🛡 Missing Scripts Tool `v2.0.1` `Unity 6000.2+`

Fast, safe, and elegant cleanup of *Missing MonoBehaviours* across **Scenes** and **Prefabs** — with dry-run, backups, progress bars, and scoped scans.

`Editor Window` `Prefabs Cleaner` `Open/All Scenes Scan` `Dry Run + Backups` `CSV Log Copy` `Cancel-aware Progress`

Open the Tool

Menu: `Tools / Missing Scripts Tool`

Hotkey: `Ctrl/Cmd + Shift + U`

Recommended Flow

Enable **Dry Run** and **Backups** → Scan → Review → Clean Prefabs/Scenes → Disable Dry Run → Repeat to commit.

Quick Start

1) Choose Scope

- **Prefabs** — loads prefab contents, scans, then unloads.
- **Open Scenes** — scans scenes currently opened in the Editor.
- **All Scenes in Project** — iterates through all scenes, restoring your open-scene layout afterwards.

> **Tip:** Select target folders in the *Project* window and enable **Only Selected Folders/Assets** for faster scans.

2) Scan & Review

- Use **Search** to filter by Kind, Asset Path, or Object Path.
- Click **Copy Log** for a CSV-like list: `Kind;AssetPath;ObjectPath` .
- Open targets directly via *Open Scene & Select* or *Open Prefab*.

3) Clean Safely

- **Dry Run** simulates deletions without writing changes.
- **Backups** save prefabs to `Assets/__Backup_MissingScripts/_` before overwrite.
- When ready, disable Dry Run and run the same cleanup again.

4) Save & Verify

- Open Scenes cleanup will mark scenes dirty; save them afterwards.
- For Prefabs, changes are written via `SaveAsPrefabAsset`.
- Use version control for extra safety.

Scan Areas & Filters

Scan Areas

- **Open Scenes** — current Editor scenes.
- **All Scenes in Project** — project-wide (restores open scenes afterwards).
- **Prefabs** — project-wide or limited by selection.

Filters

- **Include Inactive** — traverse inactive GameObjects.
- **Only Selected Folders/Assets** — limit search roots.
- **Search** — live filter in the results list.

Actions

- **Scan / Clear**
- **Remove Missing in Prefabs**
- **Remove Missing in Open Scenes**
- **Copy Log**
- **Open Scene & Select / Open Prefab**

Safety & Behavior

Backups & Undo

Prefab changes are written via Unity's prefab APIs and may not integrate with the classic Undo stack. Keep **Backups** enabled and rely on your VCS.

Packages Skipped

Paths inside `Packages/` and `/PackageCache/` are intentionally ignored to avoid third-party and cache damage.

Progress & Cancel

All long-running operations show progress bars and support cancel; aborted scans may leave some assets unchecked.

Result Entries

Field	Description
Kind	`Prefab` or `Scene`
AssetPath	Path to the prefab/scene (clickable link)
ObjectPath	Transform path inside the asset (Root/Child/…)

FAQ

Why do prefab edits lack classic Undo?

Edits are applied through prefab APIs. Use **Backups** and your **VCS** to revert if needed.

Can I clean all project scenes automatically?

Yes. Enable *All Scenes in Project*, run *Scan*, then use *Remove Missing in Open Scenes* (open scenes in batches). Full auto-saves are not forced by default for safety.

Why are packages ignored?

To avoid breaking 3rd-party content and caches. Focus is on your *Assets* content.

Changelog

- **2.0.1**
  - Bug fix (lost scripts were not deleted on prefabs)

- **2.0.0**
  - Unity **6000.2+** support.
  - Prefab cleanup via `LoadPrefabContents` (bulk with progress).
  - **Dry Run** + **Backups**
  - **Only Selected Folders/Assets** scope.
  - Search, CSV log copy, and quick open actions.
  - UI refinements: badges, counters, contextual help.

- **1.1.0**
  - Window redesign and UX improvements.
  - Hotkey support, large-project optimizations.
  - Compatibility updates & bug fixes.

- **1.0.1**
  - Visual polish.

- **1.0.0**
  - Initial release.