

Find Reference 2

Version 1.2.10 - Update 23.Sep.2017 - by Vietlabs



Overview

Find reference 2 is a powerful tool to track all the references between your assets inside the whole project.

See exactly which assets being included in scenes, clearing redundant assets included in each scene, spot duplicated assets, replace prefab, materials, textures, shaders in 1-2 clicks are just some of FR2 features ...

Full C# source code, blazing fast, works with Unity 4.3+ and Unity 5.x

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Features

- Display usage count in project panel
- Display all assets being referenced by selected asset (tab Uses)
- Display all assets that has references to selected assets (tab Uses by)
- Find all duplicated assets inside this project
- Merge all duplicate assets into one (replace references)
- Replace usage for multiple assets
- Find all assets that are not referenced by any other assets
- GUID tools
- Export assets with references
- Find script references (experimental, C# only)

Rating, Feedbacks and Support

It's really really important to me to get another 5 stars rating.

If you feel completely content with what the package provided please take some time to rate and leave a positive comment on the asset store page. This will not only help other people decide whether this package is good enough for their needs but also help the package to climb onto the top of the asset store. More positive ratings and comments also let me know that this tool really help you out so I tend to spend more time to get it updated with new features and bug fixes.

If you don't feel good with what the package provided, please help drop a line explain why and what you expected. I will do whatever I can to get another 5 star rating from you so use your right, request for new features !

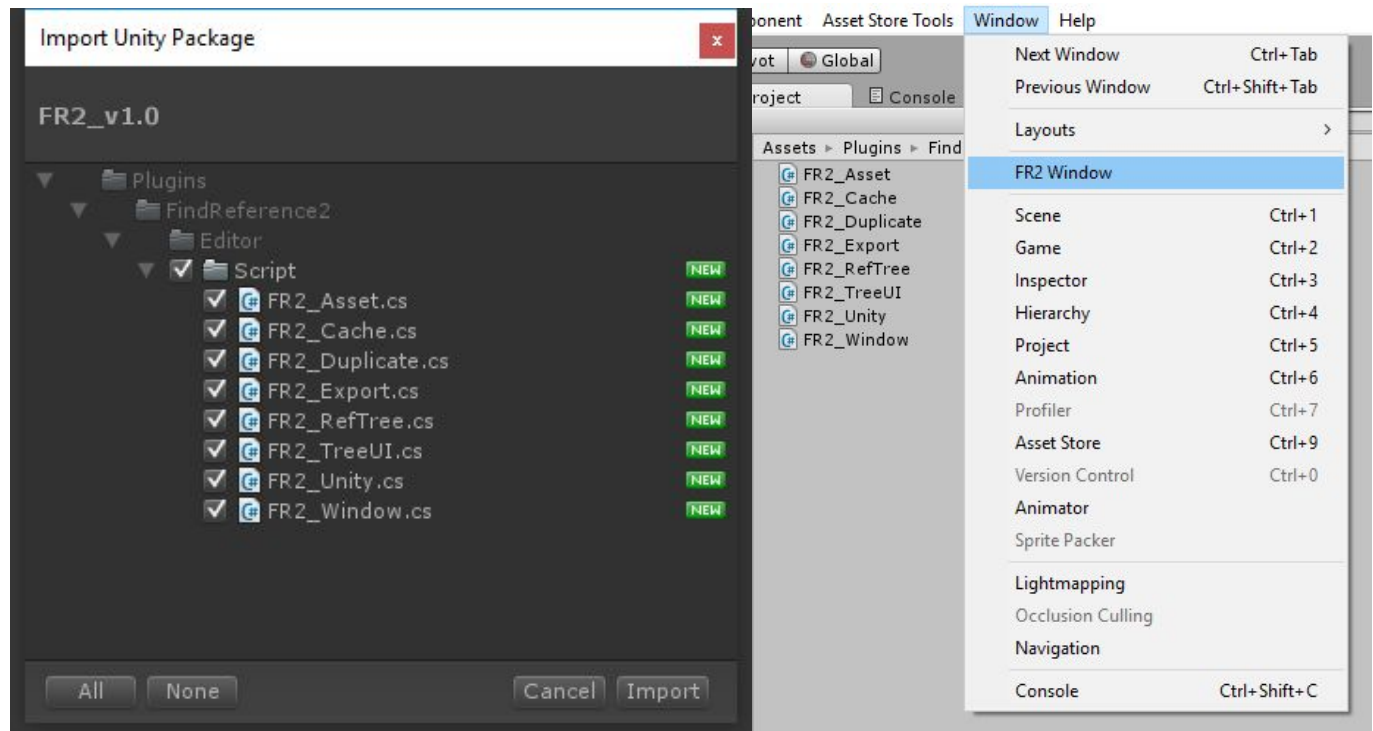
Any feedbacks from you is really really count so please, don't hesitate to contact for support whenever you see something that is not to your will !

