



Contents

Introduction	3
Overview	3
Installing	4
Configuring hierarchy icons	5
Presets	6
Your own icons	6
Revert to Default	7
Multi-editing	8
Manage rules directly	9
Context Menu	11
Upgrading	12
Changelog	13

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.

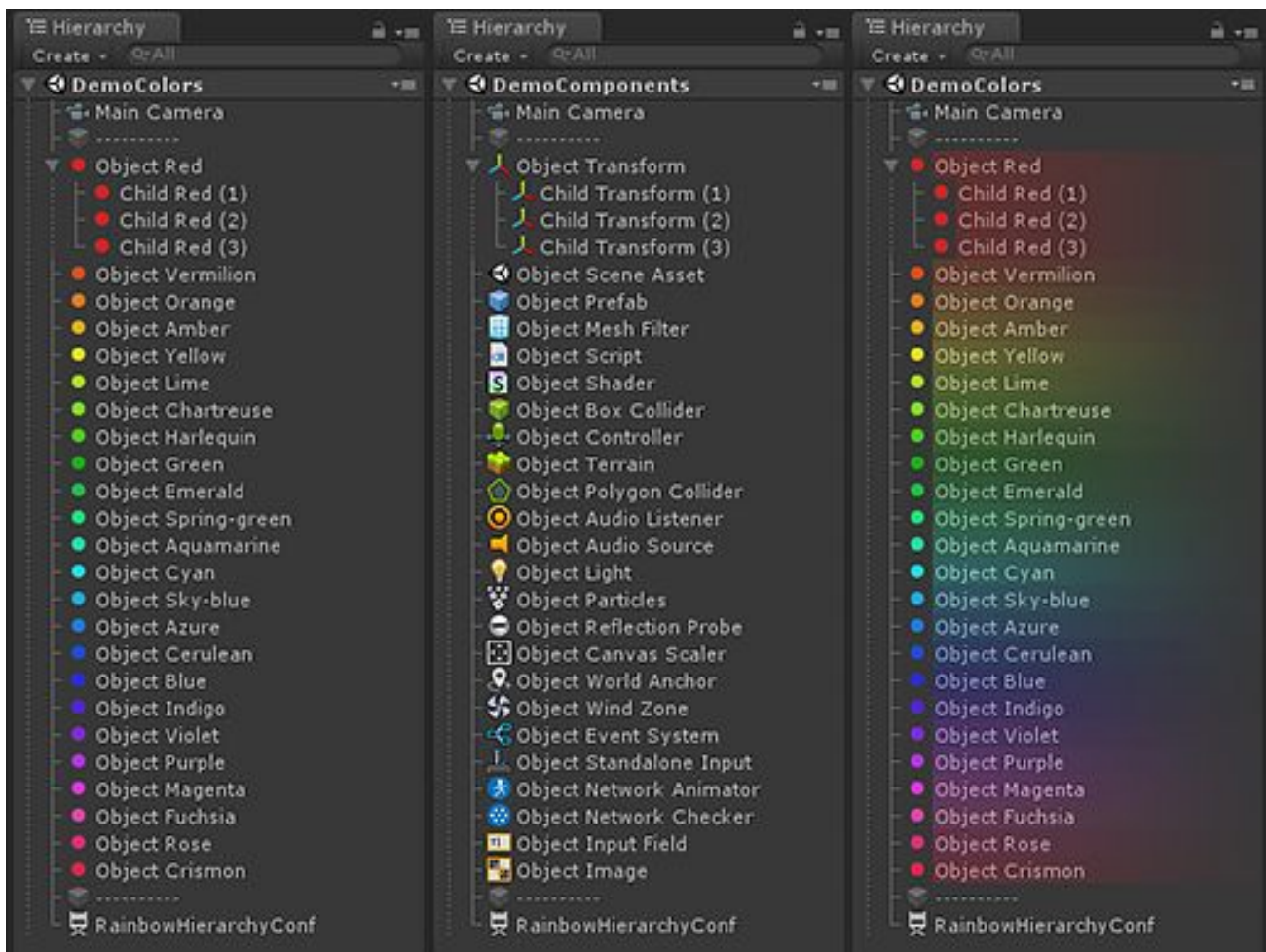
If you have any questions, please do not hesitate to contact us at support@borodar.com, we will be glad to help you out.

