CSS-like Search (free) manual

> **IMPORTANT!** If you are running Unity on mac, it might be necessary to install "Consolas" font manually.

This asset allows you to search objects on the scene with advanced filters. With the CSS-like syntax you can search by type, by attribute value, by name and by hierarchy.

The search query consists of some filters (or selectors). Firstly, search engine takes all the objects on the scene. Then it applies filters one by one. After all filters are applied, remaining objects are selected (in the hierarchy and scene views).

Types of filters (selectors)

Component selector

.ComponentType – filter by component (class selector in CSS). Only objects with given component will be selected.

Name selector

#name – filter by name (id selector in CSS). Allows you to select object(s) with given name. The difference from the CSS is that more than one object may be selected with given selector. This happens because Unity does not require names of objects on the scene to be unique.

Attribute selector

[attribName="attribValue"] – filter by attribute value (attribute value selector in CSS). Allows you to select only objects with given value of specified attribute.
This selector requires **any** attribute with given name to have specified value. For example, if there are two components with fields "number", and any of them is equal to given value – object will be selected.

Supported types:

| Types	How to specify	How are compared
Strings and chars	"stringOrChar"	==
Integral numbers	"2"	Parsed and ==
Floats and doubles	"2.3"	Parsed and compared with delta (0.000001)
Bool	"true" or "1"	1-true, 0-false
Vectors (2,3,4)	"(2.32, 3, 5)" or "(2.32 3 5)"	Parsed each component and compared with delta (0.000001)
Enums	"enumValueName"	Enum option name used

Child selector

> – child selector. Takes all the top-level children of currently selected objects. Then children may be filtered.
For example ".Building > .Floor" – selects all buildings, then takes all their top-level children and selects only those, who have "Floor" component.

How to use

Type the search string and just hit enter. Filtered objects will be selected in hierarchy and scene view. If your query has a problem, the first problematic character will be underlined with red. Hover error highlight to see the message.
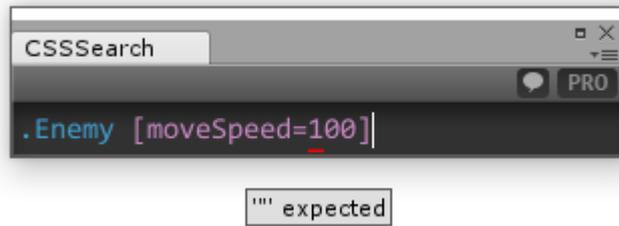

Hotkey

You may use a hotkey to show the window. Just hit Ctrl+W, and the window will appear. You may move the window to any position and its position and size will be saved. To close the window, you may use Esc key. So, it is now not necessary to find a place for CSS-like Search window in your working layout.

Word presenter

There is an ability to see the verbal description of the query you have entered. You need to click the button in the upper right corner with symbol 💬. The dialog will be shown with info about your query. Example:
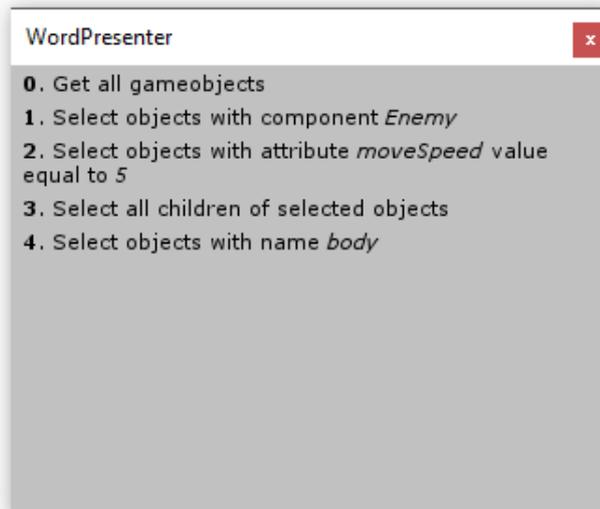
Each line (except 0) describes each selector in search query.

The search window is made maximally compact, so it fits any editor layout without problems.