Sprite Atlas Manager Tool

Descripción

Files: CGFSpriteAtlasManagerTool.cs

Path: "CGF/Editor/Tools/SpriteAtlasManager"

Menu: "CGF/2D /Sprite Atlas Manager"

Description

Sprite Atlas Manager tool, with this tool we can configure all the sprite atlas and variants that will be used in the project.

Reference

- **Add** – Create a new master Sprite Atlas asset and add it to the manager.
- **Remove** – Delete the selected master Sprite Atlas asset and its managed variants.
- **Add** – Add an empty packable entry to the selected atlas.
- **Remove** – Remove the selected sprite, texture or folder from this atlas.
- **Remove All** – Remove every packed object from the selected atlas.
- **Packing**
- **Texture**
  - **Filter ModeType** – Texture filtering method assigned to every selected atlas.
- **Preview**
  - **Total Sprites**
  - **Total Folders**
  - **Pack Preview** – Pack every selected atlas for the active build target.
- **Packing**
- **Texture**
  - **Filter ModeType** – Texture filtering method used when sprites sample the generated atlas.
- **Preview**
  - **Total Sprites**
  - **Total Folders**
  - **Pack Preview** – Pack the selected atlas for the active build target and refresh its visual preview.
- **Add** – Create a new variant of the selected master Sprite Atlas.
- **Clone** – Create independent copies of the selected atlas variants.
- **Remove** – Delete the selected Sprite Atlas variant assets.
- **Filter by name** – Show only variants whose name contains this text.

- **Set platform** – Target platform assigned immediately to every selected variant.
- **Set Scale** – Master-atlas scale factor to assign to every selected variant.
- **Apply Scale** – Assign the entered scale factor to every selected atlas variant.
- **Apply** – Save the edited master atlas and all of its variants, including packing, texture and packed-object settings.
- **Reference** – Asset referenced by this sprite atlas entry.

Use

Open the tool from `CGF/2D /Sprite Atlas Manager` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.