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!

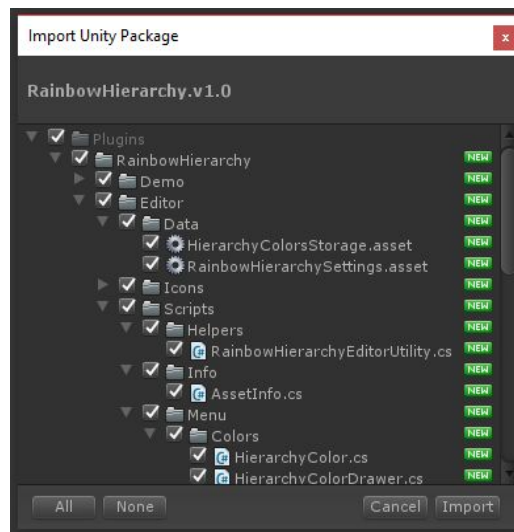
With **Rainbow Hierarchy**, you can set a custom icon and background for any object in the hierarchy window:



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.

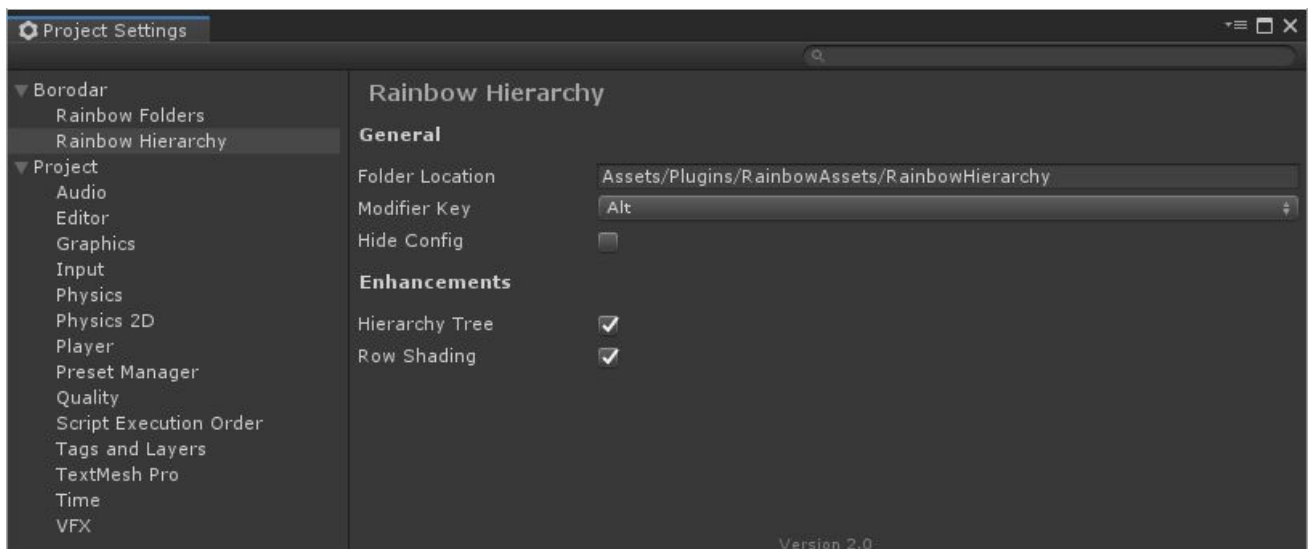
When downloading from the Asset Store, then the Download Manager will automate the process.



