

Manual for

# vHierarchy 1.0

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Thanks for purchasing!

You can upgrade to **vHierarchy 2** with a discount

If you have any questions or feedback, please reach out:

 [kubacho.lab@gmail.com](mailto:kubacho.lab@gmail.com)

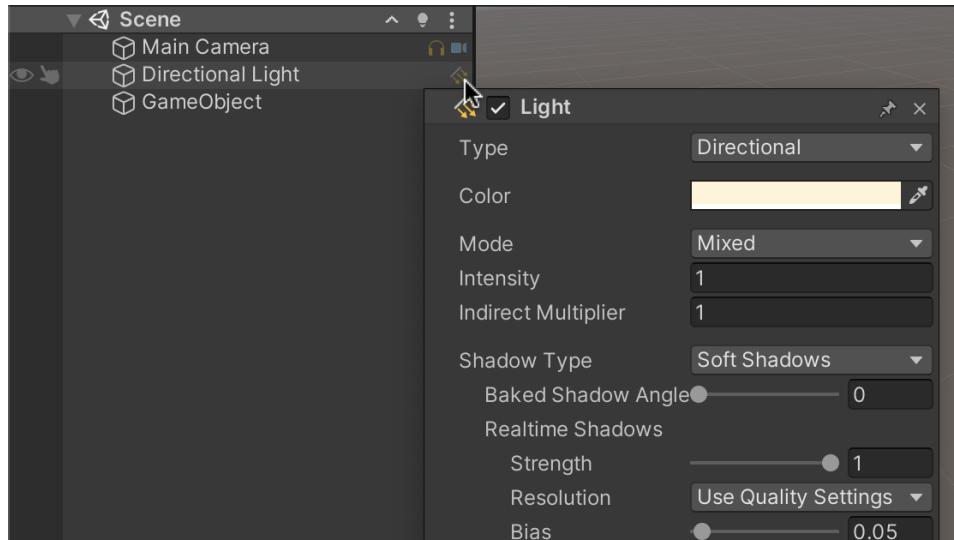
 [discord.gg/4dG9KsbspG](https://discord.gg/4dG9KsbspG)

## Component minimap

Components are listed at the right side of hierarchy

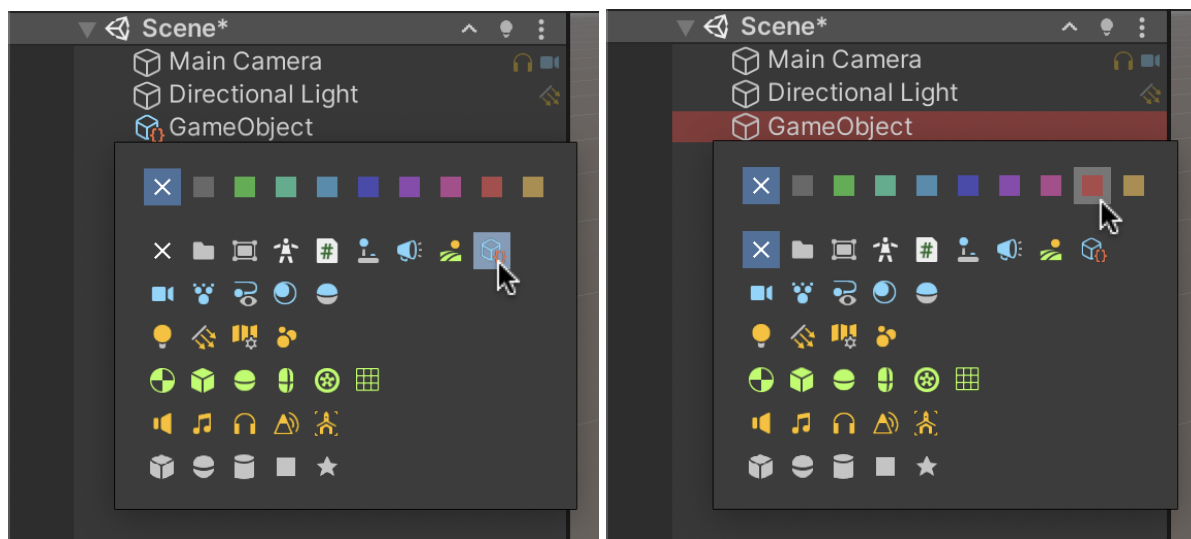
You can turn it off in Tools/vHierarchy menu

Alt-Click a component icon to open component editor:



## Icons and colors

Alt-Click an object to open icon and color selector:



# Shortcuts

Shortcuts work on the GameObject under mouse - no need to select it

Press A to enable/disable

Press F to focus

Press X to delete

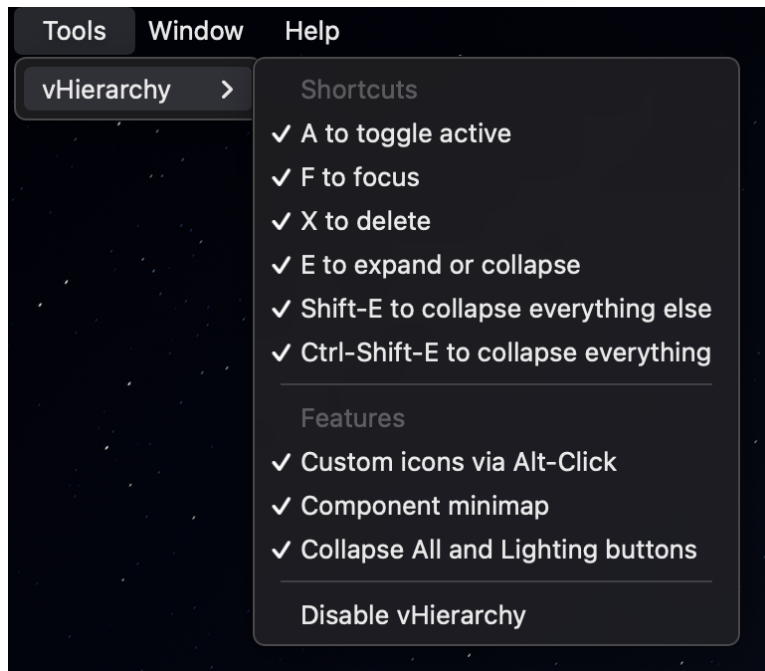
Press E to expand or collapse

Press Shift-E to collapse everything else

Press Ctrl-Shift-E to collapse everything

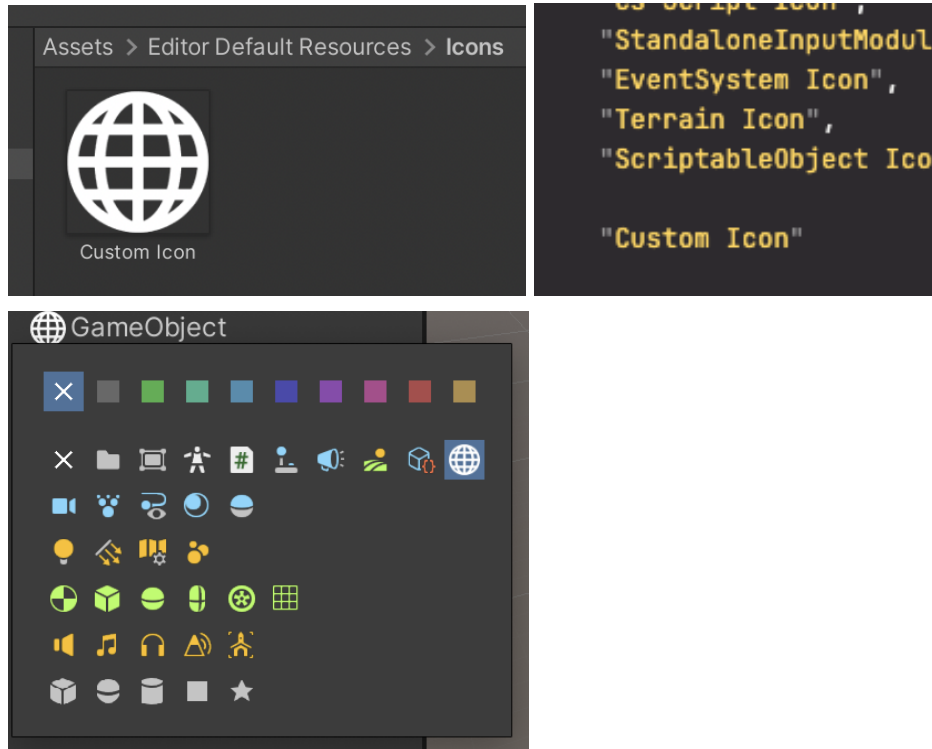
# Menu

You can toggle features and quickly look up shortcuts in Tools/vHierarchy menu:



## Adding custom icons

You can add custom icons by putting them into Assets/Editor Default Resources/Icons folder and adding their names into the array in VHierarchyIconEditor.cs at line 160:



If your custom icons don't fit into the icon selector window - you can adjust width and height of the window at the bottom of VHierarchyIconEditor.cs:

