

MISSINGSCRIPTCHECKER

[MissingScriptChecker](#) is a powerful and easy-to-use tool developed specifically to assist Unity developers in identifying objects that are missing scripts within their projects. In large or complex projects, scripts may get inadvertently lost from objects, leading to performance issues or errors in the scene. This tool allows you to quickly and efficiently identify these missing objects, saving time and effort compared to manually searching for them.

Designed to work seamlessly within the Unity Editor, [MissingScriptChecker](#) is easily accessible from the editor's tools menu. The tool displays objects that are missing scripts and enables you to take appropriate actions, such as deleting missing objects or fixing missing scripts with just a click.

The tool targets developers who face issues with missing objects or those who want to streamline their workflow in large projects, providing a smooth and fast inspection and cleanup experience.

FEATURES

Features:

MissingScriptChecker offers a variety of powerful features designed to improve your workflow and help you manage missing scripts in your Unity project efficiently. Here are some key features:

1. Scan for Missing Scripts:

- The tool scans the entire project or specific scenes to identify objects that have missing or broken scripts. It saves you from manually checking each object.

2. Display Missing Objects:

- A user-friendly interface displays a list of all objects with missing scripts. You can easily filter and sort this list based on object types or search for specific items.

3. Fix or Delete Missing Scripts:

- Once missing scripts are identified, you can quickly fix them by reassigning the correct scripts or delete objects that are no longer needed, all within the tool's interface.

4. Customizable Interface:

- **MissingScriptChecker** allows you to customize the tool's layout and appearance, including features such as the ability to change icons, window sizes, and more to suit your workflow.

5. Save Preferences:

- The tool automatically saves your preferences, including the last search filters and UI settings, so you can quickly resume your work without needing to configure the tool every time.

6. Efficient Performance:

- Designed to be lightweight, **MissingScriptChecker** ensures fast scanning and minimal performance overhead, even when working with large projects.

How to Use:

MissingScriptChecker is designed to be user-friendly and easy to integrate into your workflow. Here's how to get started:

1. Opening the Tool:

- To open **MissingScriptChecker**, simply go to the Unity Editor's top menu bar and select **Tools > Missing Script Checker**. This will launch the tool in a separate window.

2. Scanning for Missing Scripts:

- Once the tool window is open, click the **Scan** button to start the process. The tool will scan the entire project, including Prefabs under the **Project Files** section, or selected scenes for objects with missing scripts. This may take some time depending on the size of your project.

3. Viewing Missing Scripts:

- After the scan is complete, the tool will display a list of all objects that are missing scripts. You can scroll through the list for easy access.

4. Fixing or Deleting Missing Scripts:

- For each object with a missing script, you have several options:
 - **Fix:** If you want to reassign the missing script, simply select the object and choose the correct script from your project.
 - **Delete:** If you no longer need the object, you can delete it by clicking the **Delete** button next to the object.

5. Advanced Options:

- You can enable or disable **advanced options** by clicking the toggle button at the top of the window. This will show additional settings like batch processing for missing scripts or custom actions based on your needs.

6. Saving Your Preferences:

- The tool saves your preferences automatically, so you won't have to reconfigure it each time you open it. This includes settings like your last scan options.

Shortcut to open the window :

Ctrl

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