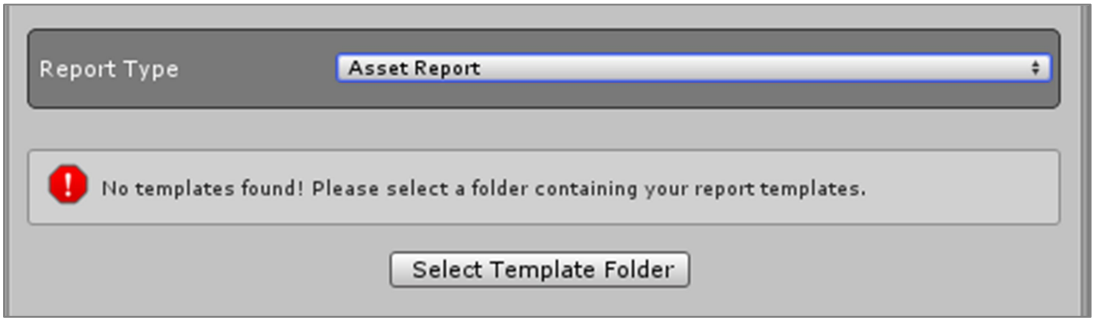
Getting started

In this walkthrough we will create an *Asset Report* to identify the textures in the project with the biggest file size. With this information we can try to reduce the download size of our game if there's a chance to.

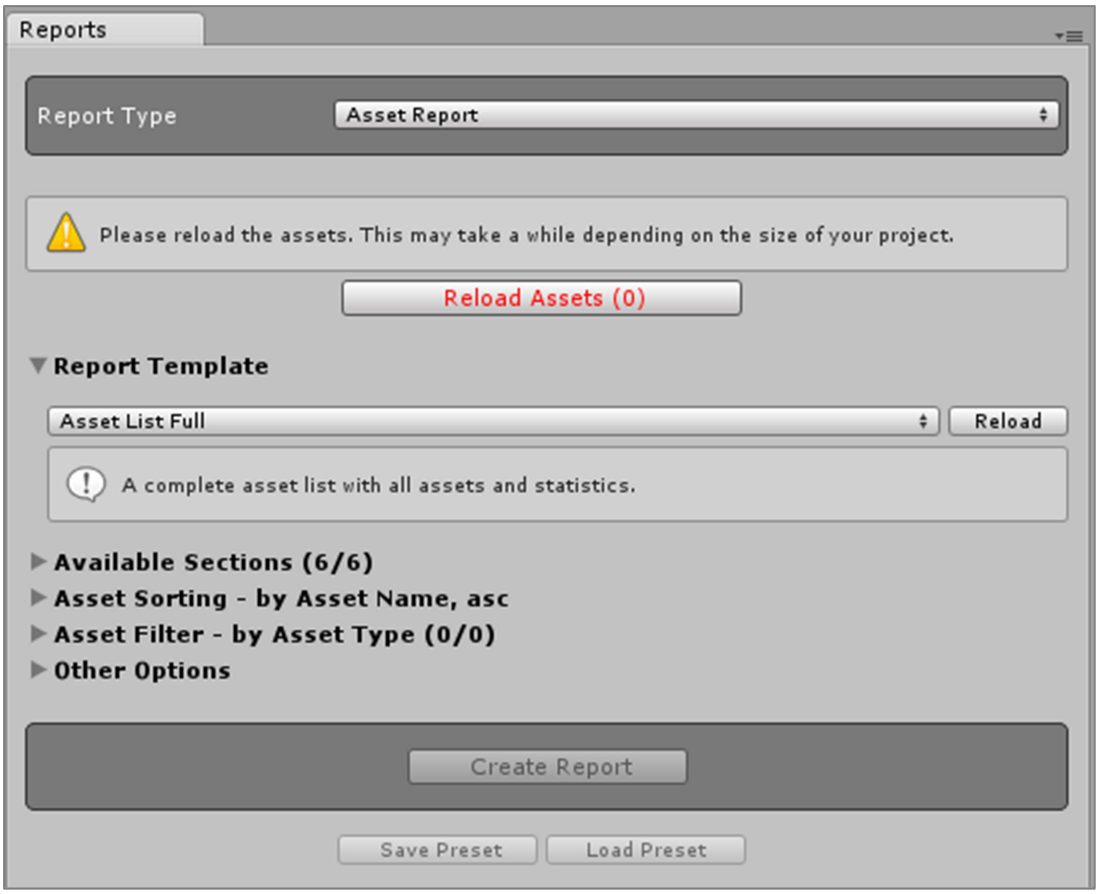
Open the Asset Report window by selecting the menu item *Window/Reports4Unity/Asset Report* in the Unity editor.

