

Documentation

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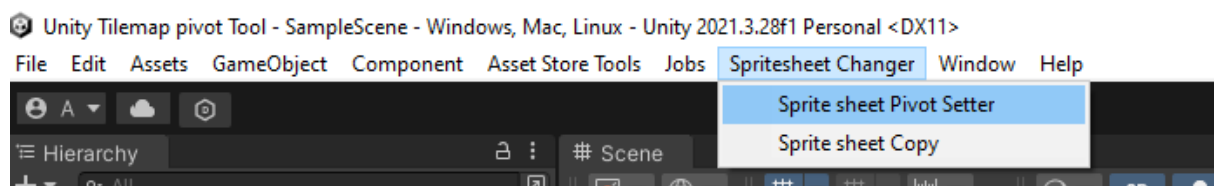
Thank you for your interest in this asset! Any questions or thoughts? You can contact me at amfich.me@hotmail.com.

In this documentation you will learn more about how to work with this tool.

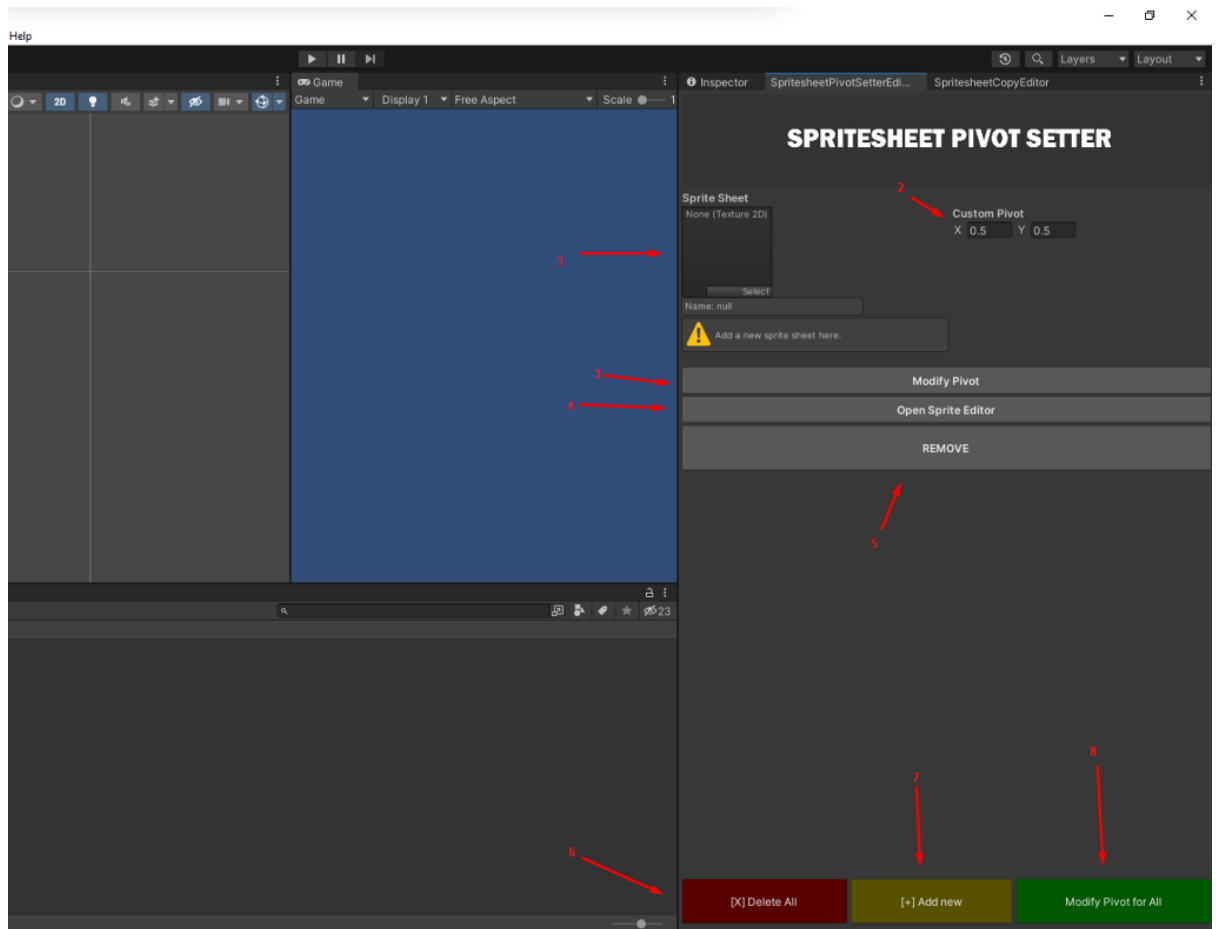
Sprite Sheet Pivot Setter

How it works?

