Multi-Sprite Editor

Documentation

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1. How To Open

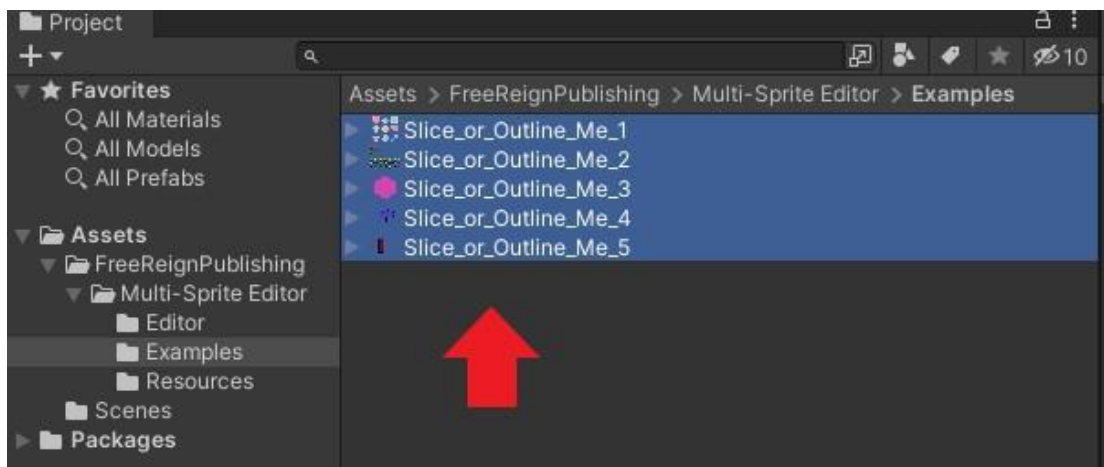(Note: Can only open when multiple Sprites are selected!)
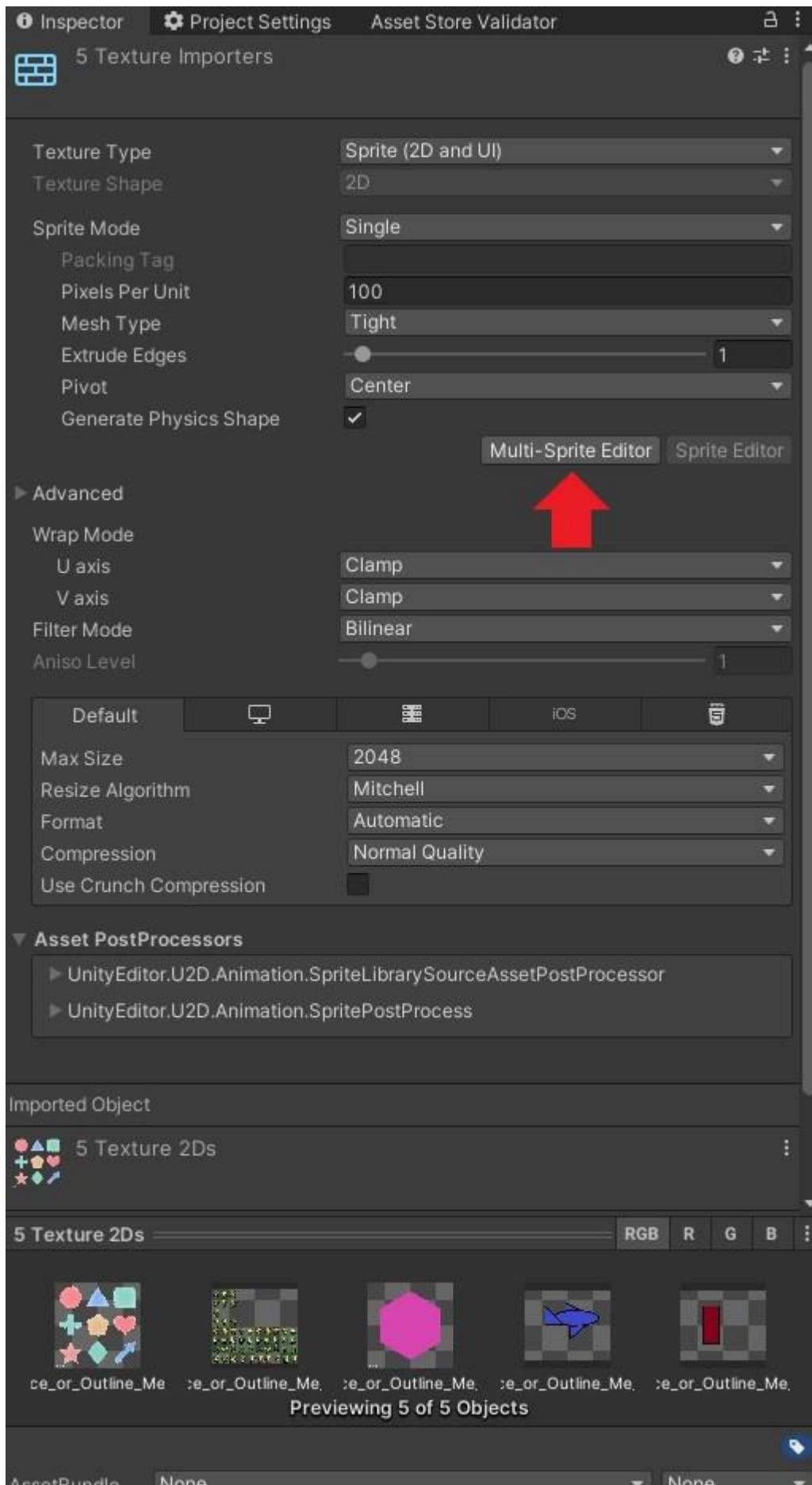
By Shortcut

