

# GUID Fixer - Manual

## GUID Fixer



5f7201a12d95ffc...



a634b21d6de411...

You have conflicting GUIDs and need some new ones?  
Some error has given you a GUID but you don't know what that belongs to?  
You need a quick way to do some full text search on your Asset files?

Don't worry! GUID Fixer is here to help you out.

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# 1. Prerequisites

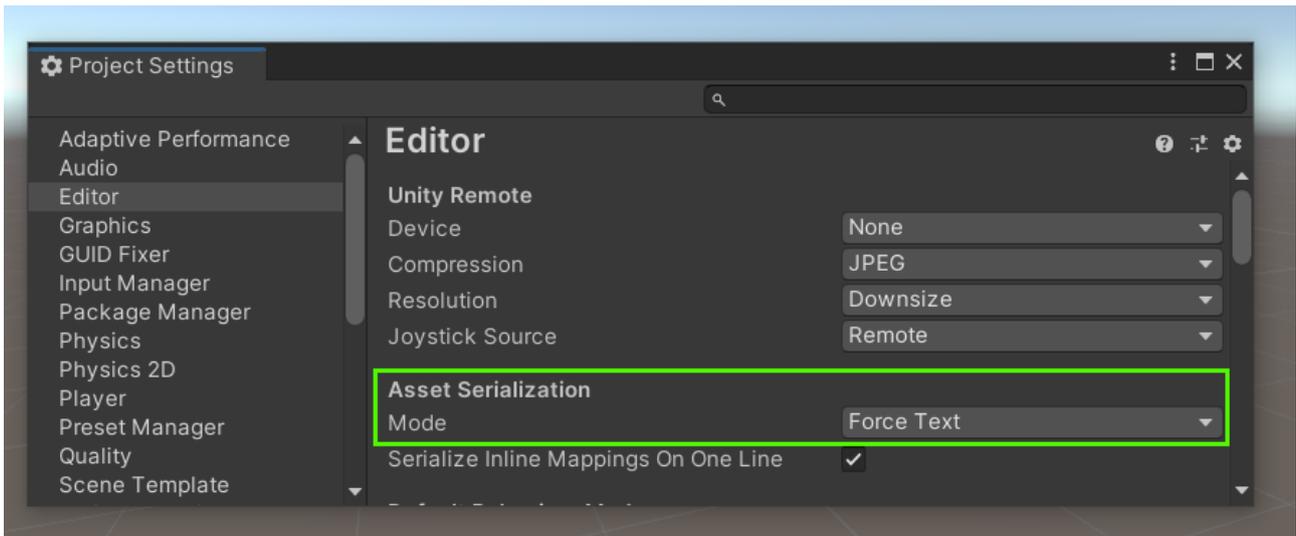
Please check that your Asset Serialization is set to „Force Text“.

To enable editing GUIDs your scene files have to be saved in a text format.

Unity is already configured to use a text format by default. Therefore no changes are required.

If you want to be extra sure then please check the settings under:

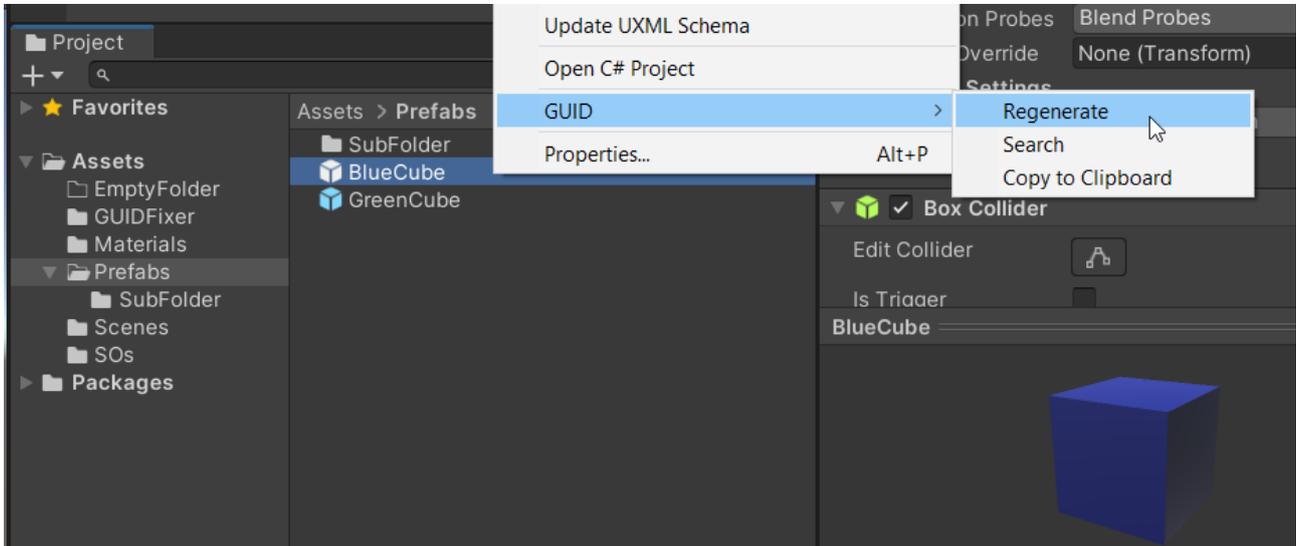
**Project Settings > Asset Serialization Mode > Force Text**



