Find Pro

1. Overview

FindPro = Find asset references + Find missing references

Have you met any of the following issues?
- Try to remove a script but don't remember which prefab it attached to.
- Is there a way to see where a particular script is being used at?
- How can i find all references to a game object?
- Get a warning: The referenced script on this Behaviour is missing!
- Want to find out all missing references hidden in the project.

If you've ever spent time digging into those boring issues, Find Pro is the tool for you.

Features:
- Find all references to an asset.
- Find where a public variable value is being used.
- Find all missing references and null references.
- Supports searching both in the project view and in the hierarchy view.

2. Quick Start

IMPORTANT:
Please, always remove previous version before updating! It will let you avoid different compatibility issues and errors. See [How to remove the plugin?](#)

Import the plugin, then read the following instructions.

2.1 How to find asset references?
>> [watch the video](#)
Open the dialog of "Find Asset References".
(In unity, Window -> Tiinoo -> Find Pro -> Find Asset References...)

(1) "Target Type", choose "Object".
(2) Select the asset which you want to find its references.
(3) Choose the search range. (In "Project View" or in "Hierarchy View"?)
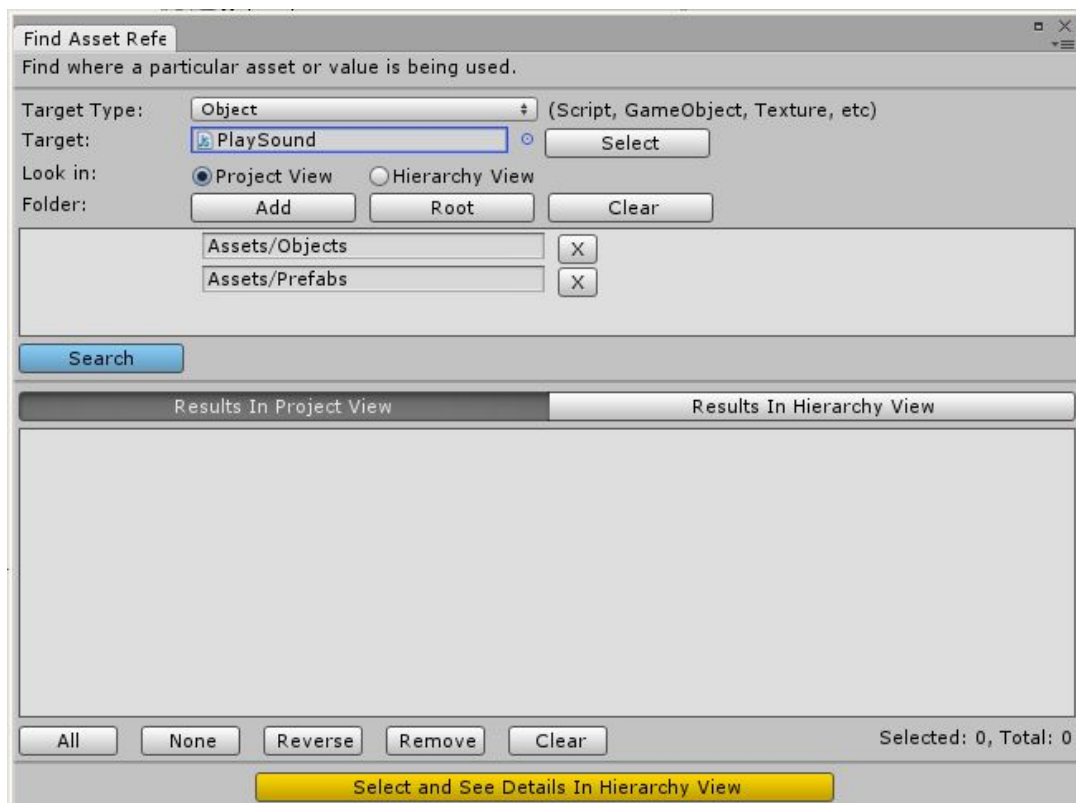(3) If you choose to search in "Project View", select the folders in the project panel of Unity, then click the "Add" button in the dialog to add them into the folder list.
If you click the "Root" button, you will add the "Assets" folder into the folder list. But if your project size is bigger than 5G, we suggest you use the "Add" button instead. Because it takes much more time to search in the "Assets" folder.
If you click the "Clear" button, it will clear the folder list.
(4) If you choose to search in "Hierarchy View", select the game objects int the hierarchy panel

of Unity, then click the "Add" button in the dialog to add them into the game object list.

If you click the "Root" button, you will add the root game objects into the game object list.

If you click the "Clear" button, it will clear the game object list.