Thanks a lot for supporting me by buying this package. I really hope that you enjoy using it as much as we do while developing it.

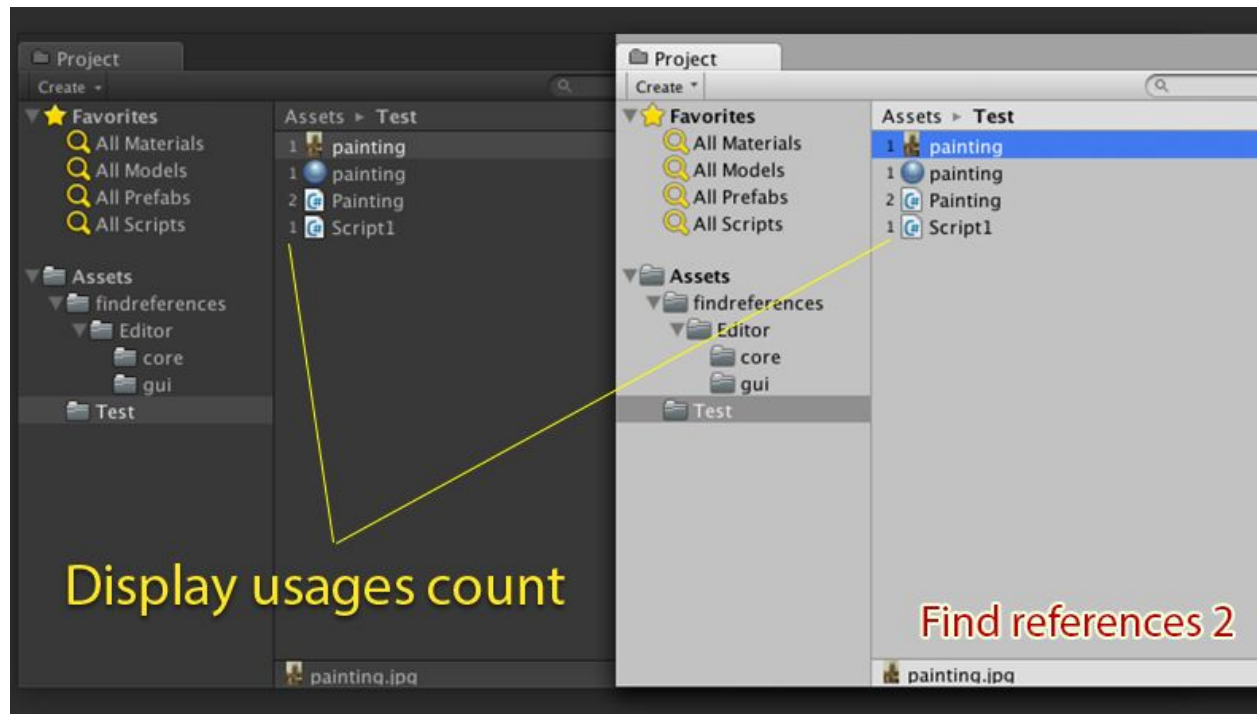
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Getting started

1. Import the package
2. Wait until script compile finish, check and make sure that there are no compiler errors
3. Open FR2 panel from **Windows > FR2 Window**



