

# A+ Assets Explorer

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This documents requires A+ Assets Explorer Version 2.1.7 or newer

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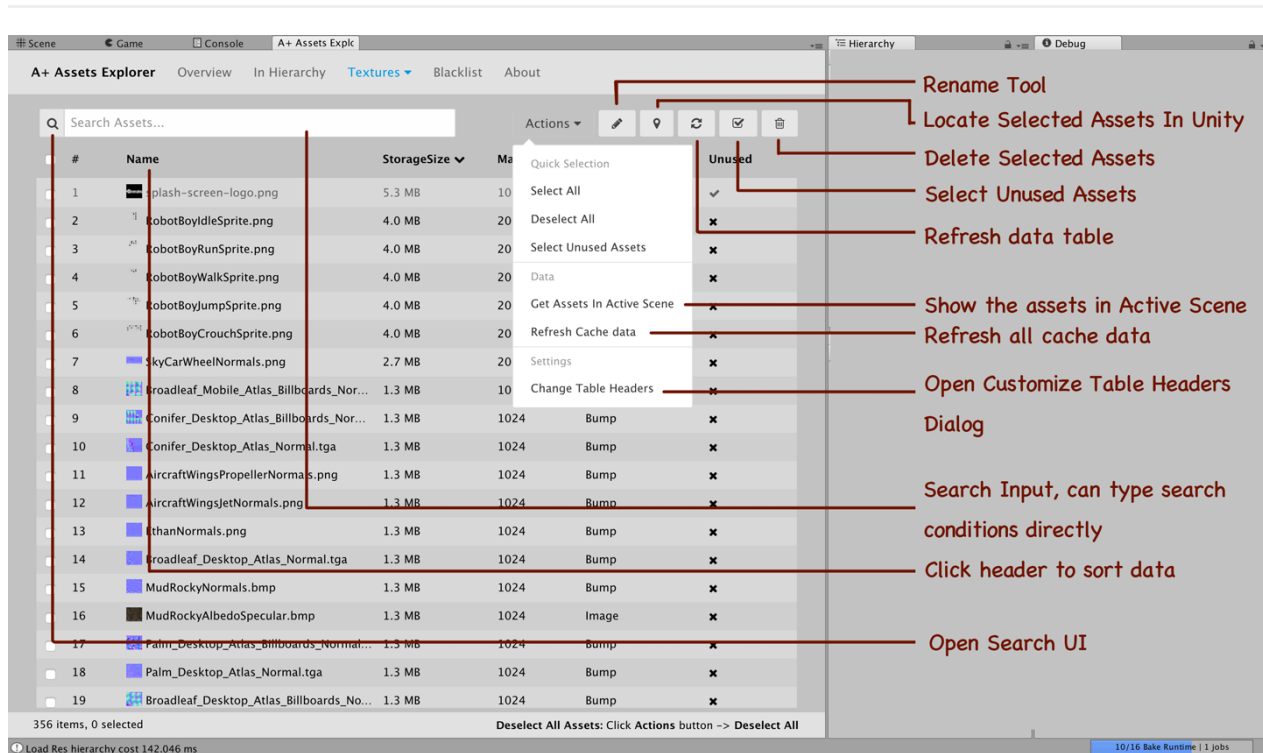
**2.0.2**

2.0.1  
2.0.0  
v1.1.9  
v1.1.8  
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There are three ways to open Assets Explorer

- Select the **Assets Explorer** menu item from the **Tools -> A+ Assets Explorer** menu in Unity Editor
- Press shortcut **Cmd + SHIFT + W** in macOS (i.e. OSX) or **Ctrl + SHIFT + W** on Windows
- Right click the Project of Unity Editor, select **A+ Assets Explorer** in pop up context menu

## Assets Table UI



## Search

Search input. We can search assets via this control by:

1. Type conditions string into input and press **ENTER** on the keyboard
2. Click the **search** button to Open Search UI

## Rename Tool

Open Rename tool. This is toggle button.

## Locate Assets In Unity

Click this button, A+ Assets Explorer will select the selected assets in Unity Project Window