(5) Click the "Search" button. The results will be displayed in the corresponding tab.
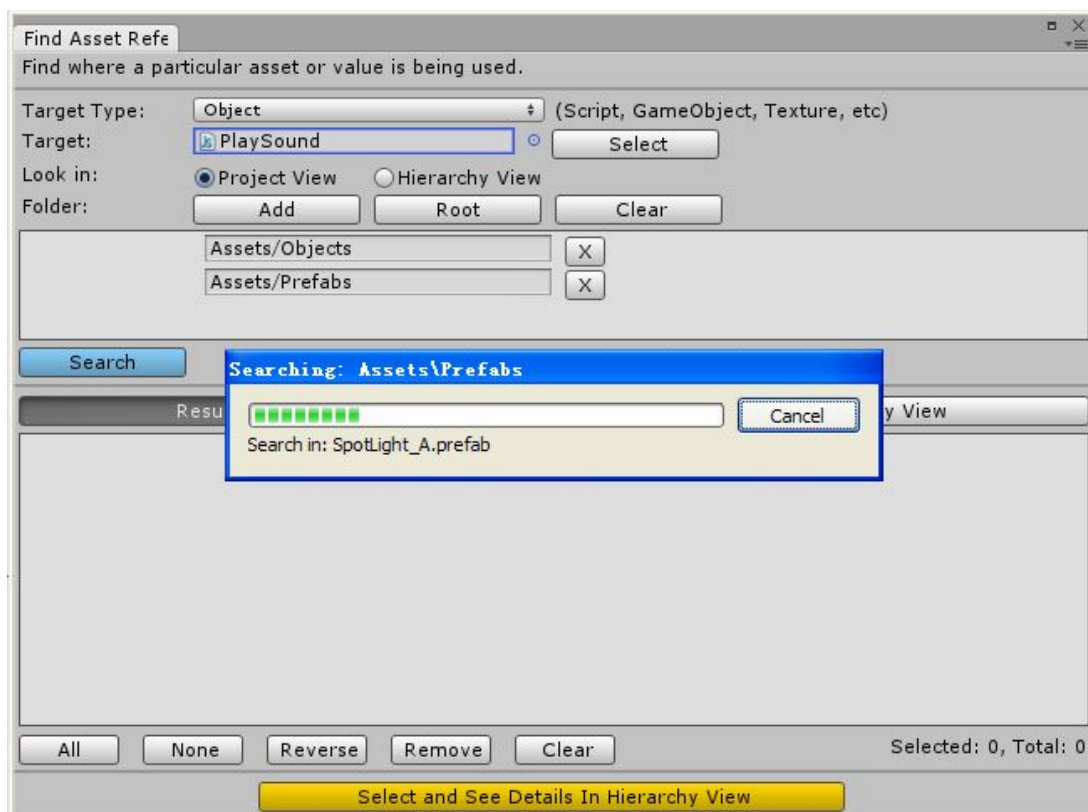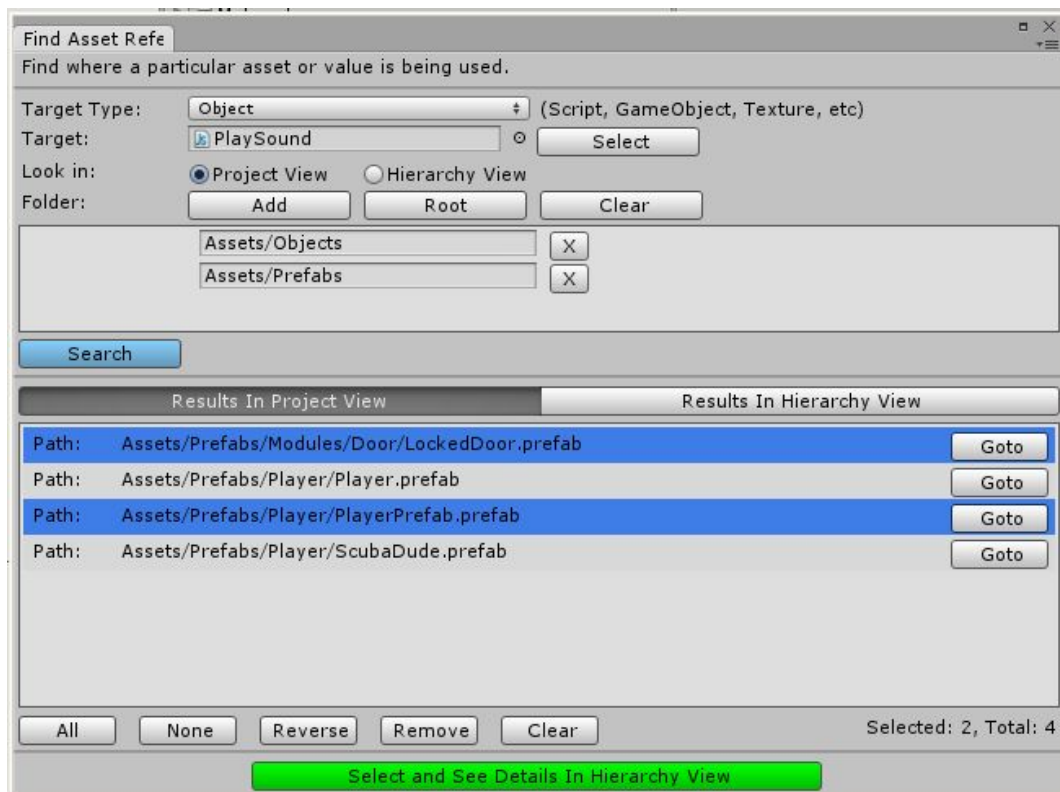
(6) The results in the tab of "Results In Project View" can be searched again. (This is very quick)
