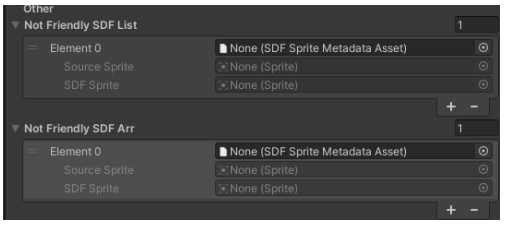
Mass-referencing SDFs

Status	Up-to date

Default (unfriendly) way

```
public List<SDFSpriteReference> NotFriendlySDFList;
public SDFSpriteReference[] NotFriendlySDFArr;
```

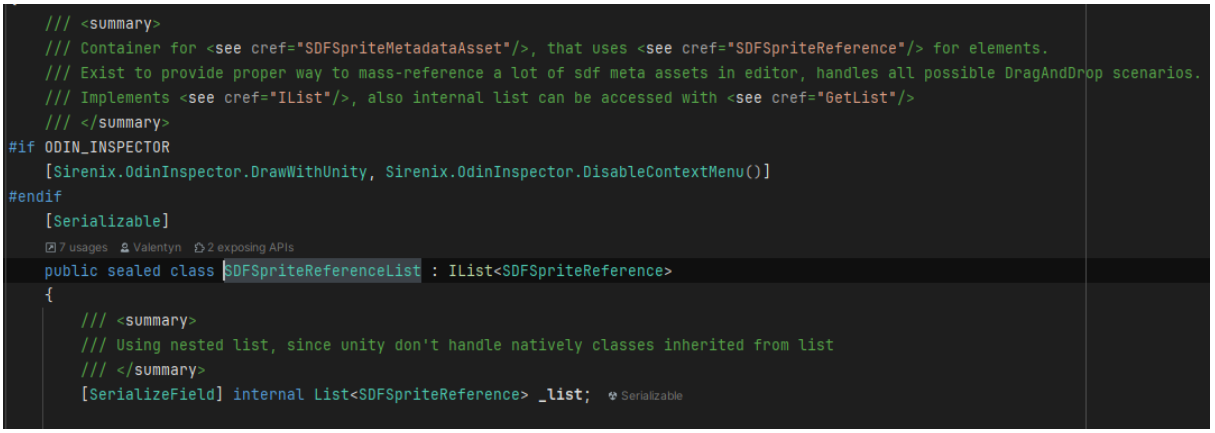
Fields



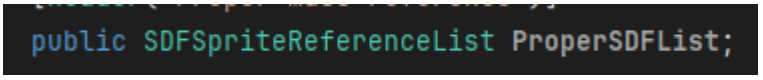
Editor view

`List<SDFSpriteReference>` and `SDFSpriteReference[]` is a valid approach to reference sdf's, however for mass referencing it is insufficient, since each entry need to be filled by hand.

