



DOC VERSION 0.7.1 - MARCH 2017

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## Introduction

Thank you for purchasing the **Rainbow Folders** extension! We hope you enjoy using the product and that it makes your game development project a success.

If you have questions, please do not hesitate to contact us at [support@borodar.com](mailto:support@borodar.com), we will be glad to help you out.

Also, when you have a spare moment, please [leave](#) us a review on the Asset Store.

## Overview

Have you ever thought about highlighting often used project folders? This simple but colorful asset allows you to do that!

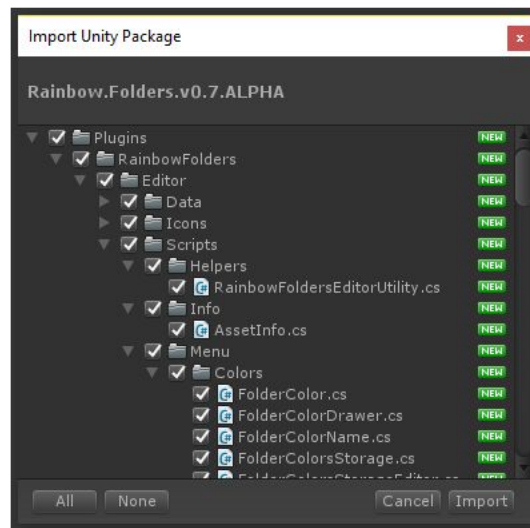
With "Rainbow Folders" you can set a custom icon for any folder in unity project browser:



## Installing

**Rainbow Folders** is a standard Unity extension and should be installed like any other Unity package. Just drag the *RainbowFolders.unpackage* into your current project, or in the Editor go to the drop-down menu **Assets → Import Package → Custom Package** and then browse to the *RainbowFolders.unpackage* file.

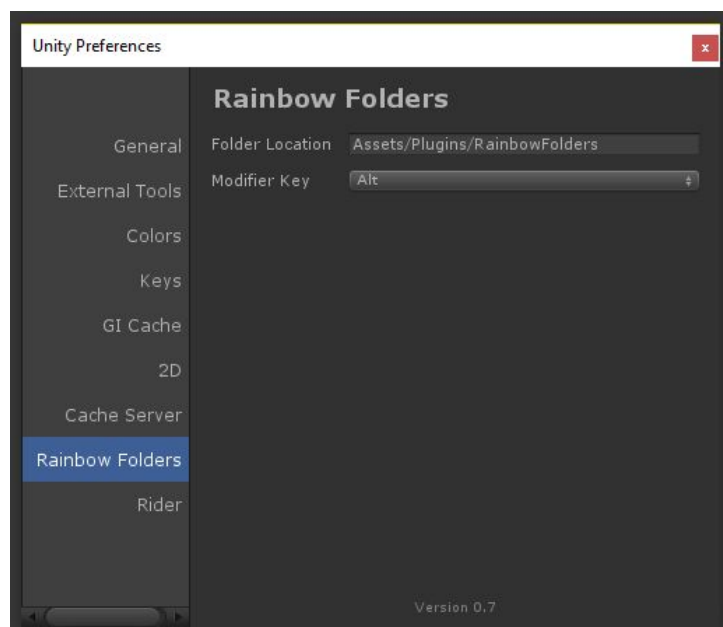
When downloading from the Asset Store then Download Manager will automate this process.



Once the Importing dialog appears, just click the Import button.

