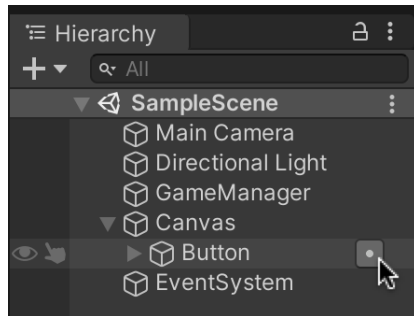


Documentation: Who is using this? - v1.2.0

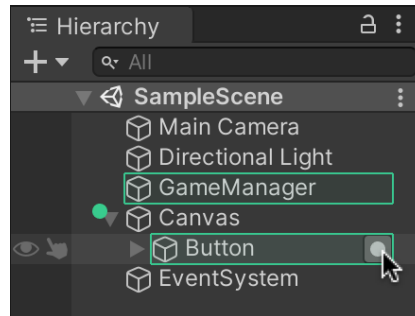
About: Who is using this plugin makes it possible for you to browse the related game objects in the hierarchy window.

Setup: Simply import the asset into a project with Unity Package Manager. It automatically loads itself. No additional setup is needed.

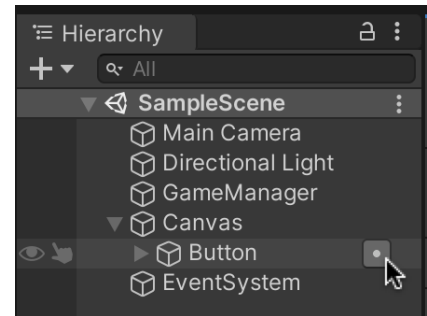
Getting Started:



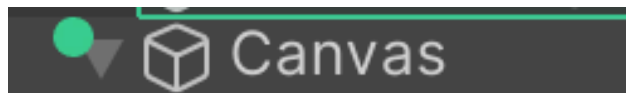
1. Hover over a GameObject



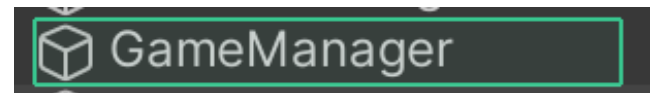
2. Click on the pin button



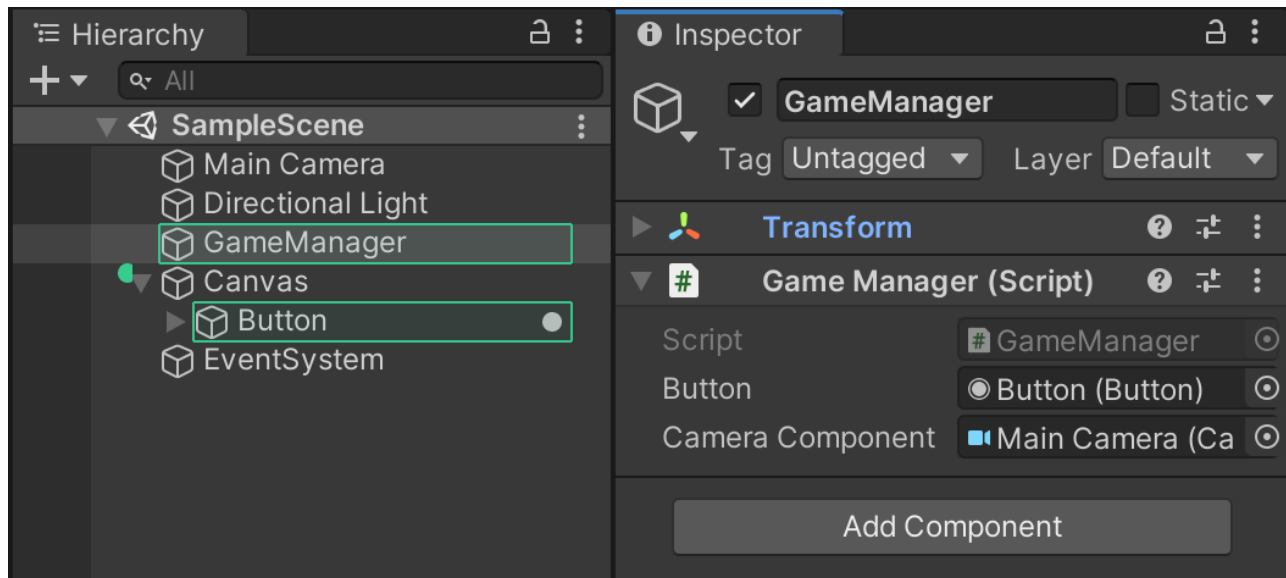
3. Click on the pin button again to deselect



Green dot means, this GameObject has a child that references to the pinned object



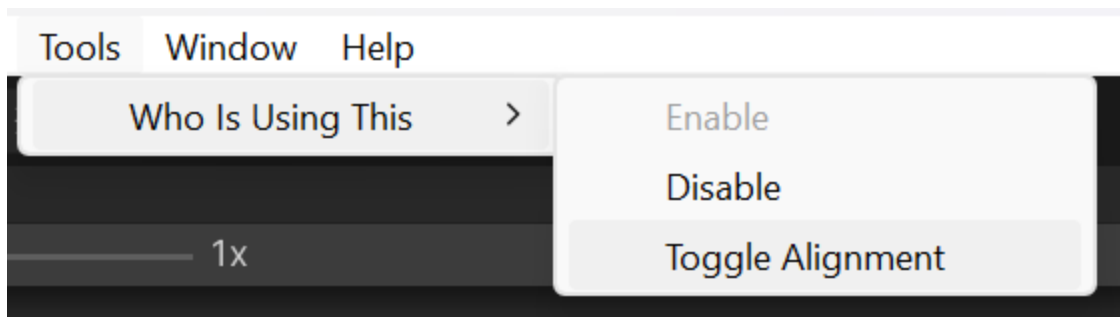
If a GameObject highlighted, it means it has a component that references to the pinned object



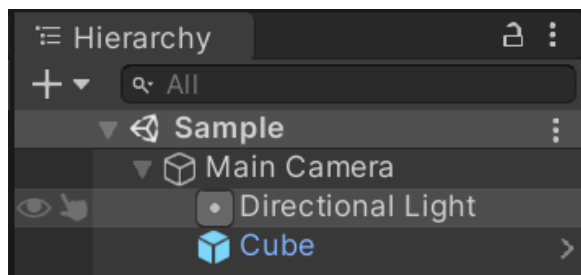
GameManager GameObject has a component that references the Button GameObject

Settings:

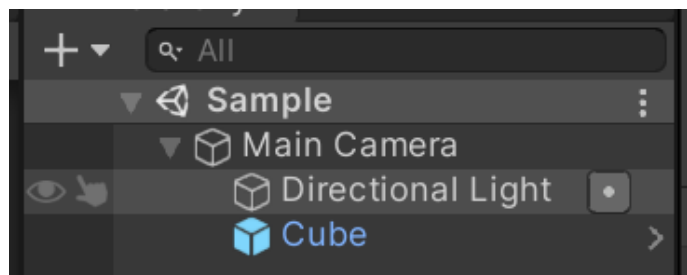
Settings can be found at Tools/Who Is Using This



- Enable: activate plugin
- Disable: deactivate plugin
- Toggle alignment: Toggles between left and right alignment of the pin.



Left aligned



Right aligned