1. The first thing you need after you have installed the plugin is to open the function - "Sprite Sheet Pivot Setter"

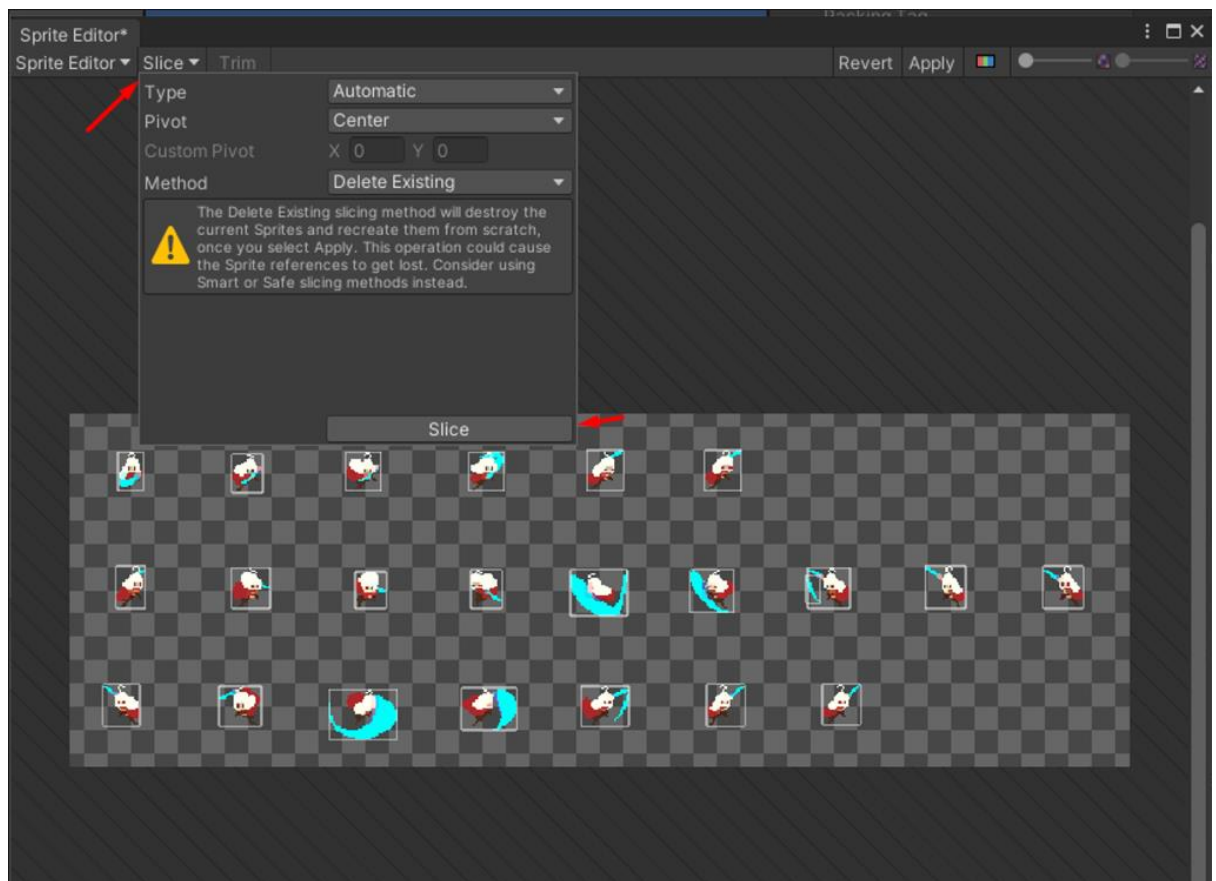


2. Next you will be greeted by this window with functionality:



- [1] The location of the sprite sheet to which you want to assign an anchor point. (Pivot)
- [2] Pivot settings, where you can set it.
- [3] A button that is responsible for assigning values for this object
- [4] A button that is responsible for opening an object that is located in the Texture2D field (Our Sprite Sheet) in the Sprite Editor window
- [5] A button that is responsible for deleting the Pivot editor window
- [6] A button that is responsible for deleting all Pivot editor windows
- [7] Button responsible for adding a new Pivot settings window
- [8] A button responsible for assigning an individual Pivot value to all objects simultaneously

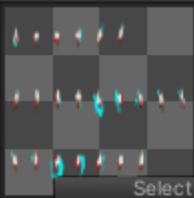
3. Before you throw a Sprite Sheet out the window, you need to trim all the sprites in it!



4. This is what 2 Pivot settings windows look like:

SPRITESHEET PIVOT SETTER

Sprite Sheet



Select

DownConsecutiveSlash



Sprite Sheet is present.

Custom Pivot

X 0.1

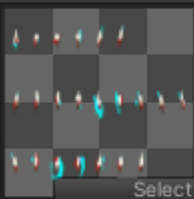
Y 0.5

Modify Pivot

Open Sprite Editor

REMOVE

Sprite Sheet



Select

DownConsecutiveSlash



Sprite Sheet is present.