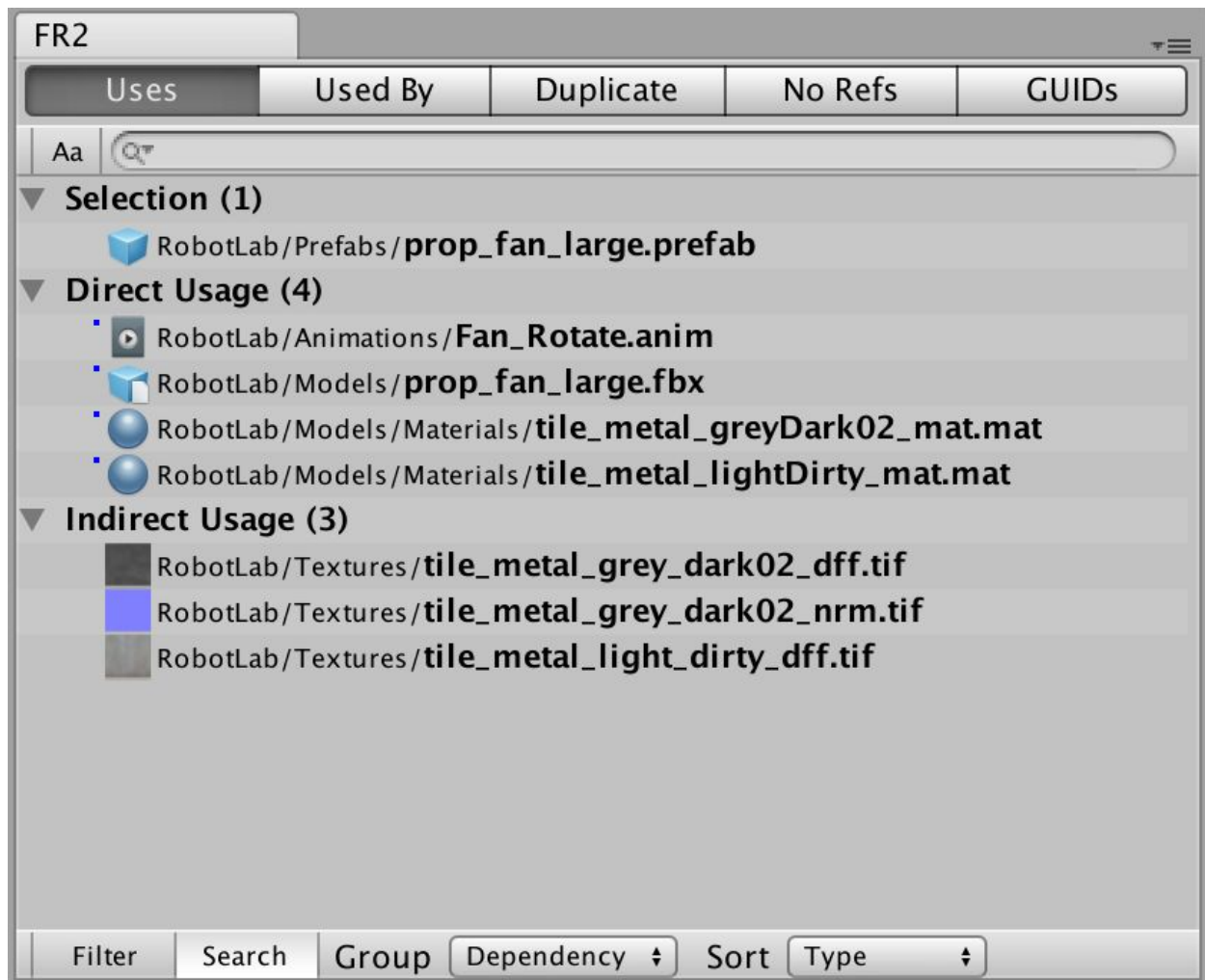
Usage count



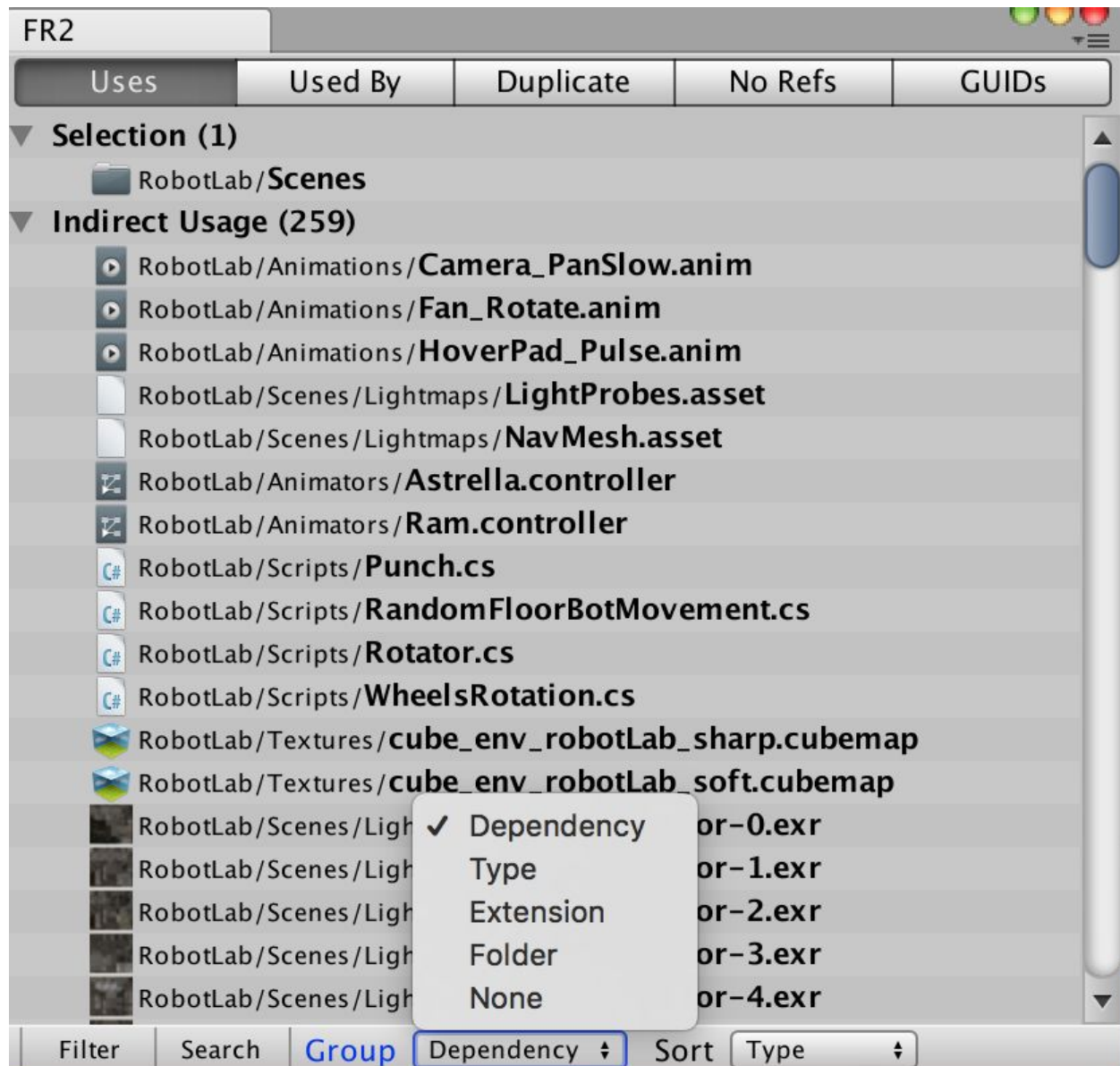
Uses - Listing selected assets' dependencies

Default Grouping mode **Dependency** separated Assets by

- Selection
- Direct Usage (referenced directly by assets in Selection)
- Indirect Usage (referenced by assets in Direct Usage)



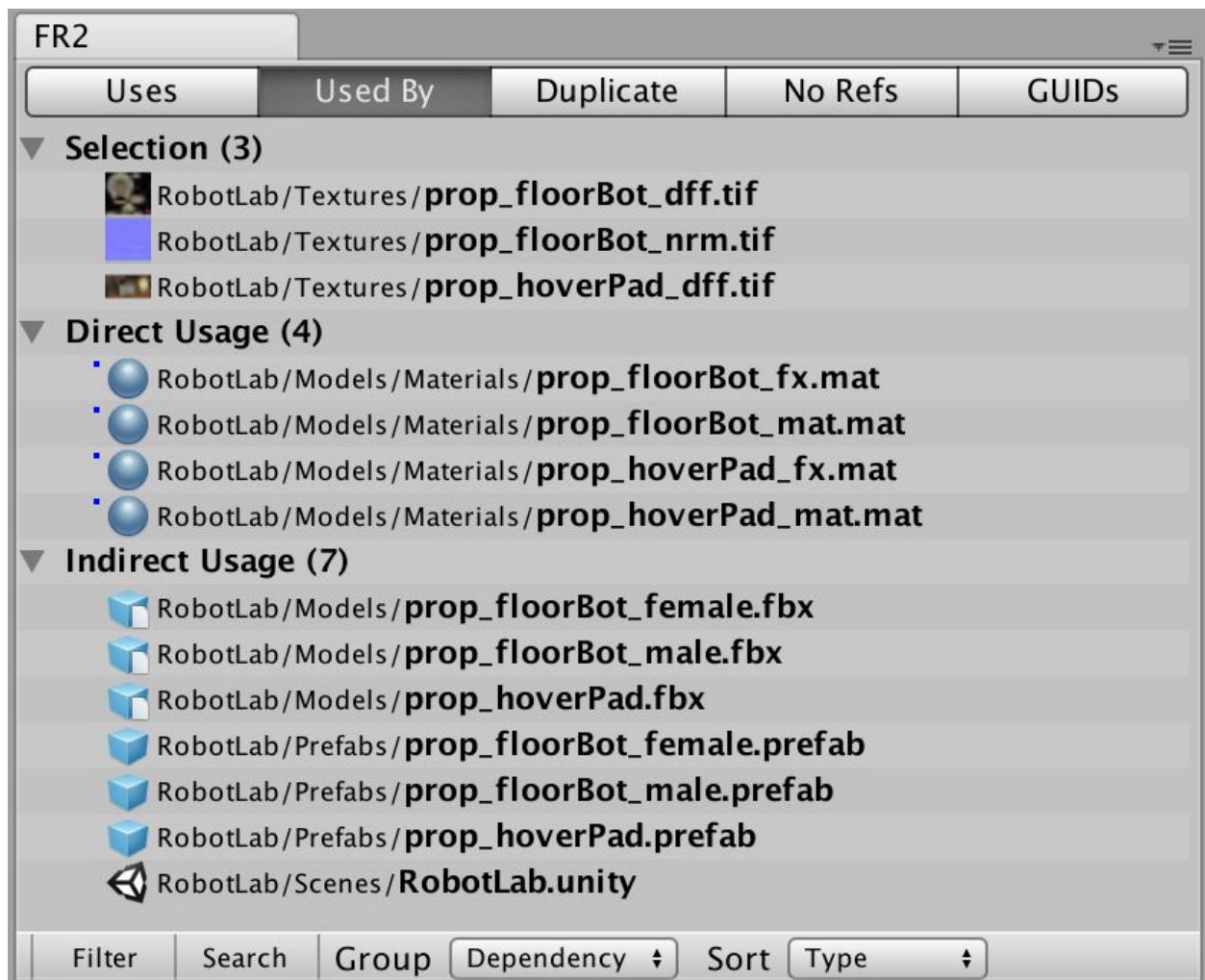
Other Grouping modes : Group by **Asset Type**, by **Folder** or by **Extension**



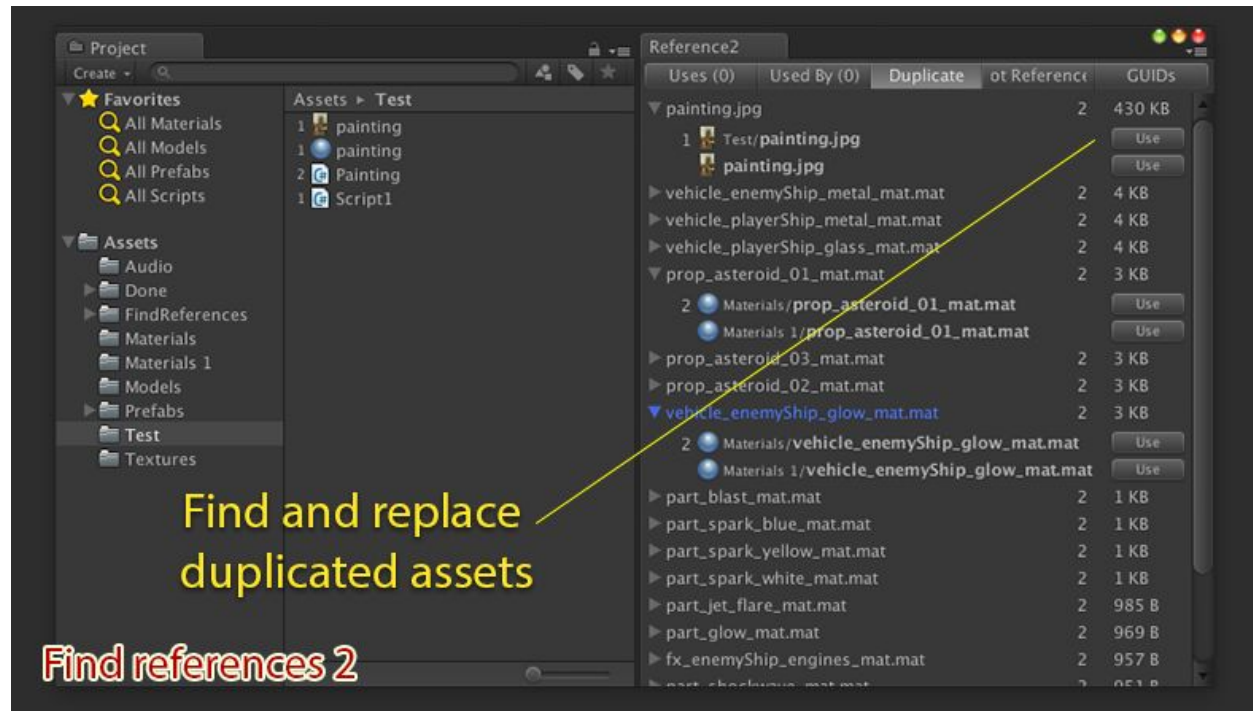
Used by - Find all assets that has reference to me