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

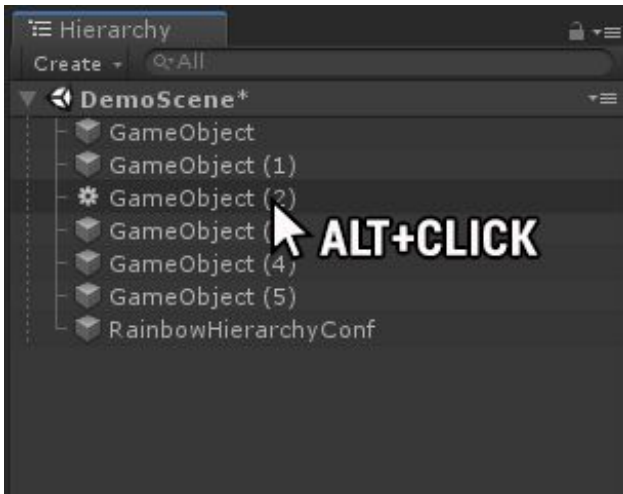
Folder location

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:

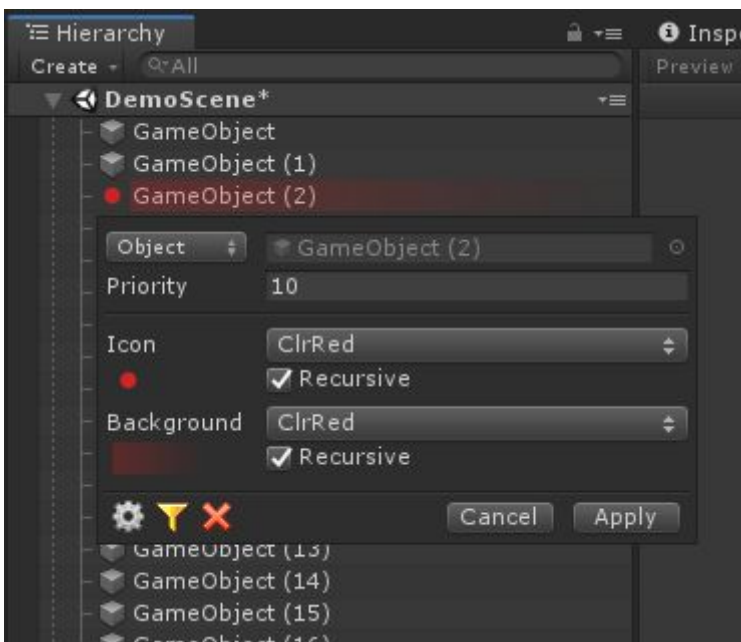


Configuring hierarchy icons

To apply custom icon and/or background for some GameObject in your Hierarchy view, just hold the **Modifier key** and click on this object. By default, it's **Alt key**, but you can change it in **Project Settings** → **Borodar** → **Rainbow Hierarchy**.



The configuration dialog will appear, and you'll be able to assign a custom icon and background to the corresponding object.



What you need to configure for each custom hierarchy rule, are these fields:

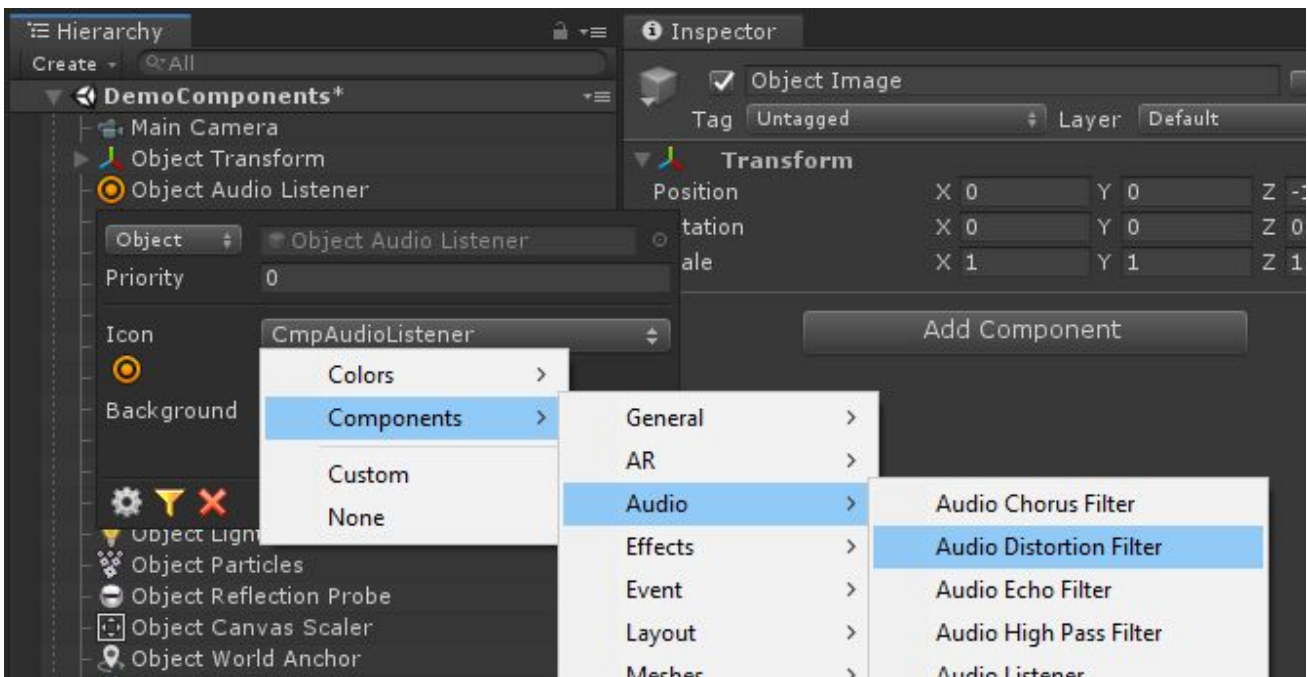
- **Object** - the rule will be applied just to specified GameObject.
or **Name** - the rule will be applied to all GameObjects with that name.
- **Priority** - if there is more than one rule that should be applied for the same hierarchy item, then rule with the highest priority will be applied.
- **Icon** - a custom icon that should be applied to the corresponding GameObject. You can choose it from presets or apply your own texture.

- **Background** - a custom background that should be applied to the corresponding GameObject. You can choose it from presets or apply your own texture.
- **Recursive** checkboxes - the same icon or background will be applied automatically to all child objects.

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

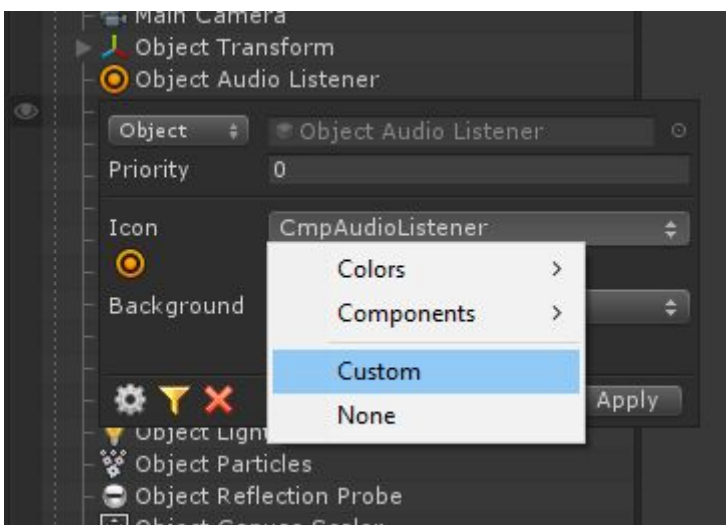
Presets

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.

