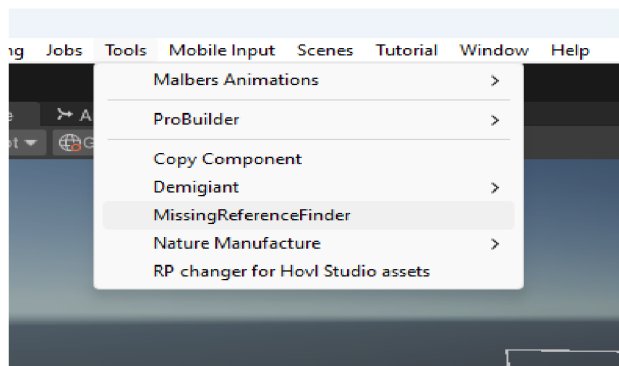# MissingReferenceFinder

Installation:

- Import the MissingReferenceFinder package into your Unity project.
- Ensure that the package is properly imported and the required scripts are included.

Accessing the Tool:

- Open the Unity Editor.
- Navigate to the "Tools" menu.
- Click on "MissingReferenceFinder" to open the tool's window.

Search Options:

- Asset Folder Search:
    - Click on the "SearchAssetFolder" button to search for missing references in the asset folder.
    - This will scan all prefabs and assets within the project's asset folder.
- Current Scene Search:
    - Click on the "SearchCurrentScene" button to search for missing references in the current scene.
    - This will scan all game objects in the scene hierarchy.
- Selected Object Search:
    - Select a game object in the scene hierarchy.

○ Click on the "SearchSelectedObject" button to search for missing references in the selected object and its children.
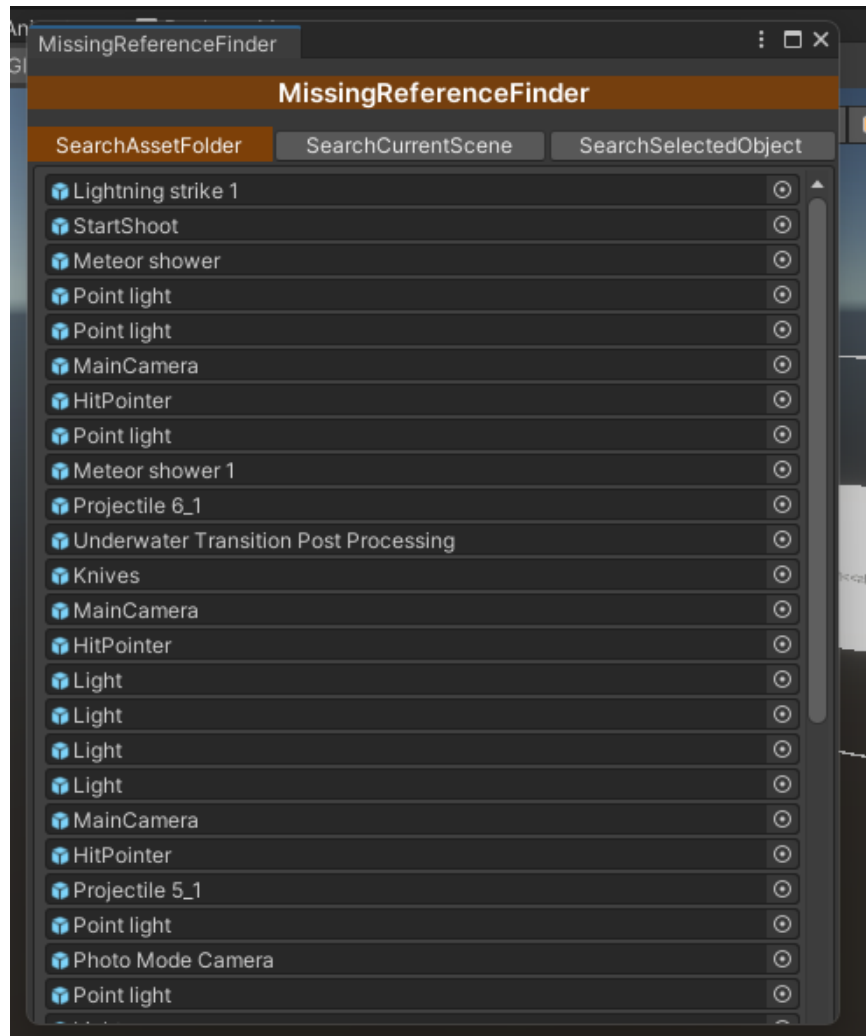
Viewing Results:

- The search results will be displayed in a scrollable list.
- Each result will show the game object with the missing reference.
- Clicking on an object in the list will highlight it in the Unity Editor.