If the following message shows up, you have to select the folder where your templates for the selected report type are stored. There are some example templates in the installation folder of *Reports4Unity* for you to start with.



Please note that the location of your report templates is stored in the editor preferences, so they are the same for all your projects. If you want to share report templates between projects it's a good idea to move the template folder to a location outside of a specific project on your computer or network. After moving it you will be prompted by the message above to select the new location.

Asset loading

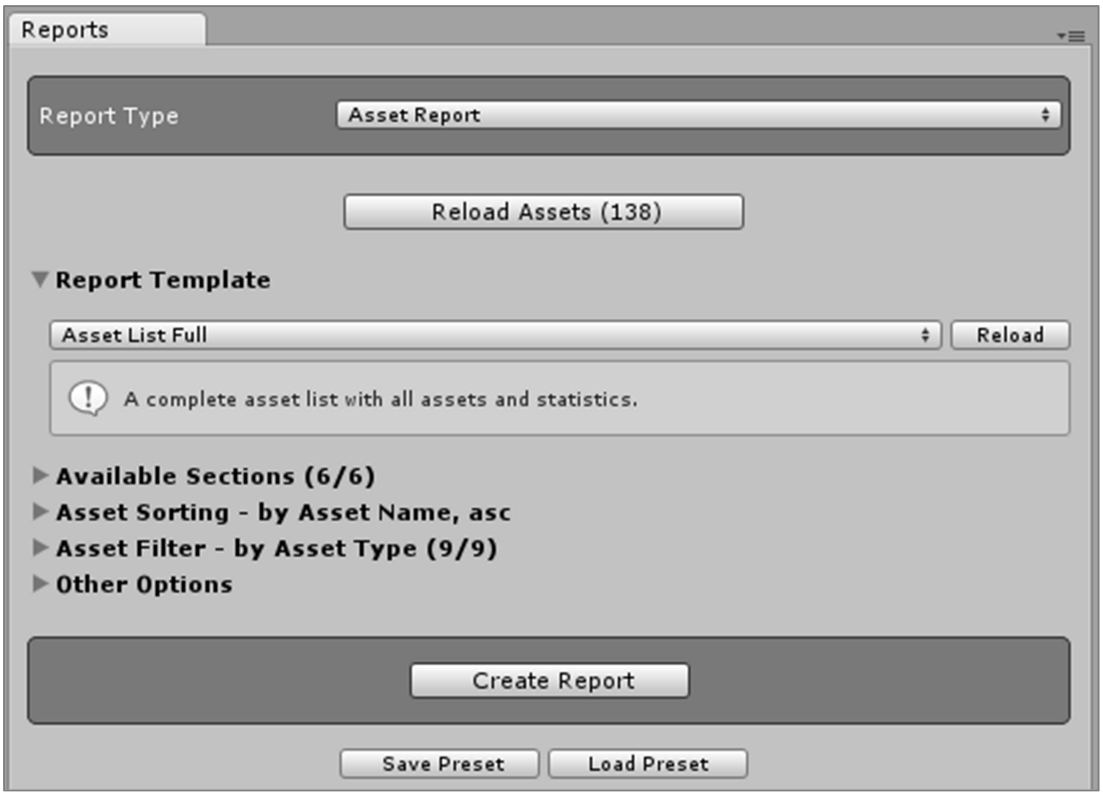


When we first open this window you need to reload the assets of your project. This is not done automatically because it may take some seconds depending on the size of the project. So click the button *Reload Assets*.

Note: This message occurs after every change in your asset folders (new files, changed files).

