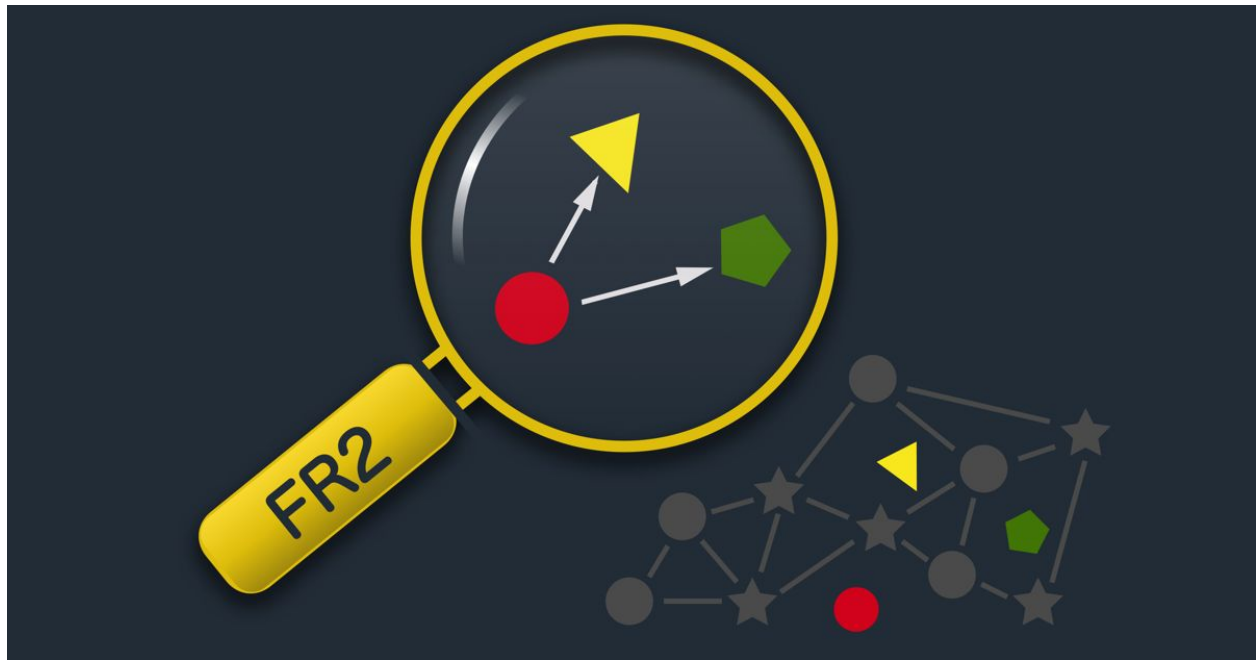


# Find Reference 2

Version 2.0 - Update 05.Nov.2018 - by Vietlabs



## Overview

Find reference 2 is a powerful tool to track all the references between your assets inside the whole project.

See exactly which assets being included in scenes, clearing redundant assets included in each scene, spot duplicated assets, replace prefab, materials, textures, shaders in 1-2 clicks are just some of FR2 features ...

Full C# source code, blazing fast, works with Unity 5.x, 2017.x and 2018.x

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## Features

- Usage count in project panel
- Select an asset in the Project Panel to immediately view
  - a. Its dependencies (assets being used by the selected ones - tab Use)
  - b. Where it's being used (both by Game Objects in opening scenes & by other Assets - tab Used By)
- Select a GameObject in the Hierarchy view to view
  - a. Its dependencies (both assets and Scene Game Objects)
  - b. Which Game Objects in the opening scenes are used it.
- Find all duplicated assets inside this project
- Merge all duplicate assets into one (replace references)
- Replace usage for multiple assets
- Find all assets that are not referenced by any other assets
- Powerful mark and commit selection feature
- Lock selection
- With extensive search, sort and filter support
- GUID tools

## Rating, Feedbacks and Support

**It's really really important to me to get another 5 stars rating.**

If you feel completely content with what the package provided please take some time to rate and leave a positive comment on the asset store page. This will not only help other people decide whether this package is good enough for their needs but also help the package to climb onto the top of the asset store. More positive ratings and comments also let me know that this tool really help you out so I tend to spend more time to get it updated with new features and bug fixes.

If you don't feel good with what the package provided, please help drop a line explain why and what you expected. I will do whatever I can to get another 5 star rating from you so use your right, request for new features !

