

Find Reference 2

Version 2.5.11 - Updated on 05 Dec 2024 - by Vietlabs



Overview

Welcome to **Find Reference 2 (FR2)**, the ultimate tool for cleaning up your Unity projects, optimizing build sizes, and improving modularity.

Find Reference 2 offers a clear view of both direct and indirect asset dependencies, helps you see exactly which assets are included in each scene, prefab or asset bundle, merge duplicate assets and even instantly replace materials, textures or shaders...

Full C# source code, blazing fast, works with **2019.x, 2020.x, 2021.x, 2022.x and Unity6**

[Intro Video](#) | [Direct Email](#) | [Buy on Asset Store](#) | [Forum](#) | [Documentation](#)



Feature

- Usage count for every asset in project panel
- Asset forward and backward dependencies (Uses & Used by)
- Scene Object Usage (both by assets and by other Scene Objects)
- Find & merge all duplicate assets (replace references)
- 1-click to remove all unused assets
- Support all types of assets and dependencies including scene, prefab, material, terrain, model, animation, textures, sprites, shader, scriptable object, sprite atlas, ...
- Support all types of subsystems Unity has to offer: Addressable, Shader Graph, UI Toolkit, Terrain, IMGUI, uGUI, ...

Rating, Feedback and Support

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

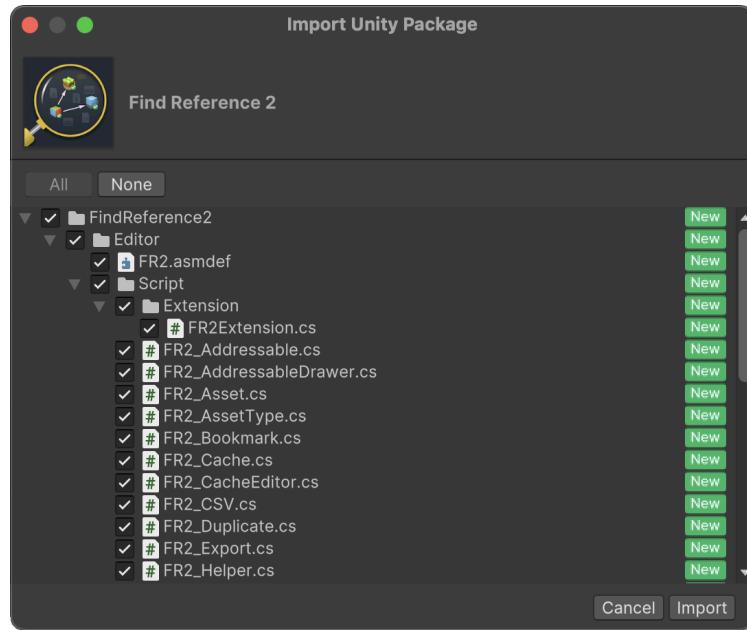
If you're happy with what the package offers, it would mean the world to me if you could take a moment to leave a positive rating and a comment on the Asset Store page. Your feedback not only helps others decide if this package is the right fit for them but also gives the tool more visibility, helping it reach more developers like you. It also lets me know the tool is making a difference, inspiring me to dedicate more time to adding features and fixing bugs.

If the package didn't meet your expectations, I'd love to hear why. Your input helps me improve, and I'm committed to doing everything I can to make it better for you—even adding new features or tweaks based on your suggestions. Your voice truly matters!

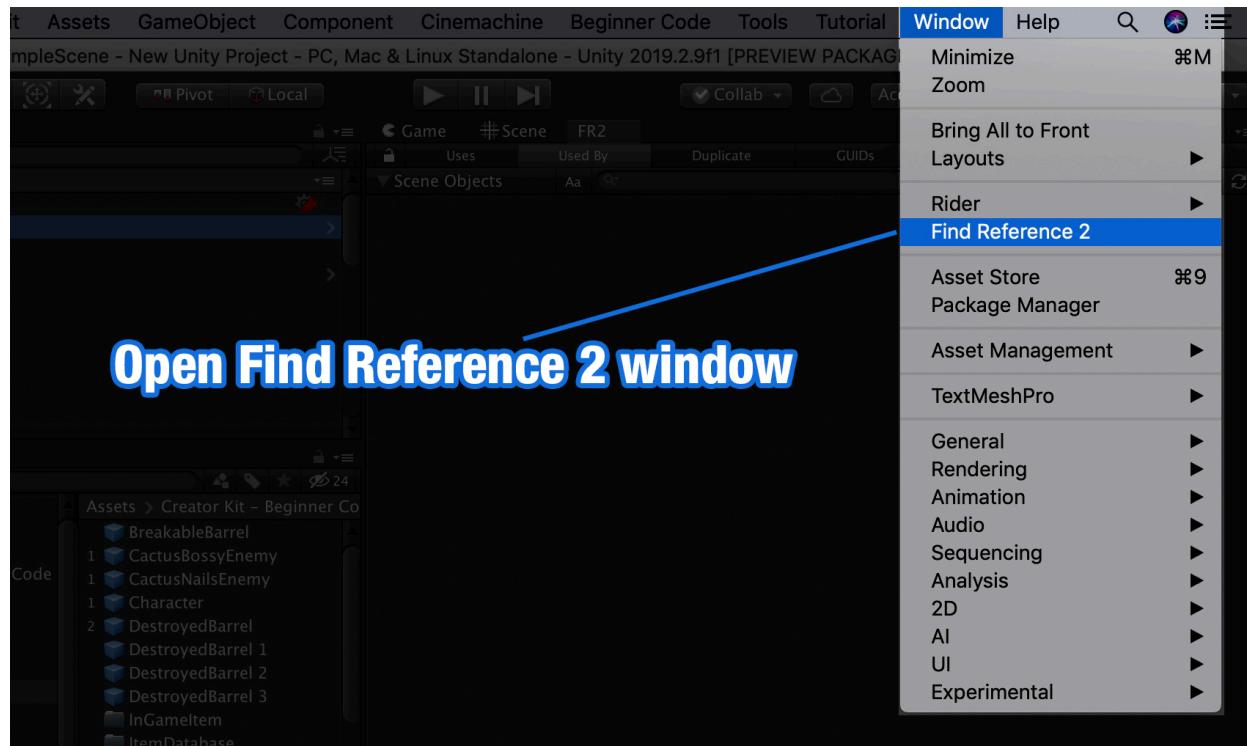
Don't hesitate to reach out if you have any questions, concerns, or ideas. I'm here to help. Thank you so much for supporting this package—I hope you enjoy using it as much as I enjoyed creating it!

