Asset Hunter PRO

Using Asset Hunter is extremely easy, and literally works at the push of a button

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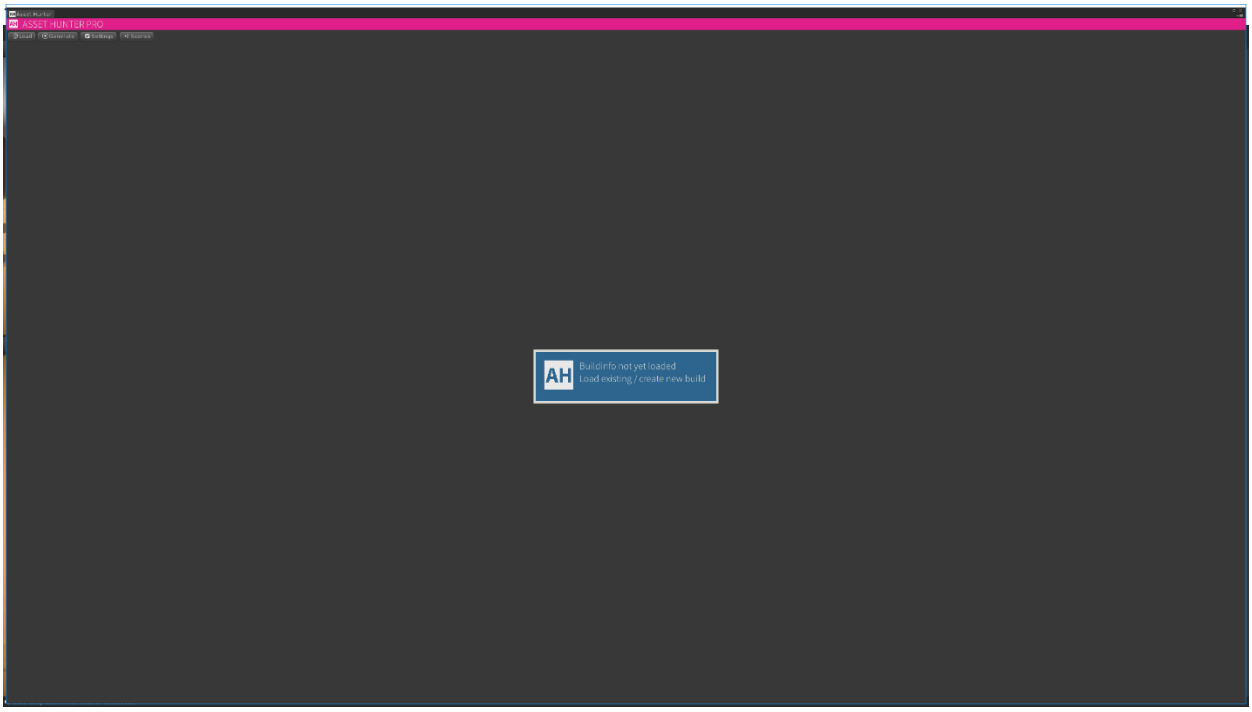
1 What is Asset Hunter PRO

Asset Hunter PRO is a Unity tool that assists and automates the cleanup of your project. It analyses the project, saves a buildinfo file, and uses that to identify unused assets in your project.

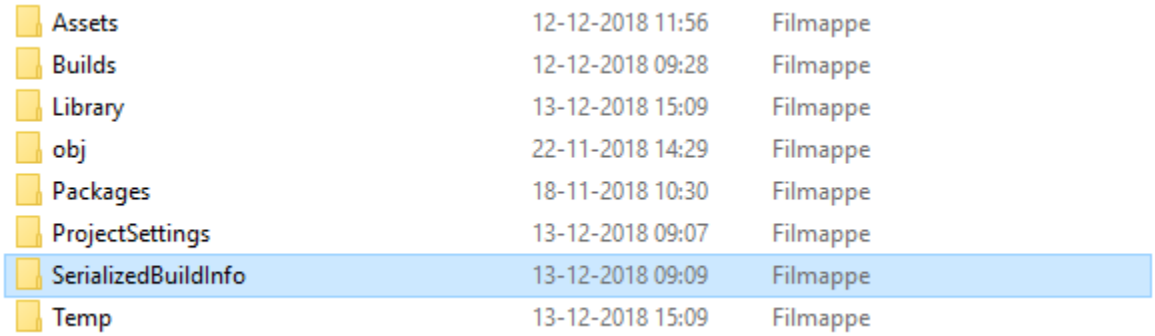
2 Creating a buildinfo file

When you first open Asset Hunter (**Ctrl+H** or **Window->Asset Hunter PRO->Asset Hunter**) you will be greeted with a message telling you to load a 'buildinfo' file. If this is your first time opening Asset Hunter you will have to create a build first. Asset Hunter will automatically realize a build is being created and will create a 'buildinfo' file that you can open as soon as the build process is complete.