Default Grouping mode **Dependency** separated Assets by

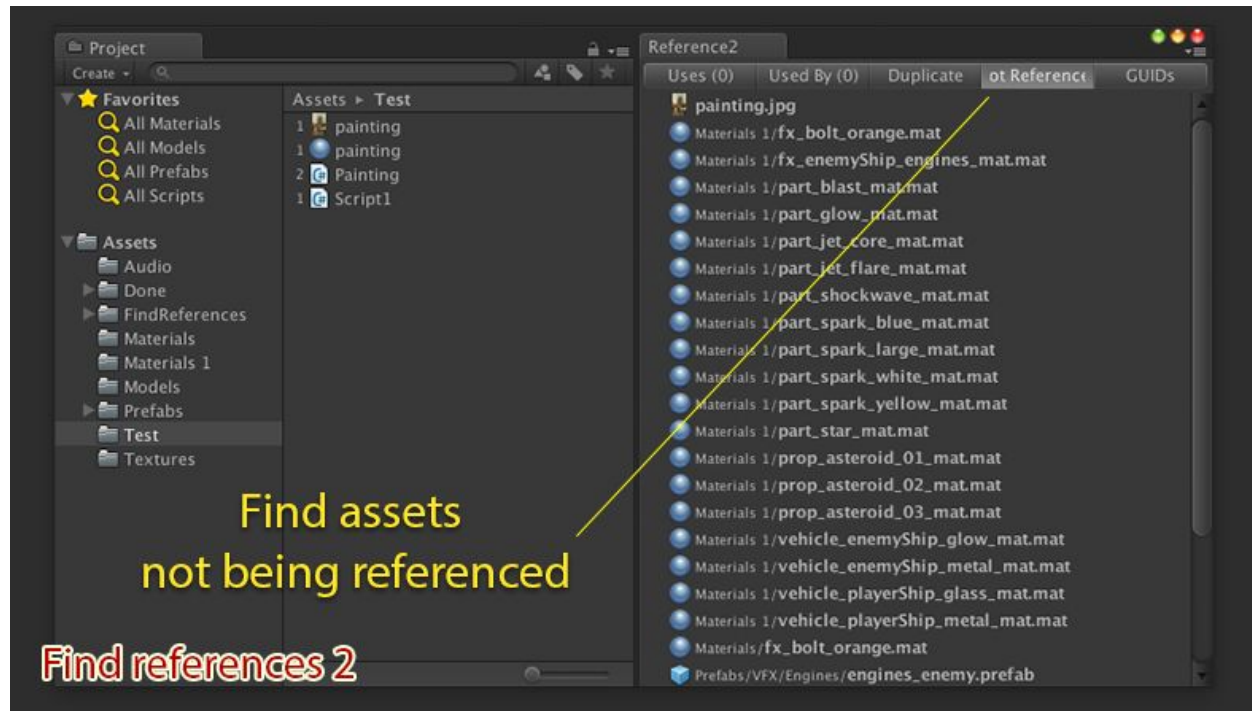
- Selection
- Direct Usage (assets that referenced to assets in **Selection** directly)
- InDirect Usage (assets that referenced assets in **Direct Usage**)



