

Sprite Bulk Editor

Descripción



Files: CGFSpriteBulkEditorTool.cs

Path: «CGF/Editor/Tools»

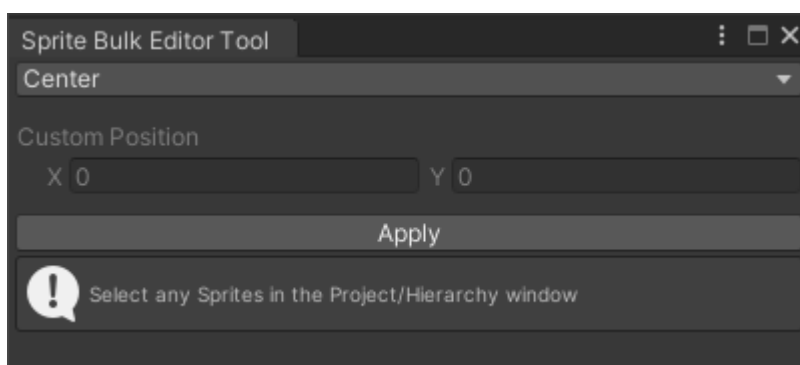
Menu: «Window/Chloroplast Games Framework/Sprite Bulk Editor Tool»

[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.