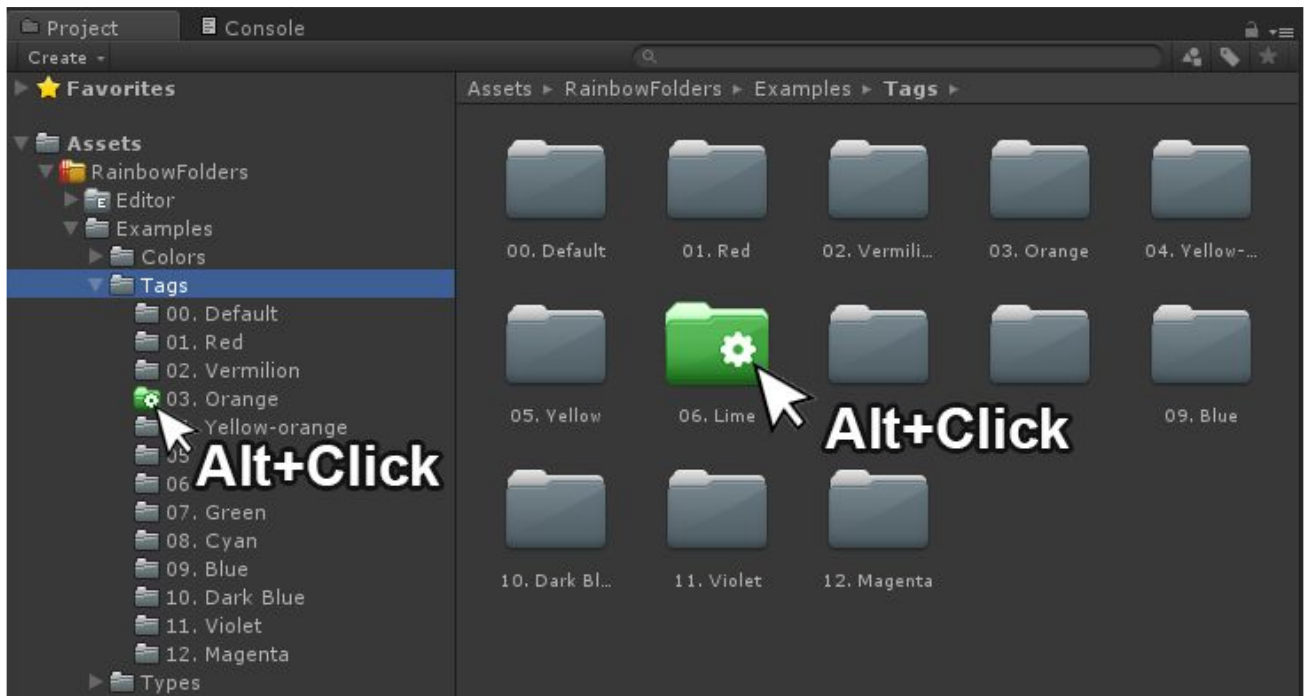
## Folder location

The package will be imported into the **Assets/Plugins/RainbowFolders** folder by default. Most users prefer to keep it here, but you can freely move it wherever you want. Just go to **Edit → Preferences → Rainbow Folders** and update the folder location:

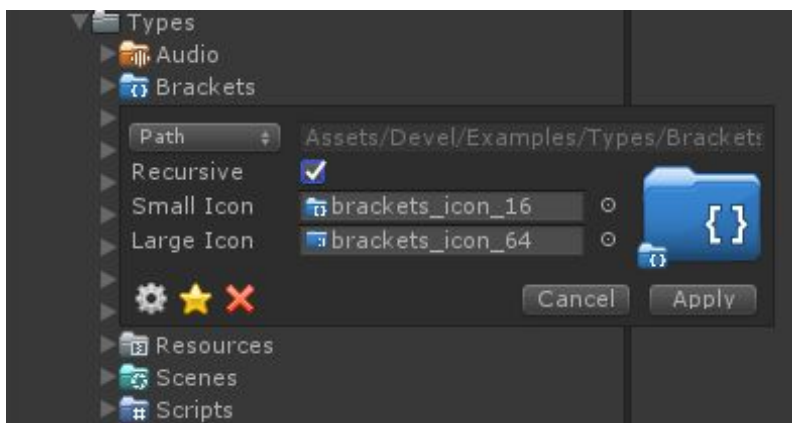


## Configuring folder icons

To apply custom icon for some folder in your project view, just hold the **Modifier key** and click on any folder icon in Unity project browser. By default, it's **Alt key**, but you can change it in **Preferences**.



Configuration dialogue will appear, and you'll be able to assign icons to the corresponding folder.



