

Asset Reference Finder v1.0 Manual

Table of contest

Table of contest.....	2
1. About.....	3
In a nutshell.....	3
How it works.....	3
Performance.....	3
Configuration.....	3
Background.....	3
2. Configuration.....	4
Settings.....	4
On / Off Toggle switch.....	4
Resources.....	5
Advanced Settings.....	5
Cache.....	5
3. Project Window Extension.....	7
Reference indicator [Refs: {x}+{y}].....	7
4. Reference Inspector Window.....	8
Target Asset.....	9
Direct References.....	9
Indirect References.....	9

1. About

In a nutshell

This package focuses on tracking GUIDs across a project.

How it works

- Once imported it starts with scanning the entire project looking for GUIDs. The process is quite fast though. It shouldn't take long even on large projects.
- Once the lookup table is built, it powers an extension in the project window, showing whether a given asset is referenced or not.
- A *Reference Inspector* view is also available, allowing you to see exactly where a given asset is used.

Performance

The codebase has been optimized to minimize resource usage and reduce the overall performance impact on the editor.

Configuration

Users can configure which files should be excluded from the search and how many CPU threads the search engine can utilize.

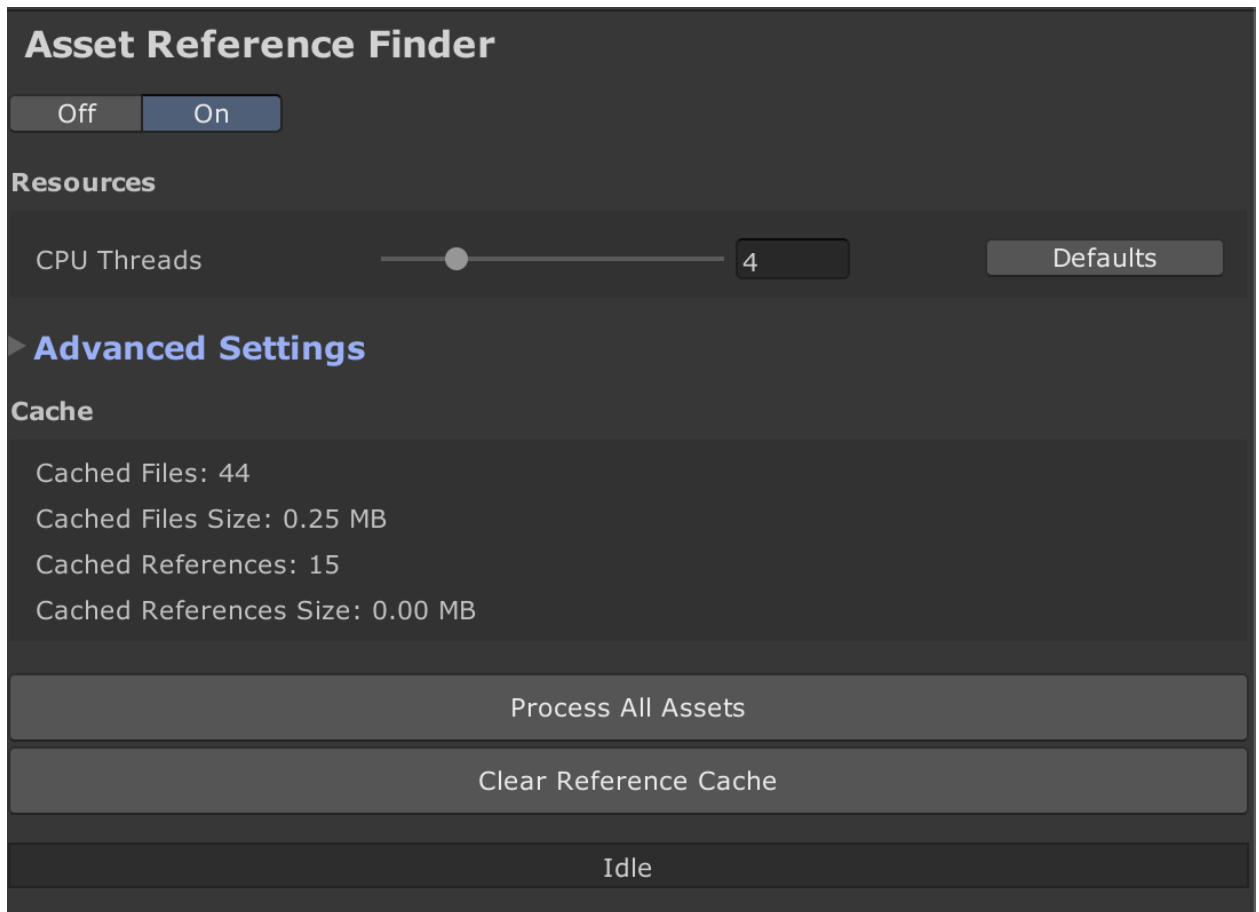