- **SHIFT + S**

(Note: To change shortcuts go to "Edit/Shortcuts")

By Inspector

- Shift-Select multiple Sprites

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- Click **"Multi-Sprite Editor"** button in the inspector

5 Texture Importers

Texture Type	Sprite (2D and UI)
Texture Shape	2D
Sprite Mode	Single
Packing Tag	
Pixels Per Unit	100
Mesh Type	Tight
Extrude Edges	1
Pivot	Center
Generate Physics Shape	✓

Multi-Sprite Editor   Sprite Editor

▶ Advanced

Wrap Mode

U axis	Clamp
V axis	Clamp
Filter Mode	Bilinear
Aniso Level	1

Default			iOS	

Max Size	2048
Resize Algorithm	Mitchell
Format	Automatic
Compression	Normal Quality
Use Crunch Compression	

▼ Asset PostProcessors
  ▶ UnityEditor.U2D.Animation.SpriteLibrarySourceAssetPostProcessor
  ▶ UnityEditor.U2D.Animation.SpritePostProcess

Imported Object

5 Texture 2Ds

5 Texture 2Ds   RGB R G B

ce_or_Outline_Me   :e_or_Outline_Me.   :e_or_Outline_Me.   :e_or_Outline_Me.   :e_or_Outline_Me.

