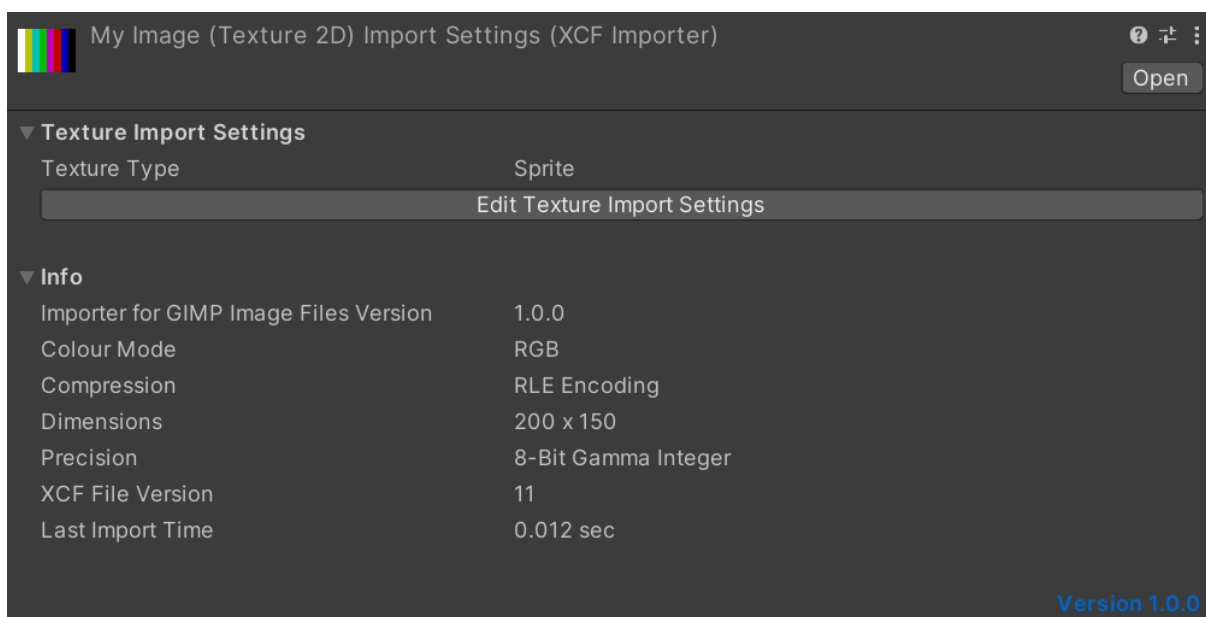


Importer for GIMP Image Files (Version 1.0.0)

Importer for GIMP Image Files allows you to seamlessly import XCF files produced by GIMP (the GNU Image Manipulation Program) into Unity as though they were regular image files, such as PNGs. This removes the need to have both a master XCF file, which may include layer information that would be lost on an export, and a separately exported file specifically for importing into your Unity projects. XCF files are treated as regular assets, so modifications to them will trigger an automatic re-import in Unity. Full source code for the asset is provided.

Using the Asset

The asset could not be simpler to use – just import the asset package then add an XCF file into your assets folder and it will appear as a texture which can be used in the same way as any other texture asset. When you import the file, the inspector for the asset will look like this:



The information shown here is detailed below:

- **Texture Import Settings** – This section firstly displays the texture type. The **Edit Texture Import Settings** button below this opens a modal window allowing you to edit texture settings as you would for any other texture asset. This is where you can set for example sprite sheet information.
- **Info** – This section displaying information about the XCF file that was imported:
 - **Importer for GIMP Image Files Version** – The version of the asset used to import this image. You may wish to consider re-importing assets when an updated version of the asset is released.
 - **Colour Mode** – The colour mode of the XCF file – RGB, Greyscale or Indexed.
 - **Compression** – How the XCF file is compressed – None, RLE Encoding or zLib.
 - **Dimensions** – The width and height of the XCF file image.
 - **Precision** – The precision of the file – 8, 16, 32 or 64-bit linear or gamma floating point or integer precision.
 - **XCF File Version** – The XCF file version. The asset supports XCF file versions up to version 11 which GIMP version 2.10 saves to. It will most likely have good support

for future versions but may be missing features. We plan to update the asset when new versions of the XCF file specification are released if required.

- **Last Import Time** – How long it took to import the XCF file the last time it was imported.
- **Version 1.0.0** – The current version of the asset. Click this to view a popup containing release notes.

Functions

A handful of public methods are available in the `ImporterForGIMPImageFilesFunctions` class in the `ImporterForGIMPImageFiles` assembly for you to call from your own code. These are:

- `GetImage(byte[] XCFData)` – Returns the texture that results from loading an XCF file given an array of bytes that represent the XCF file.
- `GetImage(string filename)` – Returns the texture that results from loading an XCF file given the filename of the XCF file.
- `GetImageDimensions(byte[] XCFData)` – Returns the dimensions of an XCF file given an array of bytes that represent the XCF file.
- `GetImageDimensions(string filename)` – Returns the dimensions of an XCF file given its filename.
- `GetVersionNumber()` – Returns the version number of the asset.

The example below shows a mono behaviour class which outputs the asset version number to the console when it starts. Just attach it to a game object and run your scene to see it in action.

```
using ImporterForGIMPImageFiles;
using UnityEngine;

public class VersionNumber : MonoBehaviour {

    void Start() {
        Debug.Log(ImporterForGIMPImageFilesFunctions.GetVersionNumber());
    }
}
```

Feedback

During the development of Importer for GIMP Image Files we have made every effort to ensure the importer reflects the behaviour of GIMP and produces images identical to those that would be exported to PNG files from GIMP itself. We aim to support all the features that GIMP supports so that any XCF file, no matter what features it uses, can be imported directly into Unity.

However it is possible that we've missed something or implemented something incorrectly, meaning an XCF file does not appear the same as it would have had you exported it from GIMP and imported it into Unity that way. If you come across such a file, please send it to us! Just the XCF file will do – we can run an export through GIMP and import it using the asset and see what the difference is. We will then endeavour to release an update to the asset to fix it.

Please also let us know if you have any other comments or suggestions – we're happy to hear them and will always reply.