3 Loading a building file

Press the 'Load' button in the Asset Hunter PRO window, and select the 'buildinfo' file you just created. By default, 'buildinfo' files are created in a folder called 'SerializedBuildInfo' right next to your 'Assets' folder.

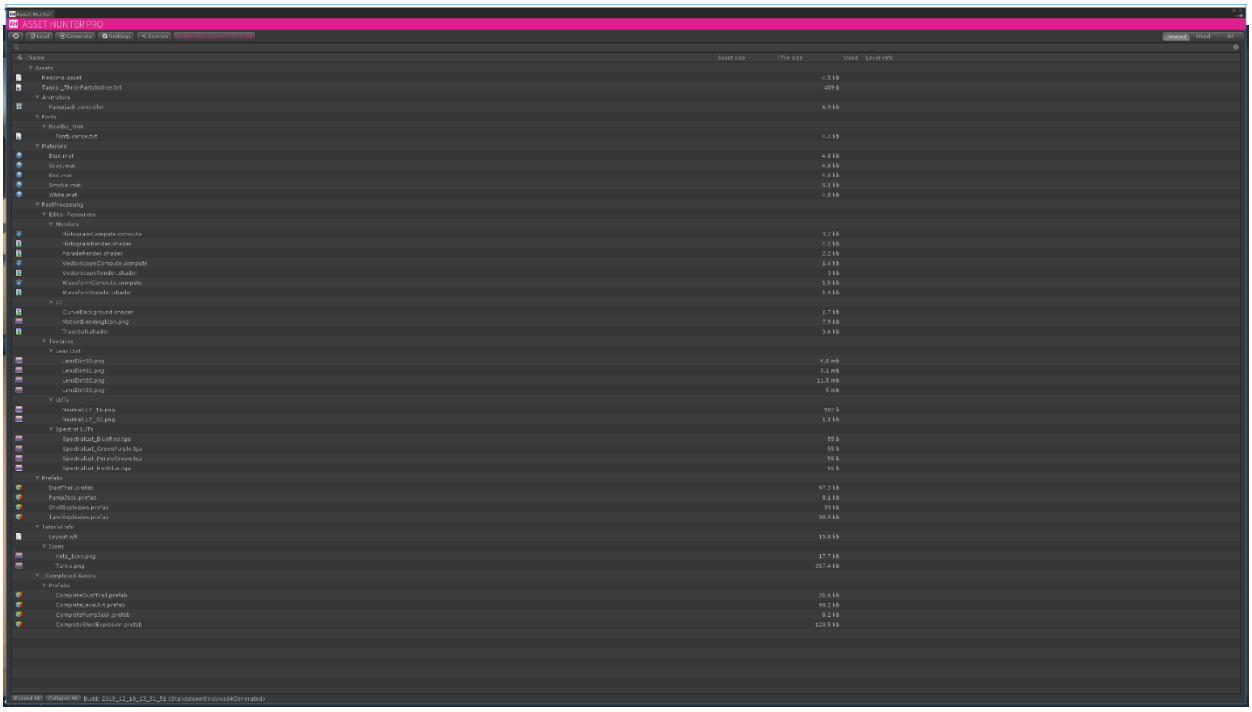


4 Alternative to building

You don't necessarily need to create a new build in order to create a 'buildinfo' file. You can choose to press the 'Generate' button which will mimic a build with the currently active build settings and the currently enabled scenes. This however, does not necessarily take everything under consideration since you might have a custom buildpipeline that adds/removes scenes and assets at build time. So, the safest way is to rely on normal builds, but if you don't have anything advanced as far as buildpipelines, you should be find just generating 'buildinfo' files instead.