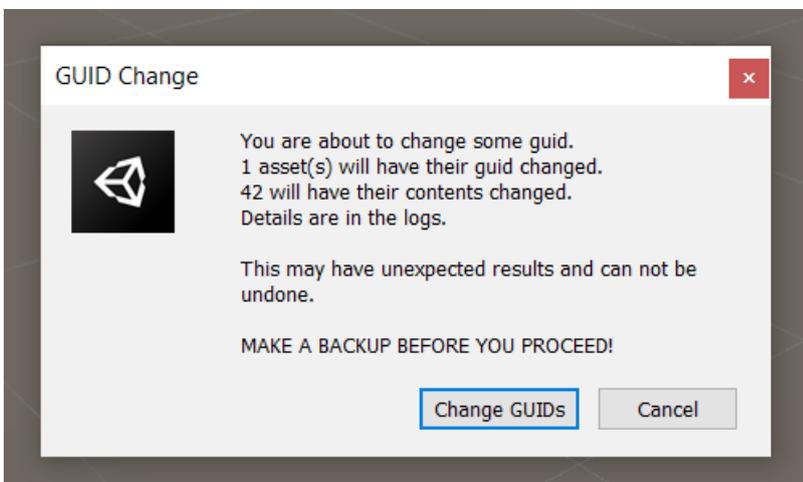
## 2. Generating new GUIDs

To generate new GUIDs simply **Right-Click > GUID > Regenerate**.

You can do this on any folders or files inside Assets. In this example we will only regenerate the GUID for one single Prefab (BlueCube):



A warning will appear as you are about to do some major changes to your project. Be sure to **COMMIT your changes before doing this** as Unity can not revert it.



After the change you will notice that the GUIDs in some files have changed.

Changes made (double-click on file for diff):

Check: **All** None Unversioned **Versioned** Added Deleted **Modified Files** Submodules

Path	Extension	Status	Lines...	Lines ...
<input checked="" type="checkbox"/> GUIDFixer-2020-dev/Assets/Prefabs/BlueCube.prefab.meta	.meta	Modified	1	1
<input checked="" type="checkbox"/> GUIDFixer-2020-dev/Assets/Scenes/Level1.unity	.unity	Modified	13	13
<input checked="" type="checkbox"/> GUIDFixer-2020-dev/Assets/Scenes/Level2.unity	.unity	Modified	13	13
<input checked="" type="checkbox"/> GUIDFixer-2020-dev/Assets/Scenes/Level3.unity	.unity	Modified	13	13

Here are the changes made to the .meta file of BlueCube.prefab:

```
1 fileFormatVersion: 2
- guid: a634b21d6de41194295c0430ddd52d47
+ 2 guid: 12b952c241ab4d70aea28cf94d7441f4
3 PrefabImporter:
4   externalObjects: {}
5   userData:
6   assetBundleName:
7   assetBundleVariant:
```

And these are the changes made to each scene which contained that prefab:

```
416 --- !u!1001 &792251577649260702
417 PrefabInstance:
418   m_ObjectHideFlags: 0
419   serializedVersion: 2
420   m_Modification:
421     m_TransformParent: {fileID: 0}
422     m_Modifications:
-     - target: {fileID: 7922515776382865859, guid: a634b21d6de41194295c0430ddd52d47, type: 3}
+ 423     - target: {fileID: 7922515776382865859, guid: 12b952c241ab4d70aea28cf94d7441f4, type: 3}
424       propertyPath: m_RootOrder
425       value: 2
```

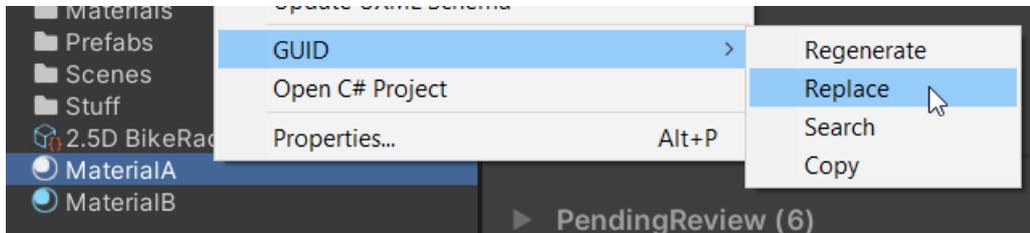
If you wish to regenerate the GUIDs of the whole project simply right click on the „Assets“ folder and choose **GUID > Regenerate**.