SDF List (proper) way



Class definition



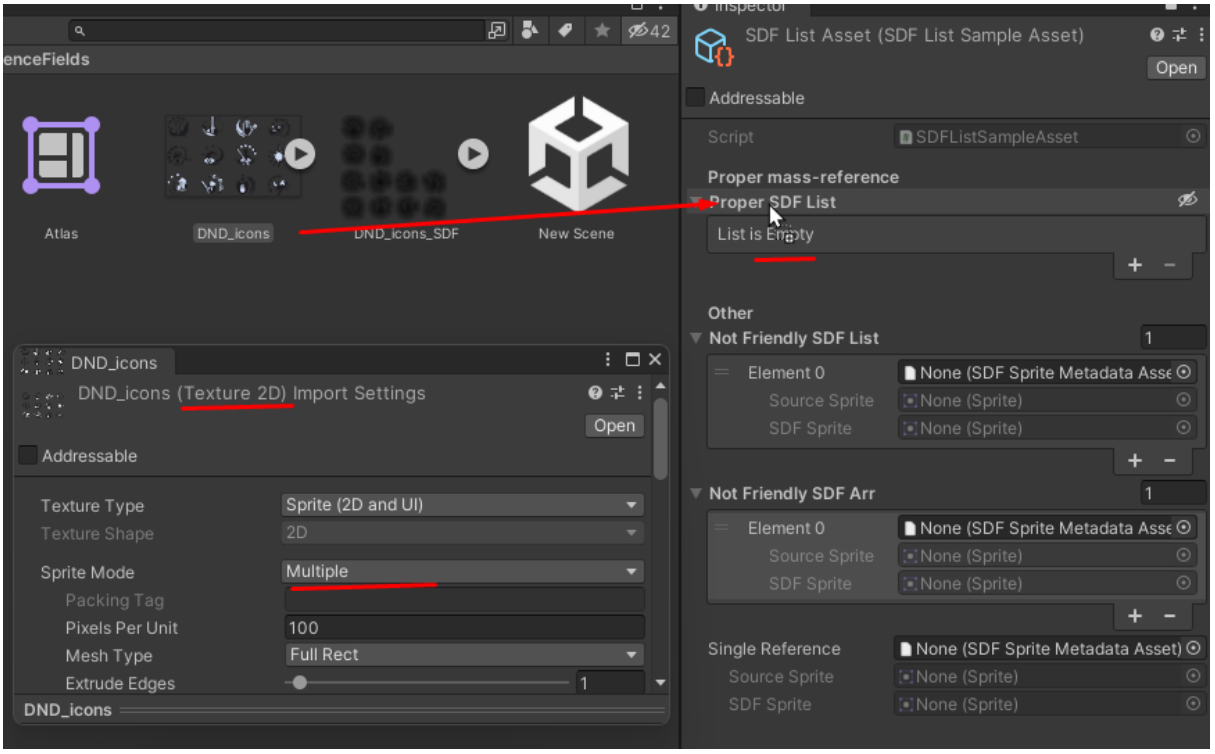
Field

`SDFSpriteReferenceList` represents serialized list of sdf's, with UX adjustments to make mass-referencing easier.

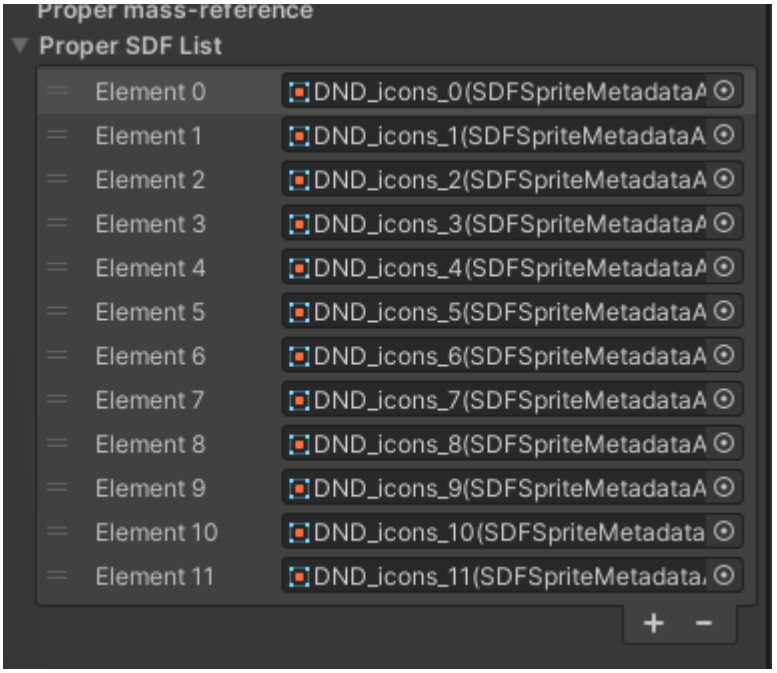
It adds Drag&Drop conversions, so you can drag a lot of things into the field, and it will figure out how to fill itself with entries.

