

Encode texture to TGA file inside Editor

- Select texture inside Project window and from context menu choose *Encode To TGA*. Generated TGA file will be saved inside the same director.
- For multiple texture conversion can be used Batch converter from *Menu -> Window -> VacuumShaders -> Encode To TGA (Batch)*

Encode texture to TGA file during run-time

`public byte[] EncodeToTGA()` - Encodes texture into TGA format.

The returned byte array is the TGA "file". You can write them to disk to get the TGA file, send them over the network, etc.

The `EncodeToTGA` extension method can be brought into scope with this **using** directive:

- (c#) `using VacuumShaders.TextureExtensions;`
- (java) `import VacuumShaders.TextureExtensions;`

The `EncodeToTGA` extension method is added to the UnityEngine Texture2D class.