Just select the results and click the "Select and See Details In Hierarchy View" button.
This will trigger a search in "Hierarchy View". Then you can see more details of asset references.
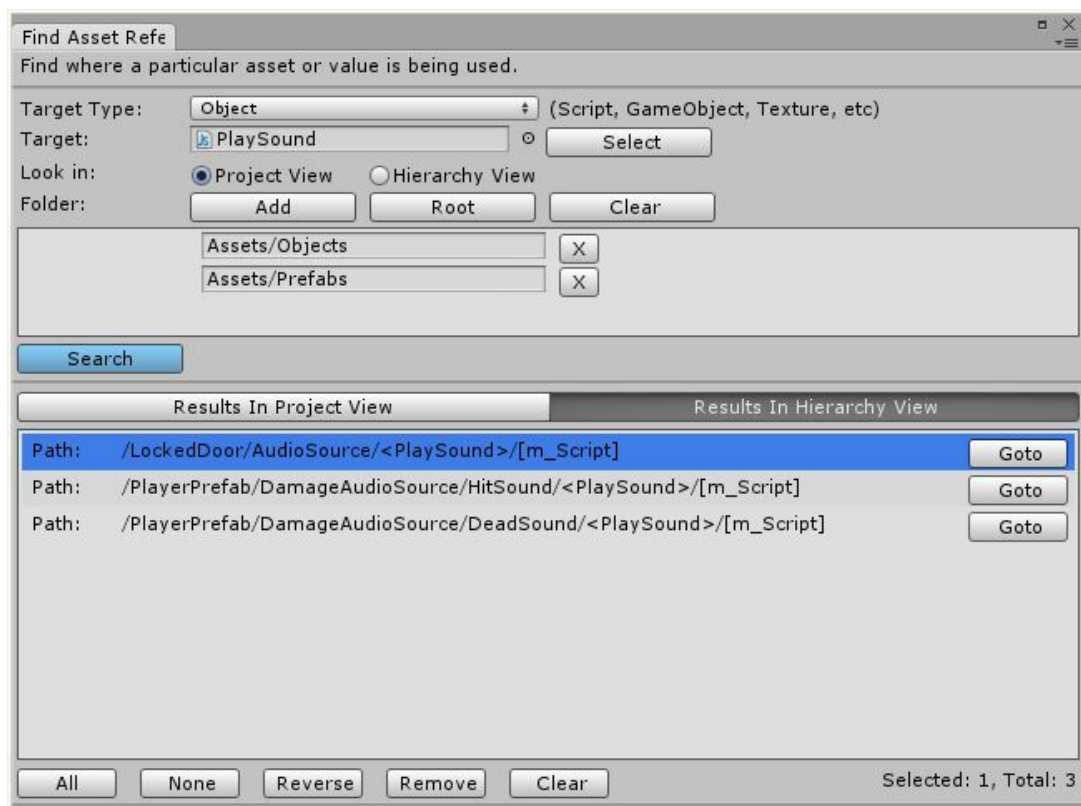