Getting Start

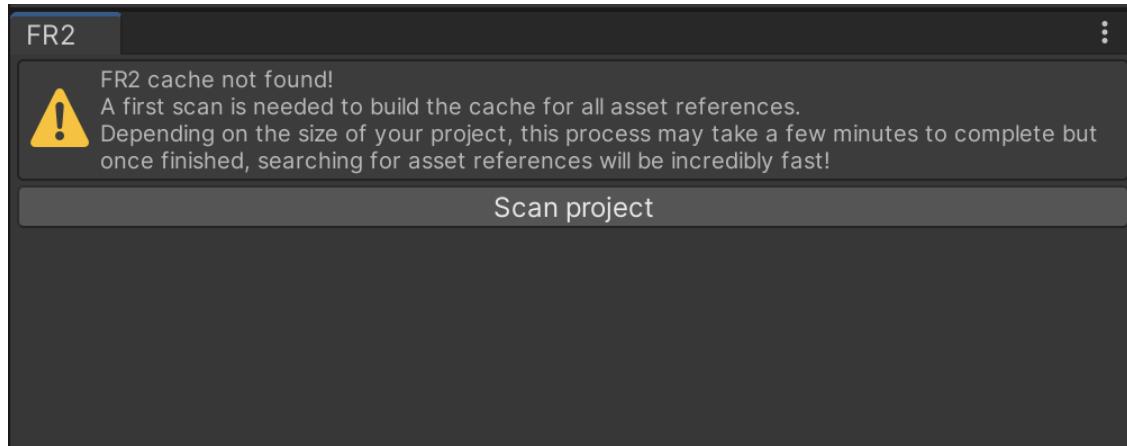
1. Import the package & wait until Unity finish compiling



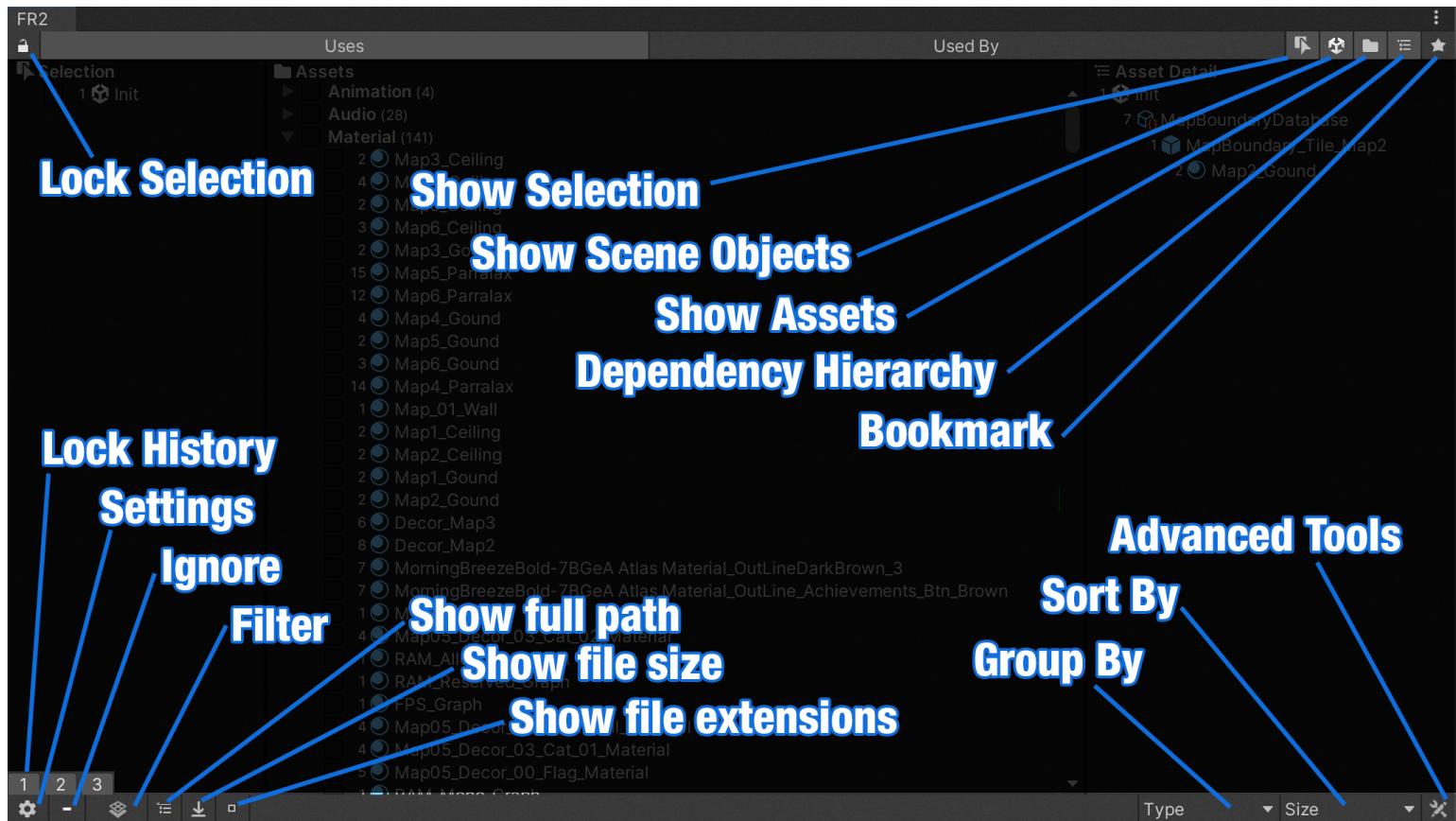
2. Open FR2 panel from **Windows > Find Reference 2**



