Organize Textures

General

All used textures have the size 512x512. This directory contains the original 2048x2048 textures.

Reducing the texture size reduced the data amount to about 10-20% compared to the 2048x2048 texture size.

You can use the larger textures simply by replacing the 512x512 texture files. File name and path is identical. There is a tool too.

Using a Tool

The tool replaces texture files in the assets with respective files from any other folder.

The tool is available in Git at https://github.com/AnegaGit/OrganizeTextures. It cannot be part of the Unity code since it requires the usage of System.Drawing what is not supported by Unity. There seems to be no solution inside of Unity at all:

- https://answers.unity.com/questions/1677979/how-to-provide-a-non-unity-c-program-in-a-asset-fo.html
- https://answers.unity.com/questions/1678398/change-size-of-texture-files.html
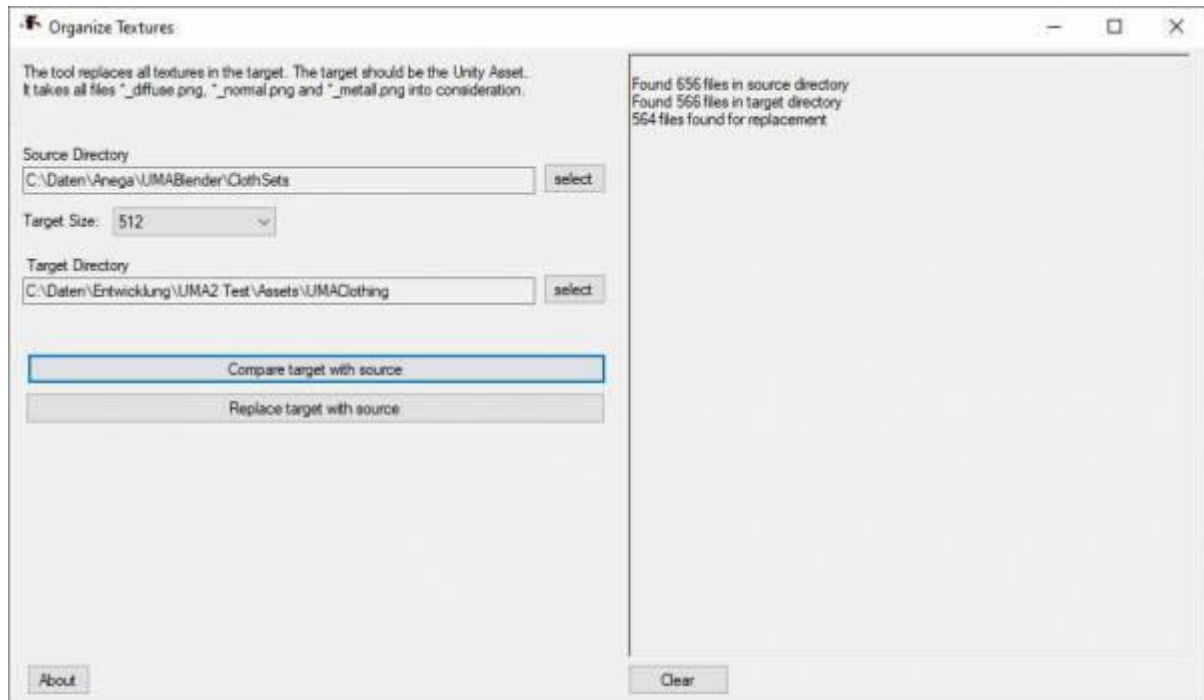
Texture files are detected by file names. The following names are used:
*_diffuse.png
*_normal.png
*_metall.png

The size of the source textures has to be 2048×2048. The tool can keep the size or reduce the size to:
256×256
512×512
1024×1024

The tool has to be called when Anega is not running.

User Interface

Source Directory

In this directory and it's subdirectories the original 2048×2048 textures are stored.

Target Size

The size of the target textures.

Target Directory

This is the Unity asset folder. The directory and its subdirectories with the used textures.

Compare target with source

For each texture in the target a respective file in the source is searched.
The name of the file must be identical to the name of the file. There must be exact one file in the source.

Replace target with source

Creates for each combination found in *Compare target with source* a texture in the size, defined in *Target Size* and replace the existing texture.

Error messages

No source file found for filename ⇒ not used!
The compare function found no file with the same name in the source.

Multiple source files (x) found for filename ⇒ not used!
The compare function found more than one file with the same name in the source. The file is excluded from further processing.

ERROR: Source or target directory not selected
The compare function cannot be processed since a required input is missing. Please select source and target directory first.

ERROR: Target image size not selected!
The replace function cannot be processed since a required input is missing. Please define the wanted texture size first.

ERROR: There are no files to replace!
The replace function cannot be processed. There are no files for replacing known.
Either the compare function has not been called or it has not found any match.