# Refresh Page

Refresh current page. This action will fetch data in A+ Assets Explorer cache

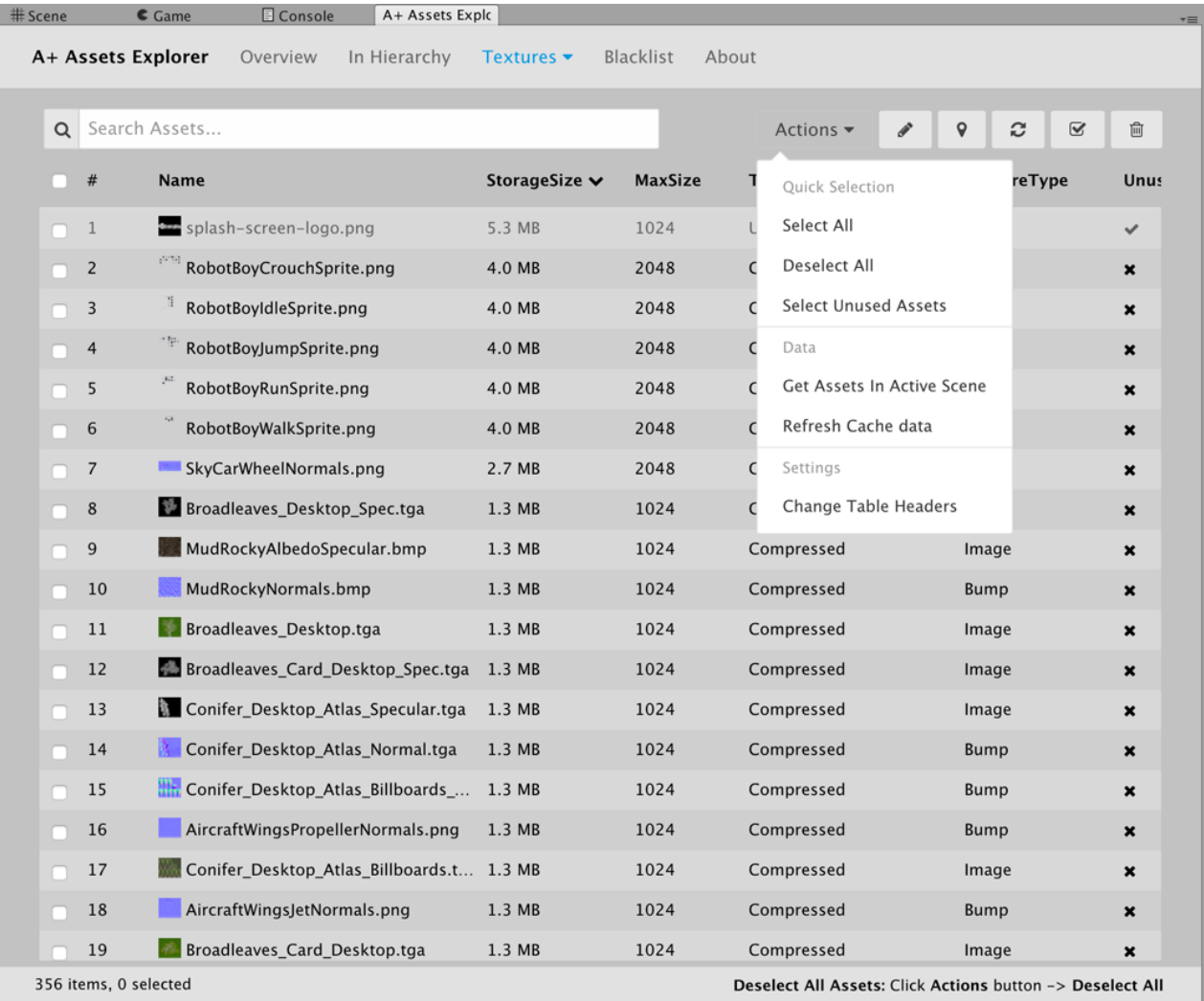
# Select Unused Assets

Select the Unused assets.

# Delete Assets

Delete selected assets by this button. Delete assets action cannot undo.

# Actions Dropdown



# Select All

Select all assets in current page.

# Deselect All

Deselect all assets in current page.

## Select Unused Assets

Select the Unused assets. Same behaviour as the **Select Unused Assets** button.

## Get Assets In Active Scene

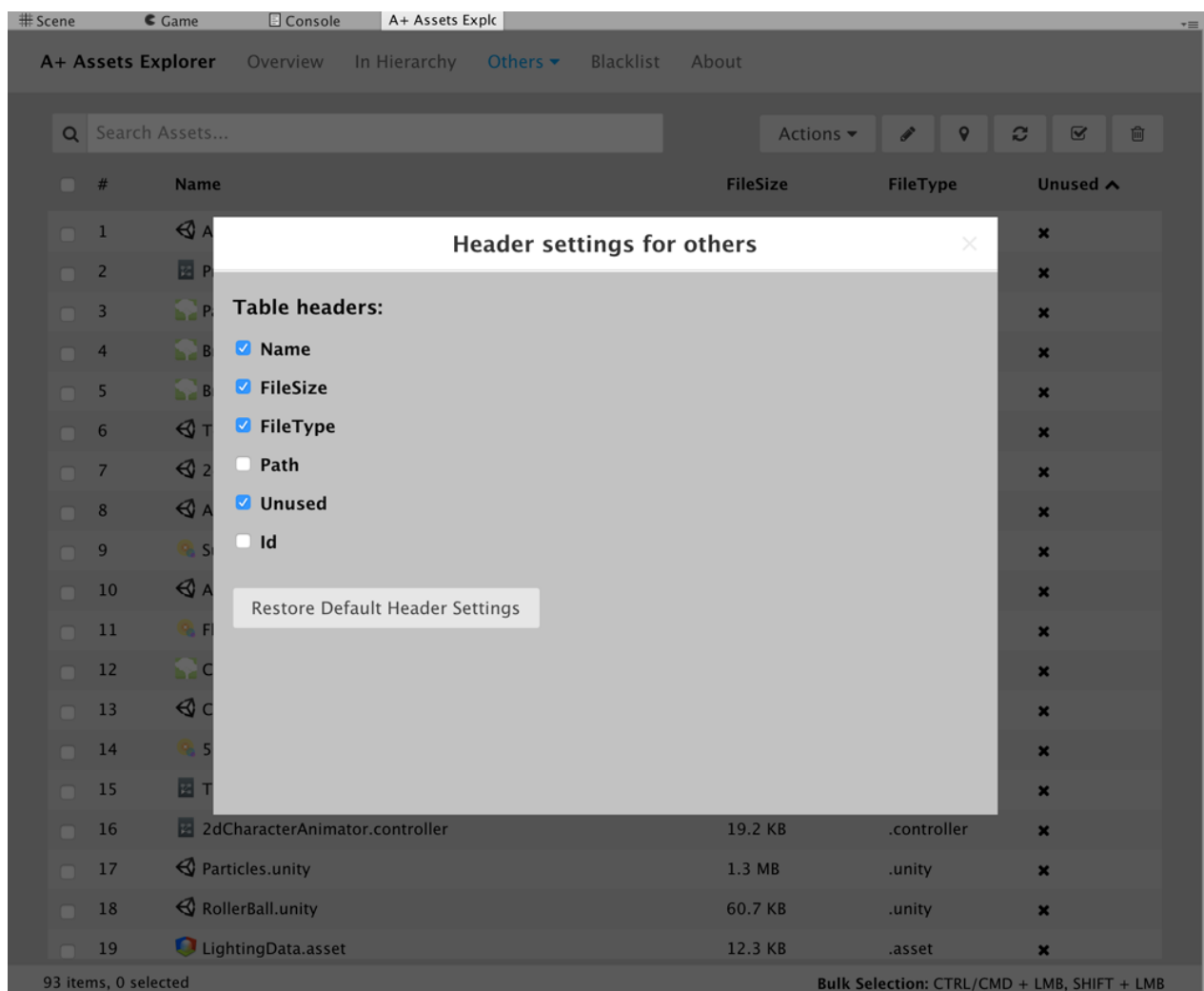
Get the assets in current open scene.

## Refresh Cache Data

Refresh the A+ Assets Explorer Cache data. This is time cost operation base your project size.

## Change table Headers

Open the table header settings winwdow.



- **Uncheck** the header name will hide header in assets data table
- **Check** the header name will display header in assets data table

If you want to restore the default header settings, just **click the Restore Default Header Settings button**.

## Themes



Change theme via the **Color Theme** dropdown in Preferences. There are three color themes supported by A+ Assets Explorer. They are:

- Personal (This is the Default Theme)
- Pro
- Classic

## Blacklist

Both of assets and folders can be added into blacklist:

- If assets in blacklist, it will hide from assets data table view.
- If folder in blacklist, all of assets under the folder hide from assets data table view.