Selecting report type and template

Now let's start by selecting the report type *Asset Report* from the dropdown at the top of the window. The Report Template foldout opens to show you the list of available templates for this type of reports.

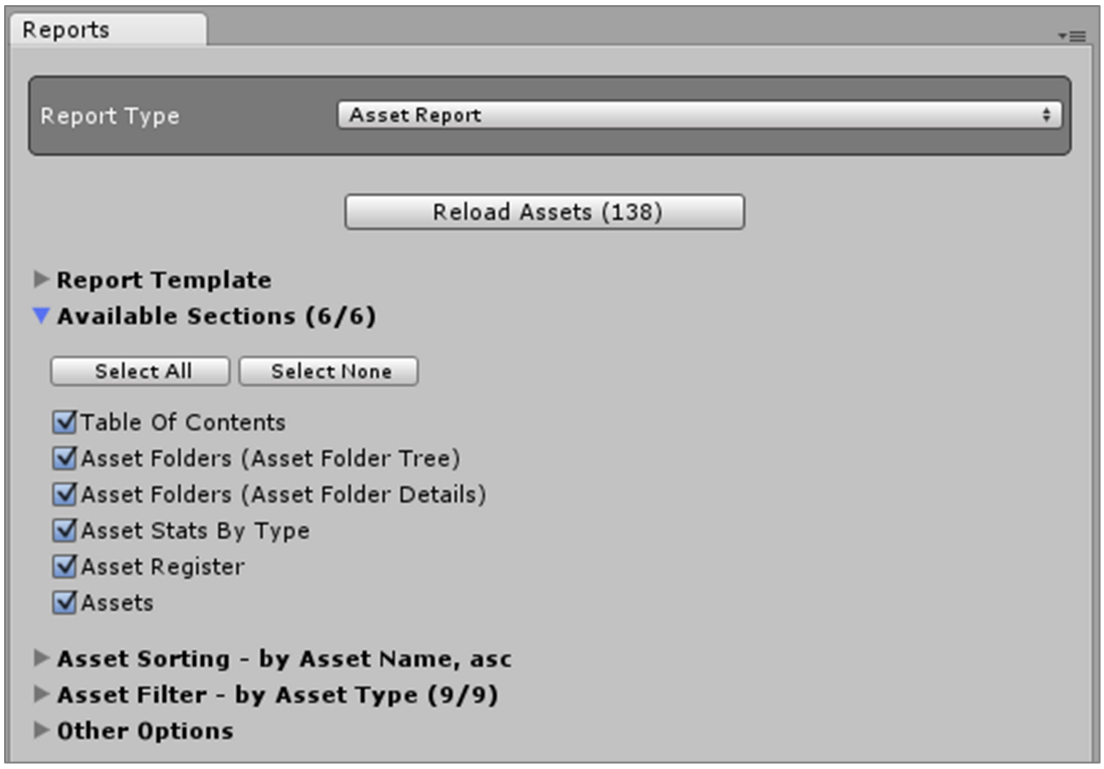


The templates are loaded from a folder in your file system containing the necessary files. After you downloaded and imported *Reports4Unity* from the Asset Store a folder with example report templates is installed as a starting point. If you developed additional templates and want to store them outside of your project you can set a different template folder in the *Reports4Unity* settings (menu item *Window/Reports4Unity/Preferences*).

If you added or deleted any assets you can reload the assets in all asset folders by clicking the button *Reload Assets*. The numeric value on the button is the number of assets found in your asset folder. Excluded files and folders are ignored when counting the assets.

Selecting the data

Depending on the template you can now select the data to generate in the report. Each template contains a number of sections for different kind of data. Which of these sections are available is defined in the template itself. For the *Asset Report* for example you can define up to 6 sections to choose from as you can see in the screen shot below.

