A+ Assets Explorer

This documents requires A+ Assets Explorer Version 2.0.0.

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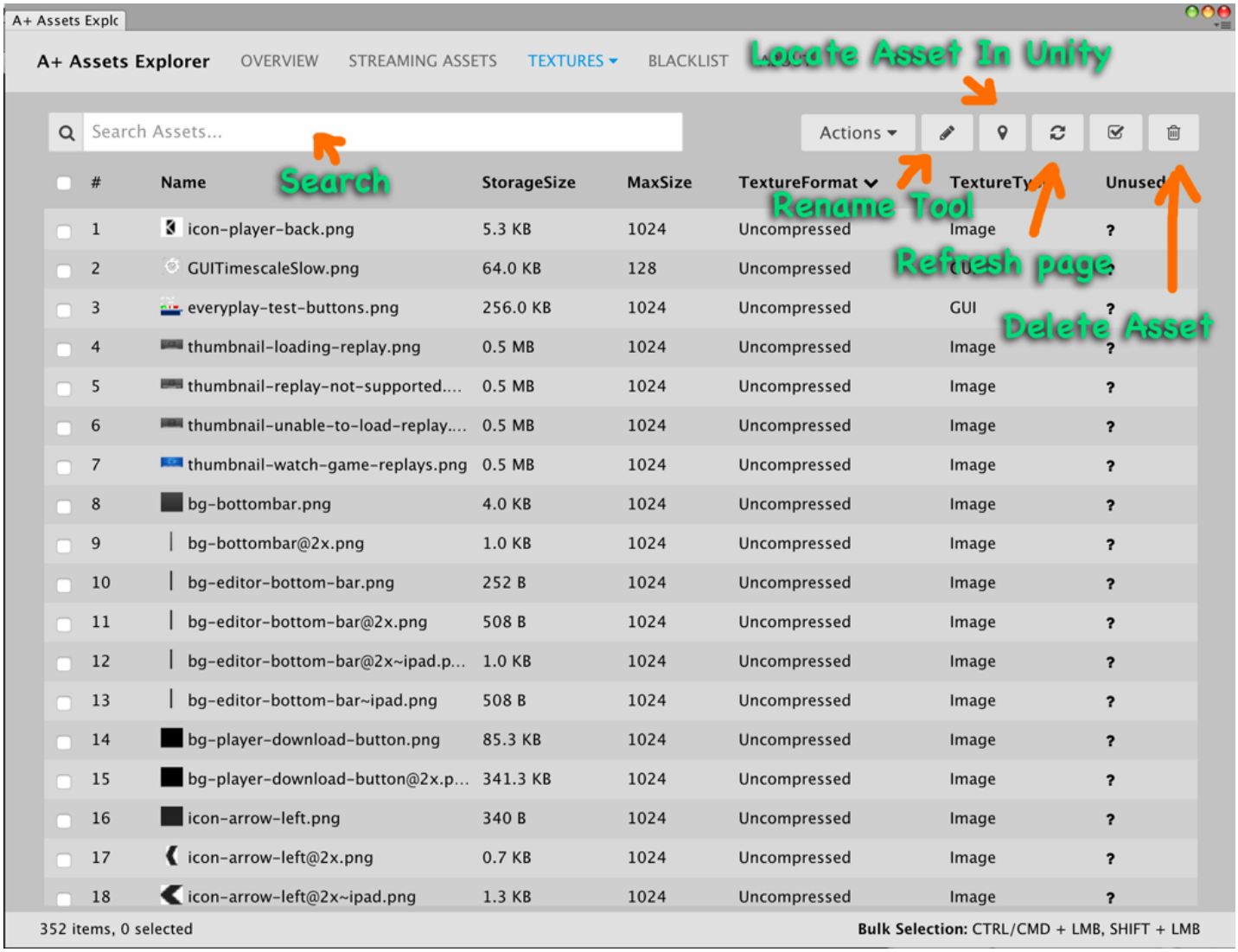
There are three ways to open Asset Explorer

- Select the **Assets Explorer** menu item from the **Tools** -> **A+ Assets Explorer** menu in Unity Editor
- Press shortcut **Cmd + SHIFT + W** in macOS (i.e. OSX) or **Ctrl + SHIFT + W** on Windows
- Right click the Project of Unity Editor, select **A+ Assets Explorer** in pop up context menu

Assets Table UI



Search

Search input. We can search assets via this control by:

1. Type condictions string into input and press `ENTER` on the keyboard
2. Click the `Search` button to Open Search UI

Reanme Tool

Open Rename tool. This is toggle button.

Locate Assets In Unity

Click this button, A+ Assets Explorer will select the selected assets in Unity Project Window

