SPRITE IMPORTER PLUGIN

By TheBitCave © 2015

http://www.thebitcave.com/

Summary

1. Intro

This plugin was written to be a tool for easy Sprite and GUI graphics import. I am always open to hearing ideas for improvements, suggestions and problems. Please email me at thebitcave@gmail.com

The purpose of this manual is to serve as a quick reference, just in case you get stuck but, ideally, you should just read how to generate an importer.

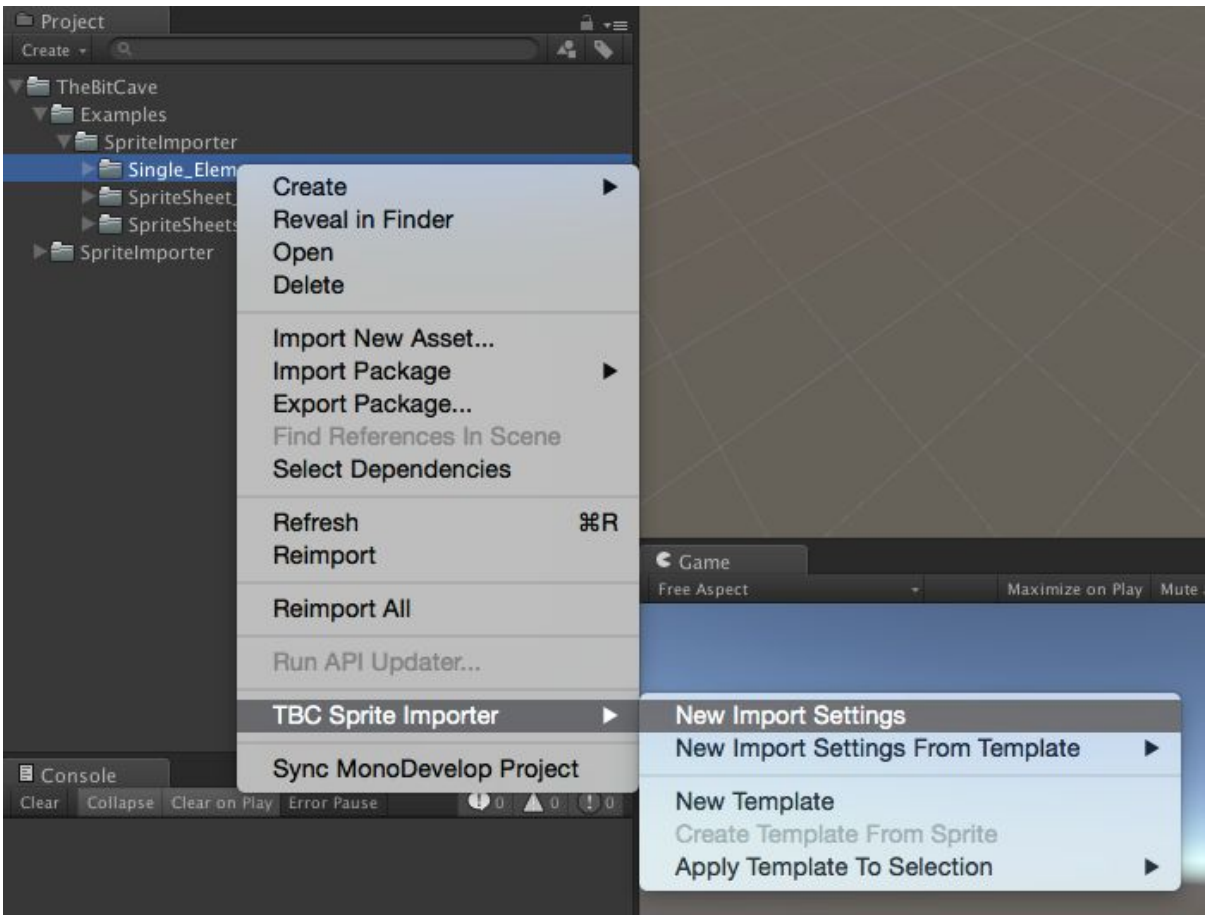
This utility will automatically import and organize any texture in a folder as a *Sprite (2D and UI)* using the setting stored in a settings object: basically you will only have to set the needed values once and then just drop the assets in your folder.