(7) Click the "Goto" button on the right side of the result, you can quickly locate to the appropriate place.
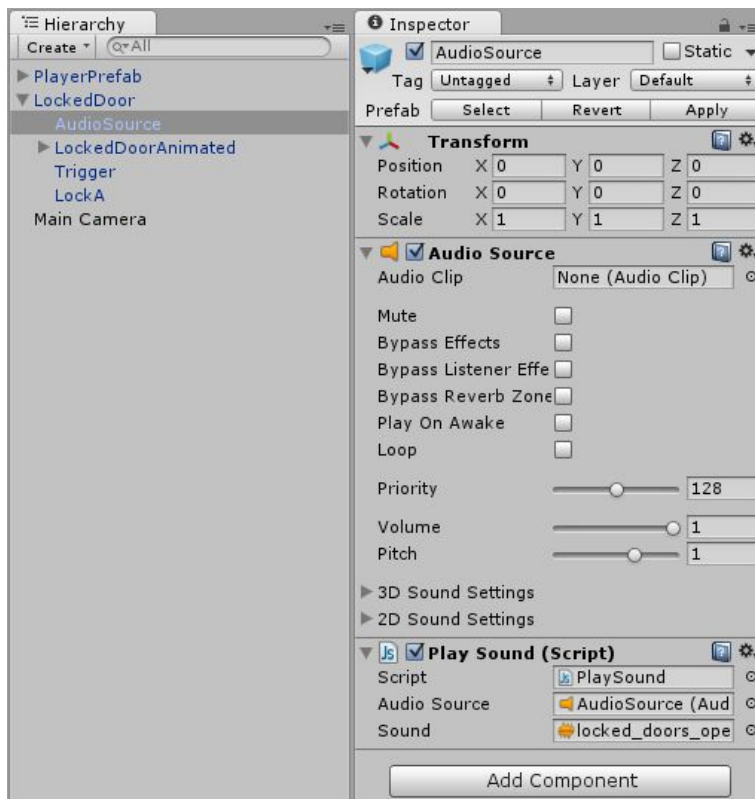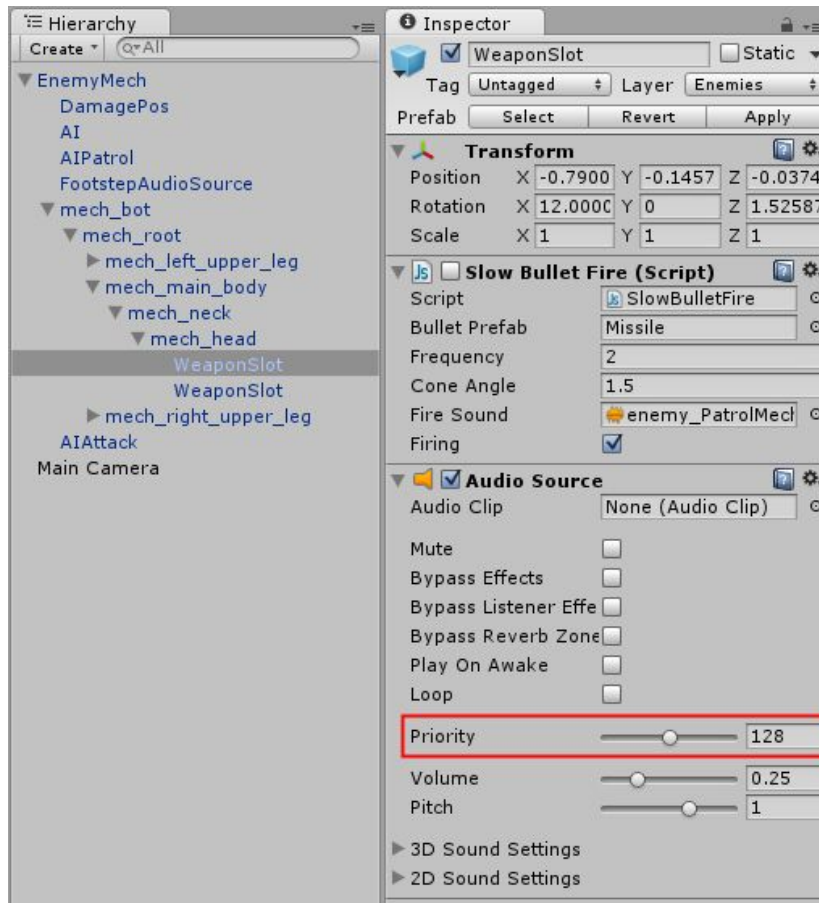
2.2 How to find where a public variable value is being used?

