

# **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.