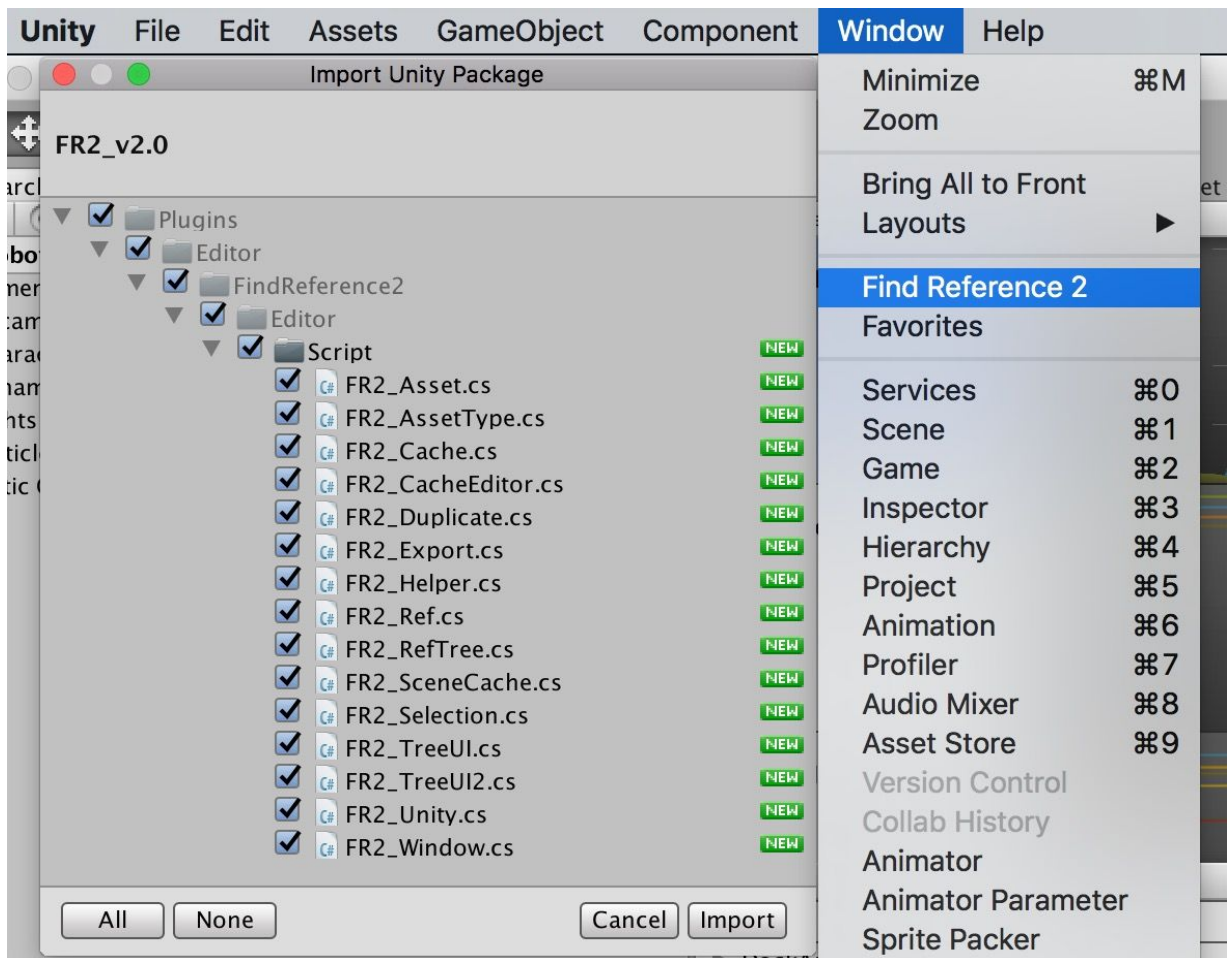
Any feedbacks from you is really really count so please, don't hesitate to contact for support whenever you see something that is not to your will !

Thanks a lot for supporting me by buying this package. I really hope that you enjoy using it as much as we do while developing it.

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## Getting started

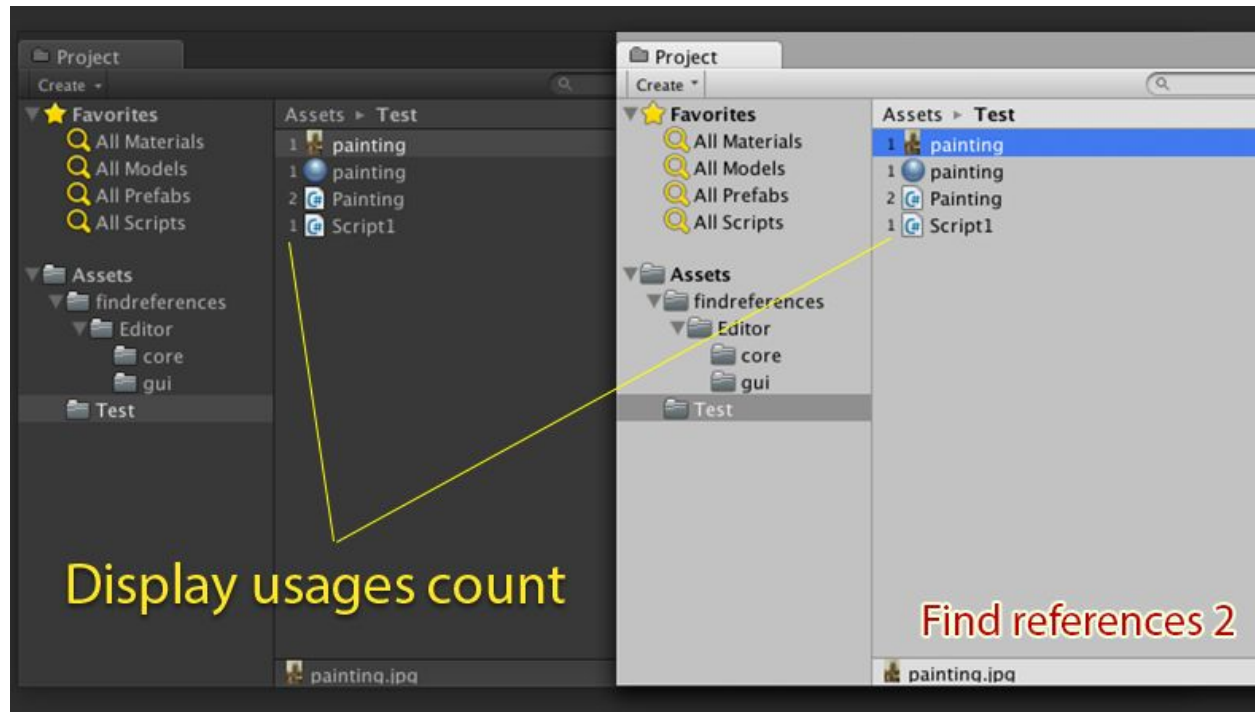
1. Import the package
2. Wait until script compile finish, check and make sure that there are no compiler errors
3. Open FR2 panel from **Windows > Find Reference 2**