Refresh Page

Refresh current page. This action will fetch data in A+ Assets Explorer cache

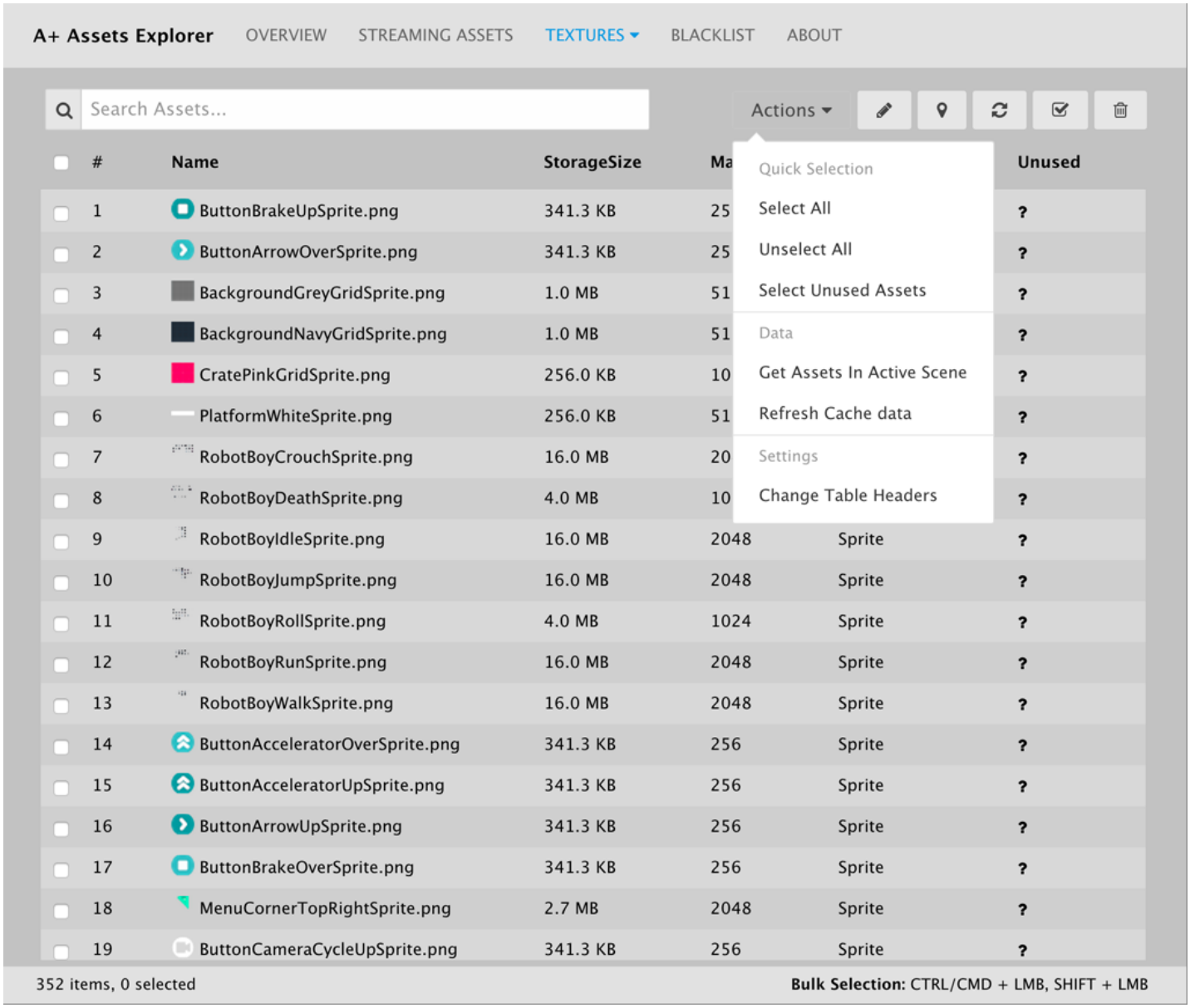
Select Unused Assets

Select the Unused assets.

Delete Assets

Delete selected assets by this button. Delete assets action cannot undo.

Actions Dropdown



Select All

Select all assets in current page.

Deselect All

Deselect all assets in current page.

Select Unused Assets

Select the Unused assets. Same behaviour as the `Select Unused Assets` button.

Get Assets In Active Scene

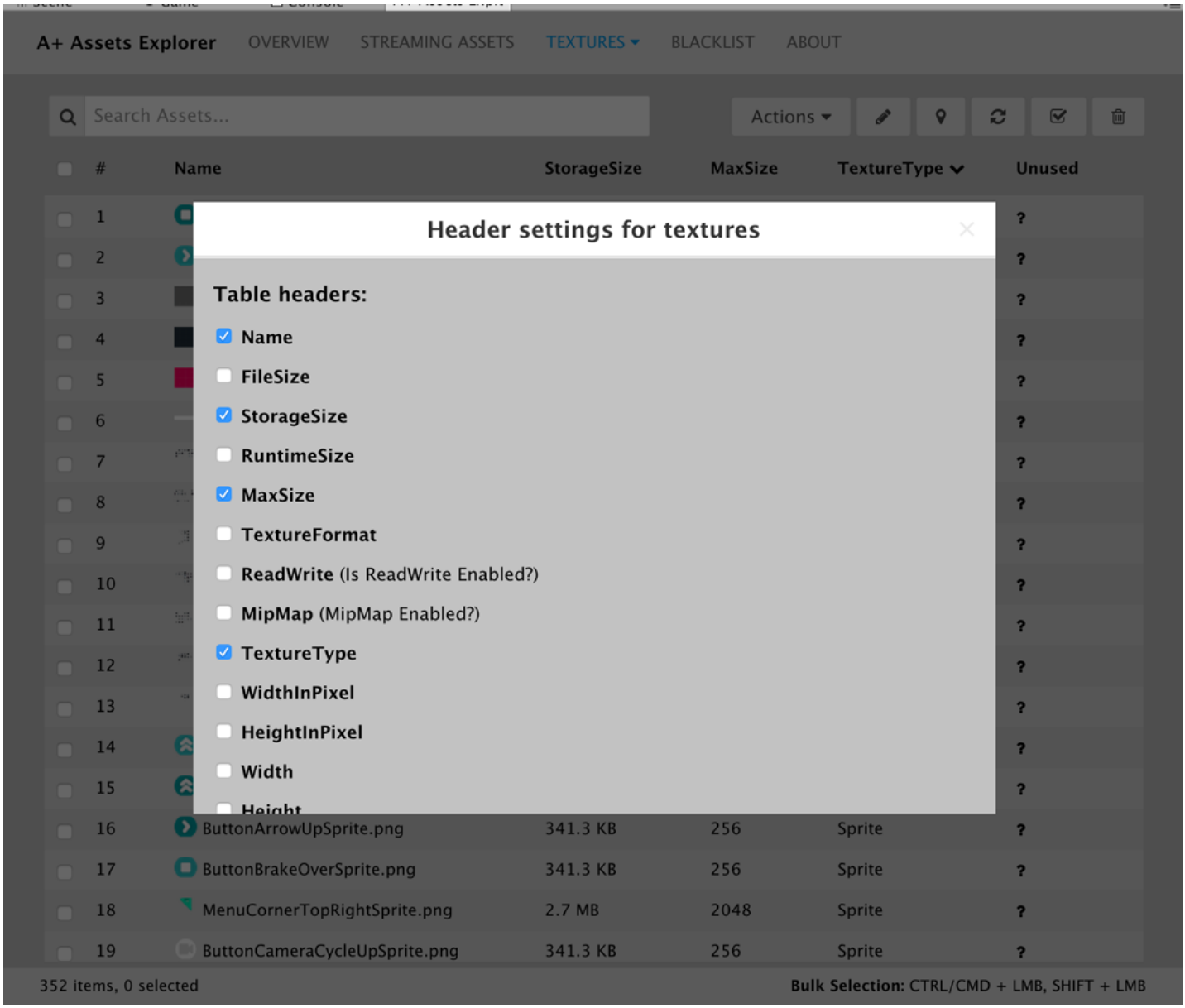
Get the assets in current open scene.

Refresh Cache Data

Refresh the A+ Assets Explorer Cache data. This is time cost opertion base your project size.

Change table Headers

Open the table header settings winwdow.



- `Uncheck` the header name will hide header in assets data table
- `Check` the header name will display header in assets data table