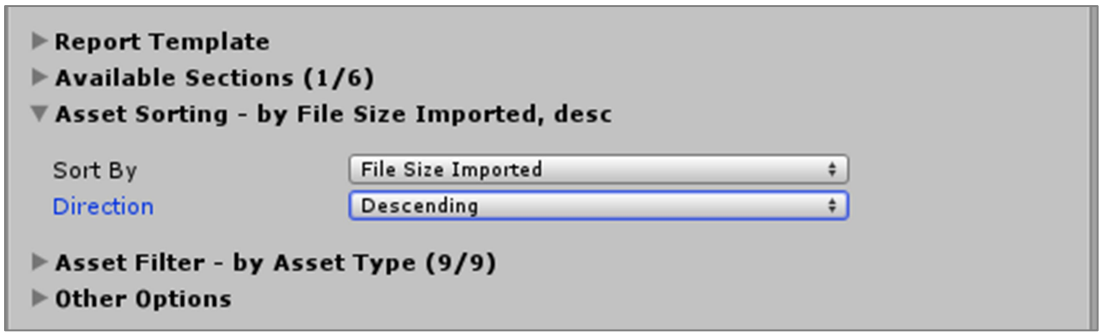


Although this template defines the visual presentation of all 6 sections you can uncheck the sections you don't need in this report. As we are planning to investigate the texture sizes of our game we only need to check the *Assets* section. For a description of the other sections please read the *Asset Report* documentation later in this manual.

Setting asset sorting

In order to make it easier to identify the big ones from our textures we should change the sort criteria of the asset list in our report. By default the assets are sorted by asset name alphabetically. We change this to *File Size Imported* to order by file size. There are 2 file size properties: *File Size* and *File Size Imported*. The first one is the size of the original asset, e.g. a PSD file for a texture. The second one is the size of the asset after Unity imported it to the project for the current target platform. This is the one we are interested in.

In order to avoid reading the whole report and marking the big textures we set the sort order to *Descending*. So the assets are sorted by their file size from big down to small and we only have to deal with the top of the list.



