

Spine Sorter v5.51

Automated Asset Optimization & Integrity Tool

- Artist Guide & Workflow
- Automates image sorting (JPEG vs PNG)
- Verifies export integrity

What Does It Do?

- Scans Spine projects and sorts images automatically.
- Decides between JPEG (Opaque/Additive) and PNG (Transparent).
- Ensures project optimization without breaking visual quality.
- Eliminates manual file management errors.

How To Use It (5 Steps)

1. Open the tool.
2. Click 'Browse' and select folder with .spine files.
3. Select target file from the list.
4. Click 'Run Selected File'.
5. Review the report at the bottom.

Key Feature: Smart Image Sorting

JPEG Folder: Automatically detects fully opaque images or 'Additive' blend modes.

PNG Folder: Preserves images with transparent backgrounds or soft edges.

Images Folder: Keeps 'Reference' images separate from game assets.

Warning System: Export Check

[ORANGE WARNING] 'Unchecked for Export'

PROBLEM: Image used in animation but 'Export' is unchecked in Spine hierarchy.

RESULT: Missing asset in game.

FIX: Go to Spine and check the 'Export' box.

Warning System: File Integrity

[RED WARNING] 'Forced to PNG'

PROBLEM: Source file in 'jpeg' folder has hidden transparency.

FIX: Sorter auto-fixes this to PNG to prevent white halos.

[MISSING FILES]

PROBLEM: Spine references a file not found on disk.

New Feature: Animation Safety

THE PROBLEM: Hidden Export Accidents

- In Spine, every animation has a small 'Export' checkbox.
- It is incredibly easy to uncheck this accidentally.

THE RISK: Animation exists in project but is silently deleted from game data (Character freezes).

The Solution: Integrity Check

- The Sorter now acts as a 'Source of Truth' verifier.
- Step 1: Queries Spine Editor for a list of EVERY animation.
- Step 2: Reads the final exported JSON data.
- Step 3: Compares the lists constantly.

RESULT: Instant alert if an animation is missing.

Detection Logic

- Ignores duplicates and system 'noise'.
- Supports Spine 3.8, 4.0, 4.1, 4.2+.
- Deep Scan: Checks multiple skeletons (Reference vs Main).
- Reads both legacy (indented) and modern (comma-separated) formats.

The Final Report

Total Attachments: Count of distinct slots.

Exported Images: Number of file paths processed.

Animation Count: Comparison (e.g., '18/18 matching').

Copied Counts: Final JPEGs vs PNGs.

Options & Settings

Open .spine after export: Launches Spine immediately after run.

Sort all opaque to jpeg: (Recommended) Maximizes compression.

Force local sorting: Use only for OLD, unorganized projects.