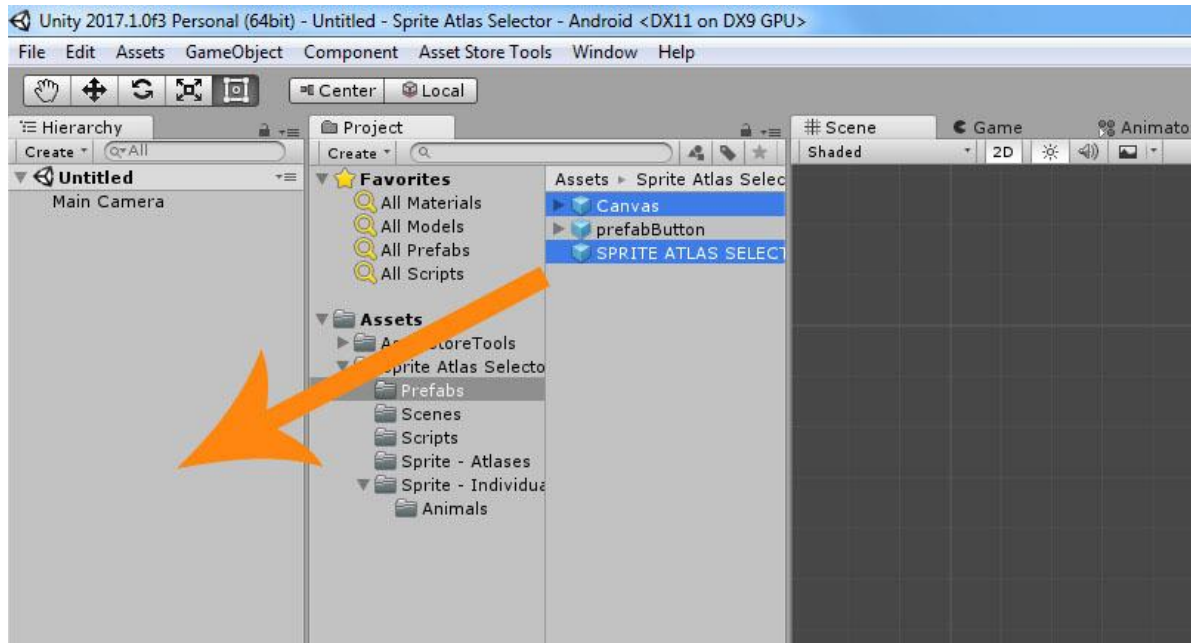


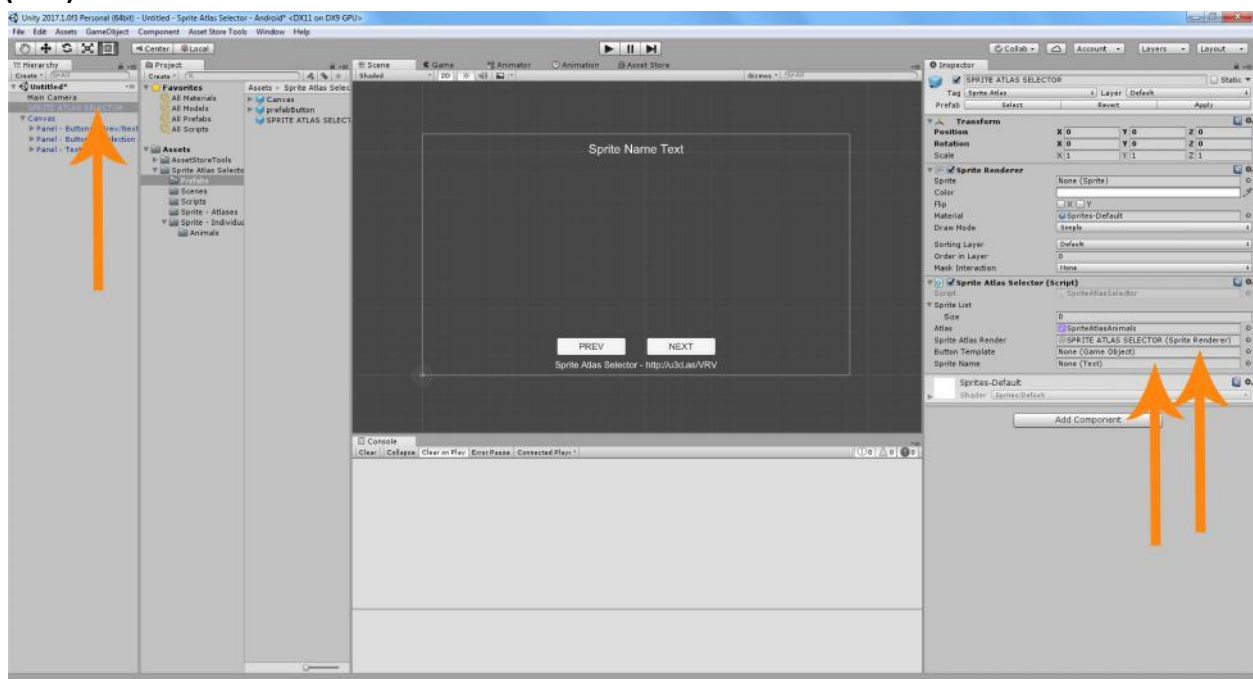
Hello and thank you for purchasing the **Sprite Atlas Selector** asset.