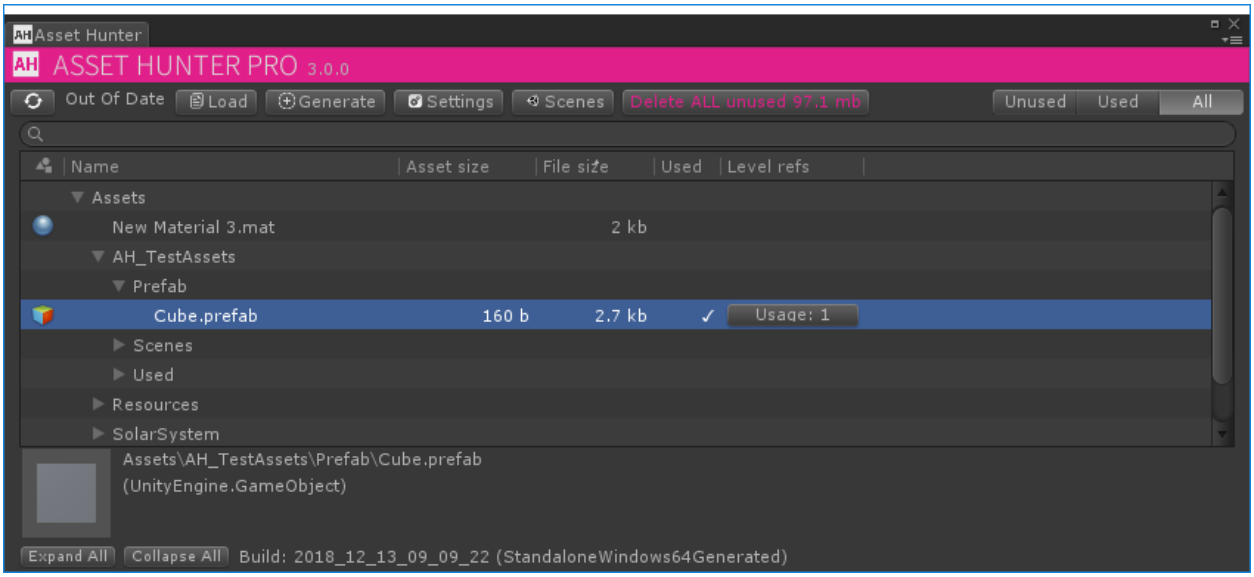
5 Seeing unused assets

After having loaded a 'buildinfo' file, you will now have a treeview you can use to see your unused assets. You can search the results, or arrange them by your chosen column. If you wish return to treeview, you can press 'Return to treeview' in the lower right corner.



6 Elements in treeview

This is an overview of the treeview functionality.



6.1 Button: Refresh

This button refreshes the loaded ‘buildinfo’ this can be a good idea if you changed assets in your project, Asset Hunter will say ‘Out of Date’ if you need to refresh.

6.2 Button: Load

This button loads a ‘buildinfo’ file.

6.3 Button: Generate

This button allows you to generate a mockup ‘buildinfo’ file. It will be greyed out if there are no enabled scenes in build settings.

6.4 Button: Settings

This button opens the settings window.

6.5 Button: Scenes

This button opens the scene overview window.

6.6 Button: Delete ALL

This button deletes every unused asset in the project.

6.7 Toggle: Unused/Used/All

This toggle allows you to choose if you want to see unused assets, used assets or all assets. Default is unused.

6.8 Column: Type

This column shows the type of asset by its icon.

6.9 Column: Name

This column shows the path/name of the asset.

6.10 Column: Asset size

The imported size of the asset in project, this value only shows for asset actually used in the build.

6.11 Column: File size

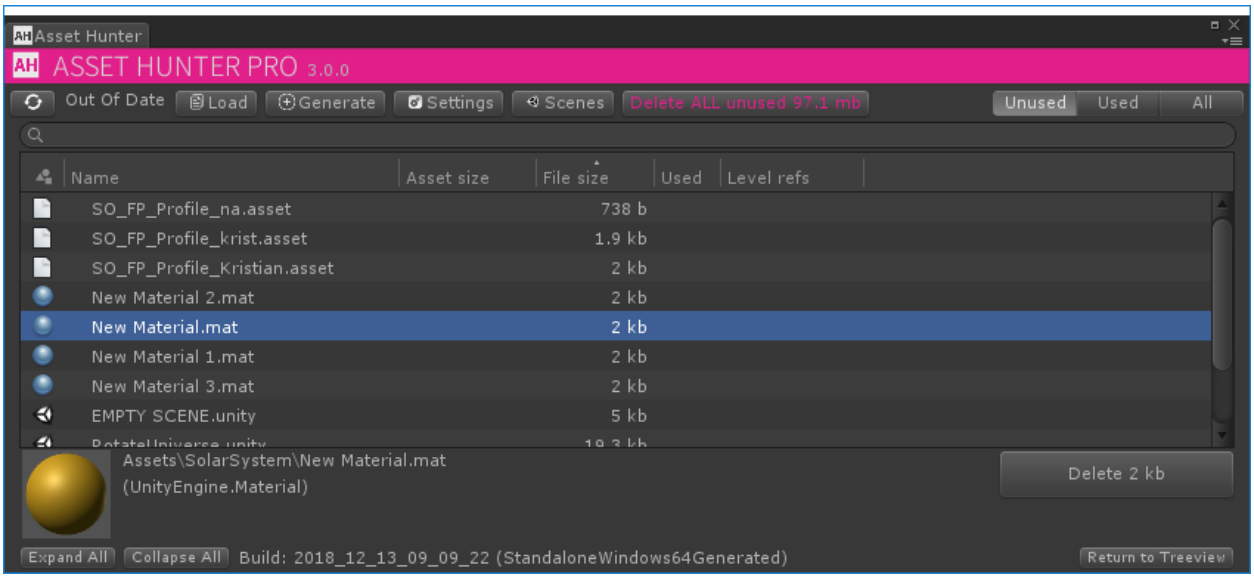
The size of the actual file on disc.

