

Expanding bounding boxes

by rooknote

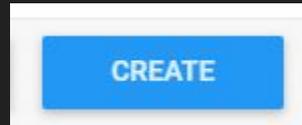
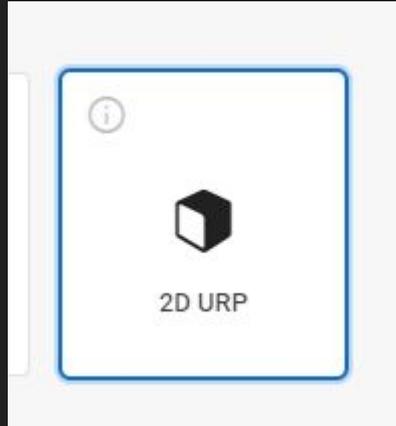
You will need...

Before you start, please **download the following**:

- [Unity Hub](#)
- [Unity Editor](#) (2021.3.x)
- [UABEAvalonia](#)
- [AssetStudio](#) (optional, asset viewer)
- [script to export AssetBundle](#)

1) Create a new Unity project

- yeah uhh make a new **2D URP** project



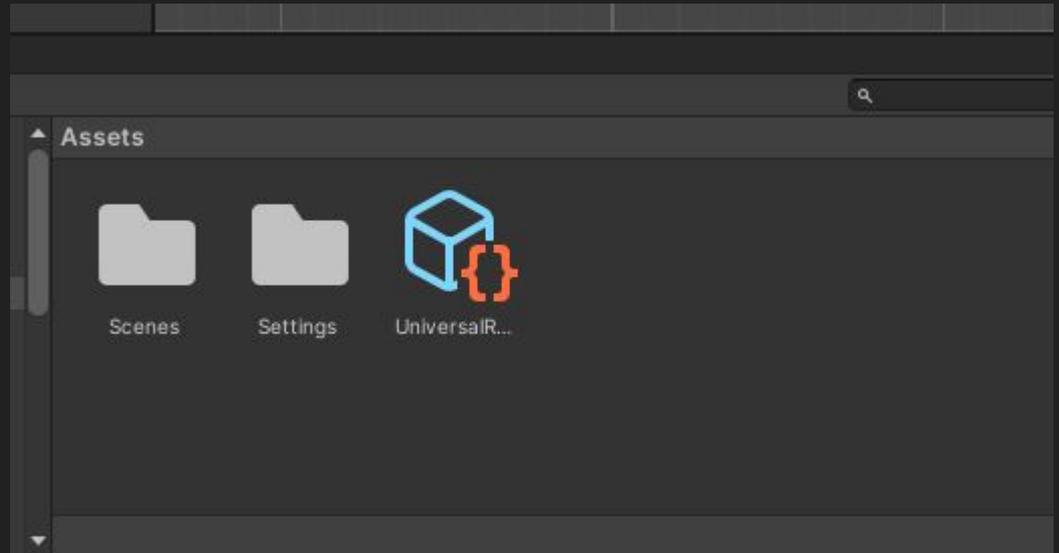
2) add the script in your Unity project

- You can change the output path inside the script

Drag and drop this here



AssetBundler.cs

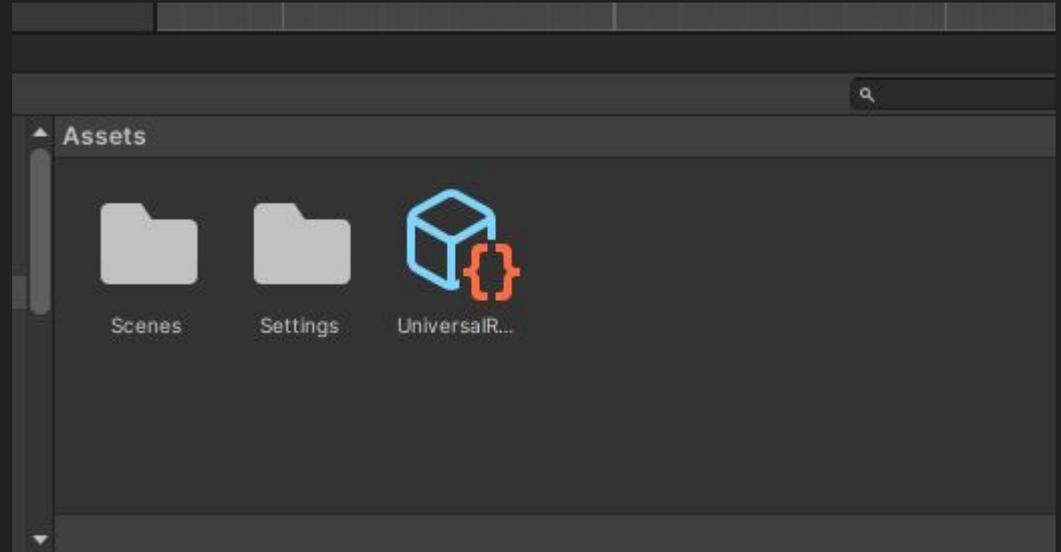


3) Add your sprites in the Unity project

- just like step 2

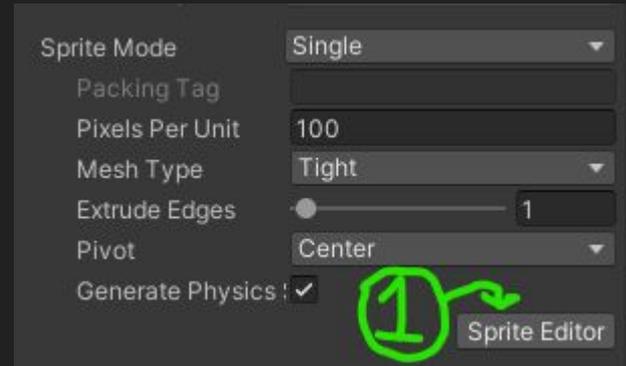
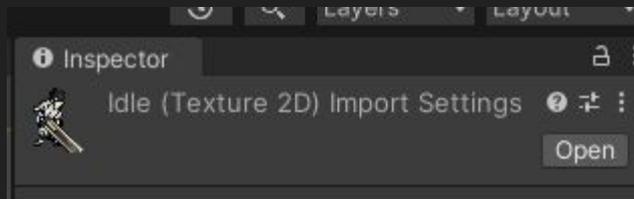