**Notes:** If you are trying to upgrade FR2 please delete the old FindReference2 folder first!

## Usage count

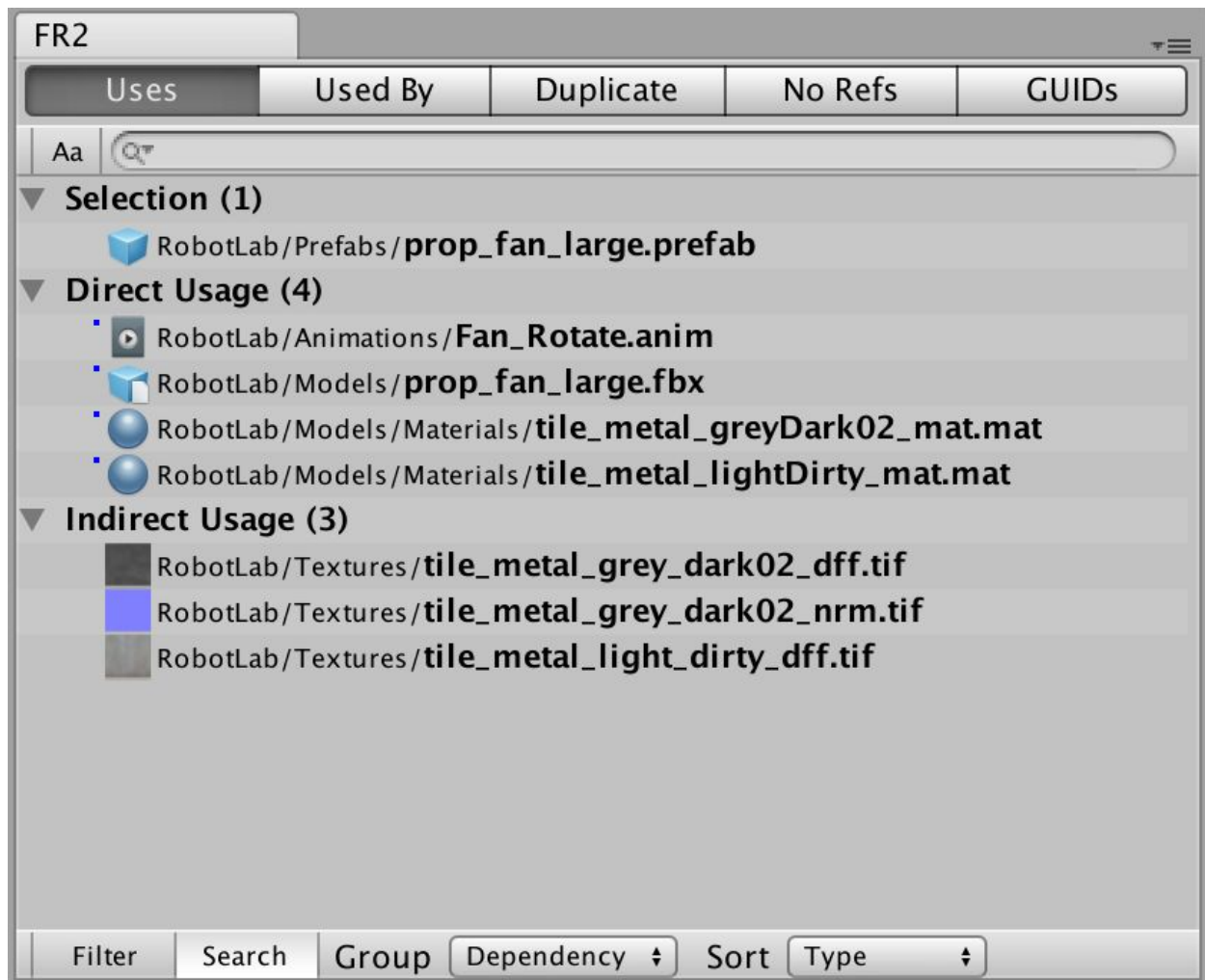
When FR2 finished scanning the project, the number of times an asset being used by other assets will be displayed on the left, this helps you quickly recognize how many times an asset is being used or if it's not being used at all.



