



DAILY ASSET FINDER

Requirements

- 2018.1 or above;

This is an Unity Editor tool to help find assets reference between all other assets and GameObjects in the scene. All of this without needing to run a Find References for each object that you want.

This is very useful if you are using [Scriptable Object Architecture](#), because it becomes so easy to find the references for each scriptable object in the Project and in the Game Hierarchy for the current game scene.

HOW TO USE

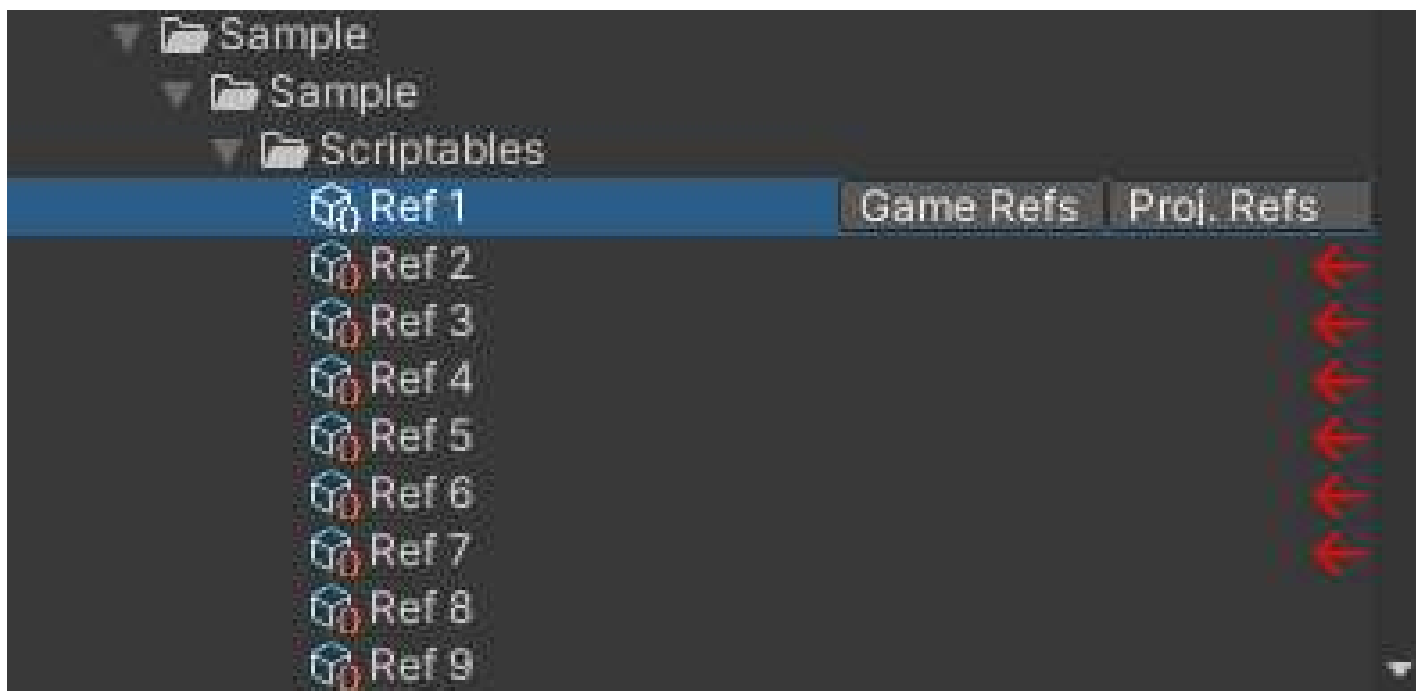


done.

