

## Resize Pro inside Editor

- Resize Pro editor window can be opened from *Menu -> Window -> VacuumShaders -> Resize Pro (Batch)*
- Or by selecting texture inside Project window and from context menu choosing *Resize Pro*.

From editor window can be defined new dimensions and save format (available only PNG and JPG formats).

## Resize Pro run-time API

```
public bool ResizePro(int width, int height);
```

Resizes the texture - Changes size of texture to width by height, with mip maps and original texture format. Texture must be readable and in uncompressed format.

```
public bool ResizePro(int width, int height, out Texture2D dstTexture);
```

Resizes the texture - Changes size of texture to width by height, with mip maps and saves result in `dstTexture`. Original texture is not modified.

Texture can be in any format and not necessary to be readable.

The `ResizePro` extension method can be brought into scope with this **using** directive:

- (c#) `using VacuumShaders.TextureExtensions;`
- (java) `import VacuumShaders.TextureExtensions;`

The `ResizePro` extension method is added to the UnityEngine `Texture2D` class.

Resize Pro requires device with [RenderTextures](#) support!