

FoldersFirst Easy

A simple, lightweight Unity Editor script that forces folders to always stay at the top of your Project window.

Folders always on top.

Fix the macOS Project window sorting issue (Unity 2020–2023).

Unity 6 includes native support.

Documentation

The Problem

On **Windows**, Unity usually handles *Folders First* sorting correctly by default.

On **macOS**, this functionality has historically been missing.

Unity sorts all items alphabetically, mixing folders and files together, and provides no built-in option to change this behavior in **Unity 2020–2023**. As projects grow, this quickly degrades usability and slows down daily workflow.

The Solution

FoldersFirst Easy restores the missing *Folders First* behavior on macOS for supported Unity versions.

- Forces folders to always stay above files in the Project window
- Automatically overrides Unity's default alphabetical sorting
- Fully compatible with **One Column** and **Two Column** Project views
- No setup, no UI, no configuration
 - Import the package and it works immediately

Performance Note

Designed to be safe, efficient, and editor-friendly.

- **Throttling**

Sorting checks run every **0.3 seconds**, not every frame

- **Caching**

Required reflection data is cached on startup to avoid repeated internal lookups

Result: **zero noticeable impact** on Editor performance.

Installation

1. Import the package into your project
2. Done

No additional steps required.

Notes

Windows Users

You typically do **not** need this tool.

Unity already supports folder-first sorting natively on Windows.

FoldersFirst Easy is specifically designed to fix the missing functionality on **macOS** in Unity **2020–2023**.

Unity Version Support

- **Supported:** Unity 2020–2023
- **Not required:** Unity 6 and later

Unity 6 (macOS)

From **Unity 6 version 6000.3.0b1 and later**, macOS includes a native option to sort items by type, placing folders before files. This feature was previously available only on Windows.

To enable the built-in option:

1. Open the **Project** window
2. Click the **three vertical dots** (options menu) on the right side
3. Enable **Keep Folders on Top**