Supported Drag&Drop's

1. Texture with multiple sprites

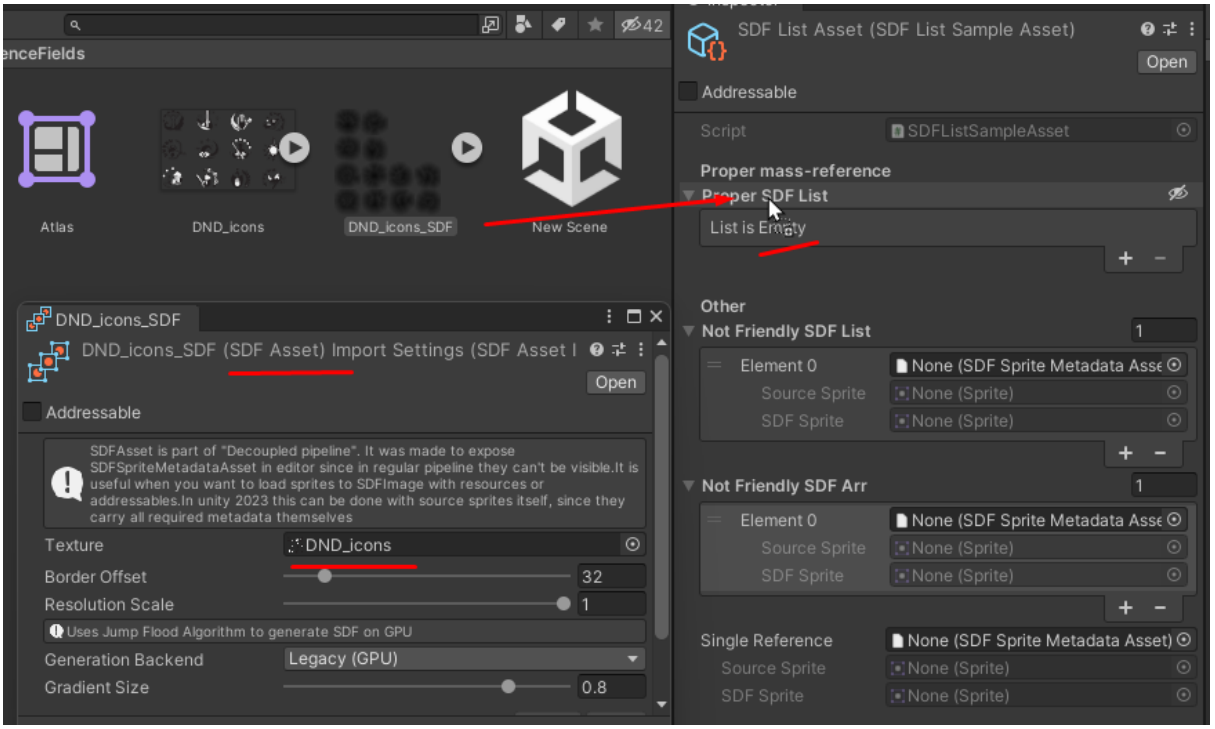


Before drop



After drop

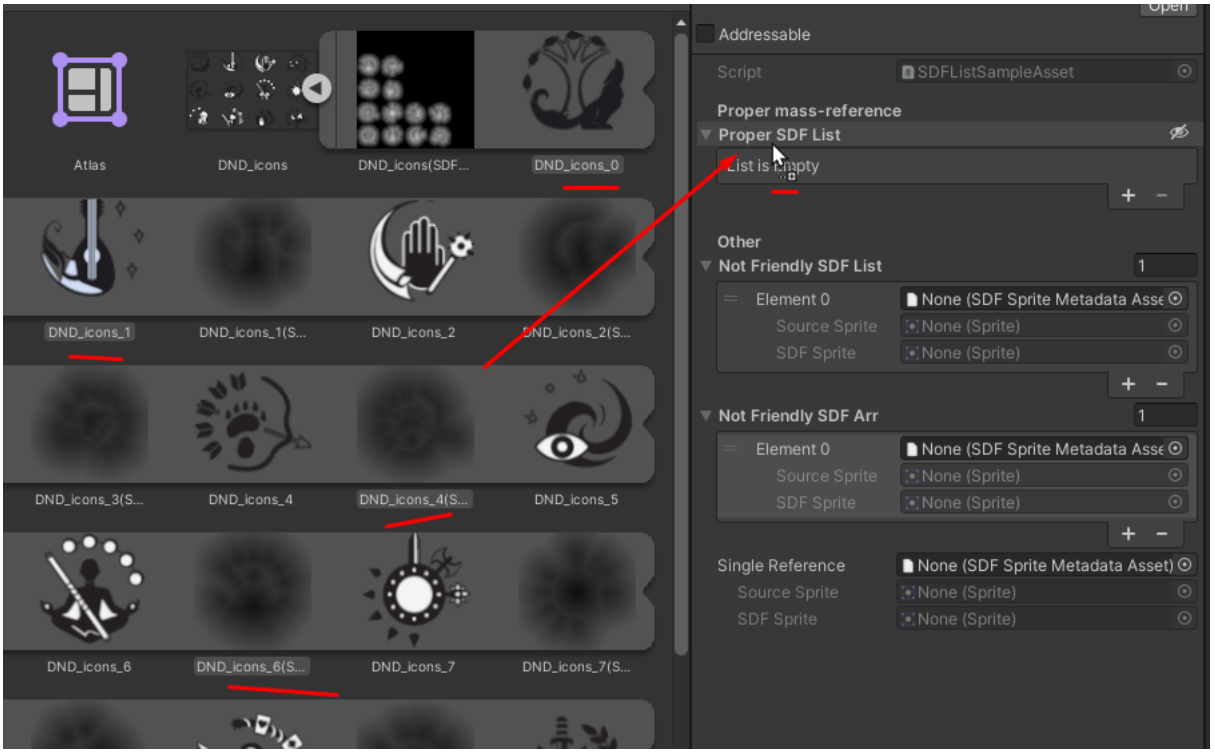
2. SDFAsset



Before drop

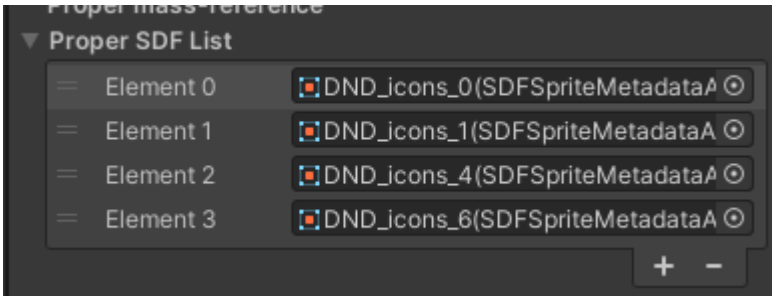