The asset is extremely easy to use and will save you hours of manual naming of your sprites when using Unity 2017's new Sprite Atlas. You can watch the video here https://youtu.be/IQoCV_PNdu8 or follow the instructions below

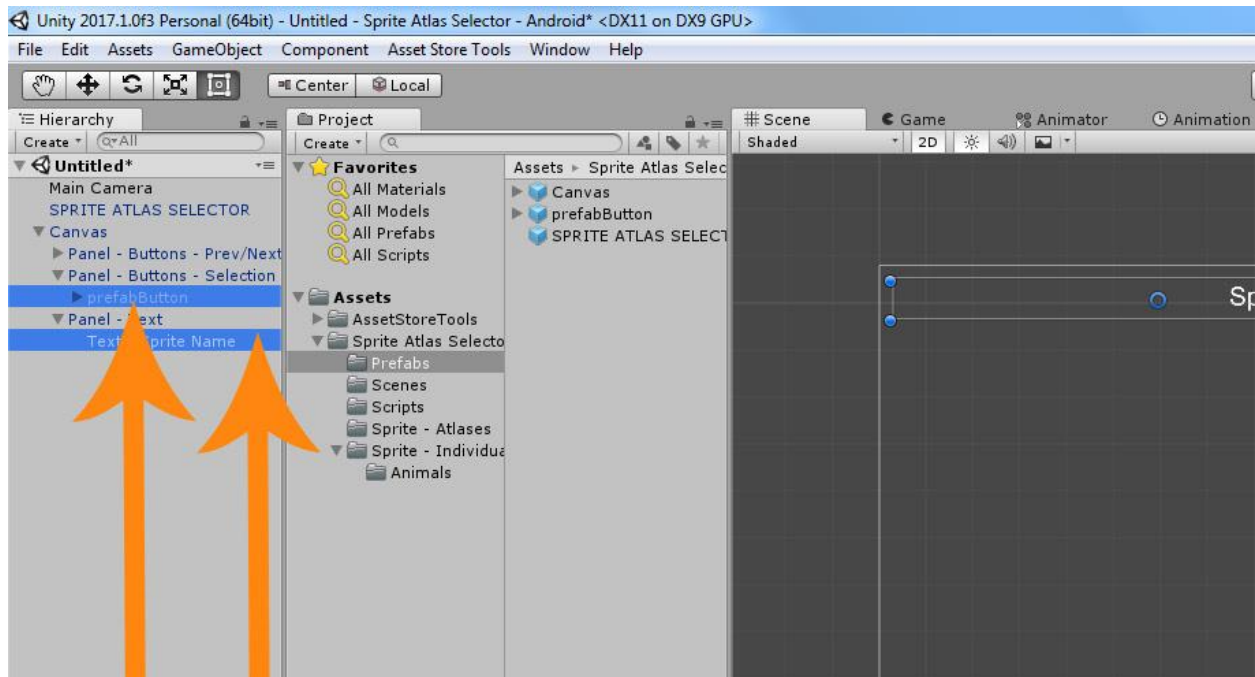
Simply drag the Canvas and **SPRITE ATLAS SELECTOR** Prefabs into your scene



