

[Feature] I wonder If it will support .spriteatlas.  
<https://github.com/Perfare/AssetStudio/issues/716>

Generic GDI+ error in System.Drawing.Image.Save [...]  
<https://github.com/Perfare/AssetStudio/issues/715>

preview error  
<https://github.com/Perfare/AssetStudio/issues/714>

Error while reading read 32 bytes but expected 162 bytes  
<https://github.com/Perfare/AssetStudio/issues/712>

Unable to open some AssetBundle files  
<https://github.com/Perfare/AssetStudio/issues/711>

Animations 5.x.x.2019.2.20f1 doesn't work in fbx, no error appear.  
<https://github.com/Perfare/AssetStudio/issues/709>

how to batch import?  
<https://github.com/Perfare/AssetStudio/issues/708>

Attempting to export an Animator who's animation clips failed to load throws an E  
<https://github.com/Perfare/AssetStudio/issues/707>

Can't extract assets from UnityFS 5.x.x 2019.4.4f1  
<https://github.com/Perfare/AssetStudio/issues/706>

how do i export from scene hierarchy?  
<https://github.com/Perfare/AssetStudio/issues/705>

FBX files appear to be empty  
<https://github.com/Perfare/AssetStudio/issues/704>

Issue with exporting Sprites and Textures  
<https://github.com/Perfare/AssetStudio/issues/702>

Unable to export Sprite file type  
<https://github.com/Perfare/AssetStudio/issues/701>

Extract file can not correctly parse 2019.4.16f1c1 UnityFS asset files  
<https://github.com/Perfare/AssetStudio/issues/698>

Importing Assets?  
<https://github.com/Perfare/AssetStudio/issues/697>

macOS/Linux Mono build?  
<https://github.com/Perfare/AssetStudio/issues/696>

error previewing and exporting textures  
<https://github.com/Perfare/AssetStudio/issues/695>

Export "Animator + AnimationClips" without textures and mesh  
<https://github.com/Perfare/AssetStudio/issues/694>

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<https://github.com/Perfare/AssetStudio/issues/693>

Exporting issues with textures  
<https://github.com/Perfare/AssetStudio/issues/691>