**NOTICE 1:** Only assets which are located under /Assets can be changed. Changing GUIDs in packages is not supported.

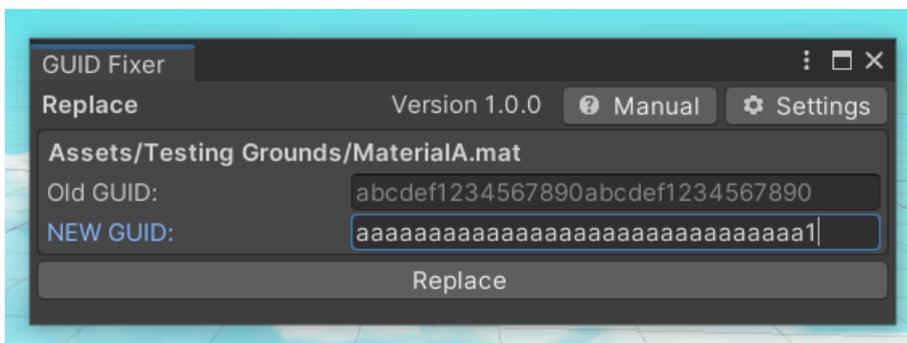
**NOTICE 2:** Be cautious with changing GUIDs of third party assets as you will most likely get duplicate files after an update. Unity considers identical files with different GUIDs as two different files.

### 3. Replacing an existing GUID

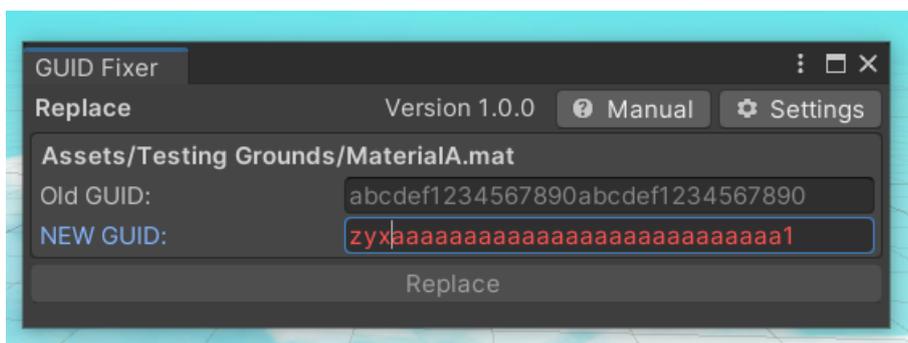
To replace a certain GUID with a custom GUID use **Right-Click > GUID > Replace**



Enter the new GUID.



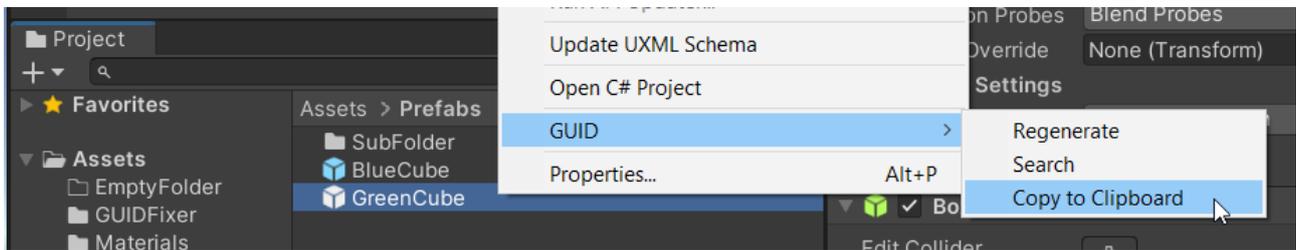
Keep in mind that a valid GUID is a hexadecimal number with a length of 32 characters. The tool will help you to get it right by validating the GUID while you type it in.



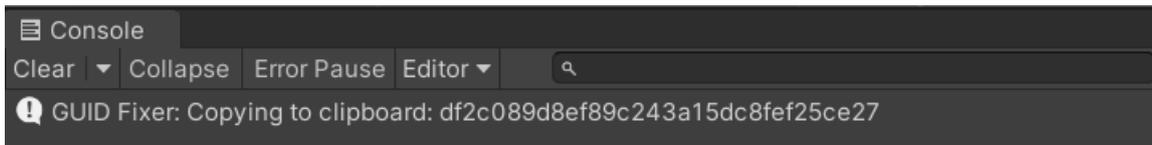
Finally click „Replace“ and your asset will have a new GUID.

## 4. How to get a GUID

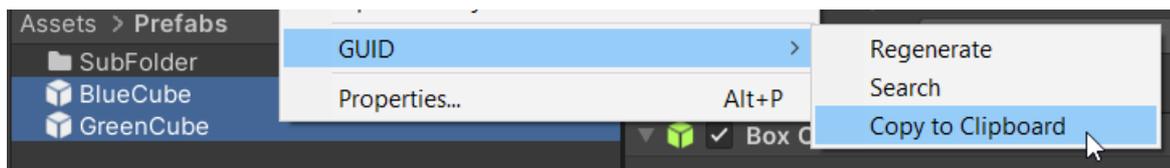
To get the GUID of an object use **Right-Click > GUID > Copy To Clipboard**.



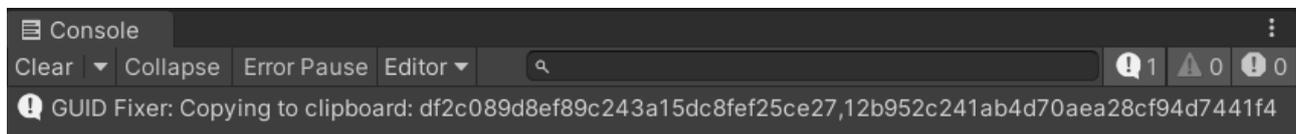
It will also be logged in the console:



You can do this with multiple objects too.

