

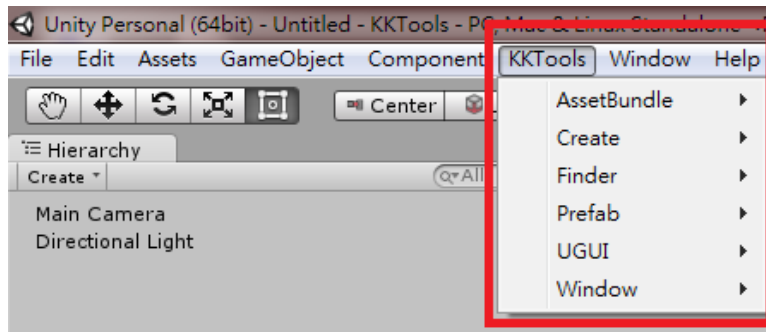
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Enjoy it

How to use

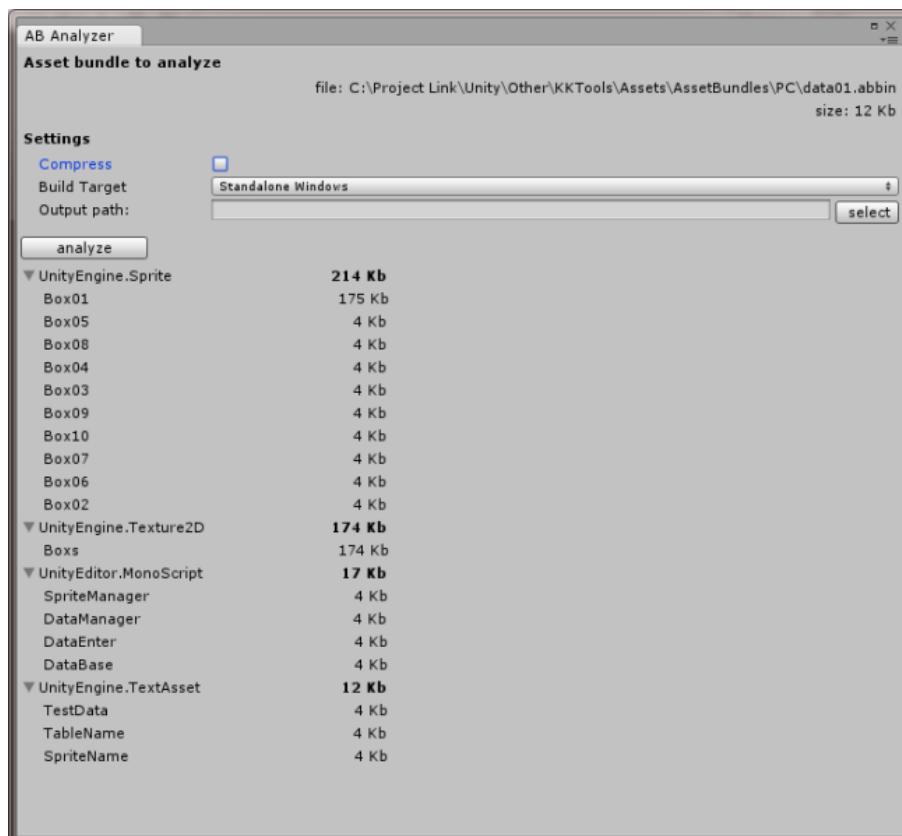
Open Unity → KKtools



AssetBundle

AssetBundle Analyze

How To : Select any AssetBundle (Filename extension .abbin) to analyze

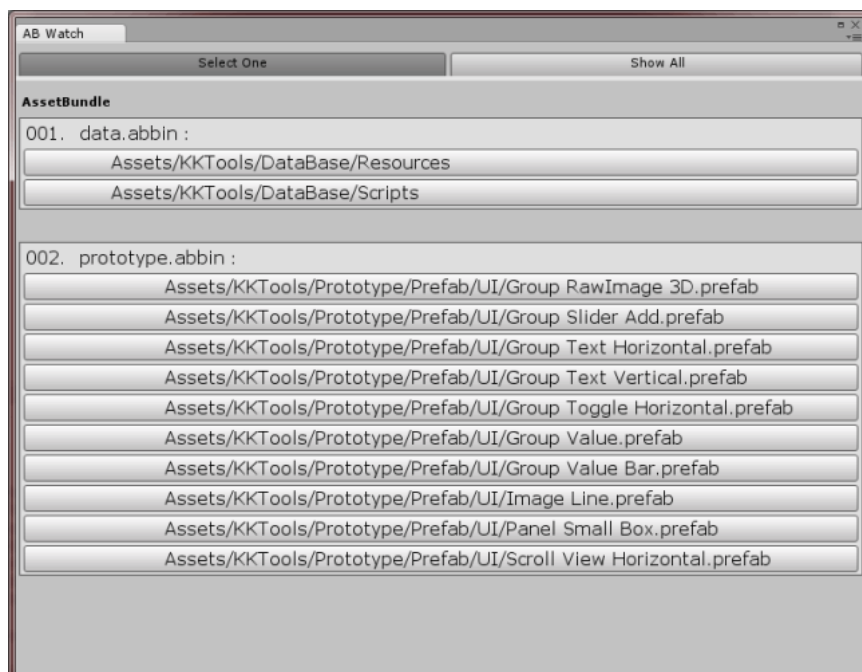
