Spine Sorter v257

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, 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: The game runs fine, but the character freezes when they try to play that move.

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 'Process Complete' with no red text, you are safe.