

DOC VERSION 2.0 - DECEMBER 2018

# Contents

Introduction	3
Overview	3
Installing	4
Configuring hierarchy icons	5
Presets	6
Revert to Default	6
Multi-editing	7
Configs List	7
Context Menu	8
Upgrading	9
Changelog 1	0

## Introduction

Thank you for purchasing the **Rainbow Hierarchy** extension! We hope you enjoy using the product and that it makes your game development project a success.

If you have any questions, please do not hesitate to contact us at <u>support@borodar.com</u>, we will be glad to help you out.

Also, when you have a spare moment, please <u>leave</u> us a review on the Asset Store.

## **Overview**

Have you ever thought about highlighting often used GameObjects in your scene? This simple but colorful asset allows you to do that!

With "Rainbow Hierarchy" you can set a custom icon and background for any object in the Hierarchy window:



# Installing

**Rainbow Hierarchy** is a standard Unity extension and should be installed like any other Unity package. Just drag the *RainbowHierarchy.unitypackage* into your current project, or in the Editor go to the drop-down menu **Assets**  $\rightarrow$  **Import Package**  $\rightarrow$  **Custom Package** and then browse to the *RainbowHierarchy.unitypackage* file.

When downloading from the Asset Store, Download Manager will automate the process.



Once the Importing dialog appears, just click the Import button.

## **Folder location**

The package will be imported into the Assets/Plugins/RainbowAssets/RainbowHierarchy folder by default. Most users prefer to keep it here, but you can freely move it wherever you want.Just go to Edit  $\rightarrow$  Preferences  $\rightarrow$  Rainbow Hierarchy and update the folder location:



## **Configuring hierarchy icons**

To apply custom icon for some GameObject in your hierarchy view, just hold the **Modifier key** and click on any object in your scene. By default, it's **Alt key**, but you can change it in **Preferences**.



Configuration dialogue will appear, and you'll be able to assign custom icon and background to the corresponding object.



What you need to configure for each scene item, are these fields:

- **Object** icon will be applied just to specified GameObject. or **Name** - icon will be applied to all GameObjects with that name.
- Icon custom icon texture that should be applied.
- **Background** custom background texture that should be applied
- **Recursive** checkboxes the same icon or background will be applied automatically to all child objects.

Your changes will be applied next time Hierarchy view retrieves focus.

#### Presets

You can choose icons and backgrounds from a few dozen of presets. Simply click on the corresponding field in the configuration dialog, select one of them from the drop-down menu and apply changes.

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### **Revert to default**

To reset the icon and background to the default state, just **Alt-click** on corresponding object, then press the red cross button in configuration dialogue and apply changes.



#### **Multi-editing**

You can also apply icon or background to multiple objects at once, just select them all and **Alt-click** at one of them.



### **Configs** List

To view all existing assignments, click the gear button in the configuration dialog, then take a look at the Inspector.

There is a reorderable list with all defined "icon/background" configurations. You can modify existing items, remove them using "-" button or add new ones by clicking "+" button below.

If there is more than one config for the same hierarchy object (including recursive assignments), then **latest (lowest) item** in the list will be applied.

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### **Context Menu**

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**Right-click** on any item in Hierarchy view and select **Rainbow Hierarchy**  $\rightarrow$  **Apply Custom** to open configuration dialogue.

The **Rainbow Hierarchy**  $\rightarrow$  **Revert to Default** item will reset corresponding object icon and background to the default state.

With **Icon** and **Background** items you can easily apply custom icons and backgrounds correspondingly from a few dozen of presets, right from the context menu.

# Upgrading

Please always do a clean import of the **Rainbow Hierarchy** package (delete the old version before importing the new one). Otherwise, you may receive a number of difficult to diagnose issues.

- Delete the Assets/.../RainbowHierarchy folder.
- Delete the Assets/Editor Default Resources/RainbowHierarchy folder, if exists.
- Import the new version from package or from the Asset Store.

# Changelog

#### v 2.0

- Major updates and fixes, related to significant changes in Hierarchy window for Unity 2018.3+
- All included icons now are baked into the code and will no longer bother you when picking/searching your textures
- Added support for multi-scene editing
- Added optional hierarchy tree outlines
- Added optional row shading
- Added new component icons

#### v 1.1

- Better compatibility with Unity 2018.2
- A number of small optimizations and fixes

#### v 1.0

• Initial release