Issue Finder Tool

Descripción

Files: CGFIssueFinderTool.cs

Path: "CGF/Editor/Tools"

Menu: "CGF/Optimization and Analysis/Issue Finder"

Description

Tool thats allows to finds issues such as missing components or references.

Reference

- **Find Missing Component** – Search the configured scope for GameObjects that contain missing MonoBehaviour components.
- **Find Missing Reference** – Search serialized components for object-reference fields whose target asset or object is missing.
- **Find Unlinked Prefabs** – Find scene objects that look like prefab instances but are no longer connected to a prefab asset.
- **Find Missing Animation** – Search Animator components and controllers for missing animation clips or motions.
- **Refresh** – Run the current issue scan again and update the results with the latest project state.
- **Issues**
- **Filter Path** – Show only results whose asset or hierarchy path contains this text.
- **Filter Component** – Show only results whose component type contains this text.
- **Filter Property** – Show only results whose serialized property name contains this text.

Use

Open the tool from `CGF/Optimization and Analysis/Issue Finder` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.