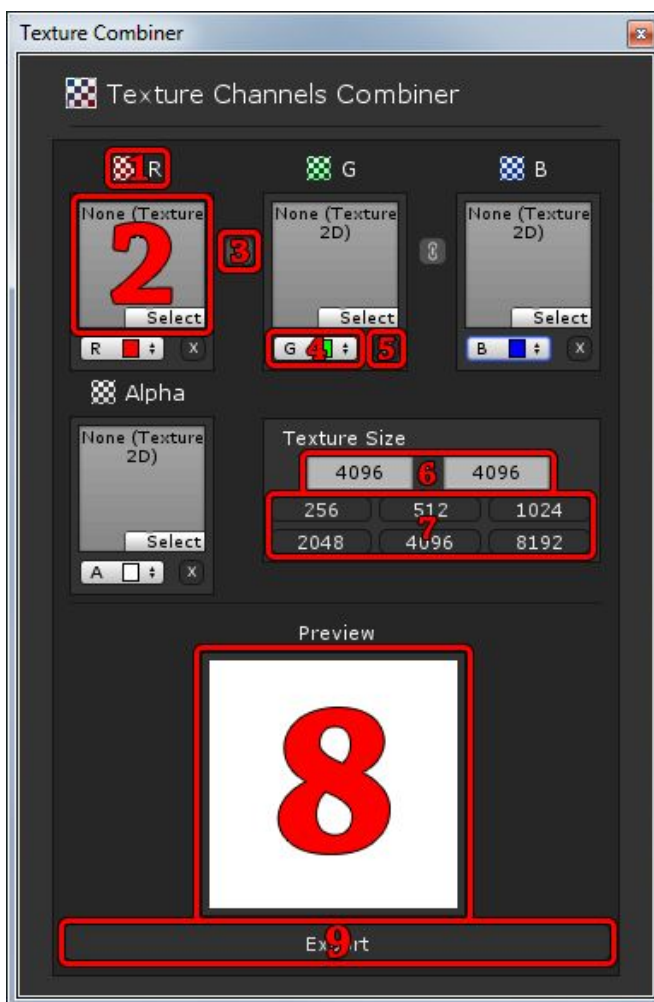# Texture Combiner

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1 - Introduction

The **Texture Combiner** tool allow you to easily merge differents textures' channels inside the Unity Editor.

-- All the texture you want to edit must be Readables --

2 - Utilisation

The tool is accessible from the toolbar menu : "TF Tools/Tool Box/Texture Combiner".

1. The output texture's channel you're editing with the texture field.

2. The texture field for the corresponding output texture's channel.

3. Toggle to link the rgb channels, (the same texture will be used for the r, g and b channels.

4. The texture's channel you want to put in the current output texture's channel.

5. Remove the texture in this channel.

6. The output texture's size.

7. Shortcuts buttons for a POT texture size.

8. Current preview texture (64px - 64px).

9. Export button.