## Uses - Listing selected assets' dependencies

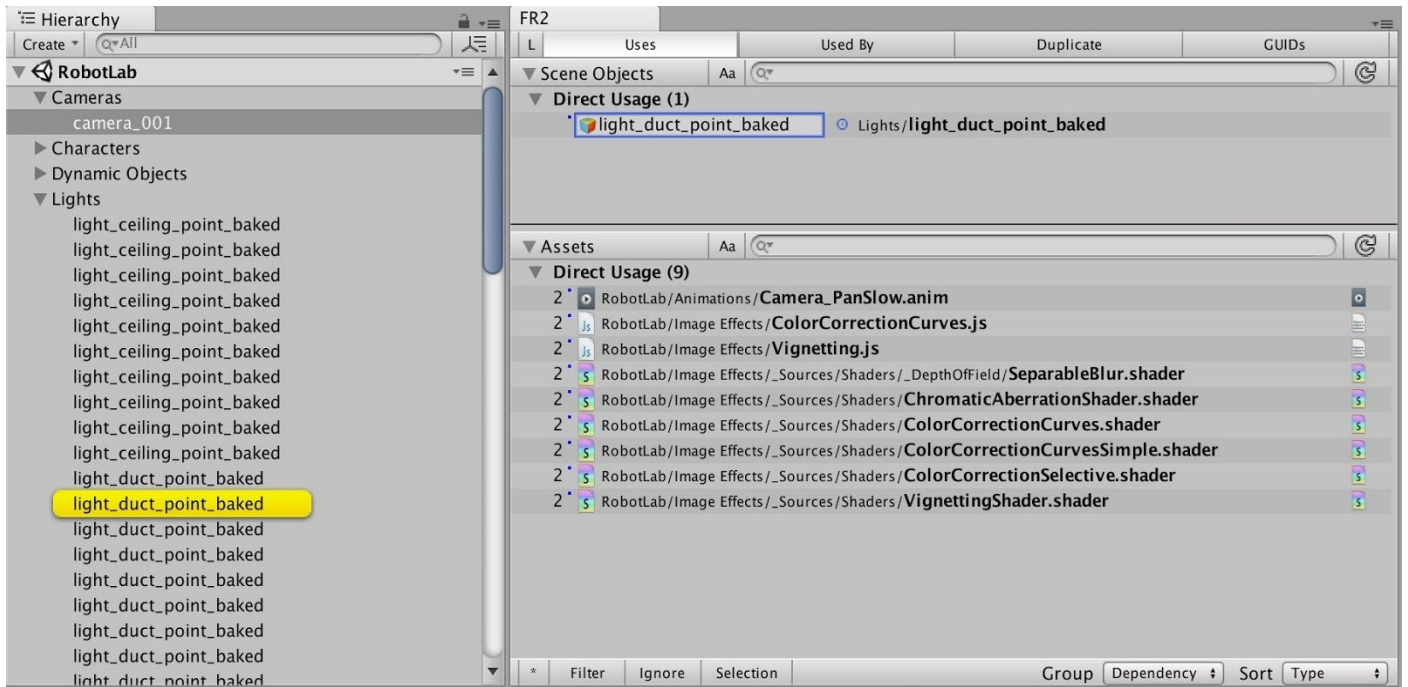
Default Grouping mode **Dependency** separated Assets by

- Selection
- Direct Usage (referenced directly by assets in Selection)
- InDirect Usage (referenced by assets in Direct Usage)



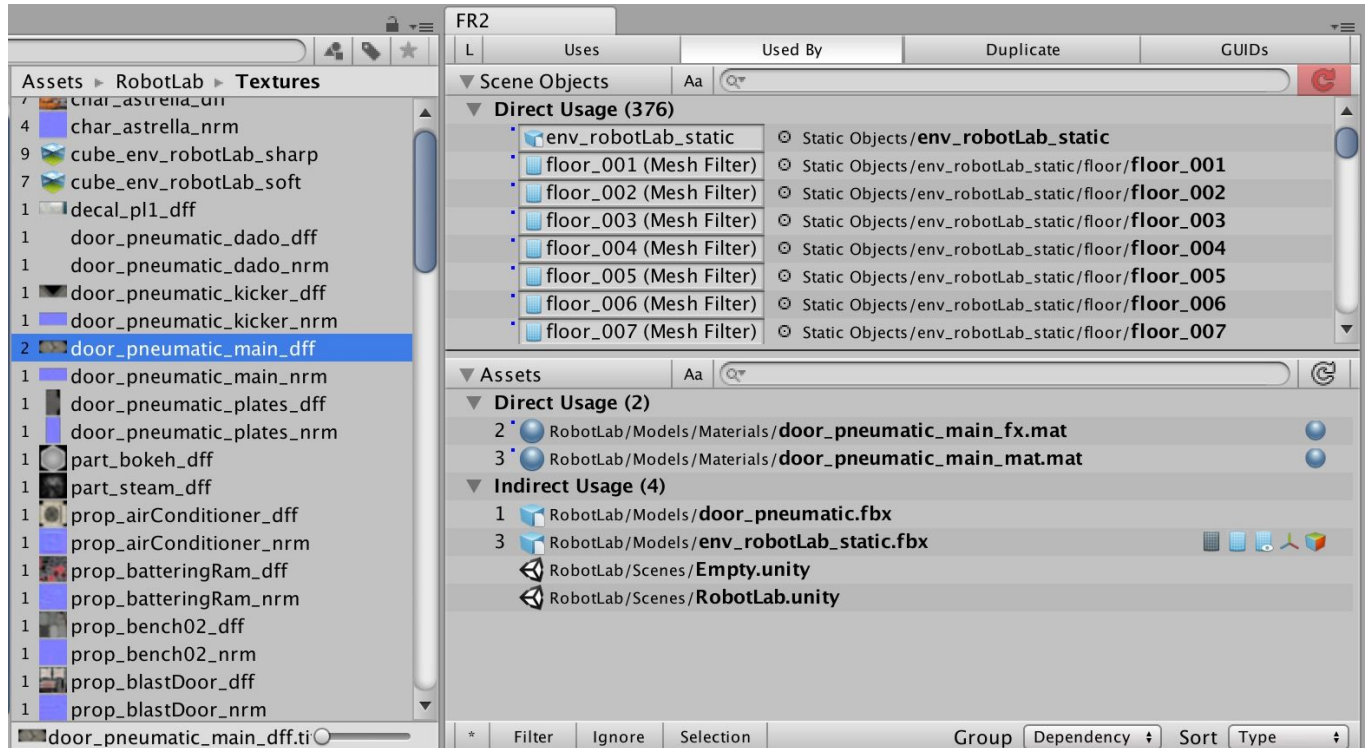
## Uses - Listing selected Scene Objects' dependencies

