

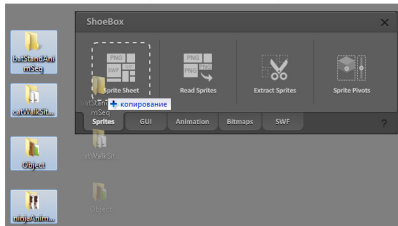
# ShoeBoxWizard manual

## How to start

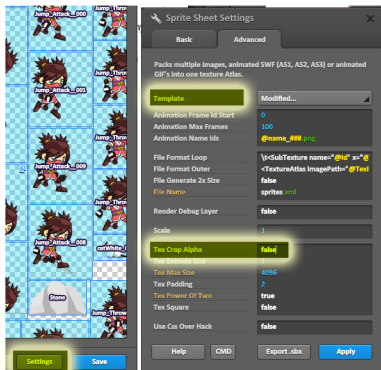
To use this Asset, you first need to create a sprite sheet and XML file using free software ShoeBox, you can download it here <http://renderhjs.net/shoebox/>

Create animations in your favorite program and export it into a sequence of frames, the frame names must consist of a "name", "underscore sign" and the "number of frames" for example: myAnim\_001, myAnim\_002 ... . The most convenient way is to place each animation in a separate folder.

You can also create a folder with static sprites, and create a single sprite sheet with all the images you want. Drag all the folders (with animated sequences and static sprites) in the field Sprite Sheet



In the settings, assign a default template and set Tex Crop Alpha to false.

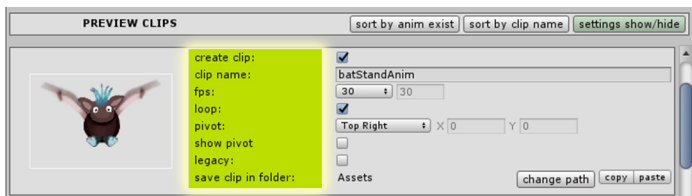


Click "Save". ShowBox saves files to the last selected folder. Drag the resulting sprite sheet and xml file in Unity. And it's all!

You can watch a video that shows the process in detail here <https://youtu.be/qJLI7OIVbs>

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## Preview clips



- create clip: If it is off, this clip will not be created.
- clip name: The name for the clip after save. This name does not change the names of sprites in the sprite sheet.
- fps: The rate of change of clip frames per second.
- loop: Loop this clip or not.
- pivot: Set pivot for the clip. Changes in the sprite sheet for each sprite pivot from the clip.
- show pivot: Visibility pivot sprites of the clip in the PREVIEW CLIPS window.
- legacy: Make a clip legacy. It is necessary if you use the clip in the Animation component.
- save clip in folder: The project folder where you want to save the clip.

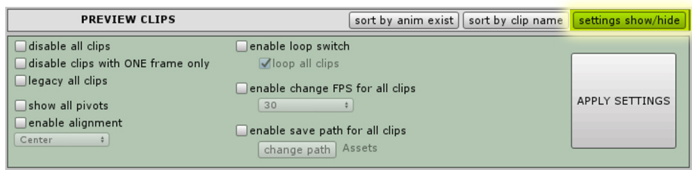
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## Preview clips



sort by anim exist: It sorts the clips animation by the presence in them. Animation clips are at the top and without animation clips at the end of the list in the PREVIEW CLIPS window, or vice versa.

sort by clip name: Just alphabetically sorts the clips, regardless of whether they animation.



With these settings, you can quickly manipulate all the clips at once. To apply these settings, set the values you want and click APPLY SETTINGS button.

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## Main buttons



### CUT SPRITESHET and PREVIEW CLIPS

Cuts (or recut) sprite sheet is based on data from xml and shows a preview of the clips. The clips are formed from the sprites with the same names that end with a leading underscore and numbers (eg sprite \_01, sprite\_02 ..). The clip can also will be created from a single frame. This option is enabled if both fields Sprite Sheet IMAGE and Sprite Sheet XML have values.

### CREATE PREVIEW CLIPS

This option is enabled if in a field Sprite Sheet IMAGE has value even if the field Sprite Sheet XML is empty. For example you already have chopped spraylist and you want to create clips from it or you forget to create some clips before, then you does not make sense to re-cut the spraylist of data from xml.

### BEGIN NEW (reset all)

It clears all of the data from the window ShoeBoxWizard. On the sprite sheet is not valid.

### SAVE ALL CLIPS

It creates all the clips shown in Preview clips in which the property create clip has a value of true.

### SAVE CLIPS WITH ANIMATION ONLY

Same as SAVE ALL CLIPS but only creates clips in which there is more than one frame.

### JUST UPDATE CUSTOM PIVOTS IS SPRITESHEET

If you change the pivots in the ShoeBoxWizard window, it does not change the pivots in sprate sheet directly. The restructuring of the pivot in the sprite sheet is performed automatically when saving clips. But if you just want to change the pivots in the sprite sheet, but does not create clips, press this button, then pivots in the sprite sheet for your project will be rebuilt.