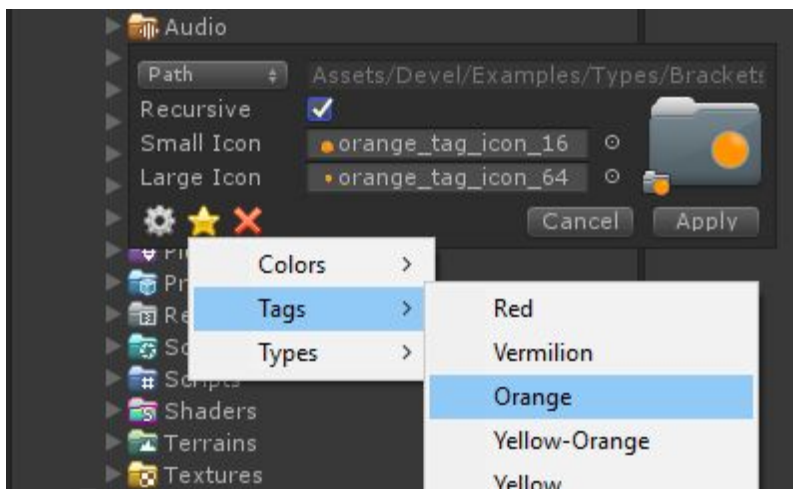
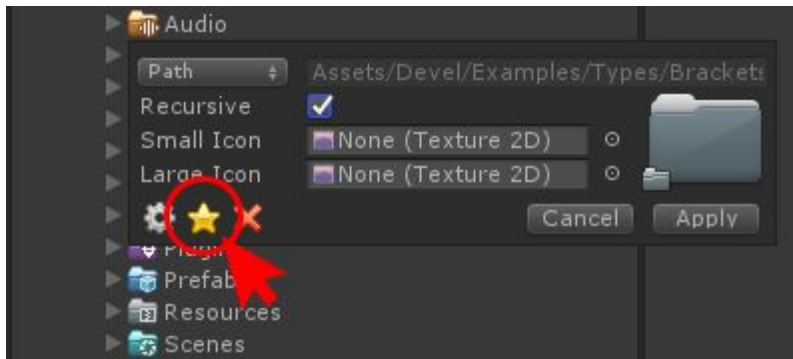
What you need to configure for each folder item, are these fields:

- **Folder Name** - icon will be applied to all folders with that name.
- or **Folder Path** - icon will be applied to a single folder with the specified path.
- **Recursive** checkbox - subfolders icons will be changed automatically
- **Small Icon** - custom icon for the left panel of the project browser (16x16 px)
- **Large Icon** - custom icon for the right panel of the project browser (64x64 px)

Your changes will be applied next time when the project browser will retrieve focus.

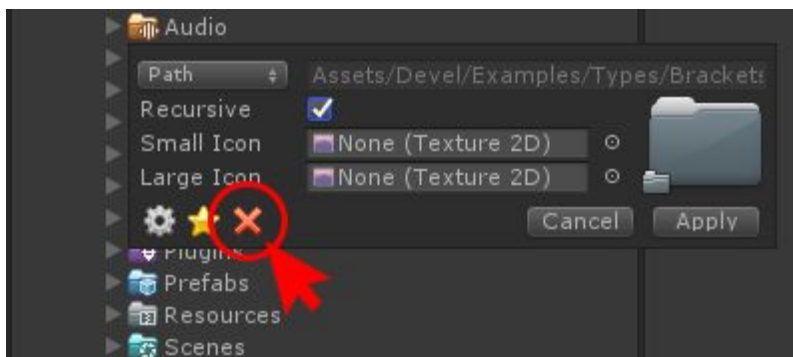
## Presets

You can choose icons from few dozen of presets. Simply click on the star button in configuration dialog, select one of them from the drop-down menu and apply changes.