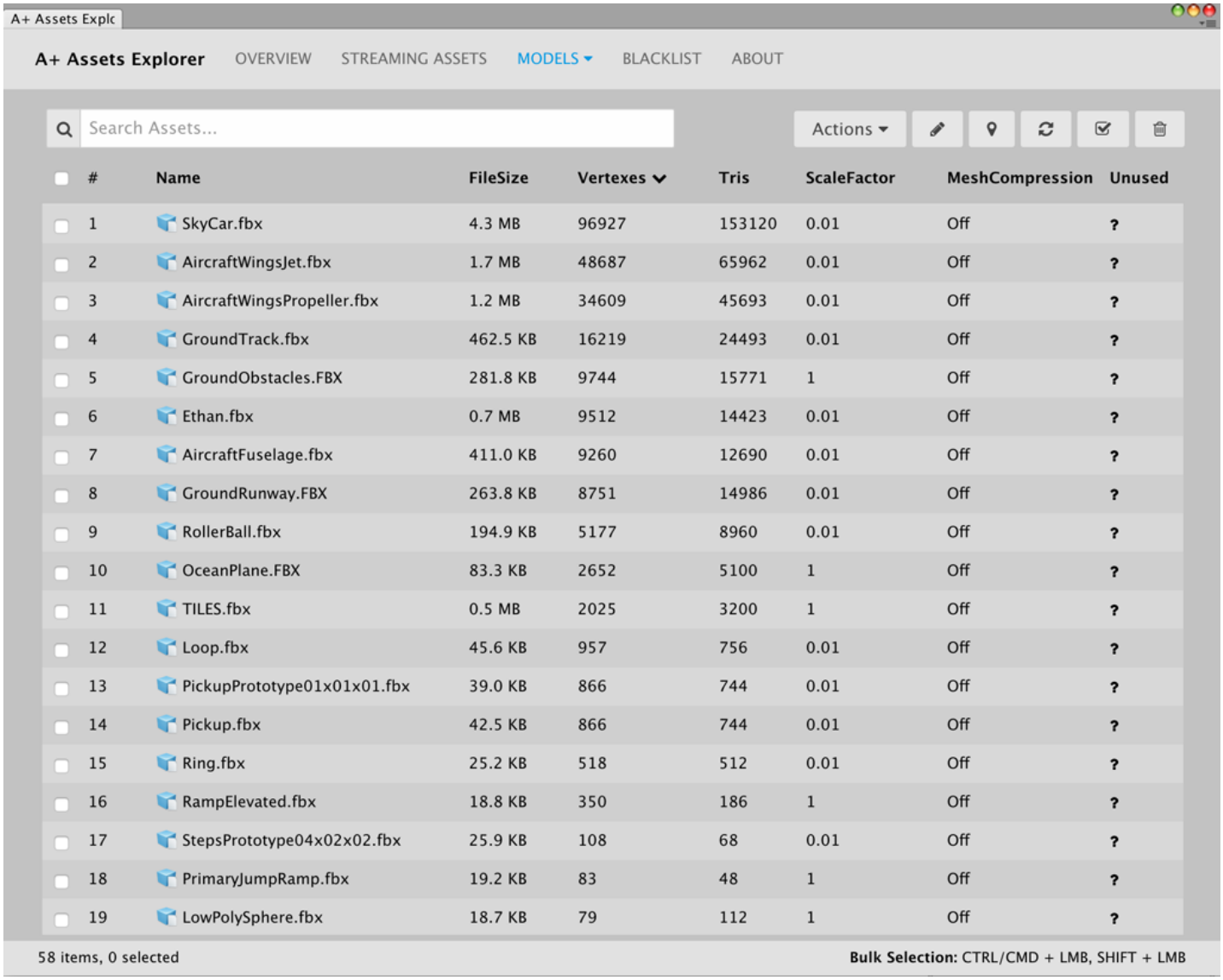
If you want to restore the default header settings, just **click the `Restore Default Header Settings` button**.

Themes

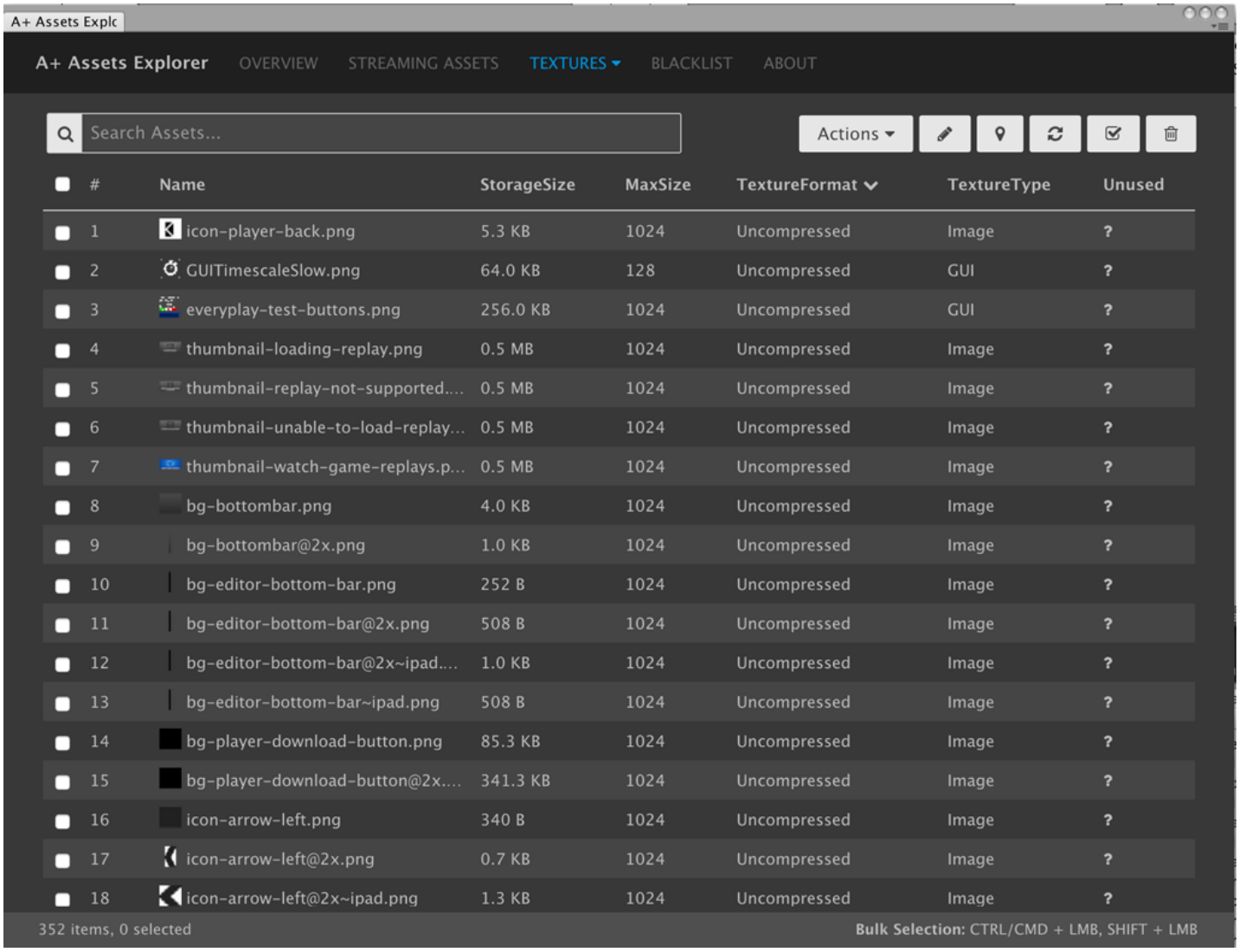
Change theme via the `Color Theme` dropdown in Preferences. There are three color themes supported by A+ Assets Explorer. They are:

- Personal (This is the Default Theme)
- Pro
- Classic

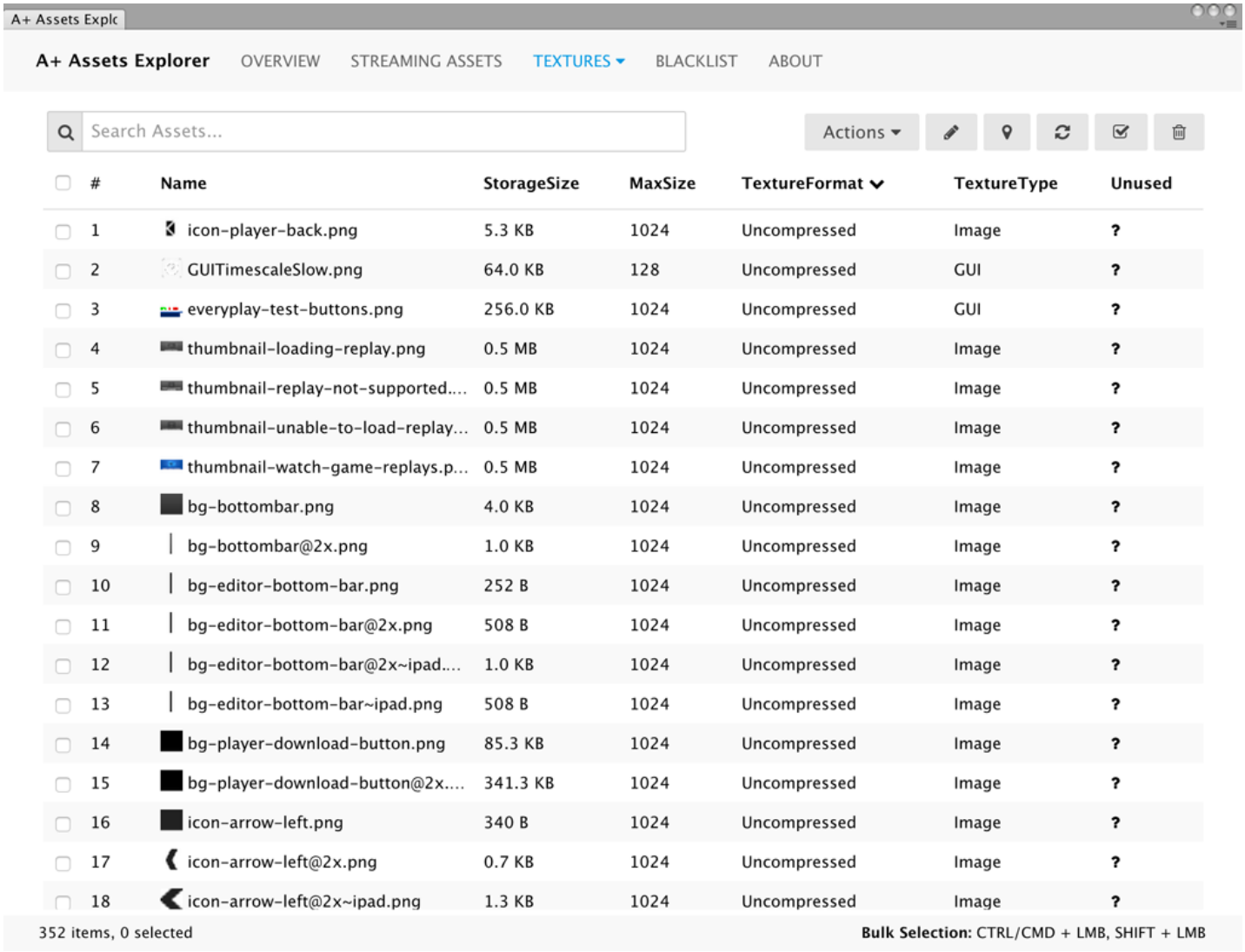
Presonal



Pro


A+ Assets Explc
A+ Assets Explorer
OVERVIEW
STREAMING ASSETS
TEXTURES
BLACKLIST
ABOUT
Search Assets...
Actions
Name StorageSize MaxSize TextureFormat TextureType Unused
1 icon-player-back.png 5.3 KB 1024 Uncompressed Image ?
2 GUITimescaleSlow.png 64.0 KB 128 Uncompressed GUI ?
3 everyplay-test-buttons.png 256.0 KB 1024 Uncompressed GUI ?
4 thumbnail-loading-replay.png 0.5 MB 1024 Uncompressed Image ?
5 thumbnail-replay-not-supported.... 0.5 MB 1024 Uncompressed Image ?
6 thumbnail-unable-to-load-replay... 0.5 MB 1024 Uncompressed Image ?
7 thumbnail-watch-game-replays.p... 0.5 MB 1024 Uncompressed Image ?
8 bg-bottombar.png 4.0 KB 1024 Uncompressed Image ?
9 bg-bottombar@2x.png 1.0 KB 1024 Uncompressed Image ?
10 bg-editor-bottom-bar.png 252 B 1024 Uncompressed Image ?
11 bg-editor-bottom-bar@2x.png 508 B 1024 Uncompressed Image ?
12 bg-editor-bottom-bar@2x~ipad.... 1.0 KB 1024 Uncompressed Image ?
13 bg-editor-bottom-bar~ipad.png 508 B 1024 Uncompressed Image ?
14 bg-player-download-button.png 85.3 KB 1024 Uncompressed Image ?
15 bg-player-download-button@2x.... 341.3 KB 1024 Uncompressed Image ?
16 icon-arrow-left.png 340 B 1024 Uncompressed Image ?
17 icon-arrow-left@2x.png 0.7 KB 1024 Uncompressed Image ?
18 icon-arrow-left@2x~ipad.png 1.3 KB 1024 Uncompressed Image ?
352 items, 0 selected
Bulk Selection: CTRL/CMD + LMB, SHIFT + LMB

Classic



Blacklist

Both of assets and folders can be added into blacklist:

- If assets in blacklist, it will hide from assets data table view.
- If folder in blacklist, all of assets under the folder hide from assets data table view.

Add Assets / folders into Blacklist

Select the assets/folder in Unity Project Window, and then right click to choose **A+ Assets Blacklist** -> **Add**

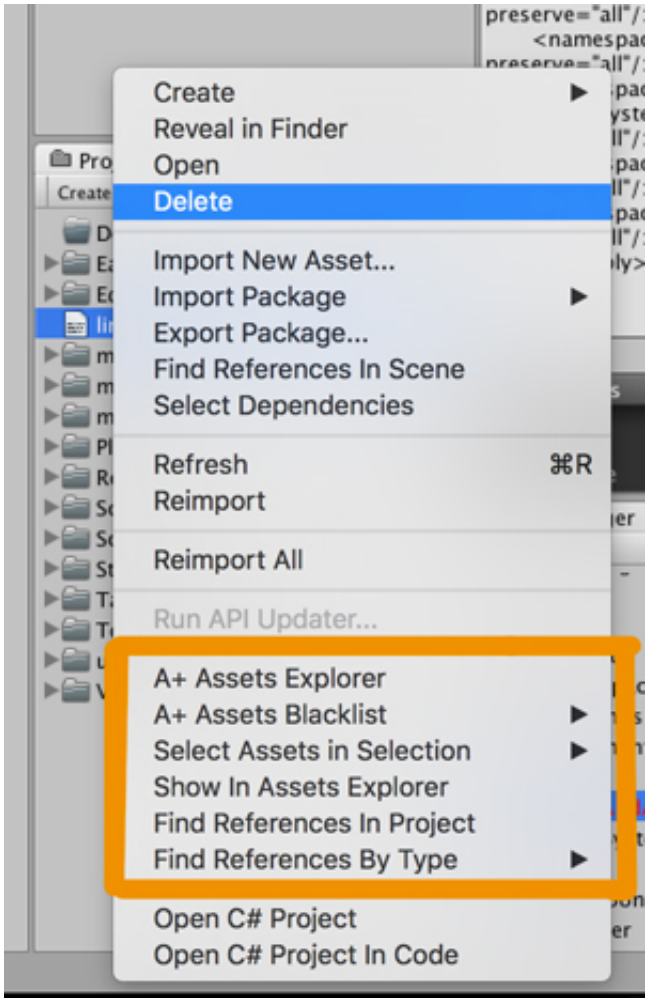
Remove Assets / folders from Blacklist

Two ways to remove from blacklist:

- Select the assets/folder in Unity Project Window, and then right click to choose **A+ Assets Blacklist** -> **Remove**
- In Assets Explorer UI, select the Blacklist tab and then click the `Delete` button on the right corner of

UI

Context Menu



A+ Assets explorer

Click this menu item to open Assets Explorer Window.

