Searchy

Quick Start

Searchy allows you to quickly search your Unity project.

Simply press the hotkey CMD+SHIFT+O on Mac or CTRL+SHIFT+O on Windows to activate the Searchy window.

You may immediately begin typing to begin a search across all configured sources.

Using the up and down arrow keys, select a returned search result, then press Enter to open it.

Using The Keyboard

- Use the up and down arrow keys to navigate search results.
- The right arrow key or return key will call a primary action on the selected entry, such as drilling into a selected source or opening a file.
- Performing a search after drilling down into a source performs the search only on that source.
- CMD+ENTER on Mac or CTRL+ENTER on Windows will call a secondary action on the selected entry, such as selecting a file.
- The left arrow key or backspace allow you to go back to the root.
- Press the tab key on a selected entry to bring up more options, such as creating a favorite.

Built-in Sources

Search results in Searchy are generated by classes called sources.

Searchy currently comes with these sources: - Scenes - Switch your open editor Scene - Scripts - Open Scripts in your IDE - Hierarchy - Select GameObjects in the current scene - AudioClips - Preview and select AudioClips - Textures - Preview

and select Textures - Materials - Preview and select Materials - Shaders - Select Shaders - ScriptableObjects - Select ScriptableObjects - Prefabs - Select Prefabs - Favorites - Lists Favorites marked in the Tab menu - Recents - Lists recently activated entries

Advanced - Custom Sources

You may create your own custom sources by inheriting from: - SearchySourceBaseAsset - Use this if you are dealing with assets in the project - SearchySourceBaseDefaultConfig - Use this to make a completely custom source, sources do not have to search for assets, they can be anything you want!

Please refer to SearchySource_Scripts for an example of how to make a source.

To make your source appear in the Searchy main menu, you must currently add it to SearchySource_Main in the SubSourceTypes property.

Advanced - Custom Entries

All sources provide Entries to the Searchy window. You may create your own entries by inheriting from: - SearchyEntryBaseAsset - Use this if you are dealing with assets in the project - SearchyEntryBase - Use this to make a completely custom entry

Please refer to SearchyEntry_Script for an example of how to make an entry.

Entries can have special commands that show up in the tab list, primary and secondary commands, and even custom drawing through various overrides.

Support

Please email support@flyingworm.com for help or feature requests.