Custom Pivot

X 1

Y 0.5

Modify Pivot

Open Sprite Editor

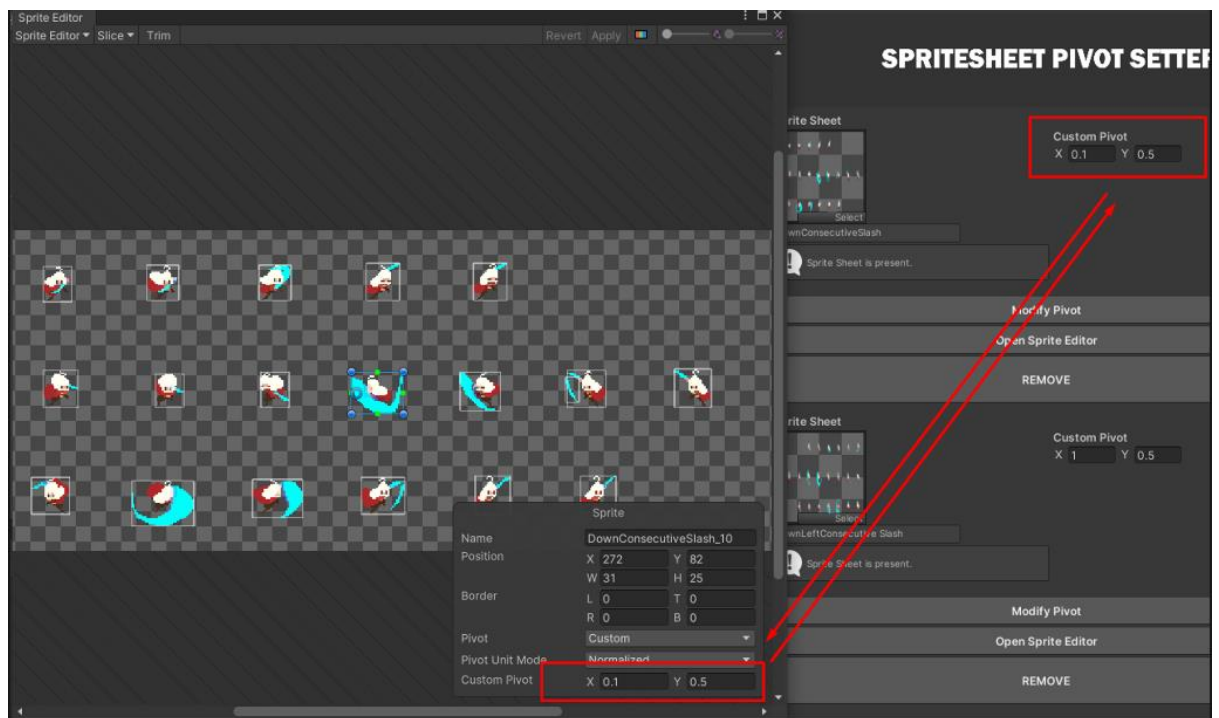
REMOVE

[X] Delete All

[+] Add new

Modify Pivot for All

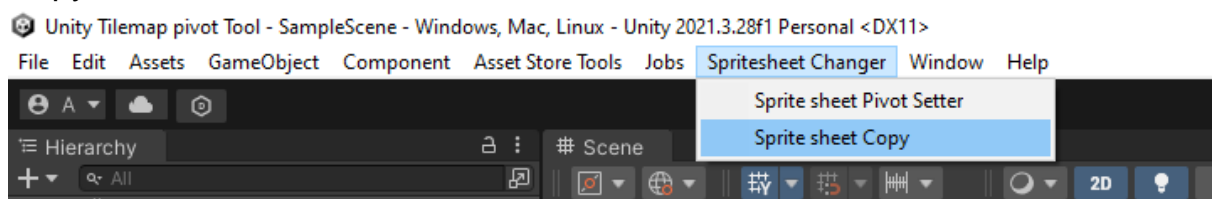
5. After pressing the button - "Modify Pivot" or the button - "Modify pivot for all" we can see that the Pivot value has changed for all our sprites in Sprite sheet.