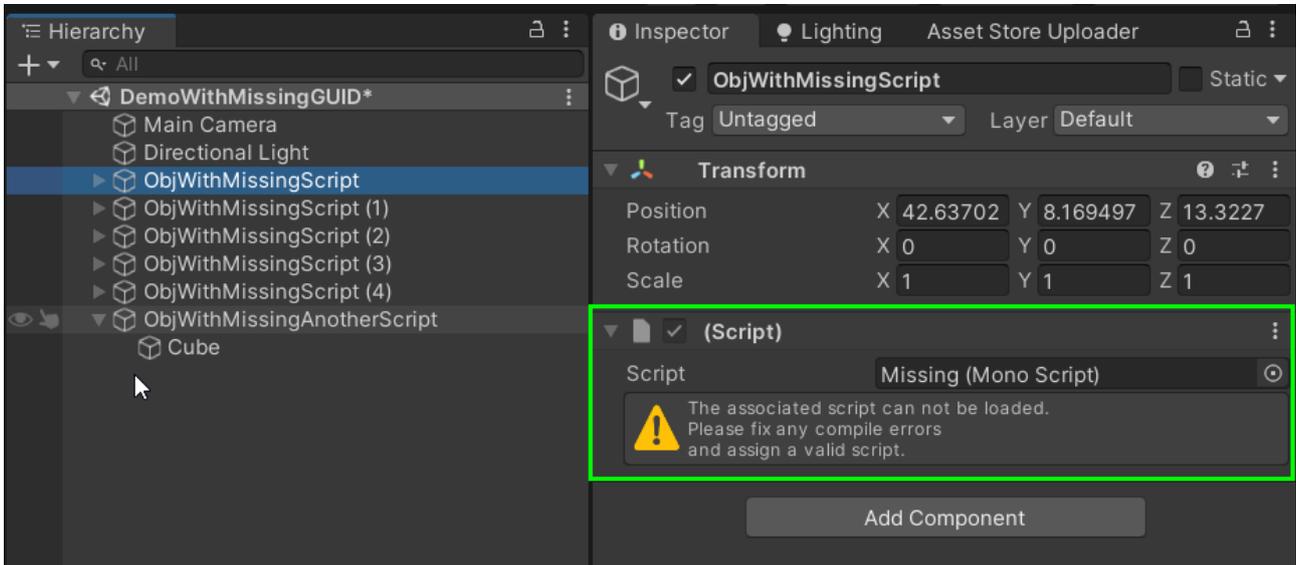


Their GUIDs will be comma separated.

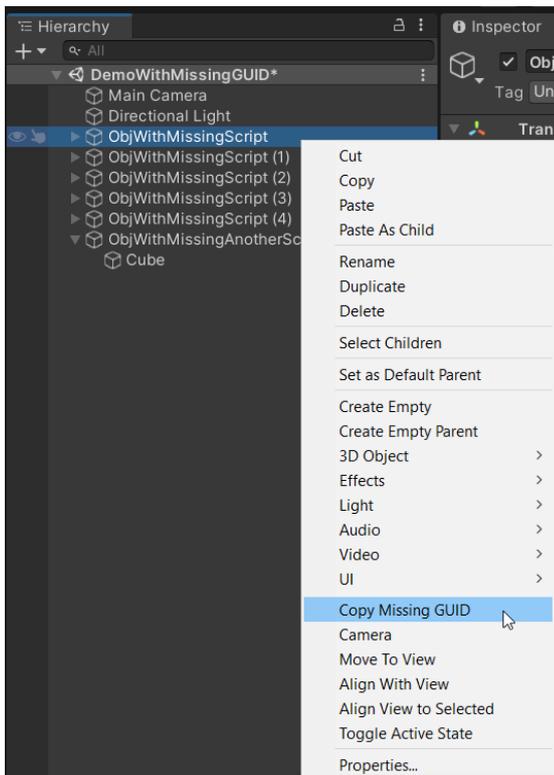


## 5. Copying missing GUIDs (Fixing Missing Scripts)

Imagine you have a script attached to many MANY game objects across multiple scenes and you want to fix it.



If you **Right-click** on the GameObject you can choose „Copy Missing GUID“.

