



DOC VERSION 2.1 - APRIL 2019

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## 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.

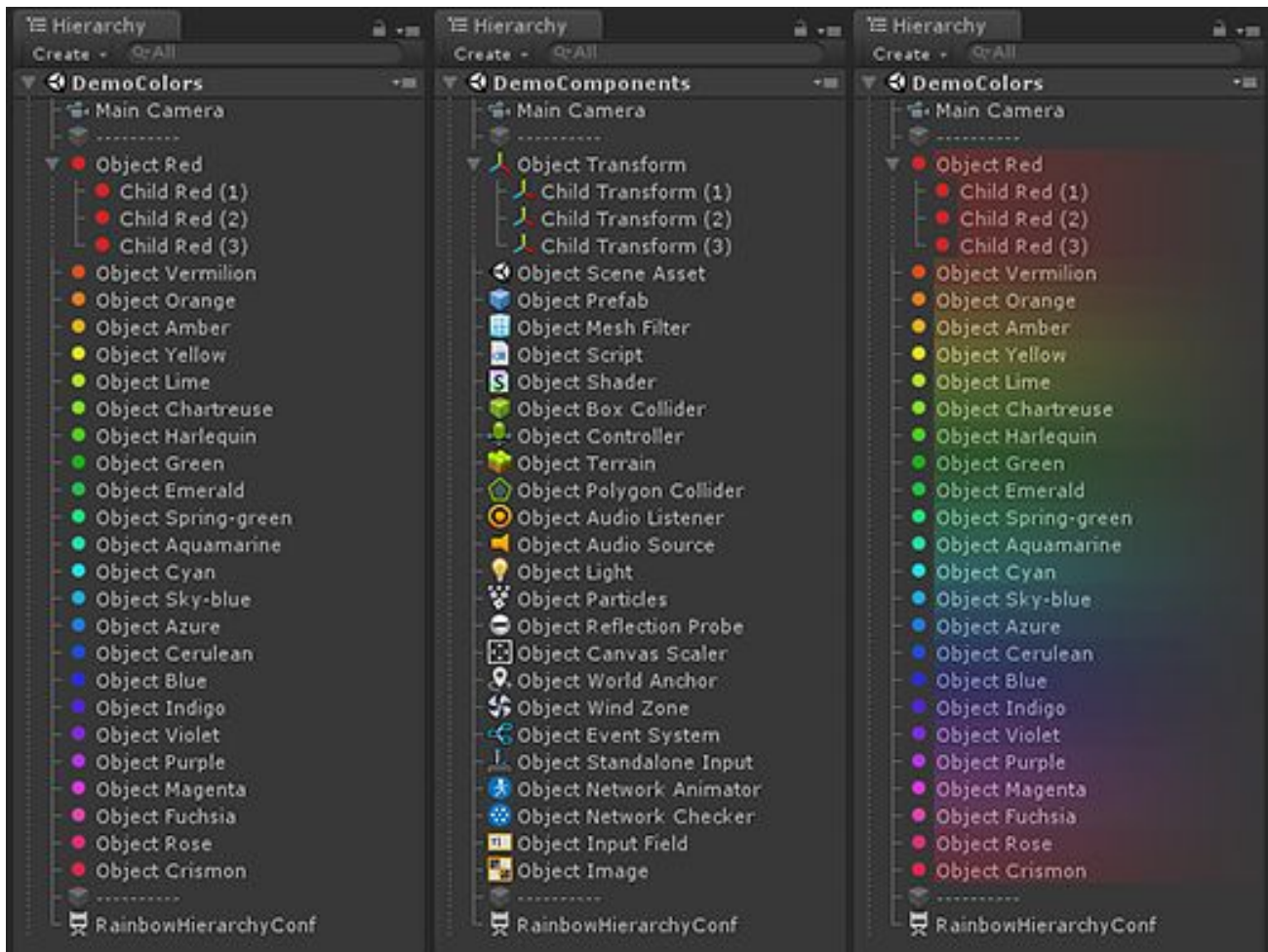
If you have any questions, please do not hesitate to contact us at [support@borodar.com](mailto:support@borodar.com), we will be glad to help you out.

Also, when you have a spare moment, please [leave](#) 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!

