PRO

ASSETS
MANAGER

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Tabs

1. Packages Manager

The first tab of Assets Manager will help you index all your packages from any place on your hard drive. You may select the root Asset store download folder as a first location, and any folder where you're used to store your packages. Once selected, a recursive search will be performed and any package found will be listed and parsed. You can now easily list, sort and filter by version numbers, categories, locations etc.

On this panel you have a bunch of tools. You can unpack any package as if it was a regular zip file. The extractor is even capable of extracting corrupted packages that Unity is not able to open. Just right click on any package to access these options.

The grid view mode will show you the package icons from the asset store if you prefer to have a visual presentation of them instead of a list.
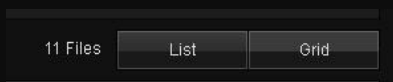
The search feature

The search function is supporting regular expressions ; For example, typing « o{2,} » will match any package having at least 2 times the letter « o » in a row in his name like « shoot » or « smooth ». You can use any usual pattern like « . » « ? » « * » « + » « {n,} » « | » etc, and you can specify in which column you wanna search (author, path, name, category, all…)

Show Content Popup

If you don't want to extract a package you can also just display his content. This will present you a quick list of all assets with their thumbnails (if existing).

From the « Show Content » popup you are now able to extract a particular asset you need :
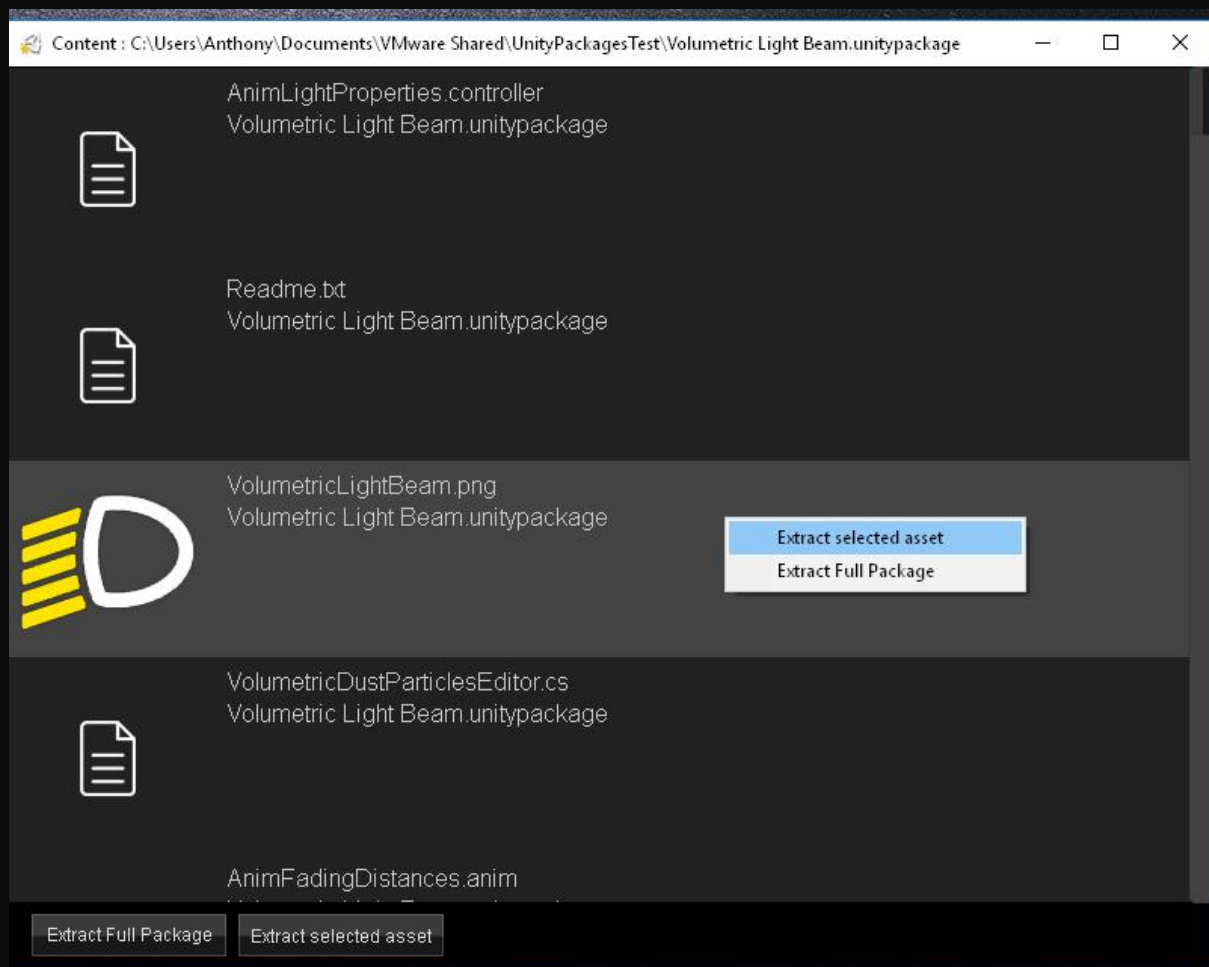
Asset Store Details Popup