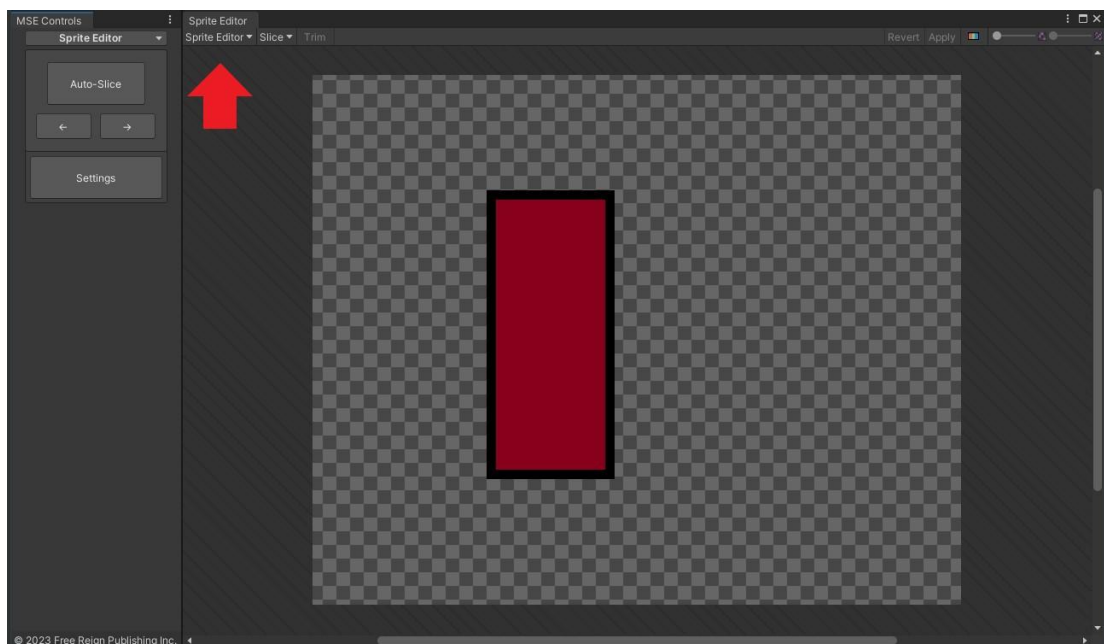Previewing 5 of 5 Objects

AssetBundle   None   None

By Window Tab

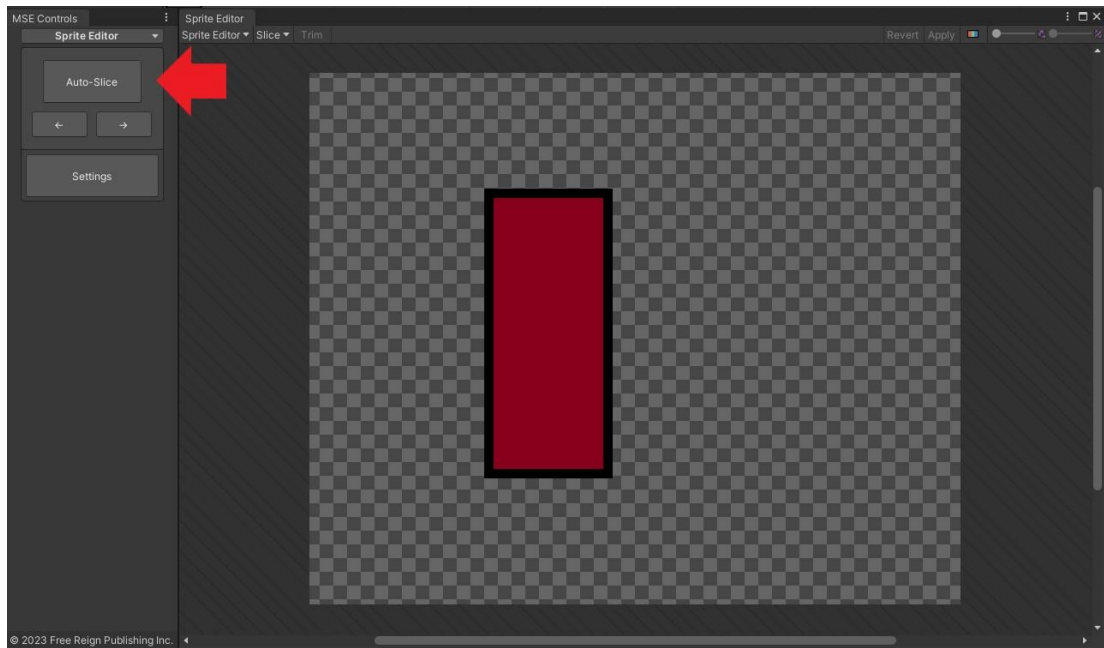- Go to **Window/2D/Multi-Sprite Editor** in the toolbar

