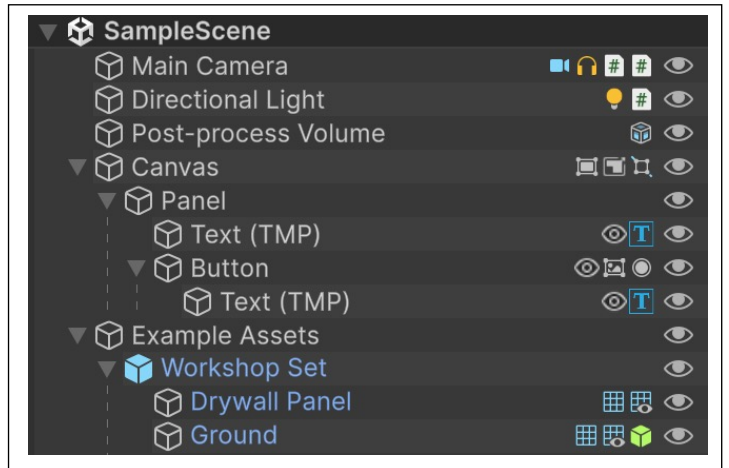


# Hierarchy Easy

A lightweight and customizable extension for the Unity Hierarchy window.

## Features:

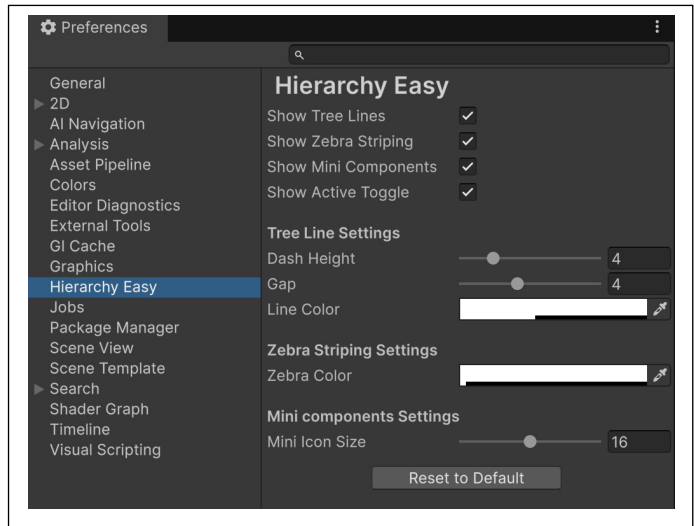
- Zebra Striping:  
Alternate row coloring for better readability.
- Tree Lines:  
Display vertical lines to visualize parent-child relationships.
- Mini Components:  
Show small inline icons for components (excluding Transform/RectTransform).
- Active Toggle:  
Quick toggle of GameObject active state directly in the Hierarchy.



## Settings:

Accessible via  
Preferences → Hierarchy Easy:

- Show Tree Lines
- Show Zebra Striping
- Show Mini Components
- Show Active Toggle



## Installation:

Place this script in an `Editor` folder inside your Unity project.

The extension initializes automatically and responds to hierarchy changes, component additions, and Undo/Redo events.

## Example:

- Toggle features on/off via Preferences → Hierarchy Easy.
- Mini component icons appear next to each GameObject in the Hierarchy.
- Click the eye icon to activate/deactivate GameObjects directly.

Unity Version: 2020+

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