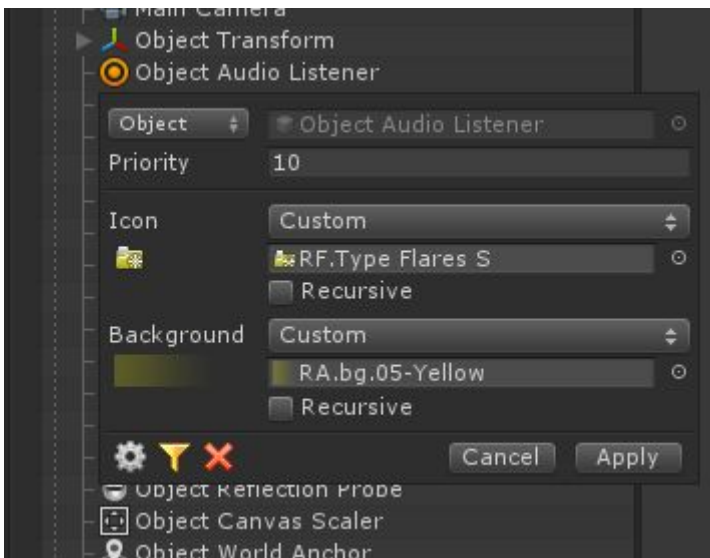


Your own icons

If you want to apply your own texture as an icon or background then click on the corresponding field in the configuration dialog and select the “Custom” menu item.



In this case, additional texture input fields will be shown to allow you to drag your own textures here:



The recommended size for a custom icon is **16x16 px**. Regarding background texture, its height should be **16 px** and the width could be arbitrary.

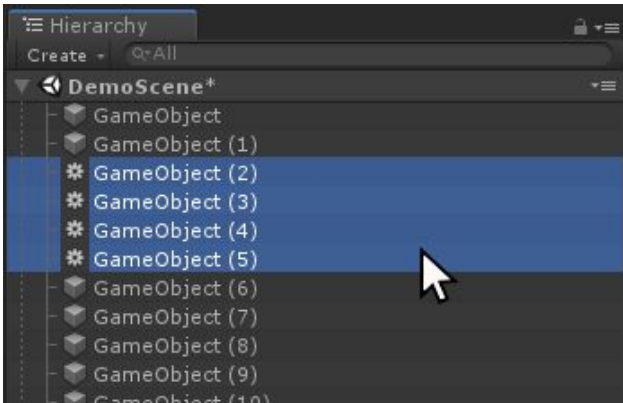
Revert to default

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.