## Add Assets / folders into Blacklist

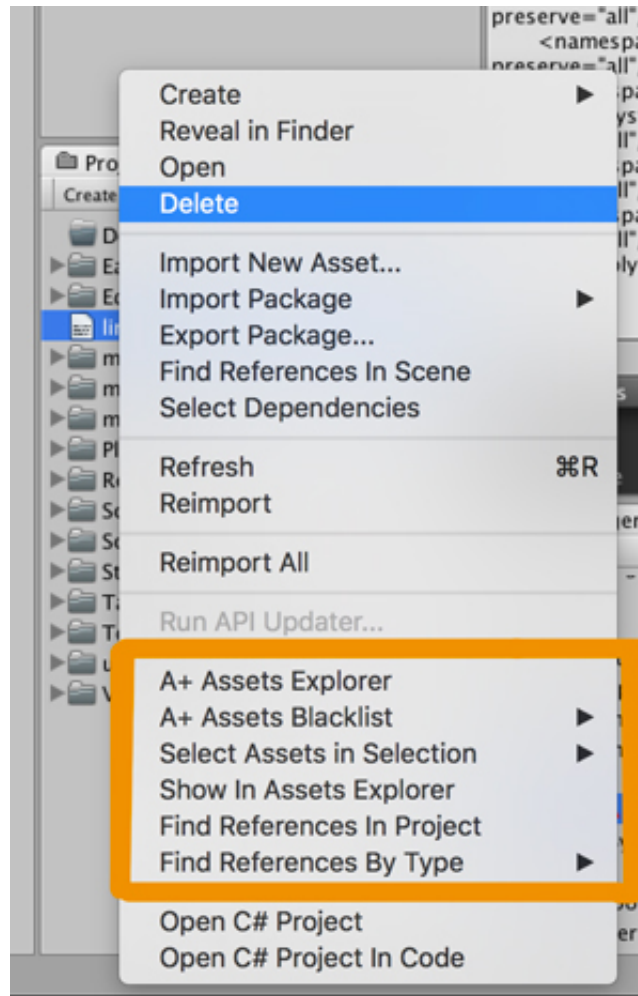
Select the assets/folder in Unity Project Window, and then right click to choose **A+ Assets Blacklist -> Add**

## Remove Assets / folders from Blacklist

Two ways to remove from blacklist:

- Select the assets/folder in Unity Project Window, and then right click to choose **A+ Assets Blacklist -> Remove**
- In Assets Explorer UI, select the Blacklist tab and then click the **Delete** button on the right corner of UI

## Context Menu



## A+ Assets explorer

Click this menu item to open Assets Explorer Window.

## A+ Assets Blacklist

Add selected assets/folders to or remove selected assets/folders from blacklist cache.

## Select Assets In Selection

Select the assets by type in current selected objects in Project Window.

## Show In Assets Explorer

Show the selected assets in Assets Explorer. The menu item is disabled when one of below two conditions matched:

1. There is no Assets Explorer Window
2. Multiple type assets are selected. For example, two assets selected, one is a texture and the other is a model

## Find References In Project

Find the references assets of the selected assets, similar to the **Find Preferences In Scene**.

# Find References By type

Find the references assets of selected assets. The type of references assets is the type selected in the context menu.

## Search Assets

A+ Assets Explorer supports two ways to search your assets:

1. Type conditions string into input and press **ENTER** on the keyboard
2. Click the **Search** button to Open Search UI

## Search Condition Format

Searching in Assets Explorer supports multiple asset properties. For each property, the search condition format is

```
[AssetPropertyDataHeader] : [>|<] [SearchValue]
```

For the above format:

- **[AssetPropertyDataHeader]** is the table header in Assets Explorer
- **:** is Required, it connects data header and its value
- **[>|<]** is not needed for **string** type property. For **number** type property, if it's not specified, it will default to **>**
- **[SearchValue]** is the property value we want to search. For **string** type, if you have several keywords to search, use **|** to combine them

**NOTE:** if there are no valid search format, the input string will trust as the search value of **Name** property of assets.

## Samples:

- Below are samples for searching for textures:

1. **Name:icon** means searching the textures whose name **contains** 'icon' chars
2. **StorageSize:>1024** means searching the textures whose storage size is larger than 1024 KB
3. **MaxSize:<2048** means searching the textures whose import parameter MaxSize is less than 2048

- For multiple conditions, each search condition will always be **AND** logic. Take textures search for example:

```
StorageSize:>1000 KB MaxSize:>1024
```

*means:*

search the texture with storage size is larger than 1000KB **AND** import parameter MaxSize is larger than 1024

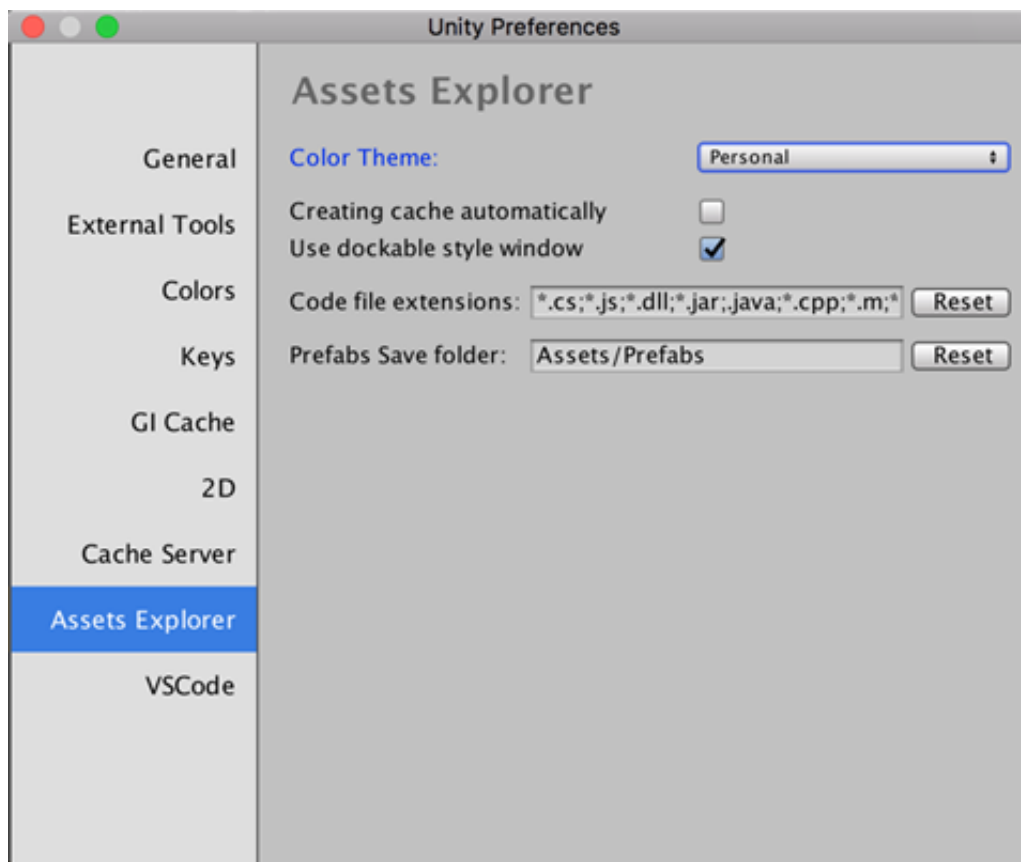
- The multiple values sample:



Name: `icon` | `body` means search the texture whose name **contains** 'icon' **OR** 'body'

A video demo also can found in <https://www.youtube.com/watch?v=yNE7V9UoOus>.

