

Asset Hunter

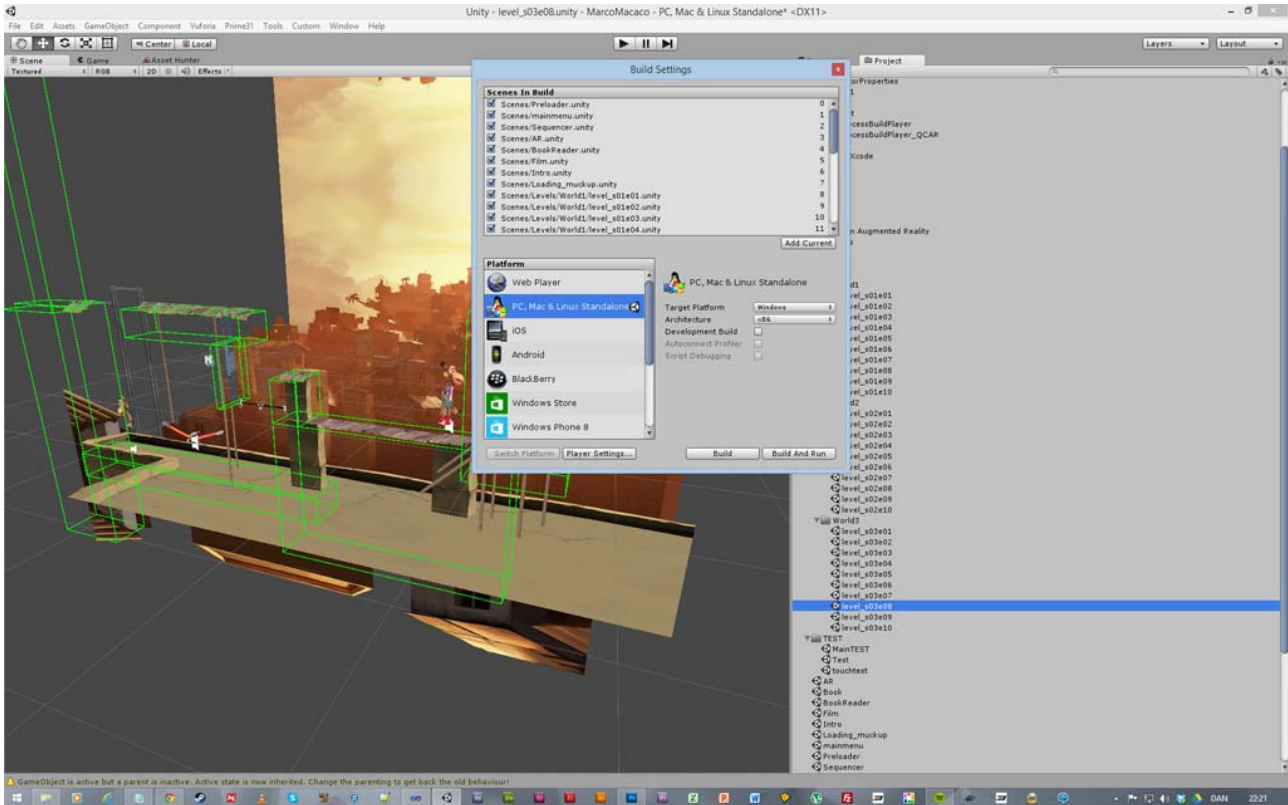
Using Asset Hunter is extremely easy, and literally works at the push of a button.