This is similar to "Find Asset References", only need to pay attention to the following tips:

(1) "Target Type", choose "Value".

(2) "Value Type", choose the type you want to search.

(3) "Value", input the value you want to find.
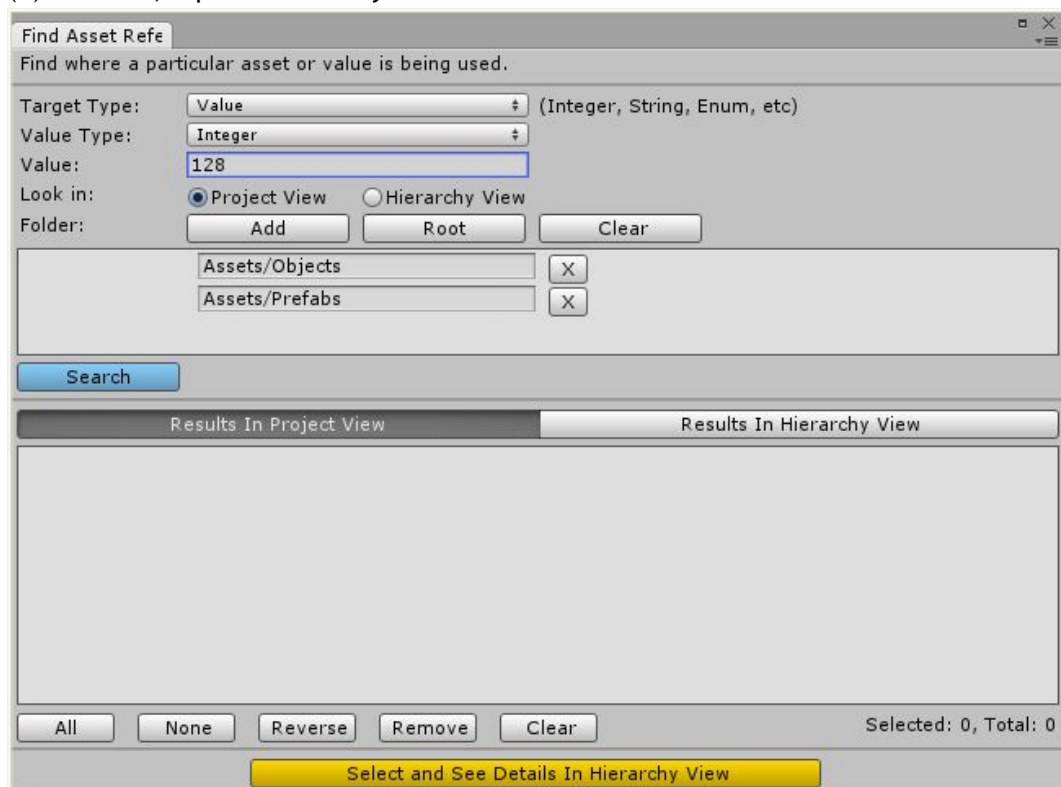
Below is the result:

2.3 How to find missing references?

>> Watch the video

Open the dialog of "Find Missing References".
(In unity, Window -> Tiinoo -> Find Pro -> Find Missing References...)

