

Hierarchy Dividers PRO for Unity3D

Dear user, welcome to the documentation of this tool – I hope you enjoy using it 😊

1. Setup

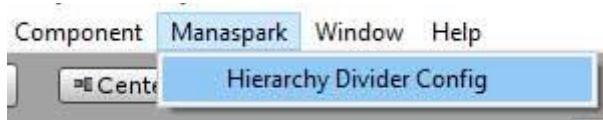
After importing the package, you can start right ahead.

A set of hierarchy dividers is stored in templates. So, let's create one:



Right-click in a project folder and got to *Create > Manaspark > Hierarchy Dividers > Template*. Now name it properly and head over to the configurator.

2. Configuring



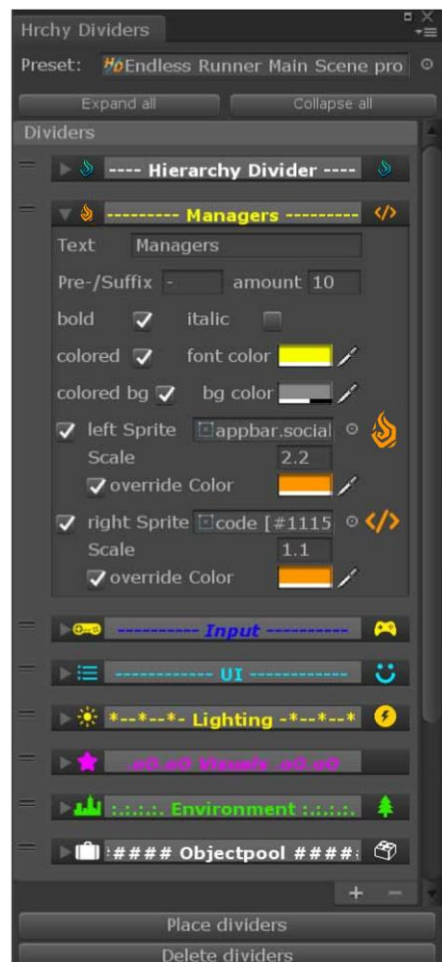
Go to the top of Unity's window and select *Manaspark > Hierarchy Divider Config*.

In the configurator, select a template at the top on the 'Preset' field.

Add more dividers by clicking the '+' icon in the bottom right corner or delete a selected one with '-'.

To place the dividers in your hierarchy, just click on 'Place dividers'. If there are already dividers in the hierarchy, the configurator will try to replace dividers with matching names.

Once a divider is in your hierarchy, it's automatically set to 'Editor only', so that it won't appear in your actual build.



3. Support

@ For support, just contact me via email: max.schaefer@manaspark.studio

🐦 - or via Twitter: [@ManasparkStudio](https://twitter.com/ManasparkStudio)

🗨️ - or via Discord: MaxFromManaspark#0494

Have you checked out my other tools yet?

I recommend you have a look at my visual scripting state machine tool

- it's a real time saver!

<https://assetstore.unity.com/packages/tools/visual-scripting/one-logic-state-machine-122543>



Thank you for using my tools and good luck on your projects!

I will always be happy to get your feedback!

You like my tool? Then please leave me a review on the [Asset Store](https://assetstore.unity.com/packages/tools/visual-scripting/one-logic-state-machine-122543).

You have created something awesome and have used my tool for it?

- *Fantastic, please tell me about it or tag me on Twitter!* 😊