2. How To Use
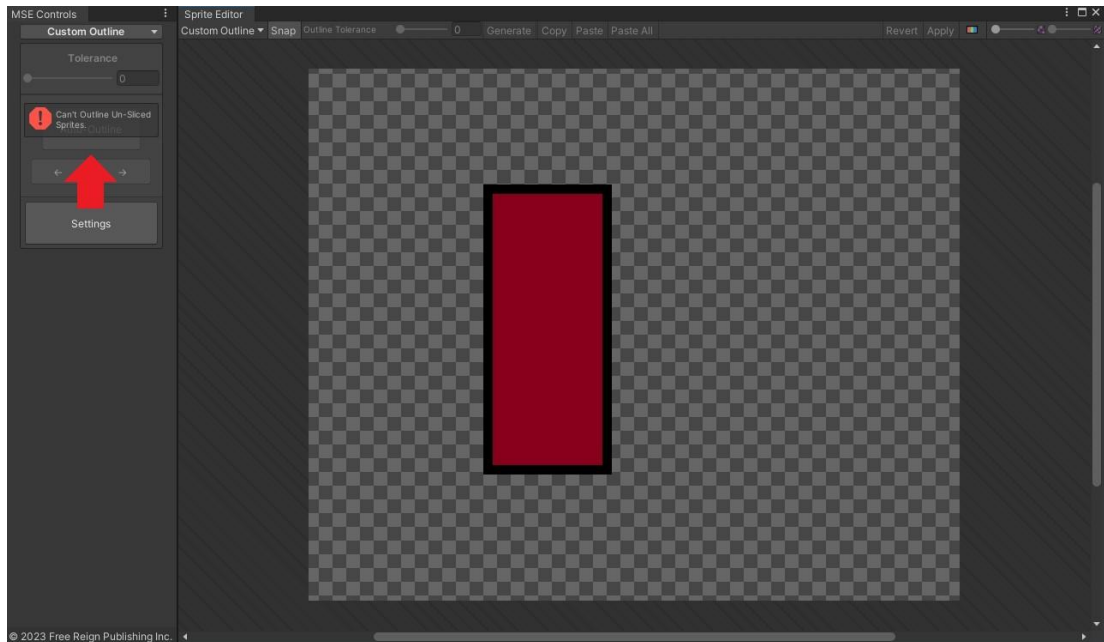
Auto-Slice

- Make sure **"Sprite Editor"** is selected
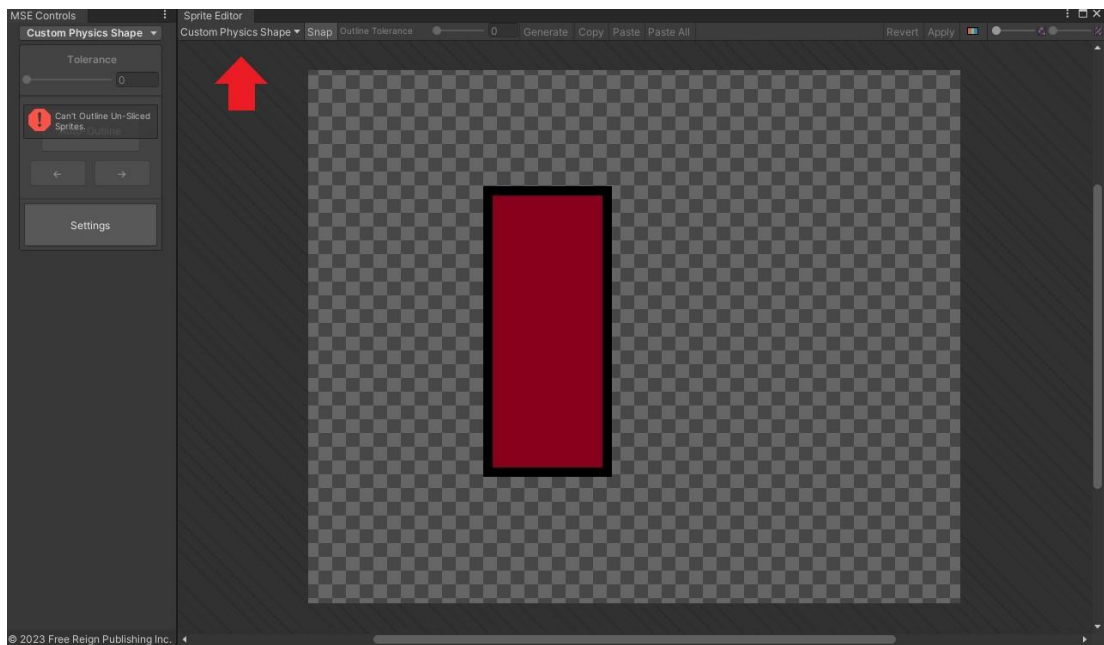

