**批量更改图片属性 编辑器插件 TextureImportSetting**

Posted on 2013年05月31日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 104 次

使用说明： 在Assets文件夹下创建Editor文件夹，将复制或拷贝该代码保存成TextureImportSetting.cs放入Editor文件夹,将该脚本放入该文件夹选择需要批量设置的贴图，单击Costom/Texture Import Settings，打开窗口后选择对应参数，点击Set Texture ImportSettings，稍等片刻，批量设置成功。

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| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 001 | **using** UnityEngine; |
| 002 |  |
| 003 | **using** System.Collections; |
| 004 |  |
| 005 | **using** UnityEditor; |
| 006 |  |
| 007 | *///* |
| 008 |  |
| 009 | *///* |
| 010 |  |
| 011 | *///* |
| 012 |  |
| 013 | *///* |
| 014 |  |
| 015 | *///* |
| 016 |  |
| 017 | *///* |
| 018 |  |
| 019 | *///* |
| 020 |  |
| 021 | *///* |
| 022 |  |
| 023 | **public** **class** TextureImportSetting : EditorWindow |
| 024 |  |
| 025 | { |
| 026 |  |
| 027 | *///* |
| 028 |  |
| 029 | */// 临时存储int[]* |
| 030 |  |
| 031 | *///* |
| 032 |  |
| 033 | **private** **int**[] IntArray = new **int**[] { 0, 1, 2, 3, 4, 5, 6, 7 }; |
| 034 |  |
| 035 | *//AnisoLevel* |
| 036 |  |
| 037 | **private** **int** AnisoLevel = 1; |
| 038 |  |
| 039 | *//Filter Mode* |
| 040 |  |
| 041 | **private** **int** FilterModeInt = 0; |
| 042 |  |
| 043 | **private** **string**[] FilterModeString = new **string**[] { “Point”, “Bilinear”, “Trilinear” }; |
| 044 |  |
| 045 | *//Wrap Mode* |
| 046 |  |
| 047 | **private** **int** WrapModeInt = 0; |
| 048 |  |
| 049 | **private** **string**[] WrapModeString = new **string**[] { “Repeat”, “Clamp” }; |
| 050 |  |
| 051 | *//Texture Type* |
| 052 |  |
| 053 | **private** **int** TextureTypeInt = 0; |
| 054 |  |
| 055 | **private** **string**[] TextureTypeString = new **string**[] { “Texture”, “Normal Map”, “GUI”, “Refelection”, “Cookie”, “Lightmap”, “Advanced” }; |
| 056 |  |
| 057 | *//Max Size* |
| 058 |  |
| 059 | **private** **int** MaxSizeInt = 5; |
| 060 |  |
| 061 | **private** **string**[] MaxSizeString = new **string**[] { “32”, “64”, “128”, “256”, “512”, “1024”, “2048”, “4096” }; |
| 062 |  |
| 063 | *//Format* |
| 064 |  |
| 065 | **private** **int** FormatInt = 0; |
| 066 |  |
| 067 | **private** **string**[] FormatString = new **string**[] { “Compressed”, “16 bits”, “**true** color” }; |
| 068 |  |
| 069 | *///* |
| 070 |  |
| 071 | */// 创建、显示窗体* |
| 072 |  |
| 073 | *///* |
| 074 |  |
| 075 | [@MenuItem(“Custom/Texture Import Settings”)] |
| 076 |  |
| 077 | **private** **static** **void** Init() |
| 078 |  |
| 079 | { |
| 080 |  |
| 081 | TextureImportSetting window = (TextureImportSetting)GetWindow(typeof(TextureImportSetting), **true**, “TextureImportSetting”); |
| 082 |  |
| 083 | window.Show(); |
| 084 |  |
| 085 | } |
| 086 |  |
| 087 | *///* |
| 088 |  |
| 089 | */// 显示窗体里面的内容* |
| 090 |  |
| 091 | *///* |
| 092 |  |
| 093 | **private** **void** OnGUI() |
| 094 |  |
| 095 | { |
| 096 |  |
| 097 | *//AnisoLevel* |
| 098 |  |
| 099 | GUILayout.BeginHorizontal(); |
| 100 |  |
| 101 | GUILayout.Label(“Aniso Level ”); |
| 102 |  |
| 103 | AnisoLevel = EditorGUILayout.IntSlider(AnisoLevel, 0, 9); |
| 104 |  |
| 105 | GUILayout.EndHorizontal(); |
| 106 |  |
| 107 | *//Filter Mode* |
