



PSD2TK2D User Manual

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Overview

Thank you for purchasing PSD2TK2D.

PSD2TK2D is a converting tool that PSD layers to 2D Tool Kit's sprites.

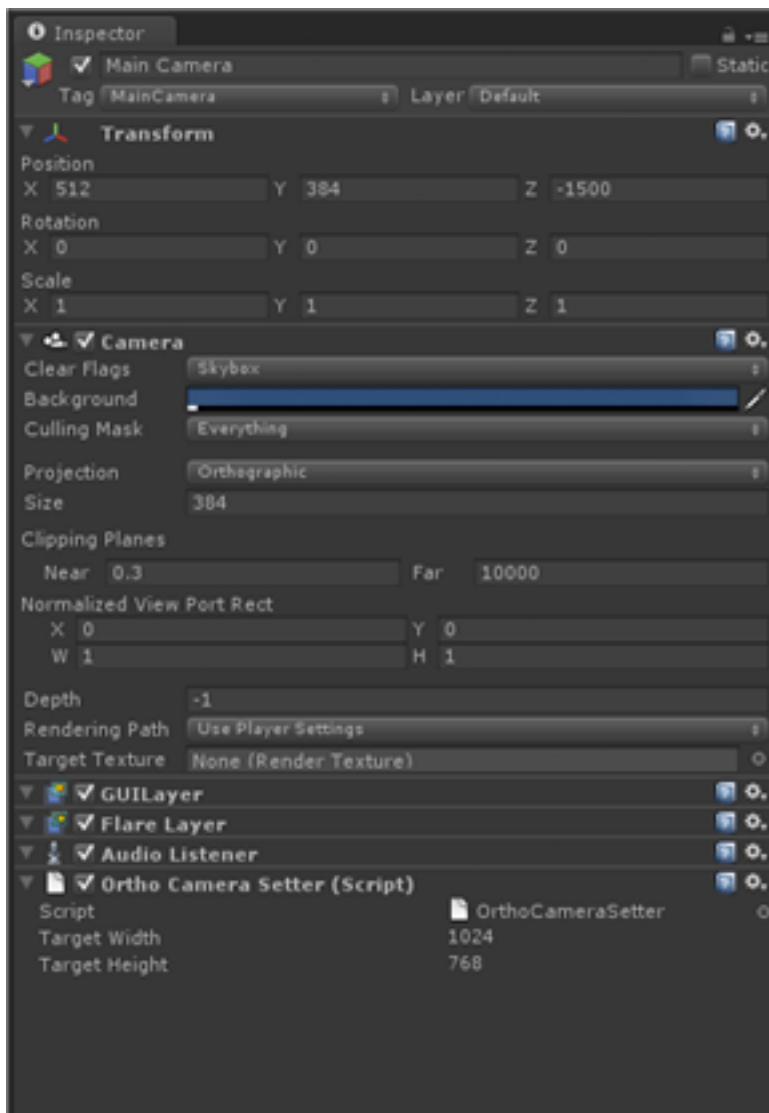
* For use PSD2TK2D.

You must have 2D Tool Kit. Otherwise you cannot use PSD2TK2D correctly.

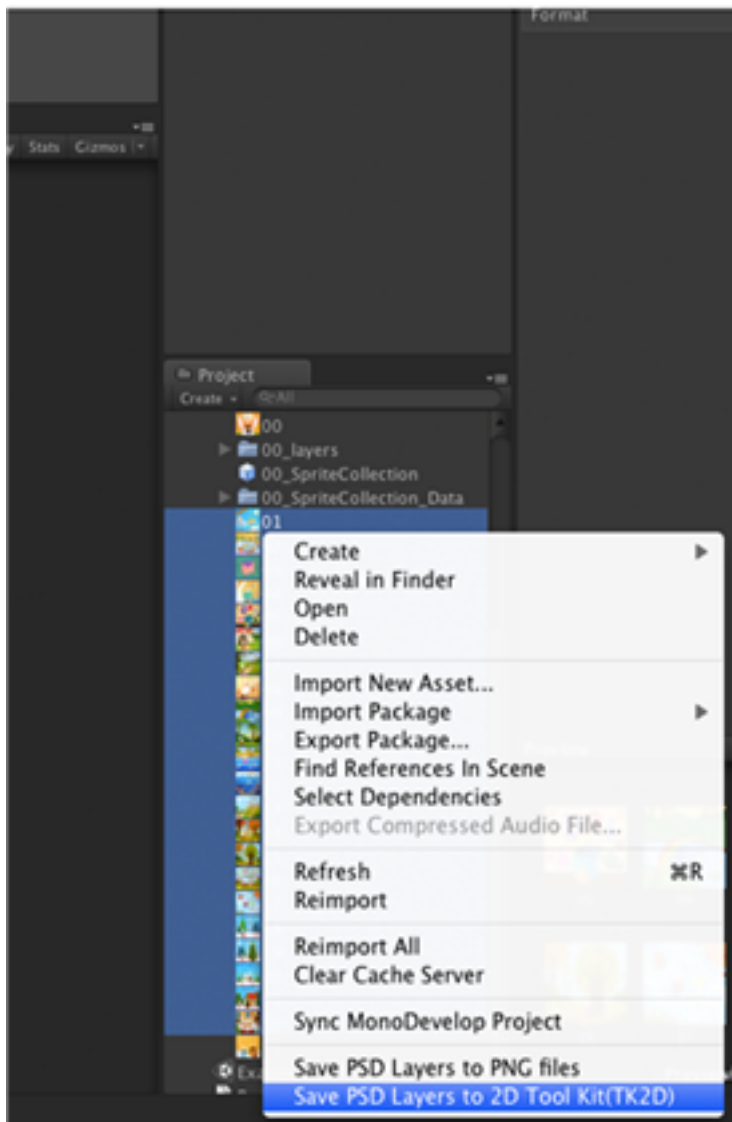
* *Support 2D Tool Kit 1.8 and Unity4.0*

