Sprite Atlas Scriptable

Descripción

Files: CGFSpriteAtlasScriptable.cs

Path: "CGF/Systems/Sprites"

Description

Scriptable object template that stores to object for sprite atlase (now obsolete).

Reference

- **Allow Rotation** – Determines whether rotation is allowed.
- **Filter Mode** – Inspector setting used to configure filter Mode.
- **Generate Mip Maps** – Determines whether mipmaps are generated.
- **Master** – Internal value used to configure master.
- **Max Target Heigh** – Maximum target height of the sprite atlas.
- **Max Target Width** – Maximum target width of the sprite atlas.
- **Padding** – Padding value for the sprite atlas.
- **S RGB** – Determines whether sRGB color space is used.
- **Tight Packing** – Determines whether tight packing is enabled.
- **Variants List** – List of sprite atlas variants.
    - **Max Target Heigh** – Maximum target height of the sprite atlas.
    - **Max Target Width** – Maximum target width of the sprite atlas.
    - **Name** – Name of the sprite atlas model.
    - **Scale** – Scale factor of the sprite atlas.
    - **Variant** – he sprite atlas variant.

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.