Uses not only works when you select an asset, it also works when you select scene objects. All the assets and Game Object being referenced by selected GameObject are shown!



## Used by - Find all references to an asset

Showing references from Scene Objects and Assets to the selected ones. If you've ever wished **"Find References in Scene"** work correctly then look no more!

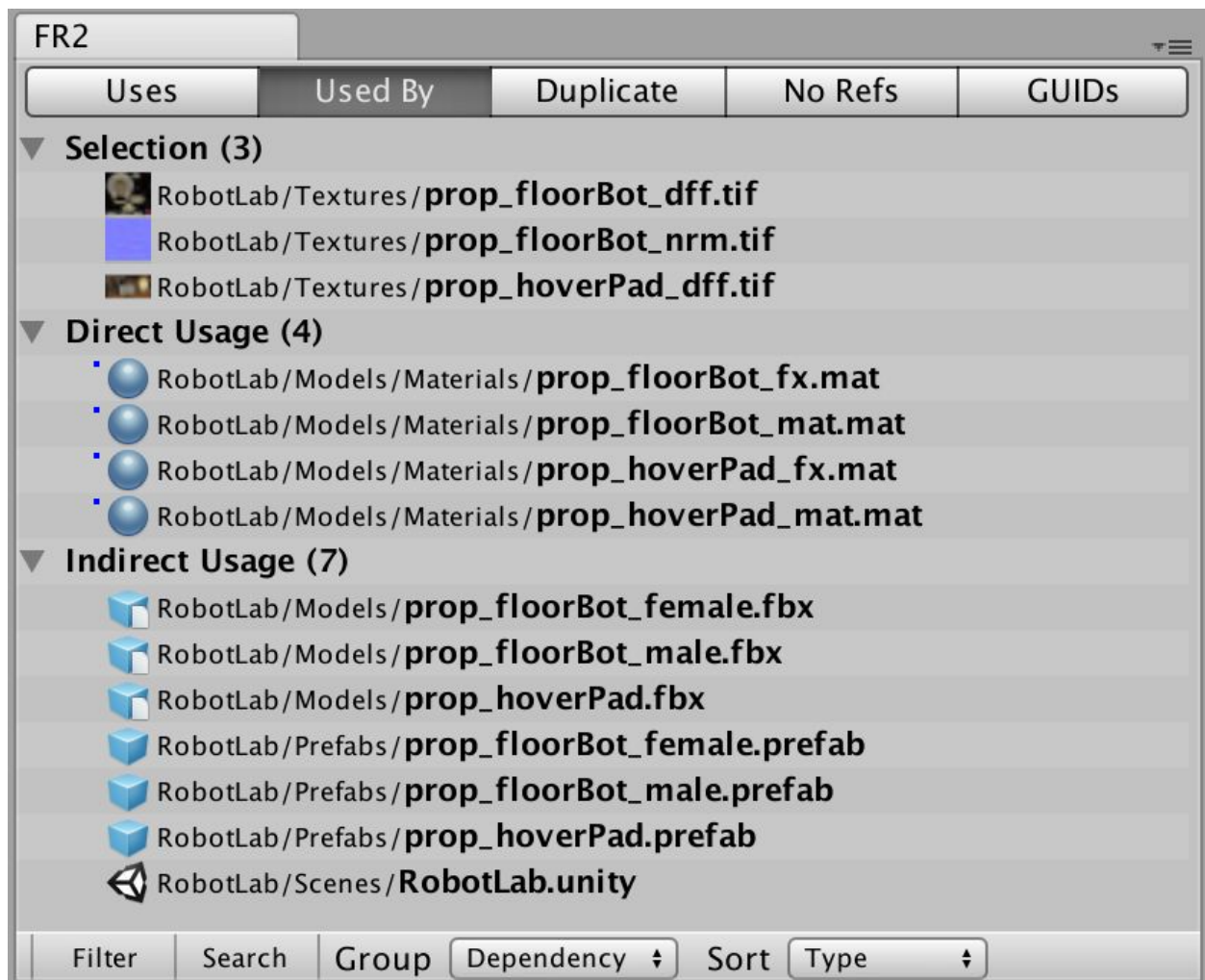




## Used by - Find all assets that has reference to me

Default Grouping mode **Dependency** separated Assets by