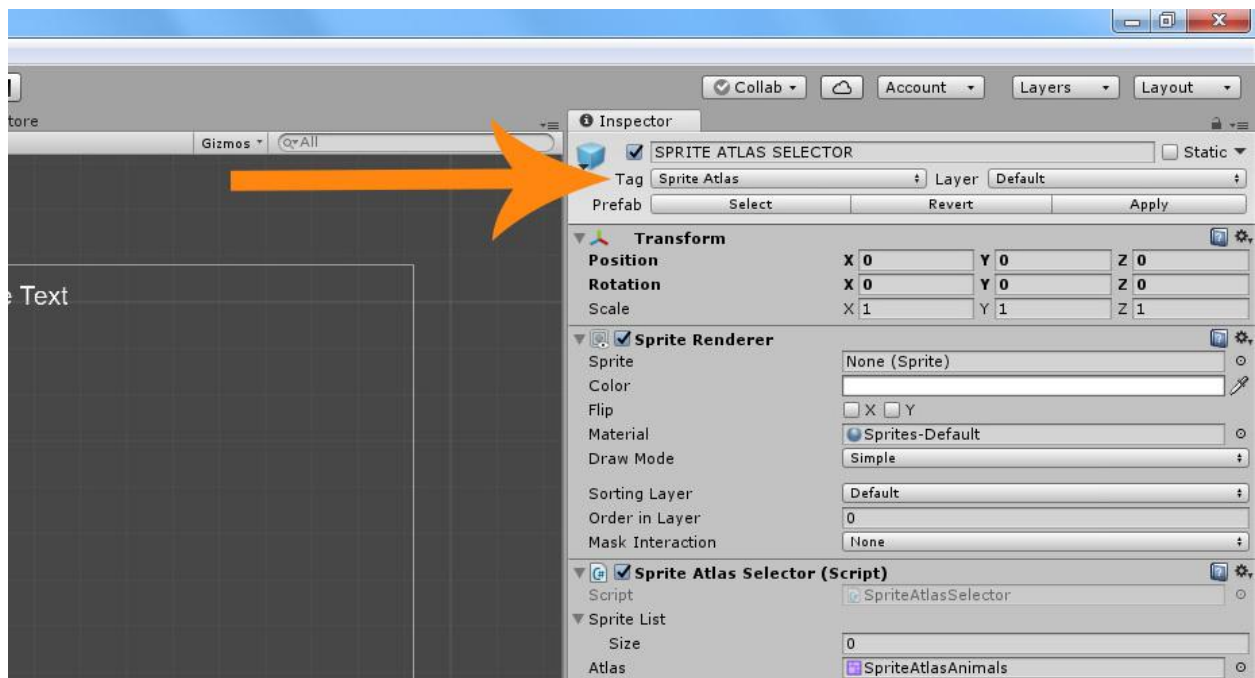
Click on **SPRITE ATLAS SELECTOR**. Take note of the **Button Template (GameObject)** & **Sprite Name (Text)**



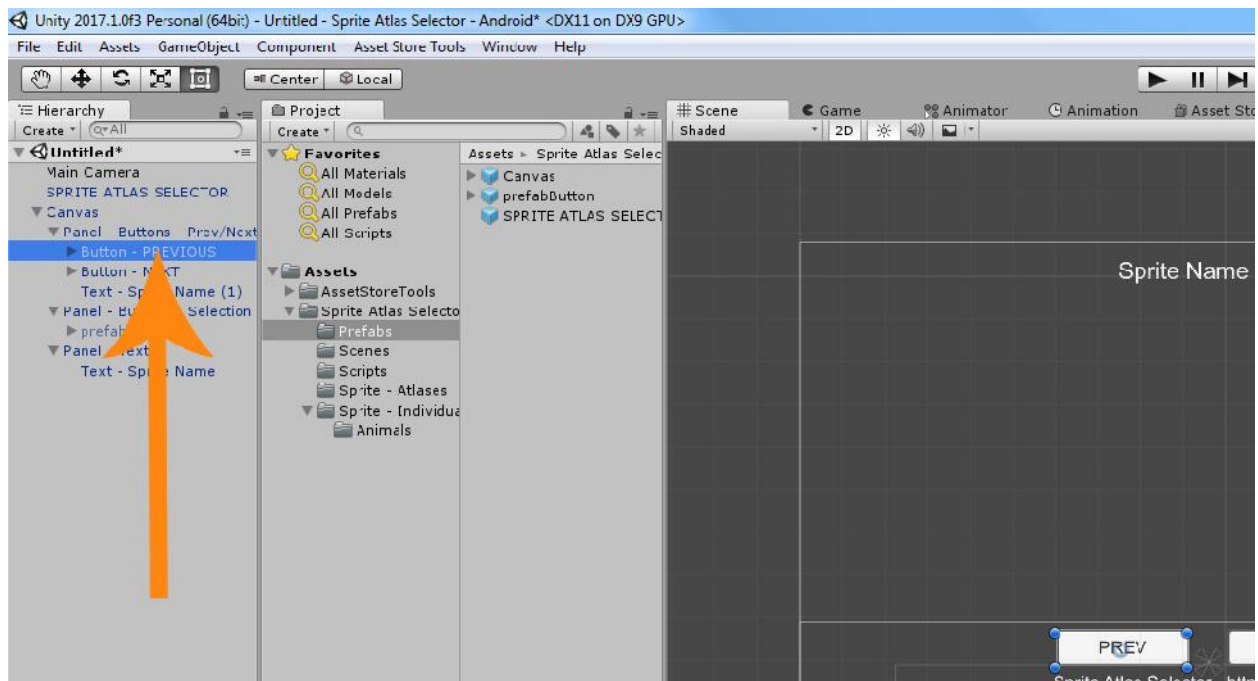
Simply drag the **prefabButton** and **Text Sprite Name** into the slots of the **SPRITE ATLAS SELECTOR**



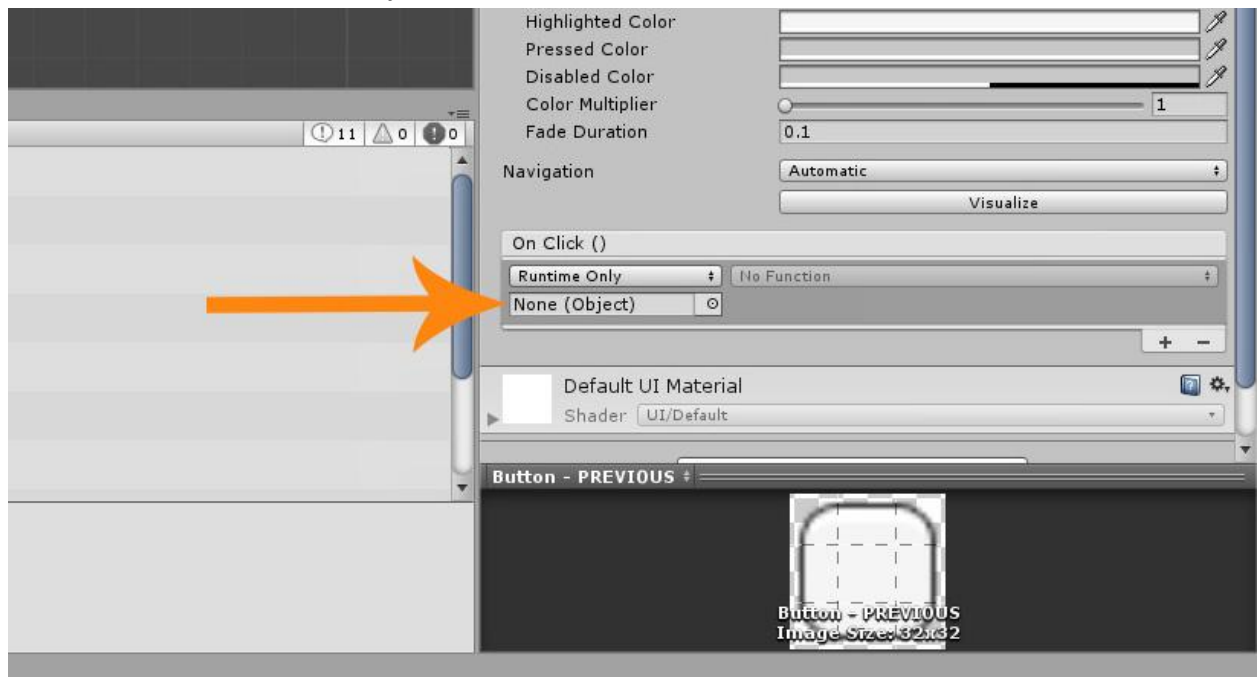
With the **SPRITE ATLAS SELECTOR** still selected, we need to create a tag for it called "**Sprite Atlas**". It has to be spelt exactly like that, including the capital S and A, otherwise it won't work. Assign the tag to it