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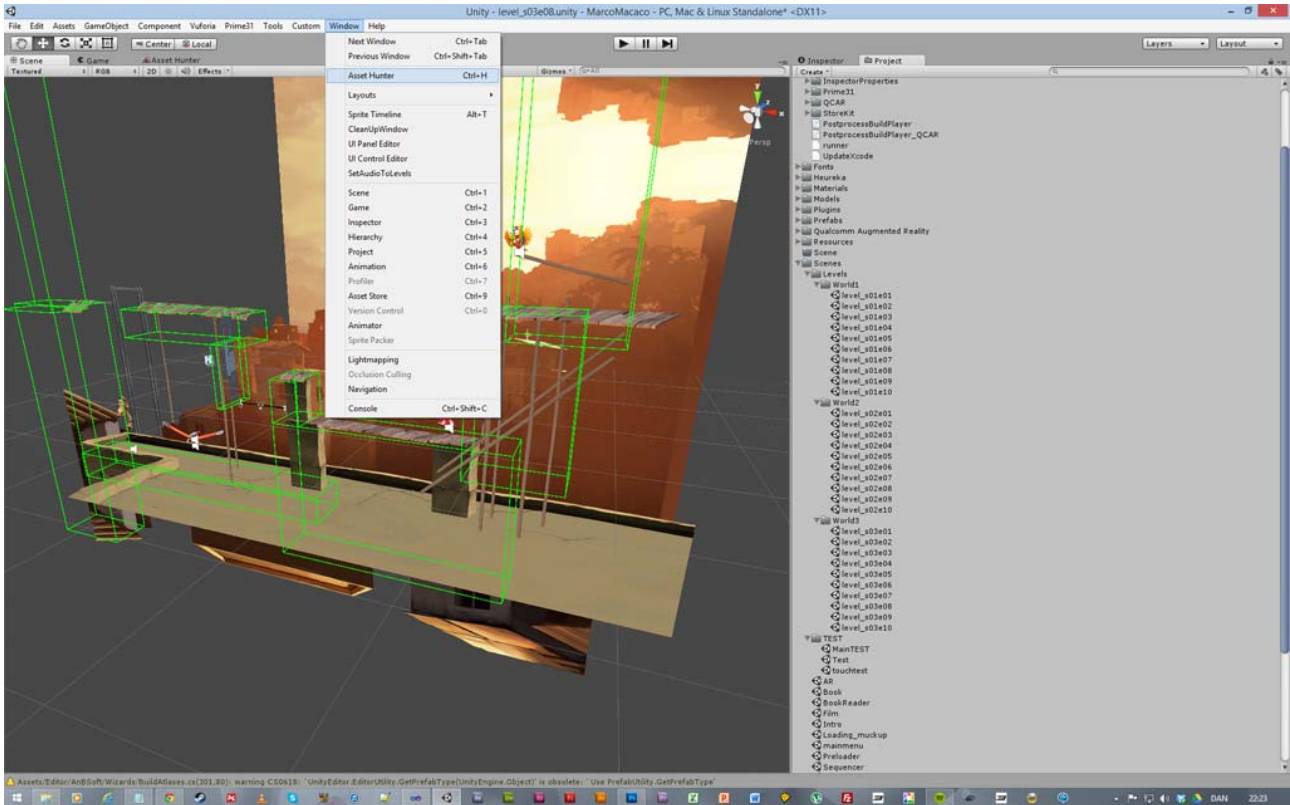
Step 1: Make a build

Open the Build Settings (ctrl+shift+b) and create a build



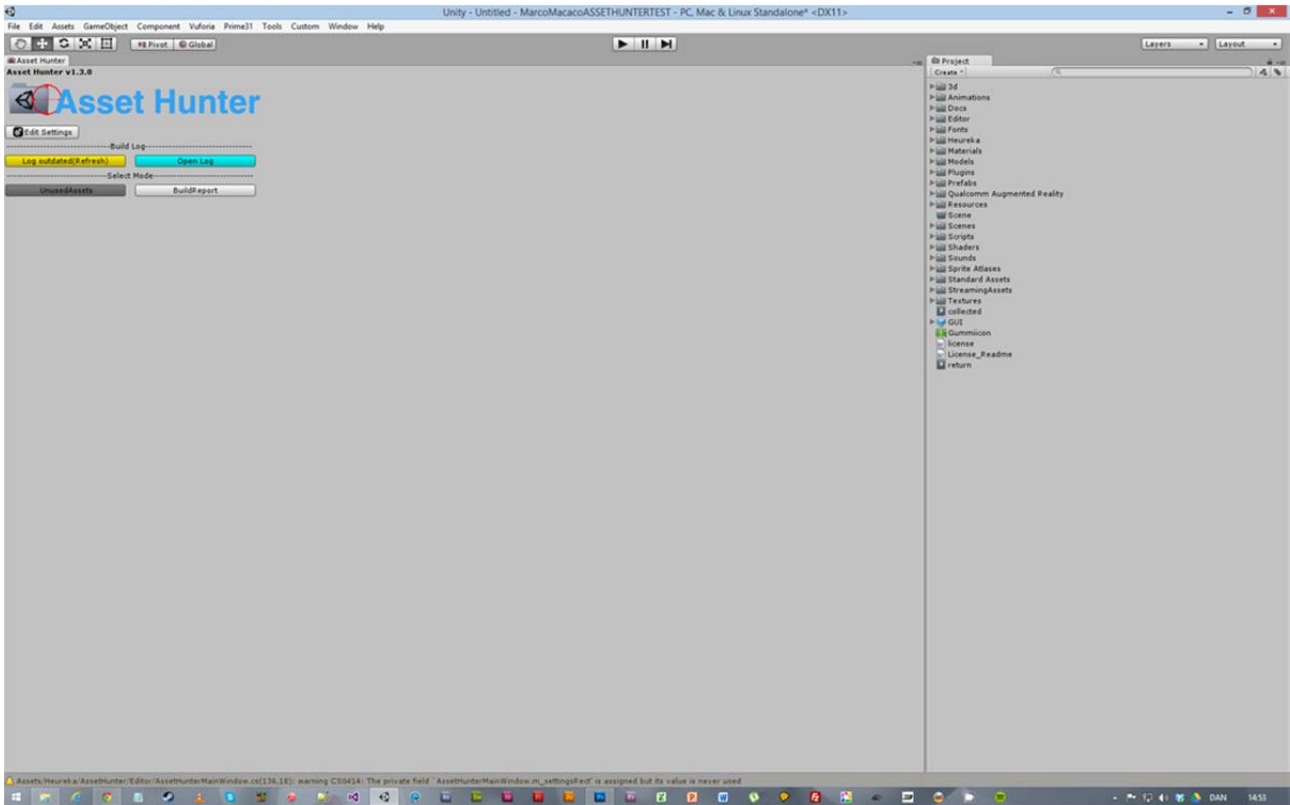
Step 2: Open Asset Hunter Window

("Window->Asset Hunter" or ctrl+h)