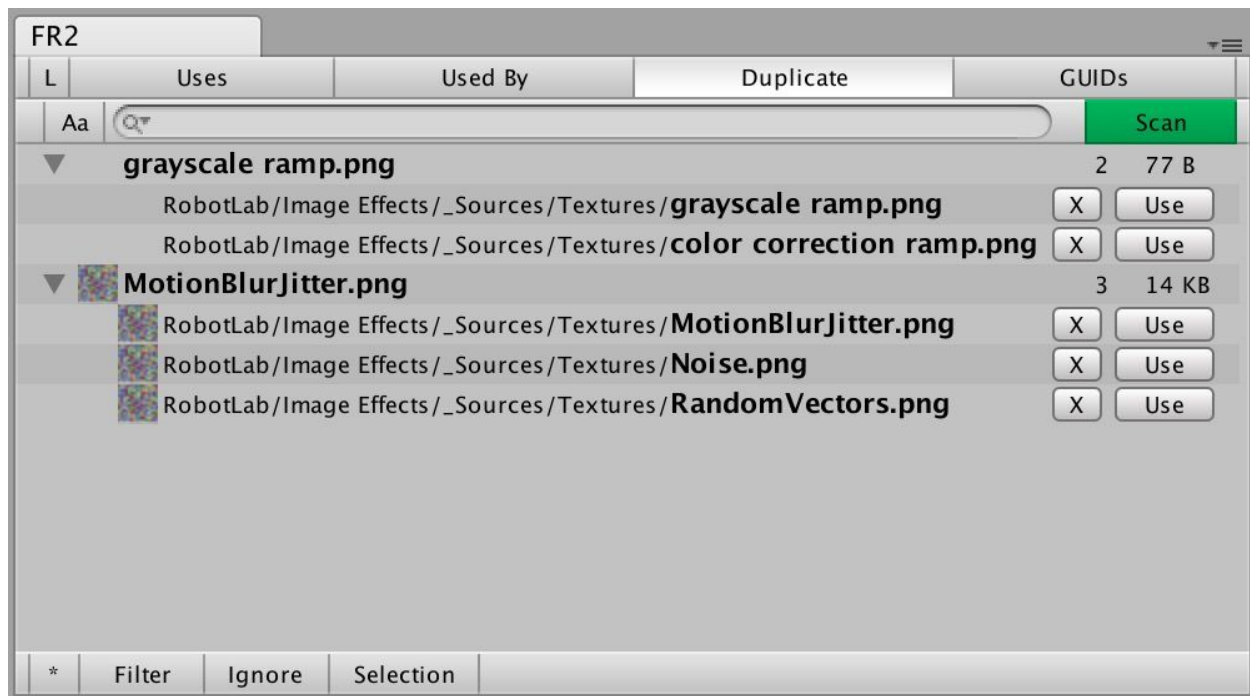
- Selection
- Direct Usage (assets that referenced to assets in **Selection** directly)
- InDirect Usage (assets that referenced assets in **Direct Usage**)



## Duplicate

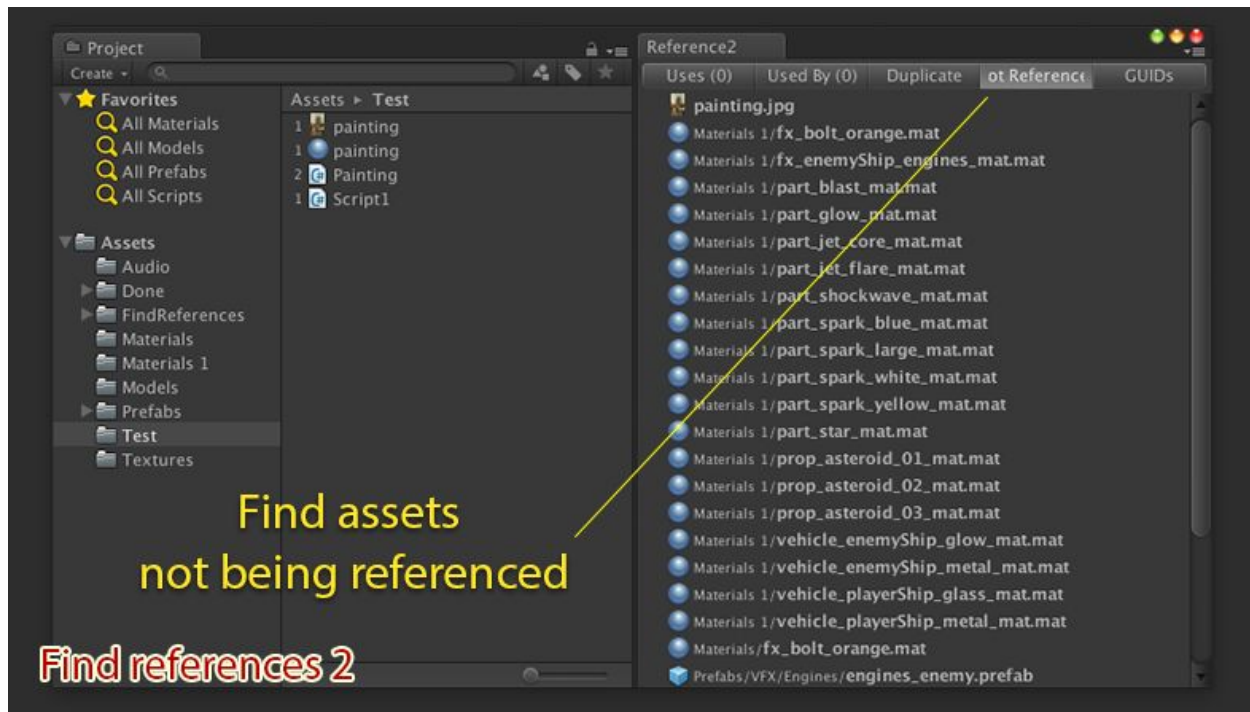
Now require you to hit “**Scan**” to actually start scanning, it’s quite fast so no worry. You now have an option to join all the usage to an asset then remove other unused ones, try it out! But make sure you backup everything, it’s a one way trip.