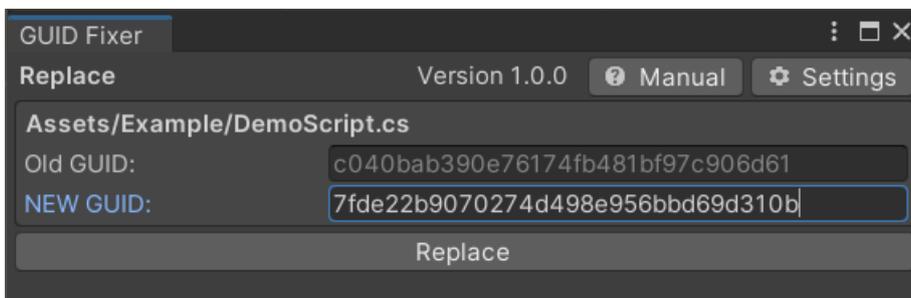
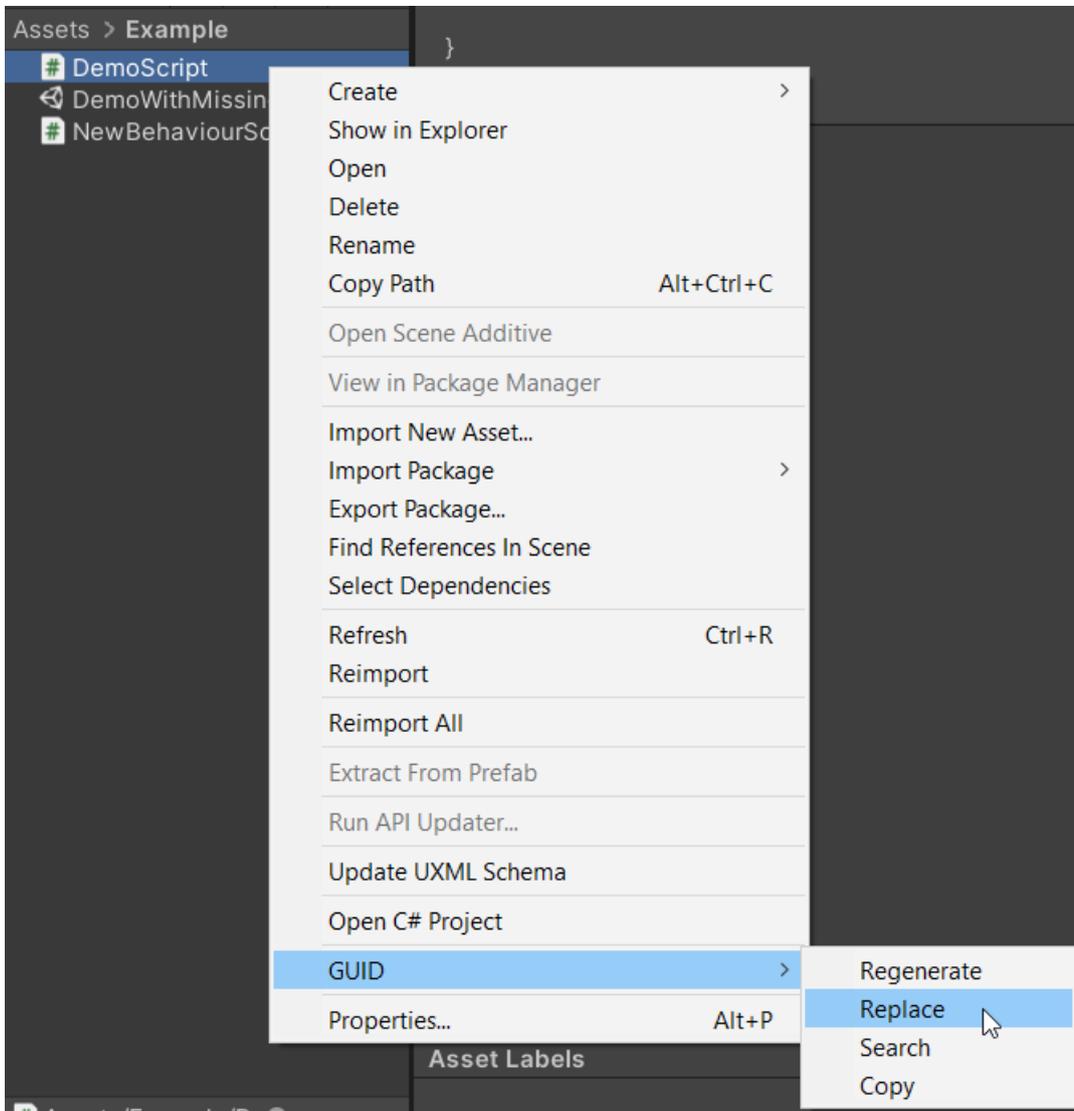


This will copy the GUID of the missing script(s) into the clip-board and log them on the console.



Now you can use the „Replace“ method to change the GUID of any script to match the missing one. This will change the GUID of the existing script and effectively reconnect it.

**NOTICE:** make sure the script is not referenced by other objects. If they do then these references will need to be patched afterwards. This workflow is best for replacing broken references with a new script which does not yet have any other references.

