

Find Reference 2

Version 2.4.3 - Update 18.Aug.2019 - 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, 2018.x and 2019.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

[Beginner's Guide](#)

[Scene References' Guide](#)

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 !

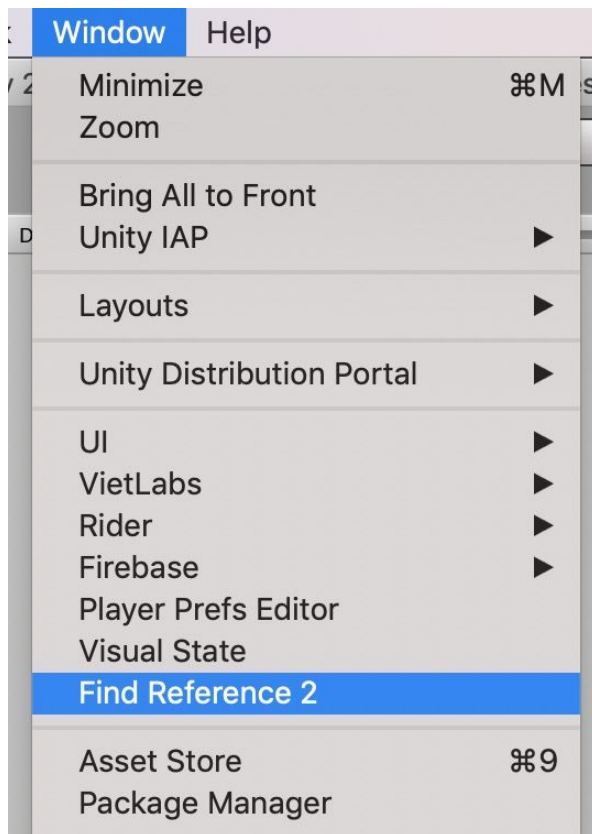
Any feedbacks from you is really really count so please, don't hesitate to contact for support whenever you see something that is not to your will !

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

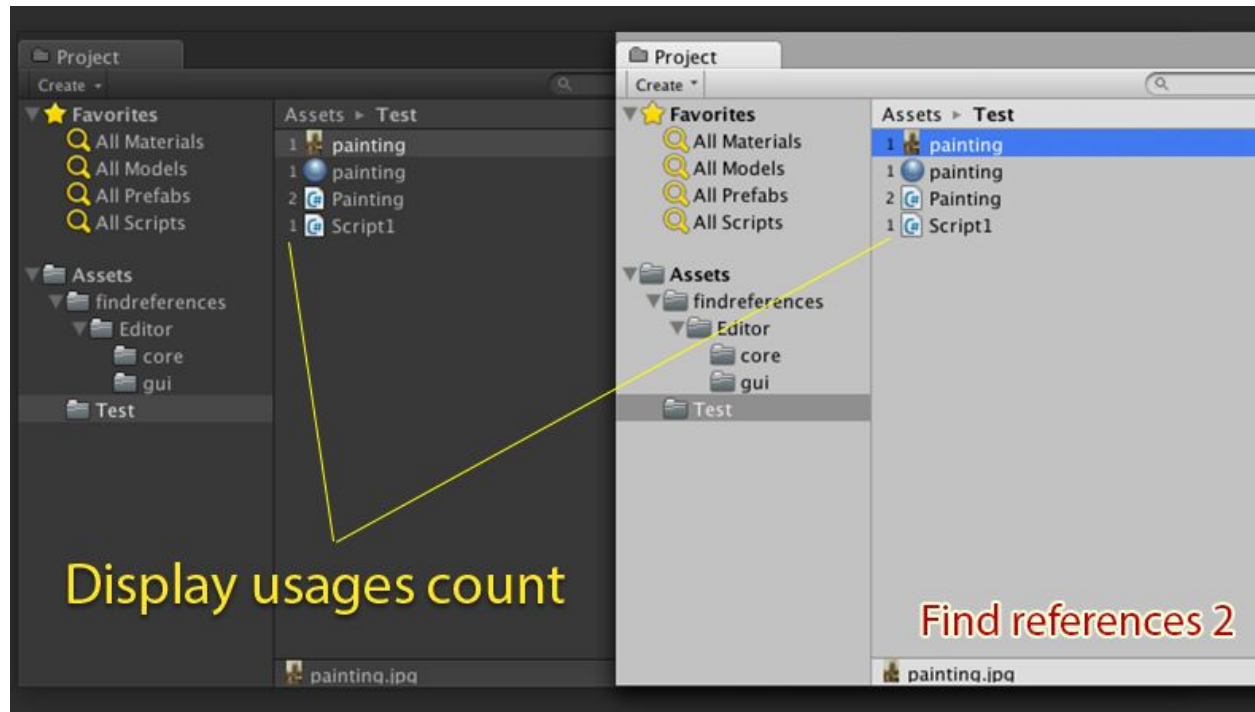
1. Import the package
2. Wait until script compile finish, check and make sure that there are no compiler errors
3. Open FR2 panel from **Windows > Find Reference 2**