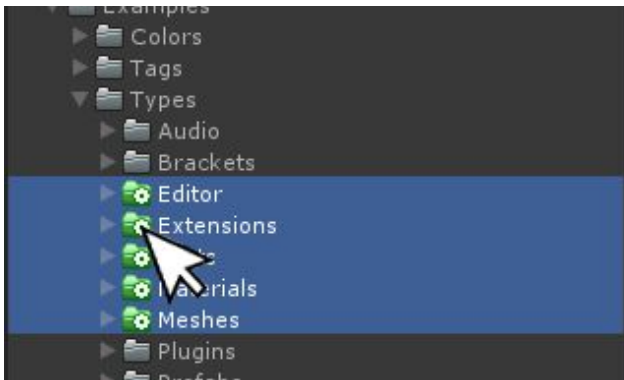
## Revert to default

To reset the folder icon to the default one, just **Alt-click** on it, then press the red cross button in configuration dialogue and apply changes.



## Multi-editing

You can also edit multiple folders at once, just select them all and **Alt-click** at one of their icons.

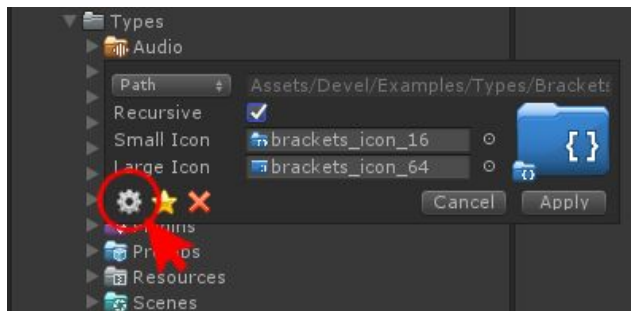


## Configs List

To view all existing assignments, click on the gear button in the configuration dialog, then take a look at the Inspector.

There is a reorderable list with all defined "folder" configurations. You can modify existing items, remove them using "-" button or add new ones by clicking "+" button below.

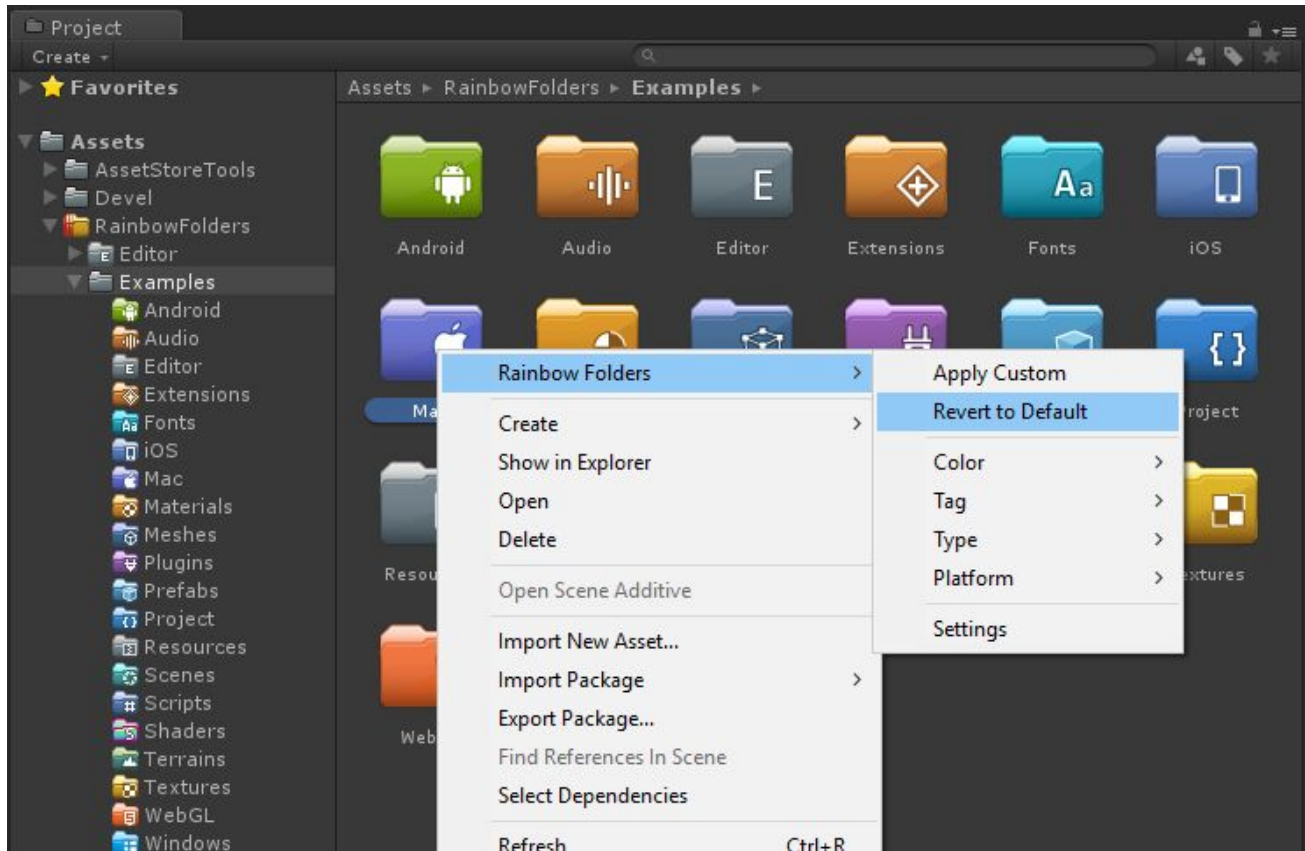
If there is more than one config for the same folder (including recursive assignments), then **latest (lowest) item** in the list will be applied.





