

AssetBundle: groups assets at runtime, to reduce size + increase speed

Animator Controller: manages the logic of animations

* AudioClip: contains a sound file

AnimationClip: records changes for an object over time

Shader: changes how things look

Material: changes how things look

* Texture2D: essentially a sprite

* Sprite: image

MonoScript: scripts (can get from decompiling instead)

MonoBehaviour: add scripts to game objects

AudioMixerSnapshotController:

Transform:

GameObject:

AudioMixerGroupController:

AudioSource:

AudioMixerController:

AudioLowPassFilter:

first three:

animations-assets-something.bundle: AnimatorController, AnimationClip, AssetBundle

audio-cues-dynamic-assets-something.bundle: MonoBehaviour, AssetBundle

audio-cues-static-assets-something.bundle: AudioClip, AssetBundle

audio-objects-assets-all.bundle: AudioManagerSnapshotController, Transform, GameObject, AudioManagerGroupController, AudioSource, MonoBehaviour, AudioManagerController, AudioLowPassFilter, AssetBundle

black thread-assets-all.bundle:

When Modding, always replace Texture2D, not Sprite (sprite is there to help)

4K 2d collections: sprites = texture2D $\Rightarrow$ sprite maps

textures-assets: no sprites, all individual images w/texture2D (has particle, which is like normal ~~sprite map~~ ~~sprite map~~ ~~sprite map~~)

he-collects: main/normal sprites, sprites = texture2D $\Rightarrow$ sprite maps

sprite atlas: texture2D contains sprite sheet, sprite contains name & frames

For any other file that contains sprites or textures, they are usually the same, but textures tends to have more (usually)



: if the sprite & texture2d are both called atlas.png, the sprites need separated

last thing to do that's intensive

check in asset store or ripper



UI todo:

- Ask for overall dir

- Ask for single file, dir/file, or full dir

- Ask for type to export

- Loop, func, organization

- Make sure full dir gets all subdirs

for sprite:

m_Name: name

m_Rect: Sprite size

for sprite atlas:

texture rect: width & height are sprite dim

x y right toe loc in atlas (bottom left coords)

819 227 982 478

material has which texture it's from

Unity 4x does this, I am not redoing it (just find sprite in texture & rotate if needed)

need Sprite, Texture2D, & AudioClip & now Video Clip

completed:

1) atlas - assets - assets: Texture2D, Sprite

1) Contains: ^{Sprite Asset Bundle} Texture2D, SpriteAtlas

2) cinematics - assets - assets: AudioClip, VideoClip

2) Contains: ^{Asset Bundle, VideoClip} MonoBehaviour, AudioClip

3) data assets - assets - assets: AudioClip, Sprite, Texture2D

3) Contains: ^{MonoBehaviour, Asset Bundle, Transform, ParticleSystem, GameObject, AudioSource} lots more stuff (on misc info.txt)

4) scenes - assets - scenes: N/A

4) Contains: ^{Asset Bundle} LightingSettings

5) scenes - scenes - scenes: Texture2D, Sprite, AudioClip

5) Contains: ^{AudioSource, Texture2D, Sprite, AudioClip} lots more stuff (on misc info.txt)

6) main: AudioClip, Sprite, Texture2D

6) Contains: ^{Texture2D, Sprite, AudioClip, SpriteAtlas} lots more on misc info.txt

1) Texture2D holds all sprite, replace Texture2D in game (SpriteAtlas shows how everything should go)

2) AudioClip has audio, VideoClip has video (like how video works, but it works)

3) AudioClip has some random audio, Texture2D & Sprite are same w/ random images; this looks like it contains string tables (but they don't work in asset studio/ripper)

4) N/A

5) Texture2D & Sprite are same (only a few exist), AudioClip has one file; mostly useless for extraction/modding

6) AudioClip has all sex & music in various files; look at pg 2 for more info