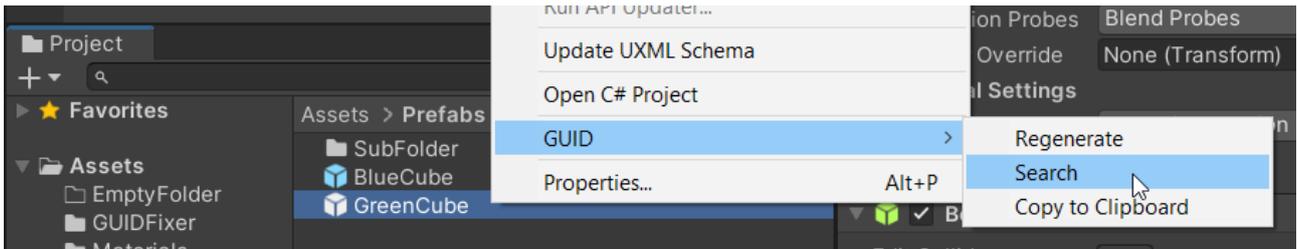


## 6. Searching for GUIDs

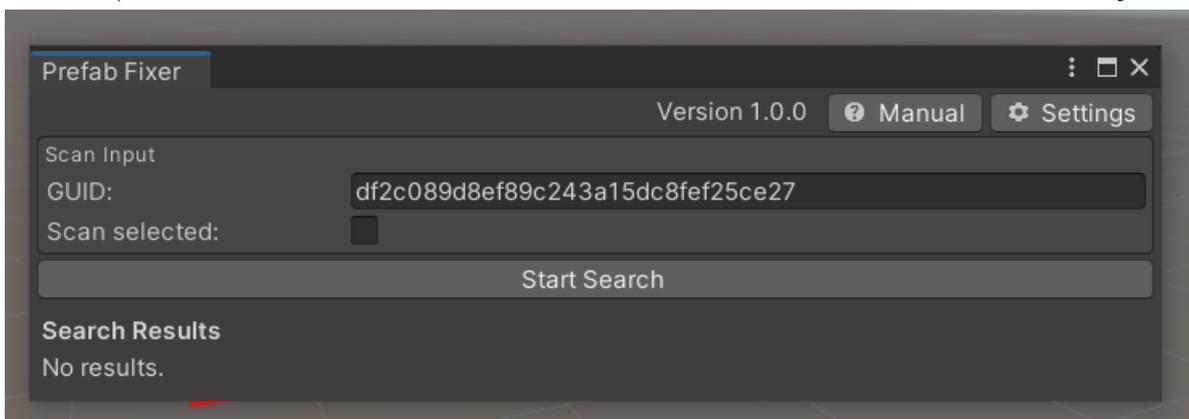
You might be hesitant to change a GUID (as you should be). To get a feeling for what a change would mean you can search for a GUID first. There are two ways to start a search, A and B.

### A) Right-Click > GUID > Search

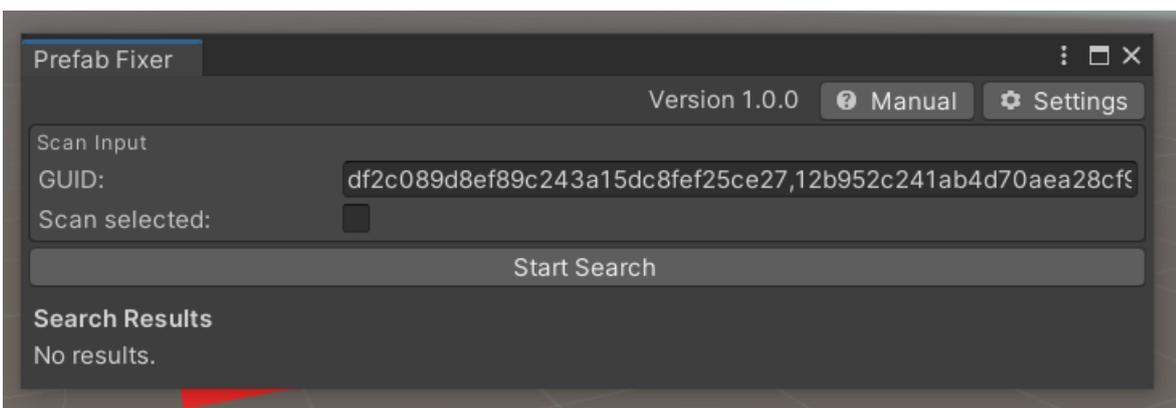
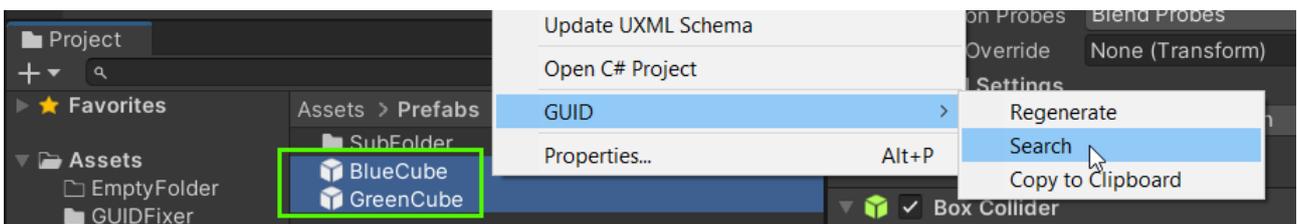
Let's say you want to see where the GUID of the „GreenCube“ Prefab is used.



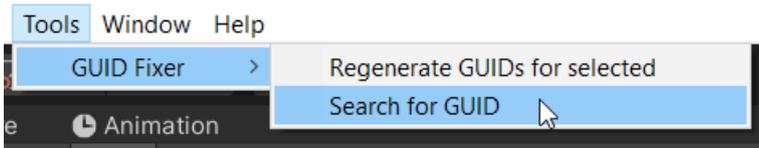
This will prefill the GUID field in the search window with the GUID of the selected object(s).