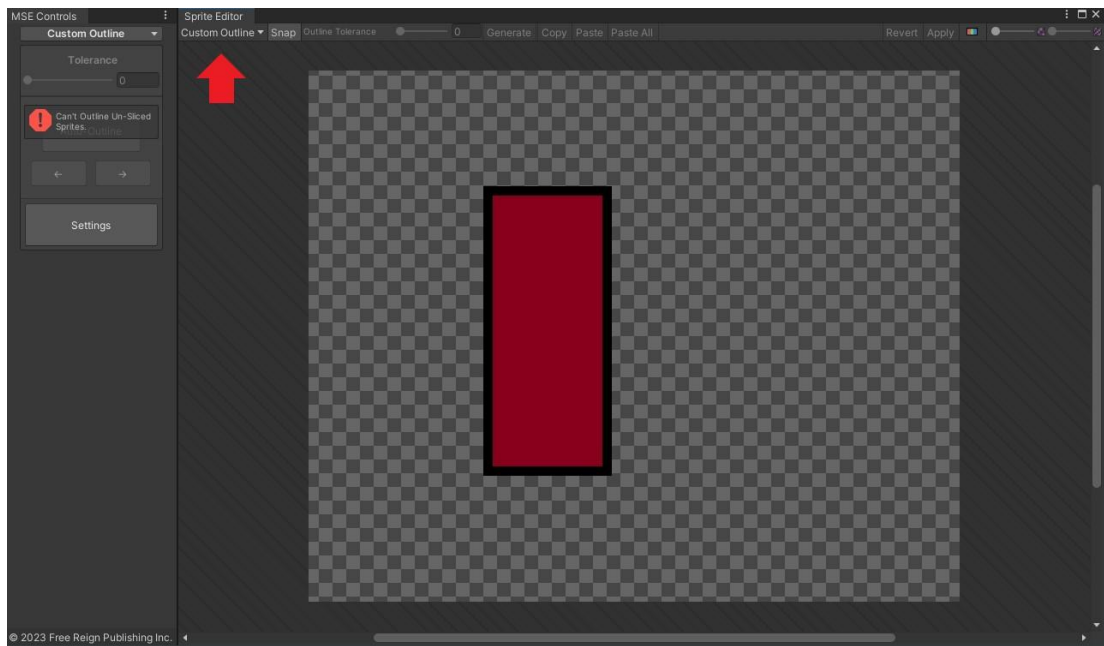- Then click **"Auto-Slice"**
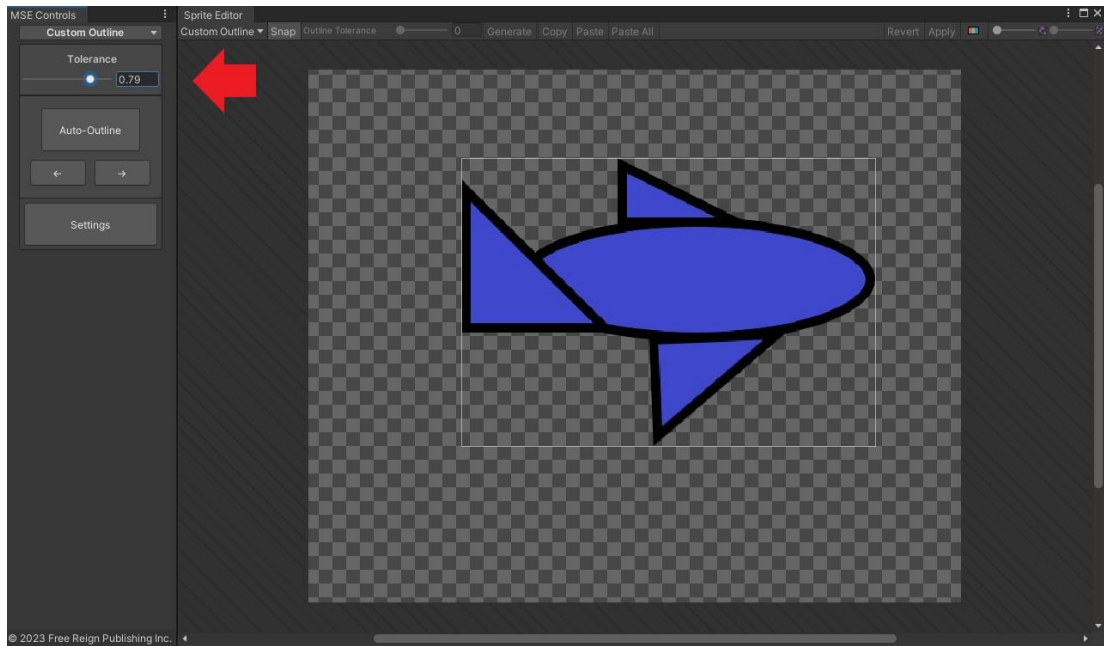
Auto-Outline