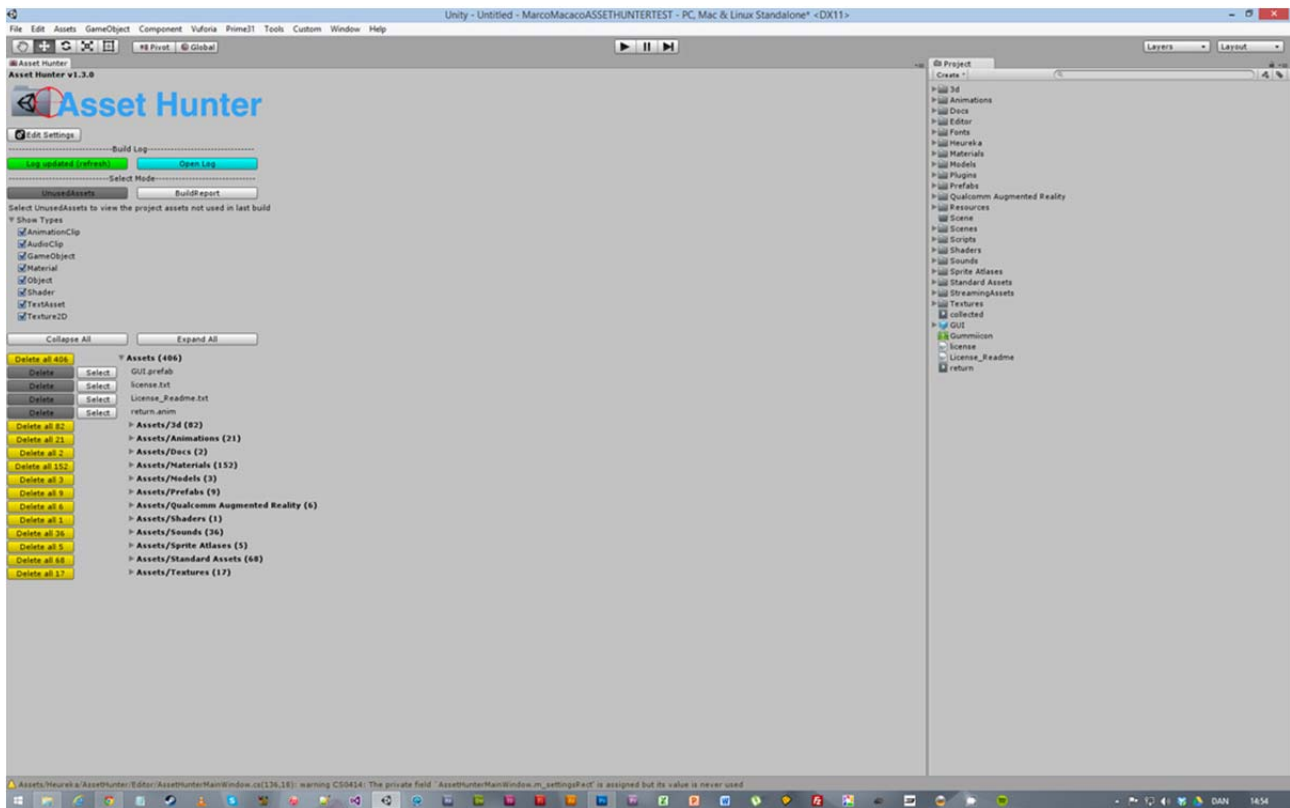
Step 3: Press Button

To start the asset analysis press the yellow button marked “refresh”!