If you wanna know more about a particular package, just right click on it and open the asset store details. You will get the full description of it plus a direct access to his documentation links, videos and pictures.
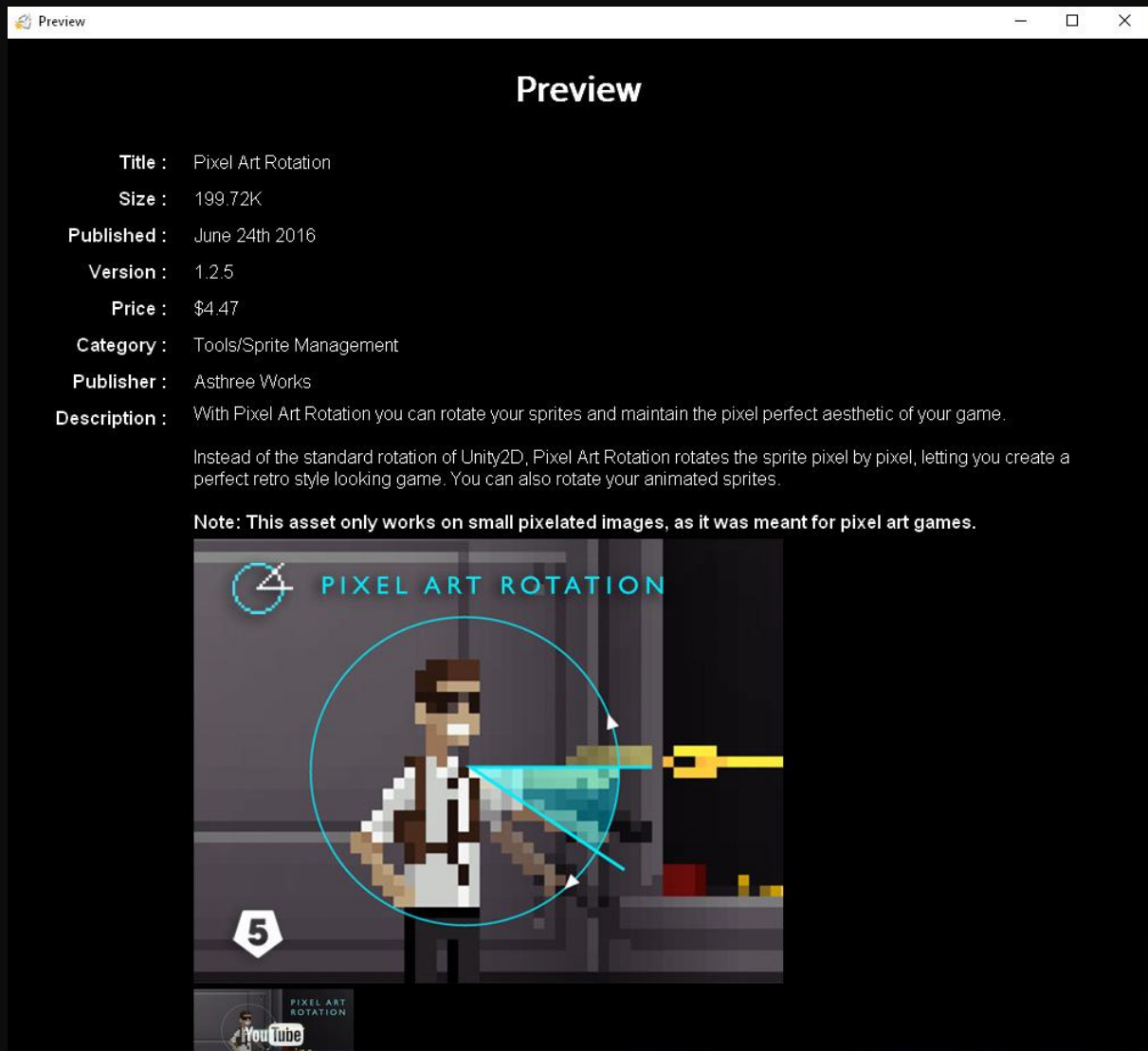
Package renaming and sorting

