Prefab Finder Tool

Descripción

Files: CGFPrefabFinderTool.cs

Path: "CGF/Editor/Tools"

Menu: "CGF/Objects/Prefab Finder"

Description

Editor window tool for searching and listing prefabs and GameObjects across project assets and scenes to identify broken references or missing components.

Reference

- **Find** – Search prefabs in the configured folders for the required, optional and excluded component filters.
- **Refresh** – Search the configured folders again and update which prefabs match the current component filters.
- **Results**
- **Filter Path** – Show only prefab results whose project path contains this text.

Use

Open the tool from `CGF/Objects/Prefab Finder` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.