Usage

1. Add 'OrthoCameraSetter' component to the main camera.
And set up target width and height.

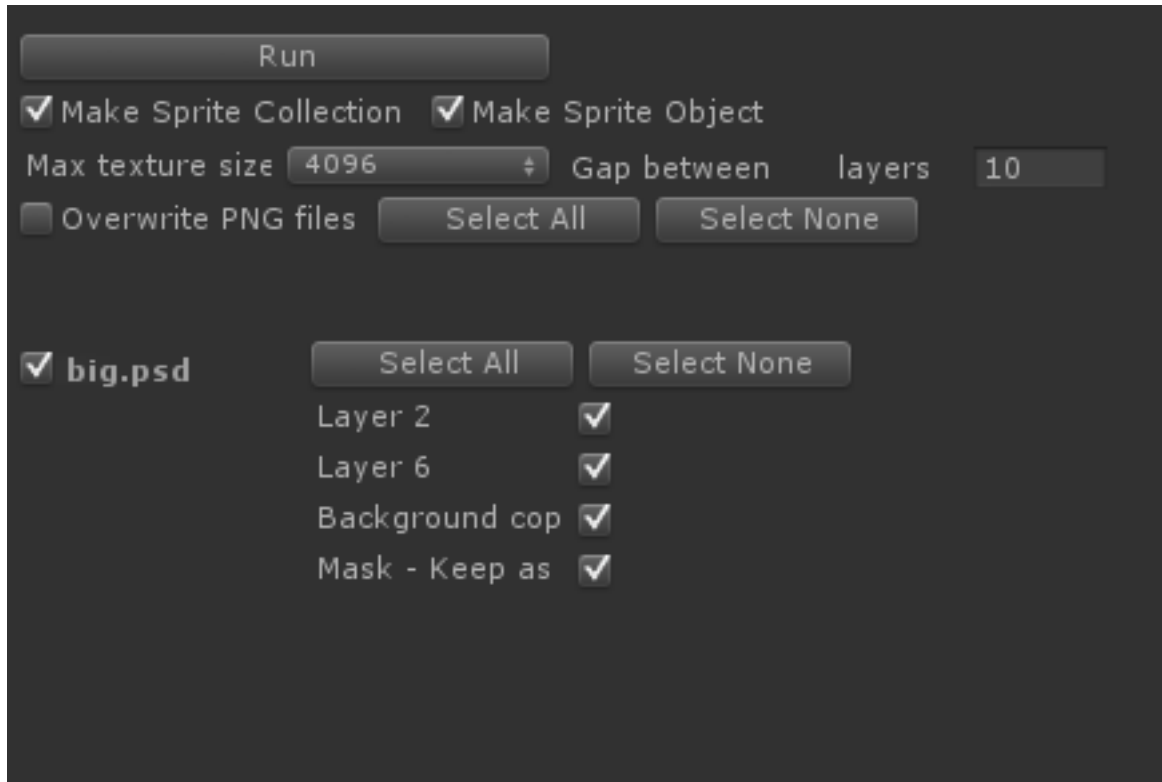


2. Select PSD files and click right button of mouse then you will show the menu item named 'Save PSD Layers to 2D Tool Kit(TK2D)'.



3. Choose layers which you want to convert, and click 'Run' button.

- <Make Sprite Collection> means, generate 2D Tool Kit's sprite collection.
- <Make Sprite Object> means, generate 2D Tool Kit's sprites in the scene.
- <Make texture size> means, 2D Tool Kit's atlas map max size.
- <Gap between layers> means, z axis distance between 2D Tool Kit's sprites.



4. When you click the 'Run' button the layers will be extract in <PSD file name>_layers folder and 2D Tool Kit's SpriteCollection prefab generated automatically, then the 2D Tool Kit's sprites will be created in the scene.