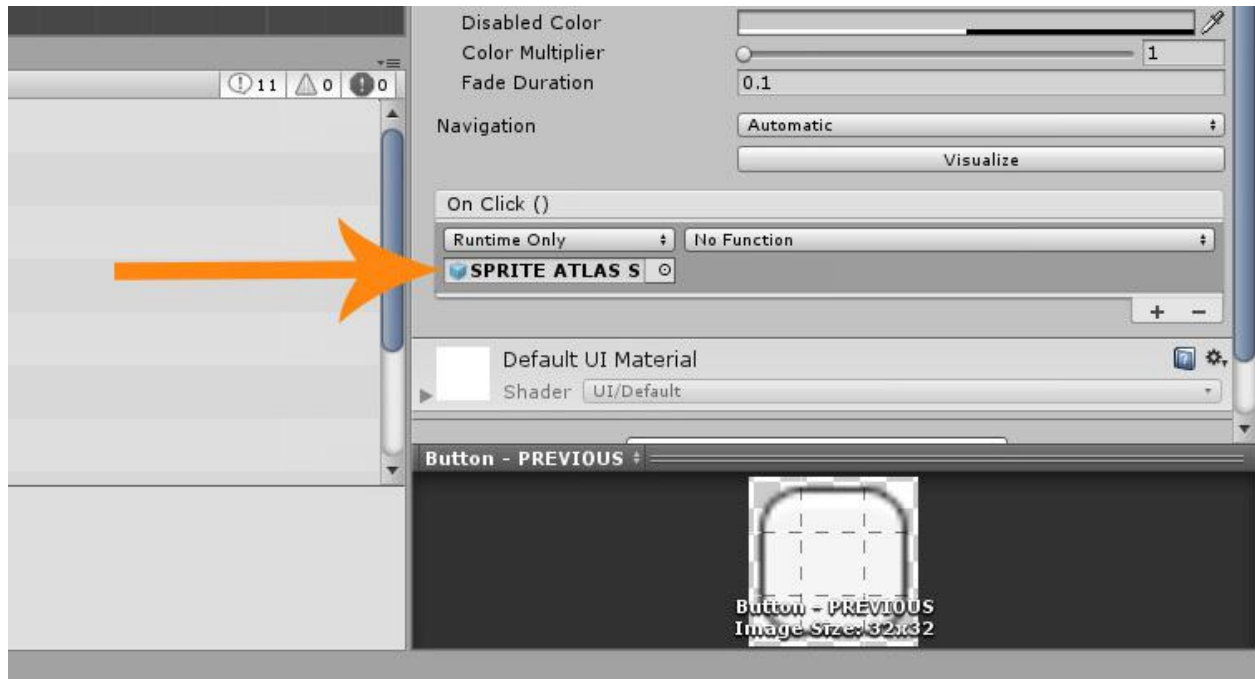
Now click on the **Button - Previous**, so that we can set that up



