Hierarchy	Hierarchy	Hierarchy
Create ▾ Q All	Create ▾ Q All	Create ▾ Q All
◀ DemoColors	◀ DemoComponents	◀ DemoColors
Main Camera	Main Camera	Main Camera
▼ Object Red	▼ Object Transform	▼ Object Red
Child Red (1)	Child Transform (1)	Child Red (1)
Child Red (2)	Child Transform (2)	Child Red (2)
Child Red (3)	Child Transform (3)	Child Red (3)
Object Vermilion	Object Scene Asset	Object Vermilion
Object Orange	Object Prefab	Object Orange
Object Amber	Object Mesh Filter	Object Amber
Object Yellow	Object Script	Object Yellow
Object Lime	Object Shader	Object Lime
Object Chartreuse	Object Box Collider	Object Chartreuse
Object Harlequin	Object Controller	Object Harlequin
Object Green	Object Terrain	Object Green
Object Emerald	Object Polygon Collider	Object Emerald
Object Spring-green	Object Audio Listener	Object Spring-green
Object Aquamarine	Object Audio Source	Object Aquamarine
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RAINBOW HIERARCHY
QUICK START

Object Rose	Object Input Field	Object Rose
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Contents

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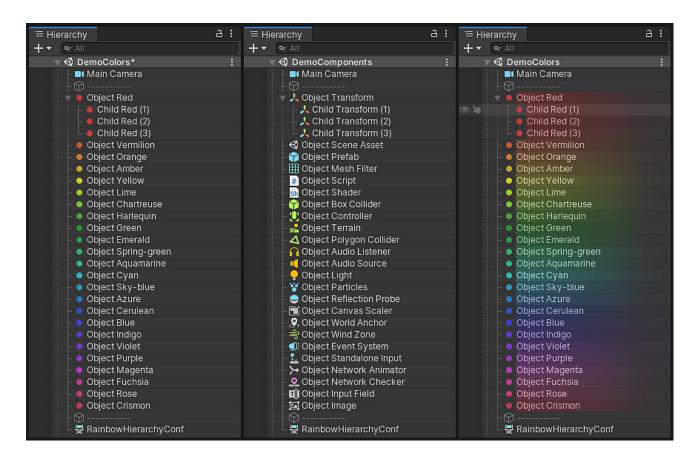
If you have any questions, please do not hesitate to contact us at *support@borodar.com*, we will be glad to help you out.

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.

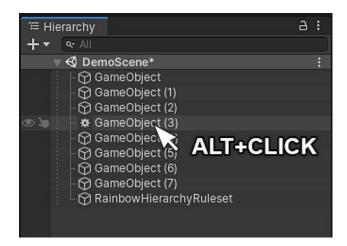When downloading from the Asset Store, then the Download Manager will automate the process.

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

Folder location

The package will be imported into the `Assets/Plugins/Borodar/RainbowHierarchy` folder by default. Most users prefer to keep it here, but you can freely move it wherever you want. Rainbow Hierarchy will detect new location automatically, no additional actions are needed.

Configuring hierarchy icons

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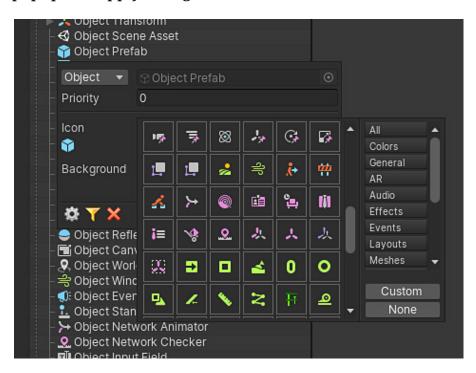
- **Background** - a custom background that should be applied to the corresponding GameObject. You can choose it from presets or apply your own texture.
- **Recursive** checkboxes - the same icon or background will be applied automatically to all child objects.