Drag and drop



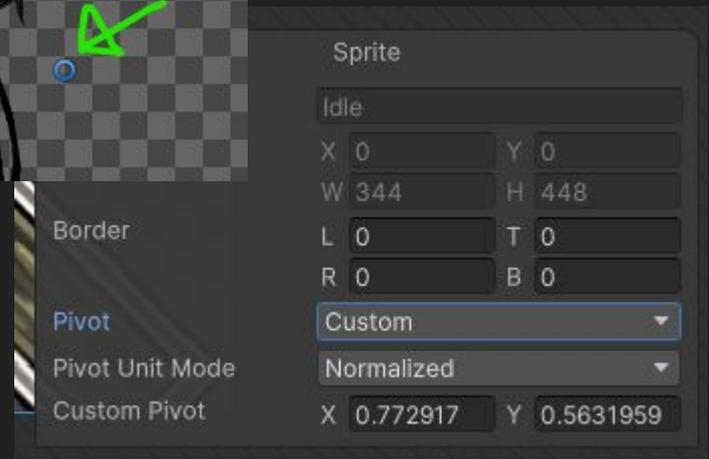
5) Edit sprite pivot in Sprite Editor

- look for the inspector tab
- do this for each sprite



pivot should be at the bottom of your image

This blue ring is the pivot point

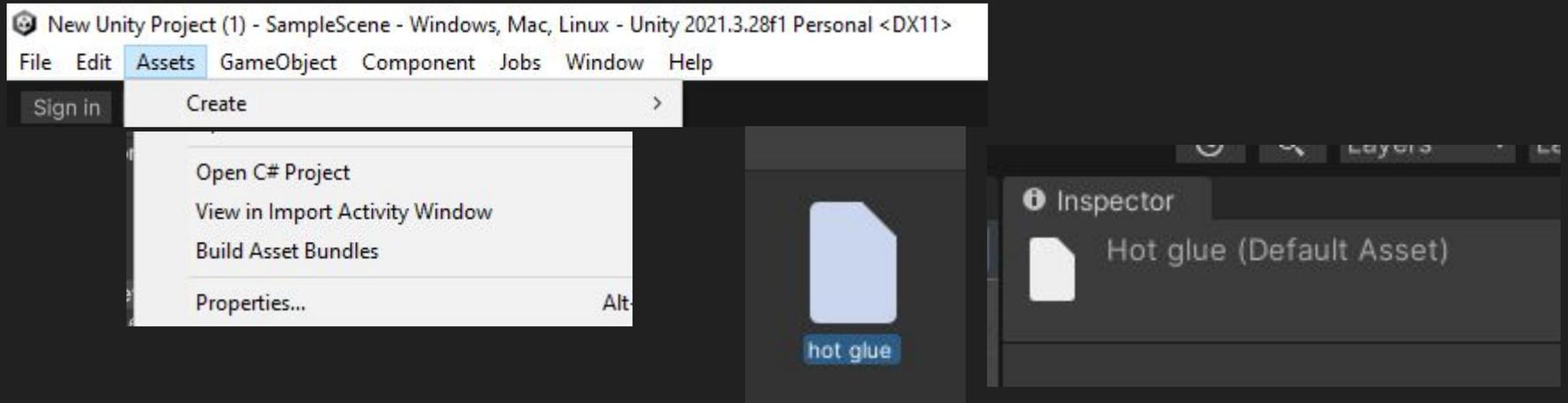


6) add a name to your asset bundle



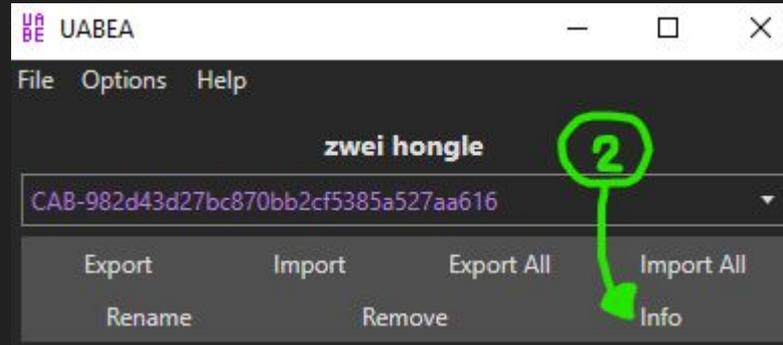
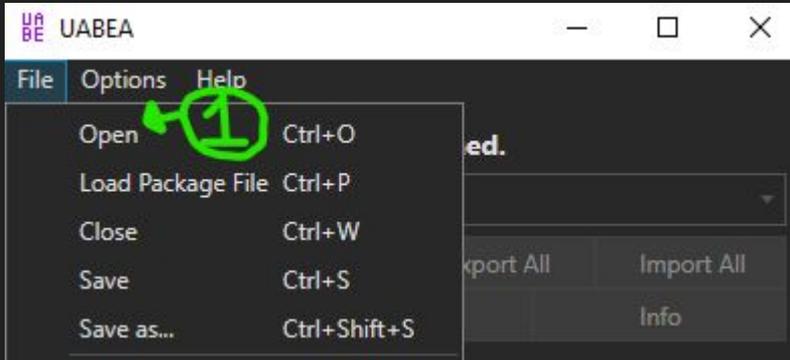
7) Export your asset bundle

- go to Assets > Build Asset Bundles



- If you're using the default path, refresh your assets tab and drag the bundle somewhere else (**not the manifest**)