## Preferences Items



## Color Theme

Currently Assets Explorer supports three themes:

- **Classic:** White theme.
- **Personal:** Grey theme, it's for Unity Personal Editor Skin. This is default setting.
- **Pro:** Black theme, it's for Unity Professional Editor Skin.

## Creating cache automatically

Whether creating cache automatically.

- `Checked` for creating cache data automatically every time re-open project.
- `Uncheck` for read cache data from local disk. If there are no cache data file exists, Assets Explor will create one. The is default setting.

## Using dockable window style

Whether using dockable window style.

- `Checked` for yes, dockable window style
- `Uncheck` for no and will using utility window. Utility windows will always be in front of

normal windows, and will be hidden when user switches to another application

## Code File Extensions

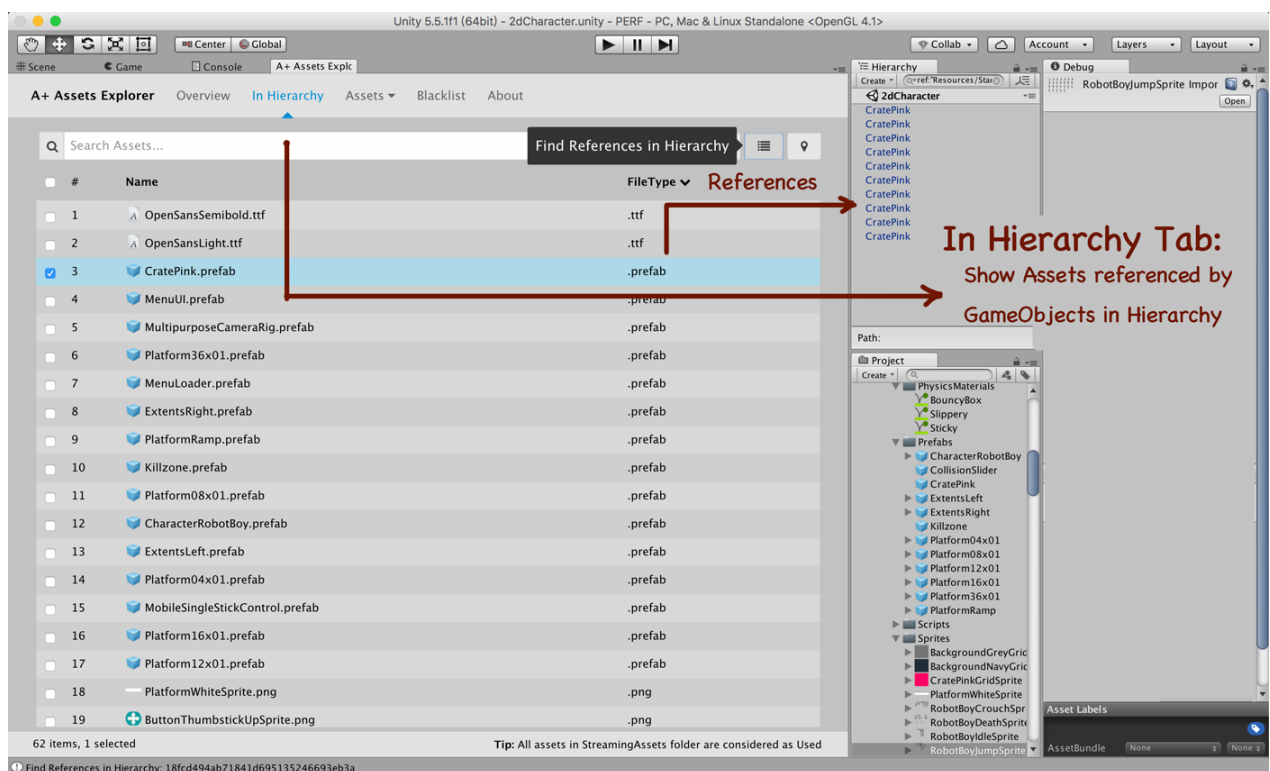
Customize the code file extension. Format as `*.[extensions]`. For example, CSharp file is `"*.cs"`. Using `;` to combine multiple code files.

## Prefabs Save Folder

The save folder path for the prefabs created by A+ Prefab Tools. Default is **Assets/Prefabs**

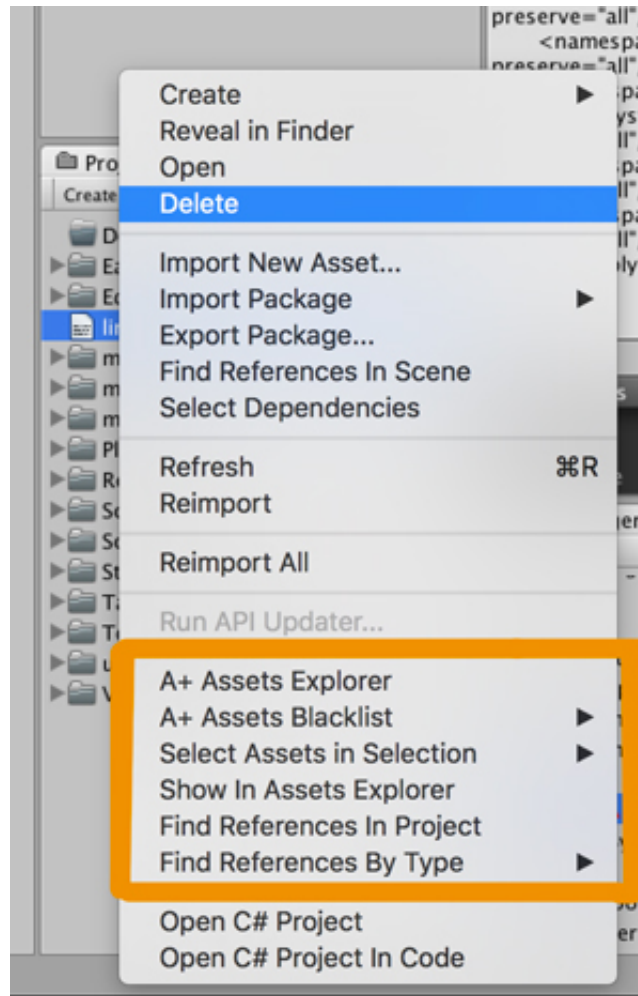
## Find References

### In Hierarchy



"In Hierarchy" to show the assets referenced by Objects in Hierarchy. We also can find the object references of selected asset in Hierarchy, similar to the "Find References in Scene" menu item in Project Window.