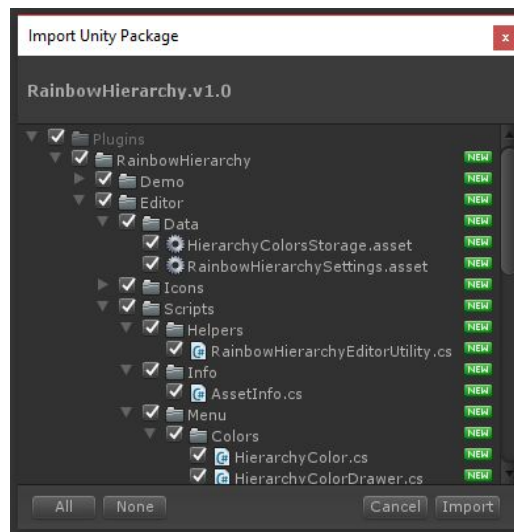
With "Rainbow Hierarchy" you can set a custom icon and background for any object in the Hierarchy window:



## 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** → **Import Package** → **Custom Package** and then browse to the `RainbowHierarchy.unitypackage` file.

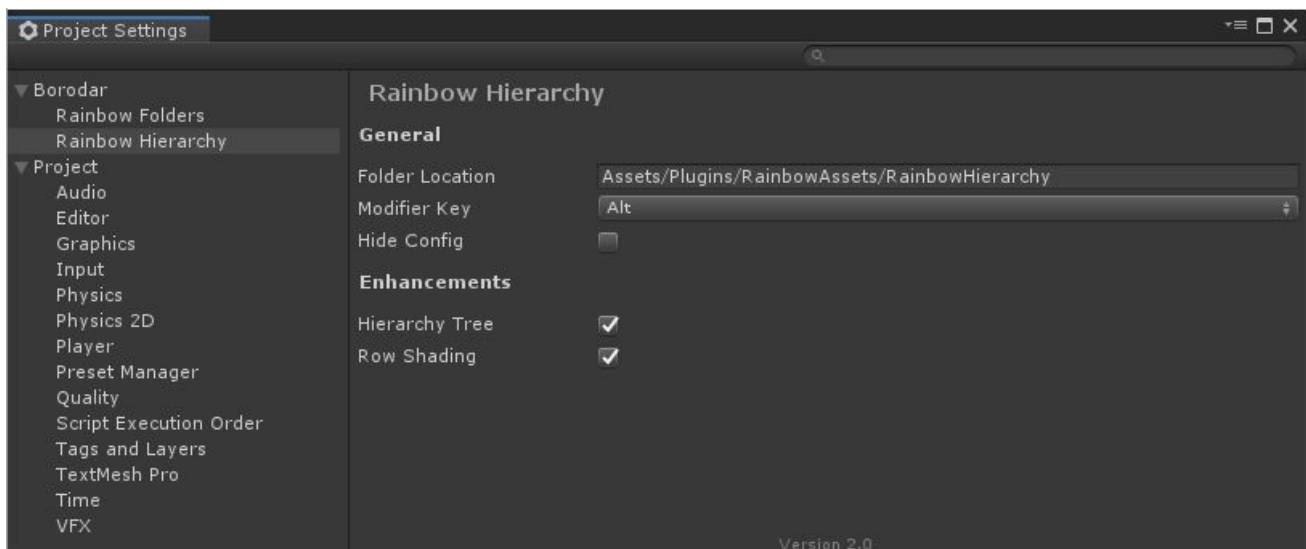
When downloading from the Asset Store, Download Manager will automate the process.



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

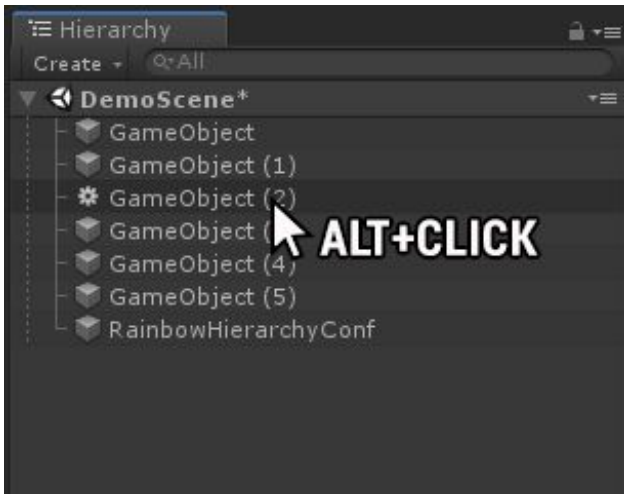
## Folder location

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** → **Project Settings** → **Borodar** → **Rainbow Hierarchy** and update the folder location:

