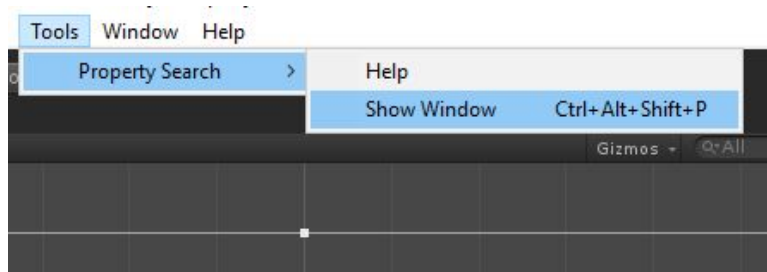


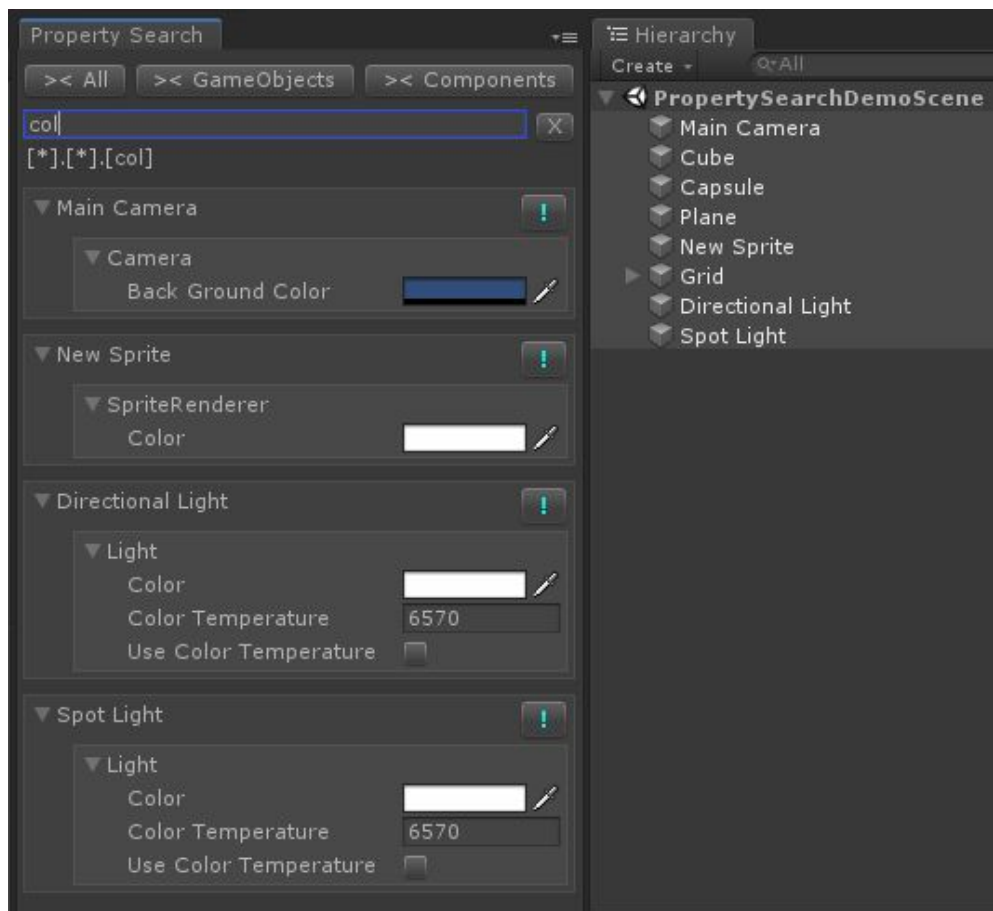
Property Search

Property search is a plugin that helps you filter out fields and/or properties from objects in the scene by name or type.