Background

Originally developed to meet my own needs, I later realized this tool could be useful for others as well.

2. Configuration

Settings

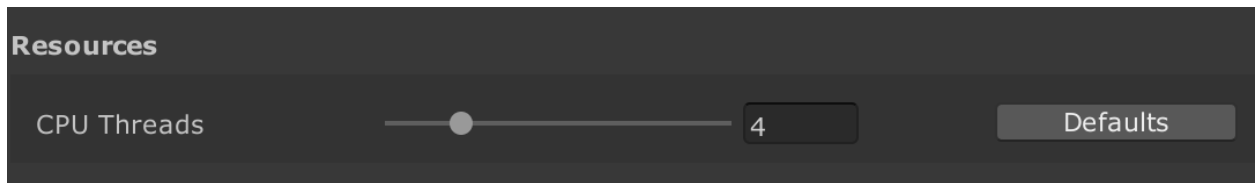
Settings panel location: *Project Settings / Asset Reference Window*



On / Off Toggle switch

- On - asset reference tracking enabled
- Off - asset reference tracking disabled, no operations will be performed in the background, Project Window Extension will be disabled.

Resources

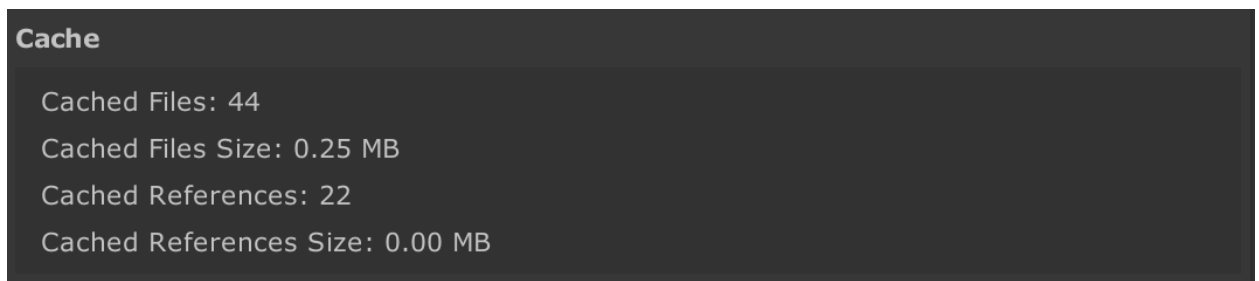


- CPU Threads – specifies the number of threads Asset Reference Finder can use when tracking assets. Increasing the thread count can speed up processing but may also raise the overall cpu load.
- Defaults – restores recommended thread count.

Advanced Settings

- Print References in Console (Toggle) – when enabled, clicking the reference counter of an asset in the Project Window will print all references to that asset in the console.
- Ignored File Extensions – a list of file extensions that will be excluded from asset reference tracking.
- Ignored Folders – a list of folders that will not be considered during asset reference tracking.
- Ignored Asset GUIDs – a list of GUIDs that will be omitted from asset reference tracking results.
- Reset to Defaults - restores recommended exclusions.