***Important Note**: enabling the importer will override the regular texture import settings for every file in your folder. You will still be able to see the settings in the Inspector panel, but applying any change will have no effect on it.*
However, you can disable the importer anytime, without the need to delete it.

2. Quick Start: How to set up an importer

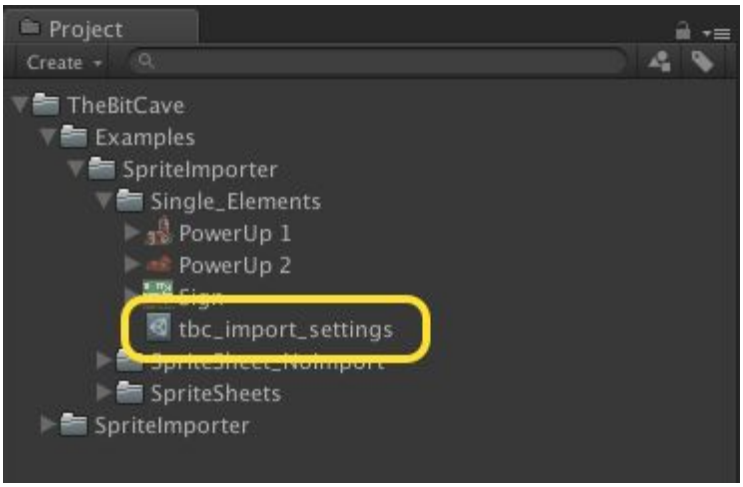
a. Create the Importer

In your project panel, select your folder of choice, right click the mouse and then choose *TBC Sprite Importer* > *New Import Settings* as shown in the picture below.



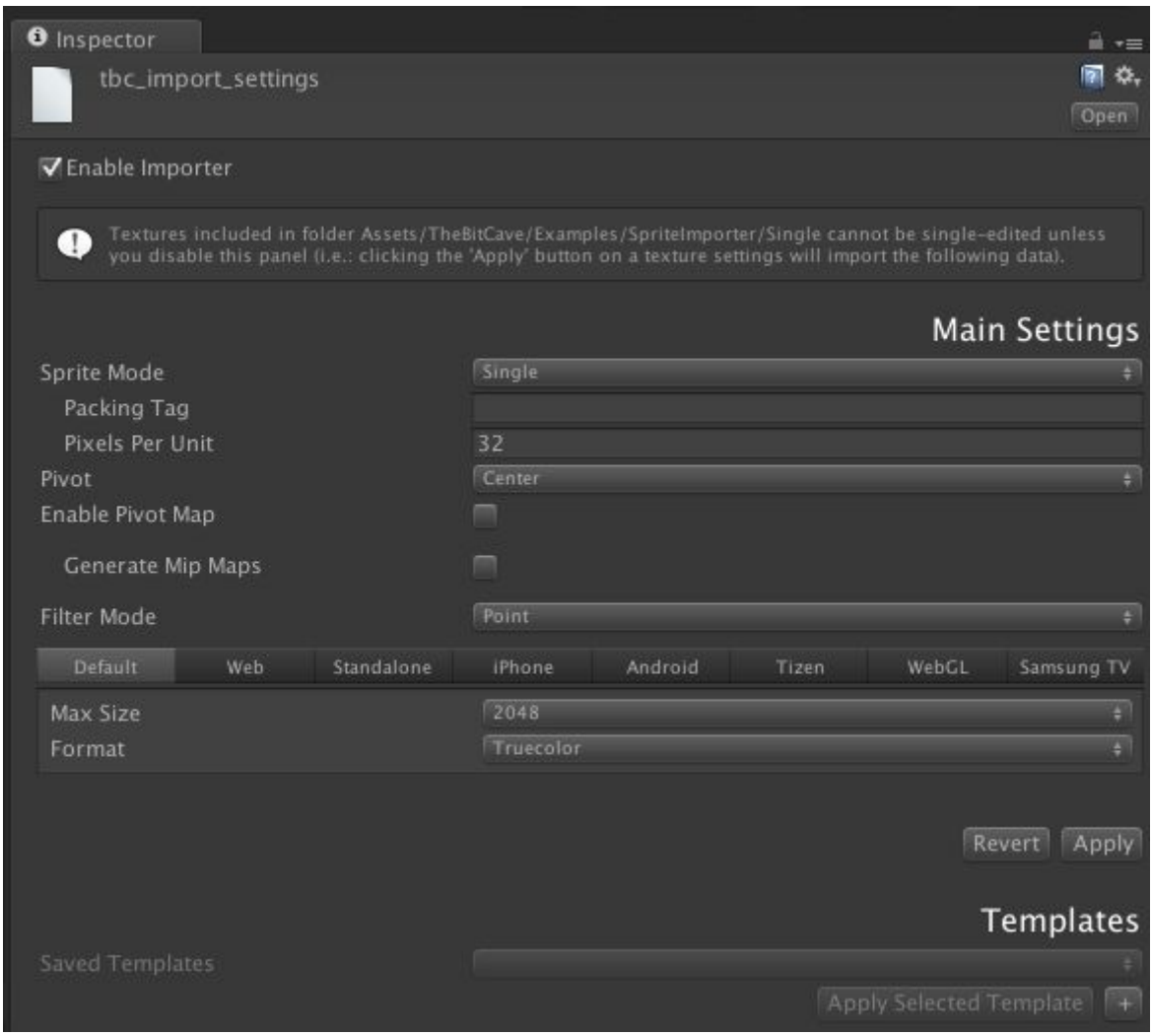
Alternatively, after selecting a folder, from the menu choose *Assets* > *TBC Sprite Importer* > *New Import Settings*.

