

# **Spine Sorter v.5.55**

## **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.

**FIXED IN v5.55:**

- **Path handling bug:** Fixed critical issue where image paths in JSON were not updating correctly when files moved between jpeg/png folders. Mesh attachments now properly redirect to their actual location.

## **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.

**BLUE messages** = **Recommendation**. Non-critical suggestions to improve naming, reduce disk usage, or follow conventions.

**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

**v5.55:** Fixed mesh attachment path updates, fixed multi-skeleton packaging, improved binary file handling.

**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.

# All Features By Version

## v5.55 (current):

- Fixed JSON path updates for mesh attachments (jpeg vs png folders)
- Fixed multi-skeleton packaging into single .spine file
- Improved binary .spine file version detection with error handling

## v5.54:

- Duplicate-image detection and RECOMMENDATIONS (SHA1 grouping)
- Naming-convention checks (skeleton, animations) with fuzzy spell-check
- Skeleton & animation name issues shown as WARNINGS in UI and reports
- Validate-only runs clean up temporary JSON/export folders unless 'Keep temporary files' is checked
- Misc fixes: filename collision prevention, restored background Spine scanner thread, improved report insertion and HTML formatting

## v5.53:

- Hidden/Invisible slot checks in Setup Pose
- Popup report dialog with Save As
- Validate Only moved to main UI

**v5.52:**

- • Unchecked Animations detection
- • Multiple skeletons support

**v5.51:**

- • Initial 'Validate Only' dev option
- • Improved JPEG/PNG soft-edge handling

**v5.0:**

- • Smart Image Sorting (auto-detect transparency)
- • Source-of-truth verification via Spine CLI
- • JSON minification option for output files