

# Simple Sprite Combine Documentation

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# Scripts

## Main Scripts

SimpleSpriteCombineEditor	Used for editor functionality, buttons and editor only functions.
SimpleSpriteCombine	Holds variables. (Combiner is currently editor only)

## Secondary Scripts

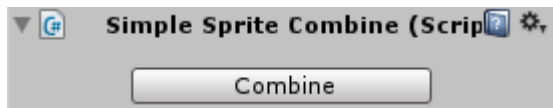
MeshSpriteSorting	Sort meshes in the sprite system, sorting order and sorting layers.
SortingLayerDrawer	Used to create a dropdown menu for sorting layers.

## External Resources

### Demos

# Properties

## Combine



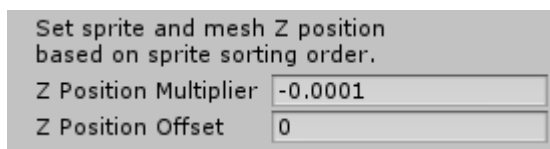
The combine button combines child sprites into a single mesh.

## Shader Selection



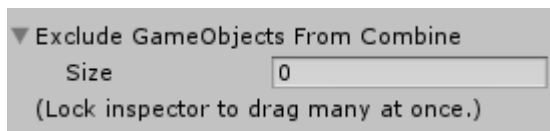
Default shader is the Sprite Default shader, the Cutout shader can be used for better sorting on overlapping sprites.

## Combine



Offset the position of the meshes based on the sorting order of the sprites. This will help getting the right sorting order in the mesh.

## Combine



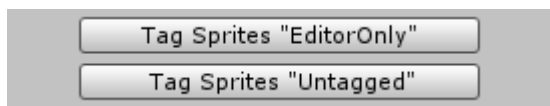
Exclude GameObjects from Combine can be used when there are some objects that should not be included in the mesh. This could be animated sprites for example, or interactive gameobjects.

## Release



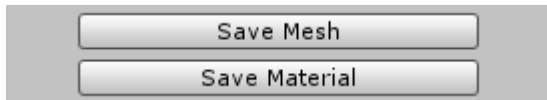
The Release button is used to go back to the sprite version.

## Tagging Sprites



Tagging sprites is used to completely disable combined gameobjects from the build process. Clicking the "EditorOnly" button will make the objects be completely excluded from the game, making it smaller and faster to build.

## Saving assets



Save Mesh will save the resulting combined mesh to the project.

Save Material will save the temporary material to the project.

## Toggle Colliders



Disables all the colliders in the combined sprites.



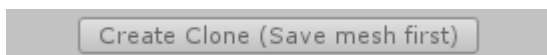
Enables all the colliders in the combined sprites.

## Copy Colliders



Makes copies of all the colliders so that sprites can be set to “EditorOnly” tag.

## Create Clone



Create Clone will make a duplicate of the combined parent object, this object uses the saved mesh and copied colliders. Used for creating prefabs. (Requires a saved mesh)

# Getting Started

## Requirements

Simple Sprite Combine requires that all sprites in the combine uses the same texture.  
Mesh is limited to 64K vertexes. Exceeding this limit will corrupt the resulting mesh.

## Attaching to parent gameObject

To use Simple Sprite Combine.

Parent all sprites that have the same texture under one gameobject.

Attach the Simple Sprite Combine script to the parent gameobject.

Click the Combine button.