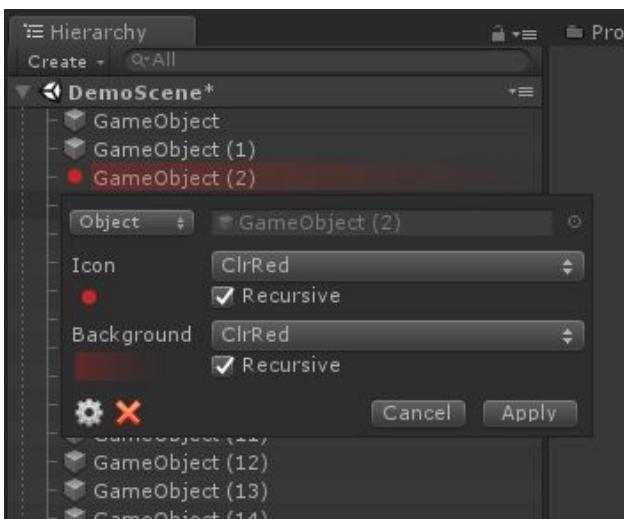


## Configuring hierarchy icons

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.



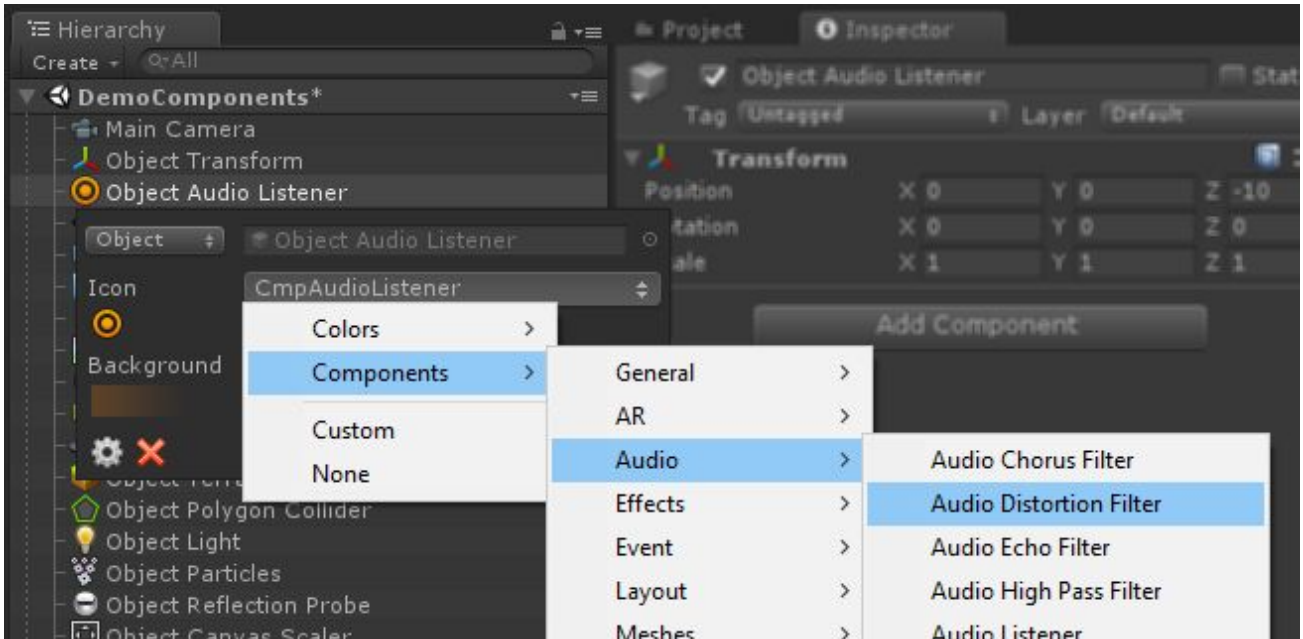
What you need to configure for each scene item, are these fields:

- **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.

