Spine Sorter v.5.51

The Animator's Survival Guide

No more manual sorting. No more missing files.

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 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.

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. **Read:** Look at the report at the bottom for colored messages.

Understanding the Colors

• The log at the bottom uses a simple Traffic Light system:

GREEN messages = All good! Relax.

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).

The 'Orange' 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.

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!

Pro Tips for Animators

Additive Blending: Any slot using 'Additive' or 'Screen' blend modes is automatically sent to the JPEG folder (it saves space!).

Reference Images: Keep your ref images in a folder named 'refs' or 'unused'. The tool tries to ignore them.

Final Check: Always scroll to the bottom of the log. If you see 'Completed OK', you are safe. If you see CHECK THE WARNINGS, scroll up the log.