You will notice a new file (named *tbc_import_settings*) has been created inside the folder.



b. Edit the Importer Settings

Select the generated file; the Inspector panel will show you the importer basic settings as shown in the picture below.



As you can see, the values are pretty similar (i.e.: identical) to those shown for a regular *Sprite (2D and UI) texture*; the only difference is that these settings will be applied to all textures in the folder.

You can play around with your needed values and then click the *Apply* button (or the *Revert* one in case you changed your mind): every file in the folder, will be then set to the chosen values.
Even files you drag and drop here, will be set to those settings (pretty handy!).

You're quite ready to use the tool, the next section explores every element in the panel.

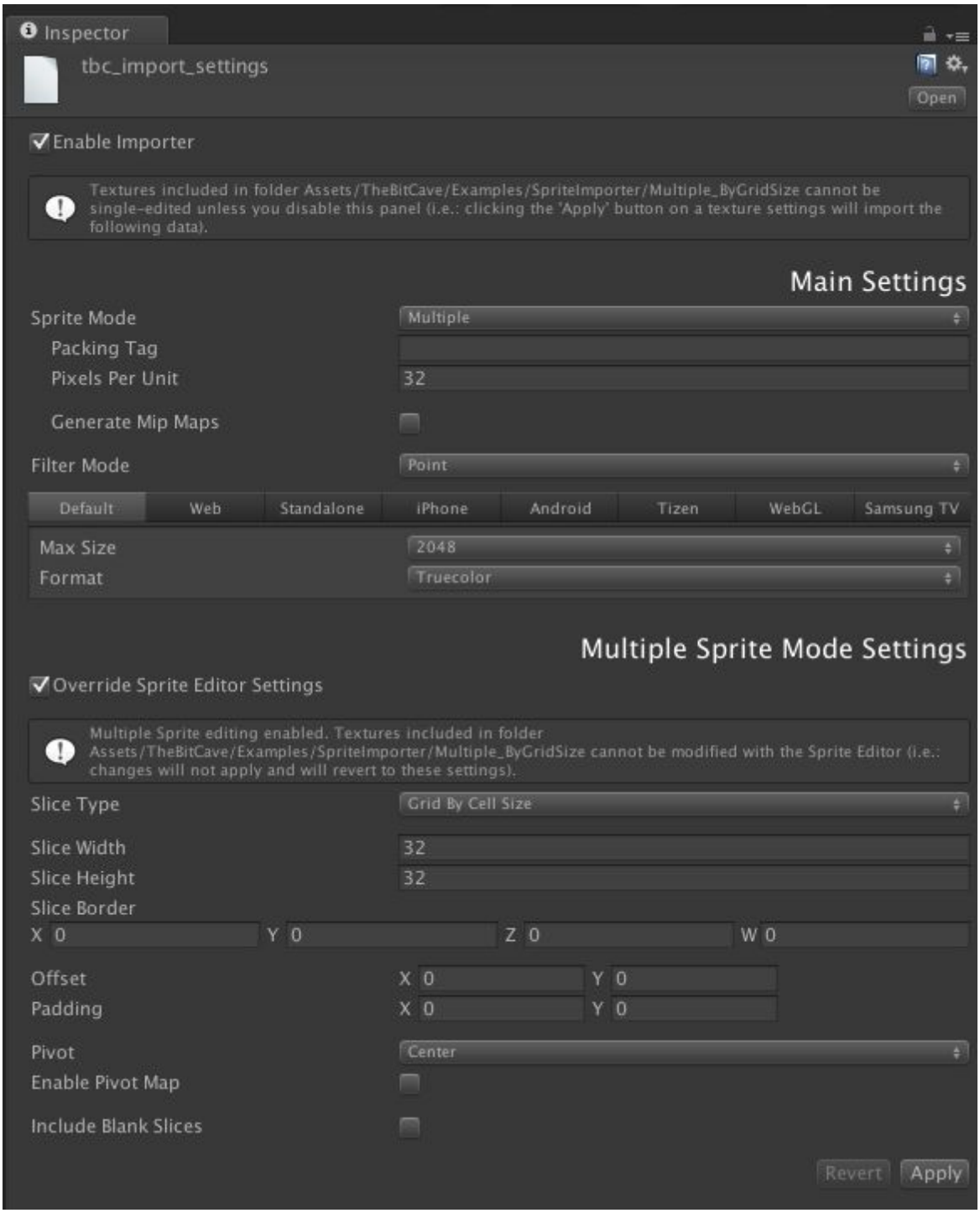
3. Settings Specifications

a. Main Settings

- **Enable Importer CheckBox**: as stated before, the importer will disable the ability to change a single texture settings in the folder. However, you disable the importer by deselecting this toggle. Re-enabling the importer, will automatically override any single change you made to your texture so, be careful!
- **Sprite Mode**: the sprite texture import mode (*Single* or *Multiple*). Selecting *Multiple* will open a dedicated panel.
- **Packing Tag**: the sprite packing tag name
- **Pivot**: pivot point of the Sprite relative to its graphic's rectangle
- **Enable Pivot Map**: enables the pivot map support (see below)
- **Pixels Per Unit**: the number of pixels in the sprite that correspond to one unit in world space
- **Generate Mip Maps**: enable this if you want to generate mip maps for the texture