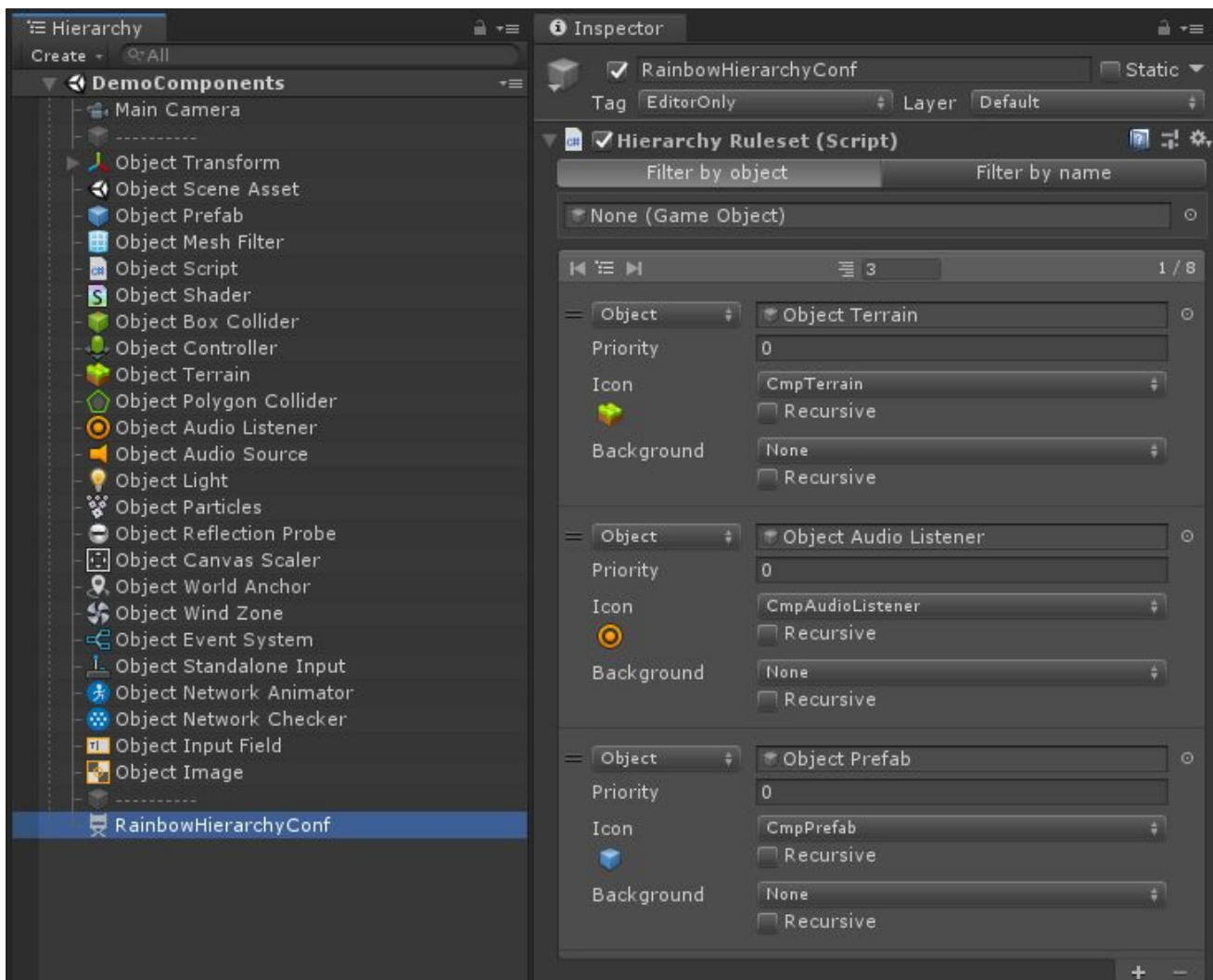
Multi-editing

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

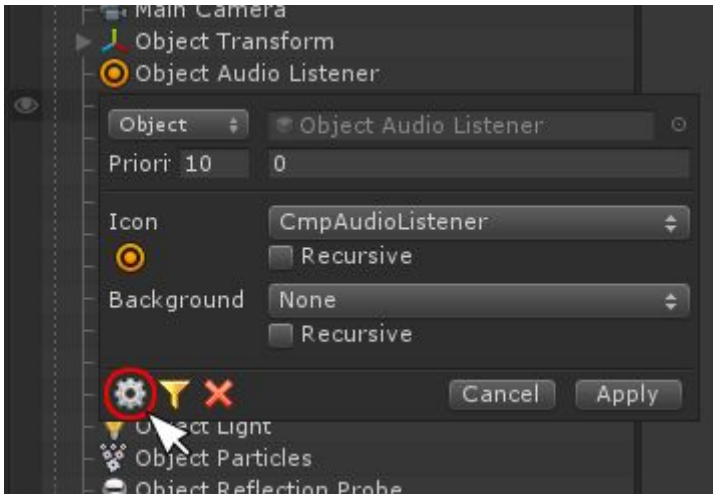


Manage rules directly

To view all existing assignments, select the “**RainbowHierarchyRuleset**” object in your scene, then take a look at the Inspector.



You can achieve the same result by click on the **“gear”** button in the configuration dialog.