### In Project



## Find References In Project

Find the references assets of the selected assets, similar to the **Find Preferences In Scene**.

## Find References By type

Find the references assets of selected assets. The type of references assets is the type selected in the context menu.

## Find Unused Assets

Select **Tools** -> **A+ Assets Explorer** -> **Find Unused Assets** to trigger a build to find unused assets.

## What assets are Unused?

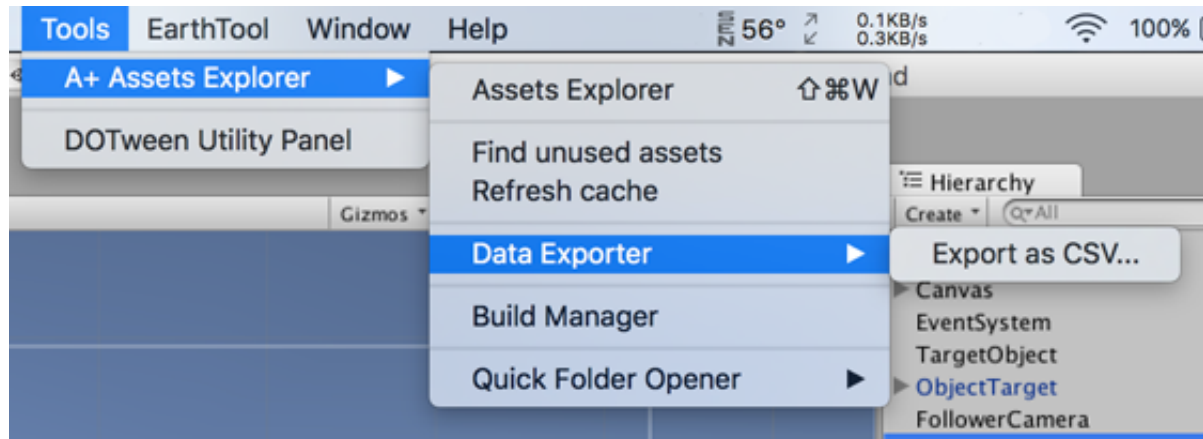
When the assets satisfy one of below conditions are **Used**, others are **Unused**:

- In **Resources** folder
- In **StreamingAssets** folder
- Has **AssetBundle** assigned
- The Assets are the dependencies of an AssetBundle
- In **Unity Build Report**. Because of this one, we have to trigger a build to get the unused file

## How Assets Explorer show the Used/Unused assets?

- When A+ Assets Explorer does not know whether assets are used or not, **Unused** column displays ? mark
- If asset is used, it will display black color and **Unused** column display ✓ mark
- If asset is unused, it will display grey color and **Unused** column display × mark

## Data Exporter

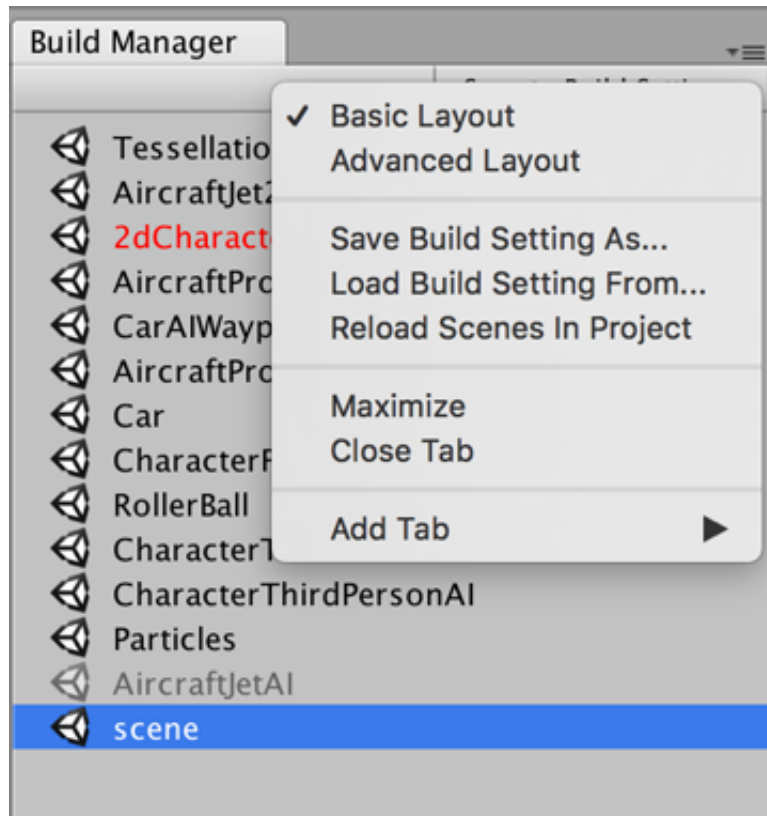


Export assets data to a local file. Select menu **Tools** -> **A+ Assets Explorer** -> **Data Exporter**, currently only CSV is supported.

## Export to CSV

Select **Tools** -> **A+ Assets Explorer** -> **Data Exporter** -> **Export as CSV...** to save all data to local csv files.

## Build Manager



## Open Scene Explorer

Click the menu item **Tools -> A+ Assets Explorer -> Build Manager**

## Scene Overview

Scene List view and the active scene of Unity Editor will be red color.

## Multi Selection

Press **SHIFT** or **CMD/CTRL** key to multi Selection.

## Scene Data Reordering

Drag items and reordering the scene in list and build settings.

## Save/Load Build Settings

Save/Load build settings to/from local files. Click the right corner and select **Save Build Setting As...** / **Load Build Setting From ...** to save/load build settings to/from local files.

## Ping Scene Files in Project Window

Find scene files in Project Window by right click the scene file and select **Pint in Project**.

## Delete Scenes

Delete Scene from Project by right click the scene file and select **Pint in Project**. This operation supports multi selection.