3. Hit <Scan project> button in FR2 panel

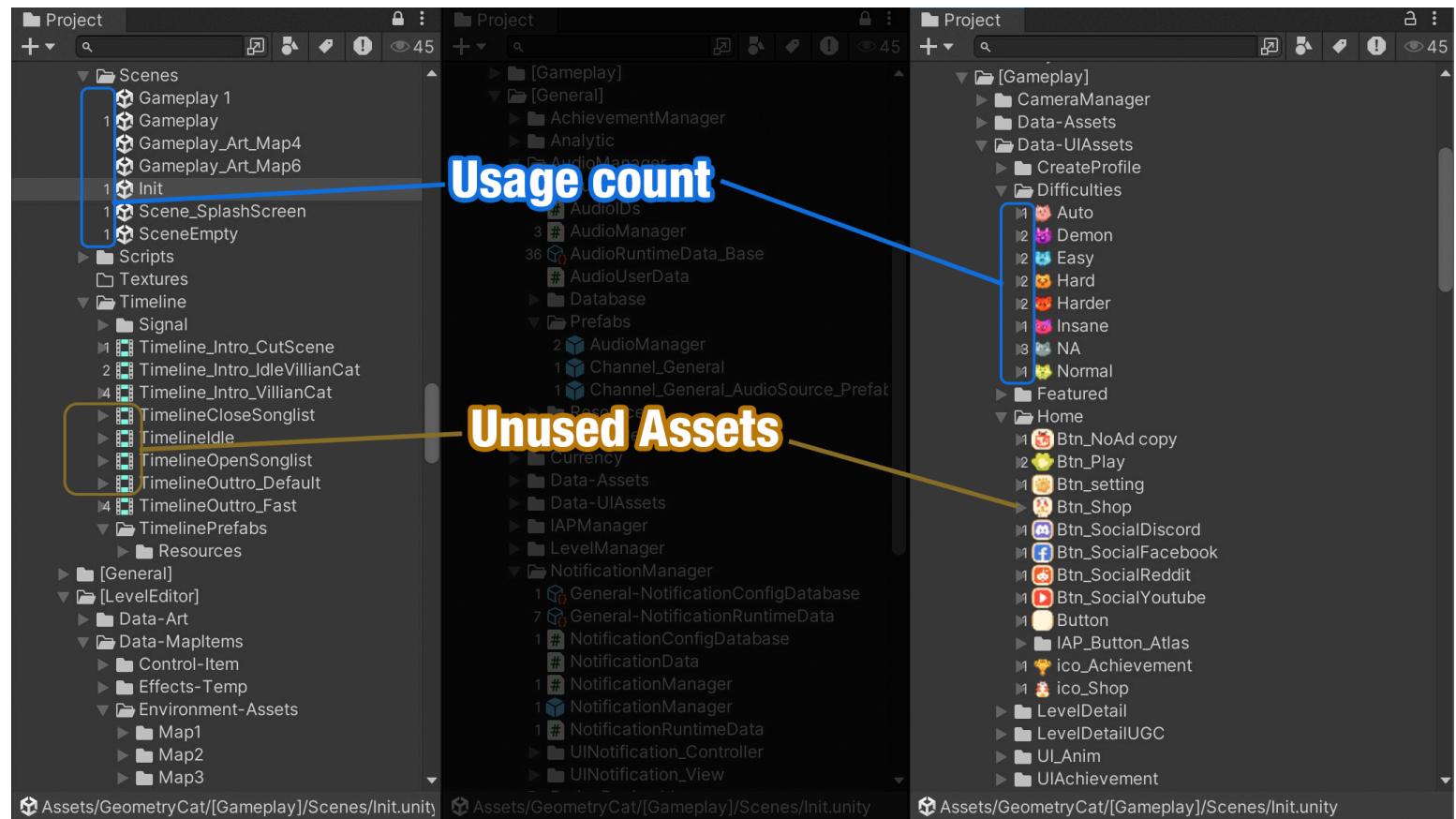


Basic Navigation



Usage count

- When FR2 is ready, the usage count will appear next to each asset in the Project panel
- This number indicates how many times the asset is referenced by other assets, helping you quickly identify frequently used resources.
- Any asset without a number in front of it is not referenced / not used by any other asset