Sometimes when you get packages, their name are wrong, or you need to know their version number to see if they are up to date. The "rename in place" button will simply rename your packages to ensure their name are correct and add the version number to them.

Storing and sorting assets can be really time consuming. Assets Manager lets you quickly organize all of your packages inside folders that have their asset store categories as a name. You will never get messy again.
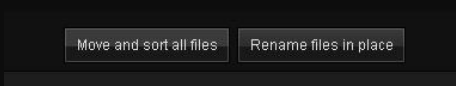
The package updater

You can now check for package updates !

Start by configuring your path to your Unity Editor installation (this will be auto filled if the path is the default one) :
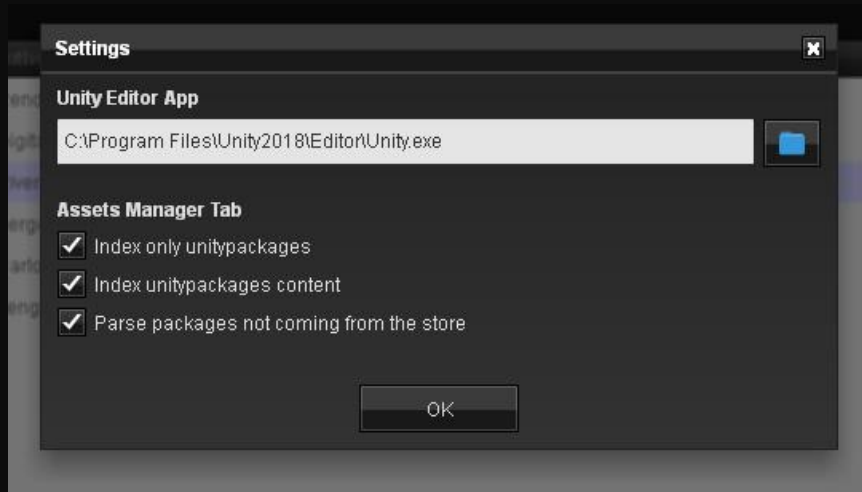
Then click on the new button « Check Package Updates » inside the Packages Manager tab :
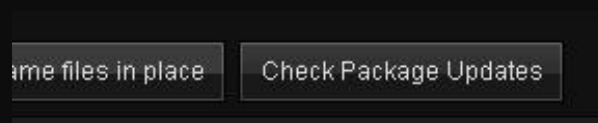
Or right click on a single package to check for a single package update :

Note : on Windows, you can also trigger this command by right clicking on a .unitypackage file !

