

Spine Sorter v.5.54

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'S NEW IN THIS EDITION (v5.53):

- Active Attachment Check:** Detects active attachments in Setup Mode.
- Hidden/Invisible Slot Detection:** Finds items that will be invisible in-game.
- Popup Reports:** Results now open in a dialog (no more text file spam).
- Validation Mode:** Run a super-fast check without processing images.
- UI Improvements:** Added '?' Help button and detailed tooltips for all controls.

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.

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!

Changelog

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.