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

Usage count

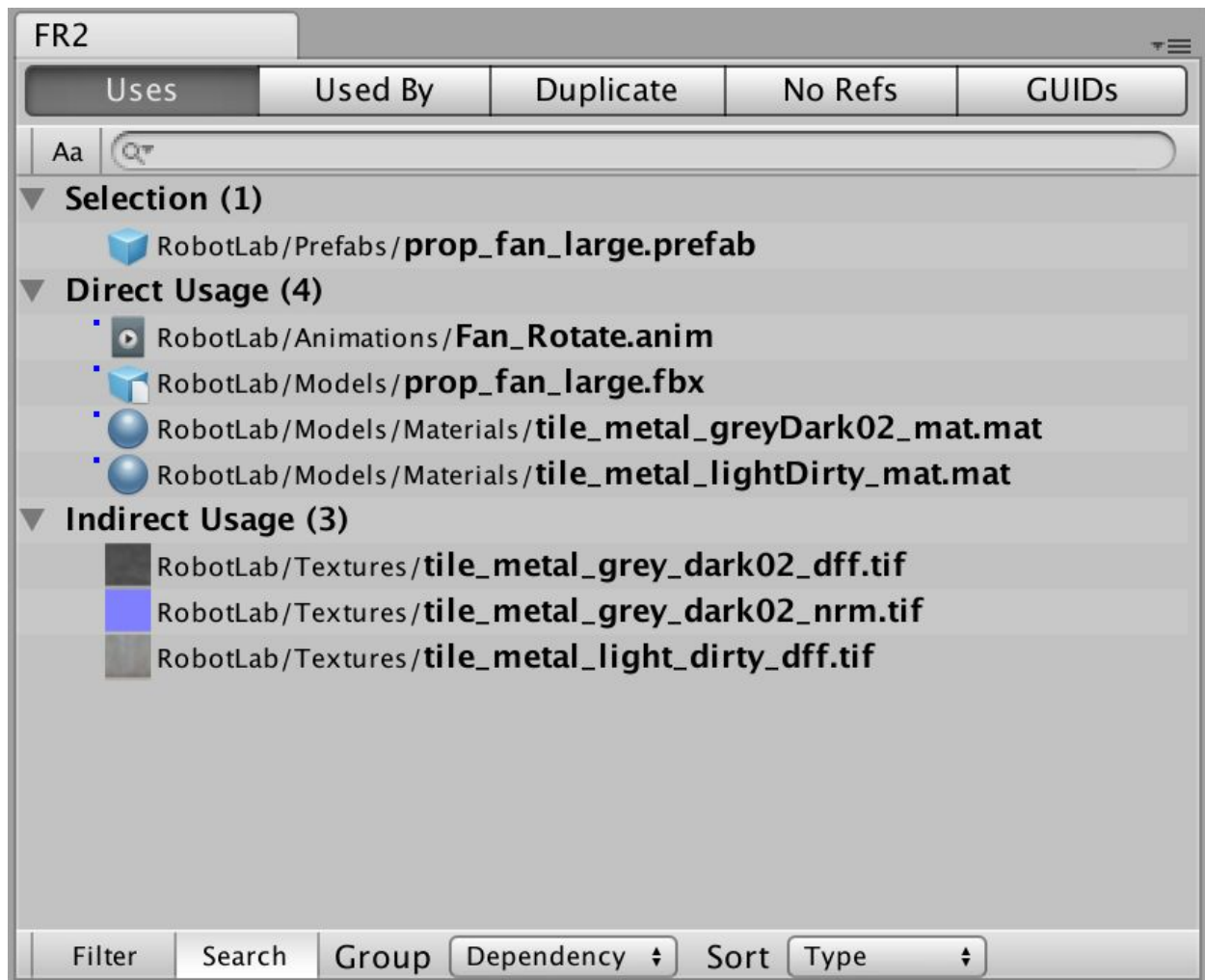
When FR2 finished scanning the project, the number of times an asset being used by other assets will be displayed on the left, this helps you quickly recognize how many times an asset is being used or if it's not being used at all