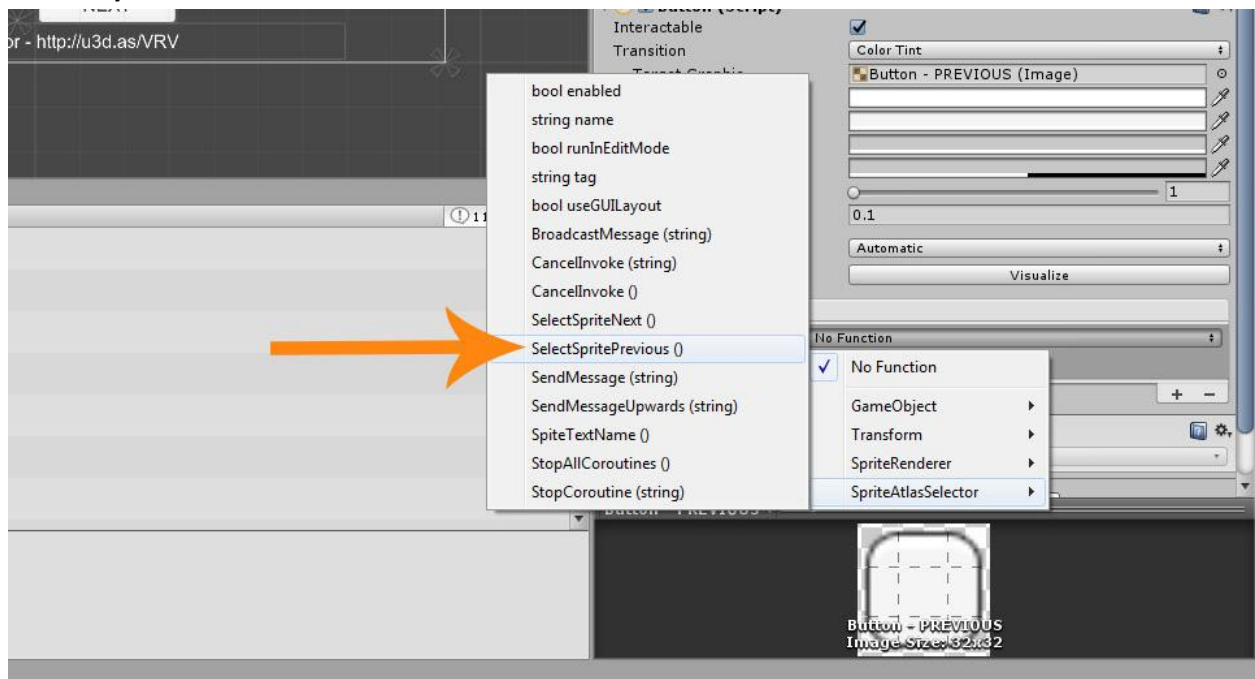
Notice the **On Click** needs an Object. Let sort that out