If an update has been found and if you want to launch the download, Assets Manager will open Unity and the product's AssetStore page, and you will just have to click on the « download » button !
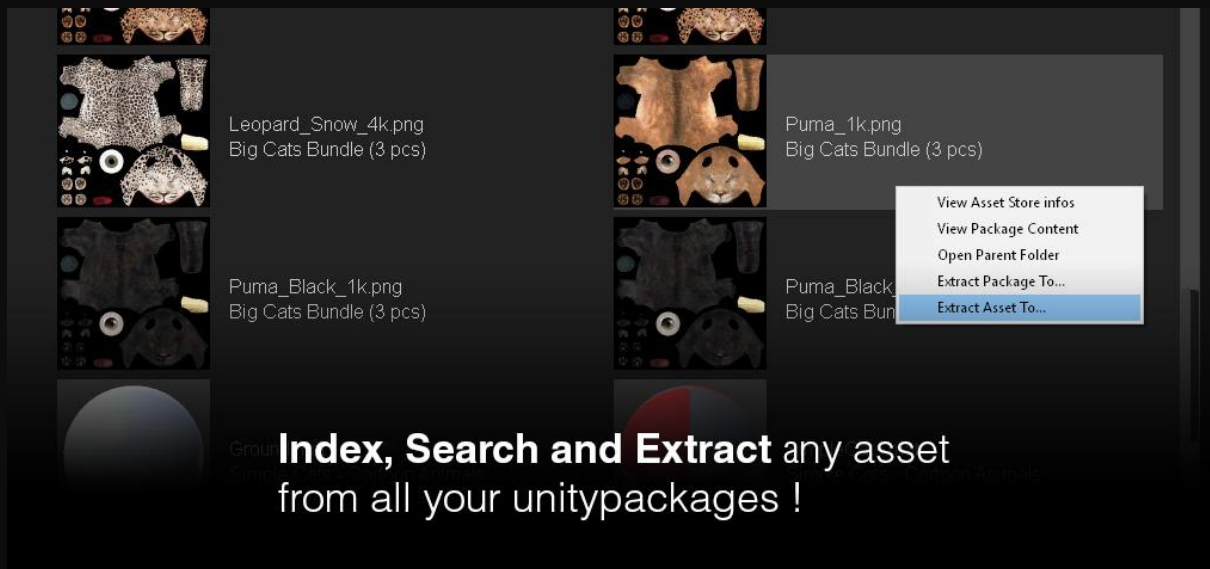

Downloading an update

When you click the « download update » option, the tool will try to open the Unity Editor and the Asset Store tab in it to the specific plugin page.

If nothing happens, please open the settings and edit your unity editor location path.

2. Assets Manager

The next tab is a really handy asset indexer. This will parse all your packages to list their assets. If you're looking for a particular texture or 3d model, just search for it and you will get their name, package location, and thumbnails as a grid. Finding assets has never been that easy. The tool can handle millions of search items. Note that the asset listing is not done through your packages because parsing a single package can take a while. Therefore, the asset list of a package is retrieved from the asset store and then cached on the server and on your hard drive for a very fast indexing.

The search function is also supporting regular expressions so you can quickly perform advanced searches, using patterns.

Finally if you want a particular asset, you can easily extract it from its package, or double click on it to open the package in Unity.

3. List Generator

The list generator is a small tab that is useful to export listing of your packages. This tool is in beta and will be improved continuously. Feel free to send me your suggestions about it.