Uses - Listing selected assets' dependencies

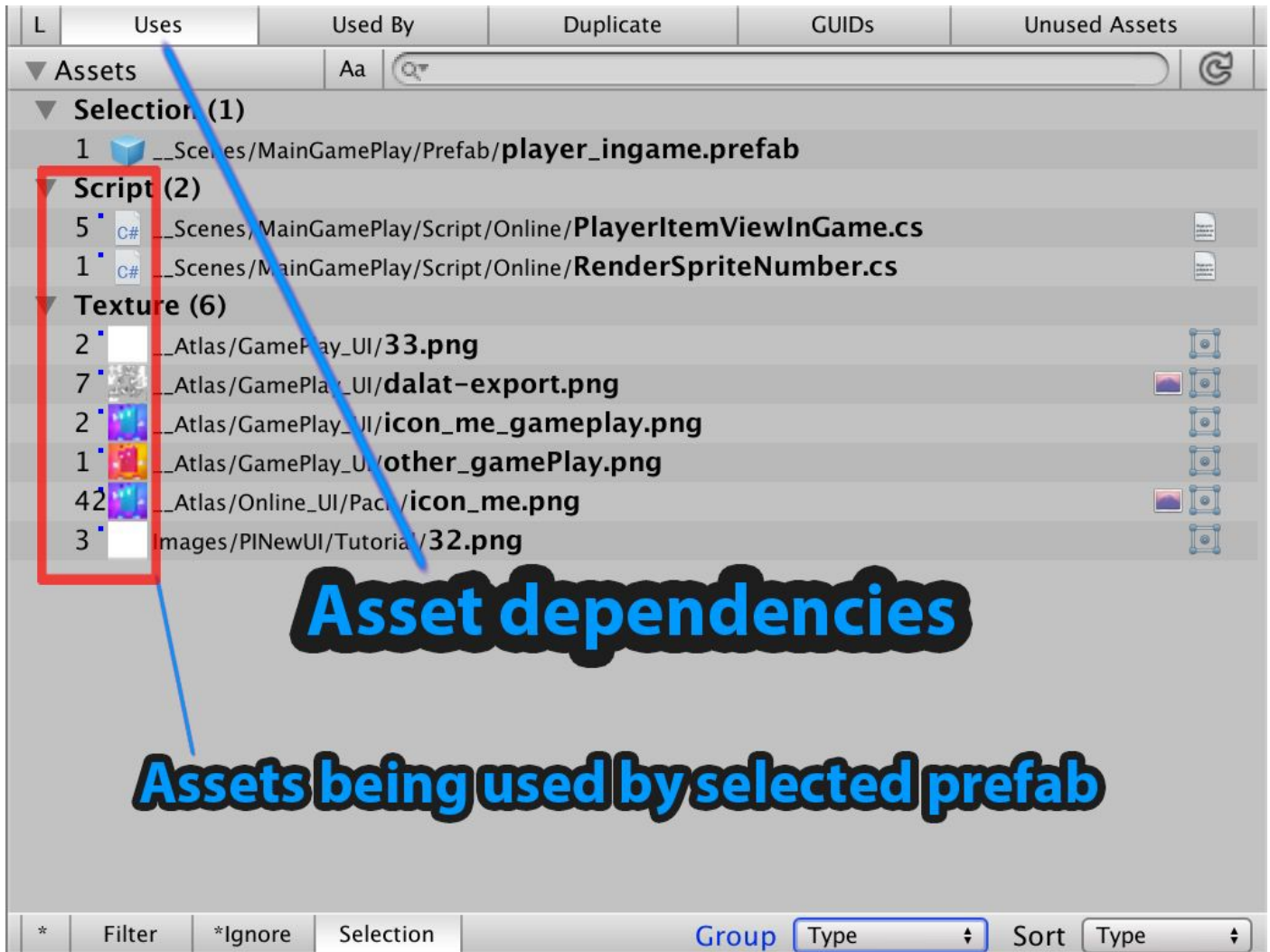
Default Grouping mode **Dependency** separated Assets by