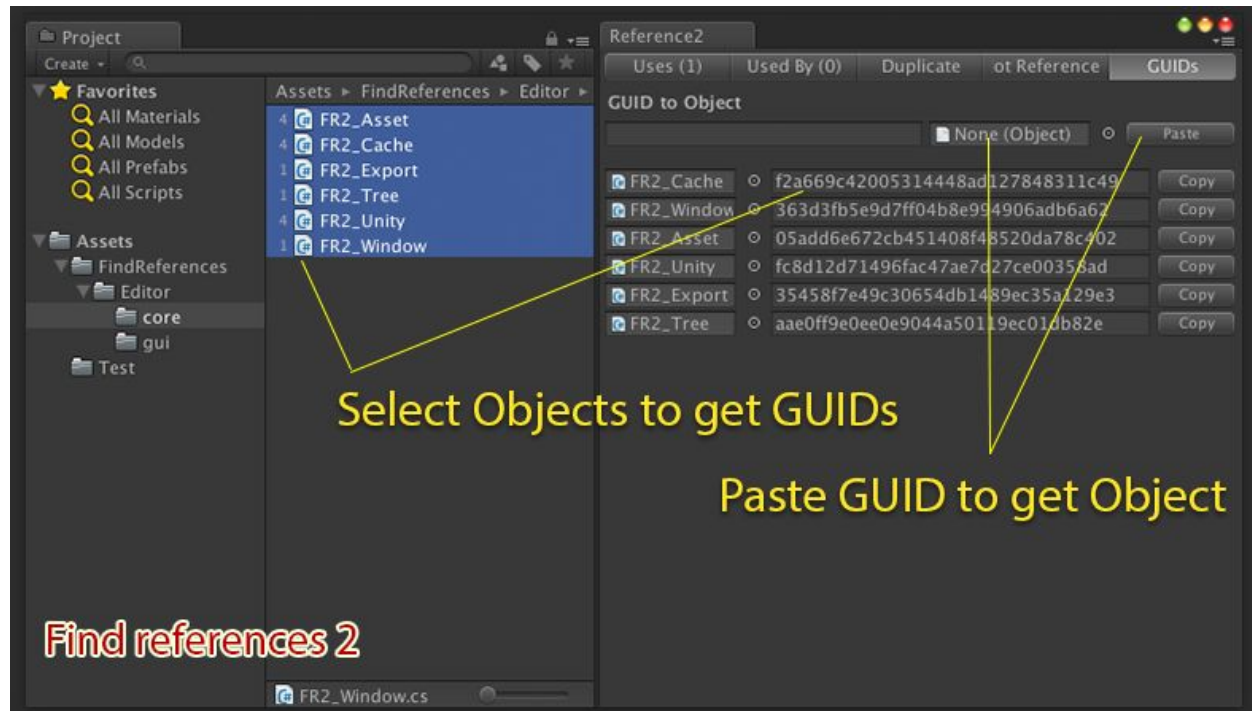
Duplicate



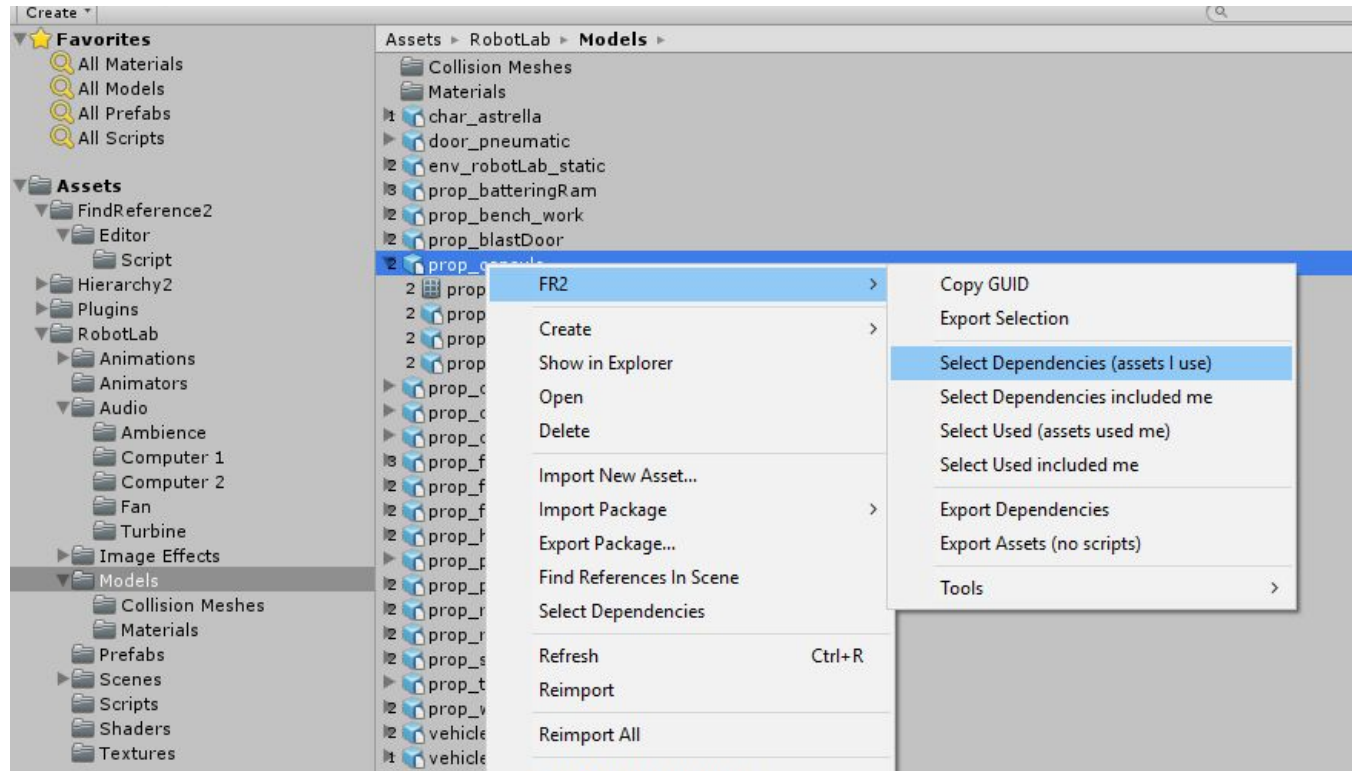
No References



GUID Tools



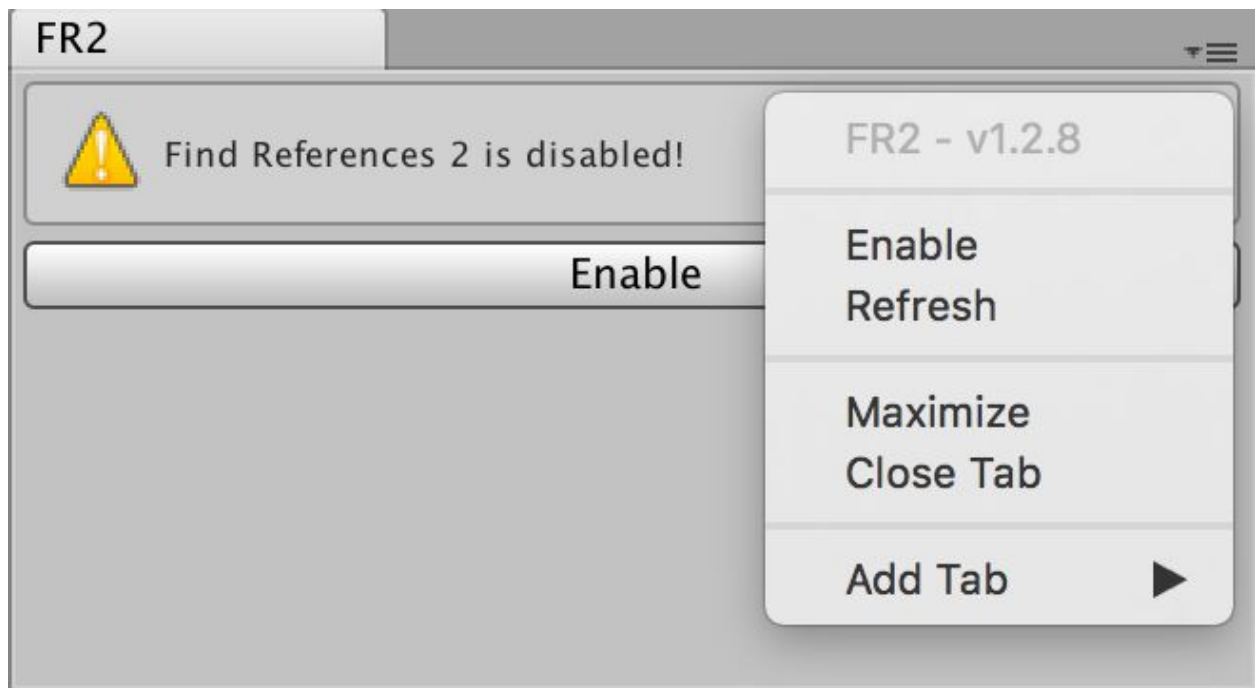
Select Dependencies and Custom Export Package



Temporarily Disable Find Reference 2

When you don't want to searching for references between assets, there's no reason to keep running and monitoring file changes, you can just turn FR2 off.

This will not clear the cache so don't worry!



Manual Refresh

Find reference 2 will automatically refresh when asset changes. In some cases, Unity Asset Importer sometimes get broken and the callback FR2 relied on will not get trigger. If you notice that FR2 does not show the usage count in front of assets or the icon of selected asset is not showing, it's quite possibly that FR2 need a manual refresh.

A manual refresh will cause no harm and quite fast so whenever you are in doubt, do a manual refresh by click on the top-right corner of FR2 Window and select Refresh !

