

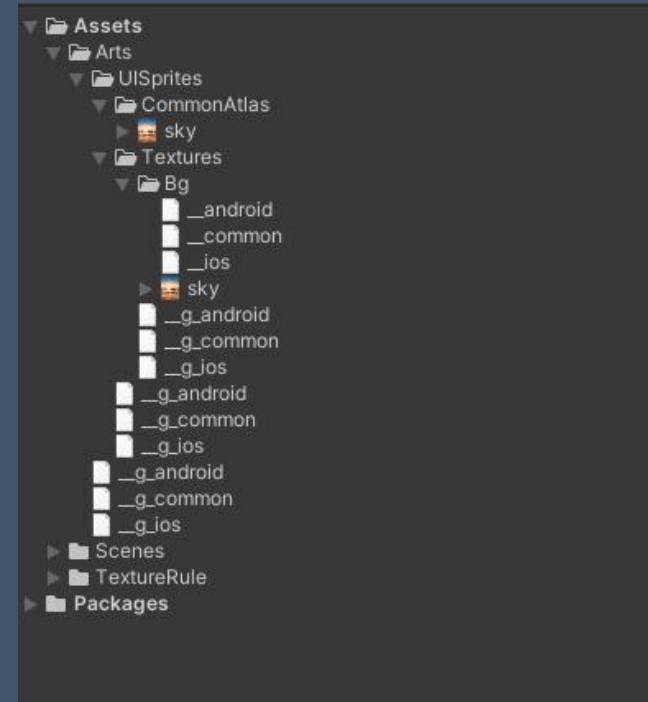


Texture Rule



Automatically Set Texture Size,
Compression, and Format with Config
Rules

This is the directory structure of the sample project and supports layers of nesting

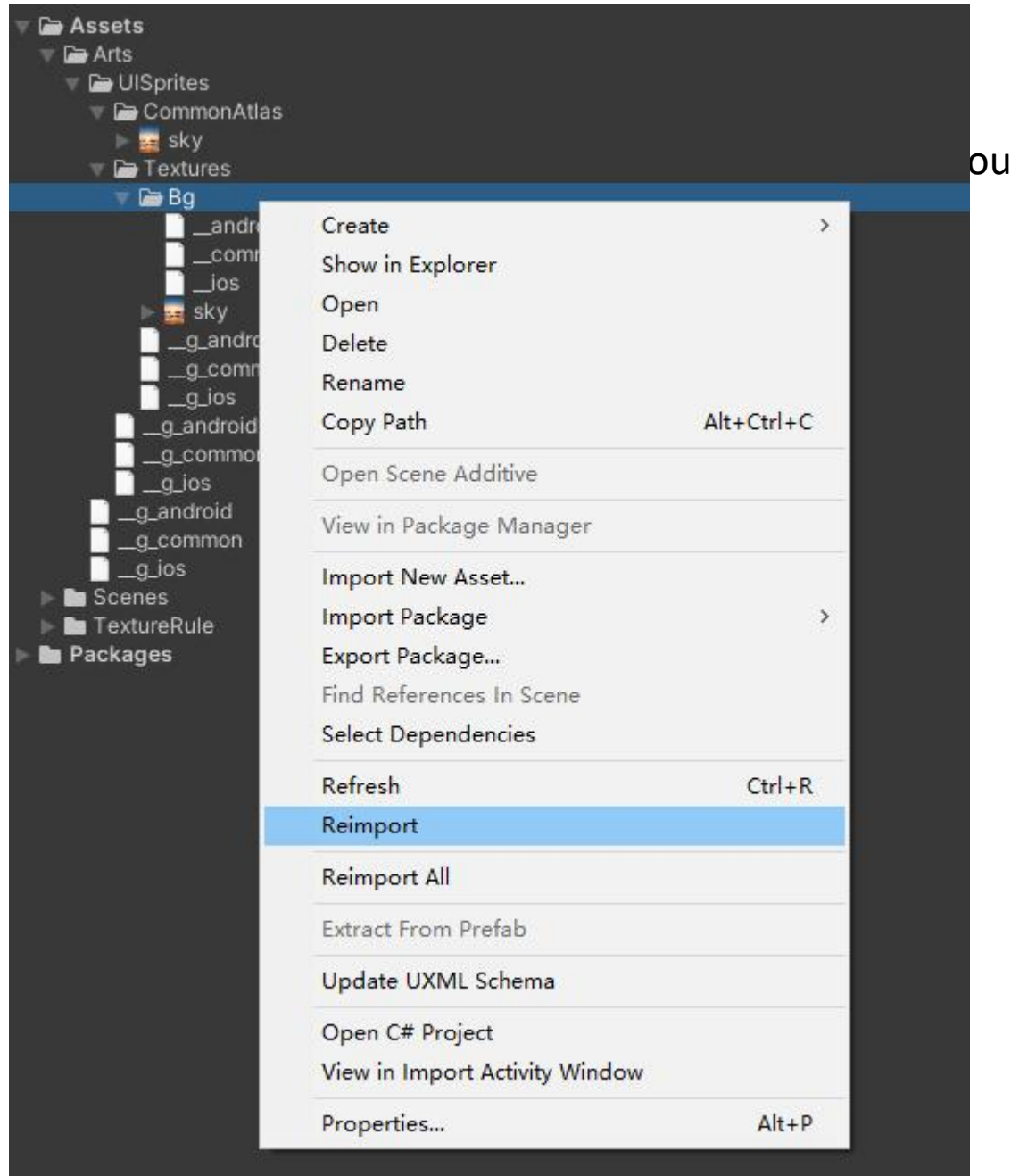


Textures can be configured across multiple dimensions:

- `textureType`
- `spriteImportMode`
- `sRGBTexture`
- `alphaSource`
- `alphaIsTransparency`
- `npotScale`
- `isReadable`
- `mipmapEnabled`
- `maxTextureSize`
- `format`
- `alphaFormat`
- `textureCompression`
- `compressionQuality`

When importing resources, the system automatically processes based on the texture configuration file in the current folder. If there is no configuration in the current folder, it will use the configuration from the parent folder.

- For texture resources in the same folder, different configuration files can be used for Android and iOS:
 - `android.texturesettings`
 - `ios.texturesettings`
- This approach allows for platform-specific texture settings while maintaining a hierarchical fallback mechanism for configurations.



- If you encounter any errors while working with the asset, please write me about it at provided contacts. I typically respond quickly to messages, offer assistance on an individual basis, and address any identified errors in the
- upcoming updates.
 - You can leave comments about the features that you want to see in the asset - it's will also be considered.
 - Email Support: sumyonlyqin@gmail.com

Additionally, you can reach out to the asset developer for live assistance.

The asset's code already includes summaries that may answer some of your questions.

You have read the basic manual, Since this version of the asset is an early release, more detailed technical information will be added below in future versions of the asset.