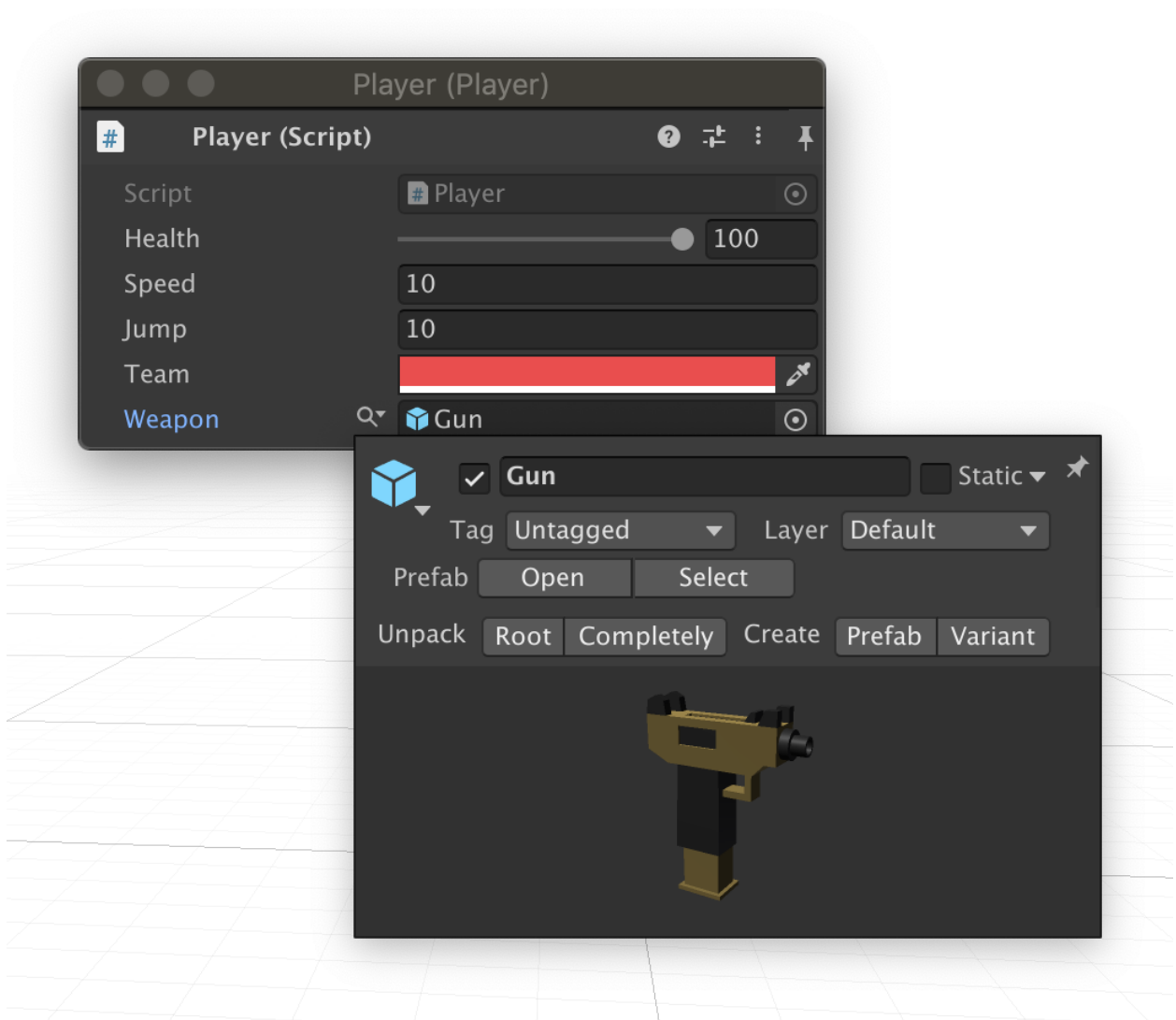




Reference Inspector

The Reference Inspector integrates inspector popups right next to the object field in custom components or assets (any script derived from `MonoBehaviour` or `ScriptableObject`). This feature allows you to quickly view or edit a related object without losing your current context.

To open the reference inspector, simply click on the magnifying glass icon by a referenced object. Like other inspector popups in Peek, it can be pinned using the icon in the top right corner.



The reference inspector is triggered with the magnifying glass left of the Weapon object field.