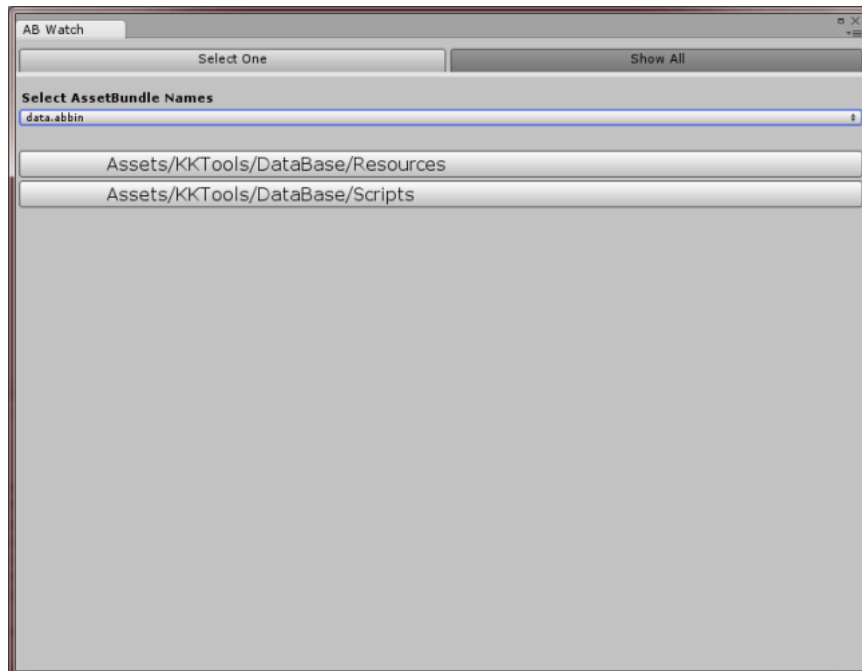


AssetBundle Watch

 **Note : Onle use in Unity5 new AssetBundle system**

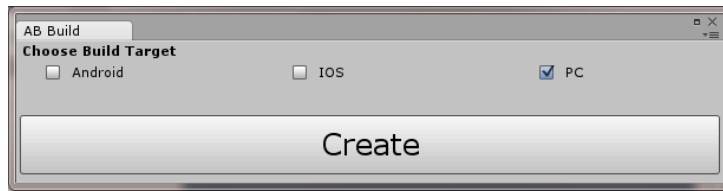
How To :

1. Select One : Select AssetBundle Name then show what asset in what bundle
2. Show All : Show All info group by AssetBundle Name