6.12 Column: Used

A checkmark indicating whether or not this asset is used in build.

6.13 Column: Level refs

This column shows you the number of scenes referencing the chosen asset. If you click the button you will see which scenes.



6.14 Area: Selection info

This area shows you info on the selected asset or folder. If you are watching ‘unused’ asset you will be given the option to delete it, and if it’s a folder all unused assets in the hierarchy will be deleted.

6.15 Button: Expand All

In treeview mode you can expand the entire hierarchy.

6.16 Button: Collapse All

In treeview mode you can collapse the entire hierarchy.

6.17 Button: Return to treeview

In list mode you can press this button to return to treeview.

7 Deleting Assets

There are three way of deleting assets; Deleting individual assets, deleting folders and deleting All

7.1 Delete Asset

Select an unused asset and press the delete button.

7.2 Delete folder

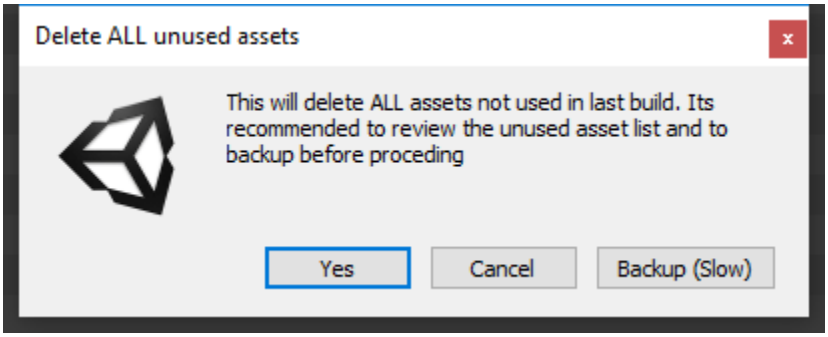
Select a folder with unused assets inside and press the delete button. That will delete all unused assets in that entire hierarchy.

7.3 Delete ALL

You always have access to the purple button in the top row which will delete ALL unused assets in the entire project. You should **inspect the unused asset list** a bit before blindly pressing this, and there might be asset for some editor tool etc. that does not show up as being unused in the build, but that doesn't mean its unused in the editor.

