

## How to customise your own style:

- 1. M Studio Colourful Hierarchy Category GameObject
- 2. Chose Color Palette

3. There are some preset style in it. You can add new ones or modify any one (picture right)

4. Go to your Hierarchy window, rename any gameObject begin with your symbol ( keyChar in Color Palette ) and save your project.

5. For more informations, please take a look at the code in StyleHierarchy.cs file



Color Palette (Color Palette)

07‡ :

Open Open

Color Designs

Script

Color Designs	5	
=▼//		
Key Char		
Text Color		<b>A</b>
Background Color		<b>A</b>
Text Alignment	Middle Center	•
Font Style	Bold And Italic	•
= \[//		
Key Char		
Text Color		64
Background Color		64
Text Alignment	Middle Right	•
Font Style	Bold	•
=▼#		
Key Char	#	
Text Color		<b>A</b>
Background Color		64
Text Alignment	Middle Left	•
Font Style	Bold	•
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Key Char	@	
Text Color		<b>A</b>
Background Color		64
Text Alignment	Middle Center	
Font Style	Bold	
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Key Char	\$	
Text Color		274
Background Color		64
Text Alignment	Middle Center	•
Font Style	Normal	•

# ColorPalette



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## Rename gameObject Begin with YOUR SYMBOL