**SpriteAtlasUtility**

class in UnityEditor.U2D

**Static Functions**

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| [PackAllAtlases](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.SpriteAtlasUtility.PackAllAtlases.html) | Pack all the SpriteAtlas Assets in the Project for the particular BuildTarget. |
| [PackAtlases](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.SpriteAtlasUtility.PackAtlases.html) | Pack all the provided SpriteAtlas for the particular BuildTarget. |