- **Filter Mode**: filtering mode of the texture (*Point*, *Bilinear*, *Trilinear*)
- **Platform Settings**: here you can set the Max Size and Format for all platforms (*Default*) or for each supported single platform

b. Multiple Sprite Mode Settings

Selecting *Sprite Mode* to *Multiple*, will open a new panel, that lets you set some basic slicing options. You will be able to slice the texture into a grid, in a similar way to the Sprite Editor window: as always, this will be applied to all textures included in the folder.



***Important Note**: as for the main settings, if you coose to enable this option you won't be able to edit a single texture.*

- **Override Sprite Editor Settings**: enables/disables this panel
- **Slice Type**: you can choose the slice tye, just like the regular Sprite Editor.
- **Slice Width/Slice Height (only for Grid by Cell Size option)**: the size of each slice in the texture
- **Columns/Rows (only for Grid by Cell Count option)**: the number of slice columns and rows that the importer will create

- **Slice Border**: the border of the slice
- **Offset**: the point where the slicing will begin
- **Padding**: a padding between slices
- **Pivot**: pivot point of the Sprite relative to its graphic's rectangle
- **Enable Pivot Map**: enables the pivot map support (see below)
- **Include Blank Slices**: when deselected, the importer will ignore all slices composed only of transparent pixels. You may need to toggle this checkbox if you are importing big, opaque textures

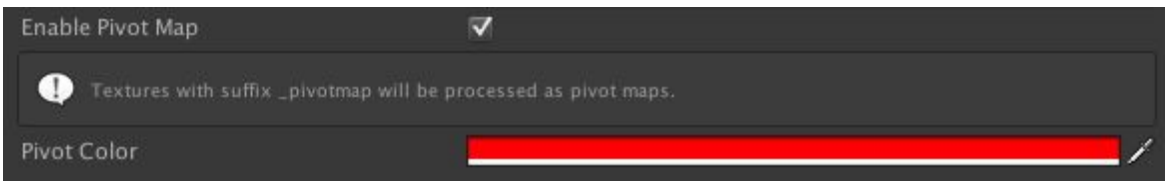
c. Revert and Apply Buttons

After your settings have cange, simply *Apply* them or *Revert* (if you want to undo your changes).