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



Uses - Listing selected assets' dependencies

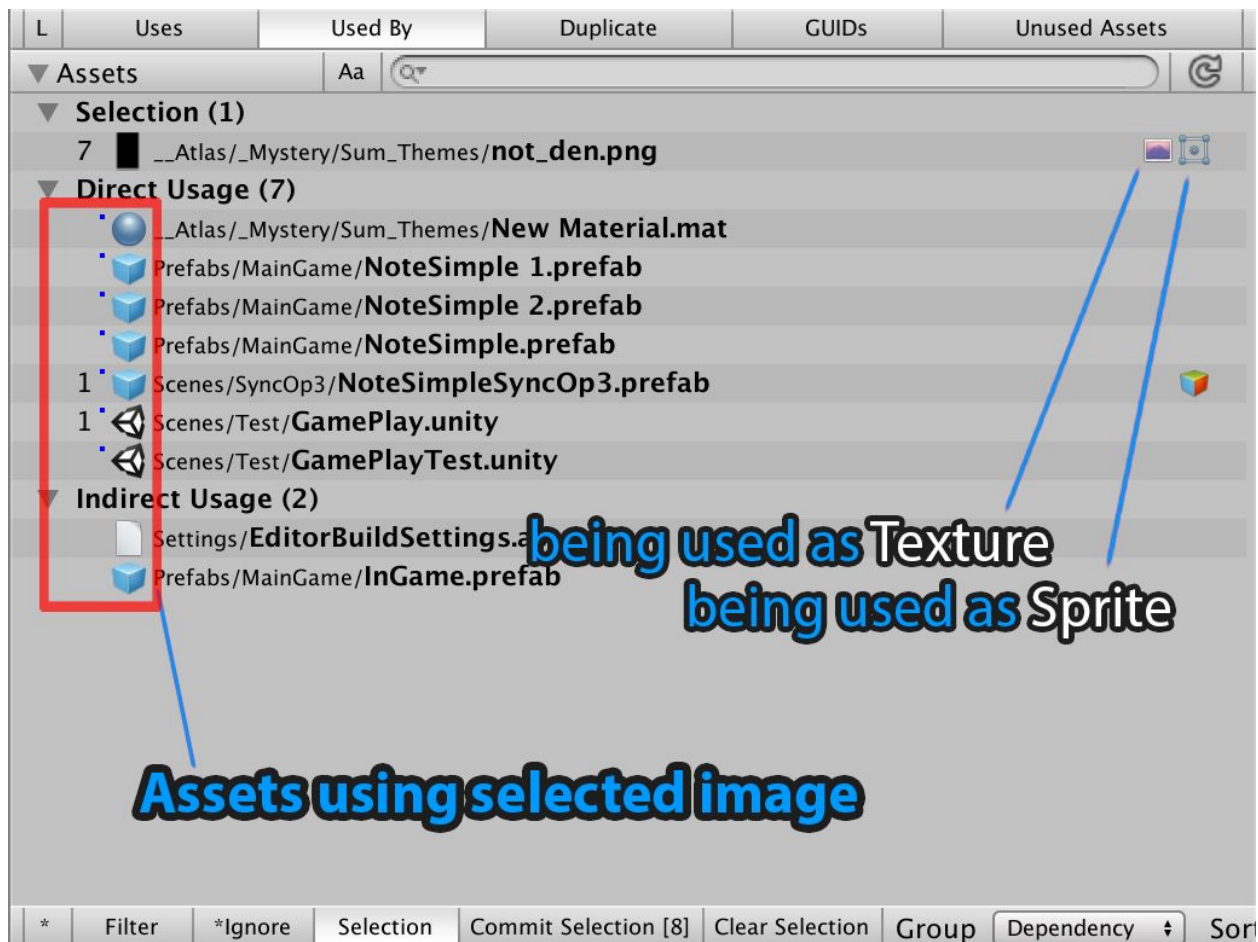
Uses not only works when you select an asset, it also works when you select scene objects or prefabs. All the assets being used / referenced by selected GameObject are shown!



