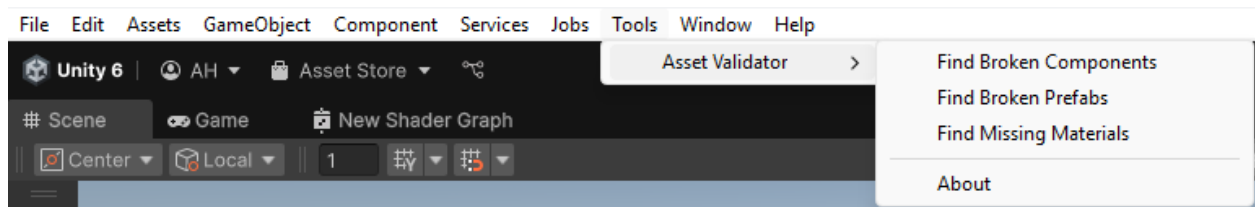


Assets Validator by HoraXR

Ensure smooth Unity project transfers and flawless scene integrity.

Asset Validator is your all-in-one tool to detect and fix broken scripts, missing prefabs, and unassigned materials - keeping your project clean and error-free.



Broken Components

What it does: Scans your project for deleted or missing scripts still referenced in scenes.

Why it matters: Removes broken references to prevent runtime errors and ensure smooth project transitions.

Broken Prefabs

What it does: Detects outdated prefab references across your scenes.

Why it matters: Ensures scene integrity and prevents missing assets during development.

Missing Materials

What it does: Finds meshes without assigned materials in your scenes.

Why it matters: Maintains visual consistency and complete asset coverage across your project.

Getting Started via Git URL

You can quickly add Assets Validator to your Unity project using a Git URL:

1. Open Unity and go to **Window** → **Package Manager**.
2. Click **+** → **Add package from Git URL...**
3. Enter the URL of the Assets Validator repository:
<https://github.com/HoraXR/AssetsValidator.git>
4. Click **Add**. Unity will fetch the package and integrate it into your project.
5. Open **Assets Validator** from **Tools** → **Assets Validator** to start scanning your project.

Important Notes:

- Unity downloads the version of the package as it exists at the moment of adding it.
- To get updates from the Git repository later, you need to manually **update the package** in the Package Manager, or remove and re-add it.