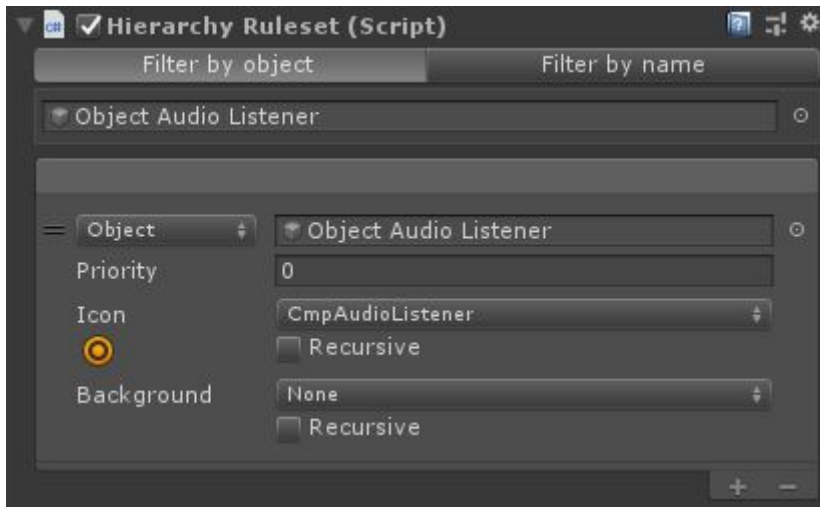
There is a reorderable list with all defined "icon/background" rules. You can modify existing items, remove them using "-" button or add new ones by clicking "+" button below.

If there is more than one rule for the same hierarchy object (including recursive assignments), then a rule with the **highest priority** will be applied. If the rules have the same priority then **latest (lowest) item** in the list will be applied.

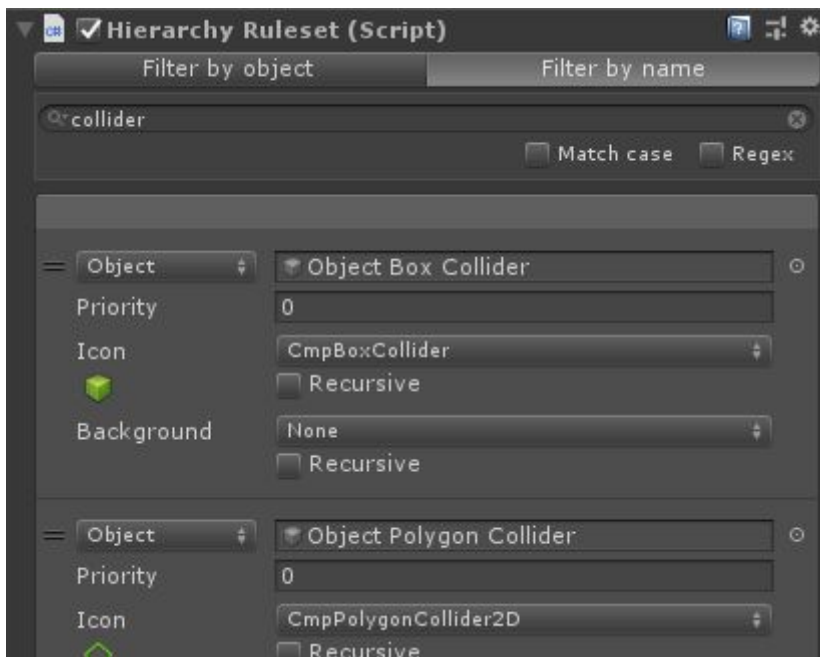
To view rules for a specific GameObject only, click on the **“filter”** button in the configuration dialog. The whole ruleset should be filtered out and only rules related to this GameObject should be shown.



You can also achieve this by using the **“Filter by object”** tab directly in Inspector.