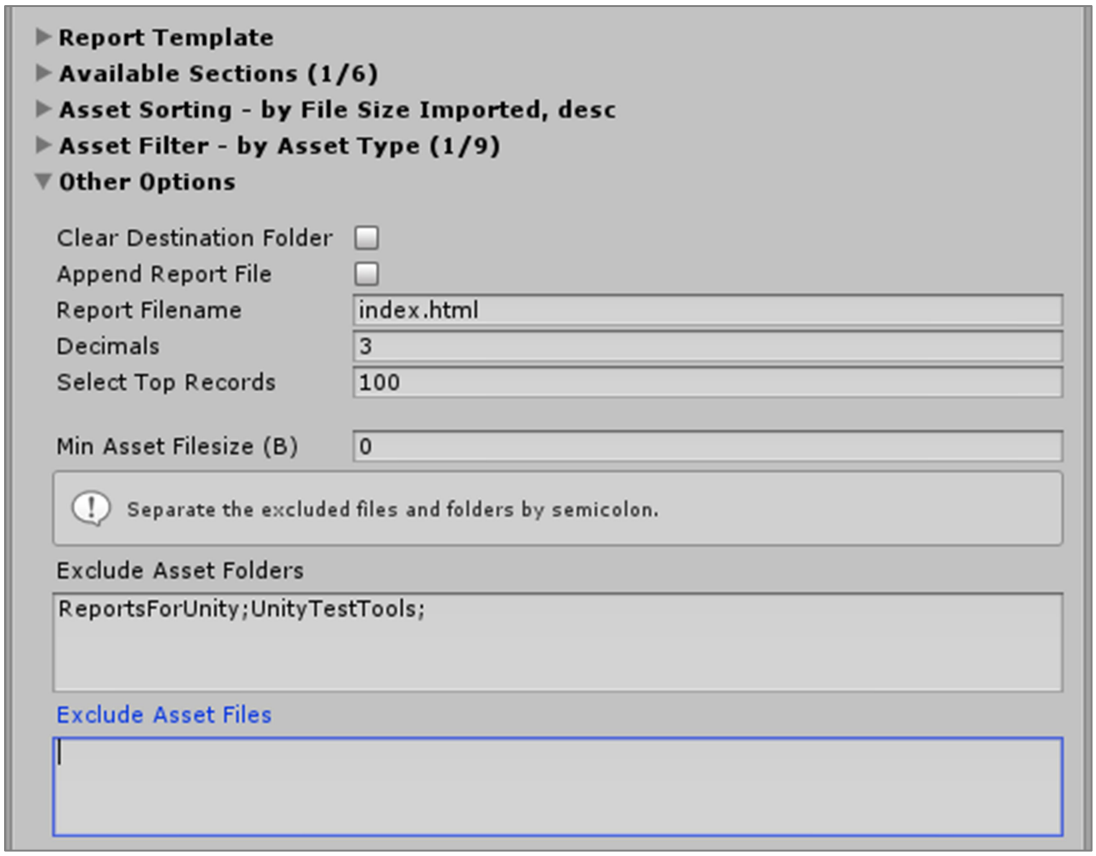
Filtering assets

As we are only interested in textures we need to exclude all the other asset types from the report. The foldout *Asset Filter* lists all asset types in our project so we can select the asset types to include in the report.

Other options to filter by are *File Extension* and *Asset Label*. So we could limit the reported assets to certain image file extension like PSD, PNG, TGA et cetera.

Other options

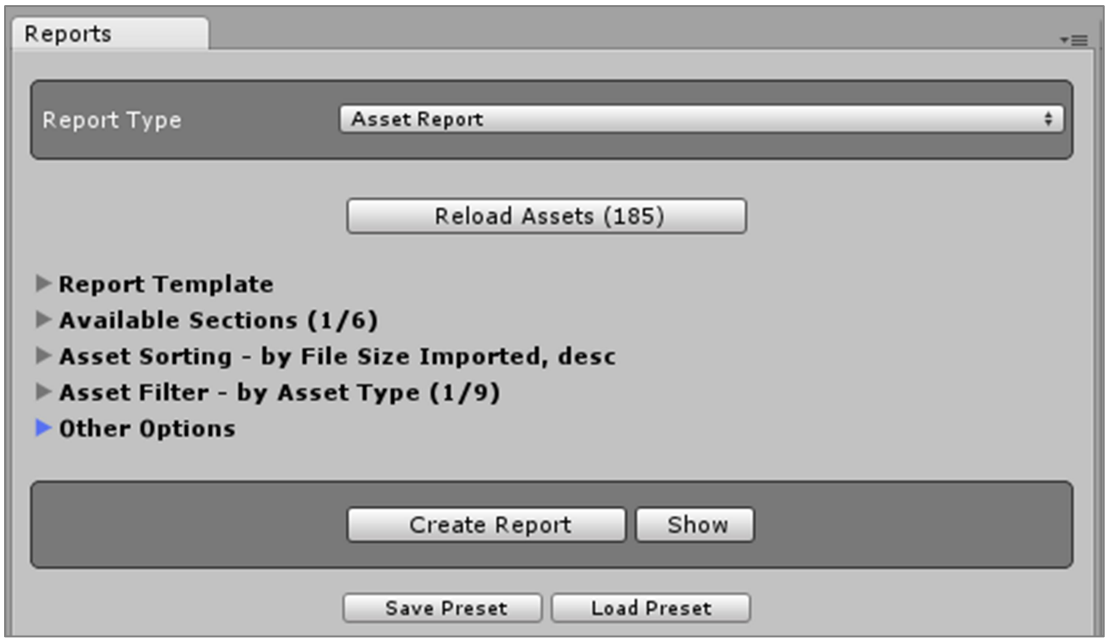
The last foldout in the window contains some other options you might find useful in order to customize your report.



