CodeWee Component Browser

Summary

"Simplify your Unity Editor experience with a powerful List View of all Scene Components."

Component Browser is a powerful Unity Editor tool that lists all Components of GameObjects in loaded Scenes as a sortable, searchable List View — enabling fast, easy navigation and filtering beyond the standard Hierarchy panel.

Description

- **Component Browser** revolutionizes how you explore and manage GameObjects and Components in your Unity project. Unlike the traditional Hierarchy view, this Editor extension displays all Components across loaded Scenes in a clean, flat List View, helping you quickly locate and manage elements without diving through nested structures.

- With intuitive features like **sortable** columns, component type **filters**, and direct selection highlighting in the Hierarchy, you can focus on building your game rather than searching for objects. Whether you're managing large-scale scenes or debugging complex setups, Component Browser provides a **faster**, **smarter** way to work inside Unity.

- Supports **Unity 2022** and **Unity 6000+ (Unity 6.x)**.

Technical Details

- Supports all GameObjects and Components in loaded Scenes
- Fully integrated into the Unity Editor
- Tested in both light and dark Editor themes
- Lightweight and performant, designed for large-scale scenes

Key Features

- Flat List View of Components: Displays all Components from loaded Scenes, independent of Hierarchy structure.
- Search & Filter: Instantly find GameObjects or Components by name; filter by Component type using the Type panel with checkboxes.
- Sortable Columns: Click on column headers (GameObject name or Component name) to sort in ascending or descending order.
- Direct Hierarchy Linking: Click any GameObject or Component in the list to auto-locate and highlight it in the Hierarchy panel.

- Name-Based Filter: Use the search bar to focus on GameObjects matching a specific name pattern.
- Optimized for Speed: Handles large numbers of GameObjects and Components with minimal performance impact.

Quick Start

Open `Component Browser Window`

1. From the Unity Editor menu bar, navigate to `Window > CodeWee > Component Browser..` to open the Component Browser window.
2. And press the `Rescan` button.