| 108 |  |
| 109 | FilterModeInt = EditorGUILayout.IntPopup(“Filter Mode”, FilterModeInt, FilterModeString, IntArray); |
| 110 |  |
| 111 | *//Wrap Mode* |
| 112 |  |
| 113 | WrapModeInt = EditorGUILayout.IntPopup(“Wrap Mode”, WrapModeInt, WrapModeString, IntArray); |
| 114 |  |
| 115 | *//Texture Type* |
| 116 |  |
| 117 | TextureTypeInt = EditorGUILayout.IntPopup(“Texture Type”, TextureTypeInt, TextureTypeString, IntArray); |
| 118 |  |
| 119 | *//Max Size* |
| 120 |  |
| 121 | MaxSizeInt = EditorGUILayout.IntPopup(“Max Size”, MaxSizeInt, MaxSizeString, IntArray); |
| 122 |  |
| 123 | *//Format* |
| 124 |  |
| 125 | FormatInt = EditorGUILayout.IntPopup(“Format”, FormatInt, FormatString, IntArray); |
| 126 |  |
| 127 | **if** (GUILayout.Button(“**Set** Texture ImportSettings”)) |
| 128 |  |
| 129 | LoopSetTexture(); |
| 130 |  |
| 131 | } |
| 132 |  |
| 133 | *///* |
| 134 |  |
| 135 | */// 获取贴图设置* |
| 136 |  |
| 137 | *///* |
| 138 |  |
| 139 | **public** TextureImporter GetTextureSettings(**string** path) |
| 140 |  |
| 141 | { |
| 142 |  |
| 143 | TextureImporter textureImporter = AssetImporter.GetAtPath(path) **as** TextureImporter; |
| 144 |  |
| 145 | *//AnisoLevel* |
| 146 |  |
| 147 | textureImporter.anisoLevel = AnisoLevel; |
| 148 |  |
| 149 | *//Filter Mode* |
| 150 |  |
| 151 | **switch** (FilterModeInt) |
| 152 |  |
| 153 | { |
| 154 |  |
| 155 | **case** 0: |
| 156 |  |
| 157 | textureImporter.filterMode = FilterMode.Point; |
| 158 |  |
| 159 | **break**; |
| 160 |  |
| 161 | **case** 1: |
| 162 |  |
| 163 | textureImporter.filterMode = FilterMode.Bilinear; |
| 164 |  |
| 165 | **break**; |
| 166 |  |
| 167 | **case** 2: |
| 168 |  |
| 169 | textureImporter.filterMode = FilterMode.Trilinear; |
| 170 |  |
| 171 | **break**; |
| 172 |  |
| 173 | } |
| 174 |  |
| 175 | *//Wrap Mode* |
| 176 |  |
| 177 | **switch** (WrapModeInt) |
| 178 |  |
| 179 | { |
| 180 |  |
| 181 | **case** 0: |
| 182 |  |
| 183 | textureImporter.wrapMode = TextureWrapMode.Repeat; |
| 184 |  |
| 185 | **break**; |
| 186 |  |
| 187 | **case** 1: |
| 188 |  |
| 189 | textureImporter.wrapMode = TextureWrapMode.Clamp; |
| 190 |  |
| 191 | **break**; |
| 192 |  |
| 193 | } |
| 194 |  |
| 195 | *//Texture Type* |
| 196 |  |
| 197 | **switch** (TextureTypeInt) |
| 198 |  |
| 199 | { |
| 200 |  |
| 201 | **case** 0: |
| 202 |  |
| 203 | textureImporter.textureType = TextureImporterType.Image; |
| 204 |  |
| 205 | **break**; |
| 206 |  |
| 207 | **case** 1: |
| 208 |  |
| 209 | textureImporter.textureType = TextureImporterType.Bump; |
| 210 |  |
| 211 | **break**; |
| 212 |  |
| 213 | **case** 2: |
| 214 |  |
| 215 | textureImporter.textureType = TextureImporterType.GUI; |
| 216 |  |
| 217 | **break**; |
| 218 |  |
| 219 | **case** 3: |
| 220 |  |
| 221 | textureImporter.textureType = TextureImporterType.Reflection; |
| 222 |  |
| 223 | **break**; |
| 224 |  |
| 225 | **case** 4: |
| 226 |  |
| 227 | textureImporter.textureType = TextureImporterType.Cookie; |
| 228 |  |
| 229 | **break**; |
| 230 |  |
| 231 | **case** 5: |
| 232 |  |
| 233 | textureImporter.textureType = TextureImporterType.Lightmap; |
| 234 |  |
| 235 | **break**; |