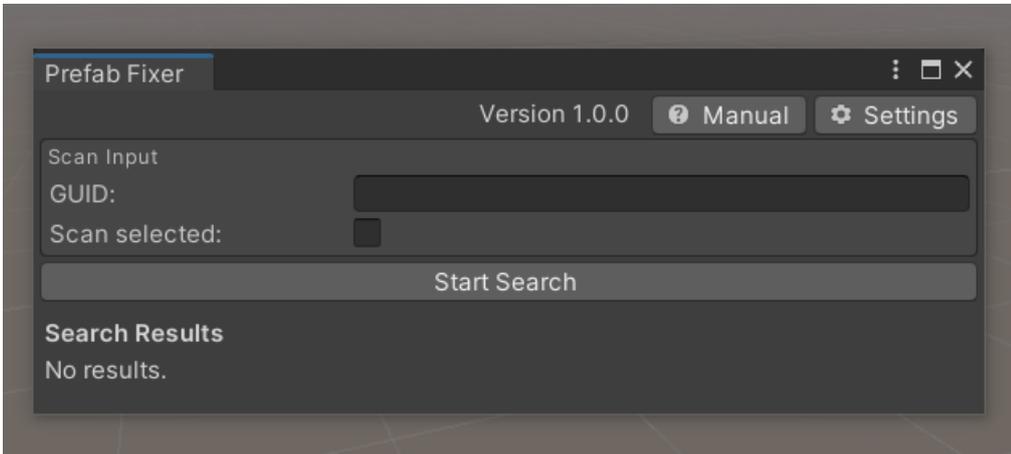
Remember: You can do all this with multiple objects too. The GUIDs will be comma separated.



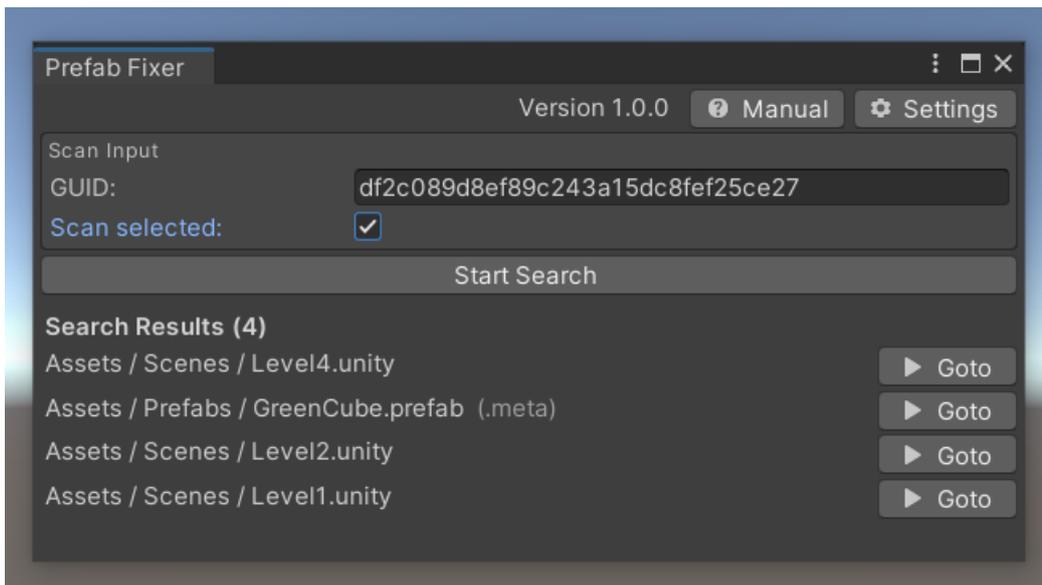
## B) Tools > GUID Fixer > Search



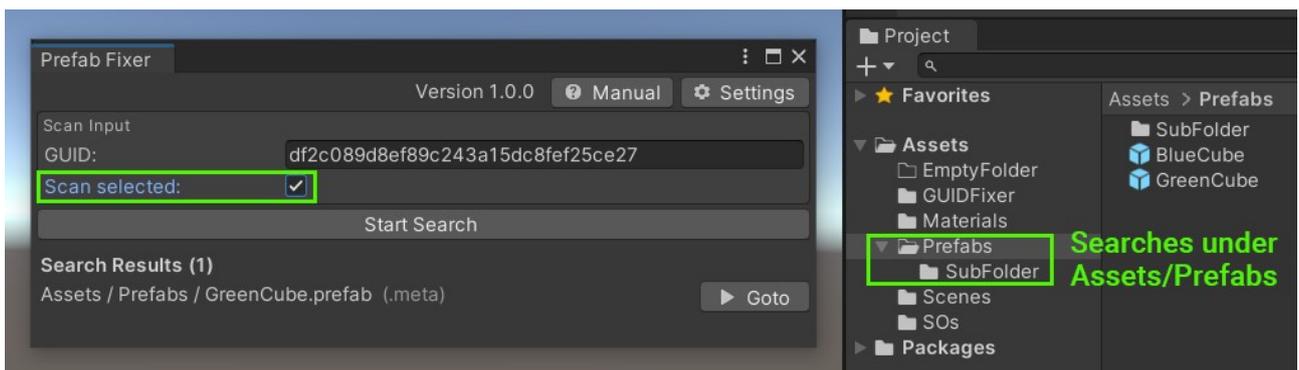
Doing it this way you will have to provide a GUID yourself.