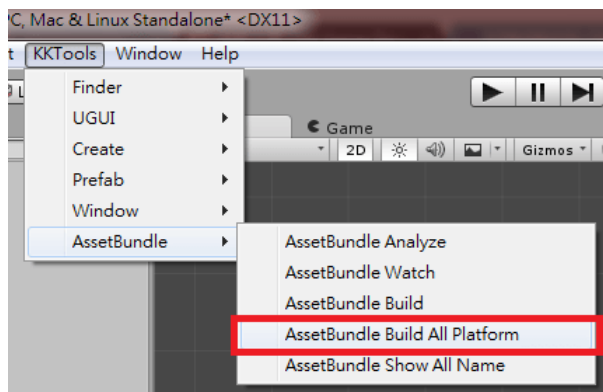
AssetBundle Build

! Note : Onle use in Unity5 new AssetBundle system



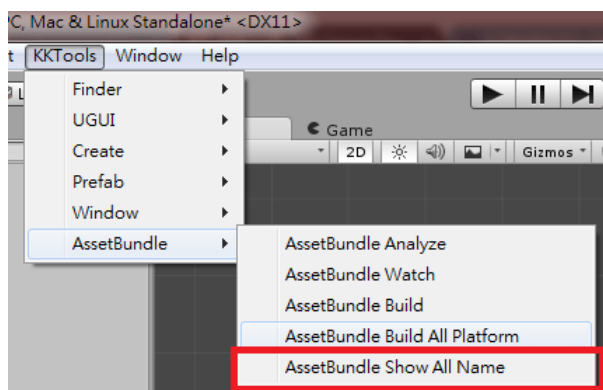
AssetBundle Build All Platform

! Note : Onle use in Unity5 new AssetBundle system



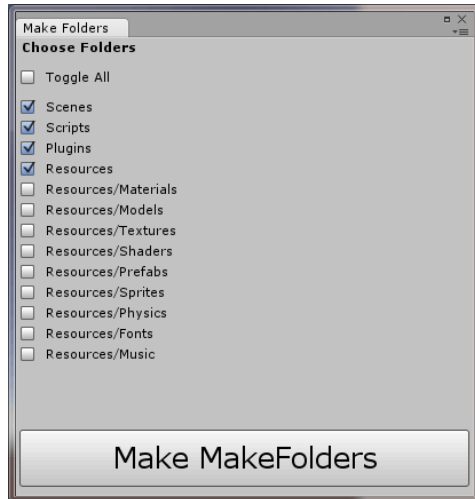
