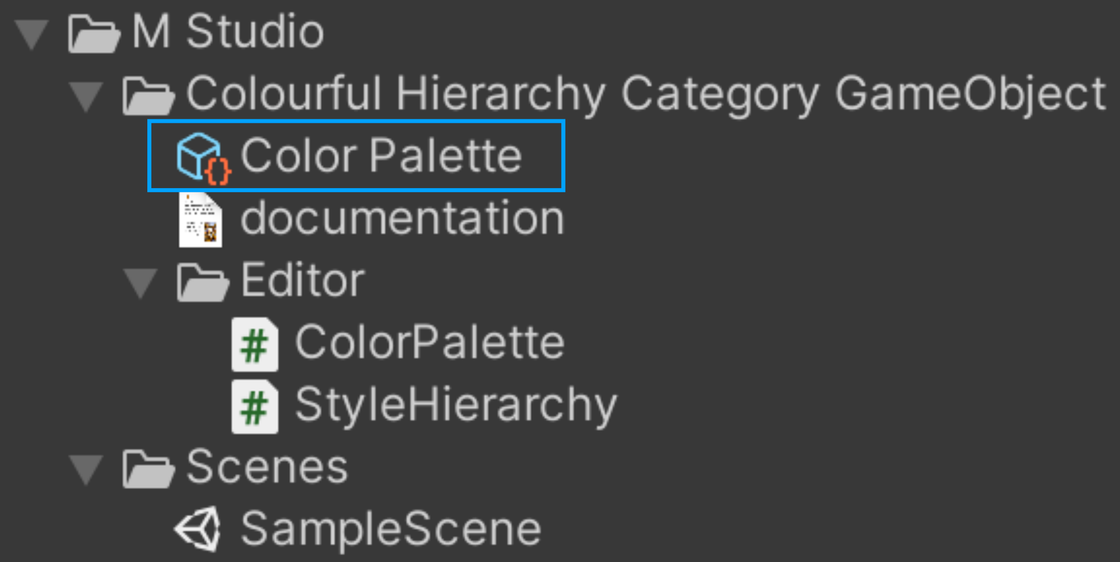
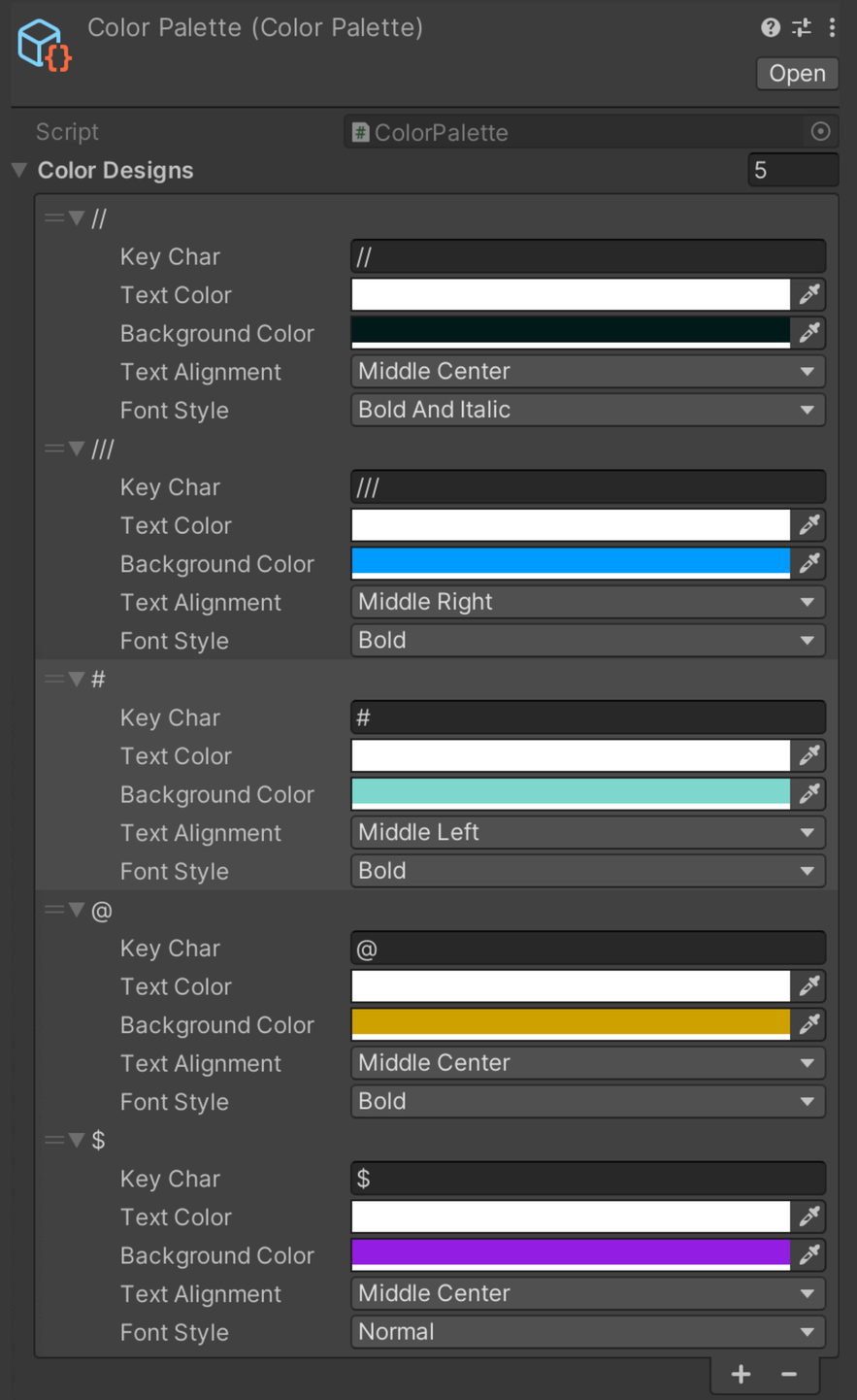
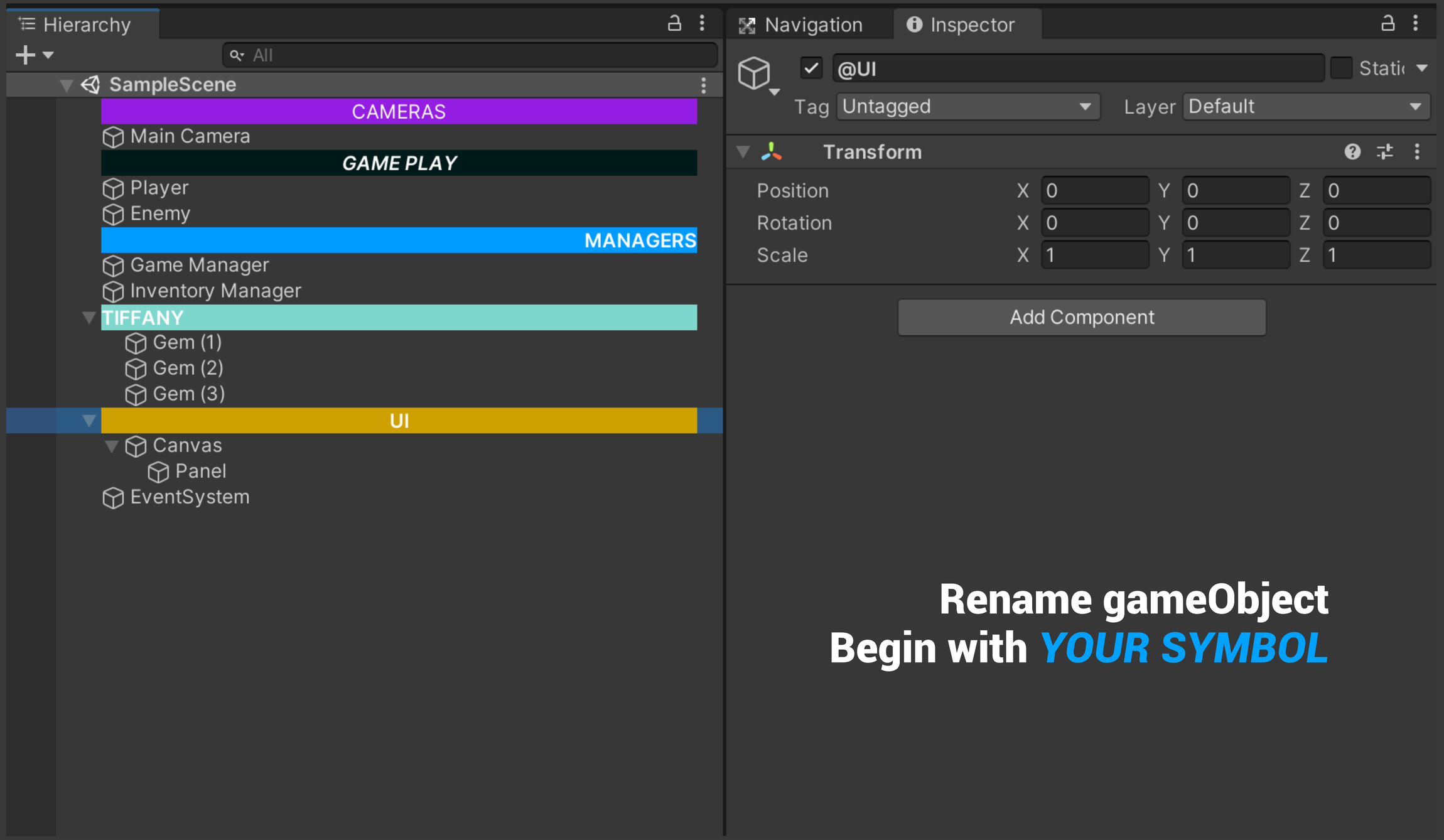




How to customise your own style:

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


Hierarchy
All
SampleScene
CAMERAS
Main Camera
GAME PLAY
Player
Enemy
MANAGERS
Game Manager
Inventory Manager
TIFFANY
Gem (1)
Gem (2)
Gem (3)
UI
Canvas
Panel
EventSystem
Navigation
Inspector
@UI
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Add Component
Rename gameObject
Begin with YOUR SYMBOL