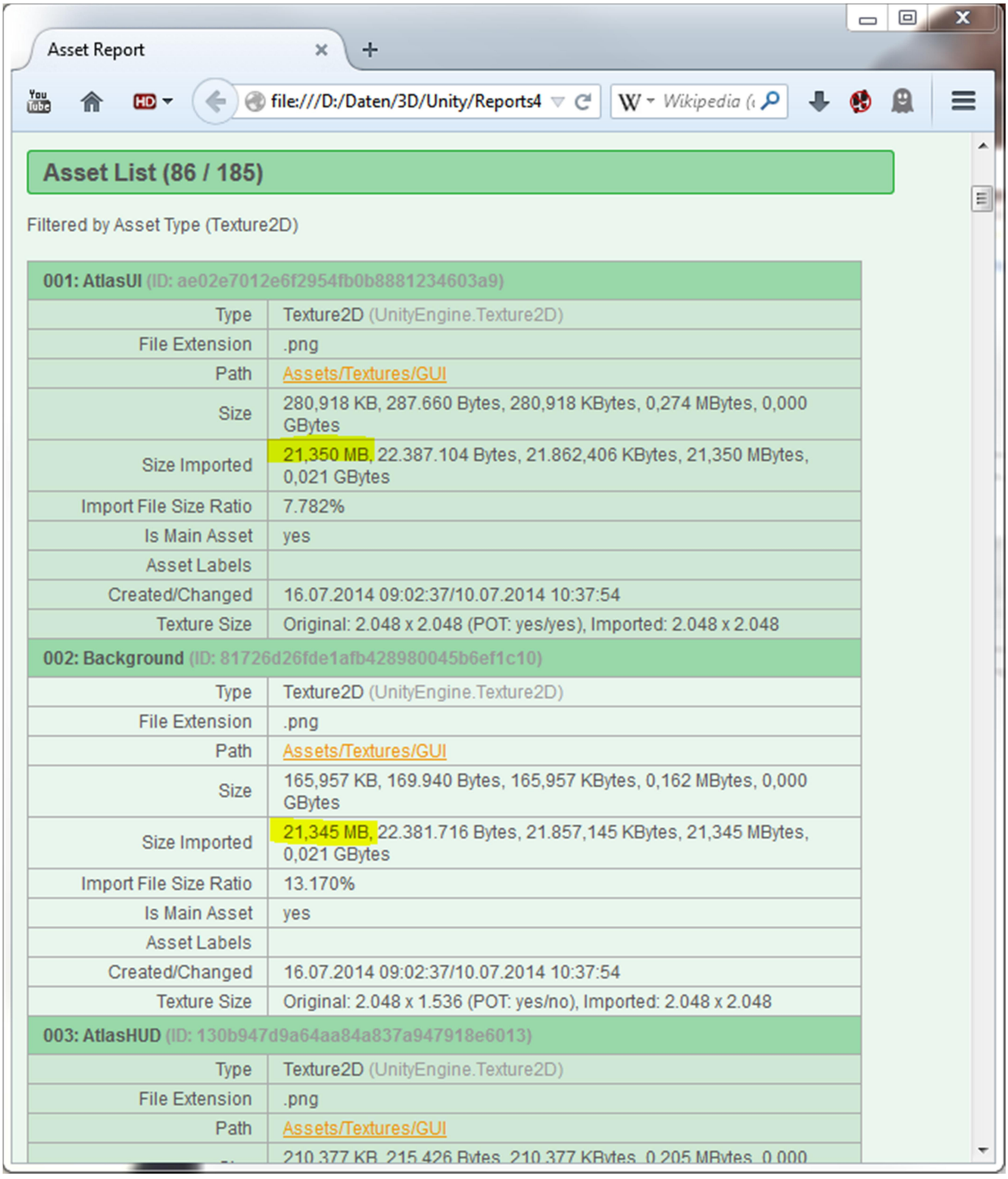
You can set the number of decimals, limit the list to assets with a minimum file size and exclude files and folders from processing. We leave these options at their default values for this example. But the value *Select Top Records* we set to 100. This limits the reported assets to the top 100. As we are only interested in the biggest textures of our project, this should be enough.

Creating the report

After setting all the options for our report we could save this set of options as a preset for reusing them in the future. But for now click the button *Create Report*. You have to select the destination folder on your computer where the report files are saved. After the report has been created and saved to disk you'll notice a new button next to the *Create Report* button labeled *Show*.



If you click this button the report system tries to open the file with the default application on your operating system. For our HTML file this will open your default browser.



In this example you can see some assets with several data (defined in the templates). You see the texture file sizes of the top assets (21.350 MB and 21.345 MB, marked in this screen shot). You now can consider optimizing these textures for a smaller size. If you cannot get a better import size by changing the texture itself you maybe want to run an *Asset Importer Report* to tweak the importer settings for these textures.