4. Pivot Maps

Pivot maps are textures used to create pivot points for your imported sprites. Pivot maps must follow these rules:

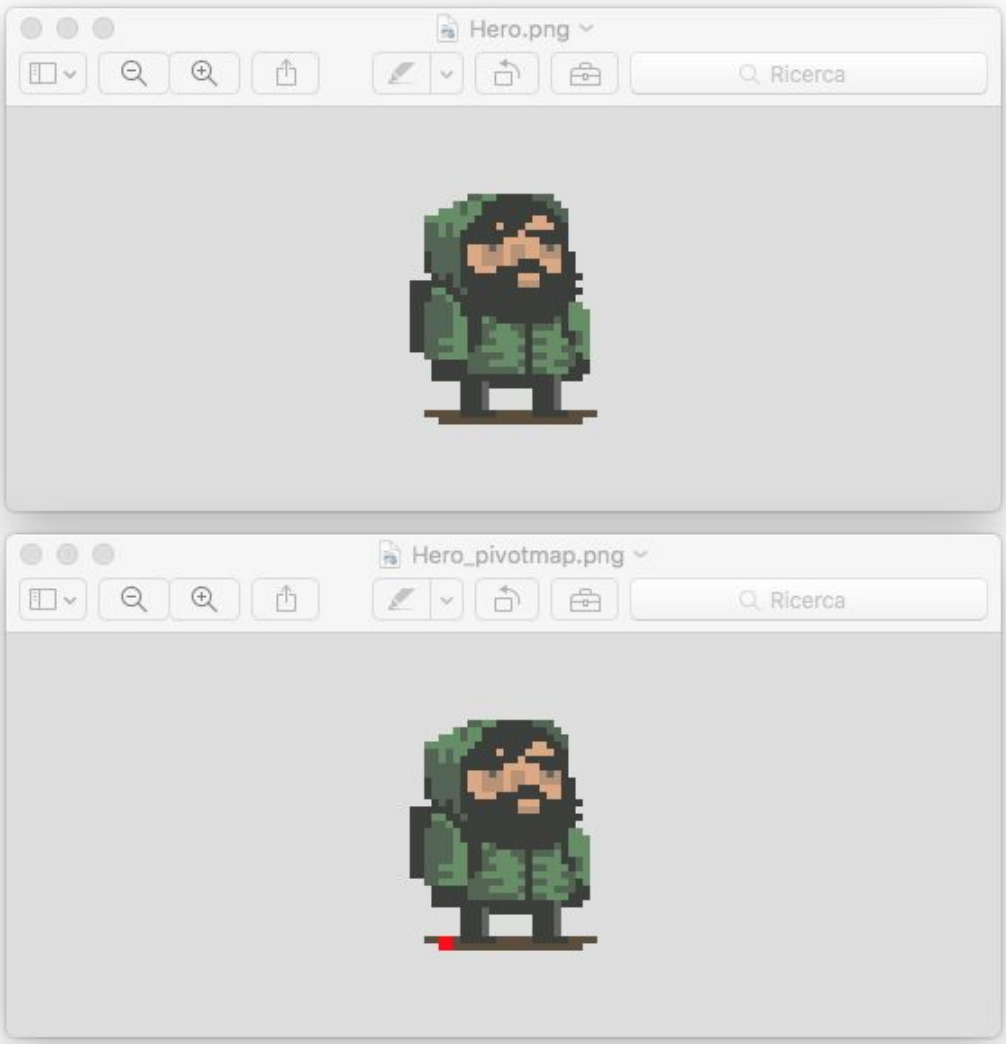
- they must be located in the same directory of the sprite
- they must have the same name, with the suffix *_pivotmap* (i.e.: a file named *mysprite.png* will have a pivot map named *mysprite_pivotmap.png*)
- pivot maps must have the same size of the original file (*width/height*)
- pivot maps should have ‘colored spots’ where the pivot point should be placed. If none is found they will default to the settings pivot point.



Enabling the pivot map will let you choose the color of the spots in the map. All maps in the same folder should have the same spot color.

The first pixel found that has that color (left to right, bottom to top) will be used as the pivot point.