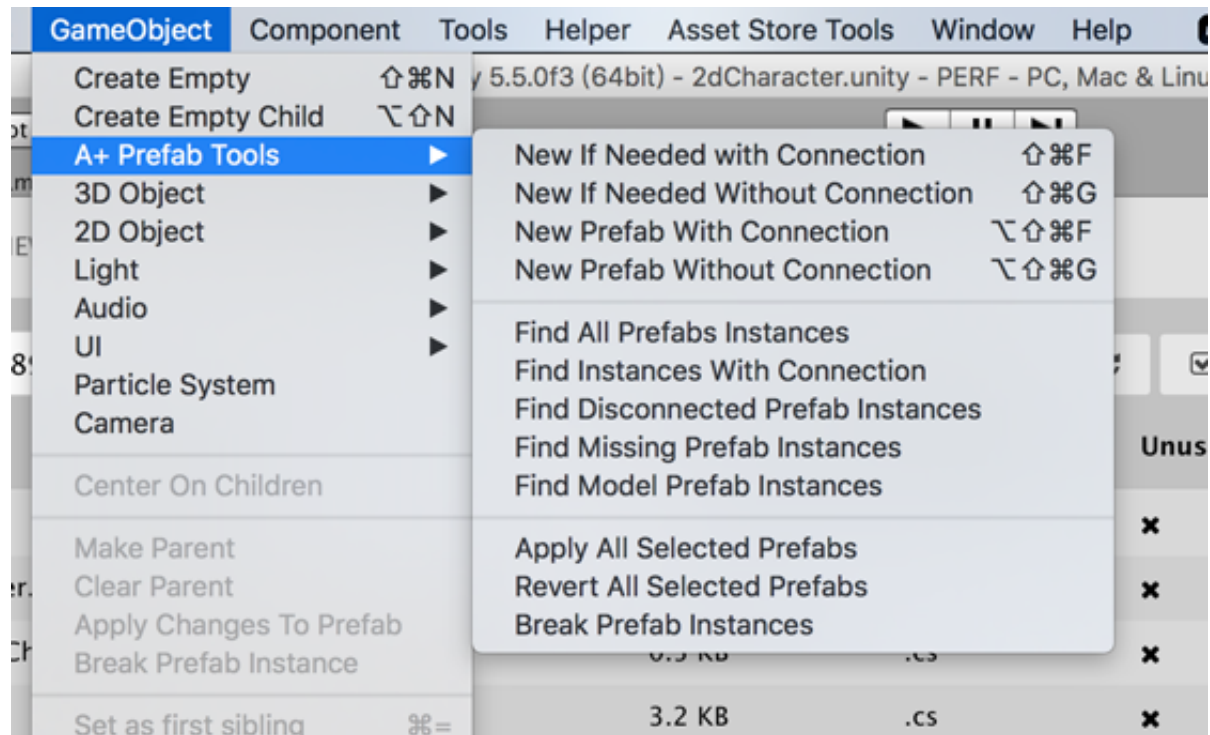
## Active/Deactive in Build Settings

Set the scene should be in Building Settings or not by right click the scene file and select **Pint in Project**. This operation supports multi selection.

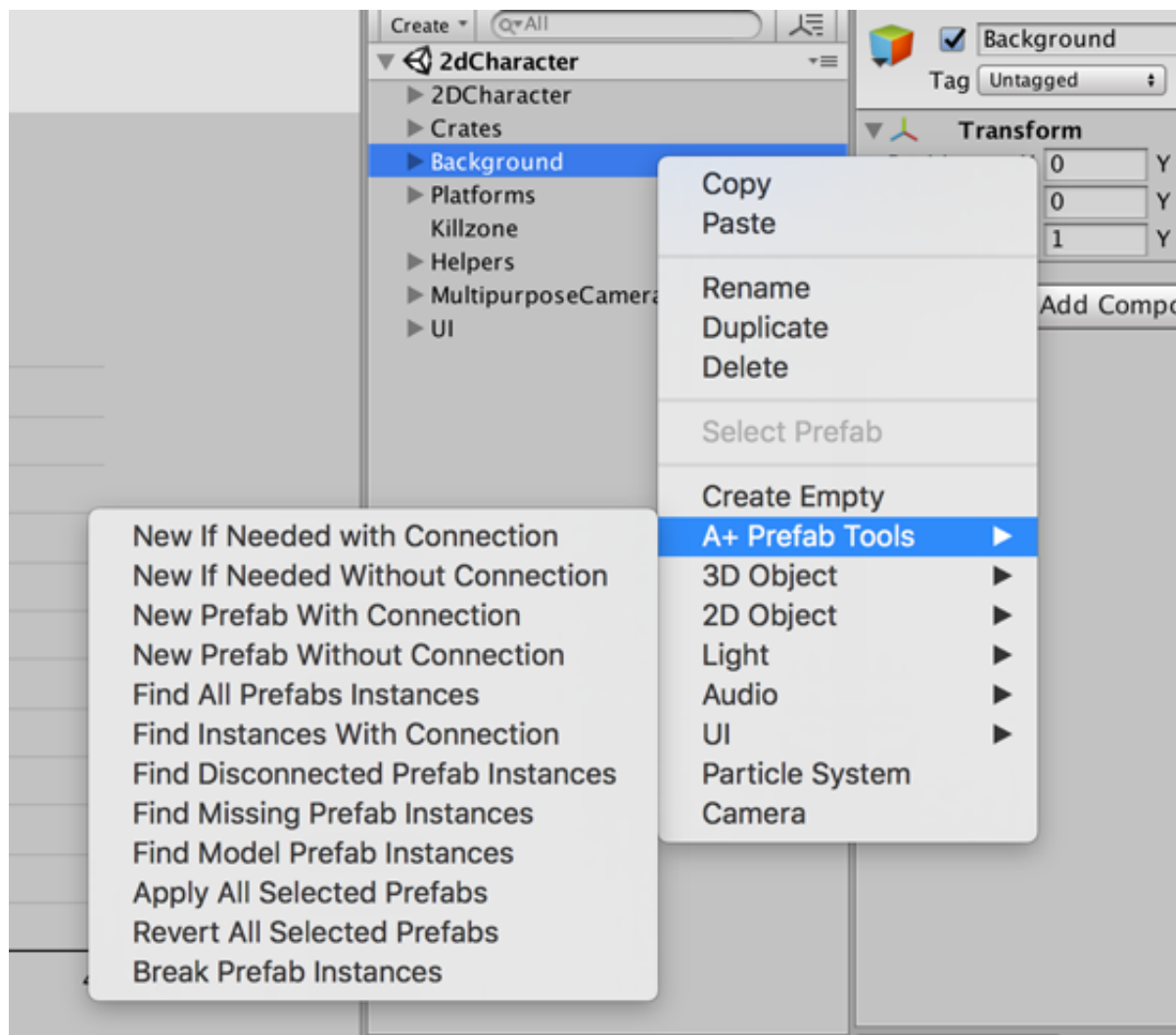
## Prefab Tool

Prefab Tool is a Utility to create/find prefabs, there are two entries to open the tool:

- Select menu: **GameObject** -> **A+ Prefab Tools**



- Right click on Hierarchy



Below are the description of each menu item.