Simply:

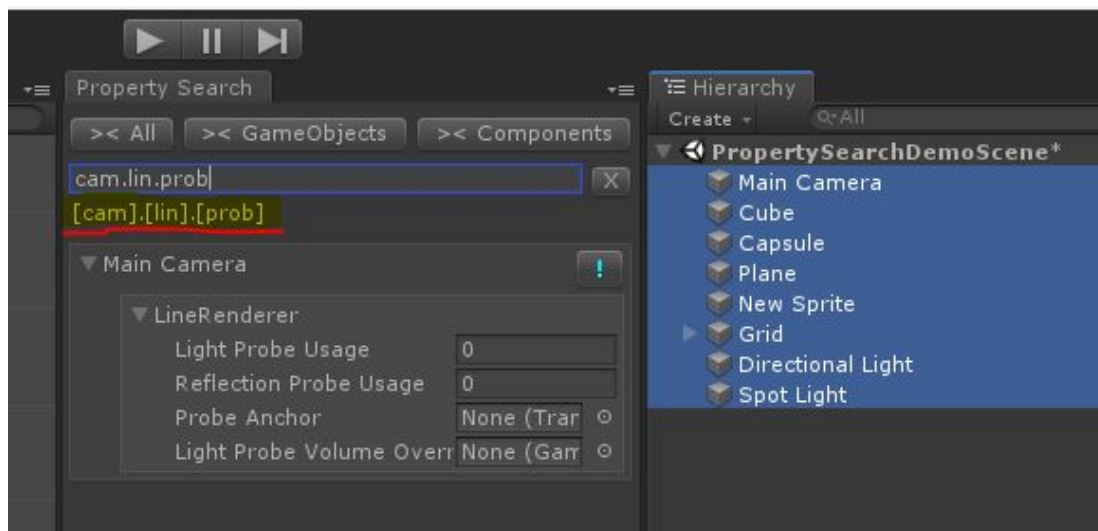


1. Open Property Search Window and dock it somewhere
2. Select GameObjects
3. Type in the filter text box your query
4. The results will show in the same window below the filter query

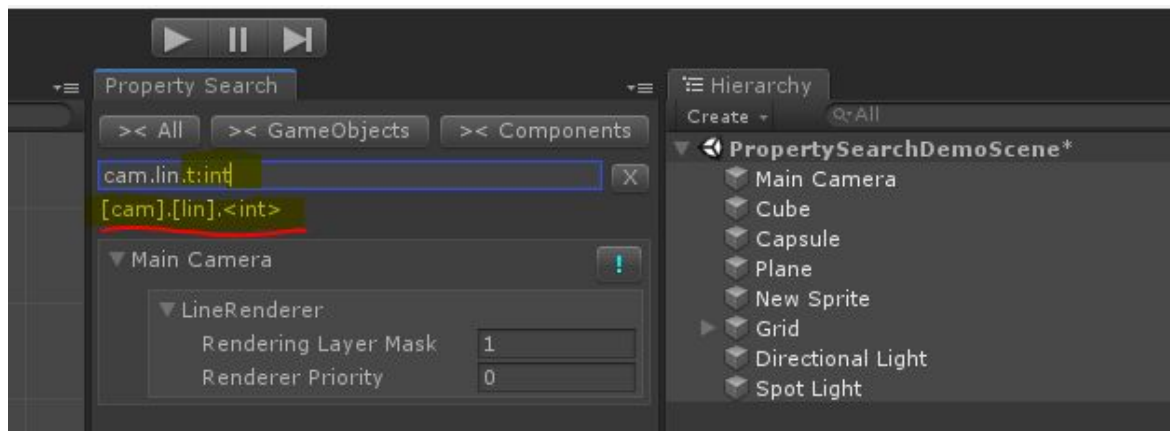


- All searches are str.contains
- Simply start typing to search
- Typing a dot('.') in the search string sets a context search
 - tra.pos => searches for a component that contains 'tra' and a property that contains 'pos' in their names
 - cub.tra.pos => does the above but also searches 'cub' in the gameObject name
- Typing 't:<TYPE>' would search in the type of the property instead of the name
 - t:int would search properties of type 'Int'
 - t:float would search properties of type 'float'
- You can mix the search parameters
 - cub.tra.t:int would search GameObject 'cub' Component 'tra' and properties in these that are int
 - [Cube.Transform.{t:int}]
- Press the [!] button to Highlight ping the GameObject in the Hierarchy