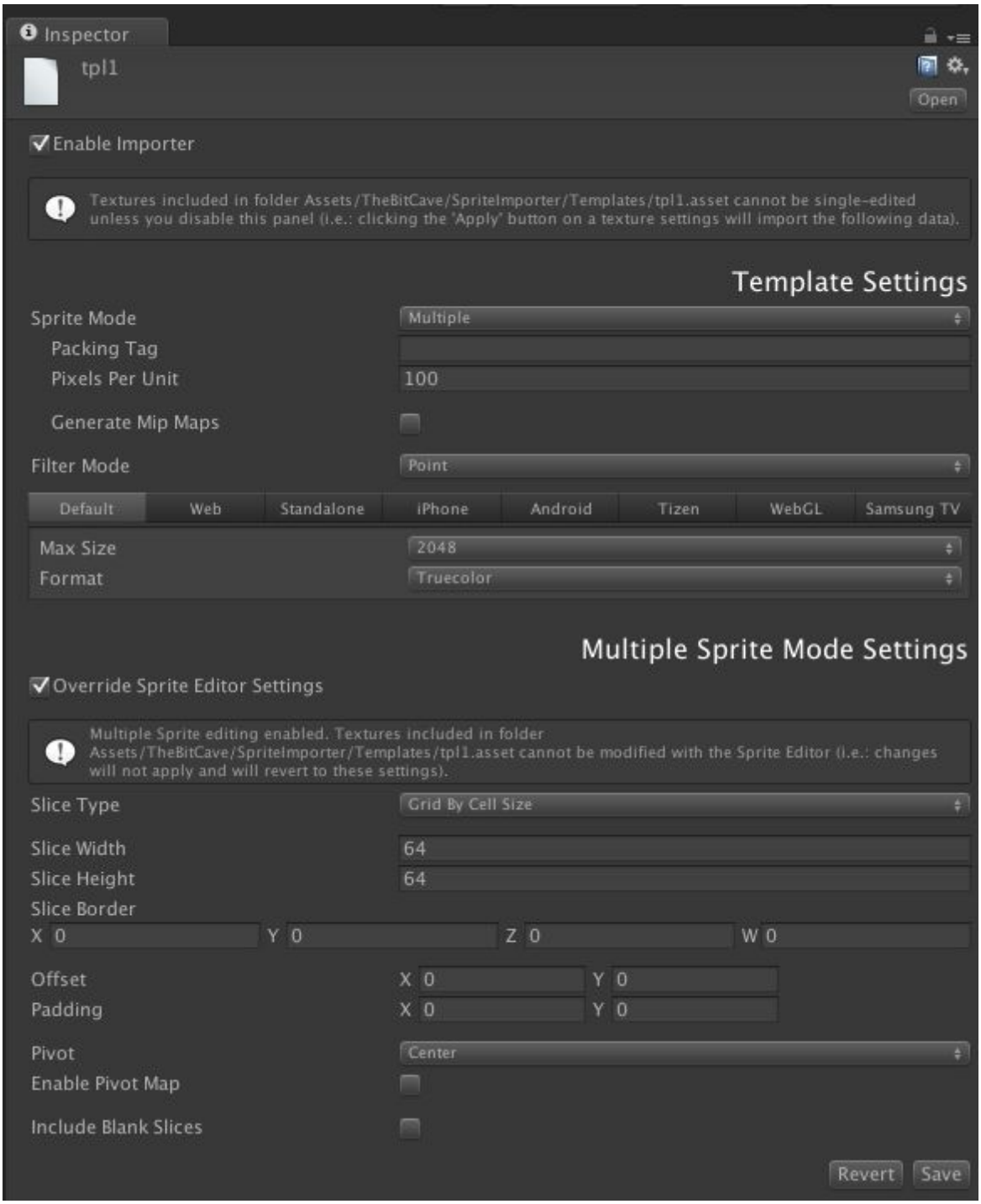
The following picture shows a texture and its corresponding pivot map.



5. Templates

The templates system lets you store importer settings for quck settings in a folder (or for future reference).

