

Ultimate Gif Tool

Tangled Reality Studios LLC

Migration Guide

If migrating from:

Version < 3.0:

- Check out the new Texture2DExtensions and TextureTransformations explained in the README!

The Save method can now be passed an empty or null overrideFilePath to use the file path the GifScript would normally generate from the properties set in the File Name Settings in the Edit & Save tab.

- The GifScript actions now all take the GifScript instance as their first parameter.
- A RawFrameData object is now available to capture a raw texture data without applying cutouts, solidifying, or even formatting certain data types into textures. This is available for certain corner cases, but provides relatively little compute savings. It's only recommended if gif captures are too slow for your use case.

Version 2.05:

- CaptureToolKeys.cs is no longer needed. A script will attempt to automatically migrate your API share codes from CaptureToolKeys.cs into the new ScriptableObject format when you open the screenshot tool or gif tool in the editor. It should also update the reference for that particular tool. However, you will need to update other tools to use the new config manually.

New configs can also be created with the "Create New Config" button.

The way cutouts are done has also been changed. Please replace any instances of CutoutGraphicScript with CutoutScript if that is not successfully done automatically. Cutout.cs and CutoutRenderer.cs are now obsolete and should be deleted automatically as well.

With the new cutout style, cutouts are specified by the RectTransform of the object the CutoutScript is on. This maximizes customization options. You can also optionally have children on that object that will be automatically enabled when that particular cutout is active (if for example you need different logo sizes for different cutouts).

If you don't plan on using the cutout functionality, your existing prefabs should all

continue to work well. If you do want the cutout functionality, you can copy the Shared Adjusted Cutout Components and Cutout Canvas from one of the new prefabs to your prefab. (You could also add the Mouse Canvas, Scene Moue, or Reminder Canvas if you're using a particularly old prefab.)

Full demos of the new cutout functionality can be seen in the demo.