## Create group menu:

- **New If Needed with Connection:** Create a new prefab if the selected object is not a prefab instance and then connect the selected object to the new prefab
- **New If Needed Without Connection:** Create a new prefab if the selected object is not a prefab instance, but does not connect the selected object to the new prefab
- **New Prefab With Connection:** Always create a new prefab no matter the selected object is a prefab instance or not, and then connect the selected object to the new prefab(will break the existing one).
- **New Prefab Without Connection:** Always create a new prefab no matter the selected object is a prefab instance or not, but does not connect the selected object to new prefab

## Find group menu:

- **Find All Prefabs Instances:** Find all prefab instances in Hierarchy
- **Find Instances With Connection:** Find all prefab instances which connected to prefab in Hierarchy
- **Find Disconnected Prefab Instances:** Find all prefab instances which prefab connection are broken in Hierarchy
- **Find Missing Prefab Instances:** Find all prefab instances whose prefab are missing. The



ones with (missing) suffix in Hierarchy

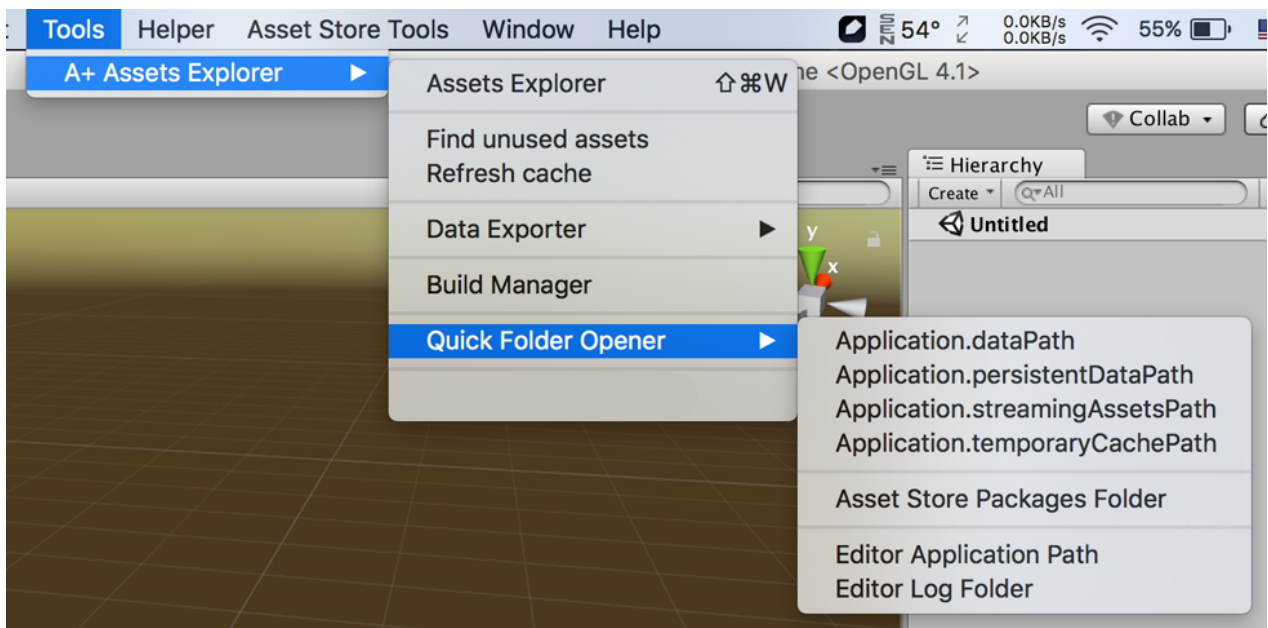
- **Find Model Prefab Instances:** Find all model prefab instances

## Modification Group:

- **Apply All Selected Prefabs:** Apply modification of all selected prefabs in Hierarchy
- **Revert All Selected Prefabs:** Revert all modification of all selected prefabs in Hierarchy
- **Break Prefab Instances:** Break all connection with prefabs for all selected objects

## Quick Folder Opener

Select Menu **Tools** -> **A+ Assets Explorer** -> **Quick Folder Opener** and select folder you want to open.



## Supported Folders:

The Quick Folder Opener can following path in both of Windows and macOS.

- Application.dataPath
- Application.persistentDataPath
- Application.streamingAssetsPath
- Application.temporaryCachePath
- Asset Store Packages Folder
- Editor Application Path

## Table Headers

Below headers are supported by A+ Assets Explorer currently. If you need more, welcome to send [email](#) to me.

## Textures



Headers	data type	Comments
Name	string	File name of texture file
FileSize	number	The file size of texture file
StorageSize	number	Storage size of texture file
RuntimeSize	number	Runtime size of texture file
MaxSize	number	Max size of texture
TextureFormat	string	Texture format
R&W	boolean	ReadWrite enable or not
MM	boolean	MipMap enabled or not
Type	string	Texture type
WidthInPixel	number	Width of texture in pixel
HeighInPixel	number	Height of texture in pixel
Width	number	Width of texture
Height	number	Height of texture
File Path	string	The file path of the texture file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Models

Headers	data type	Comments
Name	string	File name of texture file
FileSize	number	The file size of model file
VertexCount	number	Vertex count of model
Tris	number	Tris count of model
ScaleFactor	number	Scale factor of model
MeshCompress	boolean	Compress mesh or not
OptimizeMesh	boolean	Optimize mesh
R/W Enable	boolean	Is readable or not
ImportBlendShapes	boolean	Should Unity import BlendShapes
GenerateColliders	boolean	Should Unity generate mesh colliders for all meshes
LightmapToUV2	boolean	Generate lightmap UVs to UV2
SwapUVs	boolean	Swaps the 2 UV channels in meshes. Use if your diffuse texture use UVs from lightmap
File Path	string	The file path of the model file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Animations

Headers	data type	Comments
Name	string	Name of animation
In File	string	In which file
Length	number	Frame Length
FPS	number	Frame per second
LoopTime	boolean	Loop animation or not
LoopPose	boolean	Loop pose or not
CycleOffset	number	Cycle Offset
Path	string	The file path of animation file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Audios