After drop will be the same as before, but with sdf's from DND_icons_SDF.sdfasset

Mixed objects (Sprites)



Before drop

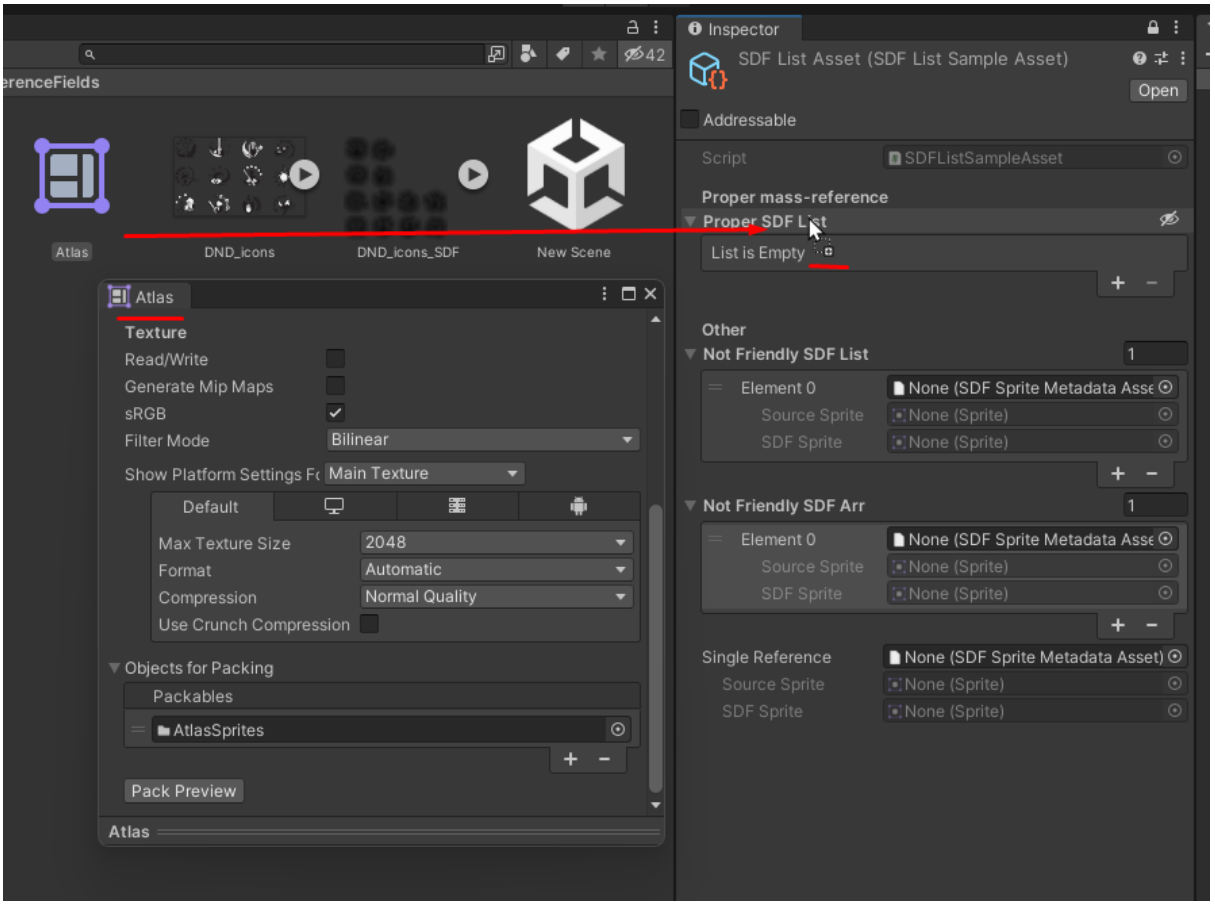
Here regular sprites, and sdf sprites is dragged.



