**SpriteAtlasTextureSettings**

struct in UnityEditor.U2D

**Description**

Texture settings for the packed texture generated by [SpriteAtlas](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\U2D.SpriteAtlas.html).

**Variables**

|  |  |
| --- | --- |
| [anisoLevel](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\U2D.SpriteAtlasTextureSettings-anisoLevel.html) | Packed texture's Anisotropic filtering level. |
| [filterMode](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\U2D.SpriteAtlasTextureSettings-filterMode.html) | Filter mode of the packed texture. |
| [generateMipMaps](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\U2D.SpriteAtlasTextureSettings-generateMipMaps.html) | Set whether mipmaps should be generated for the packed texture. |
| [readable](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\U2D.SpriteAtlasTextureSettings-readable.html) | Readable state of the packed texture. |
| [sRGB](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\U2D.SpriteAtlasTextureSettings-sRGB.html) | Checks if the packed texture uses sRGB read/write conversions (Read Only). |