Sounds dangerous but once you get used to the replace usage function, you can’t live without it! A very powerful tool for any aged project!



## No References

We decided to temporarily remove this tab for a refactor / redesign, it will absolutely come back in a better shape in v2.1

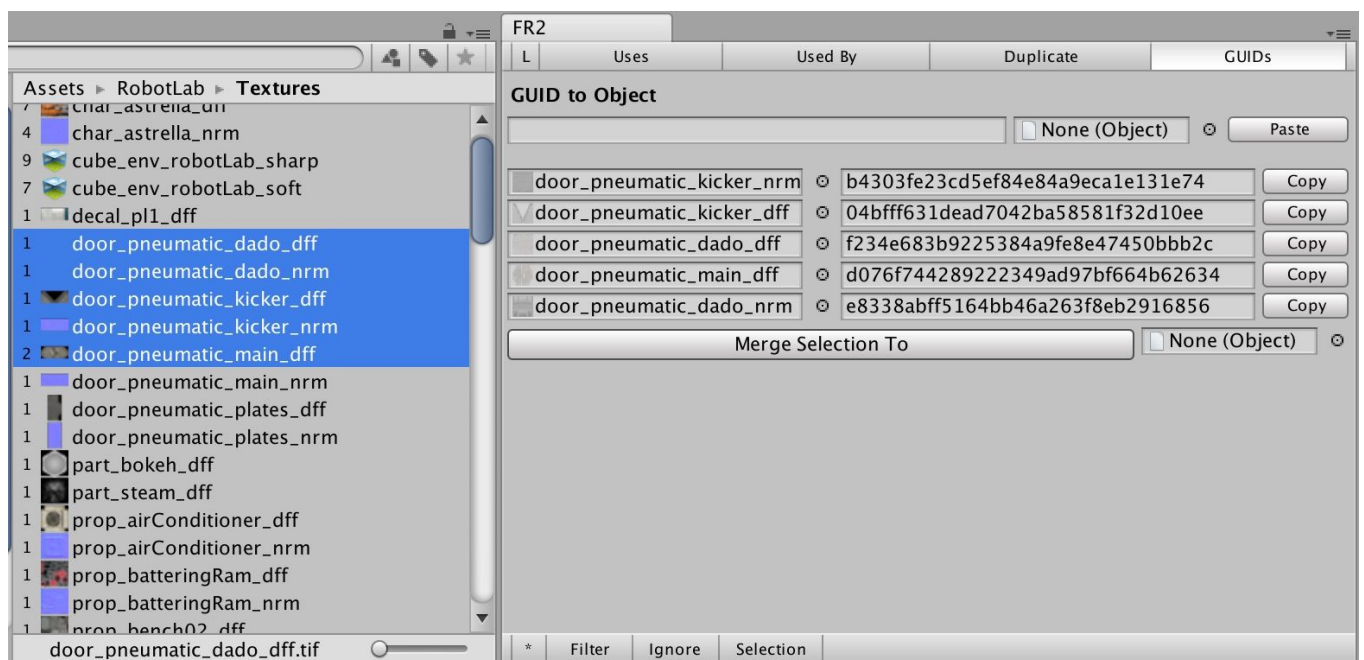


## GUID Tools

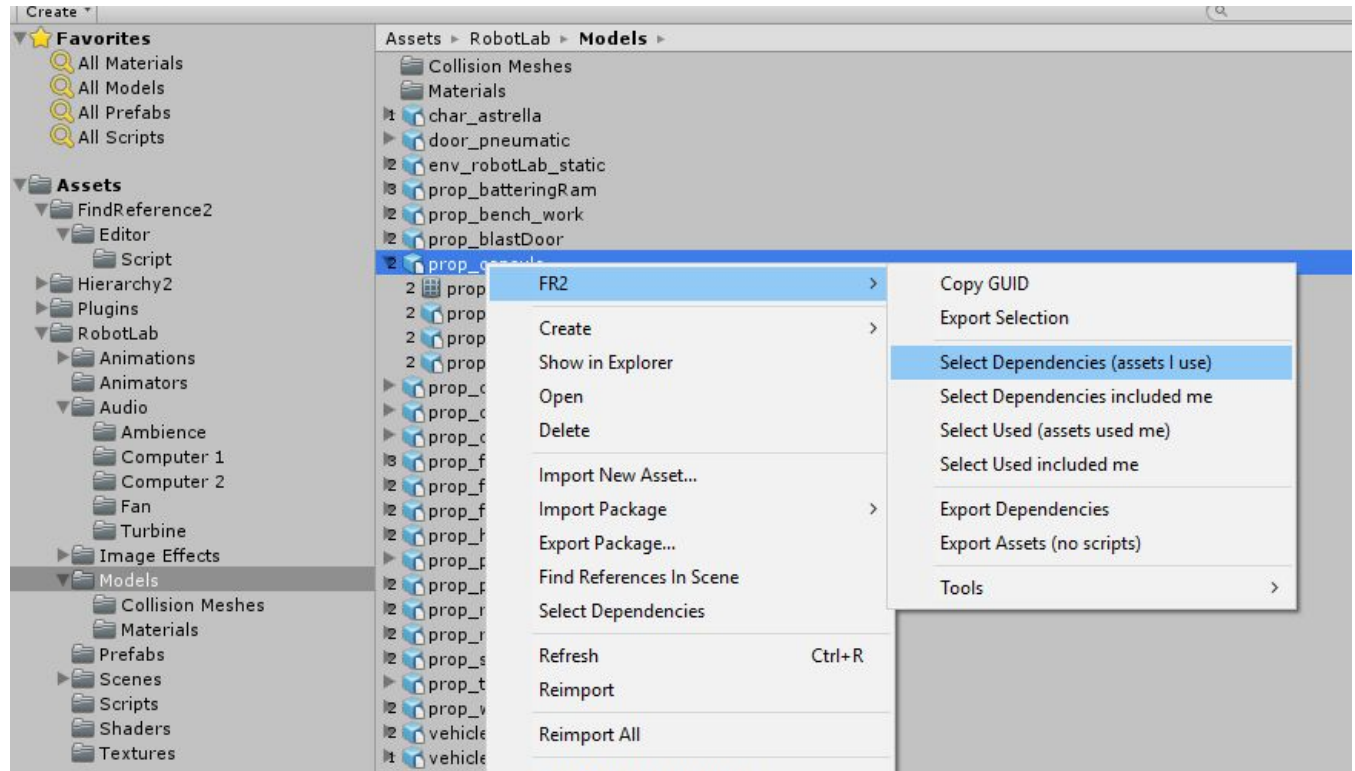
Select an object to get its GUID or vice versa