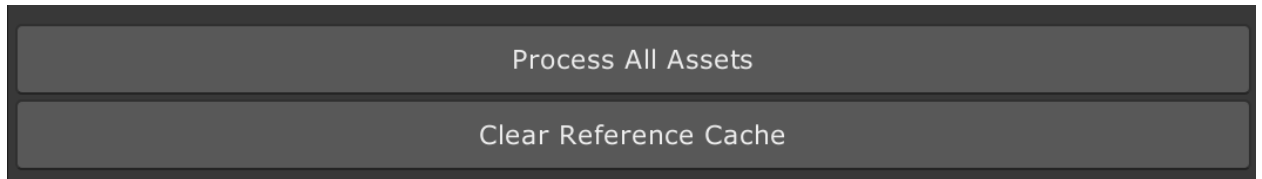
Cache



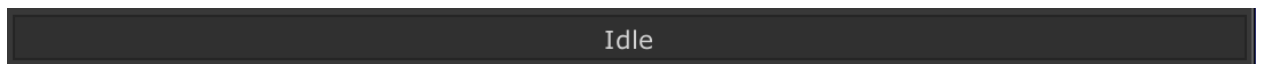
Readonly monitoring for assets tracking engine.

- Cached Files – the number of files currently tracked by the search engine.

- Cached Files Size – the total size of the tracked file cache.
- Cached References – the number of cached reference-tracking results the plugin is currently storing.
- Cached References Size – the total size of the cached reference data.