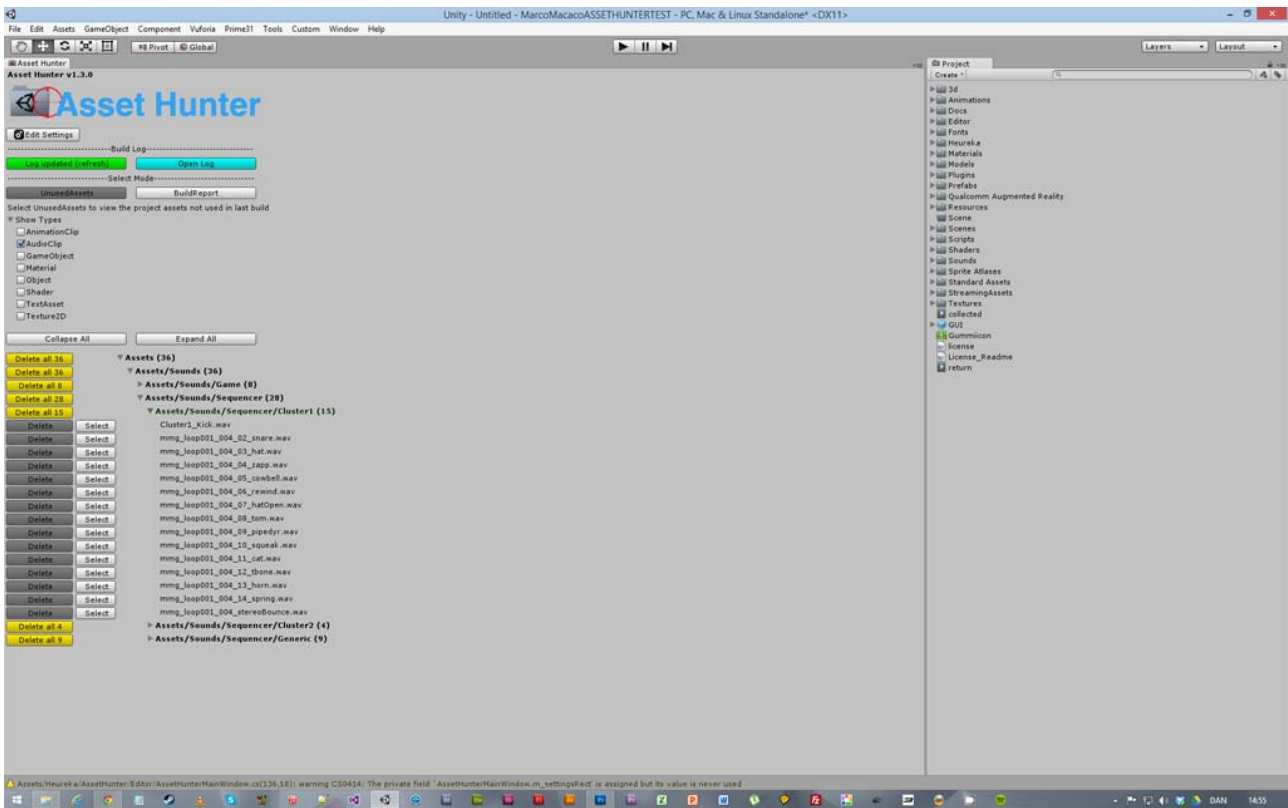
Step 4: See the unused assets

Wait and let the tool analyse your build log and scene files, and you will see a complete list of all unused assets in your project