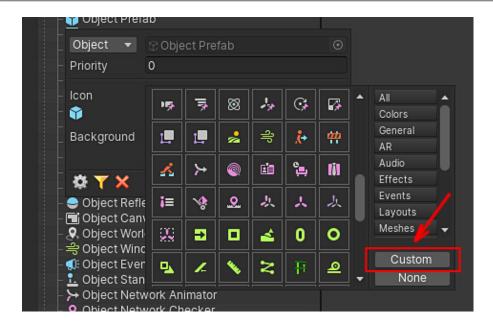Your changes will be applied next time the Hierarchy view retrieves focus.

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 popup and apply changes.

Your own icons

If you want to apply your own texture as a folder icon or background then click on the corresponding field in the configuration dialog. The icon selection popup will appear and it will have the "Custom" button you should click on.
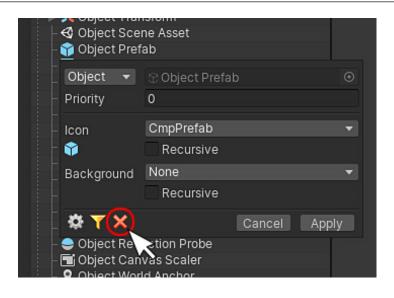
In this case, additional texture input fields will be shown to allow you to drag your own textures here:

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.
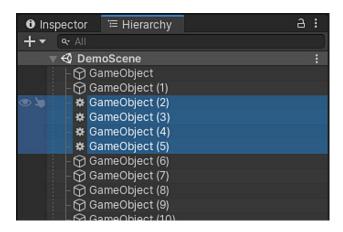
Revert to default

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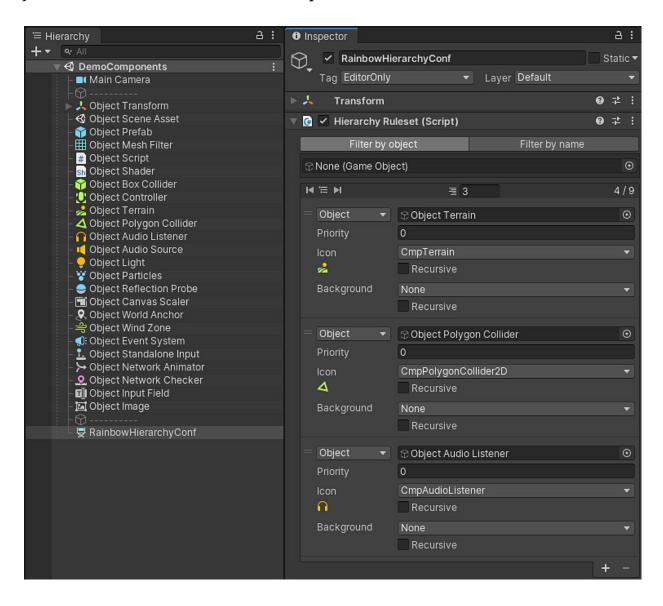
Multi-editing

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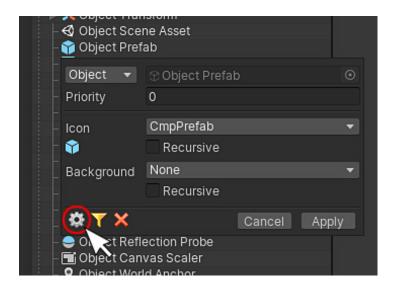

Manage rules directly

To view all existing assignments, select the **"RainbowHierarchyRuleset"** object in your scene, then take a look at the Inspector.
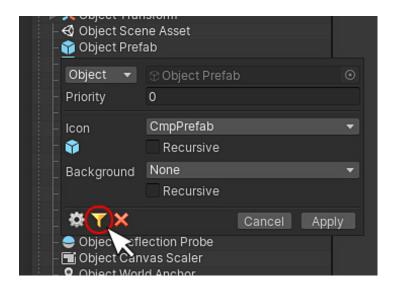
You can achieve the same result by clicking on the **"gear"** button in the configuration dialog.
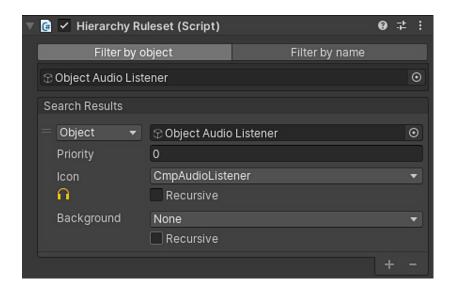

There is a reorderable list with all defined "icon/background" rules. You can modify existing items, remove them using the **"-"** button or add new ones by clicking the **"+"** button below.