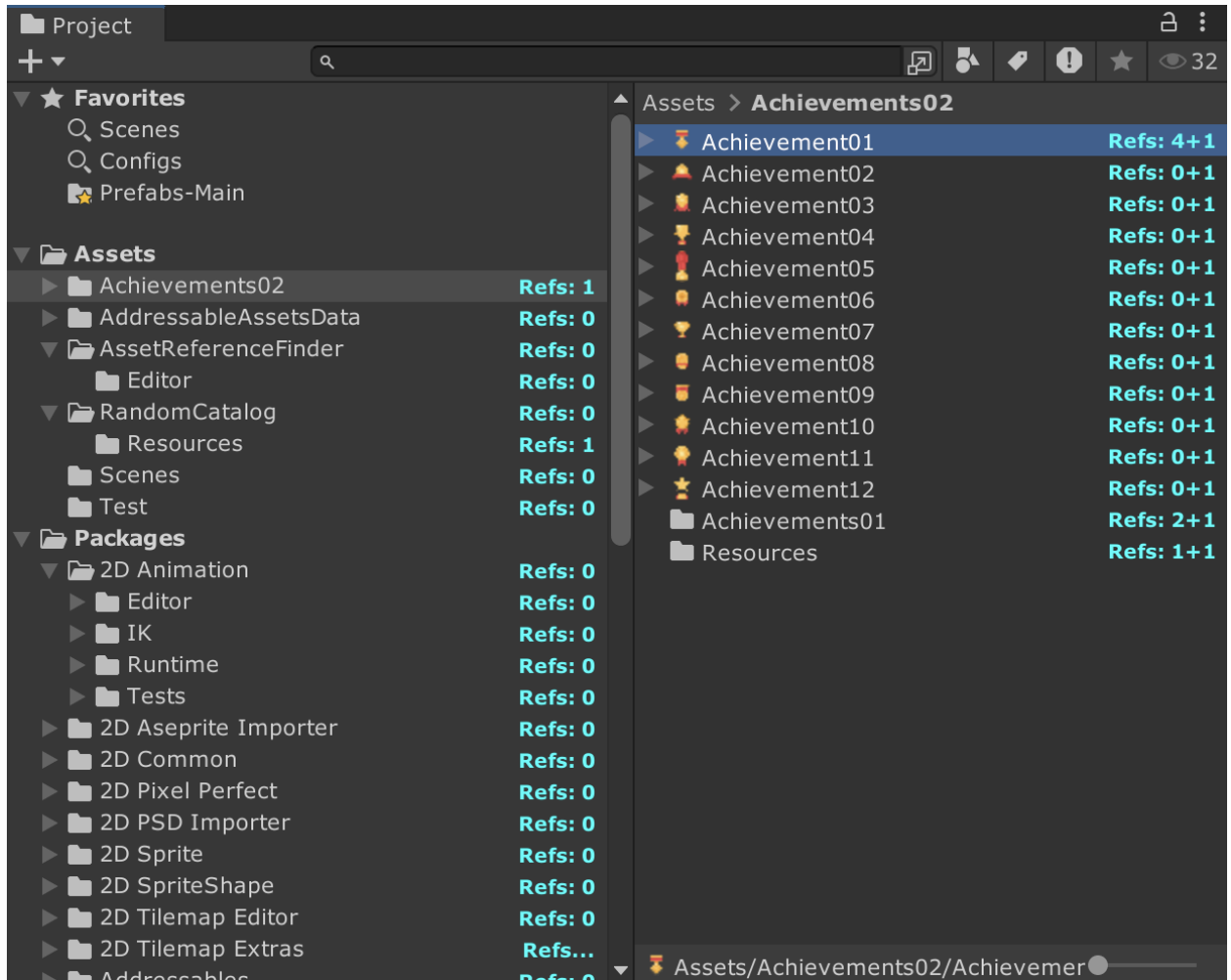


- Process All Assets – *Optional*. Forces the engine to calculate references for all tracked assets, effectively prewarming the search results. Normally, the engine processes only assets currently visible in the Project Window.
- Clear Reference Cache – *Optional*. Clears the stored reference-tracking results.



- Status Bar – displays the current state of the search engine.

