

Editor tool

- **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*.

Run-time API

Resize Pro extension method can be brought into scope with this **using** directive:

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

Resize Pro adds two extension methods to the [UnityEngine.Texture2D](#) class.

1. `public void ResizePro(int width, int height, bool hasMipMap = true, bool linear = false);`

Resizes the texture – Changes size of a texture to width by height. Preserves original texture format.

Original texture must be in uncompressed format and Read/Write enabled.

2. `public void ResizePro(int width, int height, out Texture2D dstTexture, TextureFormat textureFormat = TextureFormat.ARGB32, bool hasMipMap = true, bool linear = false);`

Resizes the texture – Creates new resized texture and saves it in `dstTexture` variable with one of the following texture formats: RGBA32, ARGB32, RGB24, RGBAFloat or RGBAHalf.

Original texture is not modified and it can be in any format and is not necessary to be Read/Write enabled.