(1) Choose the search target. ("Missing References" and/or "Null References")
(2) Choose the search range. (In "Project View" or in "Hierarchy View"?)
(3) If you choose to search in "Project View", select the folders in the project panel of Unity, then click the "Add" button in the dialog to add them into the folder list.
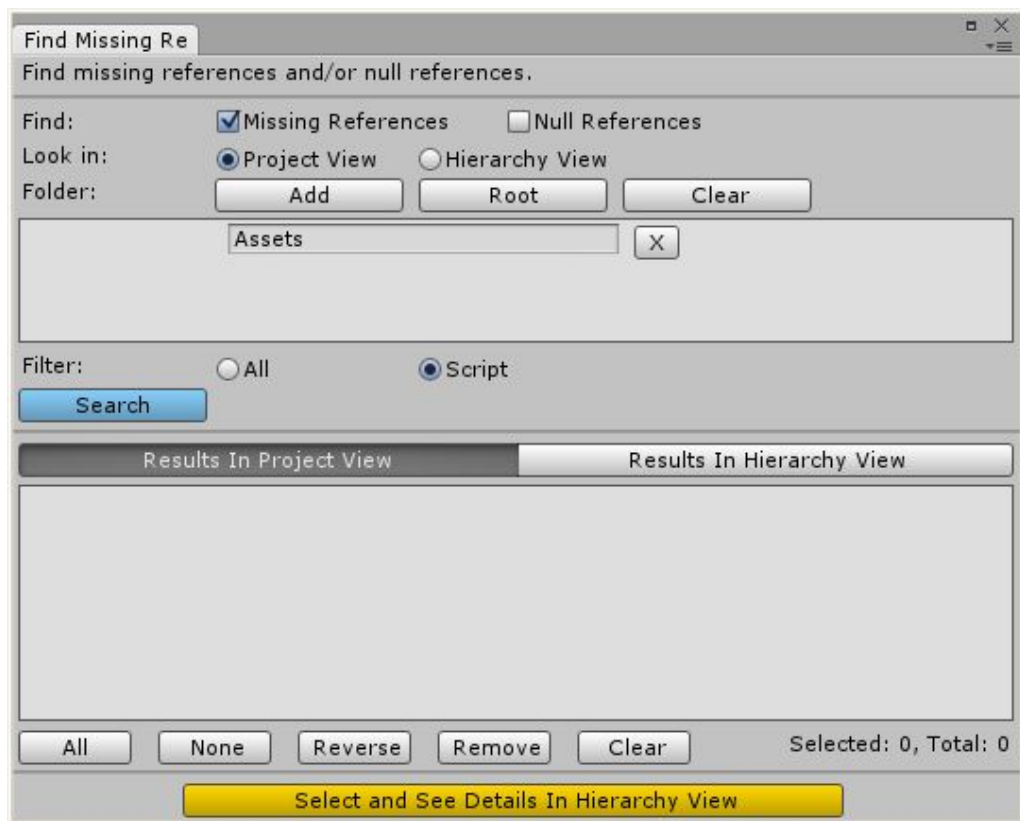If you click the "Root" button, you will add the "Assets" folder into the folder list.
