**SpriteAtlasPackingSettings**

struct in UnityEditor.U2D

**Variables**

|  |  |
| --- | --- |
| [blockOffset](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.SpriteAtlasPackingSettings-blockOffset.html) | Block offset to use while packing. |
| [enableRotation](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.SpriteAtlasPackingSettings-enableRotation.html) | Determines if rotating a sprite is possible during packing. |
| [enableTightPacking](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.SpriteAtlasPackingSettings-enableTightPacking.html) | Determines if sprites should be packed tightly during packing. |
| [padding](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.SpriteAtlasPackingSettings-padding.html) | Value to add boundary (padding) to sprites when packing into the atlas. |