A+ Assets Blacklist

Add selected assets/folders to or remove selected assets/folders from blacklist cache.

Select Assets In Selection

Select the assets by type in current seleced objects in Project Window.

Show In Assets Explorer

Show the selected assets in Assets Explorer. The menu item is disabled when one of below two conditions

matched:

1. There is no Assets Explorer Window
2. Multiple type assets are selected. For example, two assets selected, one is a texture and the other is a model

Find References In Project

Find the references assets of the selected assets, similar to the **Find Preferences In Scene**.

Find References By type

Find the references assets of selected assets. The type of references assets is the type selected in the context menu.

Search Assets

A+ Assets Explorer supports two ways to search your assets:

1. Type condictions string into input and press `ENTER` on the keyboard
2. Click the `Search` button to Open Search UI

Search Condition Format

Searching in Assets Explorer supports multiple asset properties. For each property, the search condition format is

> [AssetPropertyDataHeader] : [>|<] [SearchValue]

For the above format:

- `[AssetPropertyDataHeader]` is the table header in Assets Explorer
- `:` is Required, it connects data header and its value
- `[>|<]` is not needed for `string` type property. For `number` type property, if it's not specified, it will default to `>`
- `[SearchValue]` is the property value we want to search. For `string` type, if you have serveral keywords to search, use `|` to combine them

NOTE: if there are no valid search format, the input string will trust as the search vaule of **Name** property of assets.

Samples:

- Below are samples for searching for textures:

> 1. `Name:icon` means searching the textures whose name **contains** 'icon' chars
> 2. `StorageSize:>1024` means searching the textures whose storage size is larger than 1024 KB
> 3. `MaxSize:<2048` means searching the textures whose import parameter MaxSize is less than 2048

- For multiple conditions, each search condition will always be **`AND`** logic. Take textures search for example:

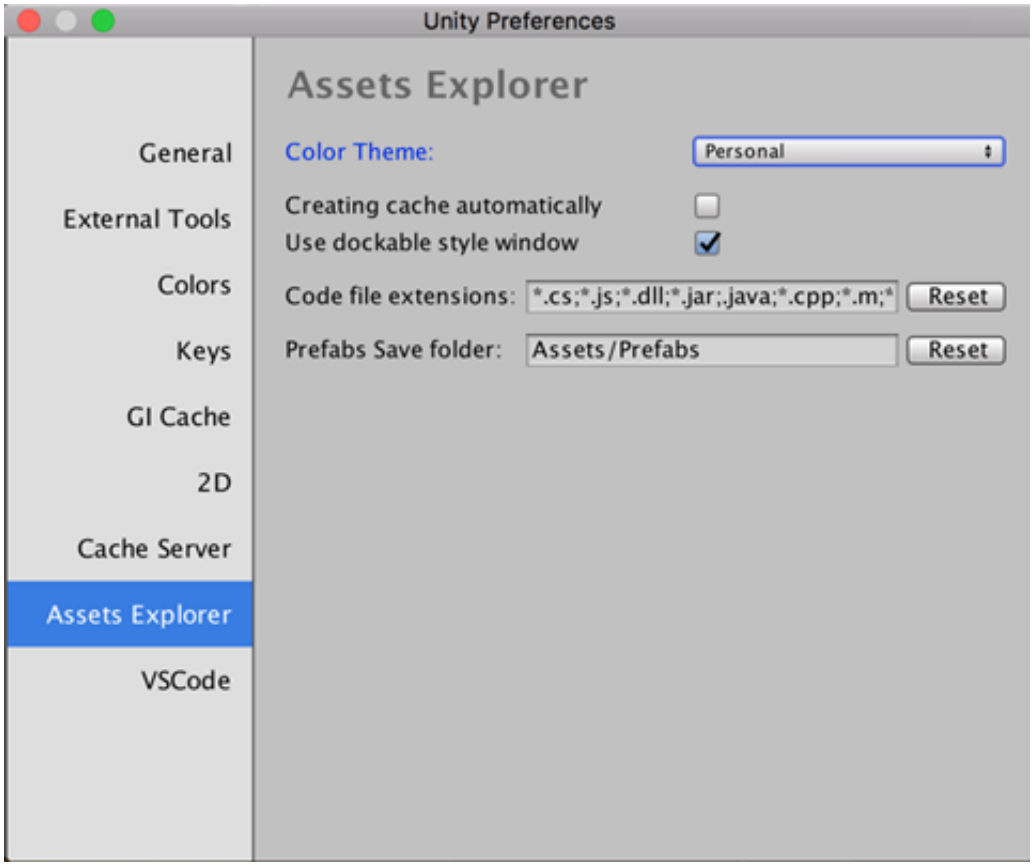
> `StorageSize:>1000 KB MaxSize:>1024`
>
> *means:*
>
> search the texture with storage size is larger than 1000KB **AND** import parameter MaxSize is larger than 1024

- The multipe values sample:

> `Name: icon | body` means search the texture whose name **contains** 'icon' **OR** 'body'

A video demo also can found in https://www.youtube.com/watch?v=yNE7V9UoOus.

Preferences Items



Color Theme

Currently Assets Explorer supports three themes:

- **Classic:** White theme.
- **Personal:** Grey theme, it's for Unity Personal Editor Skin. This is default setting.
- **Pro:** Black theme, it's for Unity Profressional Editor Skin.

Creating cache automatically

Whether creating cache automatically.

- `Checked` for creating cache data automatically every time re-open project.
- `Uncheck` for read cache data from local disk. If there are no cache data file exists, Assets Explor will create one. The is default setting.

Using dockable window style

Whether using dockable window style.

- `Checked` for yes, dockable window style
- `Uncheck` for no and will using utility window. Utility windows will always be in front of normal windows, and will be hidden when user switches to another application

Code File Extensions

Customize the code file extension. Format as `*.[extensions]`. For example, CSharp file is "*.cs". Using `;` to combine multiple code files.

Prefabs Save Folder

The save folder path for the prefabs created by A+ Prefab Tools. Default is **Assets/Prefabs**

Find Unused Assets

Select **Tools** -> **A+ Assets Explorer** -> **Find Unused Assets** to trigger a build to find unused assets.

What assets are Unused?

