Kirist Development Tool - User Guide

Version 1.0

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1. Introduction

Kirist is a comprehensive Unity Editor tool designed to help developers manage and optimize their Unity projects. It provides powerful features for finding missing scripts, materials, prefabs, and analyzing project structure.

2. Installation

1. Import the Kirist package into your Unity project
2. Open the tool via Tools > Kirist > Open Kirist Window
3. The tool window will open with all available features

3. Features Overview

Kirist provides six main features:
- Missing Script Finder: Locate and fix missing script references
- Missing Material Finder: Find and replace missing materials
- Missing Prefab Finder: Identify broken prefab references
- Prefab Analyzer: Analyze prefab structure and dependencies
- Scene Analyzer: Analyze scene content and optimization
- Addressable Helper: Manage Addressable assets

4. Missing Script Finder

Use this feature to find GameObjects with missing script components.
1. Select search mode: Scene or Prefab
2. Choose search scope if using Scene mode
3. Click "Find Missing Scripts" button
4. Review results and remove missing components

5. Missing Material Finder

Find GameObjects with missing material references.
1. Select search mode and scope
2. Click "Find Missing Materials" button
3. Review and fix missing material assignments