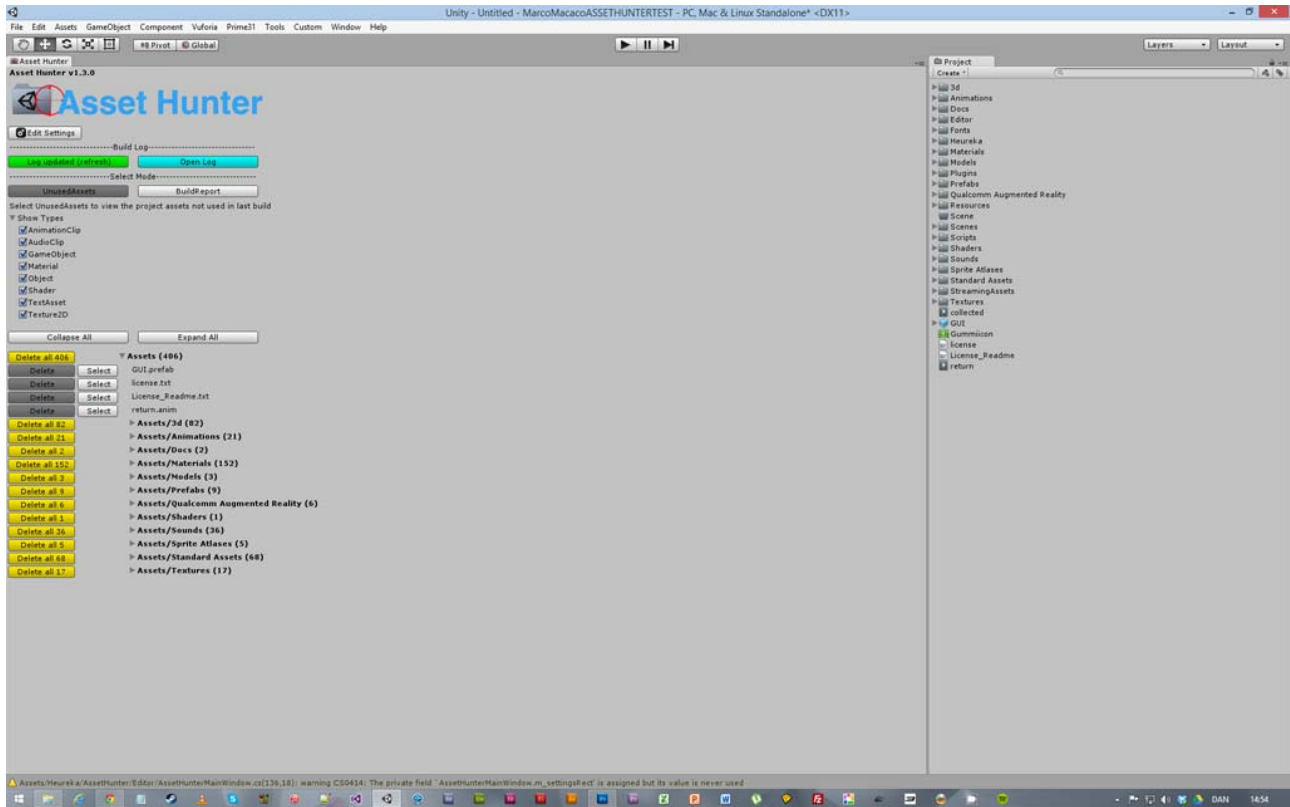
Step 5: Limit by type

You can choose to view only certain types, e.g AudioClip or Material



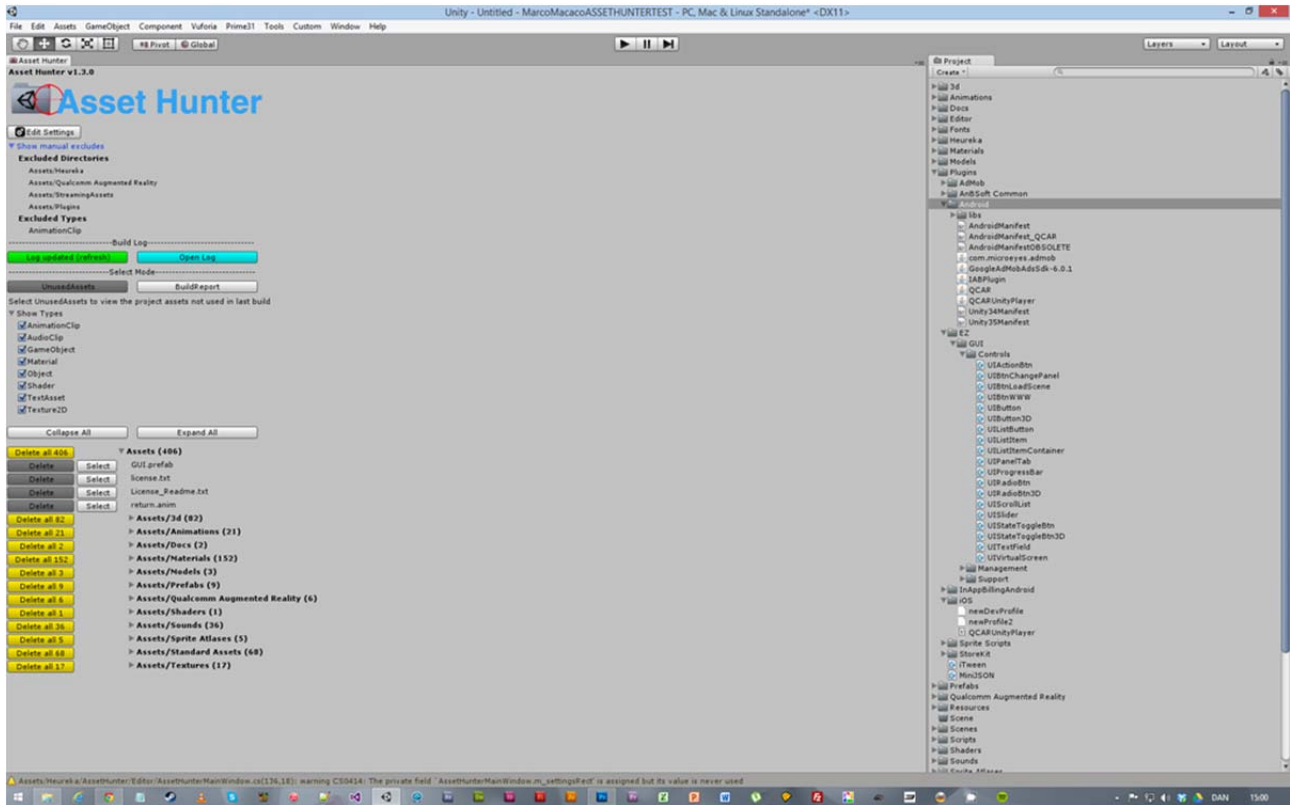
Step 6: Expand folder structure

The unused asset list has a fully functional folder structure making it easy to navigate and getting an overview. You can also expand/collapse all using the assigned buttons. NB If you have a very large number of unused assets, this can cause the tool to work slowly.