Headers	data type	Comments
Name	string	File name of audio file
ImportedSize	number	The size after imported
FileSize	number	The file size of audio file
Ratio	number	Compress ratio
Frequency	number	Audio frequency
Compress Format	string	Compress format of audio
Duration	number	Duration of the audio
Quality	number	Quality of the audio
Background	boolean	Run in background
File path	string	The file path of the audio file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Movies

Headers	data type	Comments
Name	string	File name of movie file
Approx	number	Approx size of the movie
Texture Size	number	Texture size of the movie
Quality	number	Quality of the movie
Duration	number	The duration of the movie
File Path	string	The file path of movies file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Fonts

Headers	data type	Comments
Name	string	File name of font file
FontNames	string	Font names
FileSize	number	File size of font file
RenderingMode	string	Rendering mode
Character	string	Character type
File Path	string	The file path of font file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Materials

Headers	data type	Comments
Name	string	File name of material file
FileSize	number	File size of material file
Type	string	The type of material: Material or Physics Material
Shader	string	The shader name that material used
File Path	string	The file path of material file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Shaders

Headers	data type	Comments
Name	string	Shader name
FileName	string	Name of shader file
FileSize	number	Size of shader file
RenderQueueText	string	Render Queue in text
RenderQueue	number	Render Queue in number
LOD	number	Level of Detail
VariantsIncluded	number	Shader variants only in scene
VariantsTotal	number	All shader variants
SurfaceShader	boolean	has surface shader or not
CastShadows	boolean	Cast shadows or not
IgnoreProjector	boolean	Ignore projector or not
DisableBatching	string	Batch is disabled or not
File Path	string	The file path of shader file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## StreamingAssets

Headers	data type	Comments
Name	string	File name
FileSize	number	Size of file
File Path	string	The file path of file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Code files

Headers	data type	Comments
Name	string	File name
FileSize	number	Size of file
FileType	string	File type of asset file
File Path	string	The file path of file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Others

Headers	data type	Comments
Name	string	File name
FileSize	number	Size of file
FileType	string	File type of asset file
File Path	string	The file path of file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

## Purchase

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## Release Note

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### 2.1.7

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1. Set Packages folder as default ignore folder in Unity 2018+
2. Fix bug that `Select Unused Assets` feature will select assets with AssetBundle assigned
3. Optimize deleting without backup files performance

### 2.1.6

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1. Change Resources Under Editor folder as unused
2. Unity 2018.3 compatibility

### 2.1.5

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1. Fix `Find References In Hierarchy` have no results bug
2. Add VideoClip support, please upgrade MovieTexture to VideoClip after Unity 5.6
3. Unity 2018.2 compatibility

Note: Recommend removing old versions in Project and import version 2.1.5, because there are some folder structure changes in version 2.1.5.

### 2.1.4

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1. Add find terrain textures feature, it's under menu item: Tools->A+ Assets Explorer->Tools->Find Terrain Textures In Current Scene
2. Unity 2018.2 compatibility

### 2.1.3

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1. Improve sorting order (experiment)
2. A+ is able to move any folder under project now instead of just binplace the plugin folder

3. Unity 2018.1.0b3 compatibility.

## 2.1.2

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1. Optimize cache system IO

## 2.1.1

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1. Able to find scripts references of scriptableobject (Nested scriptableobject in script)
2. Unity 2017.2.0f2 compatibility.

## 2.1.0

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1. Add packing tag for texture, it's easy to find the sprites with specific packing tag assigned.
2. Fix find unused assets not work in some scenario issue

## 2.0.9

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1. Improve compatibility
2. Fix several small bugs

## 2.0.8

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1. Add tags and layers usage page.
2. fix bugs 3. Unity 2017 compatibility

## 2.0.7

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1. Add support of Compression, Crunch Compression and Compression Quality properties of Textures
2. Add an option for back up assets before deleting
3. Add search history feature which support last 15 search queries cached. Just double click the search input will open the history window.
4. Able to find duplicated assets now.
5. Fix some bugs

## 2.0.6

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1. Unity 5.6 and Unity 2017 Beta compatibility
2. Show override texture format and size according to override settings
3. Improve performance

## 2.0.5

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1. Change 'Unused' column header to 'Used' to make it's easier to understand
2. Improve find unused assets result



3. Fix bug that Blacklist not always works on Windows

## 2.0.4

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1. Able to open container folder of selected assets in Assets Explorer now
2. Able to copy name/path of assets to clipboard of selected assets in Assets Explorer now
3. Improve result of find references assets in Project

## 2.0.3

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1. Add new tab named "In Hierarchy" to show the assets referenced by Objects in Hierarchy. We also can find the object references of selected asset in Hierarchy, similar to the "Find References in Scene" menu item in Project Window
2. Move "StreamingAssets" To "Assets" dropdown in header navigation bar
3. Change the nav item name from upper case to camel case, so that it's easier to read
4. Improve compatibility. If you have compatibility issue, please send email to me.

## 2.0.2

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1. Filter out the assets under project settings folder in OTHER category
2. Adjust the create prefab shortcut to resolve the conflict with native shortcut of Unity Editor
3. Fix the Unused mark is not correct for some assets with AssetBundle Assigned
4. Fix Unity Editor crash when generating lightmap issue

## 2.0.1

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1. Add tips information in About tab
2. Add a new category named `OTHERS` which include assets unsupported in prior to this version
3. Fix the name of Unity Native format assets are not changed in Inspector after rename, for example, Materials
4. Fix wrong sort order when in rename assets mode
5. Fix cannot find physicsMaterial2D bug
6. Fix Blacklist not work on some assets on Windows

## 2.0.0

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1. Add quick selection: Select all assets , deselect all assets and select unused assets
2. Able to refresh cache in Asset Explorer
3. Able to get assets in active scene
4. Able to rename animation clip in fbx
5. Move header setting to 'Actions' dropdown menu
6. Fix some bugs

## v1.1.9

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1. Supports Unity 5.5
2. Add prefab tool which support bulk operations, like creating, apply and revert etc.
3. Add rename tool which allows rename assets at one click
4. Rename "Scene Explorer" To "Build Manager"
5. Update UI to make it more sense
6. Fix some bugs

## **v1.1.8**

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1. Able to export data to CSV file now
2. Some bug fixes

## **v1.1.7**

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1. Add blacklist feature
2. Add asset icon
3. Add find references in Project or by type feateure
4. Change default settings for windows style
5. Update folder structure. Please delete and then reimport new A+ Assets Explorer assets.
6. Reduce packages size 7. Improve profermance for syncing data after bulk edit assets.
7. Some bugs fixes

## **v1.1.6**

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1. improve asset search feature. We can search multiple properties now.
2. Update modal UI
3. Reduce packages size
4. fix some small bugs