Unused Assets Finder v1.4.0
Created by Nicholas Sheehan and Chris Partridge

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Description:

Unused Assets Finder does what it says on the tin.

This fast, reliable and customizable plugin allows you to find, export and remove unused assets WITHOUT relying on a build to find what assets are not used.

Unused Assets Finder allows you to create a Rule Set, which you can use to filter your search to only find unused assets that fit your criteria. For example, only finding .fbx files.

Rule Sets can be exported and shared with other developers as text or as a file. The quick and simple export/import options will allow for instant results.

Once all unused assets are found, the results are displayed in a familiar way, mimicking the export package window, which has a search bar so you can search results for specific files.
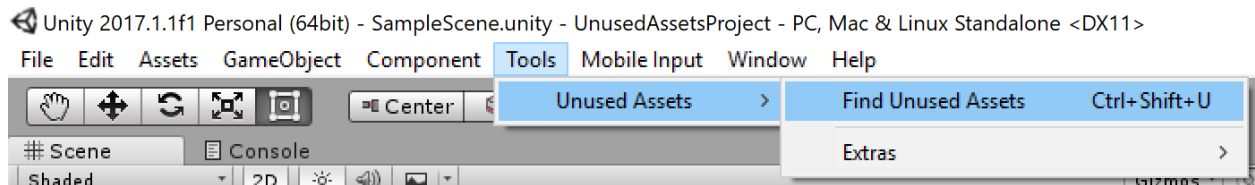
The Unused Assets Finder can also find and remove any empty folders, keeping your project tidy and uncluttered. This does not require the tool to find unused assets!

If you find any issues with the plugin or have a feature request/suggestion, you can submit them here!

Usage:

Finding Unused Assets:

How To Open The Unused Assets Window:

Unity 2017.1.1f1 Personal (64bit) - SampleScene.unity - UnusedAssetsProject - PC, Mac & Linux Standalone <DX11>

File   Edit   Assets   GameObject   Component   Tools   Mobile Input   Window   Help

Unused Assets   →   Find Unused Assets   Ctrl+Shift+U

Extras   →

Click on **Tools** → **Unused Assets** → **Find Unused Assets** or press **(Ctrl/Cmd) + Shift + U**

Navigating the Unused Assets Window (Before Search):

Unused Assets

[Find Unused Assets]   ☐None (Unused Assets Rule Se] ⊙   [Import Rule Set]

1   2   3
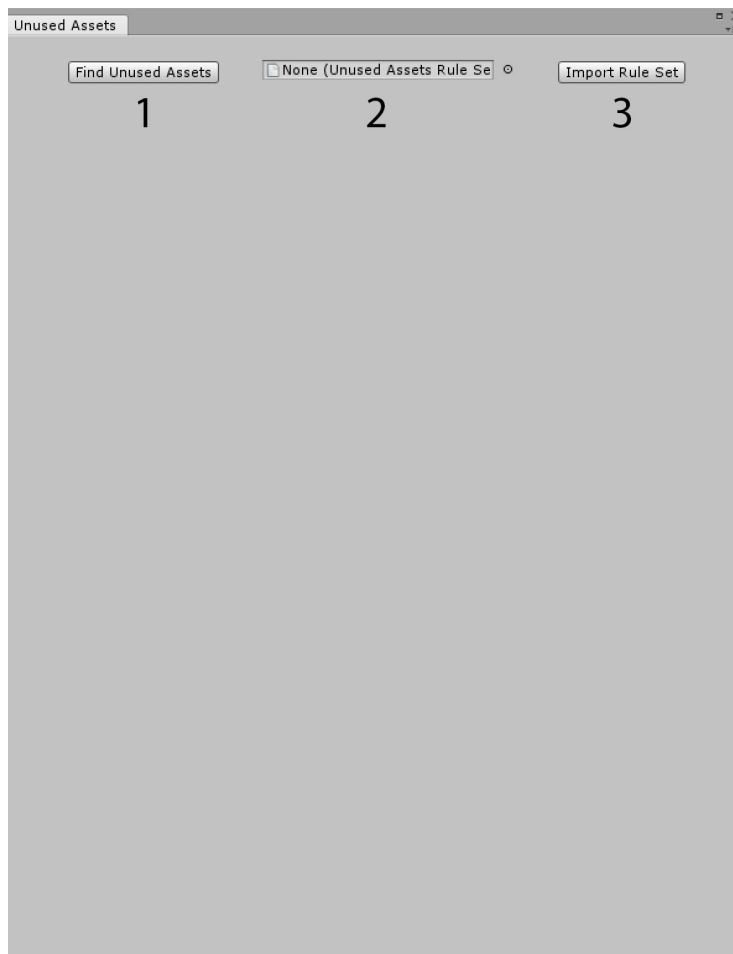
1) Find Unused Assets
This will find all unused assets within your project.