When the assets satisfy one of below condictions are **Used**, others are **Unused**:

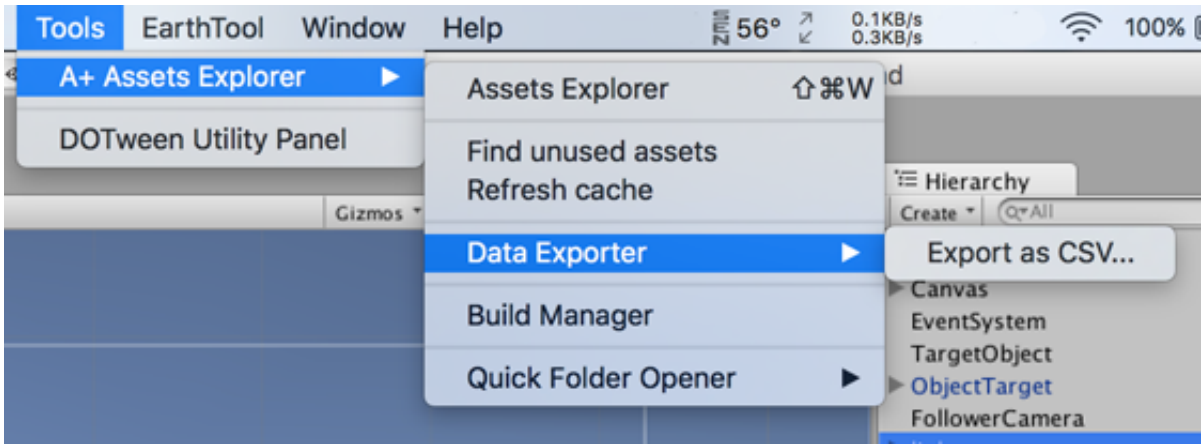
- In **Resources** folder
- In **StreamingAssets** folder

- Has **AssetBundle** assigned
- In **Unity Build Report**. Because of this one, we have to trigger a build to get the unused files.

How Assets Explorer show the Used/Unused assets?

- When A+ Assets Explorer does not know whehter assets are used or not, `Unused` column displays ? mark
- If asset is used, it will display black color nd `Unused` column display ✓ mark
- if asset is unused, it will display grey color and `Unused` column display × mark

Data Exporter

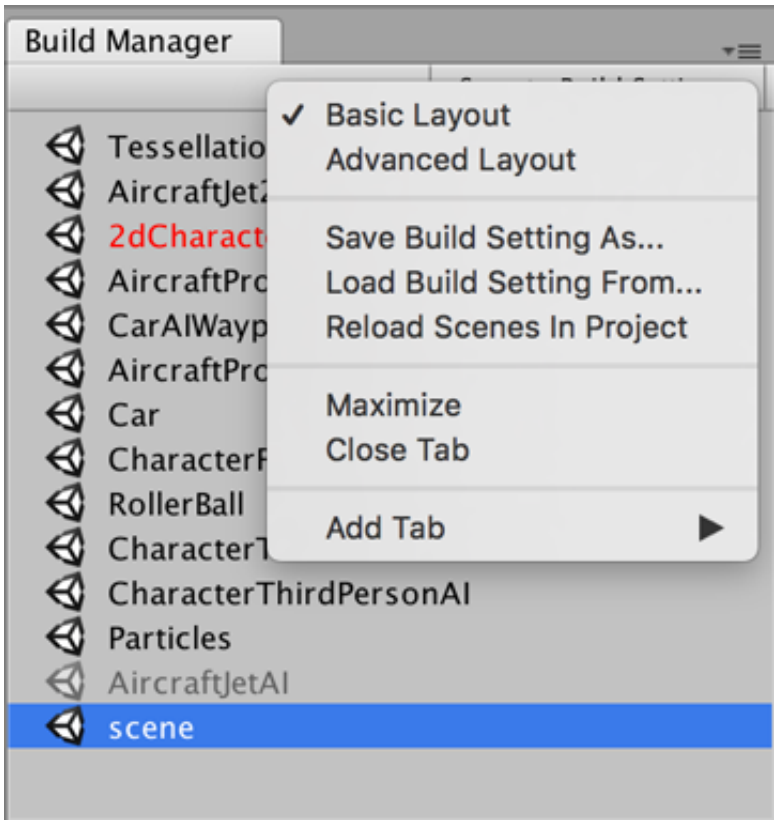


Export assets data to a local file. Select menu **Tools** -> **A+ Assets Explorer** -> **Data Exporter**, currently only CSV is supported.

Export to CSV

Select **Tools** -> **A+ Assets Explorer** -> **Data Exporter** -> **Export as CSV...** to save all data to local csv files.

Build Manager



Open Scene Explorer

Click the menu item **Tools** -> **A+ Assets Explorer** -> **Build Manager**

Scene overview

Scene List view and the active scene of Unity Editor will be red color.

Multi Selection

Press `SHIFT` or `CMD/CTRL` key to multi Selection.

Scene data reordering

Drag items and reordering the scene in list and build settings.

Save/Load Build Settings

Save/Load build settings to/from local files. Click the right corner and select **Save Build Setting As...** / **Load Build Setting From ...** to save/load build settings to/from local files.

Ping Scene files in Project Window

Find scene files in Project Window by right click the scene file and select **Pint in Project**.

Delete Scenes

Delete Scene from Project by right click the scene file and select **Pint in Project**. This operation supports multi selection.

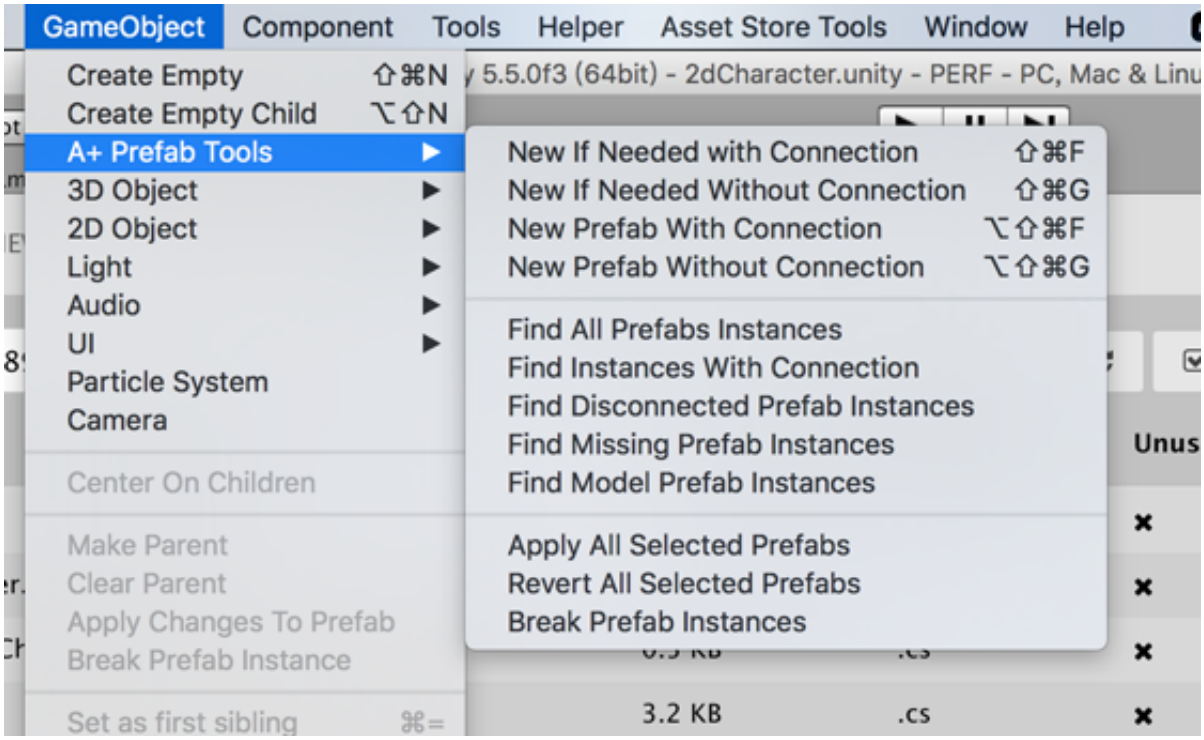
Active/Deactive in Build Settings

Set the scene should be in Building Settings or not by right click the scene file and select **Pint in Project**. This operation supports multi selection.

