Sprite Atlas Manager Scriptable

Descripción

Files: CGFSpriteAtlasManagerScriptable.cs

Path: "CGF/Systems/Sprites"

Description

Scriptable used to save the configuration of the sprite atlas and it's variants.

Reference

- **Masters List** – Internal value containing the masters entries used by this component.
  - **Sprite Atlas** – Pending documentation.
  - **Variants List** – Pending documentation.
    - **Max Target Height** – Pending documentation.
    - **Max Target Width** – Pending documentation.
    - **Name** – Pending documentation.
    - **Platform** – Pending documentation.
      - **Any** – Selects the any option.
      - **Windows** – Selects the windows option.
      - **Mac** – Selects the mac option.
      - **Iphone** – Selects the iphone option.
      - **Android** – Selects the android option.
      - **Linux** – Selects the linux option.
      - **WebGL** – Selects the WebGL option.
      - **PS 4** – Selects the ps4 option.
      - **PS 5** – Selects the ps5 option.
      - **Xbox One** – Selects the xbox one option.
      - **Switch** – Selects the switch option.
    - **Scale** – Pending documentation.
    - **Sprite Atlas** – Pending documentation.

Use

Create or assign the ScriptableObject asset in the system that consumes this shared configuration. Configure the asset fields listed in Reference before using it at runtime.