PNG Compressor Tool

Descripción

Files: CGFPNGCompressorTool.cs

Path: "CGF/Editor/Tools/PNGCompressor"

Menu: "CGF/Optimization and Analysis/PNG Compressor"

Description

A Tool to display settings to compress files from folder and files in project window

Reference

- **Process Setup** – a current configuration settings to handle the following process.
  - **Dithering** – Apply a dithering pattern to hide defects generated by compression. Enable it for best result.
  - **Dithering Level** – amount of dithering intensity, values from 0 to 1. 1 for best result.
  - **Output Suffix** – Add a suffix to the compressed file. Not supported when the Overwrite source file option is enabled.
  - **Overwrite Source File** – Overwrite the source file with the compressed file.
  - **Quality Speed** – Quality level, values from 1 (Maximum quality but slow speed) to 11 (Minimum quality but fast speed).
  - **Skip If Output Is Larger** – Do not save the compressed file if is larger that the source.
  - **Strip Metadata** – Remove the metadata of the file, enabled by default in Mac.
- **Process Status** – a status of the current process running in background, related with.
  - **Compressed Reduction Size** – size reduced from to.
  - **Compressed Reduction Size Percentage** – Compressed reduction from to in percentage.
  - **Files Count** – Count of files to being procesed.
  - **Files Size** – size of files to being procesed.
  - **Path To Import Queue** – List of required paths to load / import / refresh.
  - **Procesed Files Size** – size of procesed files.
  - **Progress State Loading Bar** – Current state of Loading progress.
  - **Stopwatch** – a timer to monitor the current time state.
  - **Want Call Asset Database** – a flag to indicate whether can call or not.

Use

Open the tool from `CGF/Optimization and Analysis/PNG Compressor` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.