

# Spine Sorter v.5.53

## 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):**

- **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.

## 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.

## 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

**v5.53:** Hidden/Invisible slot checks. Popup Reports. 'Validate Only' in main UI. Fixed CLI parsing.

**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.