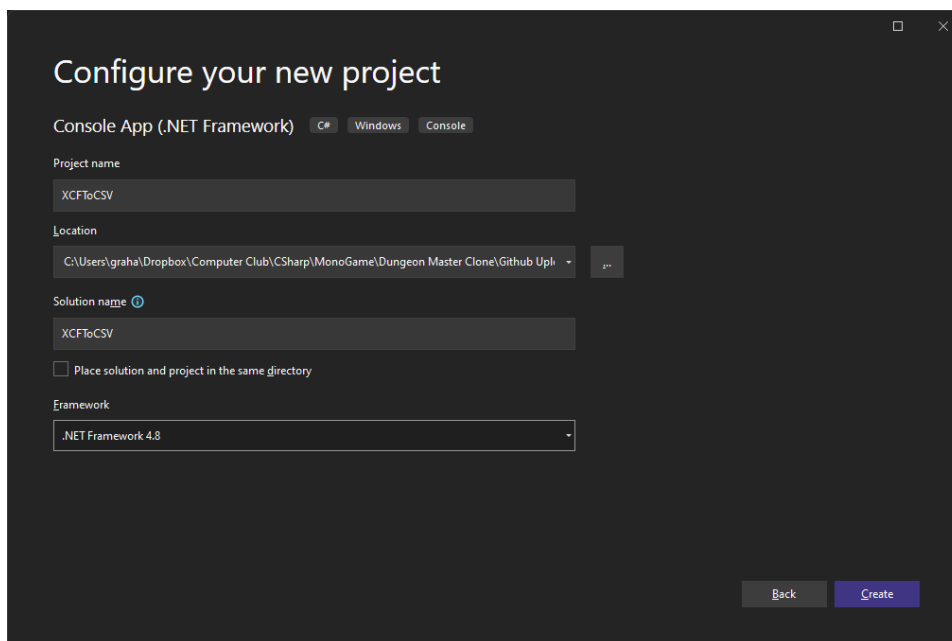
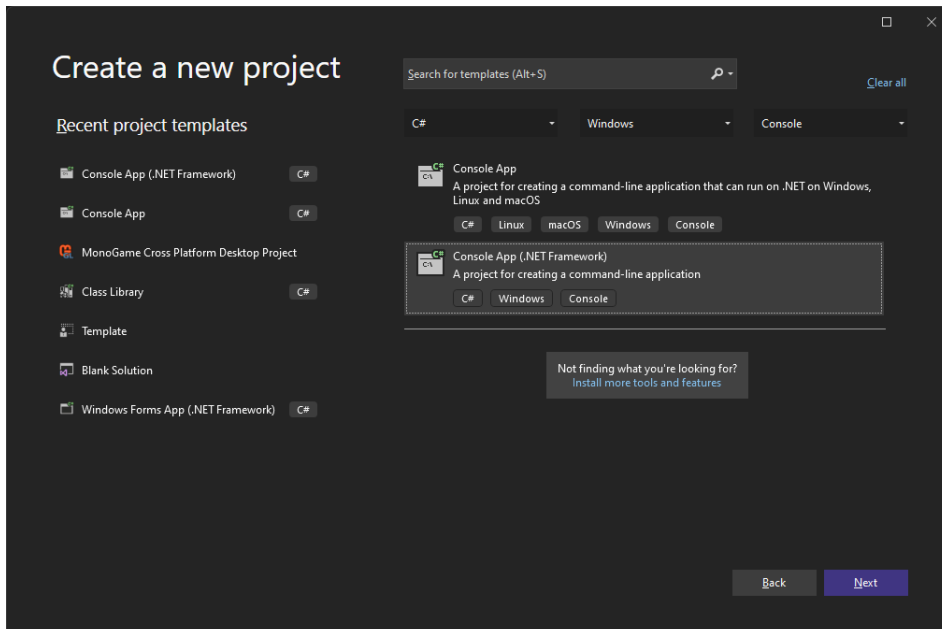


Extracting Data from .xcf files: C# Console

Go to <https://github.com/Inksaver/XCFToCSV> and download Program.cs and Xconsole.cs