4. Latest Assets and Store Search
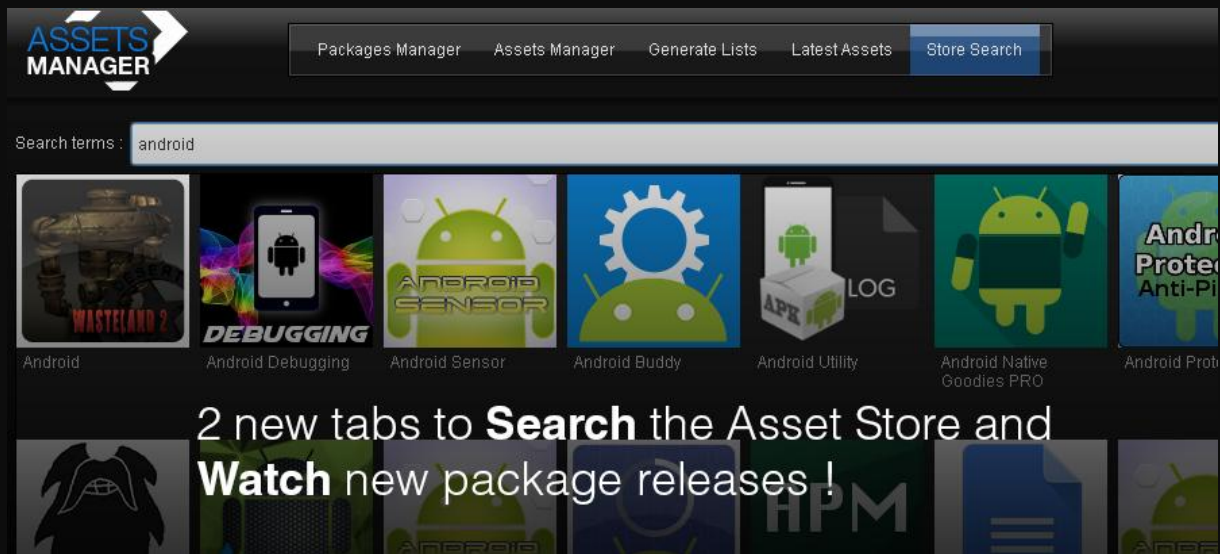
The Store Search tab let you search on the AssetStore quickly without leaving the application, and the Lastest Assets tab will show you the new packages just released everyday !

Both tabs have a right click menu with 3 options. You can open the package details in the software, in your browser or download it using Unity.
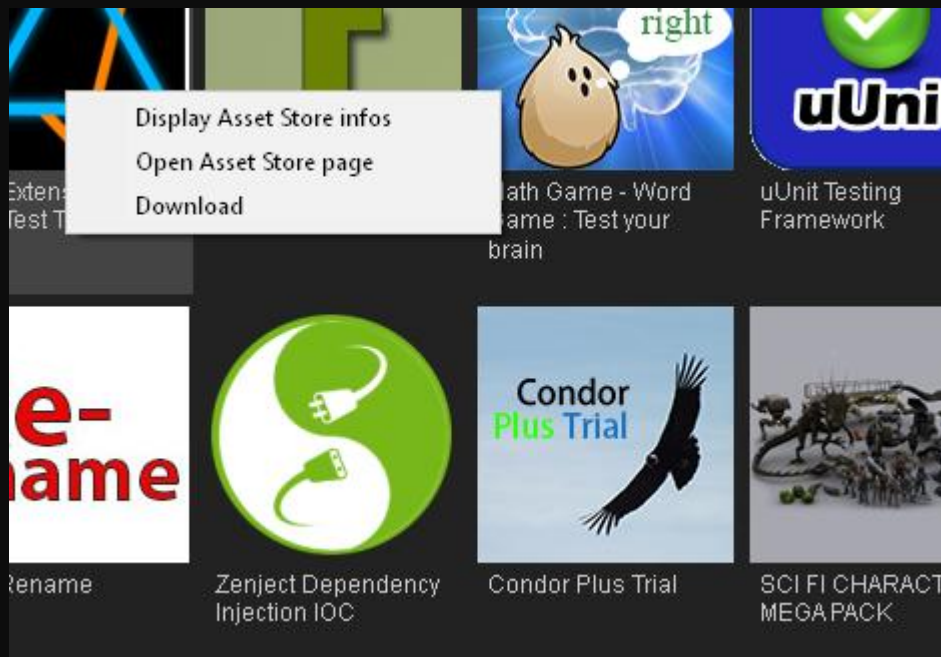
4. Shortcuts

