ScriptFinder Documentation

How To Use

1) Select the script that you'd like to use as your target. The tool will locate any prefabs that have this script attached to their GameObject or the GameObjects of any of their children.


2) Optional. If required, enable the checkbox "Recurse Dependencies". This will also locate any prefabs that have indirect links to the target script. For example, if a prefab contains a script which references a prefab outside of it's object hierarchy which contains the target script then it will also be listed with this checkbox enabled.

3) Press the "Find Components" button. This will list all prefabs, if any, that utilise the target script based on the options selected previously.

4) Select a prefab from the list, it'll be selected in the "Project" tab and the Inspector.
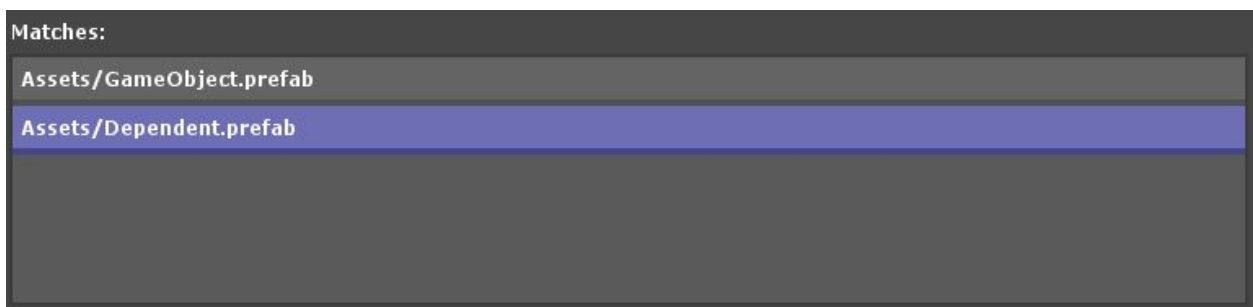
Additional Settings

Changing the Menu Item:

By default the tool is under the menu item "Tools -> ScriptFinder".
If you'd like to change this, open up "Editor.cs" (Scriptfinder -> Editor -> Editor.cs).
The label being used is "WindowPath", which is inside:

- ScriptFinder
---- Editor
-------- Data
------------ Labels

Support

If you have any suggestions or issues regarding this asset, then you can contact me for support at the following email address: joebrogers@pixcelstudios.uk