Used by - Find all assets that has reference to me

Default Grouping mode **Dependency** separated Assets by

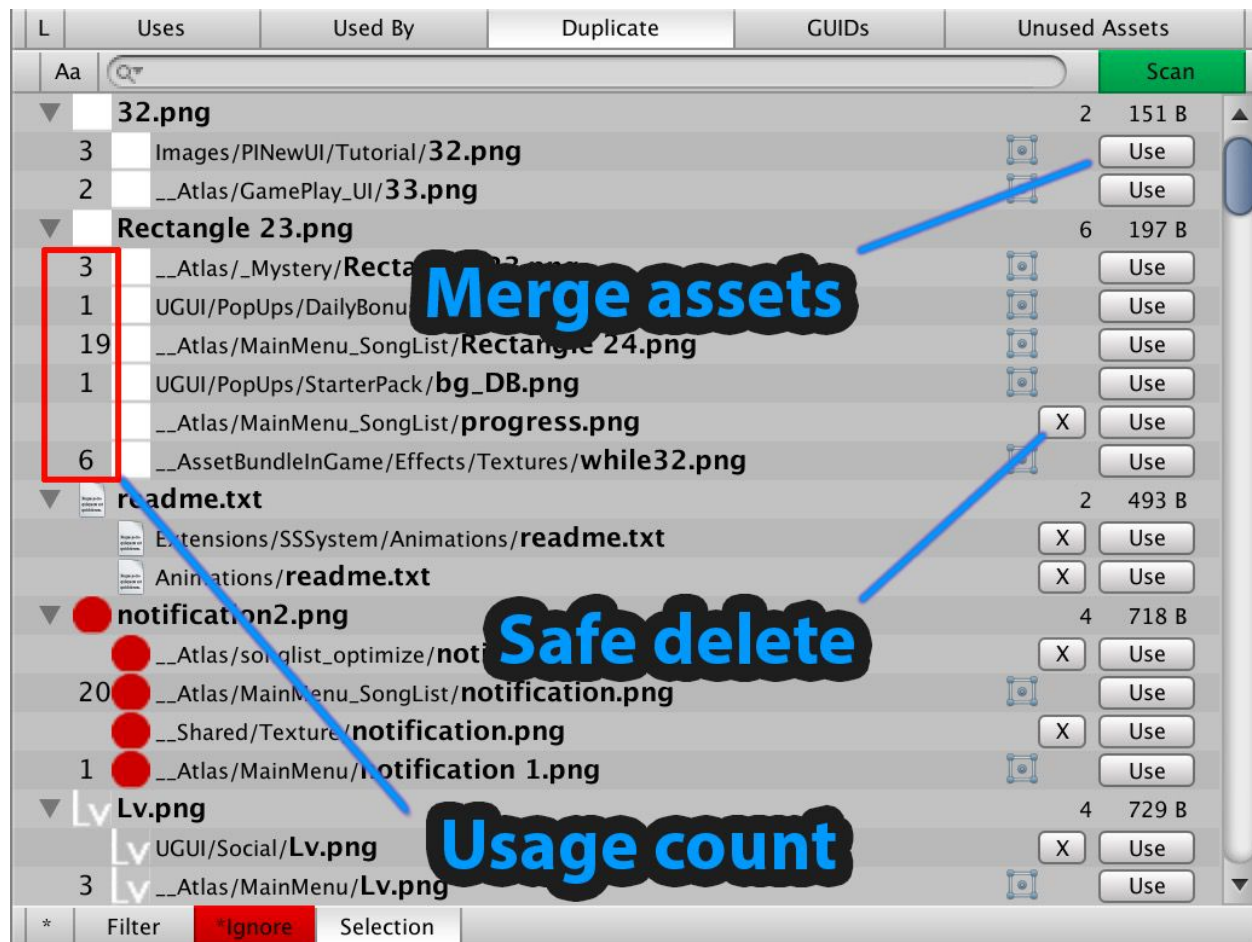
- Selection
- Direct Usage (assets that referenced to assets in **Selection** directly)
- Indirect Usage (assets that referenced assets in **Direct Usage**)