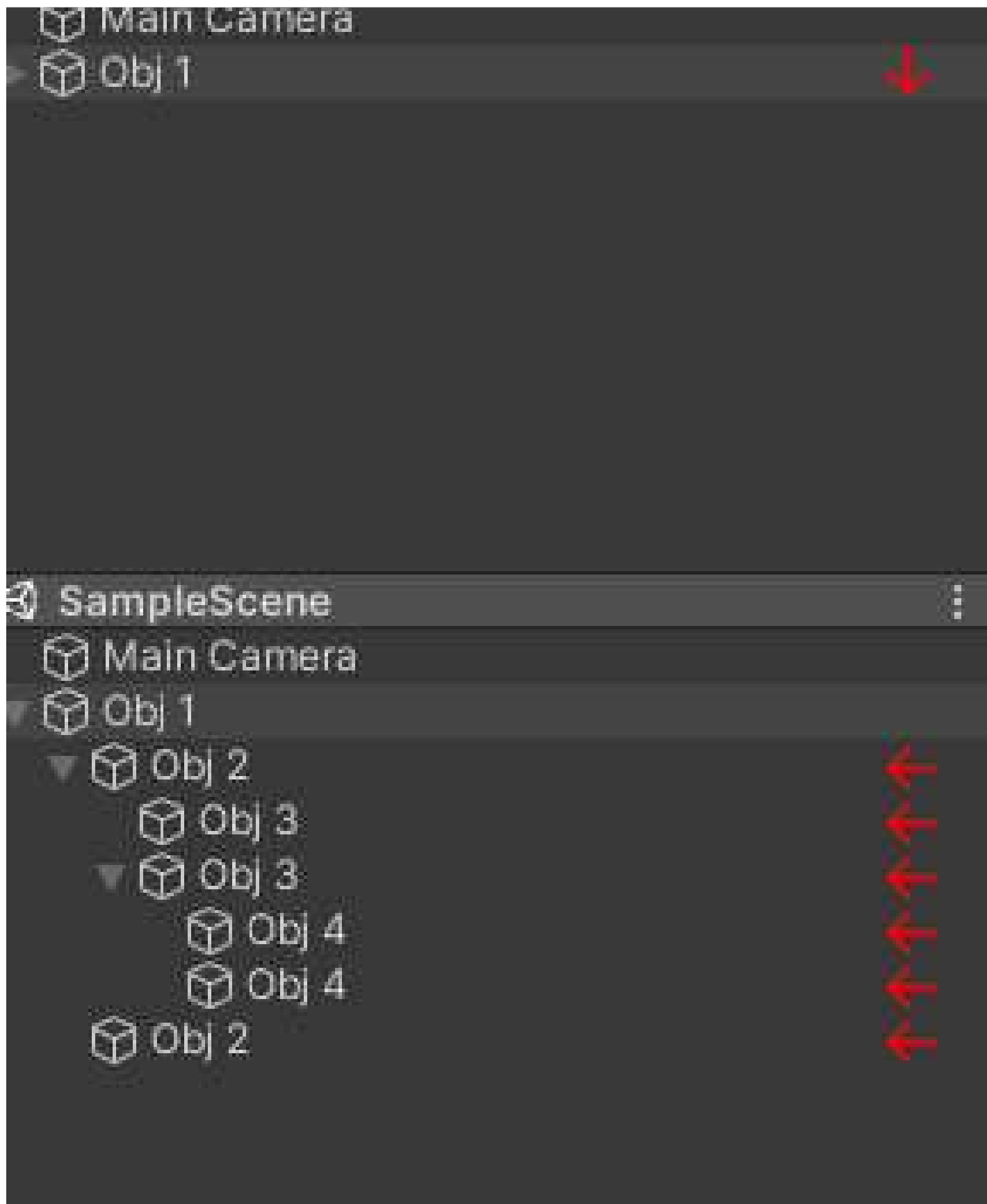
To cache you need to click on the Menu Item: **Tools/Daily Solutions/Daily Asset Finder/Cache References**

Wait the completion of it and then you can start to use it. (In the future will be a way to cache a single file or a folder recursively)

Select your Asset on the Project Window and you will see some indicators on the Project Scene.



You will also see those indicators on the Hierarchy Window.





GameObject that reference teh selected asset.

The Game Refs will open a list with all GameObjects that reference that assets, while the Proj. Refs will show a list with all Project assets that reference the selected asset.





Project Refs

1 - Ref 1

2 - Ref 2

3 - Ref 3

4 - Ref 5

5 - Ref 6

6 - Ref 7

7 - Ref 39

You can click on each button, this will indicates to you where that GameObject or Asset is.

Note: This Editor tool work with all type of assets, not only with Scriptables as the sample or the documentation.

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