8) Open exported bundle with [UABEAvalonia](#)



9) Export dumps of assets in your bundle

- **Keep the “path IDs”** (pointers) somewhere, it will be needed later
- Remember what **Type** they are (Sprite, Texture2D, etc.)
- each item has a unique dump

Name	Path	Type	File ID	Path ID
Idle	assets/idle.png	Sprite	0	-8407229388163036029
Idle	assets/idle.png	Texture2D	0	24



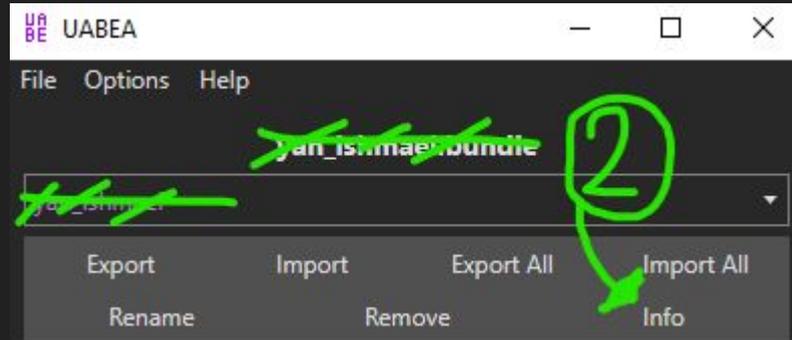
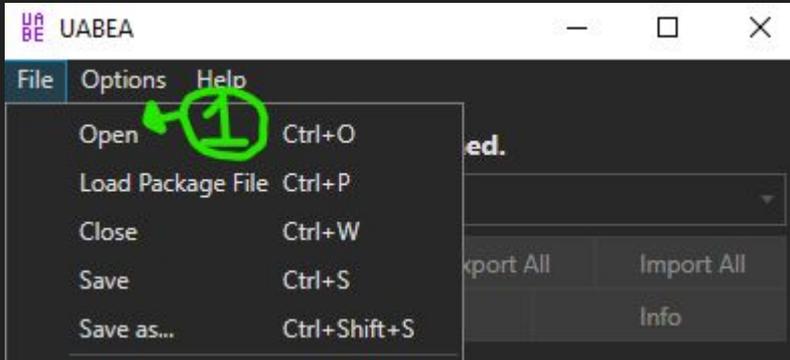
sprite.txt