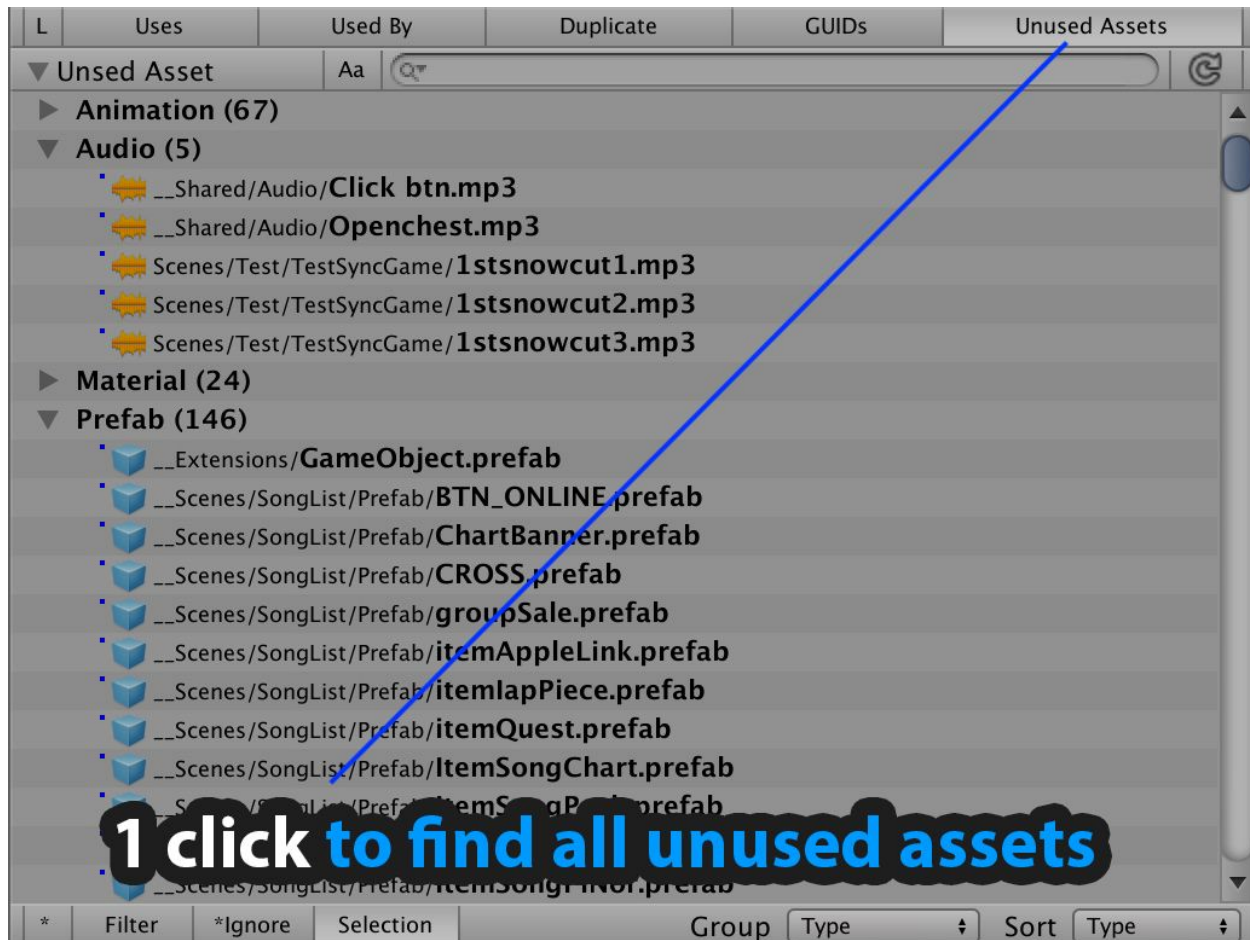
Merge & Replace duplicated assets

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