AssetBundle Show All Name

! Note : Onle use in Unity5 new AssetBundle system



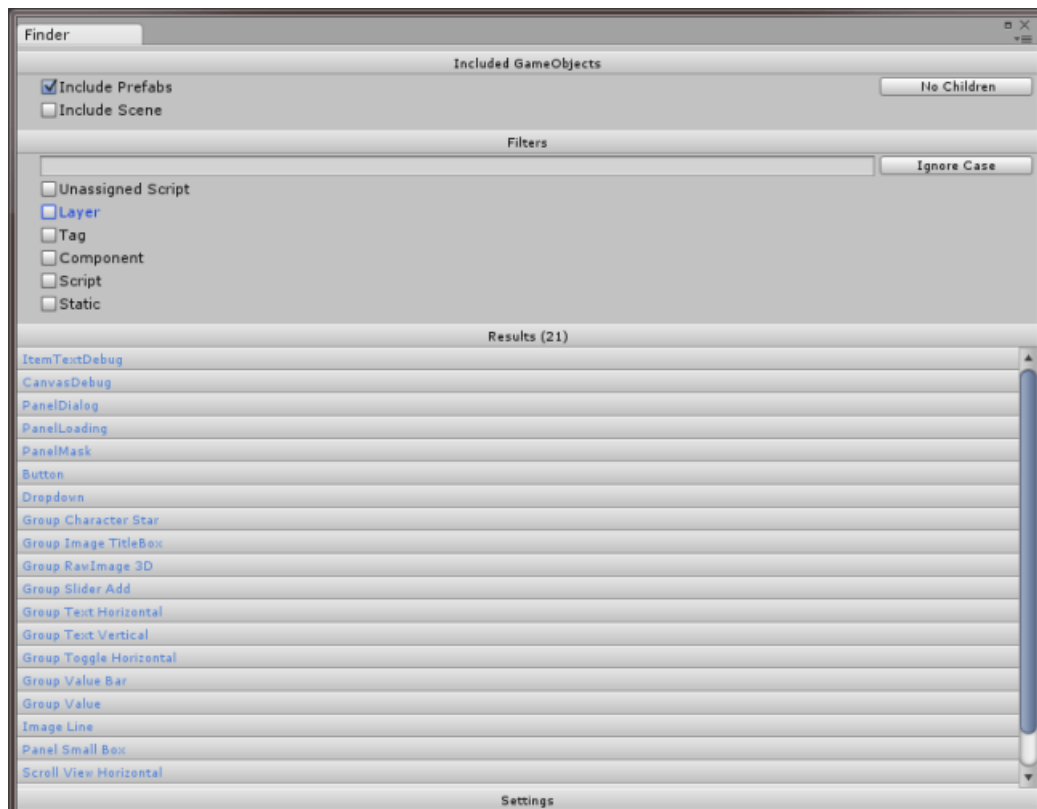
Create Relate

Make Project Folders



Search Relate

Finder

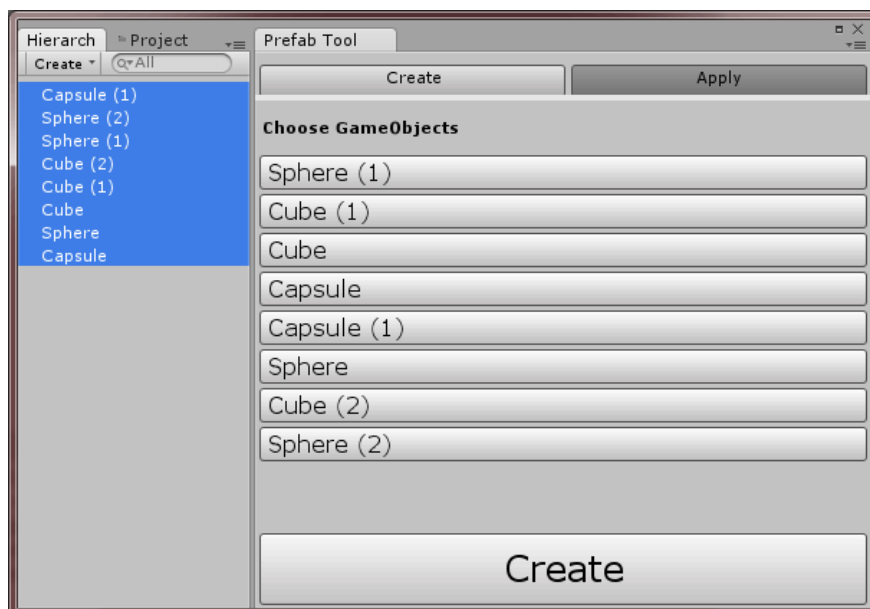
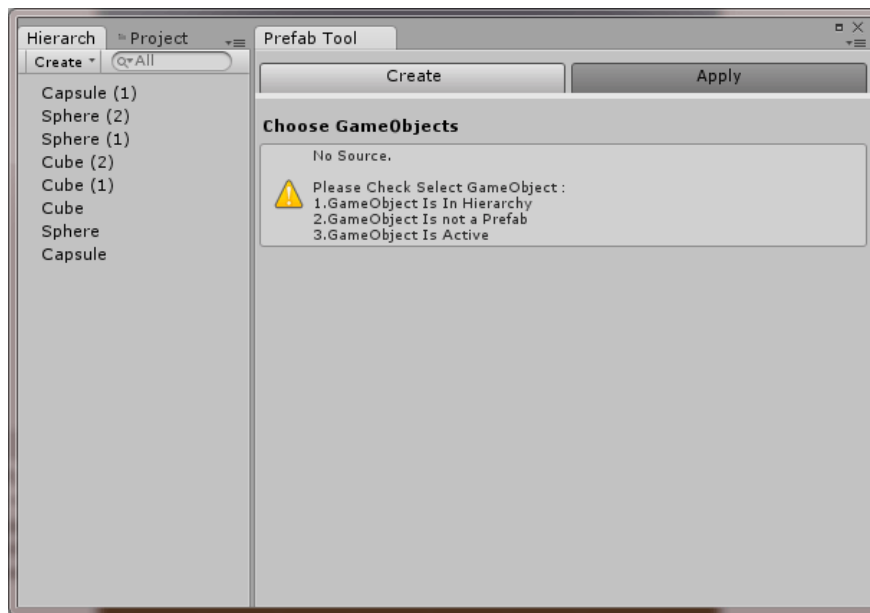


