Overview UI Sprite Manager

Introduction

Thanks for downloading this package stay tuned this is just the beginning or you may call it proof of concept more features are in the queue.

After spending some years in Game Industry, I realize managing sprites in large projects is a headache, as artists have to iterate images a lot to make them better, cool and according to demand. While developers have to integrate those images and to show the feel of those images in the game.

Also, due to this hassle, artists and developers choose a messy workaround, and instead of working in sprite sheet, they start working in individual sprites.

Purpose

In big Unity projects, artists have to modify images frequently to make it better, and developers have to reflect that change, as the old reference becomes Missing (if the name of the updated sprite is not the same)

Unity Asset Store Link

https://www.assetstore.unity3d.com/#!/content/89387

GitHub Link

https://github.com/mohsinkhan26/UISpriteManager

BitBucket Link

https://bitbucket.org/unbounded-eagle/ui_sprite_manager/

Blog Link

http://cslearners.blogspot.com/2017/04/unity3d-ui-sprite-manager.html

Features

- Easily make reskin of your game, if the game is made using UI Sprite Manager
- Promotes the use of sprite sheet/atlas
- Get full use of sprite sheet and packaging tag
- Decrease the size of your game using sprite sheet

- Place images anywhere in Assets/, as if the images are placed in Assets/Resources packaging tag don't work
- Still you can change the sprite on runtime with ImageExtension public methods
- Easy to use, Plug n play
- Open Source code without any DLL
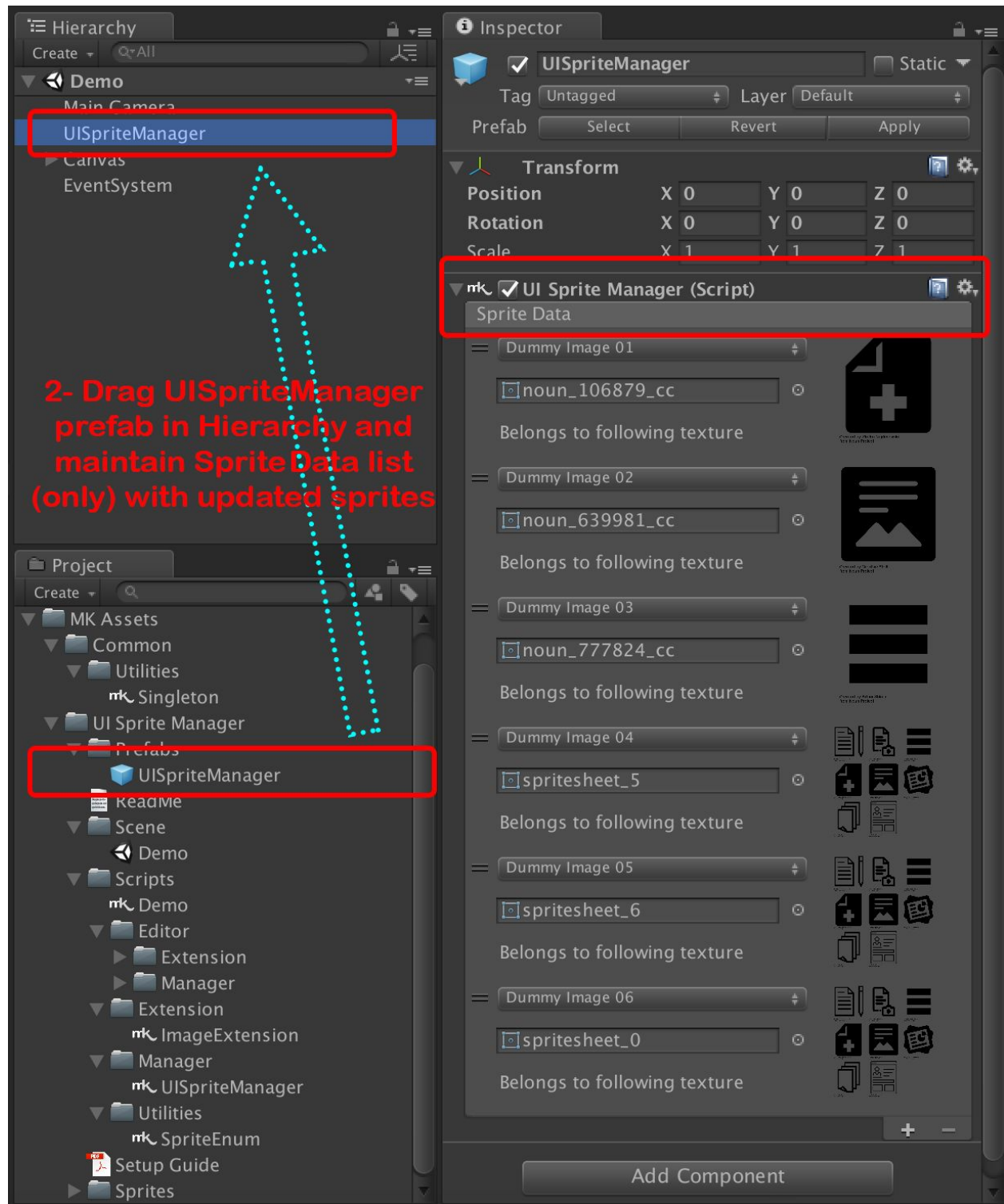- Done by extending Image component