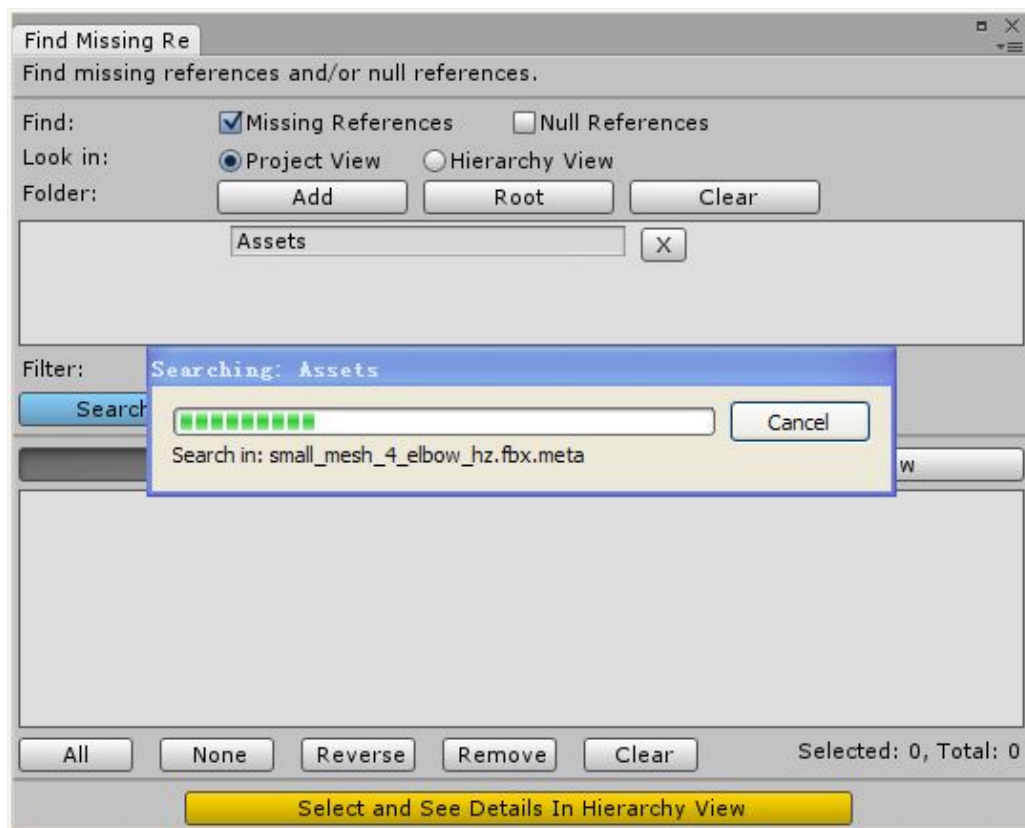If you click the "Clear" button, it will clear the folder list.
(4) If you choose to search in "Hierarchy View", select the game objects int the hierarchy panel of Unity, then click the "Add" button in the dialog to add them into the game object list.
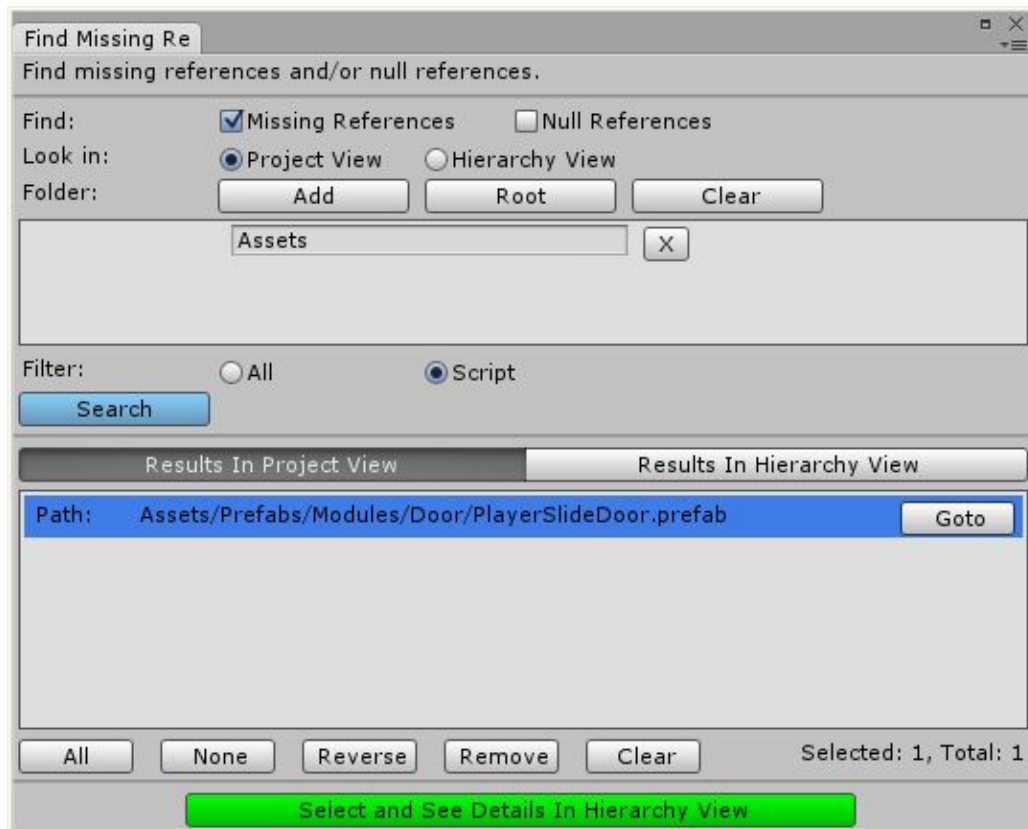If you click the "Root" button, you will add the root game objects into the game object list.
If you click the "Clear" button, it will clear the game object list.