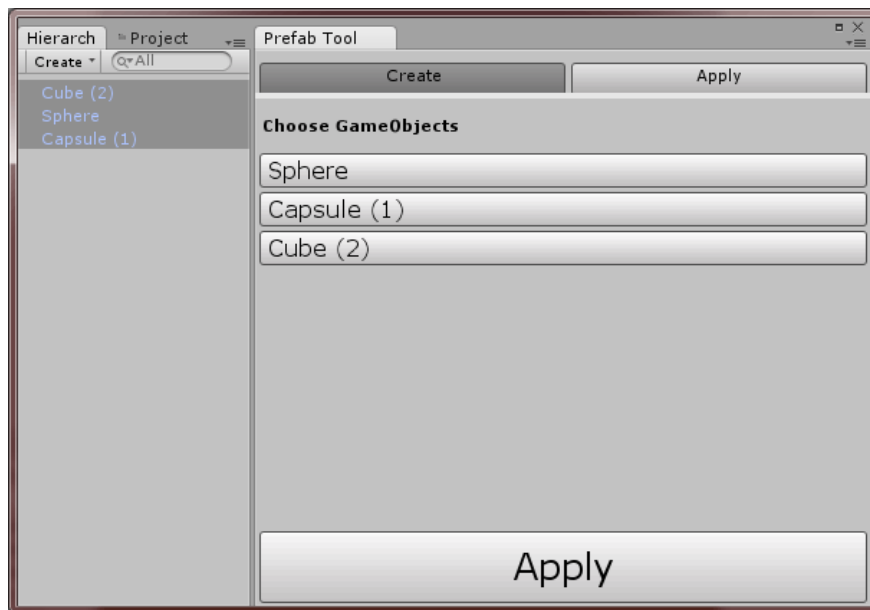
Prefab Relate

Prefab Tool

How To :

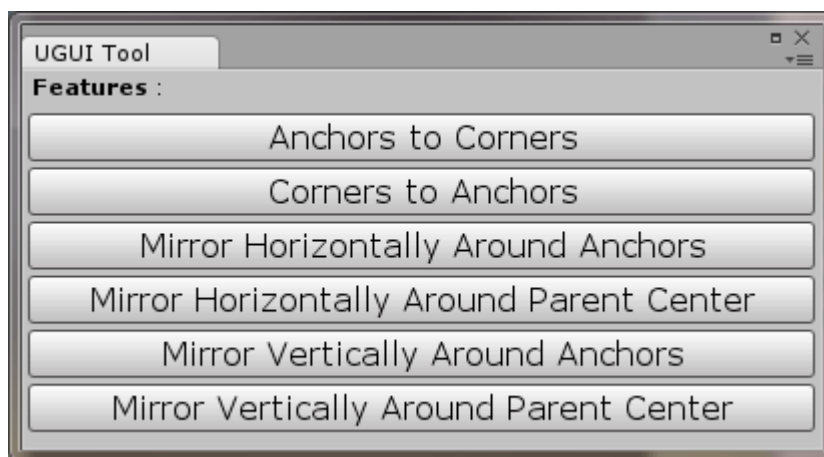
1. Multi Create : Select hierarchy object then create
2. Multi Apply : Select hierarchy prefab then apply





