



Assetinator


Assetinator helps you clean up your project, by parsing the build log information in Unity's Editor.log and listing all unused assets.

First Steps

1. To start *Assetinator* go to “Window → Assetinator” or use the shortcut `CTRL+ALT+A` (on Windows) or `CMD+ALT+A` (on Mac).
2. Attach the *Assetinator window* to a panel in your Unity Editor.
3. Open the Build Settings, e.g. by clicking the *Build Project* button, and make sure **all** scenes are selected.
4. Build your project. After the build has finished, *Assetinator* automatically evaluates your build log.
5. Choose the *Unused* view (see below) to see a list of all unused assets and empty folders.
6. Collapse or expand the list by clicking the *Collapse* () or *Expand* () buttons.
7. Analyze the unused assets, e.g. delete the unneeded or ignore the justified ones.

The *Unused* View

The *Unused* view shows all unused assets you want to take care of.

- If you want to ignore an asset, because you don't want to deal with it at the moment or it has a good reason to be listed as unused, you can put it on the *Ignored* view by clicking on the *Ignore* button ().

Possible examples for assets you may want to ignore are:

- assets that are work in progress
- documentation files
- shader includes

The *Ignore* button appears on mouse over for each asset.

- Asset ignores are saved e.g. when your scenes in Unity are saved.

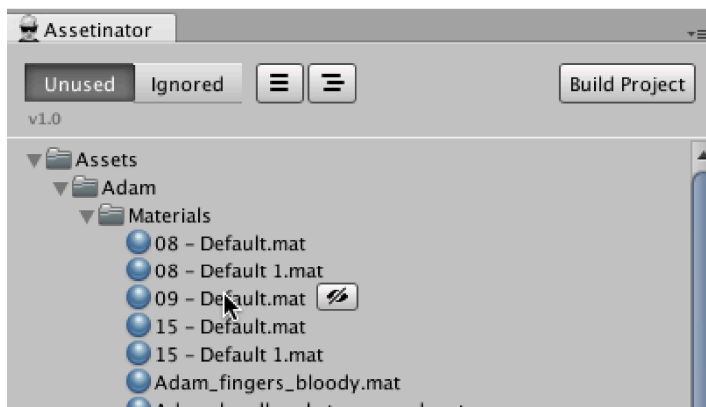



Illustration 1: Unused view with Ignore button

The *Ignored* View

The *Ignored* view shows all unused assets you chose manually to ignore.

- Ignored assets are written in gray.
- Folder names that are **not** written in gray are not on your *Ignore* list themselves, but they contain ignored items. If you decide to completely ignore such a folder, you can easily put it on the *Ignored* view by clicking on the *Ignore* button next to it.
- Changes in the *Ignored* view are saved, e.g. when your scenes in unity are saved.
- If you don't want an asset to be ignored any longer you can unignore it, by clicking on the *Unignore* button (), which appears on mouse over for each asset. The asset then reappears on the *Unused* view.

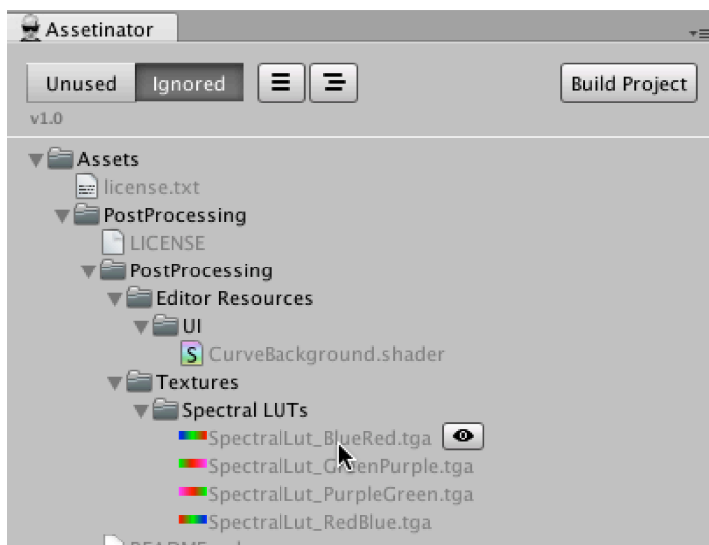

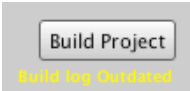


Illustration 2: Ignored view with Unignore button

The Views In General

- Choose a view, by clicking on *Unused* or *Ignored* in the *View Selector*.
- The assets are organized just as in Unity's Project window.
- Click on an asset to select it in the Project window, where you can inspect or delete it.
- If you delete an asset it automatically gets removed from any *Assetinator* view.
- After you delete all unused or ignored assets from a folder, the folder itself disappears from the current View. If it doesn't, it is completely empty and can be deleted safely.
- If you add, move or rename one or more assets since you made the last build, the *Build Log Outdated* label shows up. A fresh build is needed for *Assetinator* to evaluate these files.
- Right-click on an asset to either
 - Show the asset in your file system.
 - Copy the asset's relative path.
 - Move the asset to trash (only available for assets at the lowermost level of the asset tree, at the moment).

Working With Version Control

You have some assets not used directly in the project (yet), but don't want them to bother your teammates? *Assetinator* is built to share the information of the *Ignored* view via version control systems. Furthermore it keeps temporary information separately, so you won't have session dependent changes in your shared data:

- *Assetinator* creates its settings dynamically on first startup and saves them every time Unity is serializing, e.g. when you save one of your scenes.
- Ignored assets are saved in
`Assetinator/Editor/Settings/MainSettings.asset`
Put this under version control to share it with your team.
- Temporary data is contained in
`Assetinator/Editor/Settings/TempSettings.asset`
Exclude this file from version control.

What does *Assetinator* evaluate?

- *Assetinator* evaluates, if an asset is used or unused by parsing the build log of your latest build. Make sure all your scenes are selected in the Build Settings to get a proper evaluation. Keep in mind that - like the build itself - the evaluation result depends on the selected target platform.
- *Assetinator* also considers the Icon section of the Player Settings.
- *Assetinator* also considers itself, so if you rename the *Assetinator* folder, it's going to report some of its own files.
- *Assetinator* does not evaluate the following files and folders:

Type	Reason
Assetinator	<i>Assetinator</i> doesn't report its own files.
Assets/Editor Default Resources Editor Gizmos Hidden Assets <ul style="list-style-type: none">• Hidden folders.• Files and folders which start with '.'• Files and folders which end with '~'• Files and folders named <code>cvs</code>• Files with the extension <code>.tmp</code> see Unity Manual: Hidden Assets	Not included in the build.
.unity Plugins StreamingAssets Resources	Always contained in Unity's Editor.log and always included in the build.
.prefab Assets/WebGLTemplates Assets/WebPlayerTemplates	Not contained in Unity's Editor.log

Support

For any questions and feedback please contact us at assets@spin.de.