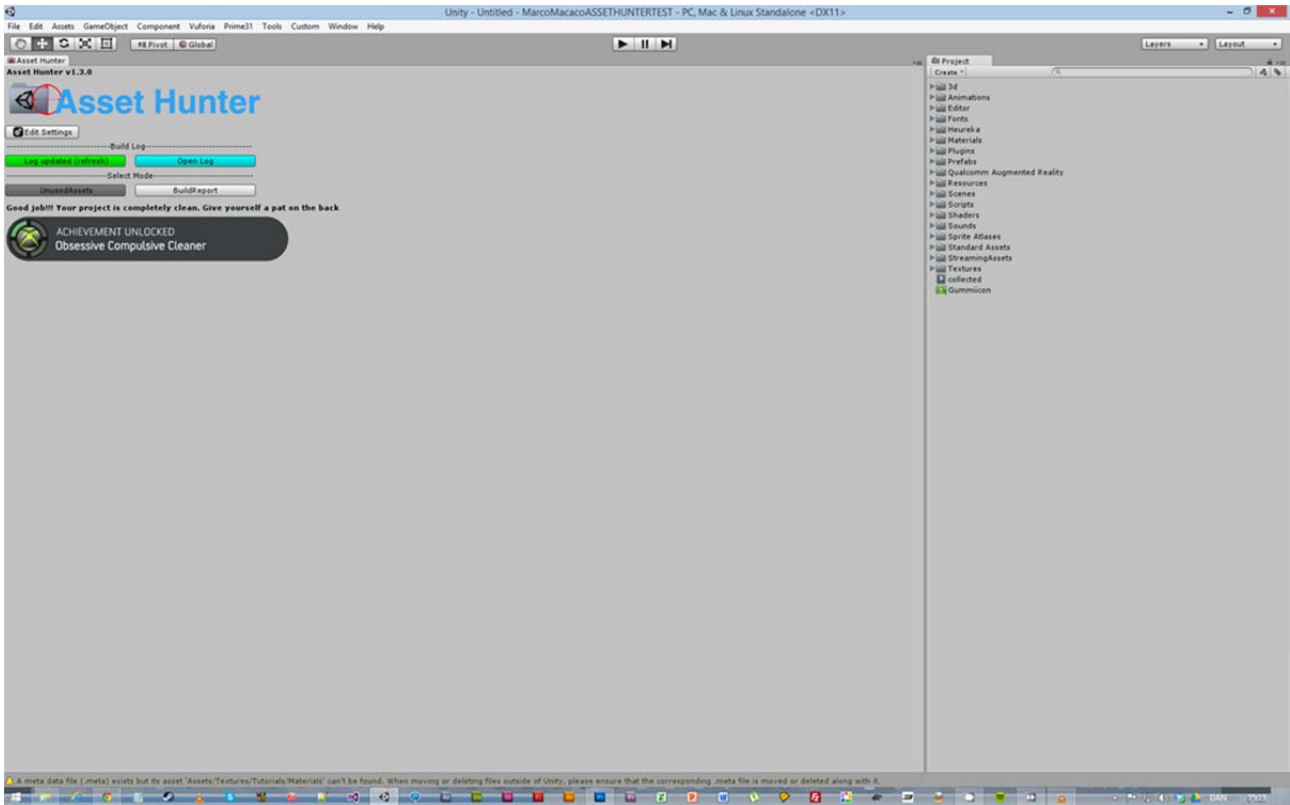
Step 8: Excludes are shown in Asset Hunter window

After having applied manual excludes, this will be reflected in the Asset Hunter main window.



