A+ Assets Explorer

This document requires A+ Assets Explorer Version 1.1.9.

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Introduction

A+ Assets Explorer is an easy to use assets explorer extension for Unity Editor, provides different style of assets management and several workflow improvement tools. It is ready for large project.

Support Assets:

- Textures
- Models
- Materials
- Animations
- Prefabs
- Audios
- Movies
- Fonts
- Shaders
- Code files
- StreamingAssets

Features

Recommend you to watch these videos first: youtube link

Assets overview report

Click the **Overview** Tab in Assets Explorer window.

NOTE: the full report will show only after we have alreay trigger a build from Unity Editor.

Customize table headers

1. Open the setting dialog by **Click the** `Columns` **button** in the Assets Explorer Window
2. Check/uncheck the checkbox of each header will make it show/hide

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

Delete assets

Select the assets you want to delete by check the CheckBox of the rows and **Click the** `Remove` **button** in the Assets Explorer Window.

Export Data to CSV

Via the Menu **Tools** -> **A+ Assets Explorer** -> **Data Exporter** -> **Export as CSV...**.

Find unused assets

Select the **Find unused assets** menu item from the **A+ Assets Explorer** menu in Unity Editor, press **Ok** in pop up dialog.

NOTE:

1. This feature is base on the build report of Unity, so it means the unused assets will not package into game application for current build target platform
2. **Just a reminder for you that** double check the assets before delete it. Because the assets will not goes into game applicaiton, not means it's not used in Editor mode or other build target platform.

Find References in Project

Find the references of the selected assets, the inverse operation of **Find Dependencies** which Unity provide.

Find References By Type

Find the specified type references of selected assets. For eaxmple, if you select **By Modal**, the result will only contains model assets.

Locate assets in Unity

There are two scenarios:

- **Double click a row** will ping the asset in Project Window of Unity Editor

- **Select rows (one or more)** and then **click the** `Location` **button** in the Assets Explorer Window

Multiple Selection

There are 4 ways to select assets in Assets Explorer:

- Check the `checkbox` in the front of a row
- Select all assets by check the `checkbox` in the table header
- **SHIFT + Left mouse button click** to range selection
- `CTRL` **(on Windows)/** `CMD` **(On macOS/OSX) + Left mouse button click** to toggle row selection

Open Asset Explorer

Three way to open Asset Explorer

- Select the **Tools** -> **Assets Explorer** menu item from the **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

Refresh table

Click the `Refresh` button in the Assets Explorer Window

Rename Assets

Reame Tool will rename the selected assets only, with live preview. Four groups option will apply to the asset name:

- **Search And Replace:** Search chars in name and replace with string provided. Search supports regular expression
- **Add:** Prefix and suffix want to add to the new name
- **Trimming:** Trim the fist n chars and last n chars of the source name
- **Counter:** The number append to the end of new name. **Digit** is the minimize length of number string, default is 1. **Start** is the start number, **Step** is the number increse.

Search Assets

Assets Explorer supports two ways to search your assets:

1. search assets using Search UI
2. type search condition directly in **Search Input** on right corner of Asset Explorer UI.

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.

Search 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.

Show In Assets Explorer

Show the selected assets in Assets Explorer. Its only works when Assets Explorer is open and the selected assets are same type.

Select Assets in Selection

Filter the selection by type.

Workflow Improvemnts Tools

Prefab Tools

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

1. **GameObject** -> **A+ Prefab Tools**
2. Right click on Hierarchy

Below is 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

Build Manager

Build Manager is a tool manage scenes and build settings.

More details see [this page](#).

Quick Folder Opener

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

Preferences Item

Color Theme

Currently Assets Explorer supports three theme:

- **Classic:** White theme, it's default setting.
- **Personal:** Grey theme, it's for Unity Personal Editor Skin.
- **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

Code File Extensions

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

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

Table Headers

Below headers are support 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

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

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

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

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

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

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

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

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

Code files

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

Known Issues

- Assets Explorer will not refresh data automatically sometimes after click `play` button or you change your scripts. Re-open the Assets Explor is a workaround for this issue for now. **This issue was fixed after v1.1.2.**
- Sometime, cache will broken by unexcepted operation and Assets Explorer will not display data. `Refresh cache data` will slove the issue.

Get A+ Asset Explorer

http://u3d.as/oSy

Release note:

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