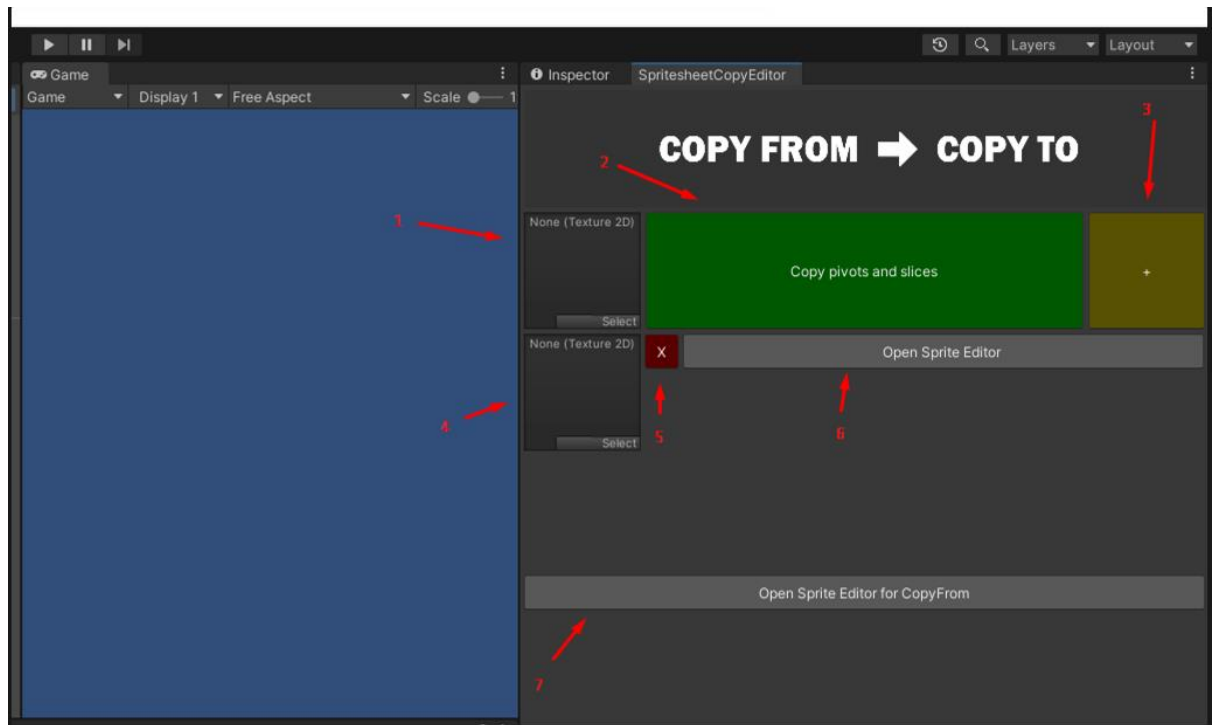
Sprite sheet Copy

How it works?

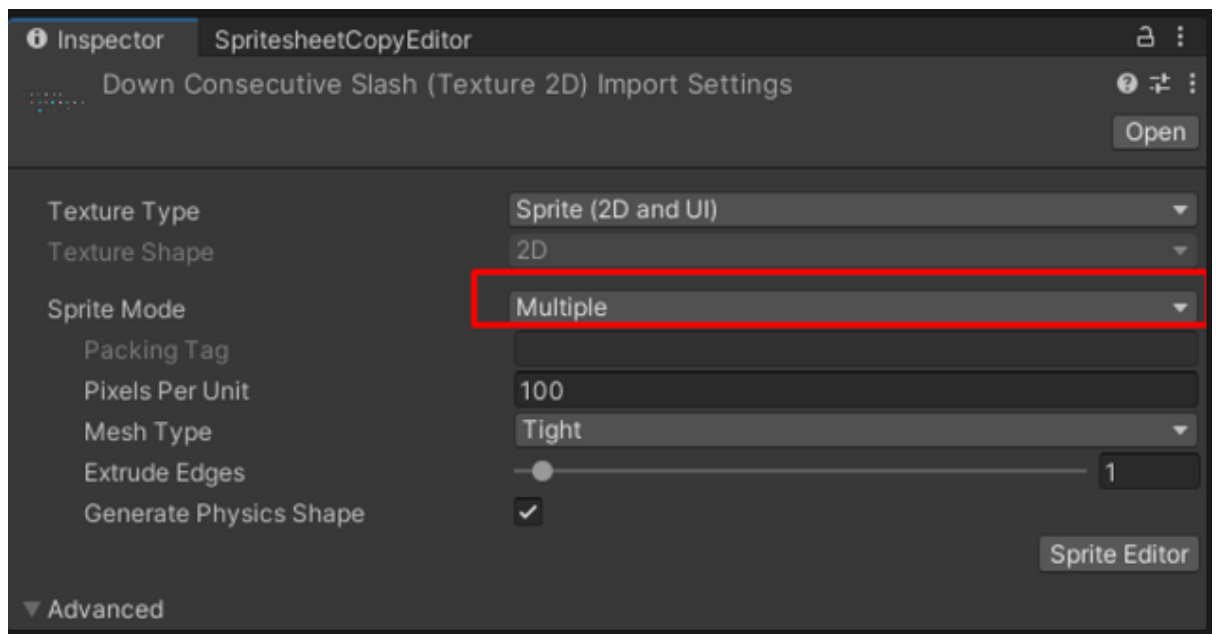
1. The first thing you need to do is open the window itself - "Sprite Sheet Copy"



2. Next you will be greeted by this window with functionality:



- **[1]** The window in which we place the Spritesheet from which we want to copy the values
 - **[2]** A button that is responsible for assigning values (copy button)
 - **[3]** A button that is responsible for creating a window in which the Spritesheet is placed for which the values will be copied
 - **[4]** The window in which we place the Spritesheet for which the values will be copied
 - **[5]** Delete window
 - **[6]** Open the Sprite Editor window for Spritesheet which is located in this window
 - **[7]** Open the Sprite Editor window for the Spritesheet which is located in the window from which the values are copied
3. Before you start, configure the Sprite Sheet into which you want to copy the values



4. And for the object from which you copy like this (for example)