texture2d.txt

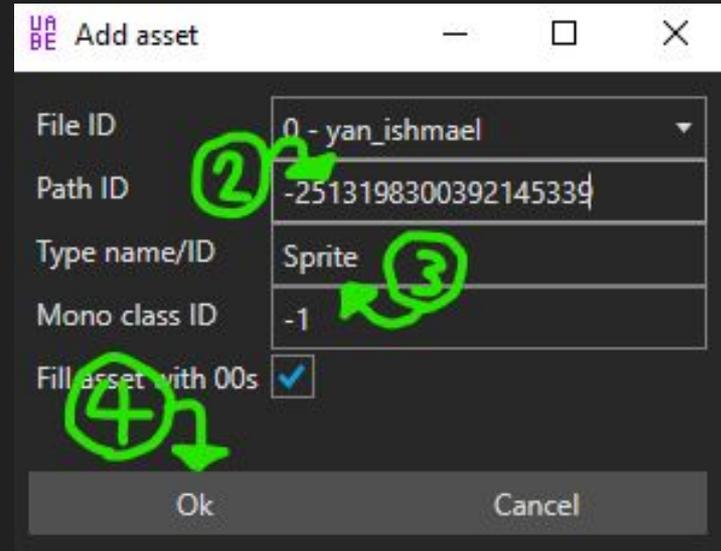
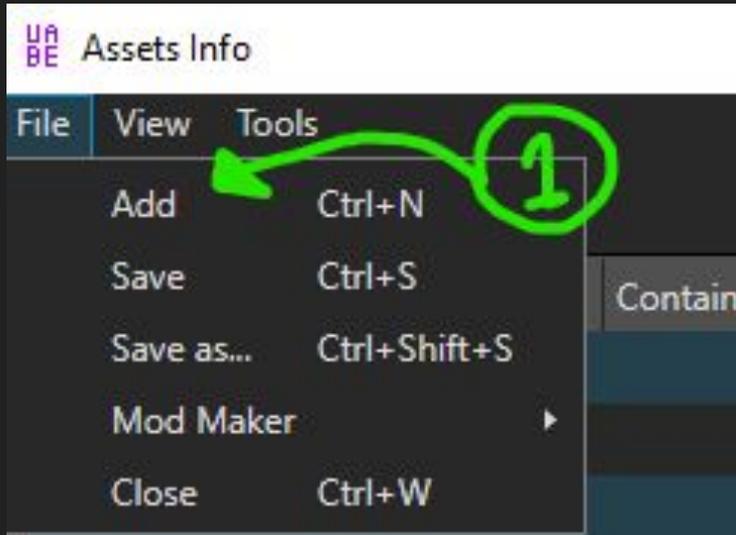
Name **2**
Idle
Path ID **KEEP**
-8407229388163036029
File ID
0
Type
0x000000D5 (Sprite)
View Data
View Scene
1 Export Raw
Export Dump