UGUI Relate

UGUI Tool



Scene Relate

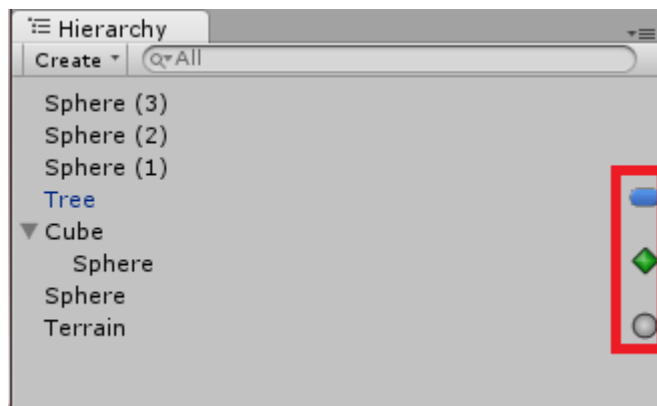
Scene Watcher

How To : in Unity → File → Build Settings add scene, window will show scene button.

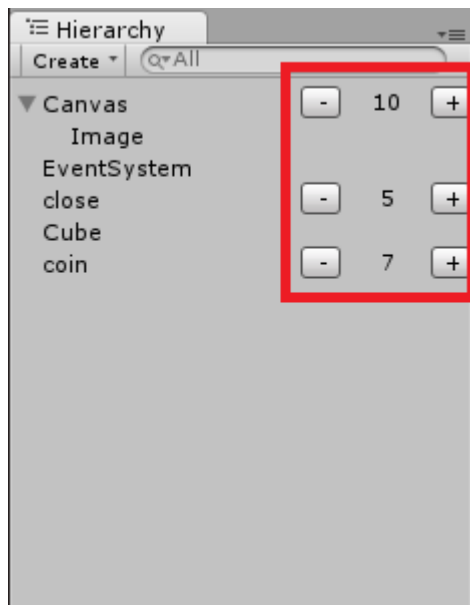


Show Relate

Hierarchy show object Icon

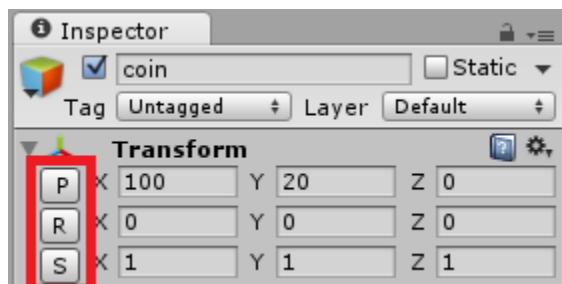


Hierarchy show Canvas and Sprite Sorting Order



Inspector Transform Component show Position 、 Rotate 、 Scale

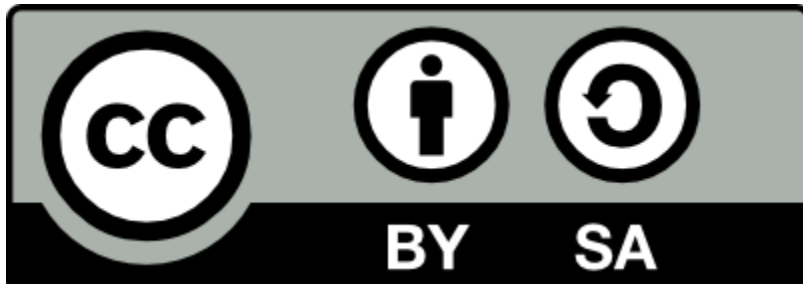
Reset Button



Support

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License



Something code are quote from [AssetBundleAnalyzer](#) 、 [GameObjectFinder](#) 、 [SceneWatcher](#) The license of the that follow theirs.

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