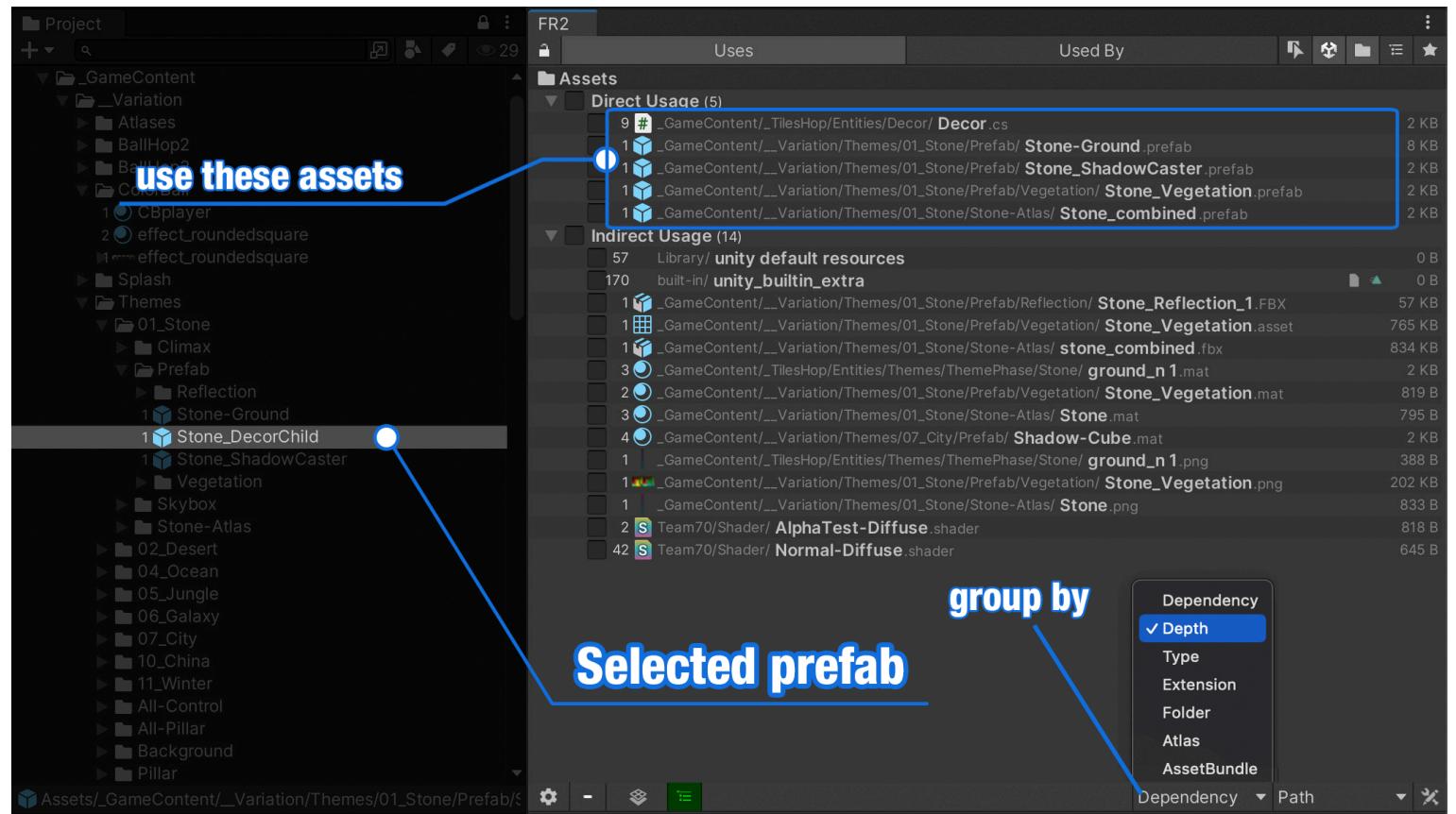


Uses - Listing selected assets' dependencies

Default Grouping mode **Dependency** separates Assets by

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

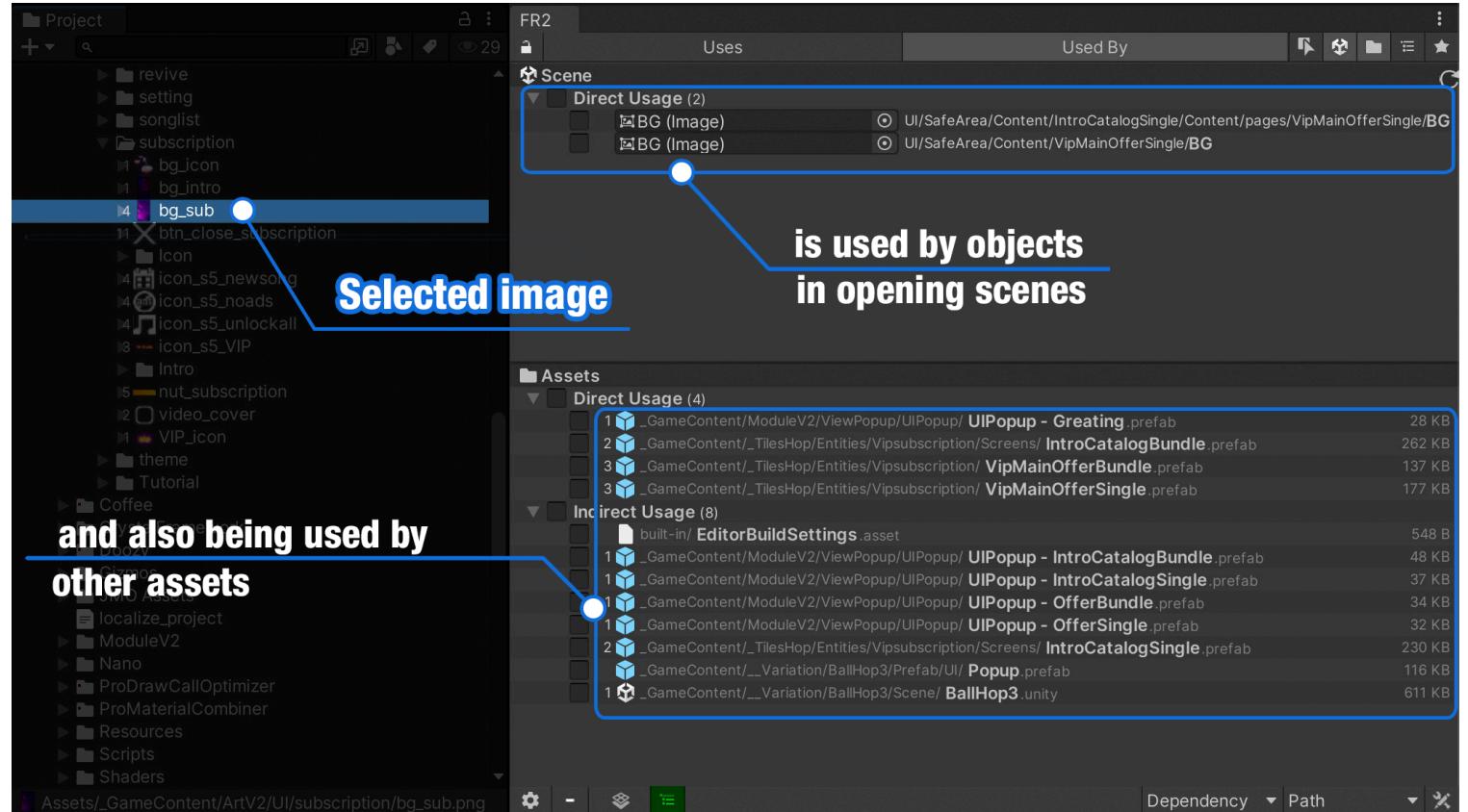
Uses not only works when you select an asset, it also works when you select scene objects or prefabs. All the assets being used / referenced by the selected GameObject are shown!