Not enough? We have the merge GUID function working! Beware that this is a powerful but dangerous function, don't use if you don't really understand what it does internally!

There are no type-checking and no undo option so don't use if you don't really understand how powerful and dangerous it is!



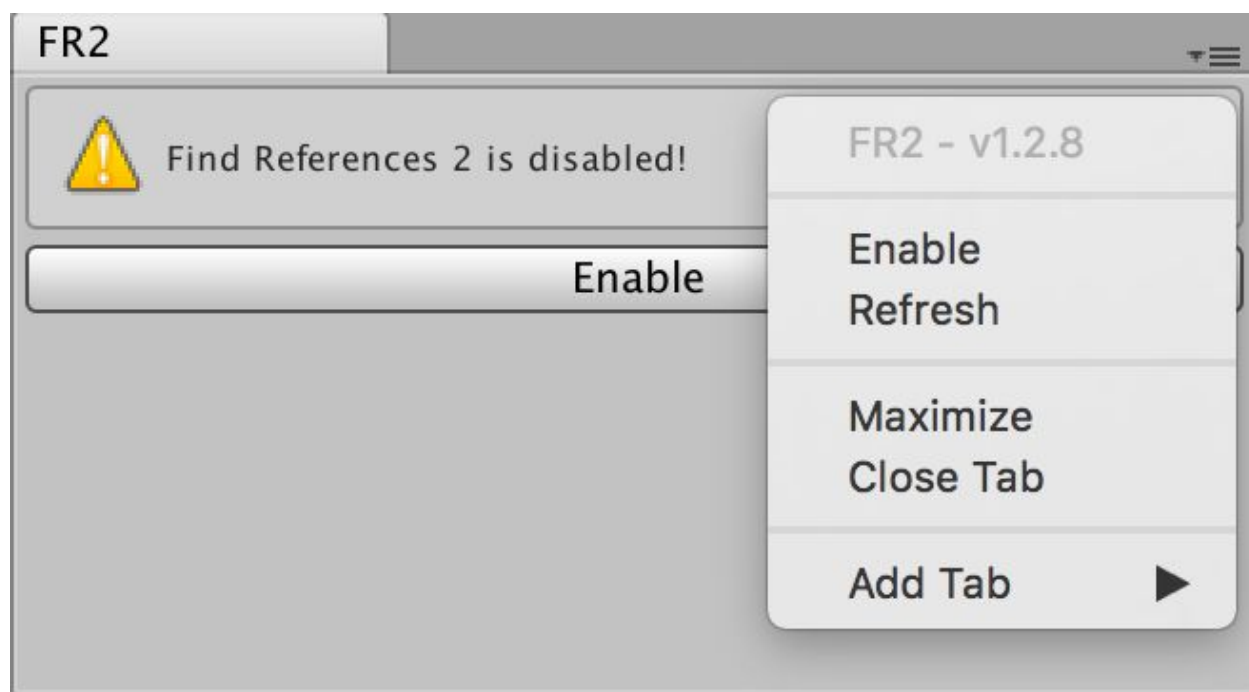
## Select Dependencies and Custom Export Package



## Temporarily Disable Find Reference 2

When you don't want to searching for references between assets, there's no reason to keep running and monitoring file changes, you can just turn FR2 off.

This will not clear the cache so don't worry!



## Manual Refresh

Find reference 2 will automatically refresh when asset changes. In some cases, Unity Asset Importer sometimes get broken and the callbacks FR2 relied on will not be triggered. If you notice that FR2 does not show the usage count in front of assets or the icon of selected asset is not showing, it's quite possibly that FR2 need a manual refresh.

A manual refresh will cause no harm and quite fast so whenever you are in doubt, do a manual refresh by click on the top-right corner of FR2 Window and select Refresh !