3. Project Window Extension

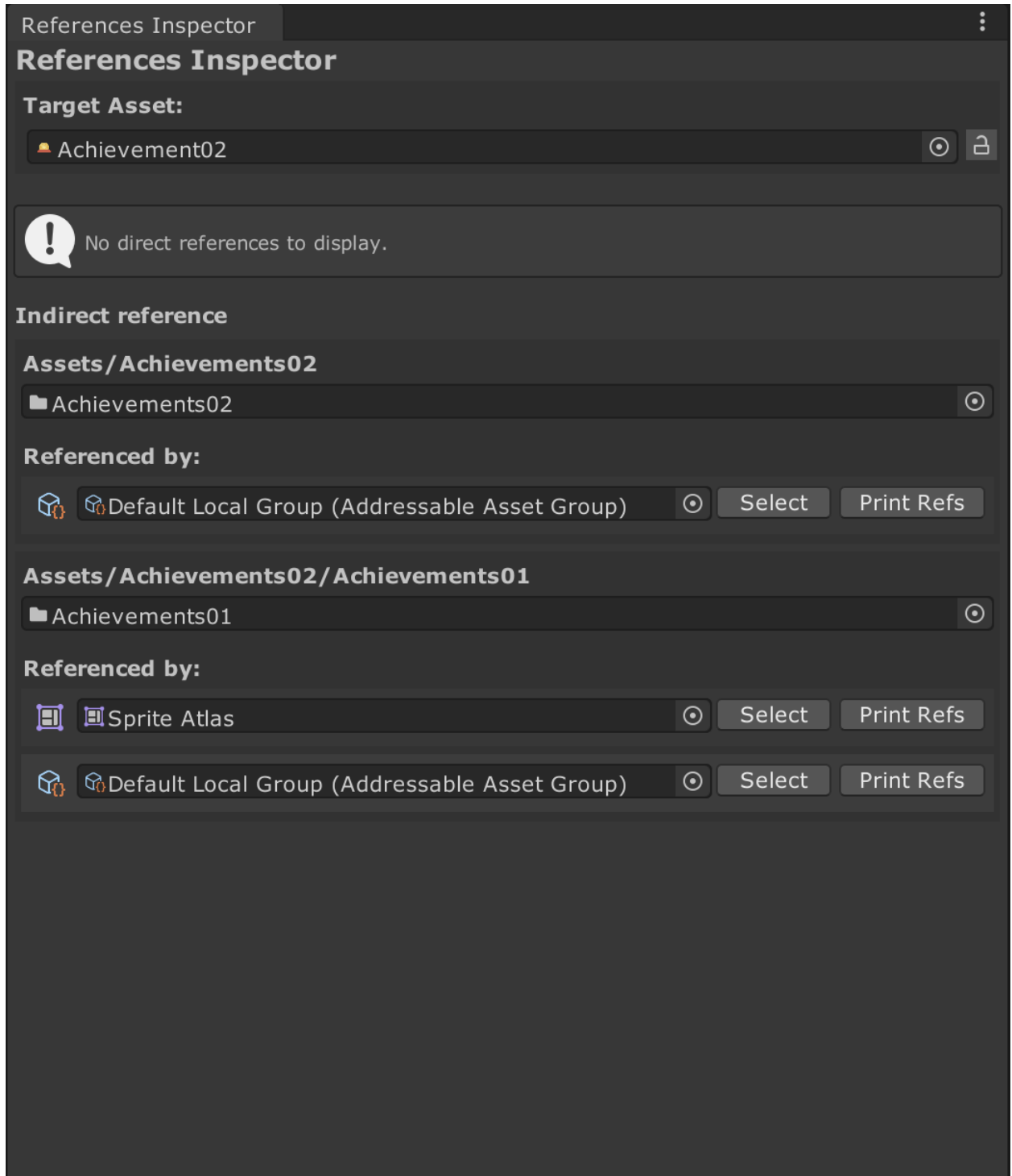


Project Window Extension – a feature of Asset Reference Finder that conveniently displays whether an asset is being used and how many references point to it.

Reference indicator [Refs: {x}+{y}]


- x – the number of direct references.
- y – the number of indirect references.
- On Click - opens Reference Inspector Window

4. Reference Inspector Window

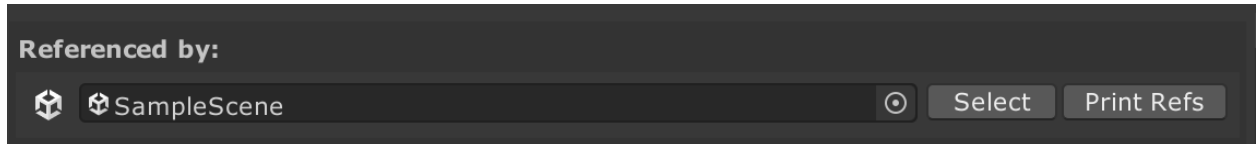


Reference Inspector Window – a tool that allows you to explore in detail which assets are referencing the selected asset.

Target Asset

- Object Field – the object currently being inspected for references.
- Lock/Unlock  – allows you to lock or unlock the window's current target focus.

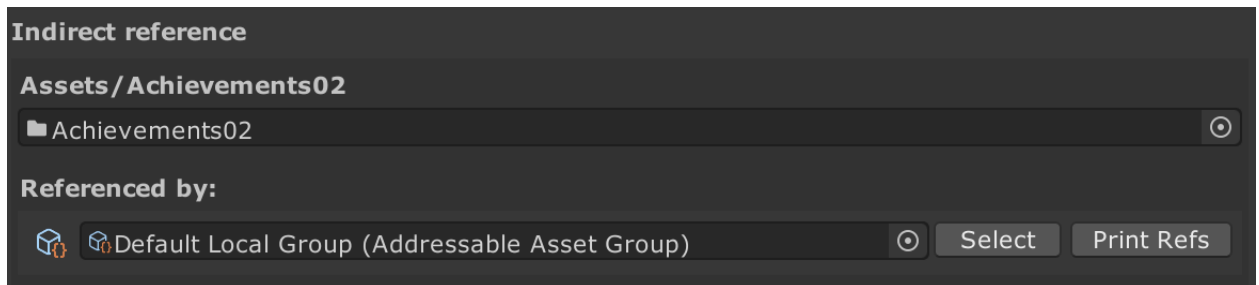
Direct References



Direct Reference – occurs when the evaluated asset's GUID is directly referenced by another asset.

- [Referenced by] Object Field – the object that references the selected target.
- Select – selects the object in the Project Window.
- Print Refs – prints to the console the exact location where the selected target's GUID is referenced.

Indirect References



Indirect Reference – occurs when the asset's GUID is not referenced directly but is included indirectly, such as by being inside a *Resources* folder or being part of a SpriteSheet or Addressable Group.

- Object Field – the proxy object that indirectly references the selected target.
- [Referenced by] Object Field – the object that references the proxy object.

- Select – selects the object in the Project Window.
- Print Refs – prints to the console the exact location where the proxy target's GUID is referenced.