2) Rule Set Object Field
This will be the Rule Set used to filter the results from the search, if this is null or empty, a default Rule Set will be created for you to modify at a later date.

3) Import Rule Set
This opens a new window to import a rule set from either a file or some text.

Navigating the Unused Assets Window (After Search):
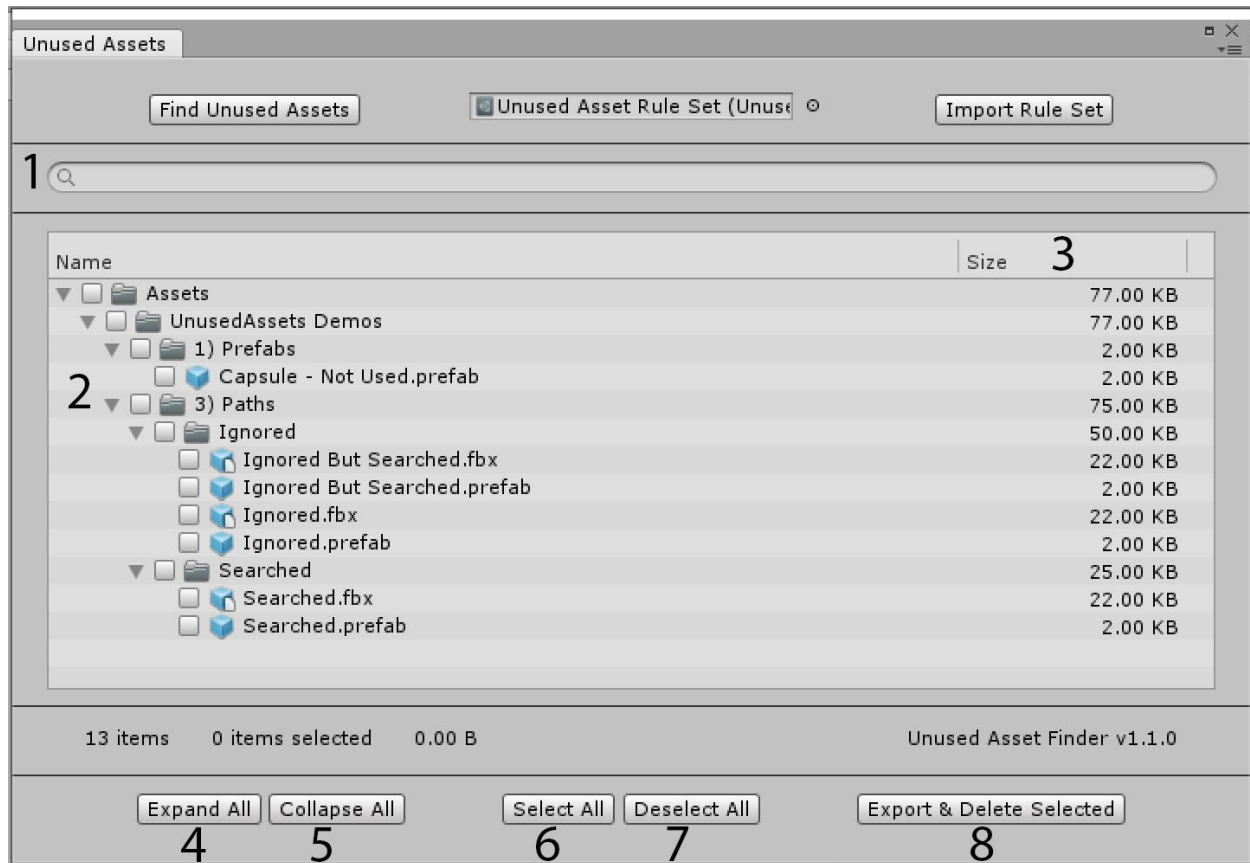
1. **Search Bar**
   Search through the results for specific files by either name or file extension.
2. **Tree View**
   Tree view that displays the results like the Unity Import/Export windows.
3. **Column Sorting**
   Sorts columns by asset name or size.
4. **Expand All**
   Expands the Tree View fully to see all folders and files.
5. **Collapse All**
   Collapses the Tree View to hide all folders and files, except the root "Assets" folder.
6. **Select All**
   Selects all the results marking them for deletion.
7. **Deselect All**
   Deselects all the results marking them not for deletion.
8. **Export and Delete Selected**
   Starts to export and delete all assets selected.

Rule Sets:

Inspector:

1. **Extensions To Exclude**
   If a file ends with an extension in the list, the file will not be included in the results.

