

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**