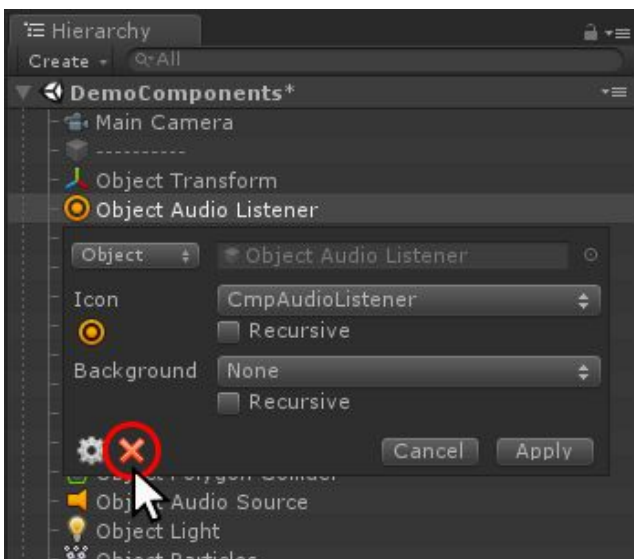
## Presets

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.



## Revert to default

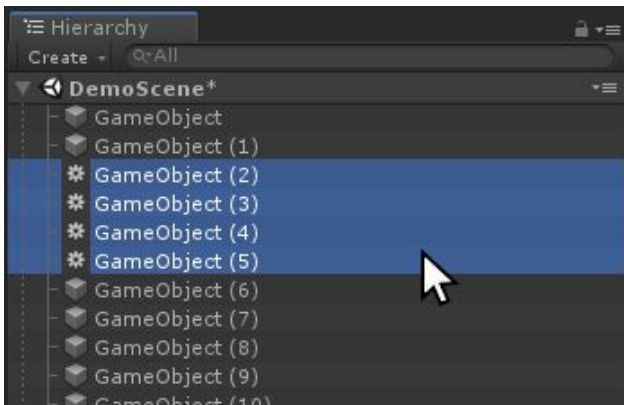
To reset the icon and background to the default state, just **Alt-click** on corresponding object, then press the red cross button in configuration dialogue and apply changes.





## 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.

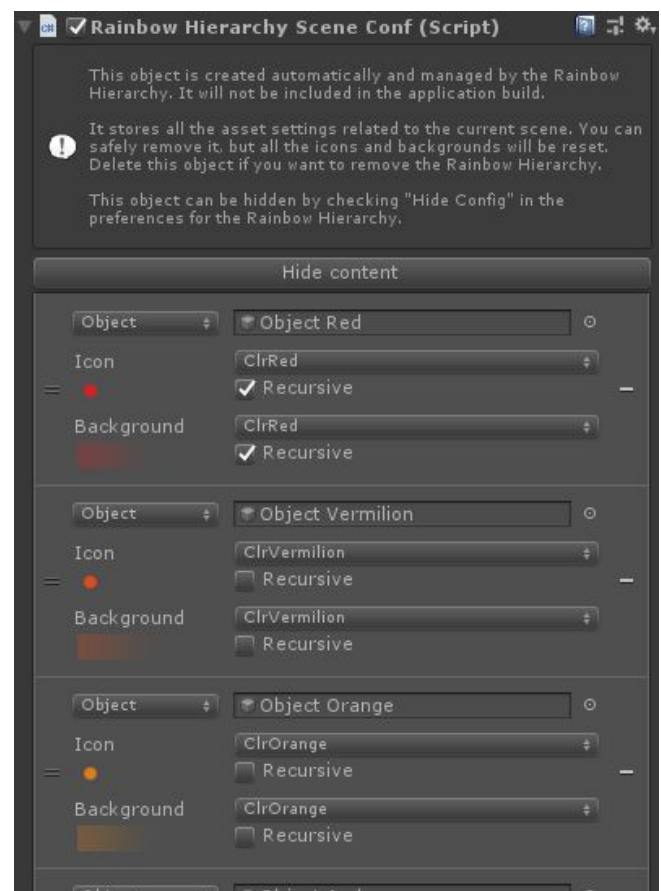
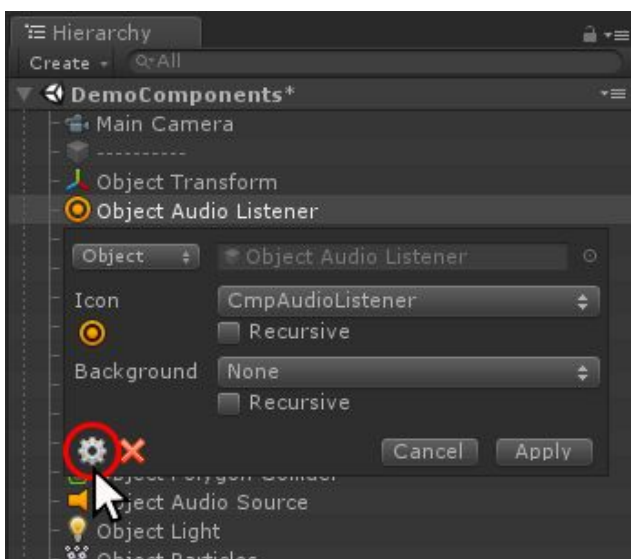


