

Change Log

Version 1.0.6

Fixed possible 'guid' field name clash.
Added the 'Remove Missing Sprites' option to the Sprite Packer context menu.

Version 1.0.5

Added the 'Keep Pivot' option to sprites and textures in the Sprite Packer.

Version 1.0.4

Added the 'Force Square' option, to force the generated sprite atlas to have the same width and height.

Version 1.0.3

Added automatic atlas rebuilding when textures are added, modified, or have their settings modified.

Version 1.0.1

Removed CS0414 warnings when creating builds.

Version 1.0.0

Initial release.