Step 9: Here's a little reward

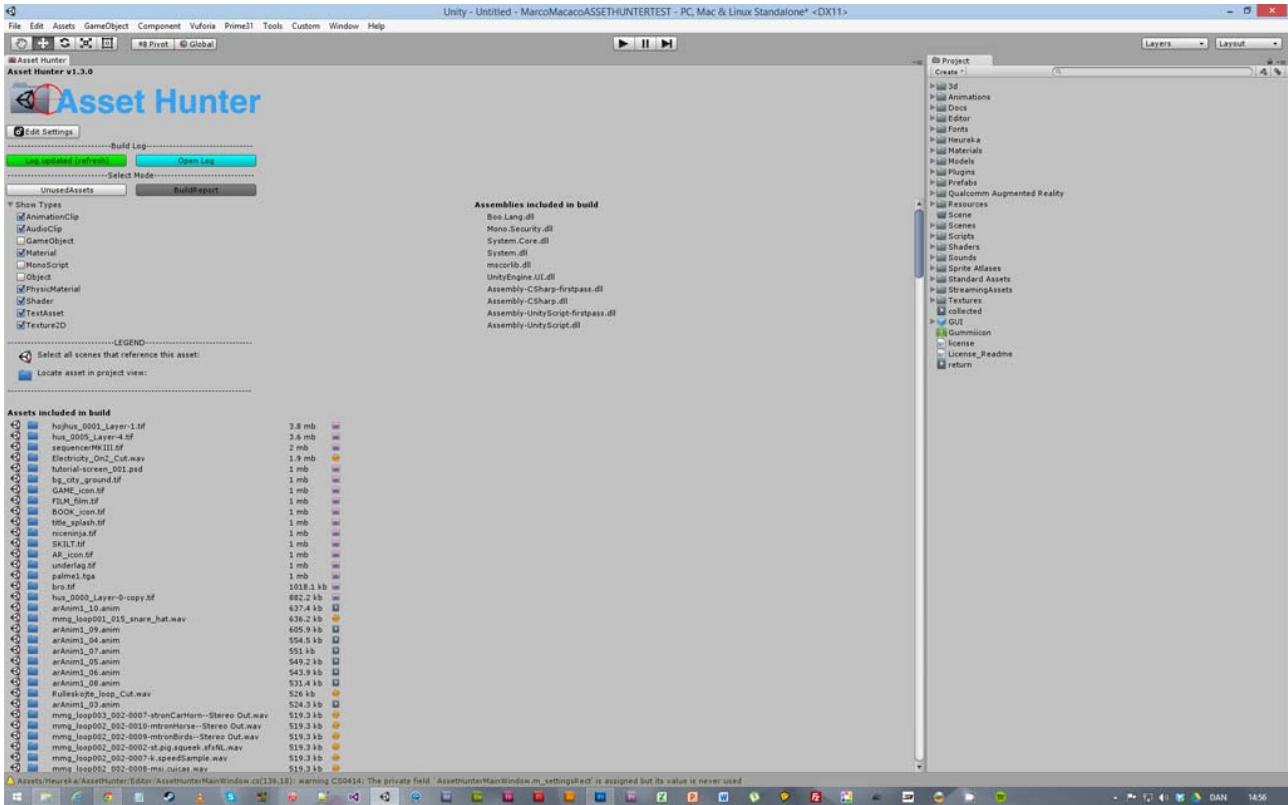
If you completely clean your project, I'll give you a little achievement.



The build log: Overview

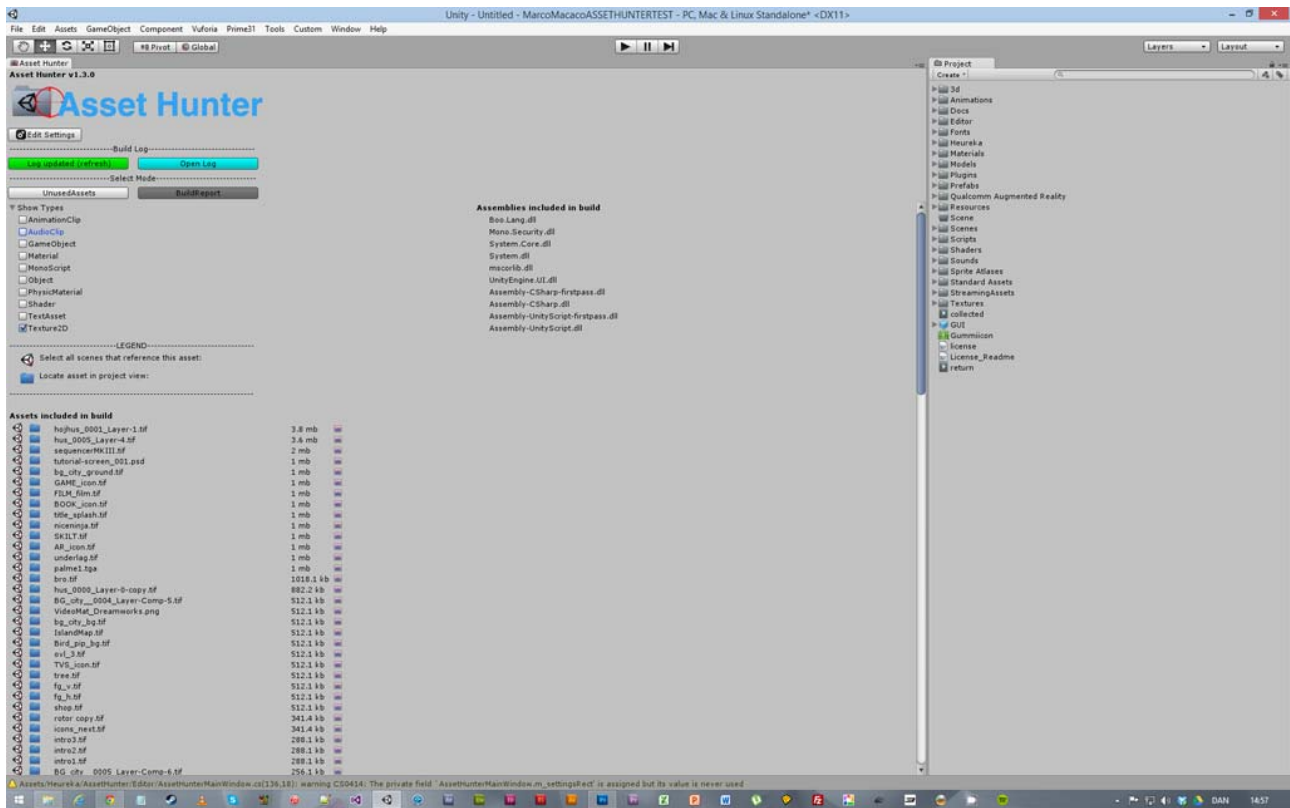
Aside from listing all the unused assets, Asset Hunter also provides you with an overview of all the assets used in the build, and their respective uncompressed size. This can help you minimize the final buildsize. Also lists all included assemblies, again making it easier for you to minimize buildsize.