Used by - Find all assets that has reference to me

Default Grouping mode **Dependency** separated Assets by

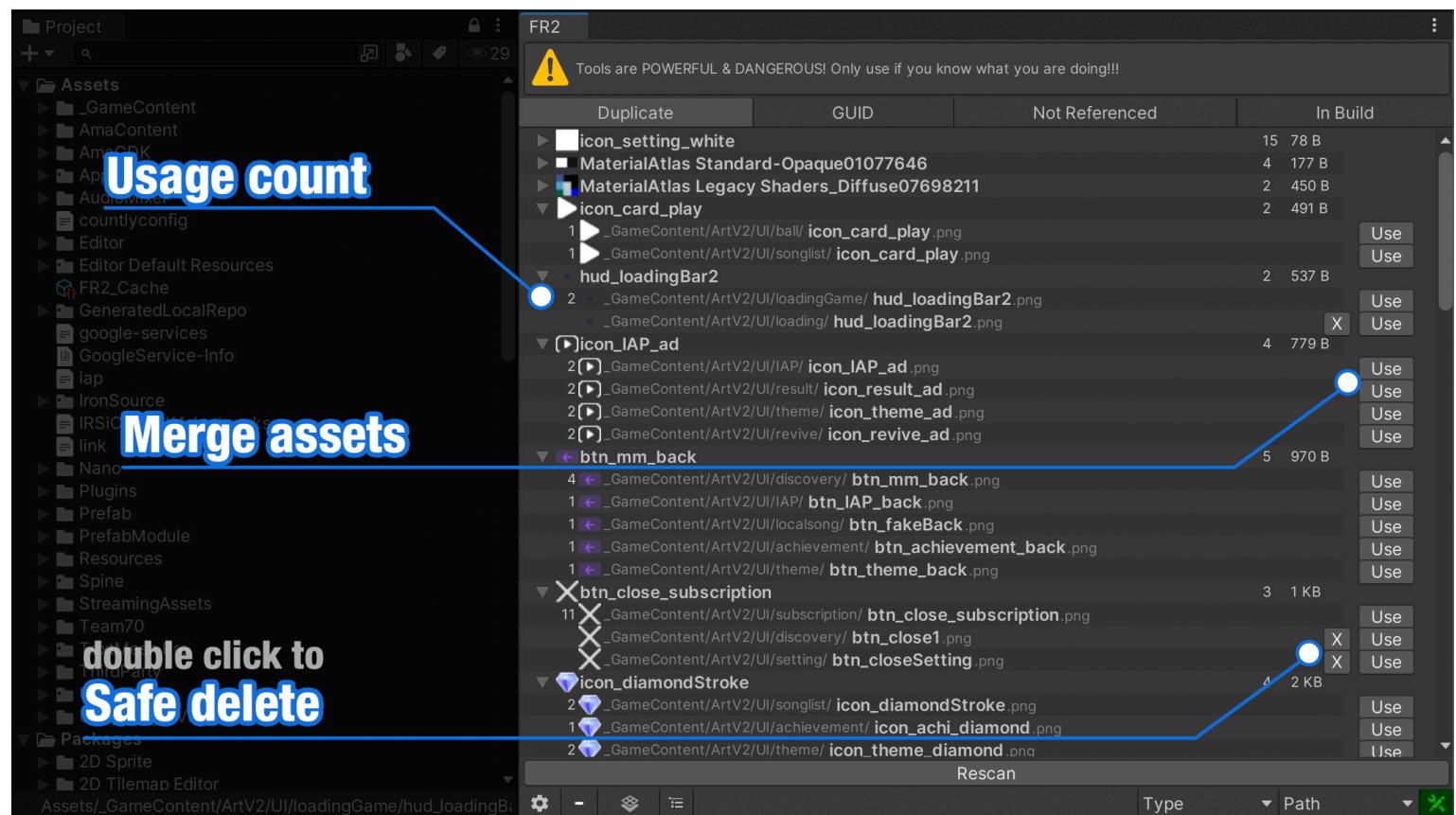
- Direct Usage (assets that referenced to assets in **Selection** directly)
- Indirect Usage (assets that referenced assets in **Direct Usage**)