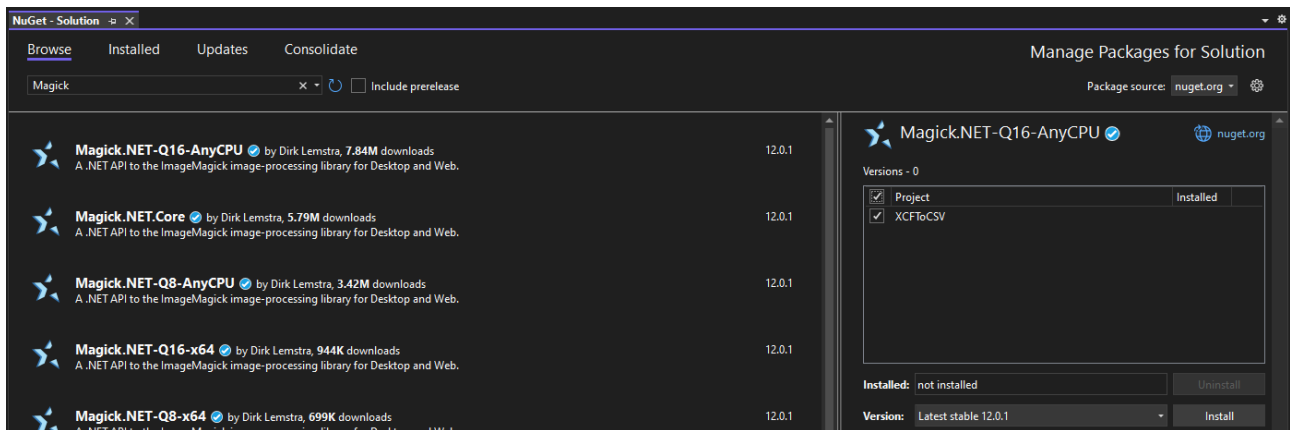
Start a new VS2022 solution C# Console App Windows .net → Name it XCFToCSV.



Menu → Tools → Nuget Package Manager → Manage NuGet packages for solution...

Select the Browse tab and type Magick in the search box.

Select Magick.NET-Q16-AnyCPU and install it:

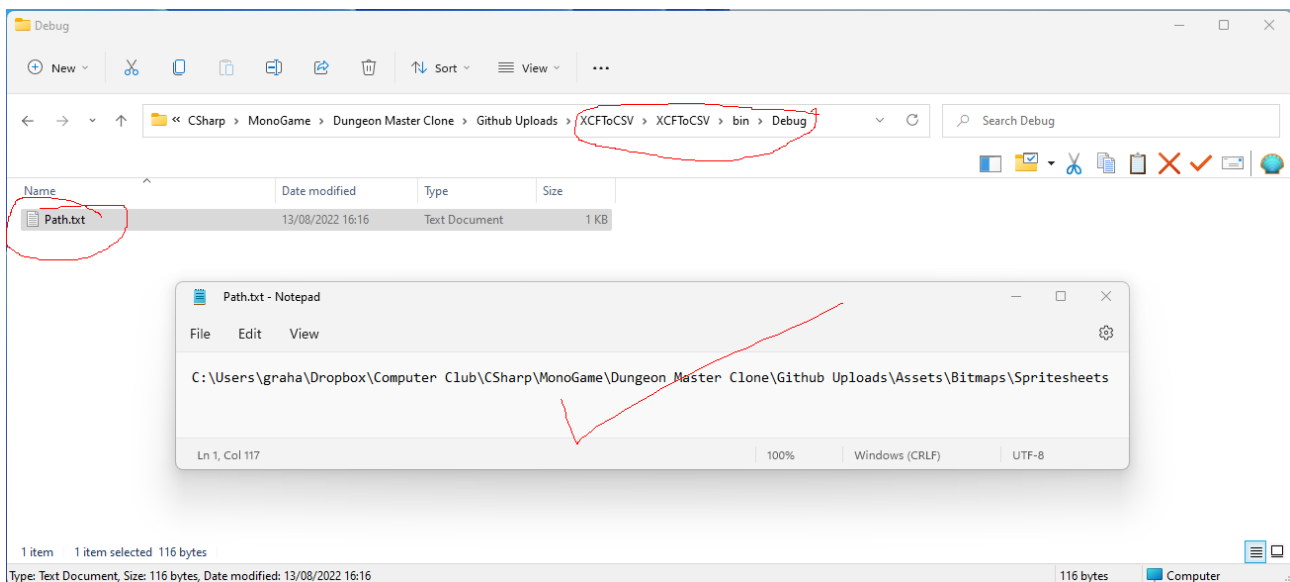


Use Windows File explorer to over-write Program.cs with the one you just downloaded, and add Xconsole.cs