(5) Click the "Search" button. The results will be displayed in the corresponding tab.
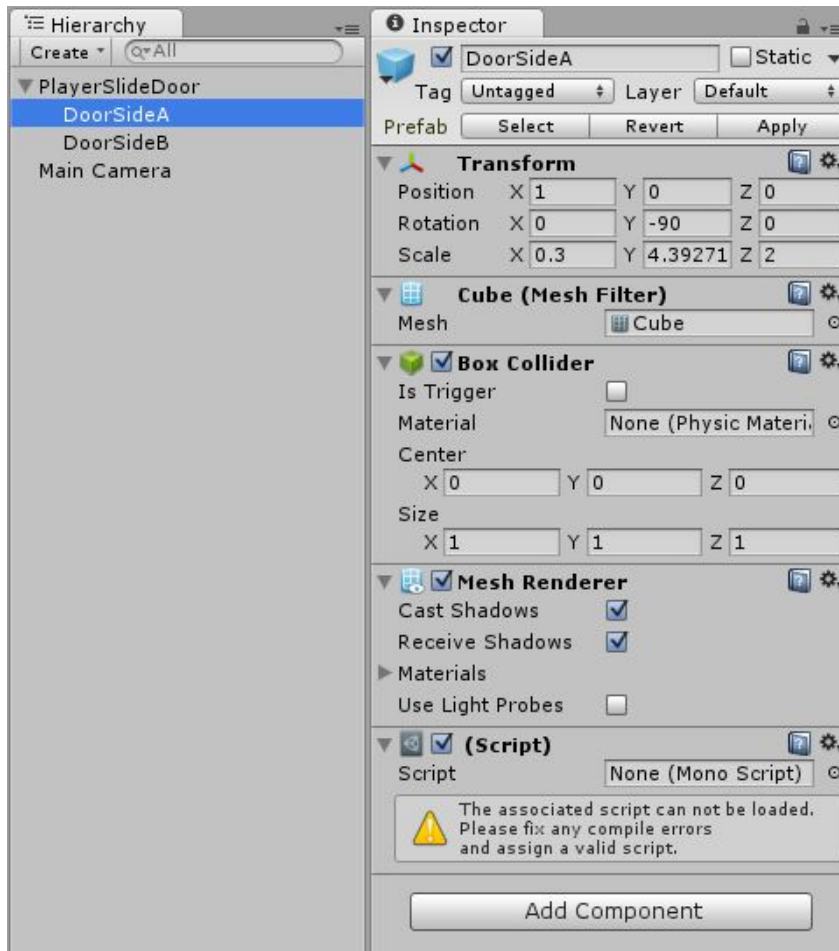
(6) The results in the tab of "Results In Project View" can be searched again.
Just select the results and click the "Select and See Details In Hierarchy View" button.
This will trigger a search in "Hierarchy View". Then you can see more details of asset references.
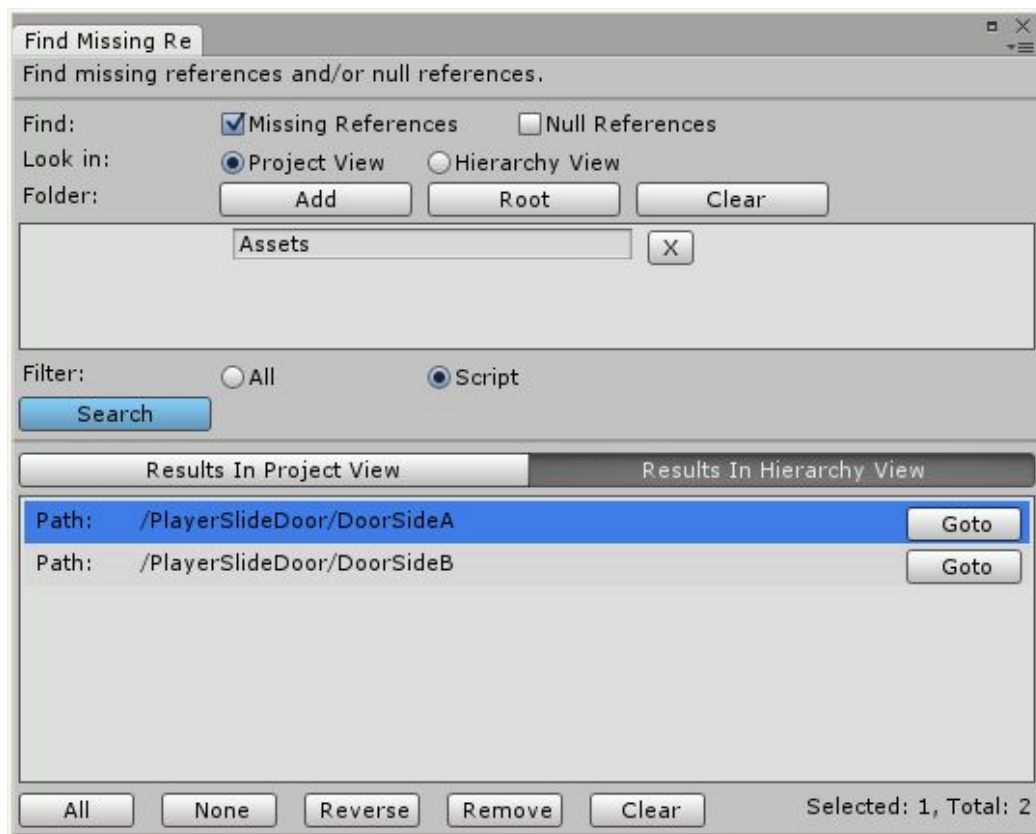
(7) Click the "Goto" button on the right side of the result, you can quickly locate to the appropriate place.

2.4 How to remove the plugin?

To remove plugin (version <= 1.0.1)
(1) Delete the folder Assets/FindPro
(2) Delete the file Assets/Plugin/Tiinoo.Engine.dll

To remove plugin (version == 1.0.2)
(1) Delete the folder Assets/Tiinoo/FindPro
(2) Delete the file Assets/Plugin/Tiinoo.Engine.dll

To remove plugin (version >= 1.1.0)
Just delete the folder Assets/Tiinoo/FindPro

3. Support

Thank you for using Find Pro!
I hope you will find this plugin is helpful and it will save some of your priceless time!
Please, leave your reviews at the Asset Store page and feel free to drop me bug reports, feature suggestions and other thoughts on the forum or via email!

Find Pro Links:

[Asset Store](#) | [Website](#) | [Unity Forum thread](#)
[Docs](#) | [Youtube](#)

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