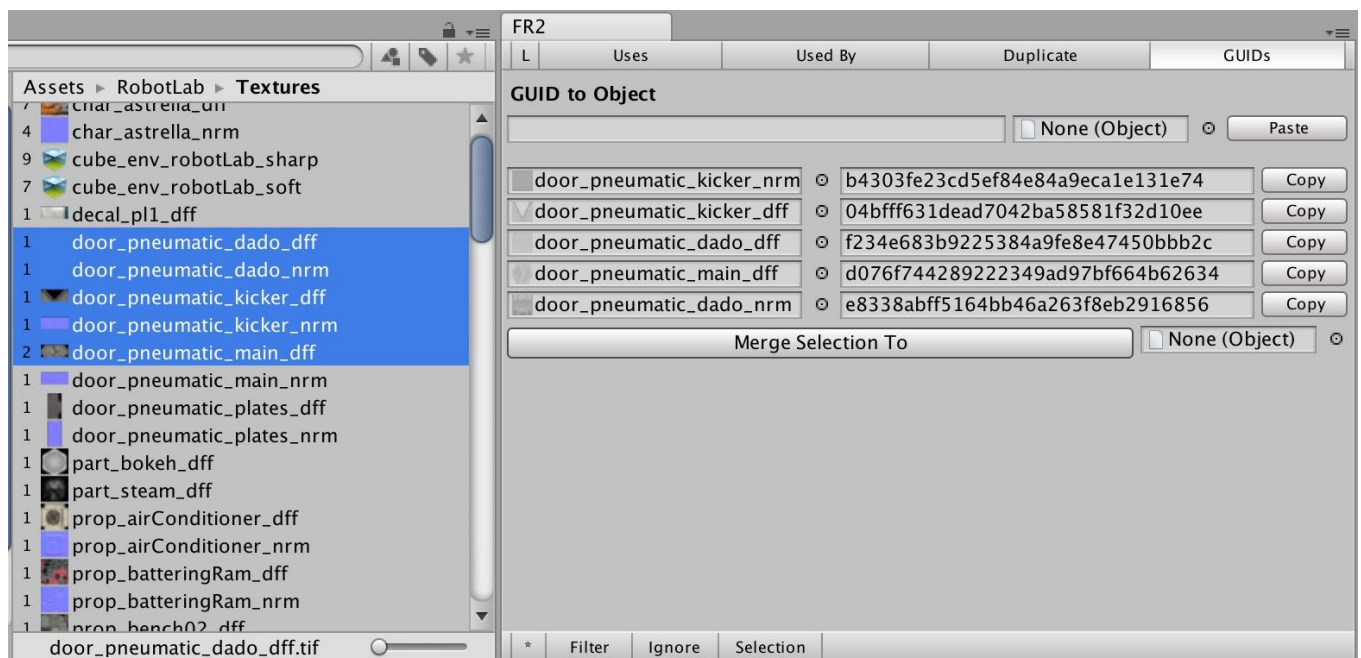


GUID Tools

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 if you don't really understand what it does internally!