By default the tool will search ALL assets under the „Assets“ directory.



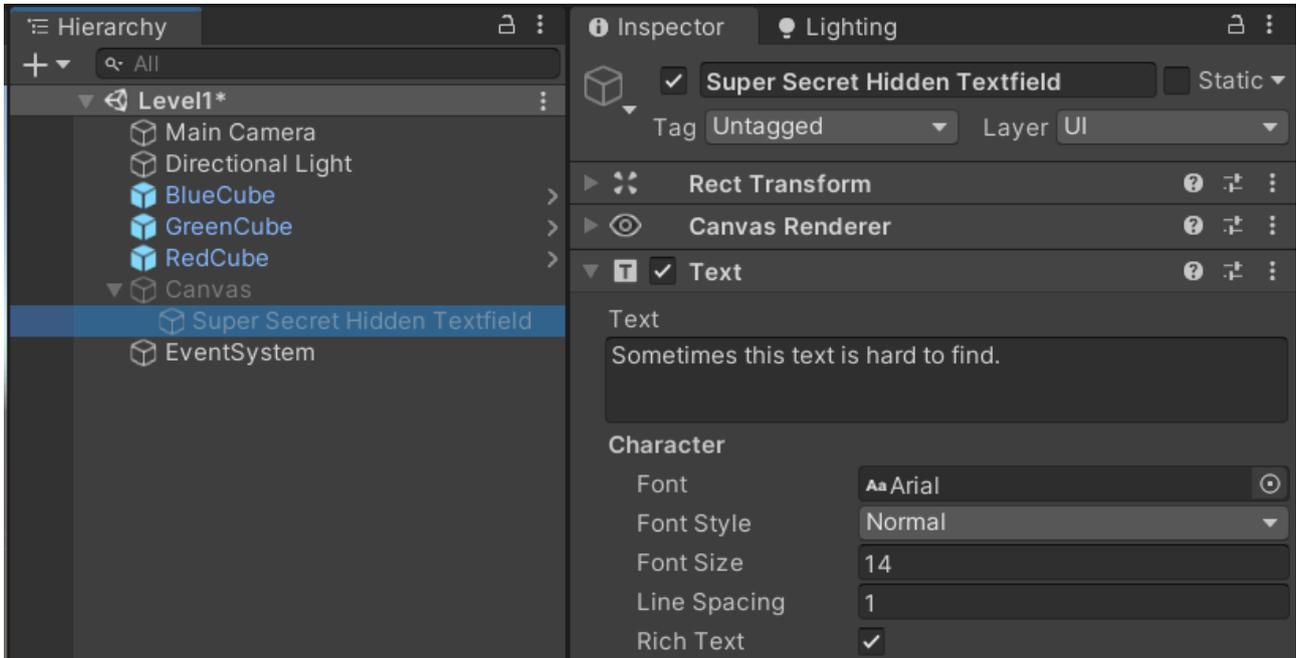
If you check the „Scan selected“ checkbox then only the current selection will be searched.



## 7. Tricking GUID Fixer into acting as a full-text search engine

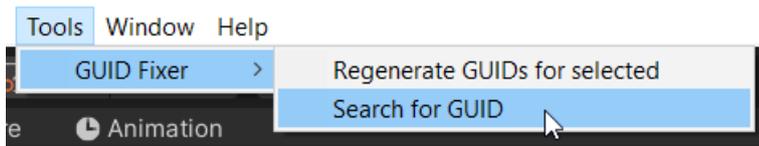
Since the GUID search is really just a full text search on all the text assets in your Assets/ directory you can use it to search for some other stuff too.

Let's assume you have this super secret textfield which you forgot where it is but you still know it has the text „hard to find“ in it.

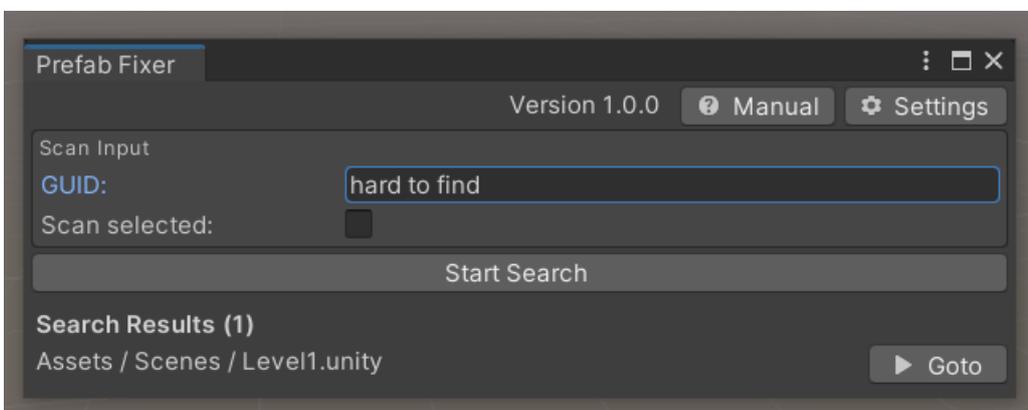


Try this:

First, we start a new search.



Second, we enter the text we are looking for („hard to find“) and Press „Start Search“.



Now at least we know in which scene that textfield is in. ;-)