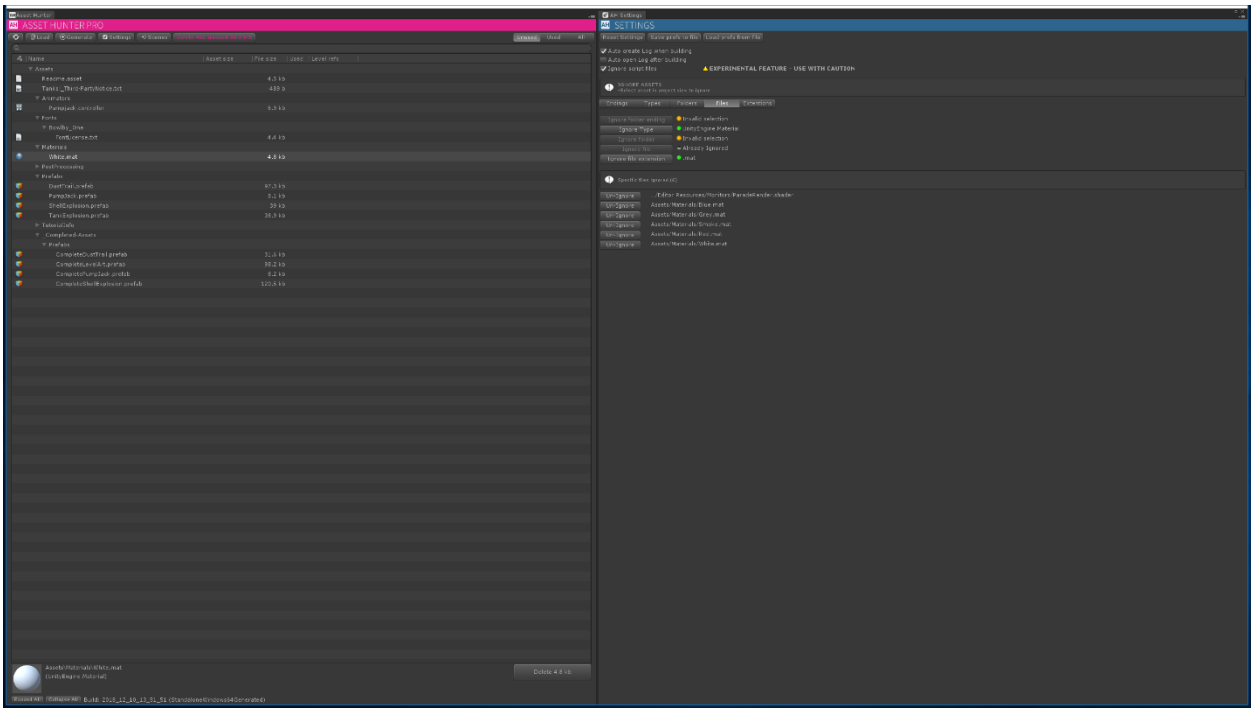
7.4 Delete or backup

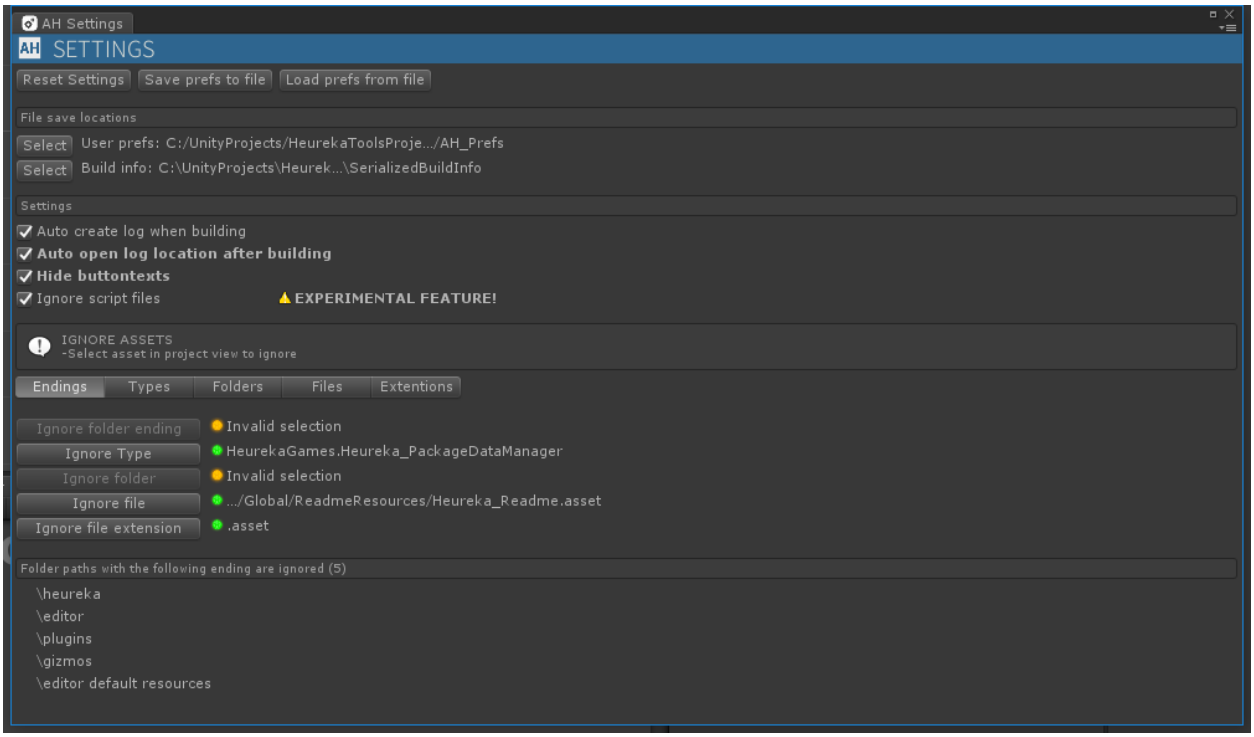
When pressing the delete button, you will be prompted if you simply want to delete, or if you want to create a backup first. Choosing 'Backup' will create a unitypackage for you to save somewhere so you are certain not to lose valuable assets. It's a bit slower, but recommended.



