

# FORCEFOUR

## DOCUMENTATION v1.0

First of all, thank you for purchasing this asset through Unity Assets Store. This documentation will guide you through the usage in order for this tool to work properly in your game project.

### WHAT IS FORCEFOUR?

**ForceFour** is a tool that will help you expand the size of your images in multiples of 4, without needing to open an external application. This will ensure your images to be available for compression in import settings, using for example DXT1 format, BC7 format, crunch compression, etc.

### Contents

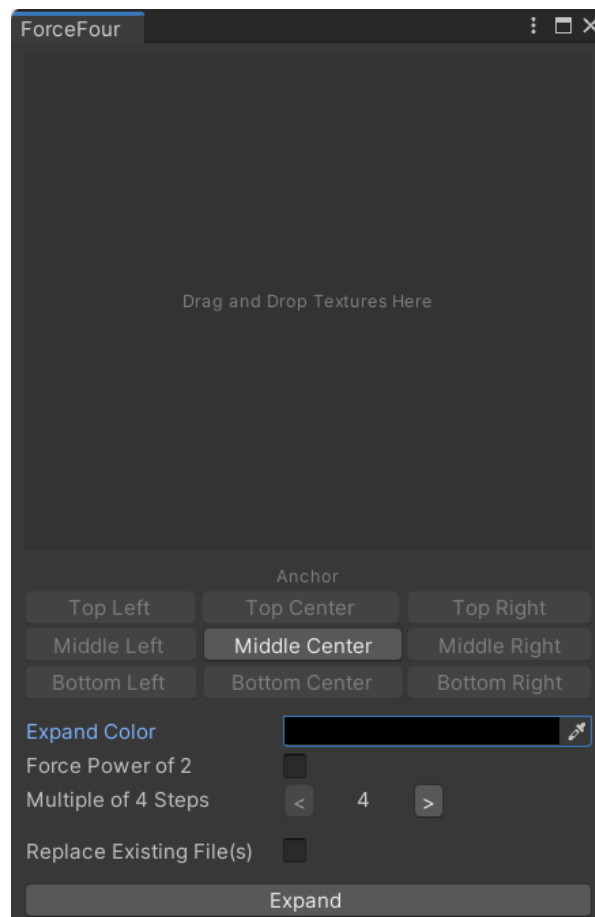
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## USING THE WINDOW

### Opening the Window

Open the ForceFour window by clicking on the menu bar **Tools -> Calcatz -> ForceFour - Expand Images to Multiple of 4**.

### Window Overview



- **Drag and Drop Textures Area** is used to add the textures to be expanded.
- **Anchor selection:** The expanded pixels will be placed against the anchor.
- **Expand Color:** The color for each expanded pixel. You can also set the alpha.
- **Force Power of 2:** Don't enable this if you only need to expand to multiple of 4. Power of 2 is only needed if you want to generate mipmaps. You might not need this at all for Sprites.
- **Multiple of 4 Steps:** You can increase the step to multiple of multiple of 4 as you desire (8, 16, 32, and so on) which can be useful if in Import Settings, you set a lower Max Size than the file's actual size.
- **Replace Existing File(s):** You can also select a folder to decide where to put the expanded texture file(s).

Once everything is set up, you can click the **Expand** button to bulk generate all the specified images.

## SUPPORT

If you have any questions or difficulties regarding this tool, you can send an email to [affan@calcatz.com](mailto:affan@calcatz.com).  
Thank you for having this asset, cheers!