

Texture Adjustments editor window can be opened:


1. Main Menu => Window => VacuumShaders => **Texture Adjustments**.
2. Form Project window by selecting any texture asset and choosing **Edit With Texture Adjustments** from context menu.



Single mode options

Source Texture – Unity [Texture2D](#) asset requiring adjustments.

Preview Material – If assigned than adjusted texture is directly visible to a material in the scene.

As material may have multiple texture properties, which one will be used for adjusted texture preview can be chosen from this  foldout menu.

Preview Quality – Defines adjusted textures size in editor window. Lower quality produces faster preview. Does not affect final save resolution.

Preview Channel – Displays individual texture channels.

Batch mode options


Source Folder – Root folder for batch processing. All textures inside *Source Folder* will be adjusted. Must be folder inside Unity project.

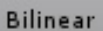
Destination Folder – All adjusted textures will be saved inside this directory. Can be any folder on hard drive and not necessary inside Unity project.


Include Subfolders:


- *None* – Only textures inside *Source Folder* will be adjusted. Subfolders are ignored.
- *All Files To Destination Folder* – All textures from *Source Folder* and its subfolders after adjusting will be saved in *Destination Folder*.
Note, as all textures are saved inside one directory, files with same names will overwrite each other.
- *Save Folder Structure* - All textures from *Source Folder* and its subfolders after adjusting will be saved in *Destination Folder* preserving their folder structure in *Source Folder*. Excludes file overwriting.

Editor Menu

 Displace adjustments calculation speed (just for fun).


 Preview texture rasterization method. Can be **Bilinear** or **Point**.

 Buttons for changing adjustments render order.
Place mouse inside adjustment rectangle and hold Left Control (rectangle will become **green**), now move it up or down in the list.

 Editor menu button.

 Texture save format. Can be **PNG**, **JPG** or **TGA**.

 Allows saving adjustments list as presets for later use.

 Holds all adjustments.

Do not forget to check video tutorials on [YouTube](#).