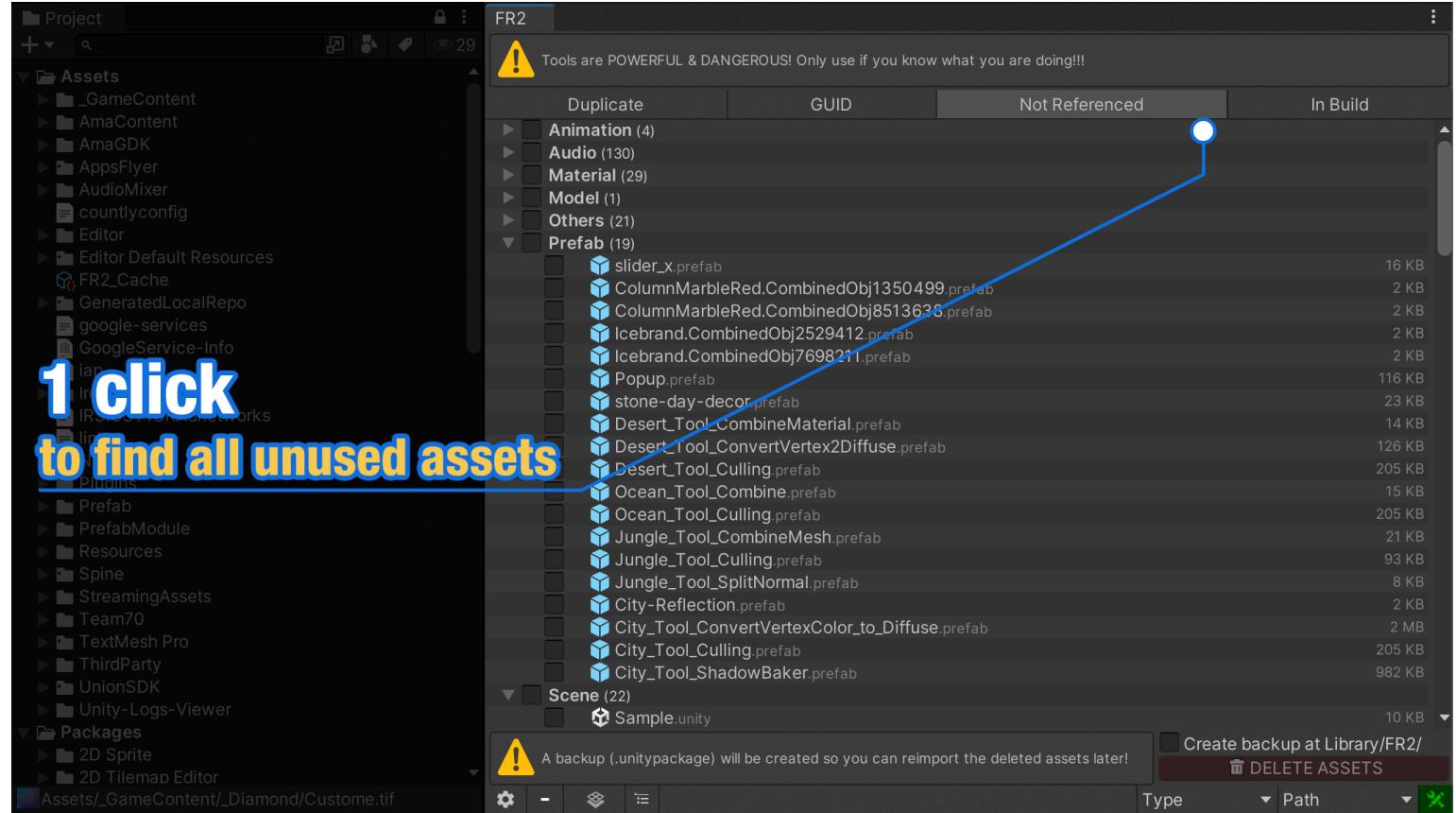
Merge & Replace duplicated assets

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!