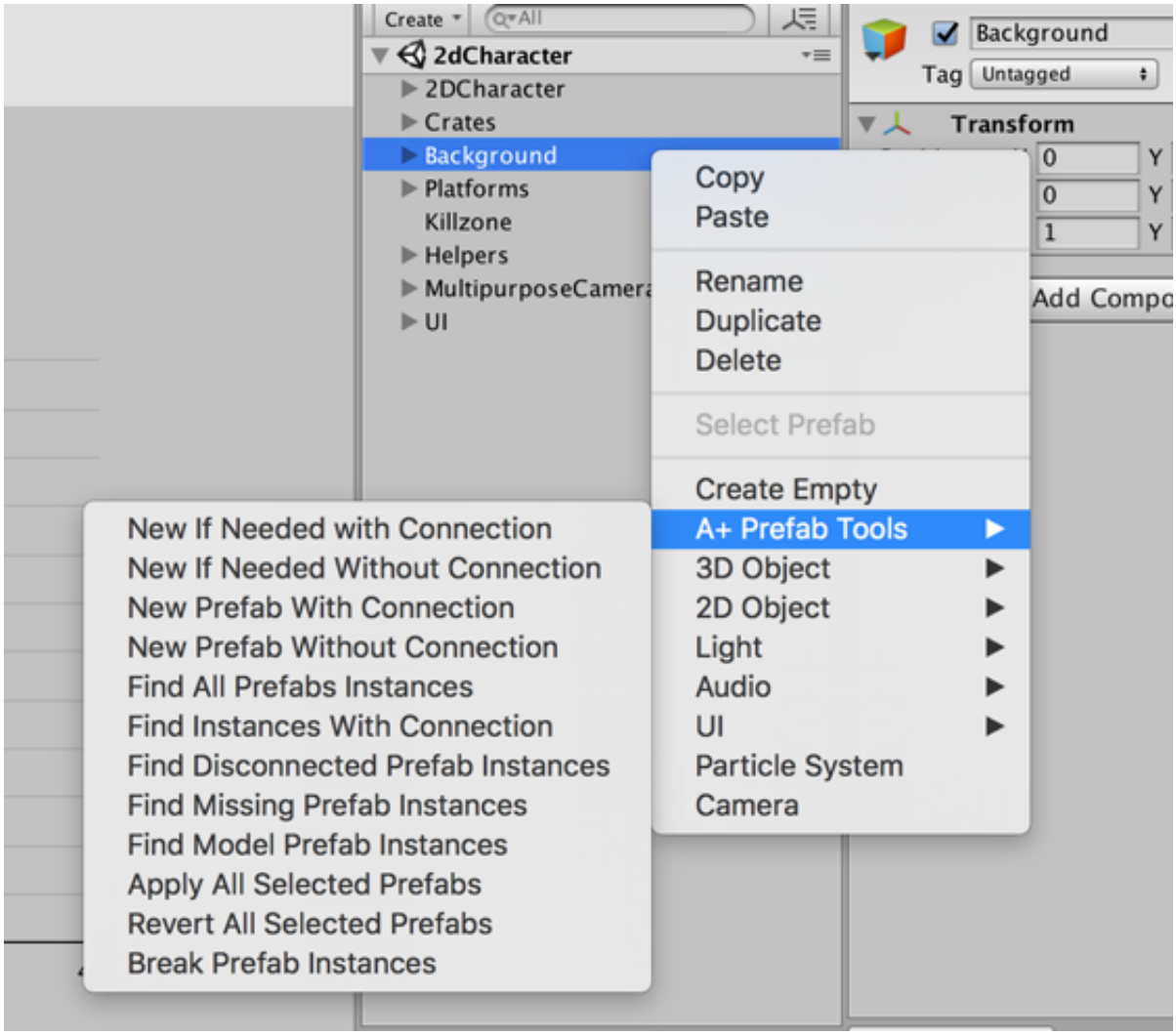
Prefab Tool

Prefab Tool is a Utility to create/find prefabs, there are two entries to open the tool:

- Select menu: **GameObject** -> **A+ Prefab Tools**



- Right click on Hierarchy



Below are the description of each menu item.

Create group menu:

- **New If Needed with Connection:** Create a new prefab if the selected object is not a prefab instance and then connect the selected object to the new prefab
- **New If Needed Without Connection:** Create a new prefab if the selected object is not a prefab instance, but does not connect the selected object to the new prefab
- **New Prefab With Connection:** Always create a new prefab no matter the selected object is a prefab instance or not, and then connect the selected object to the new prefab(will break the existing one).
- **New Prefab Without Connection:** Always create a new prefab no matter the selected object is a prefab instance or not, but does not connect the selected object to new prefab

Find group menu:

- **Find All Prefabs Instances:** Find all prefab instances in Hierarchy
- **Find Instances With Connection:** Find all prefab instances which connected to prefab in Hierarchy
- **Find Disconnected Prefab Instances:** Find all prefab instances which prefab connection are broken in Hierarchy

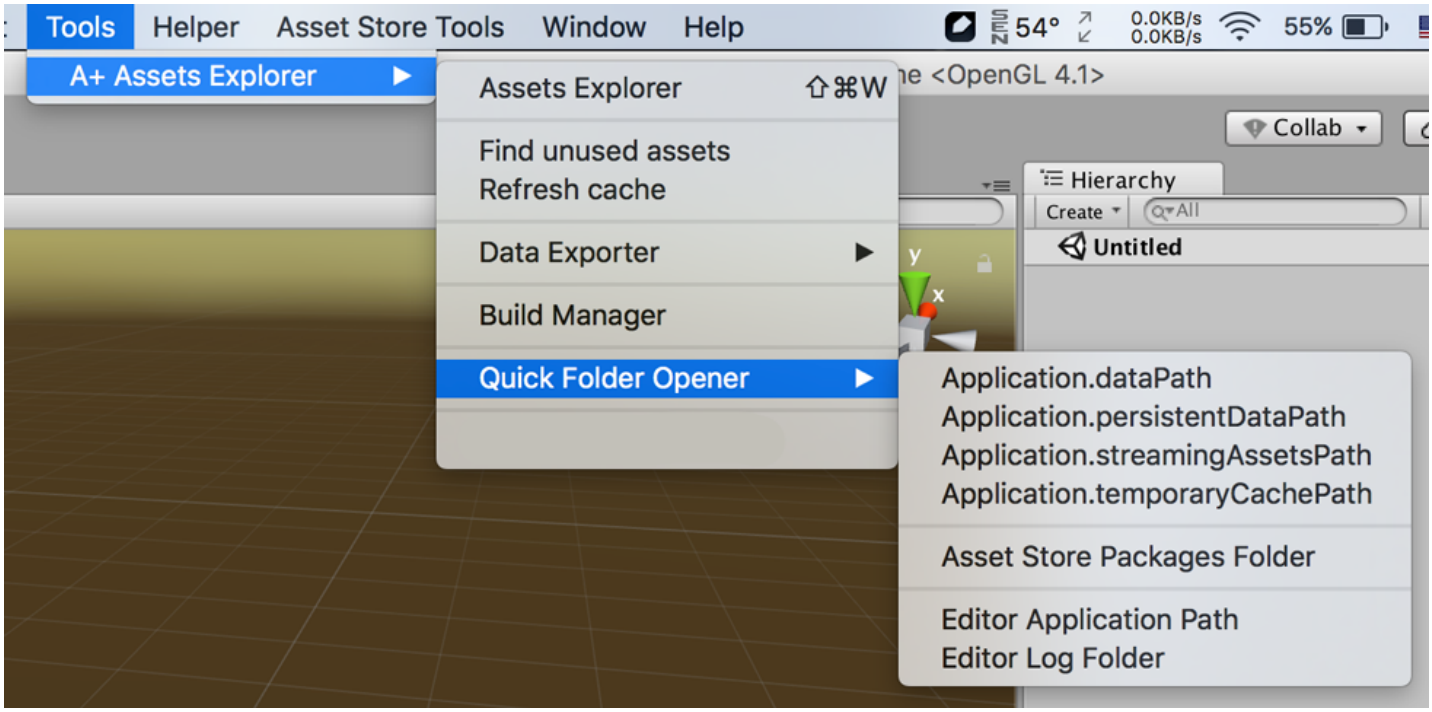
- **Find Missing Prefab Instances:** Find all prefab instances whose prefab are missing. The ones with `(missing)` suffix in Hierarchy
- **Find Model Prefab Instances:** Find all model prefab instances

