

Spine Sorter v.5.55

The Animator's Survival Guide

No more manual sorting. No more missing files. No more version conflicts.

This tool ensures your Spine projects are optimal for the game engine.

It thinks like an engineer so you can work like an artist.

WHAT'S NEW IN THIS EDITION (v5.55):

- **Automatic Spine version detection:** Detects your project version (e.g., 4.2.42) and auto-switches the Spine Launcher before processing.
- **Smart version matching:** Uses the closest available version if exact match not found.
- **Fixed JSON path updates:** Mesh attachments now properly update when moved between jpeg/png folders.

- **Fixed multi-skeleton packaging:** Multiple skeletons now correctly pack into a single .spine file.
- **Better binary file handling:** Improved error recovery when reading version info from binary .spine files.

What Does This Thing Do?

1. **Smart Sorting:** Automatically separates JPEGs (opaque) from PNGs (transparent).
2. **Safety Checks:** Finds files you forgot to export.
3. **Broken Link Detector:** Finds images that are missing from your computer.
4. **Animation Guardian:** Counts your animations to make sure none were left behind.
5. **Visibility Police:** Finds invisible or hidden slots that shouldn't be there.

How To Use It (In 4 Steps)

1. **Browse:** Select the folder with your **.spine** files.
2. **Select:** Choose the character file from the list.
3. **Run:** Click the big '**Run Selected File**' button.
4. **Review:** A popup report appears with the results. You can save it if you want.

Understanding the Colors

- The report uses a simple Traffic Light system:

GREEN messages = All good! Relax.

BLUE messages = **Recommendation**. Non-critical suggestions to improve naming, reduce disk usage, or follow conventions.

ORANGE messages = **Warning**. Something might be wrong (check export settings), but it won't crash the game.

RED messages = **CRITICAL**. Something is definitely broken (missing file, invisible animations).

Common Warnings: Checkboxes

Message: 'Unchecked for Export'

The Problem: You are using an image, attachment, or an entire skeleton that has the **Export** checkbox UNCHECKED in Spine.

The Result: It looks fine in Spine, but it will be invisible in the game.

The Fix: Go to Spine Tree view, find the item, and check the 'Export' dot.

New Checks: Hidden & Invisible Items

Message: 'Slot is HIDDEN in Setup Pose'

Problem: You turned off the visibility dot in Setup Mode. It might never show up in game.

Message: 'Slot is INVISIBLE (Alpha=0)'

Problem: The slot color has 0 alpha in Setup Mode. It is technically there, but invisible.

The Fix: Ensure all slots meant to be seen are visible and opaque in the Setup Pose.

New Features: Workflow & Reporting

Validate Only Mode:

- Check the box 'Check for Errors Only' to skip image processing. Use this for a super-fast health check of your spine file.

Popup Reports:

- Reports now open in a clean popup window. You can hit 'Save As' to keep a copy, preventing your folder from filling up with junk text files.

Interactive Help:

- Hover your mouse over any button or text box to see a tooltip explanation. Click the '?' button to verify this manual.

The 'Red' Errors: Hidden Transparency

Message: 'Forced to PNG (Detected Transparency)'

The Problem: You put a file in a JPEG folder (expecting it to be opaque), but we found invisible see-through pixels.

The Result: If we forced it to be a JPEG, it would have ugly white halos in-game.

The Fix: We automatically saved it as a PNG for you. To use JPEG, flattened the alpha channel in Photoshop.

New Protection: The Animation Guard

The Nightmare: You finish a complex animation, but accidentally uncheck 'Export' on the clip itself.

The Reality: Front end developers cannot find your animation.

The Solution: This tool compares your Spine project file against the output.

If it sees: **WARNING: 1 animations are checked off...**

It means: One of your animations is NOT in the game data. Check your export settings!

New (v5.55): Automatic Version Detection

The Problem: Spine projects are version-specific. Opening a 4.2.42 project with Spine 4.1.24 causes 'Unknown project format' errors.

The Solution: The tool now automatically detects your project version and switches the Spine Launcher before processing.

How It Works:

1. Reads version metadata from your .spine file (e.g., 4.2.42)
2. Temporarily switches Spine Launcher to that version
3. Runs info, export, and import operations
4. Restores your original Spine version when done

Version Detection: Technical Details

Smart Matching: If exact version not found, uses closest available:

- • Prefers same major.minor version (4.2.10 → 4.2.15)
- • Falls back to same major version (4.2.10 → 4.3.5)
- • Uses highest available as last resort

Benefits:

- • No more manual version switching
- • Processes projects from different Spine versions seamlessly
- • Eliminates 'Unknown project format' errors
- • Works with Spine Launcher's internal version management

Changelog

v5.55: Automatic Spine version detection, fixed mesh attachment path updates, fixed multi-skeleton packaging, improved binary file handling.

v5.54: Added duplicate-image recommendations, fuzzy naming checks, skeleton/animation name warnings, validate-only temp-cleanup, and misc fixes.

v5.52: Unchecked Animations detection. Multiple skeletons support.

v5.51: 'Validate Only' mode (Dev). JPEG/PNG edge detection improvements.

v5.0: Smart Image Sorting. Source of Truth verification. JSON Minification.

All Features By Version

v5.55 (current):

- • Automatic Spine version detection from .spine files
- • Smart version matching with Spine Launcher integration
- • Fixed JSON path updates for mesh attachments (jpeg vs png folders)
- • Fixed multi-skeleton packaging into single .spine file
- • Improved binary .spine file version detection with error handling

v5.54:

- • Duplicate-image detection and RECOMMENDATIONS (SHA1 grouping)
- • Naming-convention checks (skeleton, animations) with fuzzy spell-check
- • Skeleton & animation name issues shown as WARNINGS in UI and reports
- • Validate-only runs clean up temporary JSON/export folders unless 'Keep temporary files' is checked
- • Misc fixes: filename collision prevention, restored background Spine scanner thread, improved report insertion and HTML formatting

v5.53:

- • Hidden/Invisible slot checks in Setup Pose

- • Popup report dialog with Save As
- • Validate Only moved to main UI

v5.52:

- • Unchecked Animations detection
- • Multiple skeletons support

v5.51:

- • Initial 'Validate Only' dev option
- • Improved JPEG/PNG soft-edge handling

v5.0:

- • Smart Image Sorting (auto-detect transparency)
- • Source-of-truth verification via Spine CLI
- • JSON minification option for output files