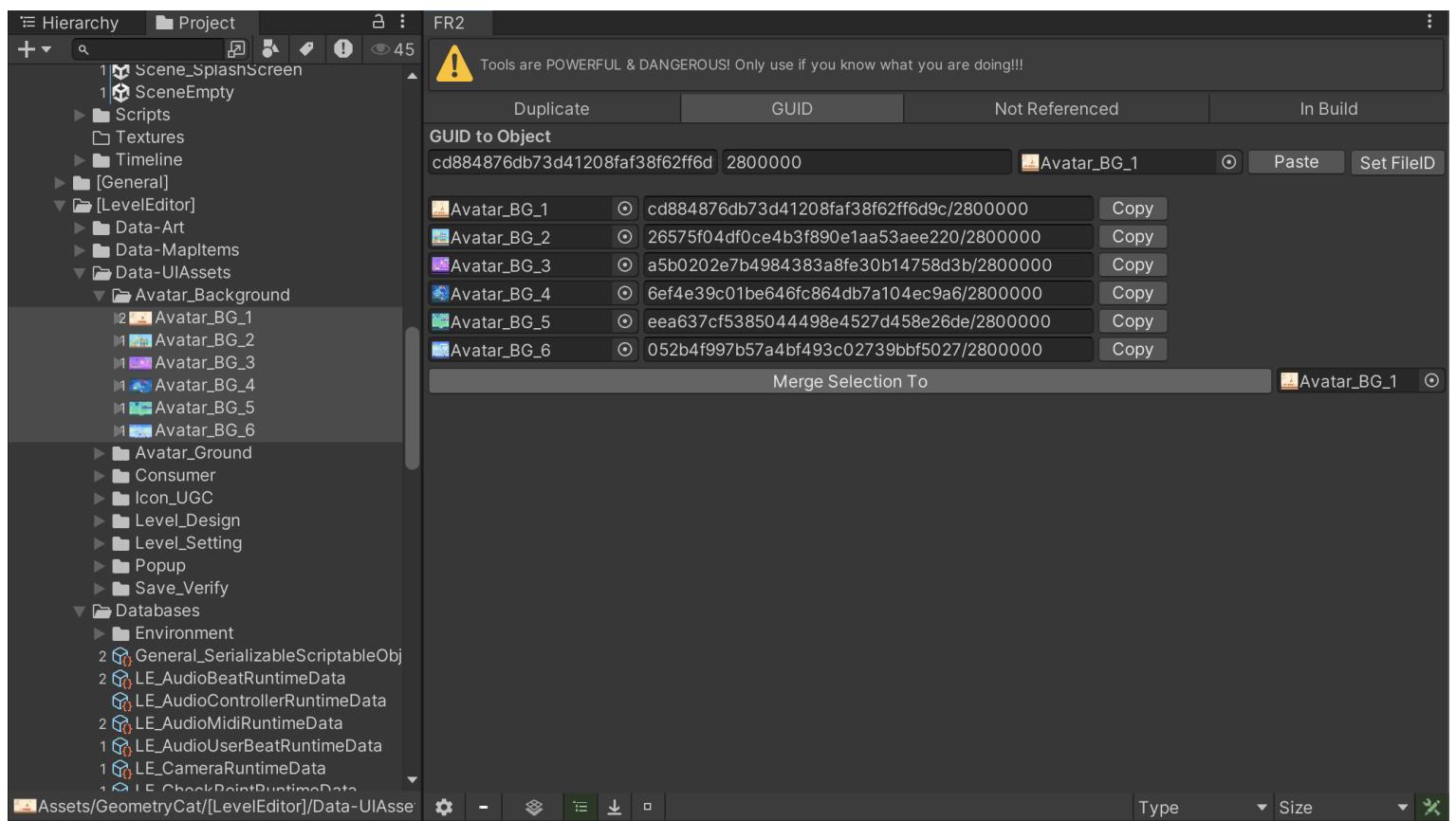


Unused Assets



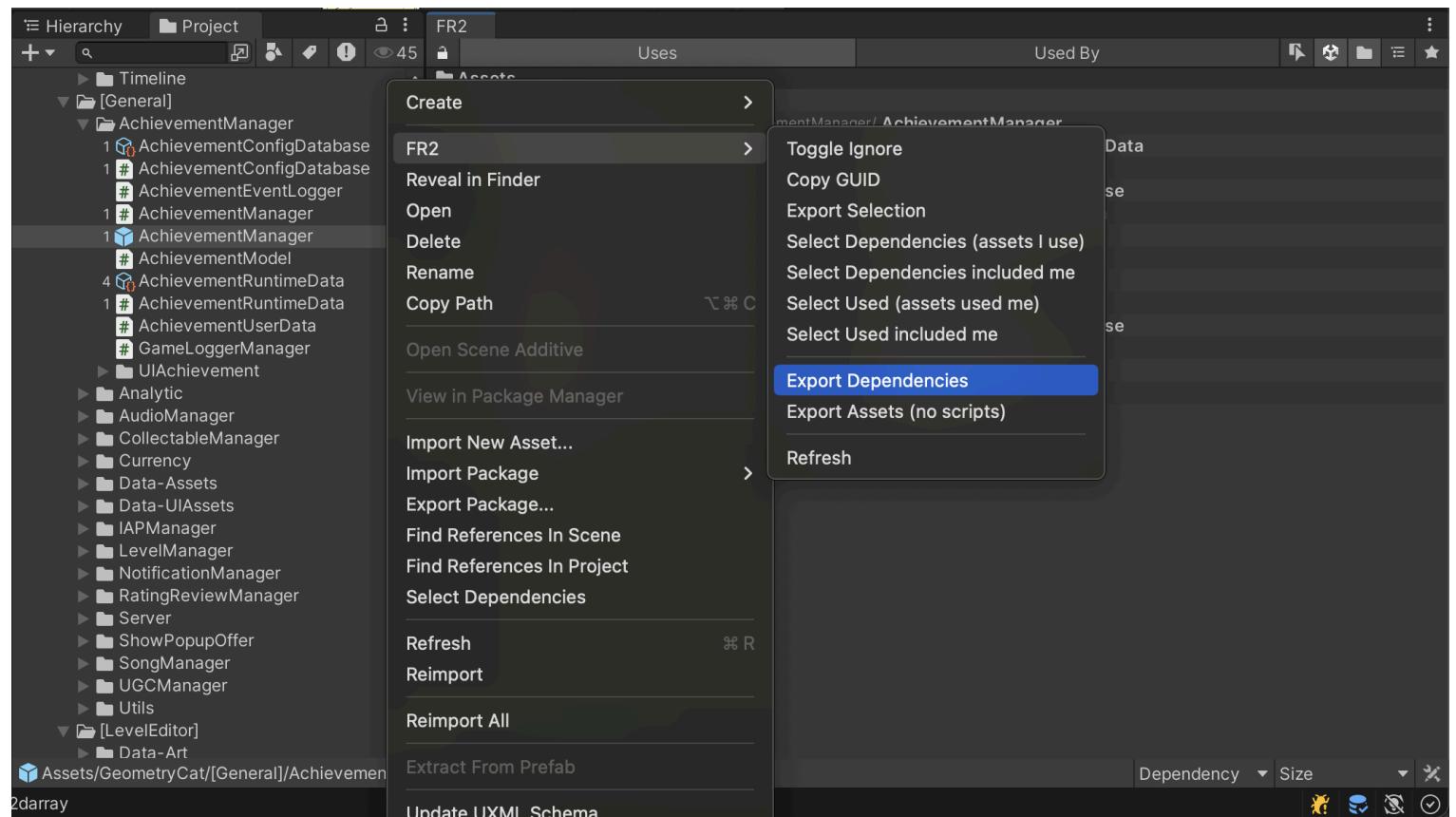
GUID Tools

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



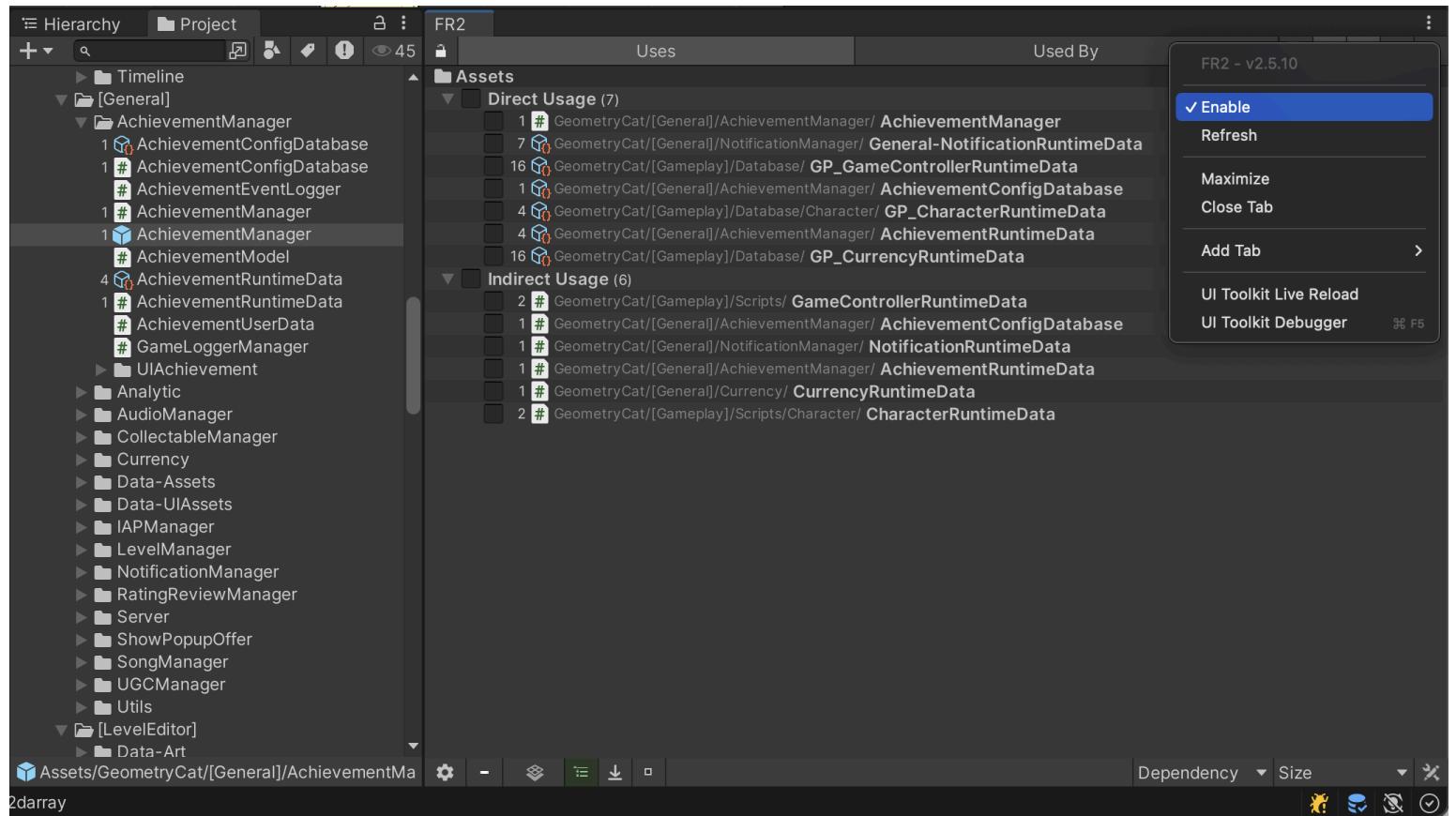
Select Dependencies and Custom Export Package

- Ever wants to copy a prefab from a project to another?
- Yes, you can, just right click on the prefab and choose FR2 > Export Dependencies
- FR2 was not able to include all the script dependencies (like DLL or other scripts) but all the monobehaviours & properties are all there
- There is another option to export assets only (will result in missing references within prefab) but sometimes you just need the assets.



Temporarily Disable Find Reference 2

- When you don't want to search for references between assets or Scene Objects, 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! Still run blazingly fast the next time you need it without rescanning the whole project again!



FAQ - How can FR2 help reduce build size?

1. FR2 helps remove unwanted assets from a scene

- ◆ FR2 lists all models, prefabs, materials, textures, shaders, scripts... being used in the selected scene
- ◆ You can then group by type or extension to see if there are any unwanted assets being accidentally included in the scene
- ◆ Select the unwanted assets one by one to see which component in the scene referenced that asset and chop down the connection if needed
- ◆ The unwanted assets are now excluded from build because nothing in the scene have references to them

2. FR2 helps remove placeholder assets in final build

- ◆ There are times when you need some assets during edit time for easier aligning or editing but may not want those assets to be added to the final build