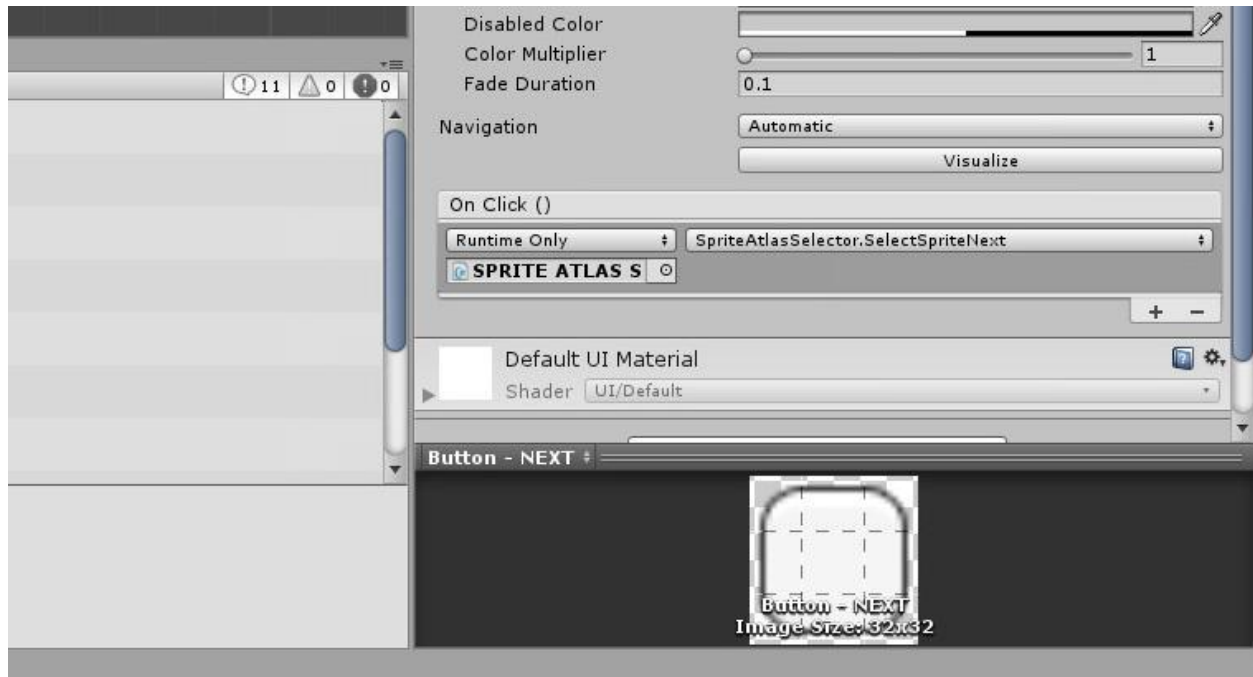
Drag the **SPRITE ATLAS SELECTOR** game object into that slot



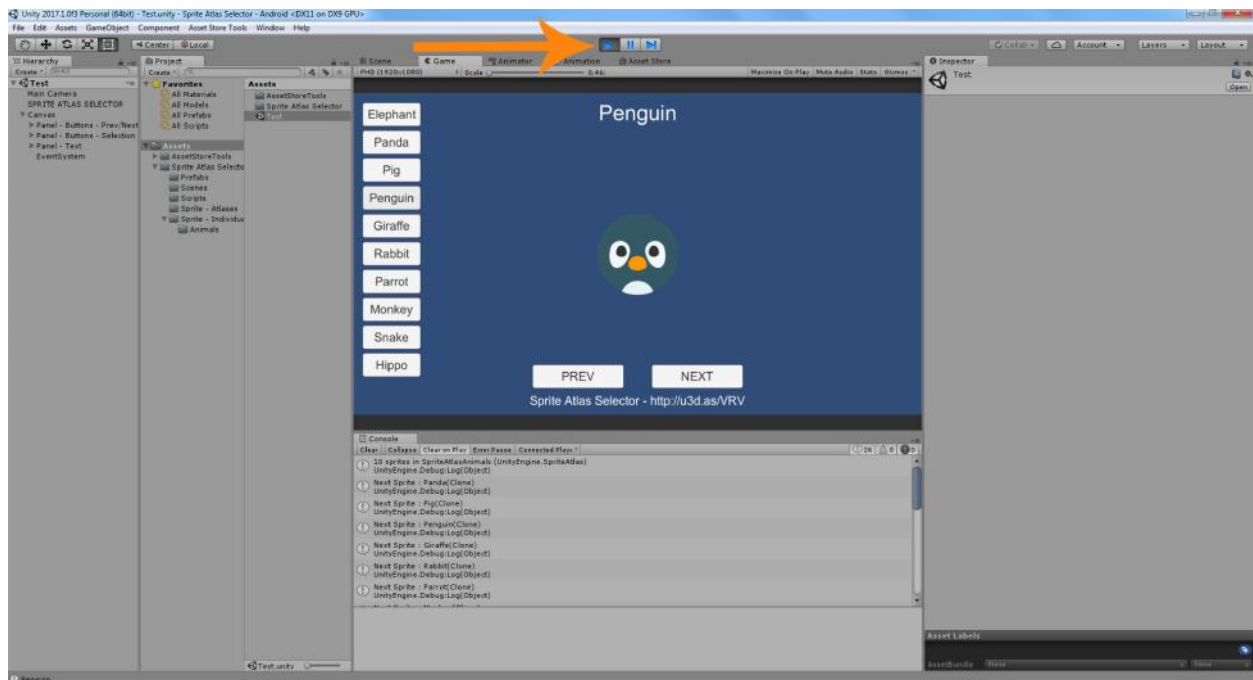
Click **No Function**, then **SpriteAtlasSelector**, then **SelectSpritePrevious()**. Your previous button is setup and ready for some fun.