You can even apply a template to a single sprite or extract data from a sprite and save it in a template.



a. Templates Location

Templates are stored in *TheBitCave/SpriteImporter/Templates*.

b. Creating a Template

You have two options to create a template:

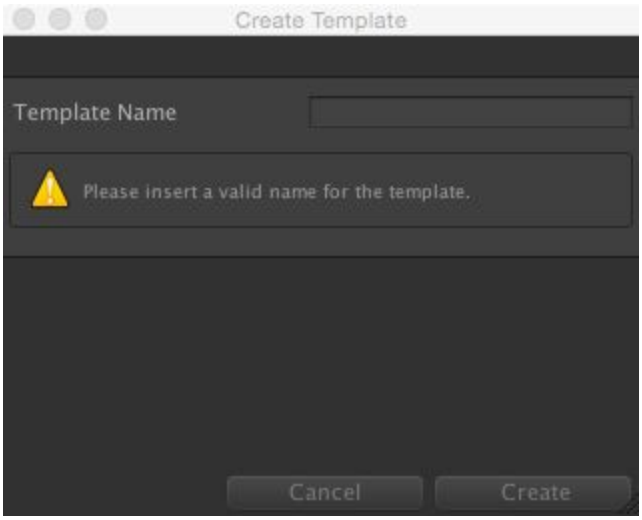
- Copy from an existing importer
- Create a template from scratch

b1. Copy from an Existing Importer

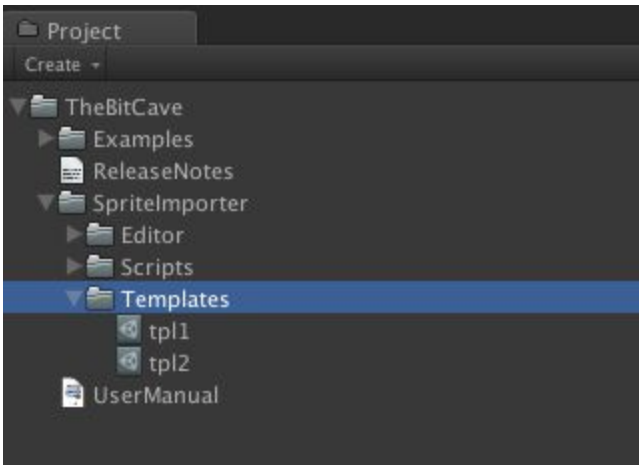
You can copy an importer by clicking the “+” sign in the *Templates* section of an Importer.

Name the template and save it.

Please note that naming a template as tbc_import_settings won’t consider it a template and may result in unpredictable issues.

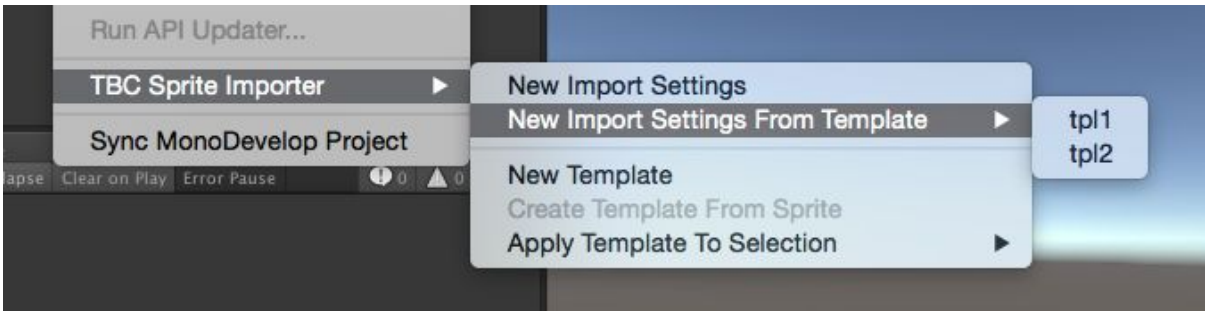


A template with the selected settings will be copied in the *Templates* folder.



And it will be available in your Templates section (in each sprite importer) for selection

and in your menu items, as explained later



c. Applying a Template from Import Settings

Simply choose a saved template from your Importer and click the *Apply Selected Template* button. All Textures will be automatically be reimported.

d. Creating Import Settings from a Template

Select your sprites folder and choose *TBC Sprite Importer > New Import Settings From Template > [Your Selected Template]*.

e. Deleting a Template

To remove a template, simply delete it from the *Templates* folder.

f. Editing a Template

The template window in the inspector is pretty similar to a regular importer. You can select it in the *Templates* folder, edit it and click the *Apply* button.

Please note that saving the template won't have effect in any imported folder.