After drop

After drop required sdf's is extracted from dragged sprites

SpriteAtlas



Sprite atlases can be dragged, all sprites affected by this atlas that has sdf's will be added to list

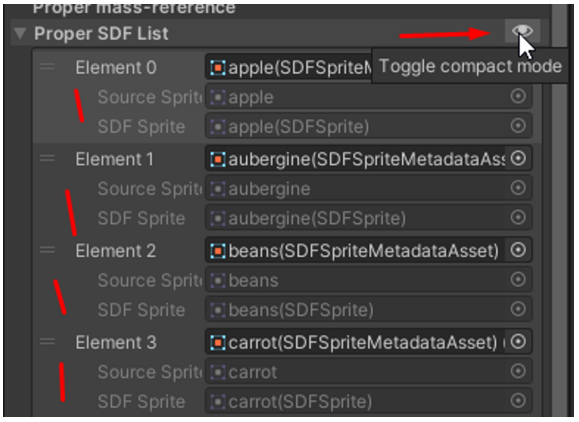
Difference between singe SDFSpriteReference

- When texture without sdf is dragged into singe reference it will try to fix texture and generate sdf. SDFList will only gather existing sdf's, not generate new.
- Single reference drag&drop features more console messages if something about drag&drop went wrong. SDFList adds only valid sdf's and don't message about something missing.

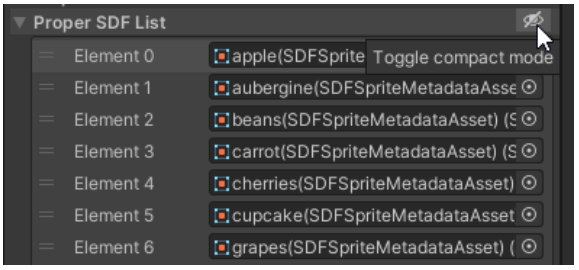
UX features

Compact mode

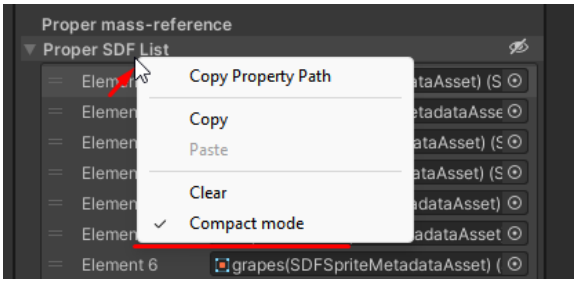
By default compact mode is disabled, displaying `SDFSpriteReference` in full height, with sprite fields exposed.



Once compact mode is enabled only single `SDFSpriteMetadataAsset` field will be displayed



Also compact mode toggle is available in context menu.



Clear button

To quickly clear collection there is context menu option. (Wonder why unity don’t have this be default🤔)