SVG TO PNG

Documentation

Thanks for buying the **SVG TO PNG** script!
Please do not distribute this asset yourself for payment or free, but link to the **asset store**.

Contact Info

If you have any questions regarding this asset, please contact me:
E-mail: black.dragon.be@gmail.com
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Requirements
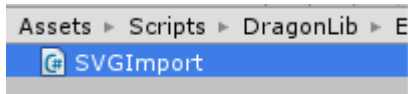
You need to have **Inkscape** installed before attempting to use the script, as it relies on it.
Get **Inkscape** from here:
https://inkscape.org/en/download/

How To Use

1) Import the unity package.
2) Verify that a file named SVGImport was created inside your project (located in the Scripts/DragonLib/Editor/Import SVG folder)
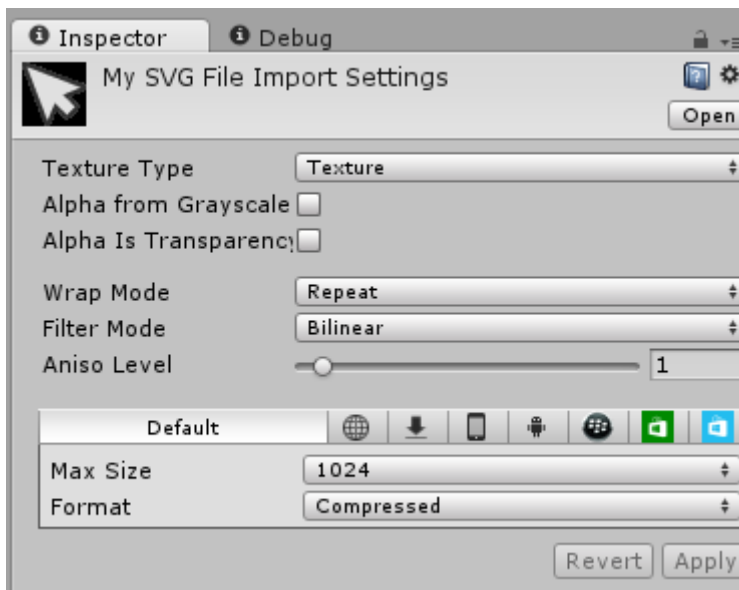

3) Place a SVG file anywhere in your project.

4) After importing the SVG file, a PNG file will be created alongside it.

5) You can now alter the PNG import settings like you would do with any other image.

6) You can now either delete the SVG if you don't need it anymore, or keep it and edit it, any changes saved to the SVG will be reflected in the PNG file without any changes to the PNG import settings.
7) Enjoy!

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FAQ

Q: My images aren't converted to PNG at the right dimensions, why?
A: The dimensions of the PNG are determined by the page settings of your SVG. In Inkscape you can change the dimensions in File-Document Properties
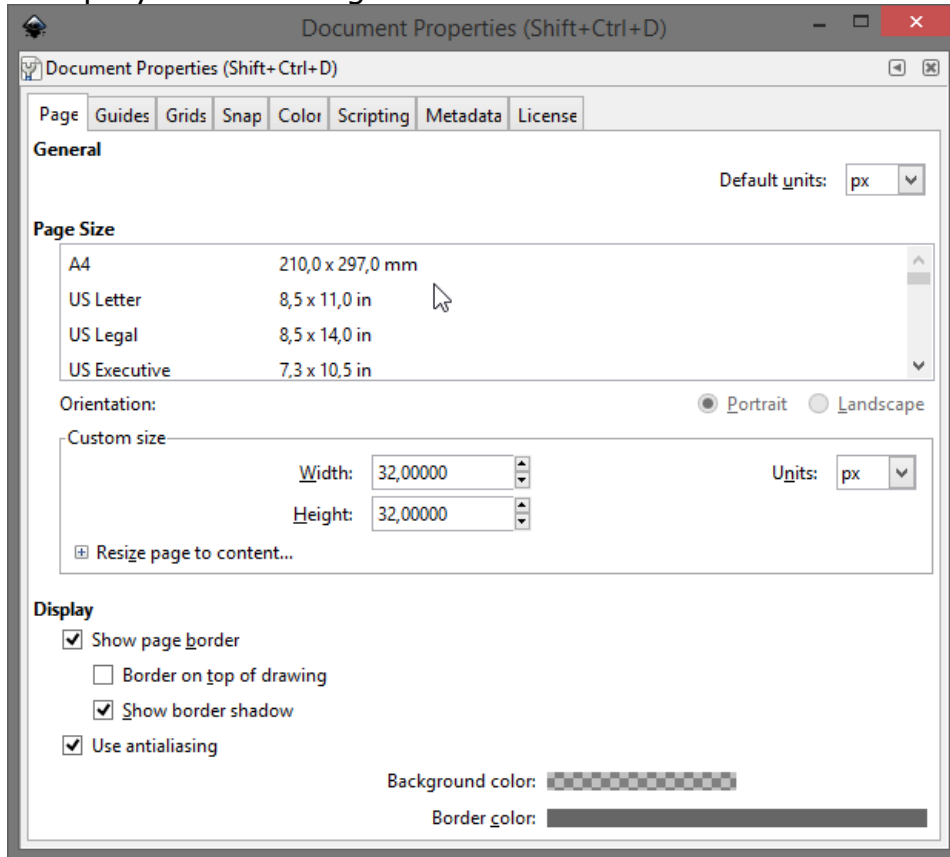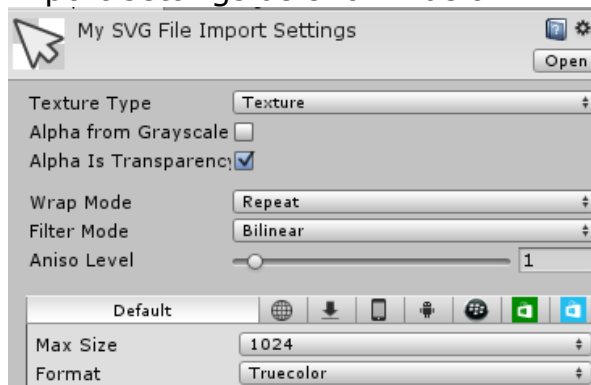

Q: I have a portable version of Inkscape, can I still use **PNG TO SVG**?
A: Sure! Open up the SVGImport.cs file in your favorite code editor and change the InkscapePath to the path of your inkscape executable, located in the bin directory if you use the portable version.

```
//CHANGE THIS TO THE INKSCAPE EXECUTABLE PATH:
public static string InkscapePath = @"C:\Program Files (x86)\Inkscape\inkscape.exe";
```

Q: My PNG looks wrong and the gradients don't work, why is that?
A: For best results, check Alpha Is Transparency and set the format to Truecolor in the PNG import settings as shown below.

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