Press the “BuildReport” button to get the overview of included assets in your build.



The build log: Select by type

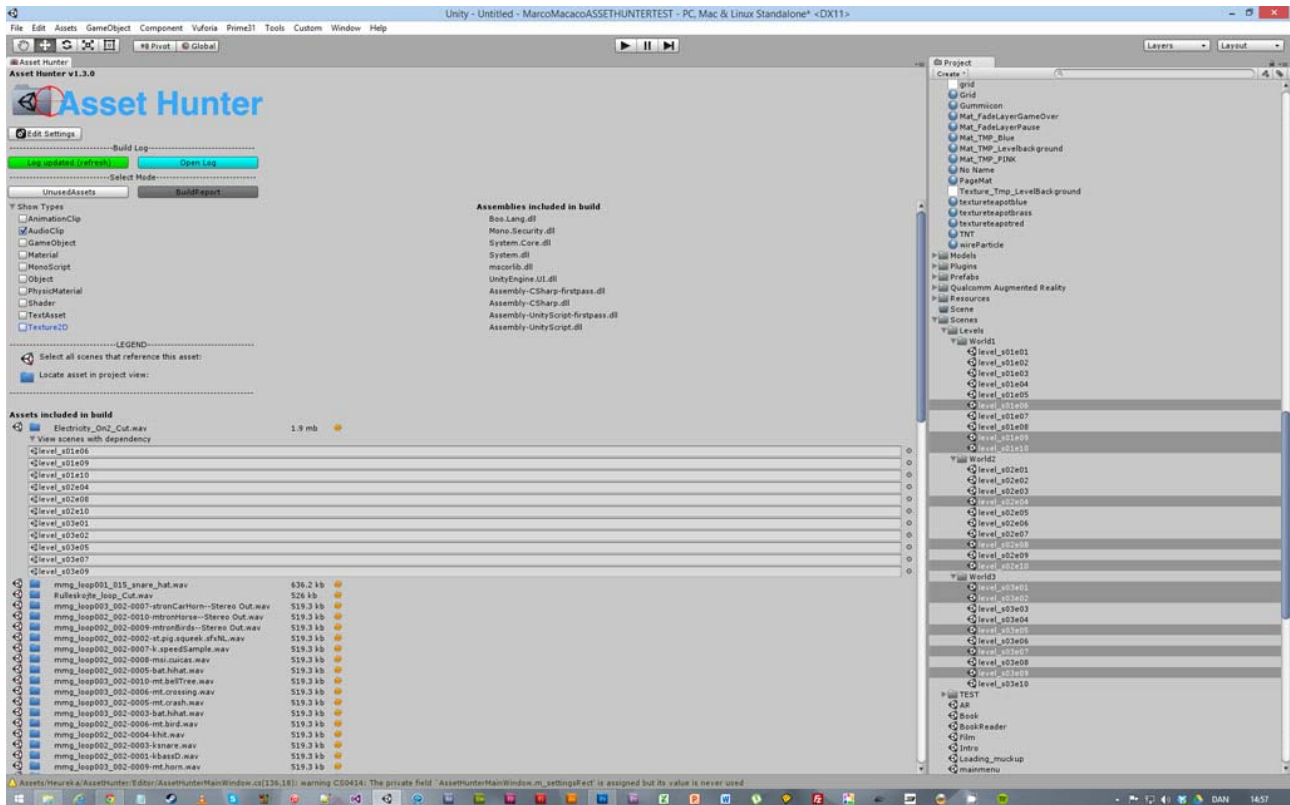
In this view, you are able to select the type of assets you wish to inspect. E.g. only see textures.



The build log: Scene dependencies

The tool also allows you to select a given asset and see which scenes relies on it.

You can do this by finding the asset you want to inspect (In this case the largest AudioClip), press the small Unity Logo on the left hand side. Now you can see all the scenes that reference that asset. The relevant scenes are also selected in the project view.



Feedback

If you have comments, feedback or requests feel free to share:

Mail: HeurekaGames@gmail.com

Forum Thread: <http://forum.unity3d.com/threads/released-asset-hunter-project-cleaning.274173/>

If you like Asset Hunter I would appreciate a review:

<https://www.assetstore.unity3d.com/en/#!/content/22983>