Reference Finder Tool

Descripción

Files: CGFReferenceFinderTool.cs

Path: "CGF/Editor/Tools"

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

Description

This tool thats allows to provides reference search functionality for Chloroplast Games Framework objects, now allowing multiple search targets for search and comparison.

Reference

- **All** – Search project assets and every scene.
- **Find** – Search the selected scope for serialized references to the objects listed above.
- **Refresh** – Repeat the last reference search so the result list reflects the current project contents.
- **References**
  - **Filter Path** – Show only references whose project or hierarchy path contains this text.
  - **Filter Component** – Show only references stored by component types containing this text.
  - **Filter Property** – Show only references stored in serialized properties containing this text.

Use

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