Unity Internal Asset Exporter

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This tool was made under the support of this article:
http://eppz.eu/blog/unity-editor-icon-assets/

Instruction:

Open tool window from [JVL Tools->Built-in Asset Exporter]

Export Image:

1. Select the image you want to export
2. On the bottom of the window, press [Export Image] Button.

- Note:
    - By default, the image will be export to The Image folder under this tool folder
    - Because of image format, some image won't exportable. In this case, the export button will not clickable.

Export All Image:

1. Select any image on the grid panel.
2. On the bottom of the window, press [Export All Image] Button.

- Note:
    - By default, the image will be export to The Image folder under this tool folder
    - Because of image format, some image won't exportable. In this case, the export button will not clickable.

Copy Asset Path:

To Copy the asset path inside the asset bundle of the selected image, do as follow:

1. Select the image you want to copy path
2. On the bottom of the window, press [Copy asset path to clipboard] Button.

Release Note:

Version 1.0.0:

1. Show 3654 image asset unity builtin asset bundle.
2. Export almost all image of the unity builtin asset image. Except some image with DTX format.

Future Release feature:

- Also export built-in materials.
- Also export built-in shaders.

Report & Question & Request:

- Suggest a feature? Bug Report? please fill free to place a request at **My Github**