8 Settings window

In the settings window (Docked at right side) you are able to customize how you want asset hunter to work. You are able to select to ignore certain files, folder, types that you don't want to delete even though they are not currently being used in the project.





8.1 Button: Reset Settings

Pressing this button will reset all settings to their default value

8.2 Button: Save prefs to file

Pressing this button will save all settings to a file allowing you to share with teamembers, version control or simply have multiple settings for multiple situations.

8.3 Button: Load prefs from file

Will load settings from file

8.4 Path: User prefs

The save location for user preference files

8.5 Path: Build info

The save location for build info files

8.6 Check button: Auto create log when building

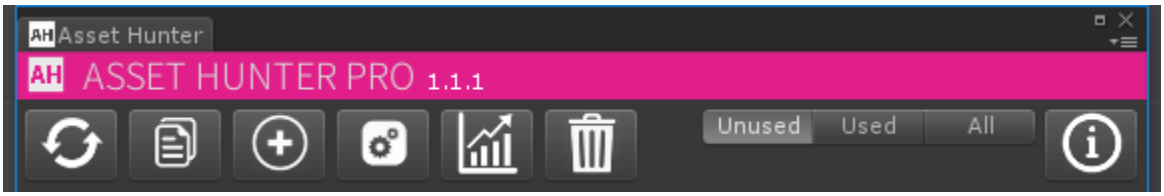
This is default true, and makes sure Asset Hunter creates a 'buildinfo' file each time a build is created.

8.7 Check button: Auto open log after building

This is default false. If enabled it will open the file explorer at the place the new 'buildinfo' file was saved.

8.8 Check button: Hide buttontexts

This is default false. If enabled the main window buttons will no longer have text, but rather upscaled icons. This can help reduce required width of window. See result below.

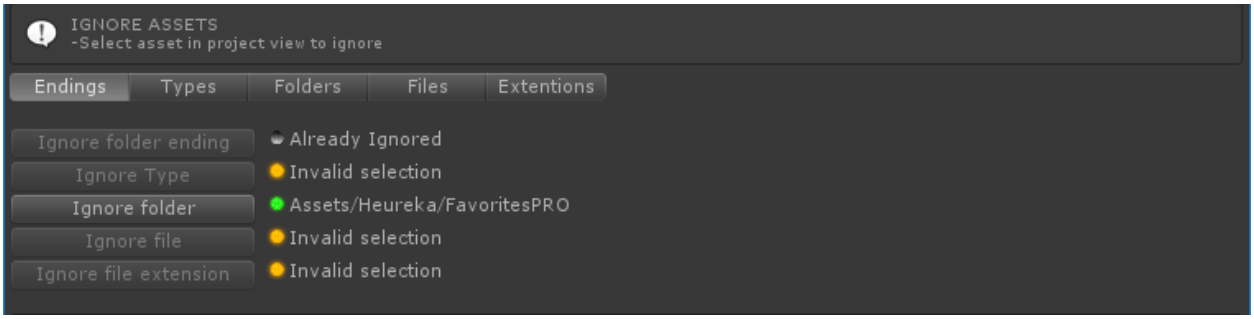


8.9 Check button: Ignore script files

This is default true. The feature is under development and is FAR from foolproof. It allows you to identify unused scripts, but due to reflection, partial classes, inheritance and adding components at runtime, this feature is only meant as a way to help you manually locate unused script files, and should not be used for batch deleting assets.

9 Ignore lists

There are many reasons why you may want to ignore certain assets or folders from the analysis performed by Asset Hunter PRO, and this section allows you to do just that. You simply need to select something in the project view (or treeview) and Asset Hunter will give you option on how to exclude the selection.



9.1 Ignore folder endings

If you have selected a folder, you will be allowed to ignore the name of the folder, meaning that if you have selected a folder called 'Assets/Materials/Backup' and you choose to ignore that folder ending, ALL folders called 'Backup' will be ignored when searching for unused assets.

9.2 Ignore type

These are the asset types that can be ignores i.e. if you don't want your shaders to be shown as unused.