Modification Group:

- **Apply All Selected Prefabs:** Apply modification of all selected prefabs in Hierarchy
- **Revert All Selected Prefabs:** Revert all modification of all selected prefabs in Hierarchy
- **Break Prefab Instances:** Break all connection with prefabs for all selected objects

Quick Folder Opener

Select Menu **Tools** -> **A+ Assets Explorer** -> **Quick Folder Opener** and select folder you want to open.



Supported Folders:

The Quick Folder Opener can following path in both of Windows and macOS.

- Application.dataPath
- Application.persistentDataPath
- Application.streamingAssetsPath
- Application.temporaryCachePath
- Asset Store Packages Folder
- Editor Application Path

Table Headers

Below headers are supported by A+ Assets Explorer currently. If you need more, welcome to send email to me.

Textures

Headers	data type	Comments
Name	string	File name of texture file
FileSize	number	The file size of texture file
StorageSize	number	Storage size of texture file
RuntimeSize	number	Runtime size of texture file
MaxSize	number	Max size of texture
TextureFormat	string	Texture format
R&W	boolean	ReadWrite enable or not
MM	boolean	MipMap enabled or not
Type	string	Texture type
WidthInPixel	number	Width of texture in pixel
HeighInPixel	number	Height of texture in pixel
Width	number	Width of texture
Height	number	Height of texture
File Path	string	The file path of the texture file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Models

Headers	data type	Comments
Name	string	File name of texture file
FileSize	number	The file size of model file
VertexCount	number	Vertex count of model
Tris	number	Tris count of model
ScaleFactor	number	Scale factor of model
MeshCompress	boolean	Compress mesh or not
OptimizeMesh	boolean	Optimize mesh
R/W Enable	boolean	Is readable or not
ImportBlendShapes	boolean	Should Unity import BlendShapes
GenerateColliders	boolean	Should Unity generate mesh colliders for all meshes
LightmapToUV2	boolean	Generate lightmap UVs to UV2
SwapUVs	boolean	Swaps the 2 UV channels in meshes. Use if your diffuse texture use UVs from lightmap
File Path	string	The file path of the model file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Animations

Headers	data type	Comments
Name	string	Name of animation
In File	string	In which file
Length	number	Frame Length
FPS	number	Frame per second
LoopTime	boolean	Loop animation or not
LoopPose	boolean	Loop pose or not
CycleOffset	number	Cycle Offset
Path	string	The file path of animation file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Audios

Headers	data type	Comments
Name	string	File name of audio file
ImportedSize	number	The size after imported
FileSize	number	The file size of audio file
Ratio	number	Compress ratio
Frequency	number	Audio frequency
Compress Format	string	Compress format of audio
Duration	number	Duration of the audio
Quality	number	Quality of the audio
Background	boolean	Run in background
File path	string	The file path of the audio file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Movies

Headers	data type	Comments
Name	string	File name of movie file
Approx	number	Approx size of the movie
Texture Size	number	Texture size of the movie
Quality	number	Quality of the movie
Duration	number	The duration of the movie
File Path	string	The file path of movies file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Fonts

Headers	data type	Comments
Name	string	File name of font file
FontNames	string	Font names
FileSize	number	File size of font file
RenderingMode	string	Rendering mode
Character	string	Character type
File Path	string	The file path of font file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Materials

Headers	data type	Comments
Name	string	File name of material file
FileSize	number	File size of material file
Type	string	The type of material: Material or Physics Material
Shader	string	The shader name that material used
File Path	string	The file path of material file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Shaders

Headers	data type	Comments
Name	string	Shader name
FileName	string	Name of shader file
FileSize	number	Size of shader file
RenderQueueText	string	Render Queue in text
RenderQueue	number	Render Queue in number
LOD	number	Level of Detail
VariantsIncluded	number	Shader variants only in scene
VariantsTotal	number	All shader variants
SurfaceShader	boolean	has surface shader or not
CastShadows	boolean	Cast shadows or not
IgnoreProjector	boolean	Ignore projector or not
DisableBatching	string	Batch is disabled or not
File Path	string	The file path of shader file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

StreamingAssets

Headers	data type	Comments
Name	string	File name
FileSize	number	Size of file
File Path	string	The file path of file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Code files

Headers	data type	Comments
Name	string	File name
FileSize	number	Size of file
FileType	string	File type of asset file
File Path	string	The file path of file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Others

Headers	data type	Comments
Name	string	File name
FileSize	number	Size of file
FileType	string	File type of asset file
File Path	string	The file path of file
Unused	boolean	Used in the game or not
Id	string	The file guid of assets or file guid with local id of nested assets

Purchase

Release Note

2.0.1

1. Add tips information in About tab
2. Add a new category named `OTHERS` which include assets unsupported in prior to this version
3. Fix the name of Unity Native format assets are not changed in Inspeactor after rename, for example, Materials
4. Fix wrong sort order when in rename assets mode
5. Fix cannot find physisMaterial2D bug
6. Fix Blacklist not work on some assets on Windows

2.0.0

1. Add quick selection: Select all assets , deselect all assets and select unused assets
2. Able to refresh cache in Asset Explorer
3. Able to get assets in active scene
4. Able to rename animation clip in fbx
5. Move header setting to 'Actions' dropdow menu
6. Fix some bugs

v1.1.9

1. Supports Unity 5.5
2. Add prefab tool which support bulk operations, like creating, apply and revert etc.
3. Add rename tool which allows rename assets at one click

4. Rename "Scene Explorer" To "Build Manager"
5. Update UI to make it more sense
6. Fix some bugs

v1.1.8

1. Able to export data to CSV file now
2. Some bug fixes

v1.1.7

1. Add blacklist feature
2. Add asset icon
3. Add find references in Project or by type feateure
4. Change default settings for windows style
5. Update folder structure. Please delete and then reimport new A+ Assets Explorer assets.
6. Reduce packages size 7. Improve profermance for syncing data after bulk edit assets.
7. Some bugs fixes

v1.1.6

1. improve asset search feature. We can search multiple properties now.
2. Update modal UI
3. Reduce packages size
4. fix some small bugs