## Context Menu

All the above functionality is also available via the context menu.



**Right-click** on any folder in project view and select **Rainbow Folders → Apply Custom** to open configuration dialogue.

The **Rainbow Folders → Revert to Default** item will reset corresponding folder icon to the default one.

With **Color**, **Tag**, **Type**, and **Platform** sub-items you can easily apply custom icons from few dozen of presets, right from the context menu.

Select **Rainbow Folders → Settings** to view all existing assignments in the inspector.



## Upgrading

Please always do a clean import of the **Rainbow Folders** package (delete the old version before importing the new one). Otherwise, you may receive a number of difficult to diagnose issues.

- Backup your settings file (optional):  
`Assets/.../RainbowFolders/Editor/Data/RainbowFoldersSettings.asset`
- Delete the `Assets/.../RainbowFolders` folder.
- Delete the `Assets/Editor Default Resources/RainbowFolders` folder, if exists.
- Import the new version from package or from the Asset Store.
- Restore your settings file.

# Changelog

## v 0.7.1

- Added support for Unity Version Control Overlay (beta)

## v 0.7

- Added option to change modifier key for the configuration dialog
- Added support for Unity Collaborate (beta)
- Install "Rainbow Folders" to the Plugins folder by default
- Compatibility fix For Unity 5.6.0 beta

## v 0.6

- Added option to apply custom icon for all subfolders automatically
- Compatibility fix For Unity 5.4.4

## v 0.5.1

- Added back the context menu, according to numerous requests
- New platform icons (Android, iOS, Mac, WebGL, Windows)
- Minor bugfixes

## v 0.5

- Improved workflow: change icons with alt-click on a folder, right in the project view.
- Added possibility to change icons for multiple folders at once
- Added option to move "Rainbow Folders" wherever you want in your project
- Got rid of the "Editor Default Resources" folder.
- Fixed the "Scripts" icon appearance for the dark theme
- Minor bugfixes

## v 0.3

- Apply color "tags" for folders from context menu
- Support for colorizing/tagging folders from left column view in two-column layout
- Support for batch colorizing/tagging folders (select multiple folders and colorize/tag from context menu)
- Now keeping all settings assets in Editor Default Resources folder so they are not included in build.
- Changed namespace for Rotorz reorderable list, to avoid conflicts with existing installs of Rotorz plugins
- Fixed error messages in Unity 5.0.4x when loading settings
- New icons (Fonts, Shaders, Terrains, Meshes)

## v 2.1

- Few more icons added
- Folder structure simplified
- Minor bugfixes
- Docs updated