Setup

- Import plugin
- Add enum against your sprite in SpriteEnum.cs
- Add respective sprite in UISpriteManager.prefab
- Now, just add component ImageExtension.cs instead of Image in Unity UI and use it as is
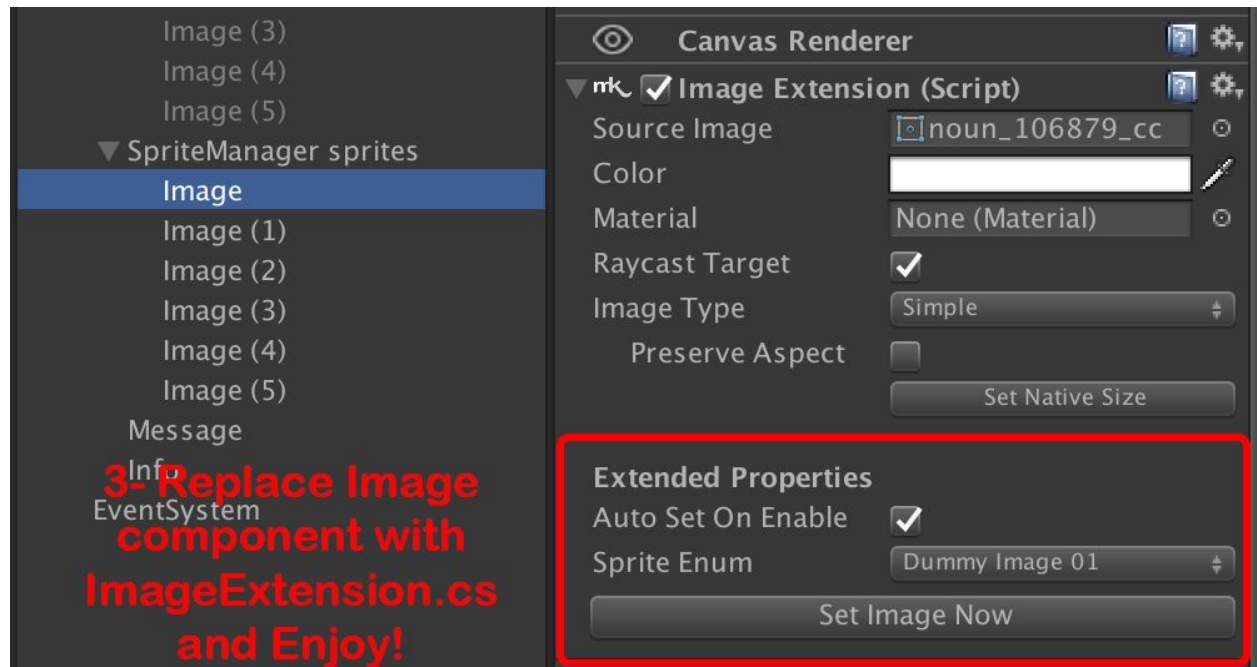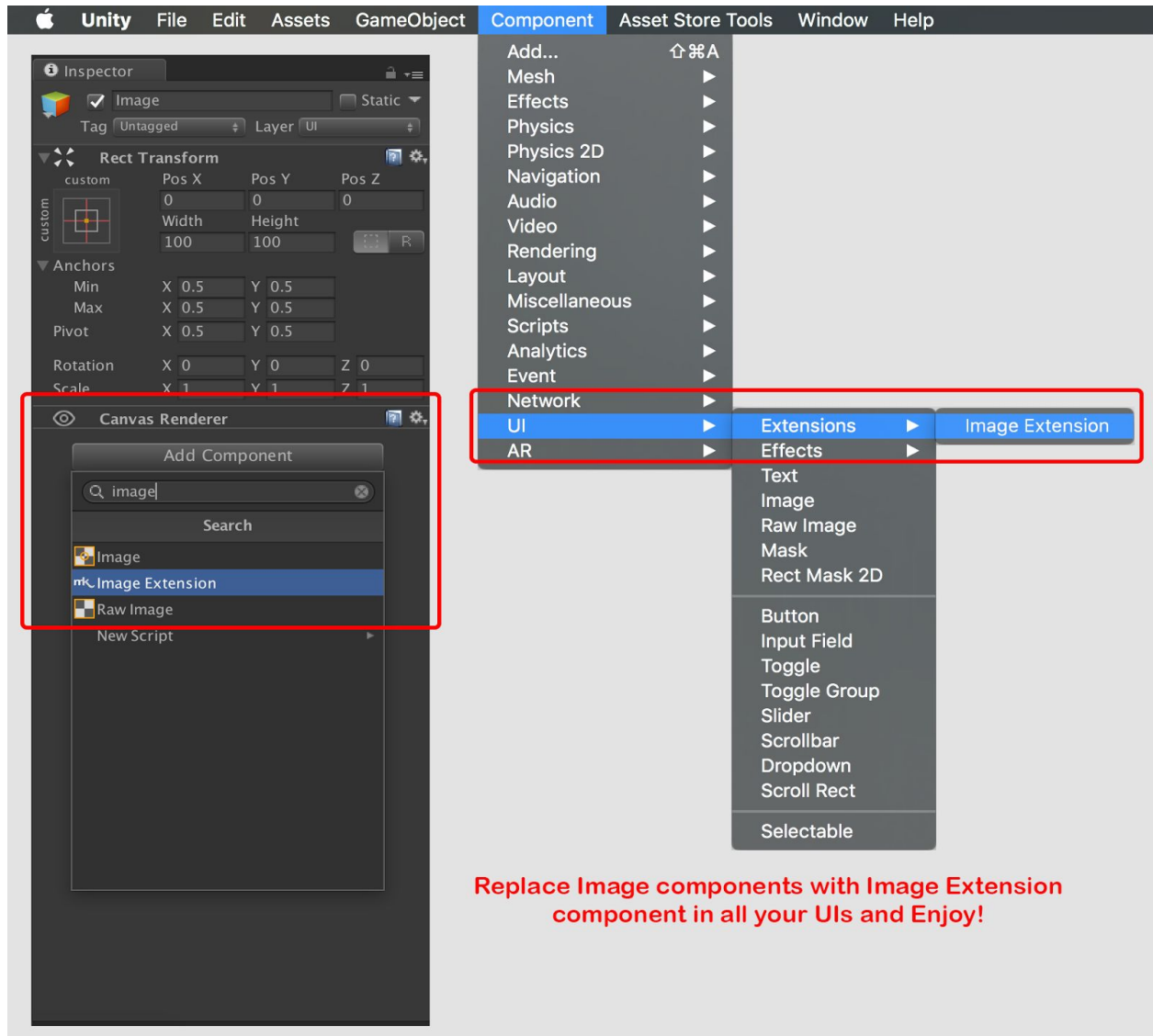
```csharp
namespace MK.Utilities
{
    public enum SpriteEnum
    {
        None = 0,
        Menu_Background,
        Levels_Background,
        Shop_Background,
        Play_Button,
        Back_Button,
        Forward_Button,
        dummyImage01,
        dummyImage02,
        dummyImage03,
        dummyImage04,
        dummyImage05,
        dummyImage06,
    }
}
```

1- Add sprite respective enum name here

Image (3)
Image (4)
Image (5)
▼ SpriteManager sprites
Image
Image (1)
Image (2)
Image (3)
Image (4)
Image (5)
Message
Info
EventSystem

**3- Replace Image
component with
ImageExtension.cs
and Enjoy!**

👁   Canvas Renderer   🔲 ⚙

▼ ⲙᵏ ☑ Image Extension (Script)   🔲 ⚙

Source Image   ⊡ noun_106879_cc   ⊙

Color

Material   None (Material)   ⊙

Raycast Target   ☑

Image Type   Simple   ⬍

     Preserve Aspect   ☐

Set Native Size

Extended Properties

Auto Set On Enable   ☑

Sprite Enum   Dummy Image 01   ⬍

Set Image Now

Replace Image components with Image Extension component in all your UIs and Enjoy!

Remember

- Drag UISpriteManager.prefab in the first scene and it will persist

Special Thanks

- All the users who provide feedback and suggestions to improve
- All the users who gave reviews on Asset store

Thanks for your support!