| 236 |  |
| 237 | **case** 6: |
| 238 |  |
| 239 | textureImporter.textureType = TextureImporterType.Advanced; |
| 240 |  |
| 241 | **break**; |
| 242 |  |
| 243 | } |
| 244 |  |
| 245 | *//Max Size* |
| 246 |  |
| 247 | **switch** (MaxSizeInt) |
| 248 |  |
| 249 | { Unity3D教程手册 |
| 250 |  |
| 251 | **case** 0: |
| 252 |  |
| 253 | textureImporter.maxTextureSize = 32; |
| 254 |  |
| 255 | **break**; |
| 256 |  |
| 257 | **case** 1: |
| 258 |  |
| 259 | textureImporter.maxTextureSize = 64; |
| 260 |  |
| 261 | **break**; |
| 262 |  |
| 263 | **case** 2: |
| 264 |  |
| 265 | textureImporter.maxTextureSize = 128; |
| 266 |  |
| 267 | **break**; |
| 268 |  |
| 269 | **case** 3: |
| 270 |  |
| 271 | textureImporter.maxTextureSize = 256; |
| 272 |  |
| 273 | **break**; |
| 274 |  |
| 275 | **case** 4: |
| 276 |  |
| 277 | textureImporter.maxTextureSize = 512; |
| 278 |  |
| 279 | **break**; |
| 280 |  |
| 281 | **case** 5: |
| 282 |  |
| 283 | textureImporter.maxTextureSize = 1024; |
| 284 |  |
| 285 | **break**; |
| 286 |  |
| 287 | **case** 6: |
| 288 |  |
| 289 | textureImporter.maxTextureSize = 2048; |
| 290 |  |
| 291 | **break**; |
| 292 |  |
| 293 | **case** 7: |
| 294 |  |
| 295 | textureImporter.maxTextureSize = 4096; |
| 296 |  |
| 297 | **break**; |
| 298 |  |
| 299 | } |
| 300 |  |
| 301 | *//Format* |
| 302 |  |
| 303 | **switch** (FormatInt) |
| 304 |  |
| 305 | { |
| 306 |  |
| 307 | **case** 0: |
| 308 |  |
| 309 | textureImporter.textureFormat = TextureImporterFormat.AutomaticCompressed; |
| 310 |  |
| 311 | **break**; |
| 312 |  |
| 313 | **case** 1: |
| 314 |  |
| 315 | textureImporter.textureFormat = TextureImporterFormat.Automatic16bit; |
| 316 |  |
| 317 | **break**; |
| 318 |  |
| 319 | **case** 2: |
| 320 |  |
| 321 | textureImporter.textureFormat = TextureImporterFormat.AutomaticTruecolor; |
| 322 |  |
| 323 | **break**; |
| 324 |  |
| 325 | } |
| 326 |  |
| 327 | **return** textureImporter; |
| 328 |  |
| 329 | } |
| 330 |  |
| 331 | *///* |
| 332 |  |
| 333 | */// 循环设置选择的贴图* |
| 334 |  |
| 335 | *///* |
| 336 |  |
| 337 | **private** **void** LoopSetTexture() |
| 338 |  |
| 339 | { |
| 340 |  |
| 341 | **Object**[] textures = GetSelectedTextures(); |
| 342 |  |
| 343 | Selection.objects = new **Object**[0]; |
| 344 |  |
| 345 | **foreach** (Texture2D texture **in** textures) |
| 346 |  |
| 347 | { |
| 348 |  |
| 349 | **string** path = AssetDatabase.GetAssetPath(texture); |
| 350 |  |
| 351 | TextureImporter texImporter = GetTextureSettings(path); |
| 352 |  |
| 353 | TextureImporterSettings tis = new TextureImporterSettings(); |
| 354 |  |
| 355 | texImporter.ReadTextureSettings(tis); |
| 356 |  |
| 357 | texImporter.SetTextureSettings(tis); |
| 358 |  |
| 359 | AssetDatabase.ImportAsset(path); |
| 360 |  |
| 361 | } |
| 362 |  |
| 363 | } |
| 364 |  |
| 365 | *///* |
| 366 |  |
| 367 | */// 获取选择的贴图* |
| 368 |  |
| 369 | *///* |
| 370 |  |
| 371 | *///* |
| 372 |  |
| 373 | **private** **Object**[] GetSelectedTextures() |
| 374 |  |
| 375 | { |
| 376 |  |
| 377 | **return** Selection.GetFiltered(typeof(Texture2D), SelectionMode.DeepAssets); |
| 378 |  |
| 379 | } |
| 380 |  |
| 381 | } |