9.3 Ignore folder

This is when you have a particular folder (and its content) you want to ignore

9.4 Ignore file

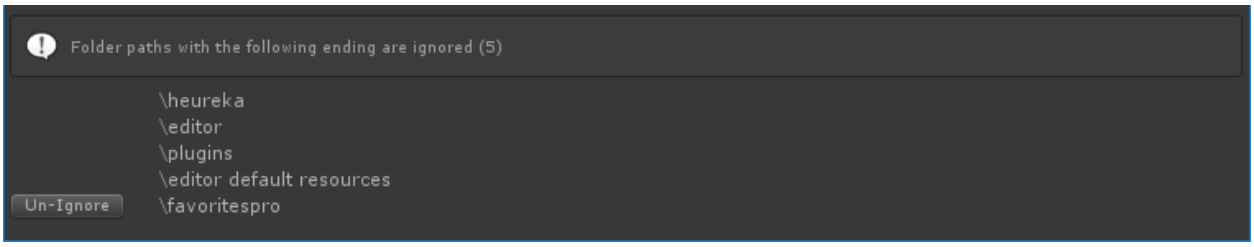
Specific files you want to ignore

9.5 Ignore file extension

Certain file extension you want to ignore i.e. if you don't want Asset Hunter PRO to list your Photoshop *.psd files.

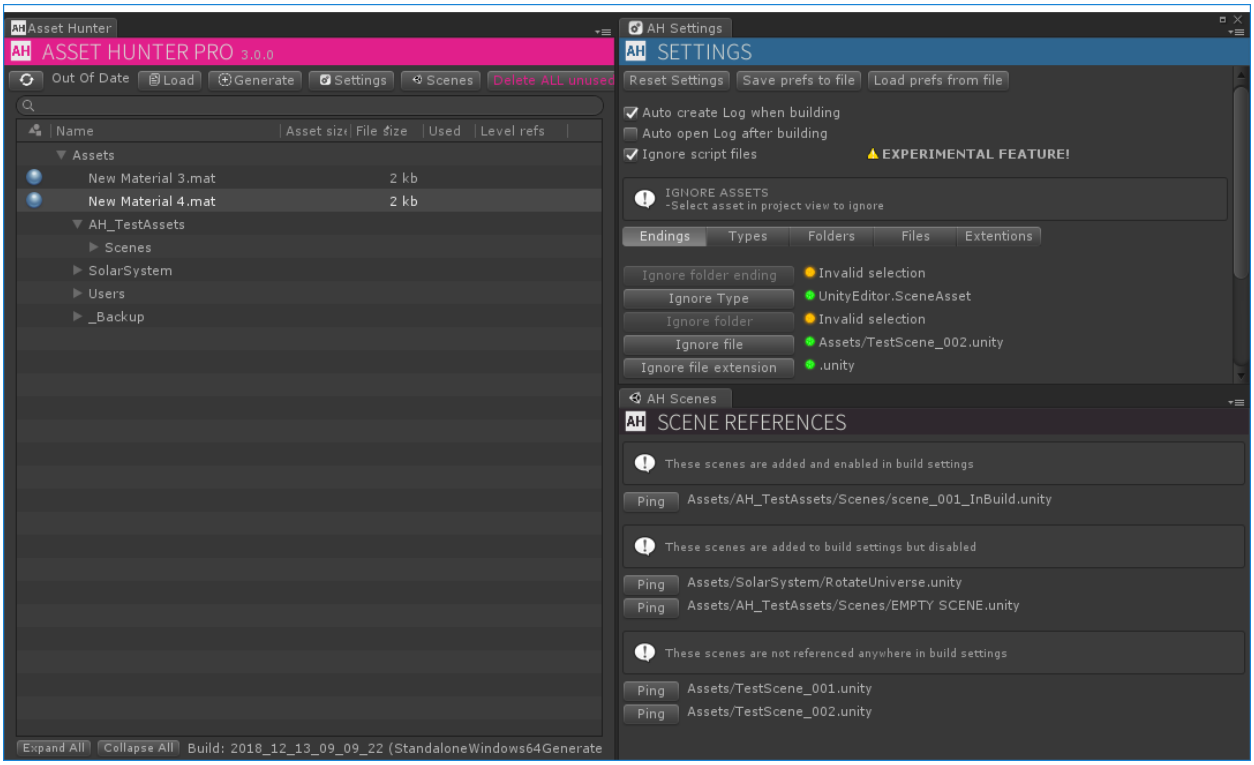
10 Currently ignored

Based on your current selection, you will be shown a list of ignored elements. Some are ignored by default by Asset Hunter such as the resources and editor folder, but others can be manually put on the list. You are able to remove the ignored element by pressing the ‘Un-Ignore’ button.