2. **Ignore Assets In Specifically Named Folders**
   If an asset is in a folder and it matches any of the entries in the list, then it is ignored. This is mainly used for ignoring special Unity folders like "**Resources**" or "**Plugins**"

3. **Exclude Specific Assets and Folders**
   This is for files and folders that should not be included in the search. If a folder is in the list, all assets inside said folder and its subfolders are removed from the search, along with each asset's dependency.

4. **Names Of Asset Bundles To Include In Search**
   Assets in each asset bundle listed will be added to the search.

Exporting a Rule Set:

See Rule Set image above for reference for where the buttons can be found.

5. **Export To .json**
   This will export the selected rule set to a .json file for you to share.

6. **Copy To Clipboard**
   This will export the selected rule set as text that is stored in your clipboard.

7. **Prune Empty and Duplicate Entries**
   This just cleans up the lists and keeps it easier to read
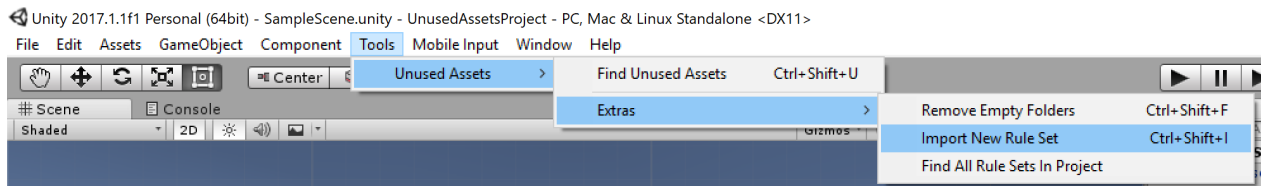
Importing a Rule Set:

Opening the Import Window:

The window can be opened in a number of different ways.
1. Press **(Ctrl/Cmd) + Shift + I**
2. Press the **"Import Rule Set"** button in the Unused Assets Window

3. Press **Tools → Unused Assets → Extras → Import New Rule Set**

Import Rule Set Window

1. **Import Rule Set From .json**
   This will open an "Open File" dialogue window, where you can select a previously exported Rule Set .json file, which will create the Rule Set for you to use.

2. **Import Rule Set From Text**
   This will attempt to import a Rule Set from the textbox, which should be in a .json format.