The Label indicates the Context of filtering and its query



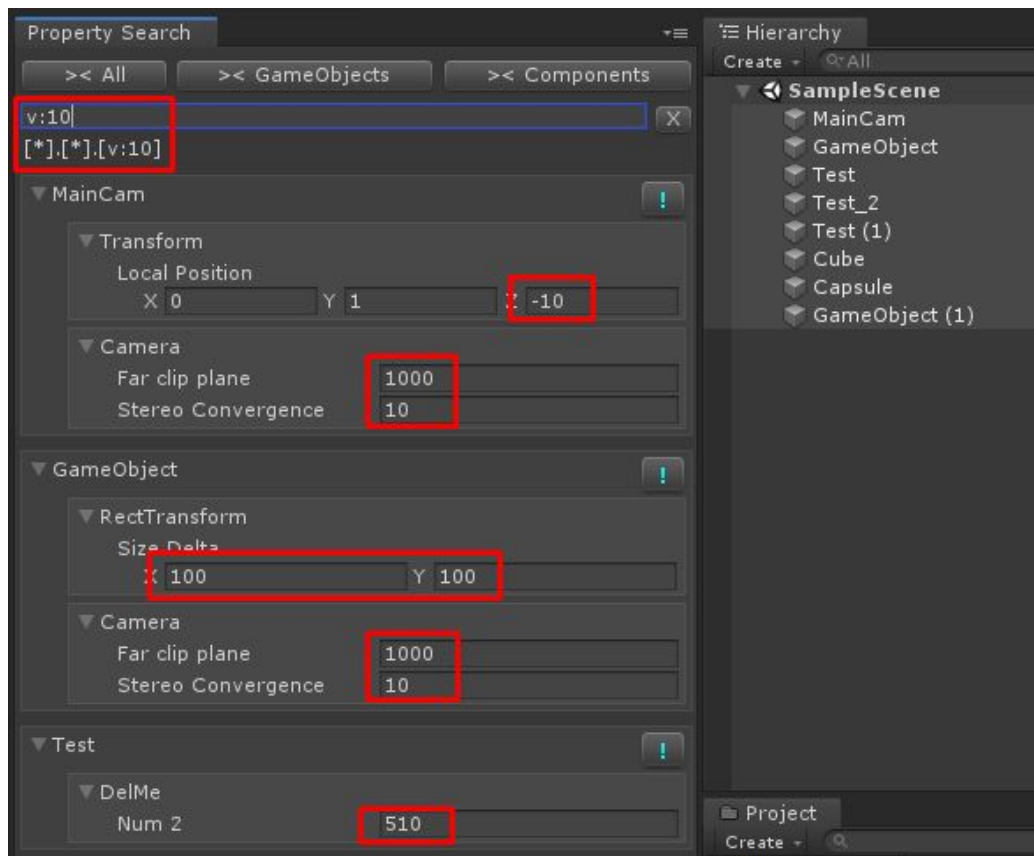
[GameObject].[Component].[Field] ~ By Name or By Type (t:<T>)

