

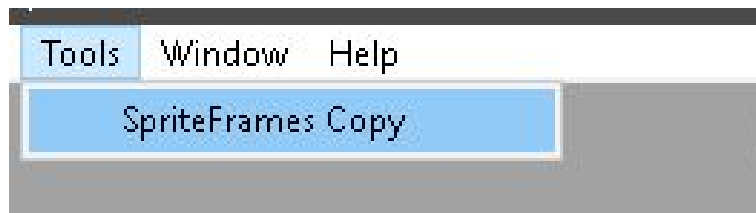
SpriteFrames Copy - Docs

v1.01

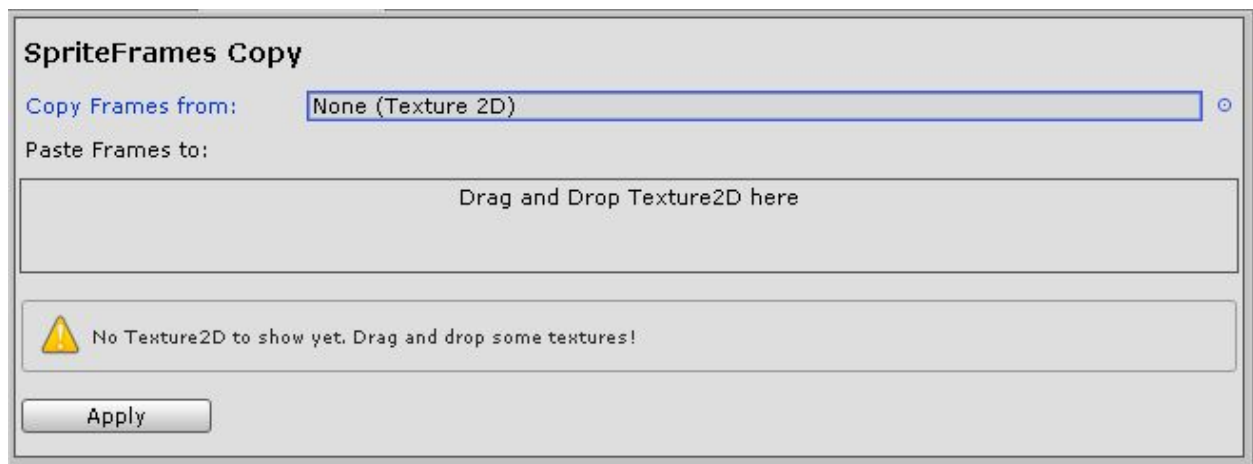
Elvis Leite

Welcome to the quick guide to the asset called SpriteFrames Copy. The purpose of this asset is to help a developer when he is creating many sprite sheets containing character animations and all of them are the same size, so if they are the same you will probably cut them with the same amount of frames and the same sizes for each frame. Let's say you have 20 characters, it will consume a little bit of time right? Or lets say you just have multiple sprite sheets of crates, or grass, or even trees. You can cut just one, and then have this one's frames properties copied and pasted on a lot of other textures as well, so you just do one cut and organization on one sprite sheet, and apply the same multiple frames for all the others. As you can see it can be very specific as not everyone have sprite sheets used in that way on their games, but I faced this problem once and I thought that a tool like this would be very handy.

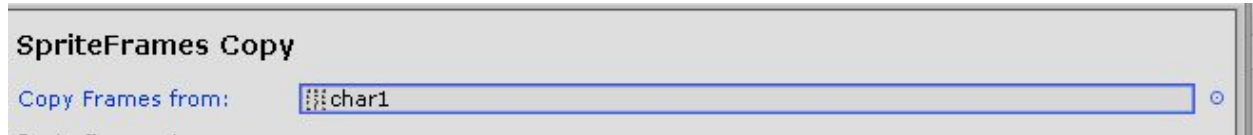
So, it's very simple to use the app, first of all you have to open the window:



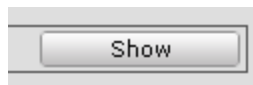
Now, you will be presented with this window:



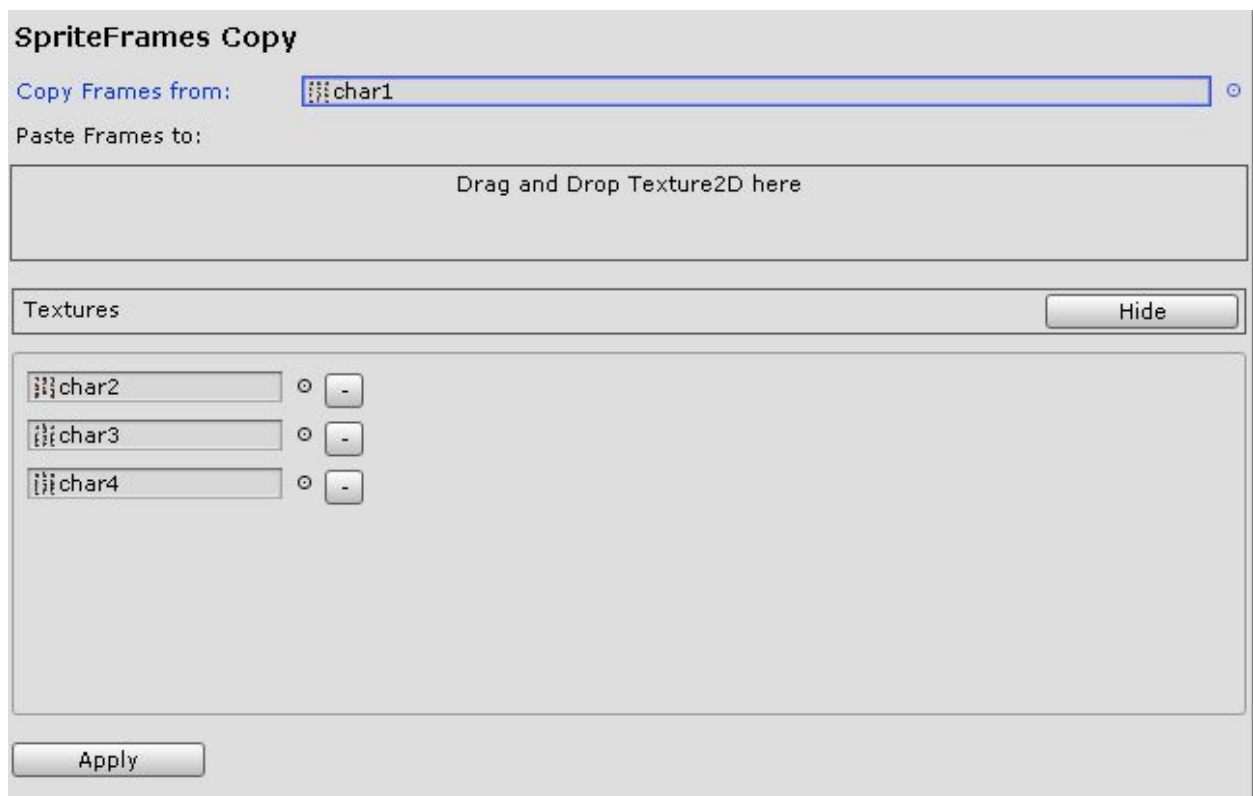
You just have to place the texture you have already cut on the field that says “**Copy Frames from:**” .



Now, right after this field, you have this area where it says “**Drag and Drop Texture2D here**” , you must drag and drop all the others textures that you want to have the same frames cut from this one you dropped to copy from. Now a “**Show**” button will appear, you can click on it.



Then you can see that it will show you the textures you dropped there, you can remove them by clicking on the “-” button that appears at the right of their field, and you can also hide this list again by clicking on the “**Hide**”.



Then you just have to click on “Apply” and it will apply the same frames that were cut from the sprite that you placed on the first field to the other sprites on the list of textures. It’s just like that.

After checking the other sprites and you note any weird behaviours like your sprite settings being reset and not just the frames being cut, you can contact me at elvis.leite.9@gmail.com, I will be glad to fix any errors related to it.

Thanks for buying the asset!