You may need to right-click on the solution explorer and Add → Existing Item and browse for Xconsole.cs

Make sure the Namespaces match

Add a text file called Path.txt in the XCFToCSV\XCFToCSV\bin\Debug folder that contains the path to the Assets/Spritesheets folder you are using for your .xcf and .png spritesheets:



The compiled .exe can be placed directly in the Spritesheets folder, along with the supporting .dll files from Magick, or simply use it from the IDE.

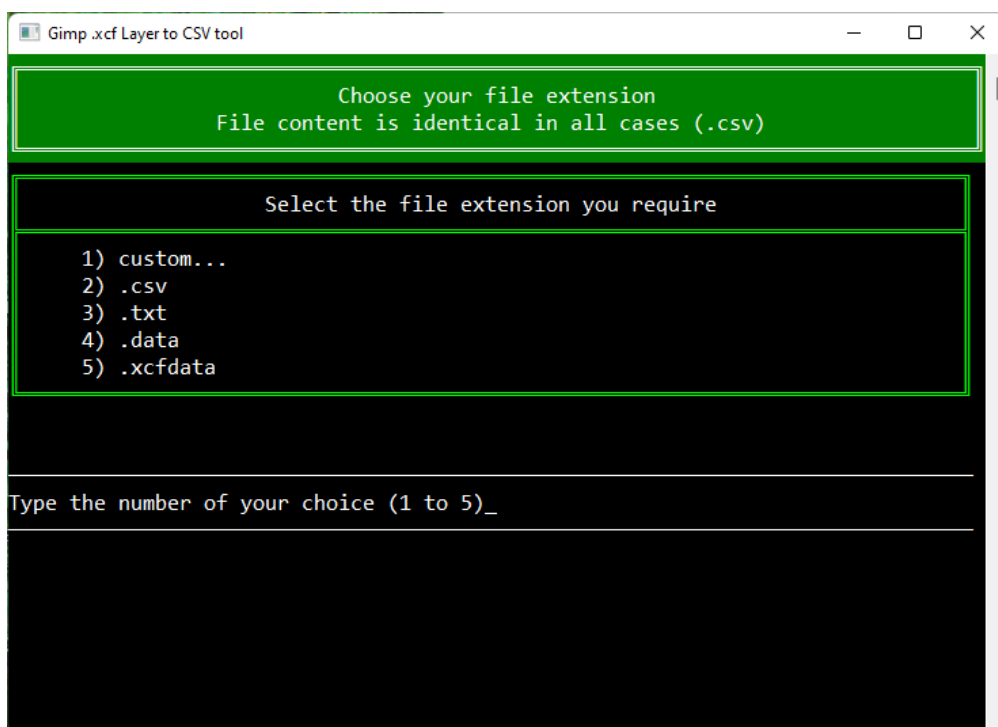
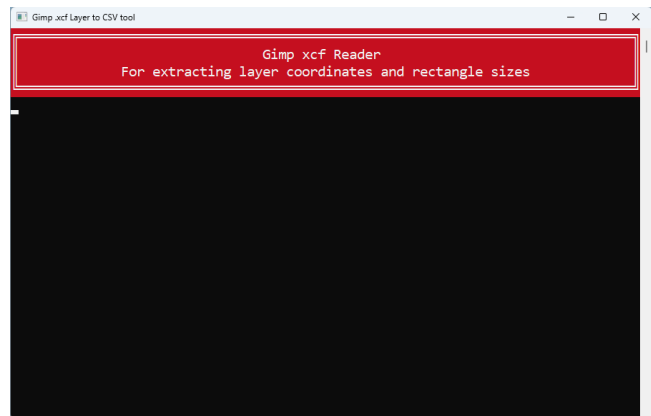
Run the application:

The file extension used for .xcf files is

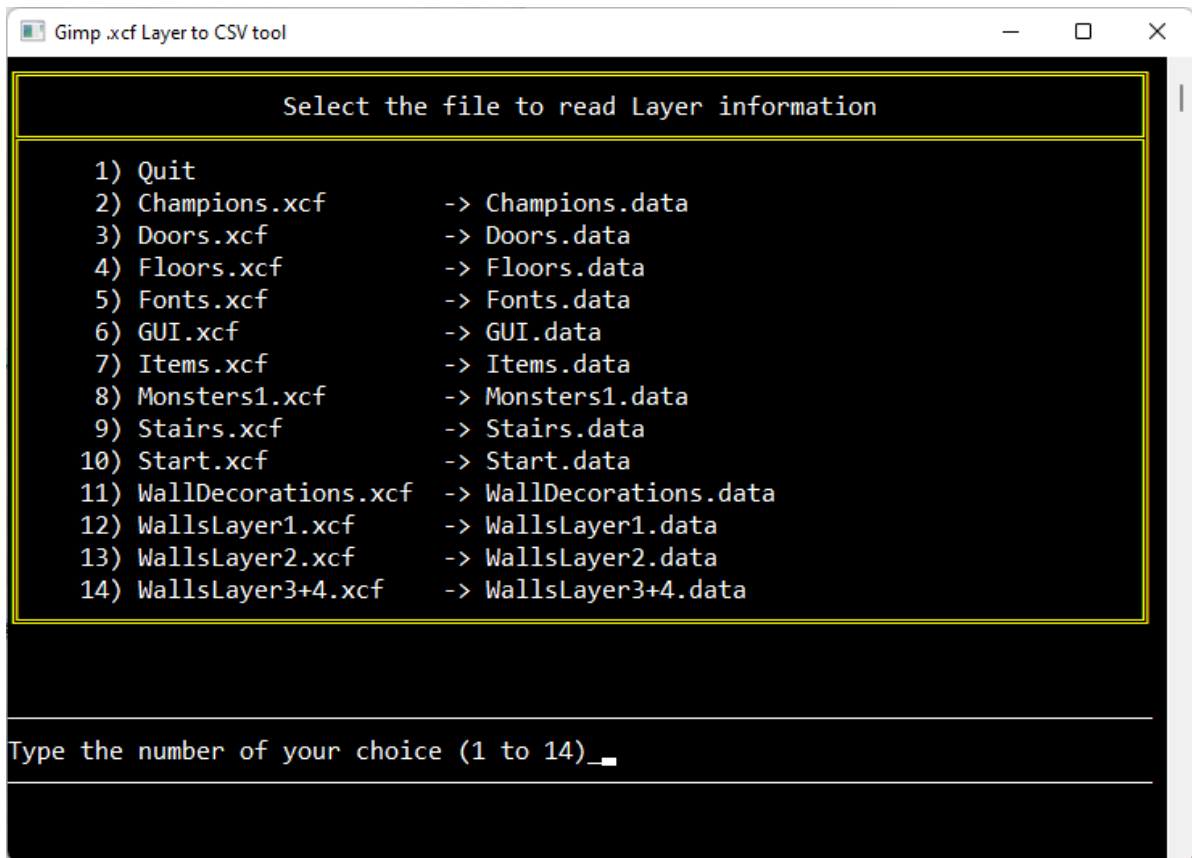
.data

This is to distinguish the content from other files such as SourceRectangles, Items, Coordinates etc.

This is important when these files are processed into an SQLite database.



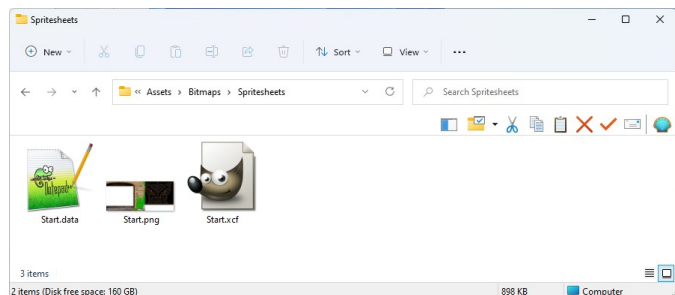
Type 4 and press enter



This is the full list of all Atlases needed in the project. Yours will only have 1 entry “Start.xcf”
Make sure it is output to “Start.data” as above

Type the number next to “Start.xcf”
and press Enter
Type 1 and Enter to quit

The interface will rapidly redraw
but it will have written a file called
Start.data in the Spritesheets directory:



I have associated .data to be opened with Notepad++ by default, hence the icon.