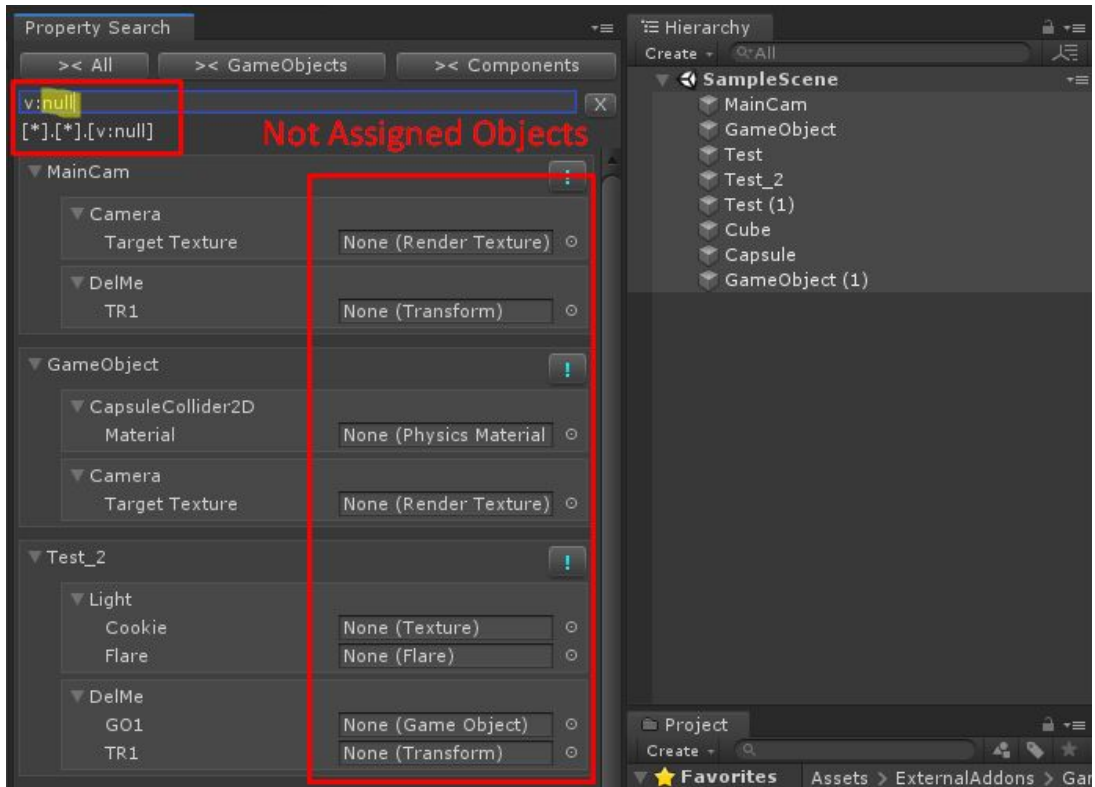
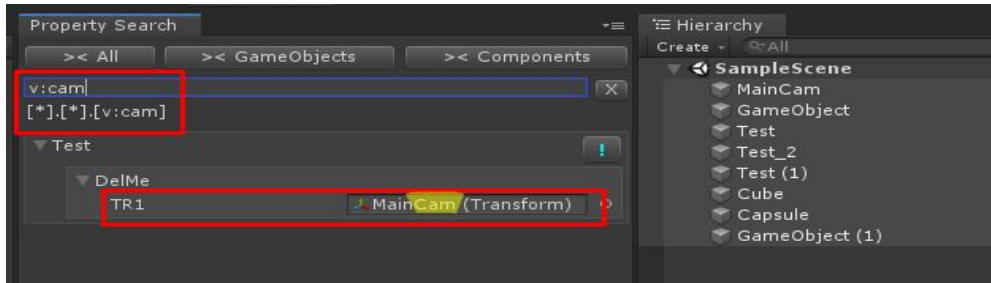


Context changes can be made by typing a '.' (Dot)
t:int will filter fields of type int

For a detail video on the usage of this asset please check our Intro video
<https://www.youtube.com/watch?v=f97biQzrjJI>

Now you can filter by value, simply type v:(value to search for)
This will filter either by the value of the field/property or the appointed asset name.





You can also filter null values!

This will filter all missing asset references.