## Configs List

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

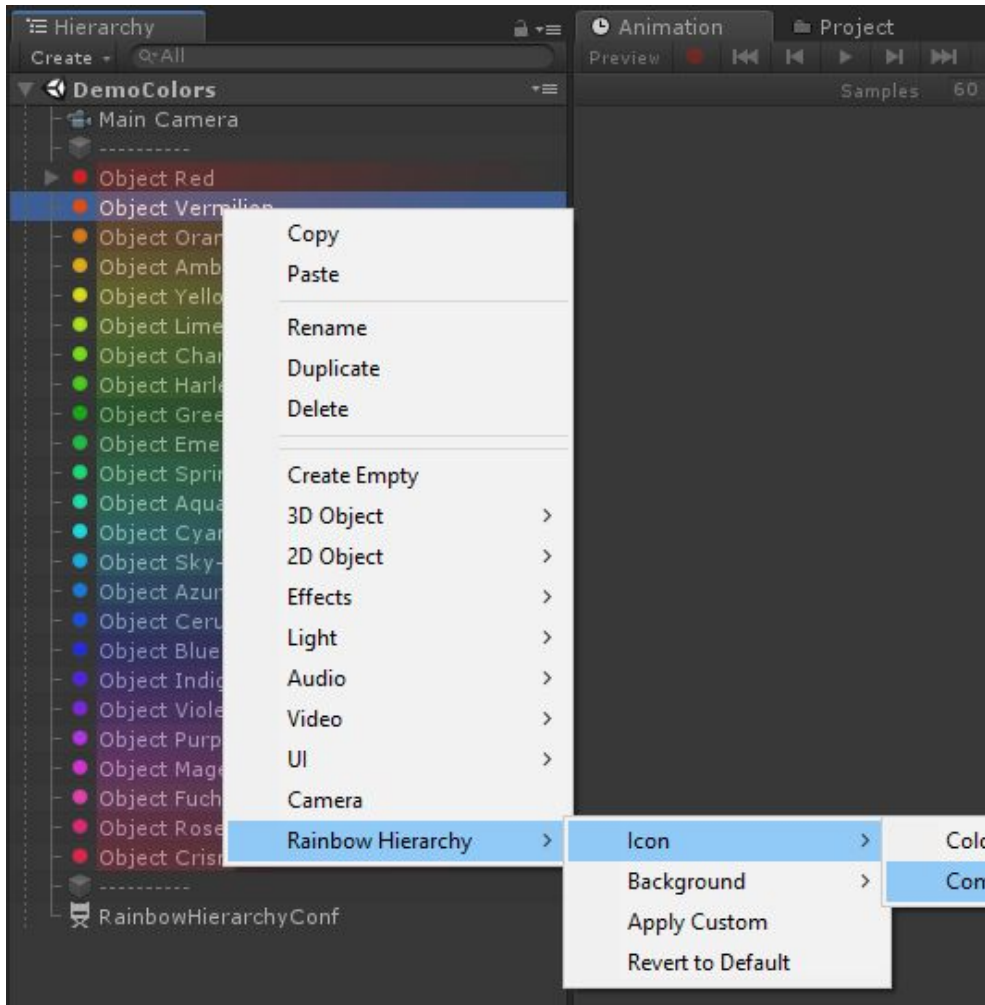
There is a reorderable list with all defined "icon/background" configurations. You can modify existing items, remove them using "-" button or add new ones by clicking "+" button below.

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.



## Context Menu

All the above functionality is also available via the context menu.



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

The **Rainbow Hierarchy → 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.

**ATTENTION!** If you're upgrading **Rainbow Hierarchy** from **v1.1 or lesser** then all your existing icon assignments will be lost! There is no way to upgrade between major versions and save old asset configs due to a significant difference in the way data is stored.

# Changelog

## v 2.1

- Improved compatibility with Unity 2019.1
- Improved compatibility with Rainbow Folders v2.0
- A number of small optimizations and fixes

## 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 own 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