Once installed, windows users will have all those tools available from the windows menu. If you right click on a unitypackage file, the three main tools are directly available to you at the top. You can then extract a package, see his content or get his assets store details without leaving your folder. You can even select multiple packages for bulk actions.

Roadmap

- Implement multi selection and bulk assets exporting inside the software
- Tag system with colors
- On renaming check size differences before overriding
- Improve stability when processing thousands of packages
- Enable to customize the cache path
- Add a CSV exporter

Version History

1.2.203 :
- Now the software is compiled as 64-bit to improve stability, bypass memory limit and avoid crashes. Please uninstall your 32-bit version before installing, you won't lose your databases. (Contact me if you need a 32-bit version.)
- Improved the column sorting on the "release date" and "size" columns
- New context menu inside « Store Search » and « Latest Assets » tabs

1.1.196 :
- Critical fix for « move and sort » feature
- Added the missing « Display AssetStore details » windows menu
- Speed and stability improvements (restart the software after installing)

1.1.192 :
- Critical fix for the Assets Manager Tab

1.1.190 :
- Added confirmation prompts before moving and renaming operations
- New AssetStore Search feature
- New AssetStore « latest assets » tab
- Added a button to automatically add the asset store download folder in the lists
- Added a menu to open asset store page of the selected package in your browser
- Removed the upper camel case formatting when renaming packages

1.1.187 :
- New blazing fast package extractor and reader ! Around 30x faster
- Added a search feature in the "Show Content" popup with regex support
- Bug fixes and improvements

1.0.179 :
- Version Checker : a new "update" column will show you the package version numbers currently available on the AssetStore. A right click menu will let you check for update and proceed to download the update
- New Windows right click menu on ".unitypackage" files to check for a package update
- New "size" column to display packages size in MB
- New "Settings" popup
- Bug fixes and improvements

1.0.174 :
- Fixed bugs in the macOS version : file list not persistent, app stuck in the dock etc
- Added HiDPI support for larger screen resolutions
- The Content Popup can now extract assets as well
- Renamed the tabs to "Packages Manager" and "Assets Manager"
- The Package Manager tab can now show an icon grid of packages
- Unitypackages coming from the store are now showing their store icon

1.0.161 :
- First public release

Known issues

Thumbnails inside the « Show Content » popup are sometimes missing. Unitypackages do not contain thumbnails for every assets.

Thumbnails inside the « Assets Manager » tab in « grid » view mode, can be missing as well. They are downloaded and cached one by one but if you have thousands of assets it can take some time to load or fail to load too.

Stability issues can happen when processing thousands packages.

F.A.Q

When I extract an Asset (for example a 3D-Model) from a Package, can I easily Do it with its dependencies included so that no parts are mising (Materials, textures, normal maps, or do I have to select the dependencies manually ?

You still have to manually select the dependencies. There is no easy way to find them automatically before having them interpreted by Unity itself.

Can I multiselect and extract multiple assets at once ?

You can select multiple unitypackage files in a folder, right click and select any action. This way you will be able to check their asset store pages, and extract them at once. For now the asset extraction is done one by one, but I will definitely look into enabling multi selection extraction in the next version.

Contact & Links

If you find a bug, or want to suggest a feature, please contact me at contact@exoa.fr

Please provide your billing number/order number. Any request that do not provide it won't get any response.

You can also ask your questions on the forum thread :

https://forum.unity.com/threads/assets-manager-pro.546389/

The official webpage is : https://www.exoa.fr/en/portfolio-item/unitymanager/