5. Single Sprites Handling

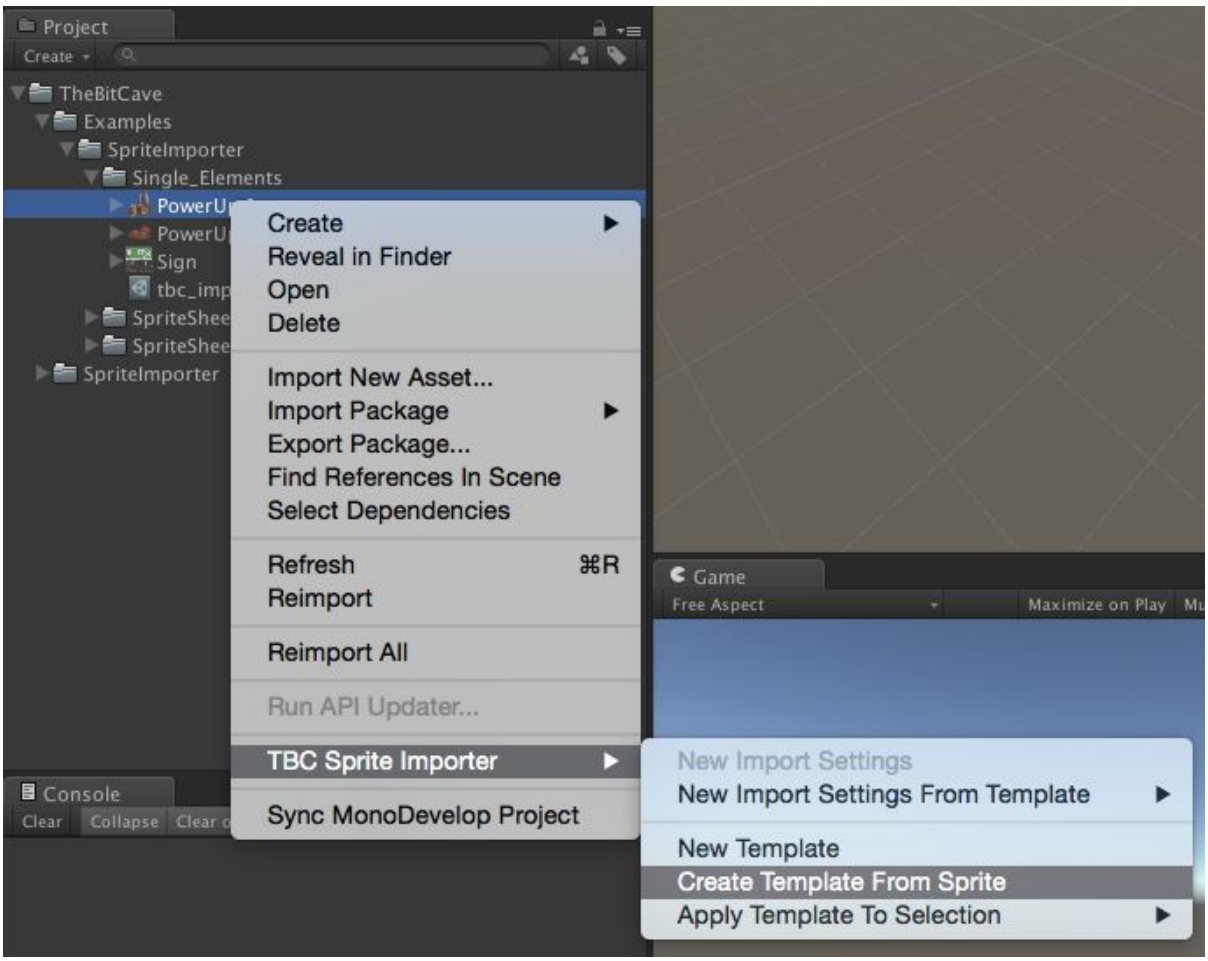
Sprite Importer lets you handle single sprites settings. You can:

- extract data from a sprite and save it in a template
- inject data from a template to one or more textures

a. Extracting Data From a Sprite

Select a texture that has been set as a *Sprite (2D and UI)* and choose *TBC Sprite Importer > Create Template From Sprite* from the menu; name the template and from now on it will be available for selection.

Please note that slicing data will be saved only if they include a regular grid: automatic and custom slicing will be ignored.



b. Applying a Template to One or More Textures

Select a one or more texture and choose *TBC Sprite Importer > Apply Template To Selection > [Your Selected Template]*.