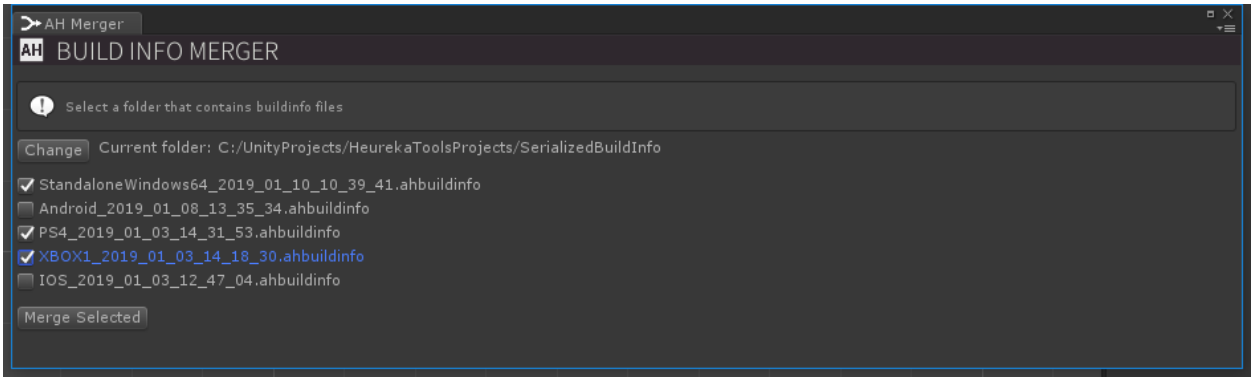
11 Scene references

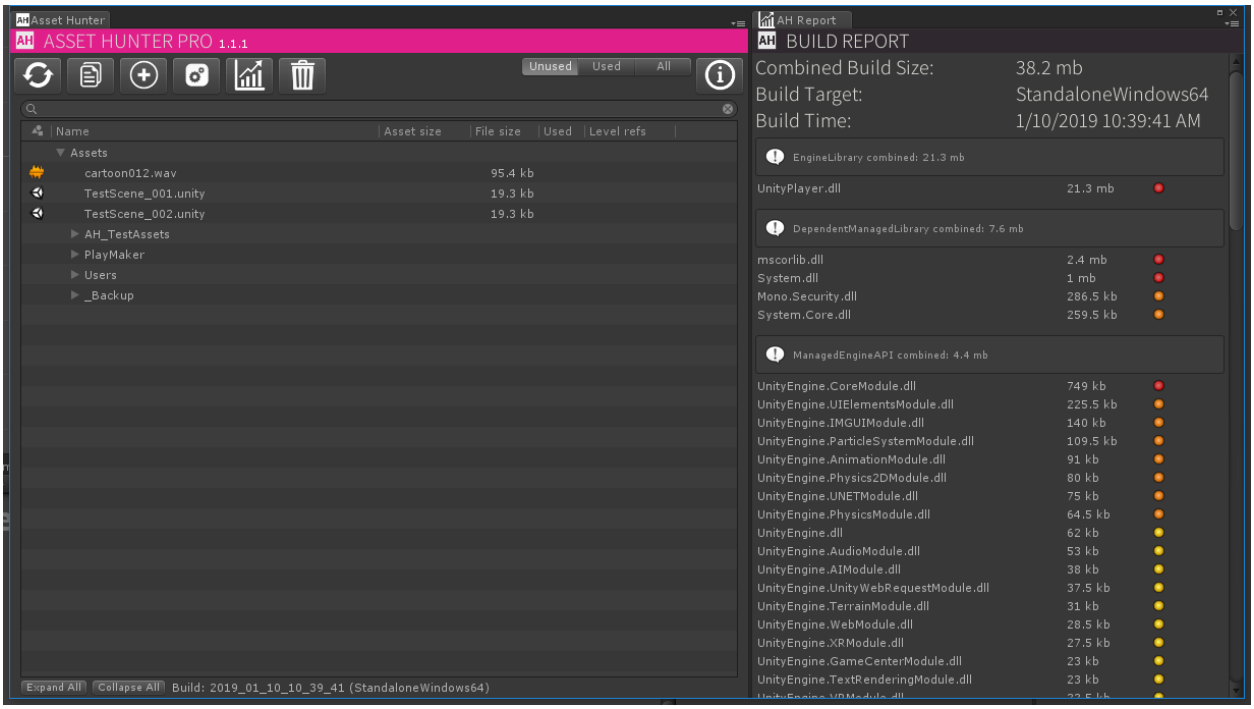
The ‘Scene References’ window (Docked bottom right) allows you to see which scenes are currently enabled, disabled or not event added to build settings. The enabled scenes are the ones being used in the analysis when ‘Generating’ new ‘buildinfo’ files.



12 Merge tool

The ‘Merger’ window allows you to merge several build reports into one. That can help you if you have several buildtargets which uses different assets and you want a buildreport across all buildtargets.



13 Build Report

The build report window (Docked right) is an overview of the final build; assemblies used, resource size etc.