Simply do the same with the **Next button** now, except this time make sure to select **SelectSpriteNext()** instead.



That's it, everything should be good to go. Press play and all the sprites and buttons will dynamically populate the scene.



You can find more information on how to create your own sprite atlas here

<https://docs.unity3d.com/Manual/SpriteAtlas.html>

But to give you a simple breakdown, all you have to do is:

-) Create a folder of sprites you would like in your atlas. I have mine in **Sprite - Individuals > Animals** in my demo scene.
-) Then create a Sprite Atlas, simply by right clicking in you project window, choosing **Create > Sprite Atlas**.
-) Then simply drag you sprite folder into **Objects for Packing**.
-) Then simply click on my **SPRITE ATLAS SELECTOR gameobject**, link your new Atlas in Under **Atlas**.
-) Otherwise, even quicker will be to just use my current **Atlas** in the **Sprite - Atlases** folder and just replace the **Objects for Packing** with your sprite folder, repack and it will show up on screen when you run

You can view how to do it here as well <https://youtu.be/XPeDeb-7f1c>

This is just a basic canvas setup. You will need to use you own amazing UI designs to enhance this further. If you don't want a certain feature, say the left menu, simply deactivate.

Last but not least is the **Sprite Atlas Editor**. There is a demo scene setup for this as well.

<https://youtu.be/tB8PONPJ2FA>

This is different to the Sprite Atlas Selector in that it is created for the purpose of **selecting a certain sprites from your atlas, while you work in the editor**. In other words for when you are designing a level and want a certain sprite to be somewhere, but you are now able to build an entire game or level from one atlas and by using this script to help you select the exact sprite you need each time.

Unfortunately Unity doesn't seem to support a preview of the sprite in the editor, as the enum is required to run the game first before it populates, much like the Sprite Atlas Selector (which uses a slightly different approach), although both need you to run the game first.

The difference is that Sprite Atlas Selector can be integrated into a canvas and button system, where as Sprite Atlas Editor, the sprite is selected before runtime, giving you the exact sprite when you run the game.

One last catch is that you need to manually type in all your sprites into the code, where as with the Selector version I created it so that this is all done for you by the script.

To do so, please open the script and look for the line "**enum SpriteNames { Elephant, Giraffe, Hippo, Panda, Parrot};**" Here you need to type the names of all the sprites in your atlas that you want o to be able to select in the editor. Again this case sensitive, so make sure the names are exactly the same as you individual sprite names.

One last place you need to change the code is at "**lastSprite = SpriteNames.Parrot;**" Here also replace **Parrot** with the name of one of the names you put into the enum above. This will be your default first sprite in the editor.

That's it!

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All the animal sprites used in this asset are from the amazing <https://kenney.nl/assets>, and are freeware to use both personally and commercially. You rock Kenny!

Please contact me at dreamcatcherdevelopment@gmail.com if you have or find any issues.
Thanks!