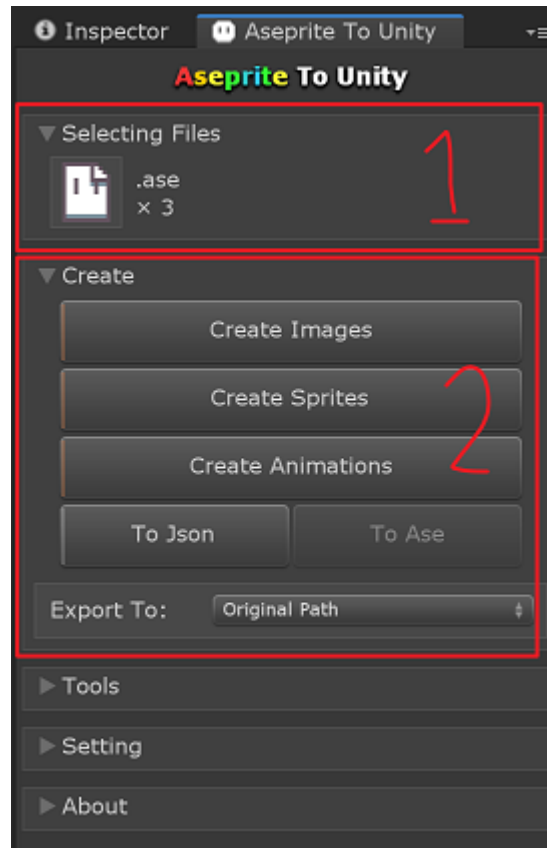
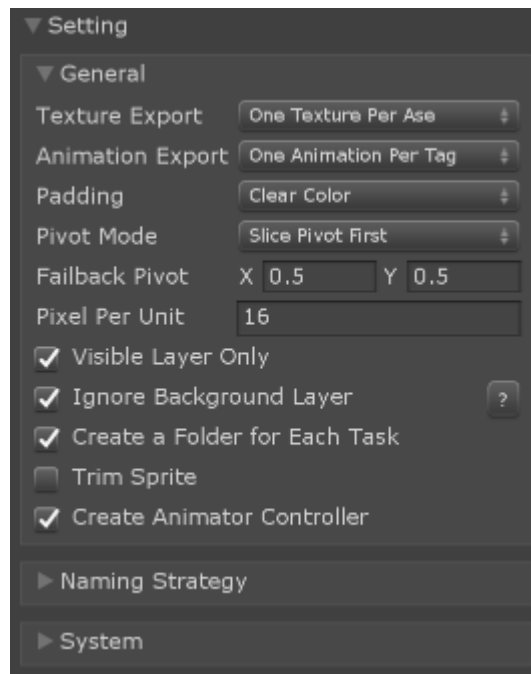


# Aseprite to Unity - Tutorial

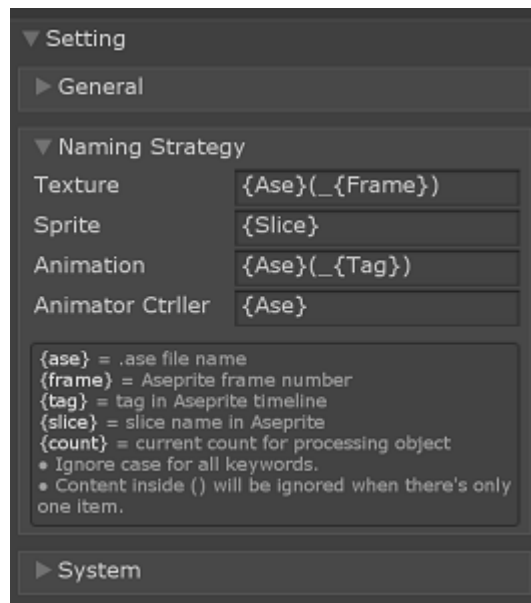


- ① Shows the current selecting \*.ase (and \*.aseprite) files. You can select folders contains \*.ase files to select them all.
- ② The create panel.
  - Create Images button only create a png file from each ase file selected.
  - Create Sprites button create a png file with sprites from each ase file selected, the sprites are created from slices in ase file. (Use slice tool to create slice in Aseprite).
  - Create Animation button create animations from each ase file selected, by default there will be one animation file for each tag. You can change it to "one animation each ase file" if you want.
  - To Json button convert selecting ase file to json file. To Ase button convert selecting json file or aseprite file to ase file.
  - Export To gives you three different options of export.
    - Original Path makes the exported file saved next to the ase files.
    - Specific Path makes the exported file saved to a given path.
    - Ask Everytime works similar with "Specific Path" but let you reset that path everytime.



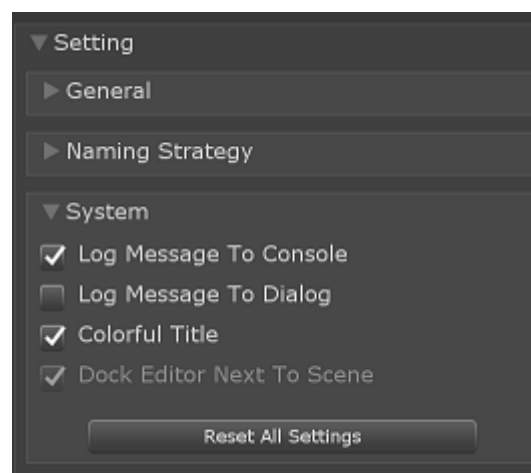
- Setting / General

- Texture Export has two options: One texture per "Ase file" or "Frame". When it set to "One Texture Per Ase File", the textures from each frame will be packed into one texture.
- Animation Export has two options: One Animation per "Tag" or "Ase file". "Per Tag" means each animation was created for each tag. "Per Ase" will just create one animation file for all frames in the ase file.
- Padding is the way of creating a gap between pixels from each frame, it can be clear color or the near by color from the edge of the frame. Padding will not work for the slices in ase file.
- Pivot Mode has two options for how to use the pivot data below. "Slice First" means if the slice have pivot data then use this data for the sprite's pivot, or use the "Failback Pivot" below. "Ignore Slice" means always use the "Final Pivot" below.
- Pixel Per Unit will set to the import setting for the textures created.
- Visible Layer Only is on, the layers not visible in aseprite will be ignored.
- Ignore Background Layer makes the background layer being ignored, the background layer can be setted by right click on a layer in Aseprite and choose "Background from Layer".
- Create a Folder for Each Task is on means there will be a folder for each ase file to hold the files created from it. When it's off, the files created from different ase file will be put into one folder.
- Trim Sprite is on, the empty space in each frame will be cut off.
- Create Animator Controller means create an animator controller for each ase file when creating animations.



- Setting / Naming Strategy

You can customize the rule of naming the files. {ase} will be replaced to the name of the ase file. Similarly, {frame} for the current frame count, {tag} for the tag name in current frame, {slice} for the slice name in aseprite, {count} for the current item count (depends on which items are creating). If there is only one item creating, the content in ( ) will be ignored.



- Setting / System

- Log Message To Console: Whether log a message after all files were created.
  - Log Message To Dialog: Show a dialog for the message above or not.
  - Colorful Title only change the title or this tool.
  - Reset All Settings button will set all settings in this tool back to default.