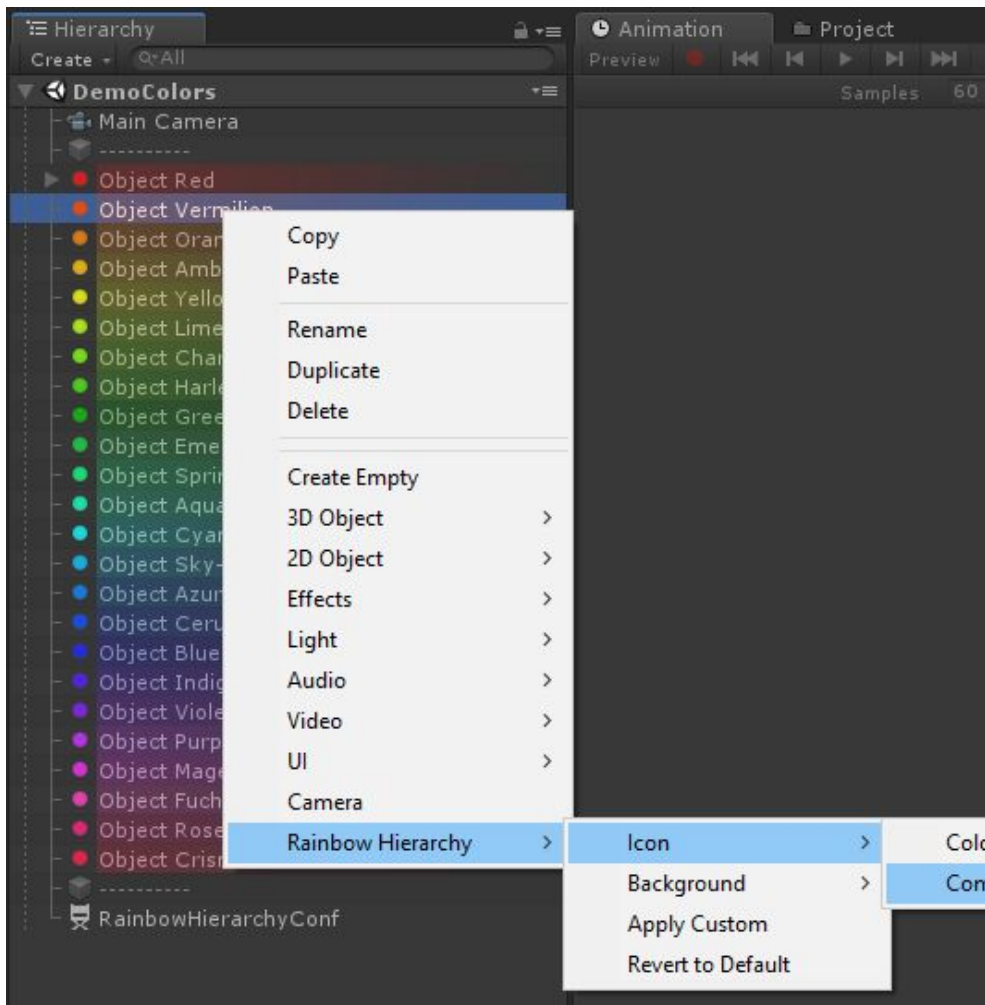
Also, you can filter rules out by their **“Key”** values using the **“Filter by name”** tab.



Please Note: The “RainbowHierarchyRuleset” object is created automatically and managed by the Rainbow Hierarchy. It will not be included in the application build. It stores all the asset settings related to the current scene. You can safely remove it, but all the icons and backgrounds will be reset. Delete this object if you want to remove the Rainbow Hierarchy. This object can be hidden by checking "Hide Config" in the preferences for the Rainbow Hierarchy.

Context Menu

Almost all the above functionality is also available via the context menu.



Right-click on any item in the 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 2.4.0

- Improved compatibility with Unity 2019.3
- All icons have been updated to match new UI in Unity 2019.3
- A few minor optimizations and small fixes

v 2.3.0

- Added explicit “Priority” field for hierarchy rules to avoid manual reordering when you have multiple rules for the same hierarchy object
- Added pagination when browsing through all the hierarchy rules
- Added possibility to filter rules by specific GameObject
- Added possibility to filter rules by their “Key” value
- Several optimizations and small fixes

v 2.2.1

- Fixed bug regarding Editor performance degradation for projects that contain large number of scriptable objects or large prefabs
- A number of minor performance optimizations

v 2.2

- Compatibility fix for Unity 2019.1.2 or greater
- Various minor optimizations and fixes

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