- ◆ Using FR2 to select the scene you will now see a list of all assets being used by that scene
- ◆ You can then select all the placeholder assets that you don't want to include in the final build and move them all to a specific folder
- ◆ You can then delete that specific folder just before doing a build and restore it once the build complete
- ◆ Enjoy the best of both world, easy edit time and small build size

3. Remove duplicated assets in AssetBundles

- ◆ Fact is if an asset is used by 2 assetbundles it will be duplicated and included in both assetbundles
- ◆ FR2 show you how many times an asset being used and by which assets
- ◆ You can then assign a new assetbundle tag for the assets that being used by multiple Assetbundles assets so it won't be duplicated in each assetbundle
- ◆ Your assetbundles size are now optimal

Clean up asset references not only help decreasing build size but also lower scene & prefab complexity which in turn resulted in a faster scene or prefab load

FAQ - How can FR2 help restructuring and modularize projects?

- ★ Select a scene or a prefab, FR2 will show the list of all assets being used by that scene / prefab
- ★ Select group by asset type and right-click on each type label to select the assets you want to move
- ★ Check to remove the shared assets from the selection
- ★ Create a new folder for that asset type, hit commit selection and move the selected assets to the folder you want
- ★ Continue until you finish moving assets to folders
- ★ You will now have a clean isolated module ready in the folder structure you wanted

Stay organize and modular keep it's easy for development and maintaining where many developers and artistes can work on the same project without conflicts