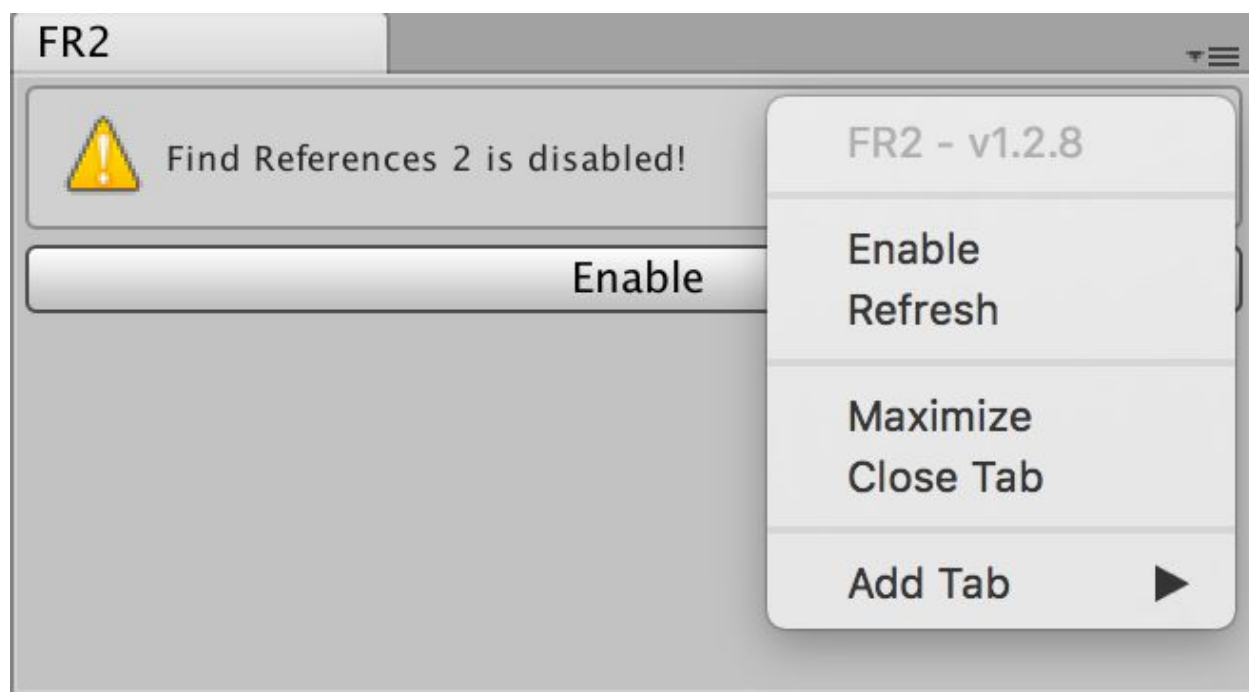
There are no type-checking and no undo option so don't use if you don't really understand how powerful and dangerous it is!



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.

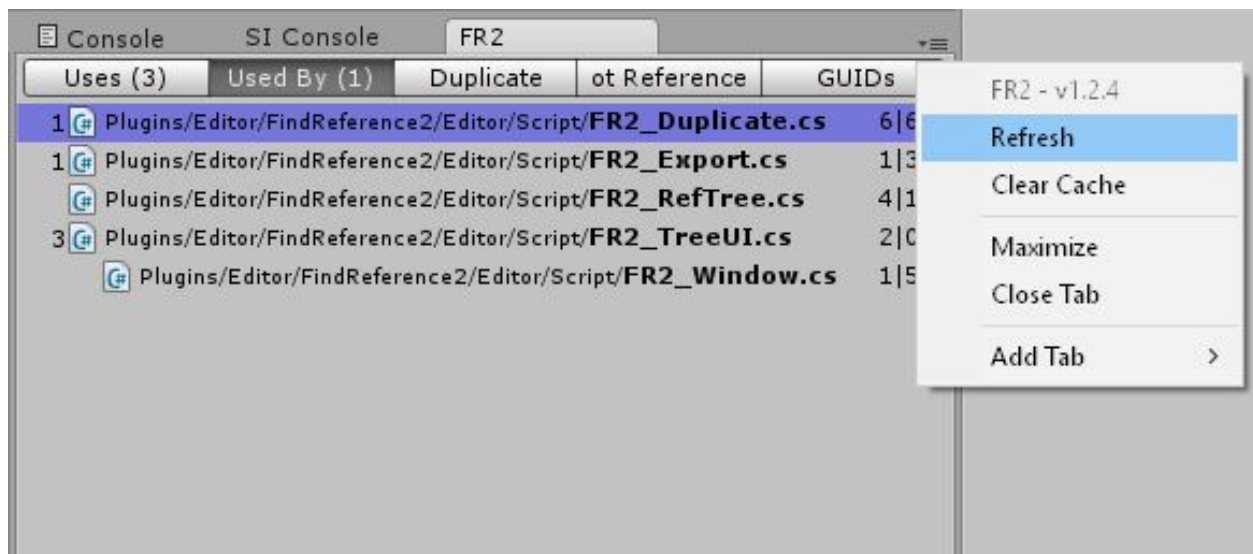
This will not clear the cache so don't worry!



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 !



FAQ - How can FR2 help reduce build size?

1. FR2 helps remove unwanted assets from a scene

- ◆ FR2 list 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