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 the **latest (lowest) item** in the list will be applied.
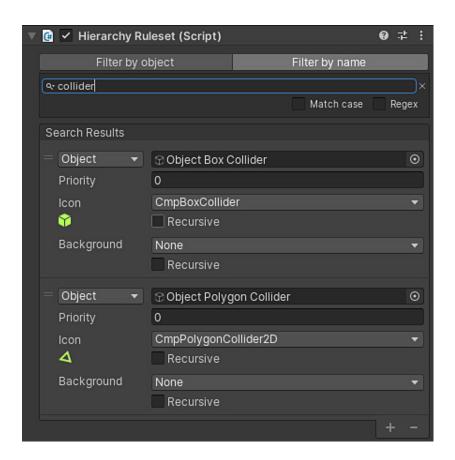
To view rules for a specific GameObject only, click on the **"filter"** button in the configuration dialog. The whole ruleset should be filtered out and only rules related to this GameObject should be shown.

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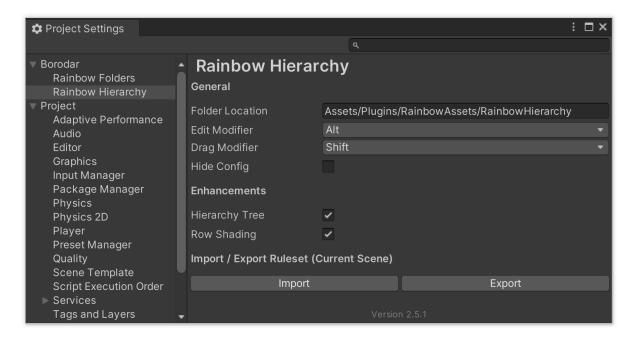

Also, you can filter rules out by their **"Key"** values using the **"Filter by name"** tab.

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.

Import/Export Ruleset

The **Rainbow Hierarchy** asset enables you to preserve and share your icons ruleset as a `.rhset` file. You can archive and store your preferred icon settings for a particular scene and apply them to other scenes, use them for other Unity installations or make them available to your colleagues.

Exporting rules to .rhset archive

- Open a scene (or multiple scenes) from which you want to export a ruleset.
- Choose **Edit → Project Settings → Borodar → Rainbow Hierarchy** from the main menu.
- Press the "**Export**" button below.
- In the **"Export Ruleset"** dialog specify a location where the ruleset archive will be saved.
- When exporting is done, you could find the `<you-scene-name>.rhset` file in the specified folder.
- If your ruleset contains custom icons, they will be exported to the same folder as the `<you-scene-name>.unitypackage` file.

Import ruleset from .rhset archive

- Open a scene (or multiple scenes) to which you want to import a ruleset.
- Choose **Edit → Project Settings → Borodar → Rainbow Hierarchy** from the main menu.
- Press the **"Import"** button below.
- In the **"Import Ruleset"** dialog choose a `<scene-name>.rfset` file you want to import.
- If your ruleset contains custom icons and the corresponding `<scene-name>.unitypackage` is located in the same folder, then it will be imported automatically into your project as well.

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 the 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 2.6.1

- Better compatibility with Unity 2023.1
- Several optimizations and small fixes

v 2.6.0

- Better support for Retina/HiDPI displays
- More than 70 new icons added
- Asset location is auto-detectable now, put it wherever you want in your project
- Reduced memory footprint by using lazy initialization for built-in textures

v 2.5.1

- New import/export tool that enables you to preserve and share your icons rulesets between scenes, projects, or with colleagues
- A number of minor performance optimizations

v 2.5.0

- New icon/background selection dialogs instead of inconvenient context menus
- Several optimizations and small fixes

v 2.4.0

- Improved compatibility with Unity 2019.3
- All icons have been updated to match the 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 a 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 the 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