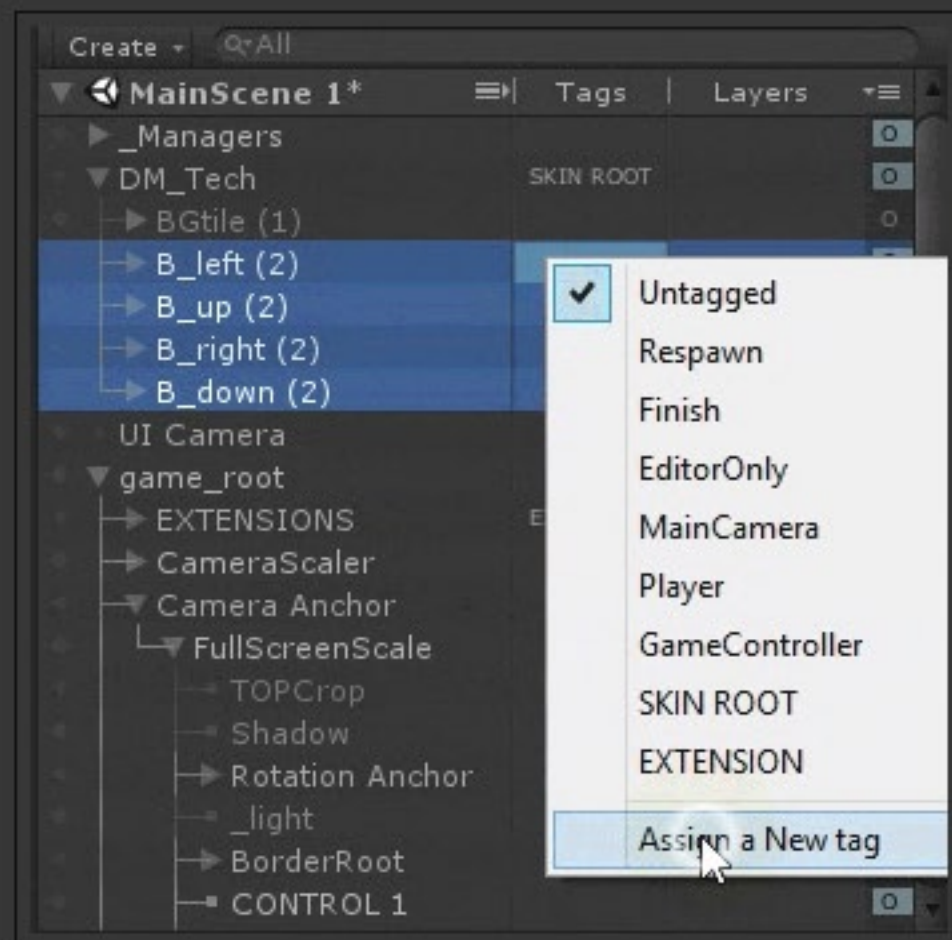
For each object, you can create a custom comment.







Instantly create and assign tags and layers. Search by assigned parameters.



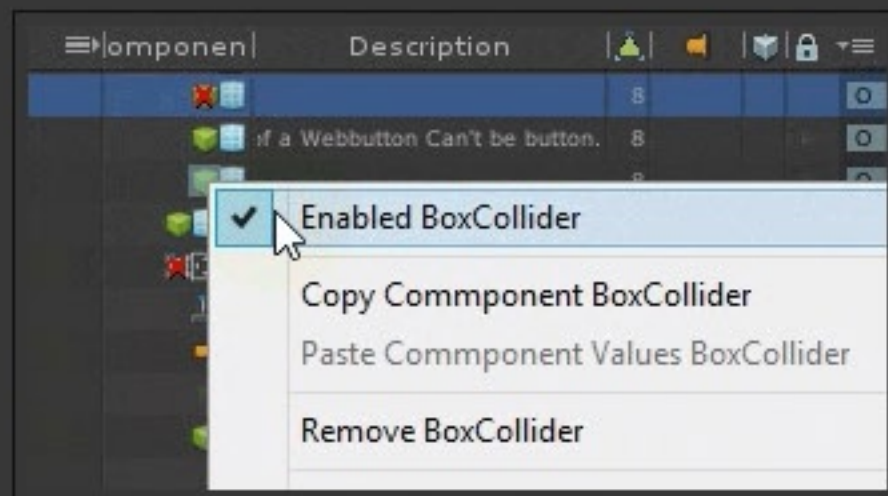
For each object, you can create a custom comment.