3. **Paste Rule Set Here**
   This is where to paste a Rule Set in text format
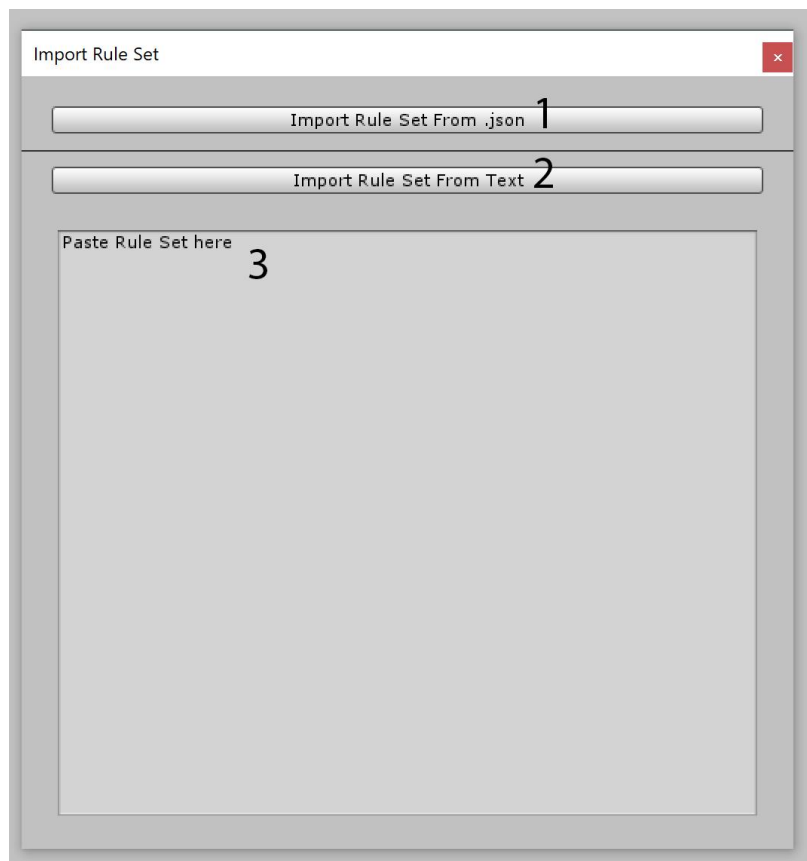
Preferences
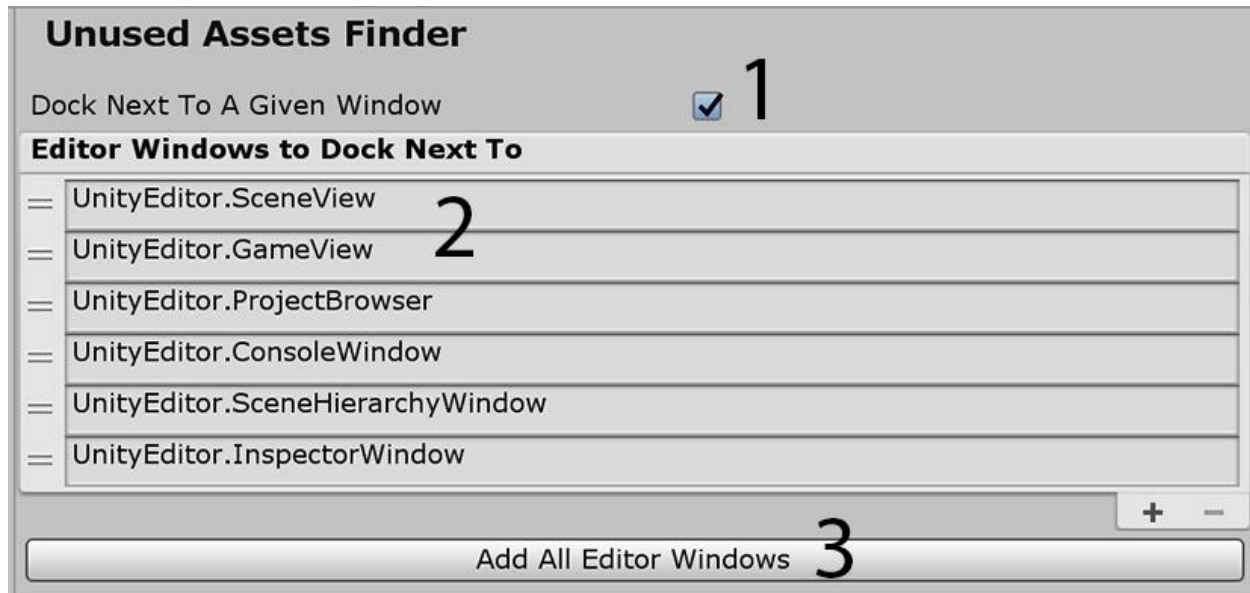
1. **Dock Next To A Given Window**
   When this is enabled, the main Unused Assets Finder window will dock next to the first open window it finds.
2. **Editor Windows to Dock Next To**
   This is a list where you can enter the names of another editor window for the plugin window to dock next to. The plugin will attempt to dock next to the first item in a list if the window is open. If it is not it will proceed to the next and so on until the list is exhausted at which point it will create an un-docked version of the window which you can then drag into the desired place.
   P.S.A - Built in Unity Editor Windows have unique names and some of the most common ones are listed below:
   - Inspector: UnityEditor.InspectorWindow
   - Project: UnityEditor.ProjectBrowser
   - Hierarchy: UnityEditor.SceneHierarchyWindow
   - Scene: UnityEditor.SceneView
   - Game: UnityEditor.GameView
   - Console: UnityEditor.ConsoleWindow
3. **Add all built-in Unity Editor Window Type names to the list**
   If the window you desire to dock the plugin isn't listed above, you can press this button to print a list of all built in Unity Editor Window type names to the console and then you can add it to the list. Then you can simply delete the windows you do not want it to dock next to and leave just the ones you do and reorder them to suit your needs.

Extras:
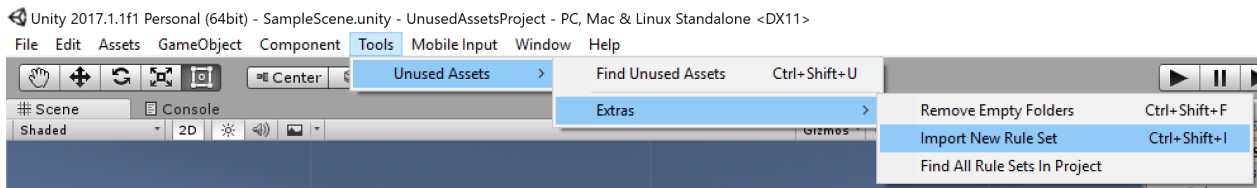
Remove Empty Folders:

This will remove all empty folders in the project, as well as any folders with only **".meta"** files inside will also be deleted. This will always run after assets have been deleted.

Find All Rule Sets In Project:

This finds all Rule Sets in the project, this is to help you find all Rule Sets within the project.

Report An Issue / Feature Request:

We're 110% committed to creating the best, bug-free plugin for you. But sometimes things just don't go right, or you might have an idea on how to make it better. Either way, let us know and we'll look into it!

[If you find any issues with the plugin or have a feature request/suggestion, you can submit them here!](#)