QS Editor - 2D Tools
By
Quadrante Studio

Thank you for purchasing our product.

OVERVIEW

"QS Editor - 2D Tools", working with 2D Sprites and Textures, integrating seamlessly into the Unity environment. Is an editor extension:

Features:

- Sliced Sprites to Texture2D (inclusive non-rectangular);

- Multiples Textures to Spritesheet;

- Apply Filters;

- Extended information of Sprite in Inspector window;

- Easy to used and speed to slice;

- API to working with graphics.

Bonus:

- Shortcuts to View 2D;

- API to embed HTML in editor.

Enjoy.

Official page:
http://www.quadrantestudio.com

Official Facebook page:
https://www.facebook.com/quadrantestudio

Package Includes:

- **QSFunctions.dll**, functions graphics to working with Sprites, SpriteRenderer, Texture2D and TextureRenderer;

- **QSEditor.dll**, editors to slicer sprites, to apply filters, working with view scene 2D, embed HTML in editor window;

- Unity 5 support;
- Documentation.

Fist To Do!

You don't have to do anything at first initialization. Just be sure you don't have any errors on your Console after importing the package.

Important!
All images they are in vector format: Extension PNG, but are vectors (To edit: Adobe Fireworks).

All Sprites must be with of "Texture Type" in format Advanced, to of process Slicer. See, example below:
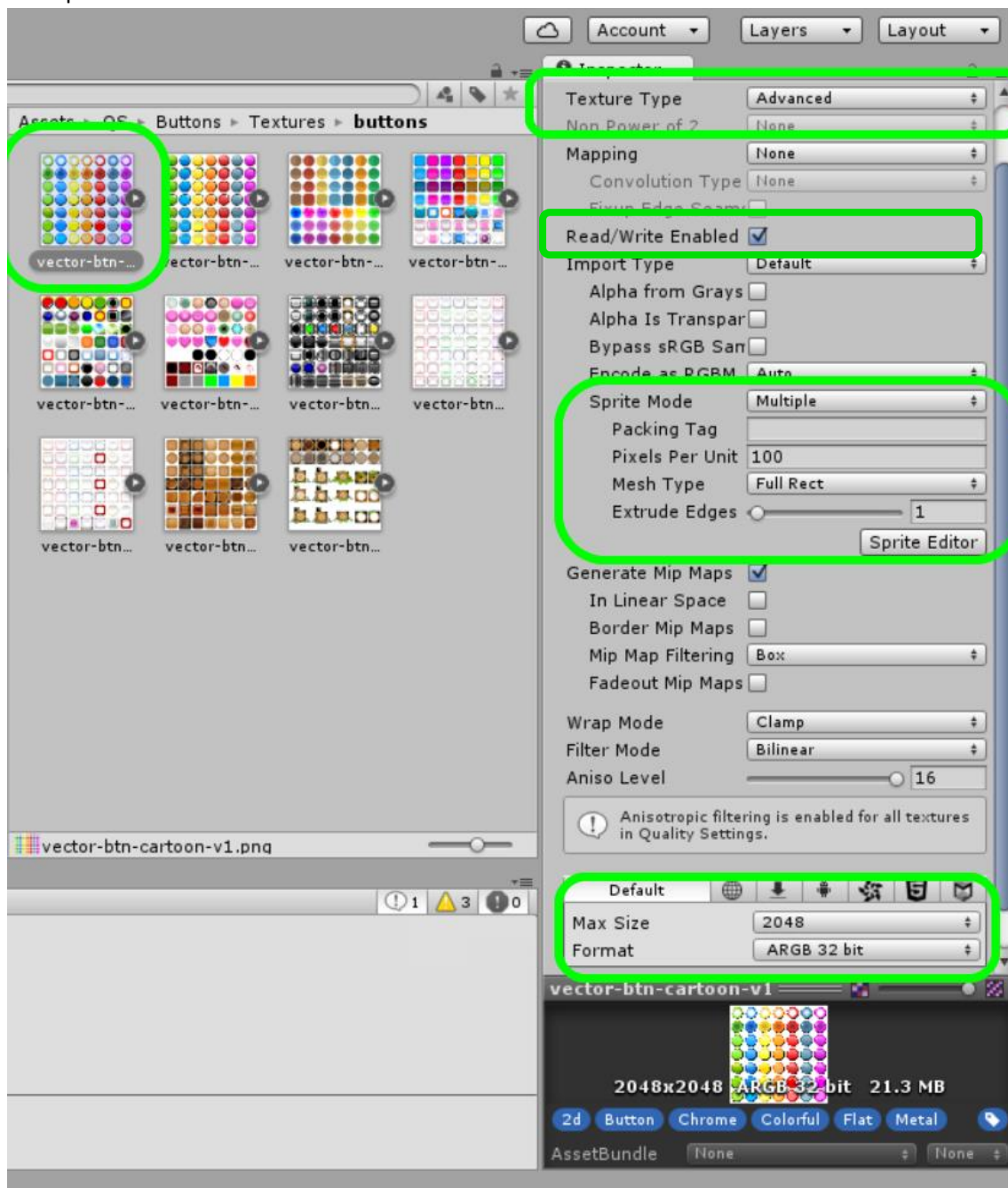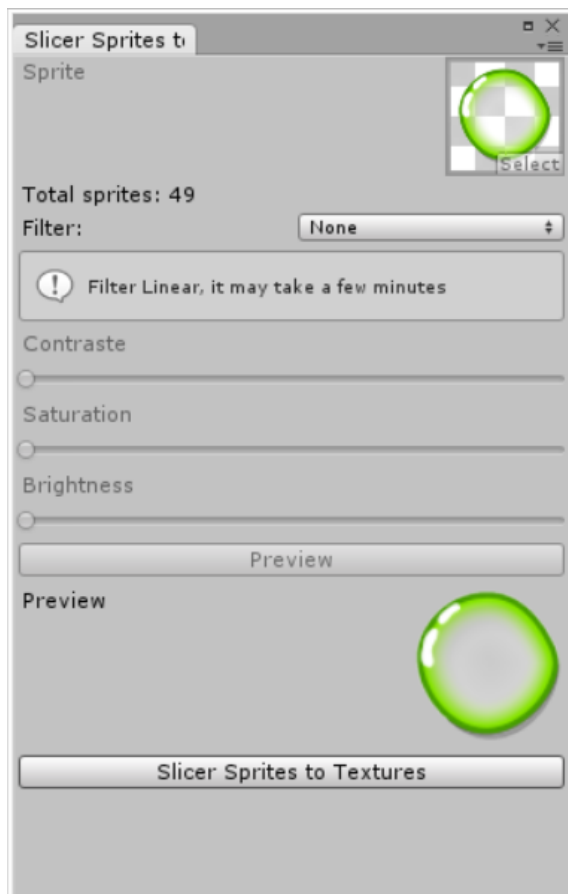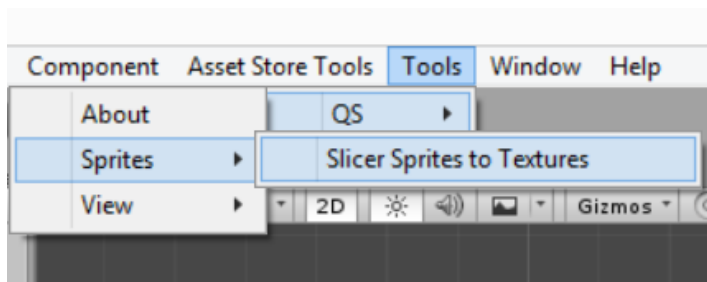

Configurations:

Texture Type: Advanced;
Read/Write Enabled: True;
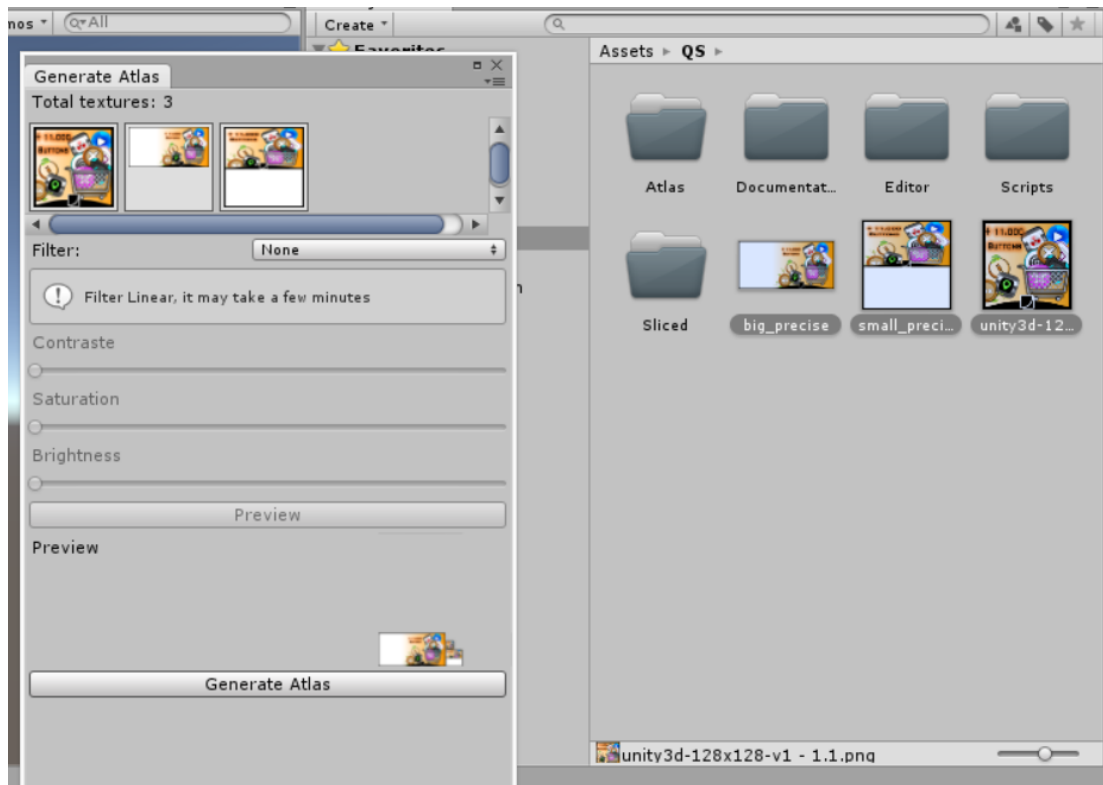**Sprite Mode:** Multiple, because is Sprite Sheet;
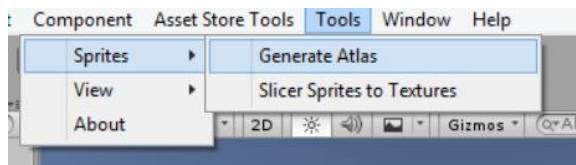**Format:** ARGB 32 bit
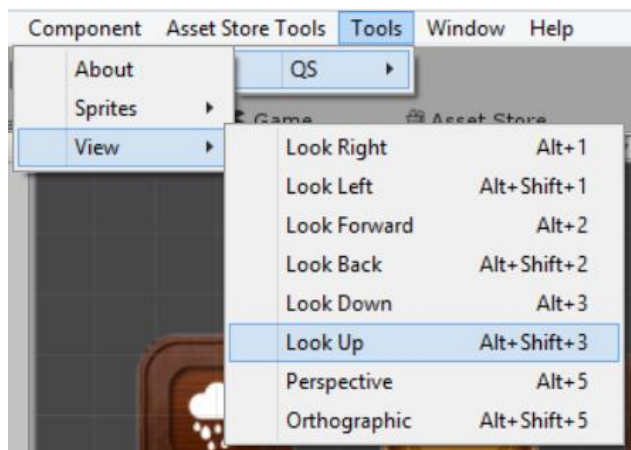
Menu Tools/QS/Sprites/Slicer Sprites to Textures:

<mark>Important: Click on Sprite...to select</mark>

Menu Tools/QS/Sprites/Generate Atlas:

Max Size Atlas Version 1.0: 2048 x 2048.

View: Working 2D and 3D

END

support@quadrantestudio.com