Sprite Bulk Editor

Descripción

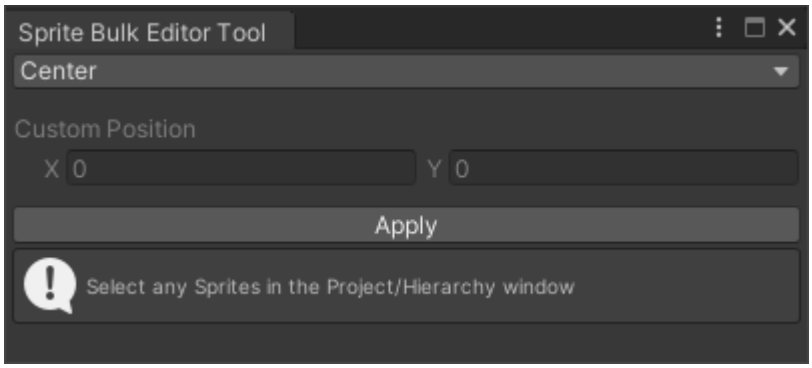


Files: CGFSpriteBulkEditorTool.cs
Path: «CGF/Editor/Tools»
Menu: «Window/Chloroplast Games Framework/Sprite Bulk Editor Tool»
Asset Store

Description

Tool that allows modify the pivot of selected sprites.

Reference



- **Dropdown menu** – Position presets.
- **Custom Position** – Custom pivot position. Only if the selected option from the dropdown menu is Custom.

Use

Select a sprite or multiple sprites.

If Sprite mode is set to Multiple, the changes affects all the sprite slices.