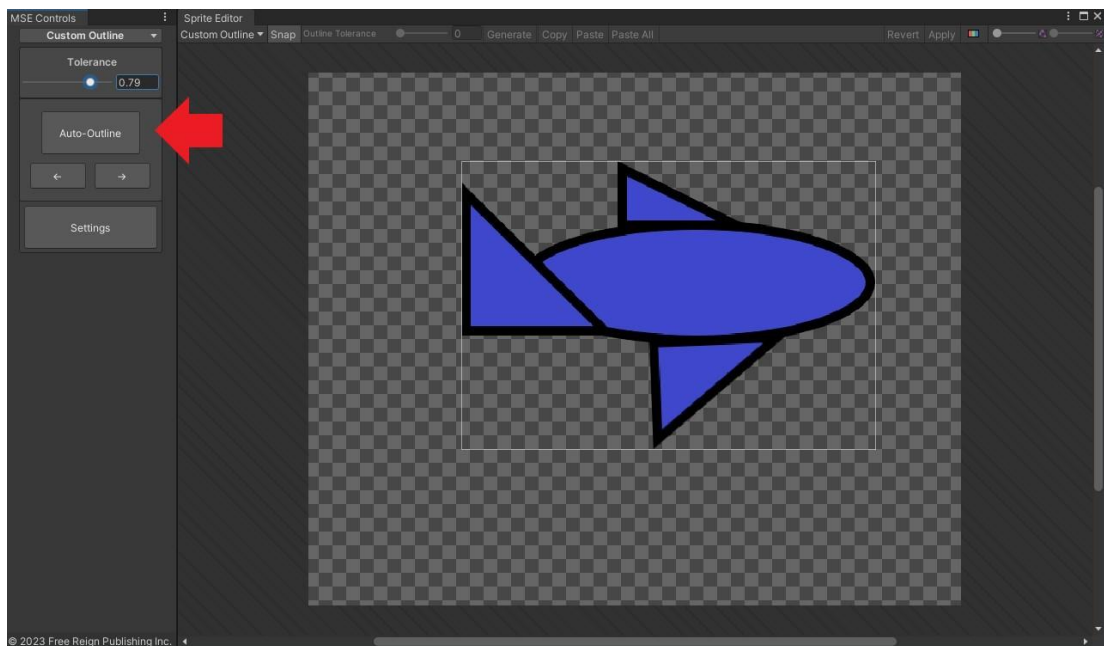- Make sure you Slice the selected Sprites before you can Outline them

- Then select **"Custom Outline"** or **"Custom Physics Shape"**

- Adjust The Outline **"Tolerance"**

-   Then click **"Auto-Outline"**

Settings

-   **"Auto-Dock"**
    Allows you to dock Multi-Sprite Editor to either side of the Sprite Editor Window or not at all

-   **"Ding Volume"**
    Controls the volume for the slicing/outlining complete notification

- **"Close On Complete"**
  Close both Multi-Sprite Editor and the Sprite Editor Window on complete

Arrows

- Flips through **ONLY** selected Sprites when Multi-Sprite Editor was opened

3. Debugging

(MSE_ERROR: [SLICING] interrupted)

Type: Harmless (Can Ignore)

Know Causes:
- Switching "Menu"s Mid Slicing

Solution: (If Error Keeps Appearing)
- Close and Reopen Project

(MSE_ERROR: [OUTLINING] interrupted)

Type: Harmless (Can Ignore)

Know Causes:
- Switching "Menu"s Mid Outlining

Solution: (If Error Keeps Appearing)
- Close and Reopen Project

SerializedObjectNotCreatableException: Object at index 0 is null

Type: Harmless (Can Ignore)

Know Causes:
- Removing Multi-Sprite Editor from Project

Solution:

- Clear logs and ignore