## Components

### Managing Components

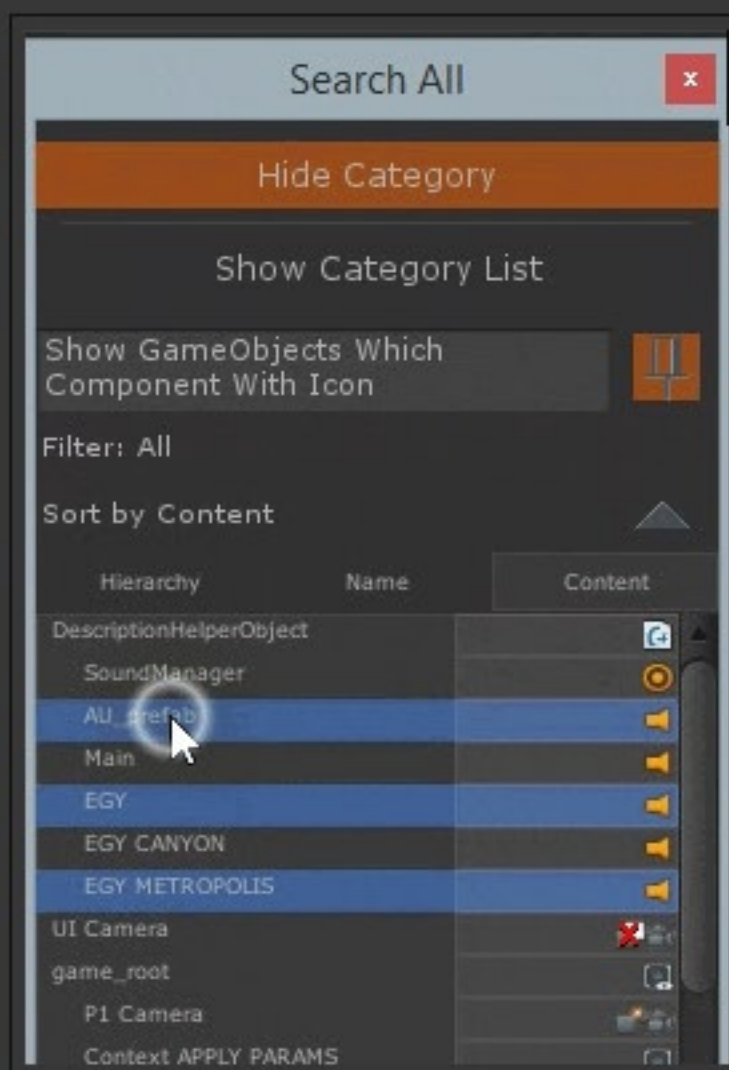
In the settings, you can change the display options for the component toolbar.







You can search for objects with a specific component.





## Optimization

Also there is a category for optimization

It is possible to view information about the number of triangles or the amount of memory that occupies the textures on the object.







## Icons


### Icons for objects

Assignment of icons for personal components or gameObjects.

Assigned User Icons:

MonoBehaviour Script

Texture2D Icon

=	C	○		x
=	CS1	○		x

+



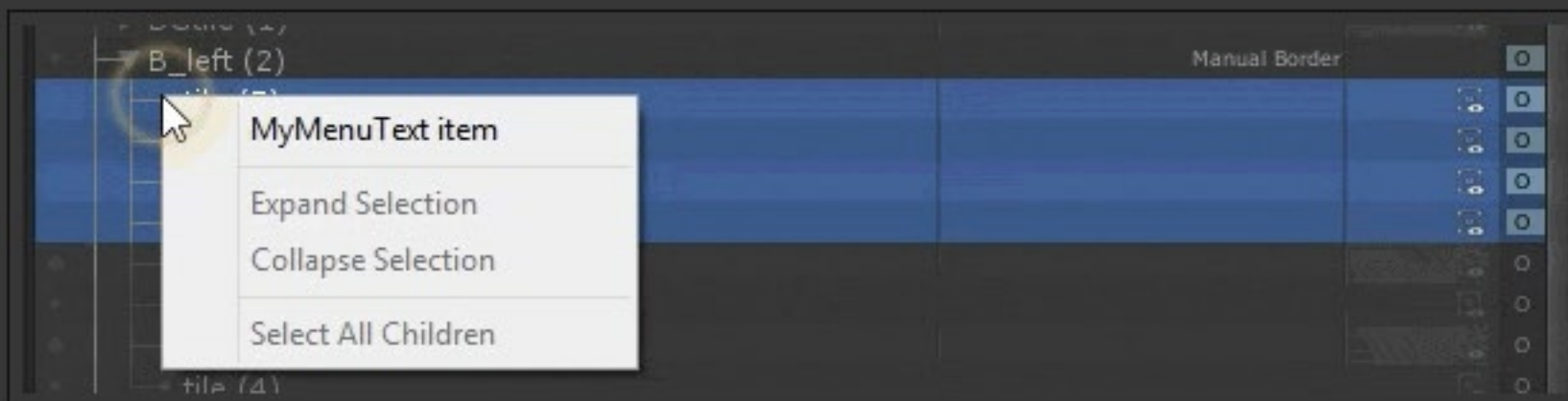




## Left Menu

### The left context menu

To call it, right-click to the left of the object.



```

10 class MyMenuTest : HierarchyExtensions.IHierarchySelectionMenuItem_Button
11 {
12     public bool IsEnable(GameObject clickedObject) { return clickedObject.transform.childCount == 0; }
13     public string Name { get { return "MyMenuText item"; } }
14     public int PositionInMenu { get { return 0; } }
15
16     public void OnClick(GameObject[] affectedObjectsArray)
17     {
18     }
19 }

```

In order to include your own item in the "left context menu", simply inherit the `HierarchyExtensions.IHierarchySelectionMenuItem_Button` interface anywhere in your project.

Some examples of the function for the "left context menu" are contained in the file `RightClickObjectLeftMenu_Example.cs`.