10) Open the bundle you want to edit



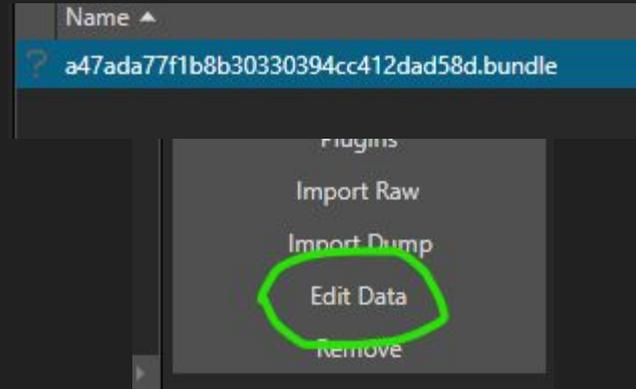
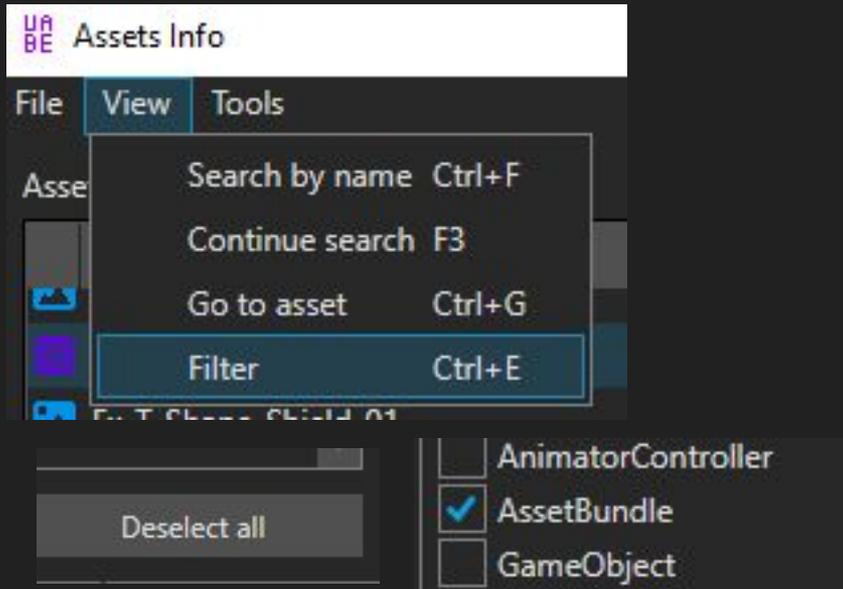
11) Add items to the bundle

- add the path ID and the Type name
- Do this for each asset you have



12) Add items to asset bundle array

- you must add it so you will see them ingame
- make sure each pointer you add is correct (else it will crash when loaded ingame)



more on next slide

12.a) Add items to asset bundle array

- increase the size of the array for every pointer you have
- last index should be (array size - 1)
- you can use this [link](#) so you can just copy and paste

```
0 vector m_PreloadTable
  1 Array Array (1479 items)
    0 int size = 1479
    [0]
```



```
0 vector m_PreloadTable
  1 Array Array (1484 items)
    0 int size = 1484
    [0]
    0 PPtr<Object> data
```

```
0 PPtr<Object> data
  0 int m_FileID = 1
  0 SInt64 m_PathID = -6911963441400271248
[1476]
0 PPtr<Object> data
  0 int m_FileID = 1
  0 SInt64 m_PathID = 3262840161956400972
[1477]
0 PPtr<Object> data
  0 int m_FileID = 1
  0 SInt84 m_PathID = -8407229388163036029
[1478]
0 PPtr<Object> data
  0 int m_FileID = 1
  0 SInt64 m_PathID = 2433222740146179036
```

Copy

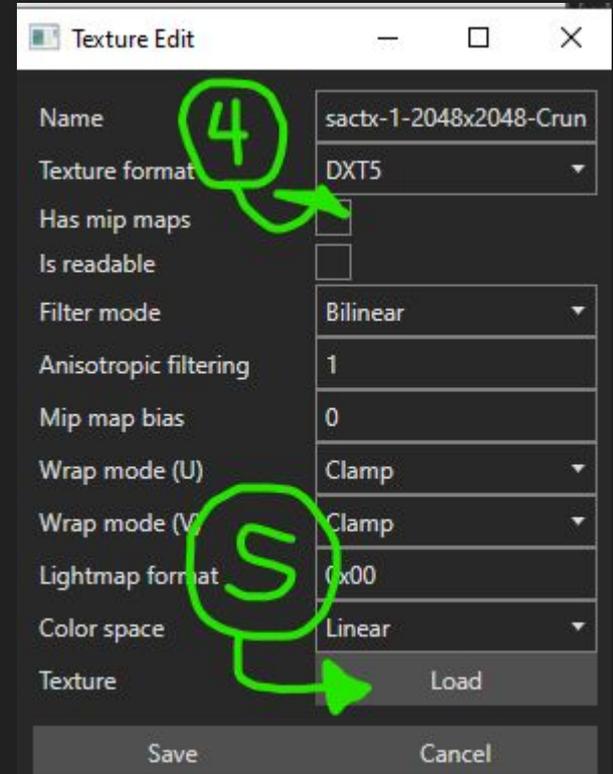
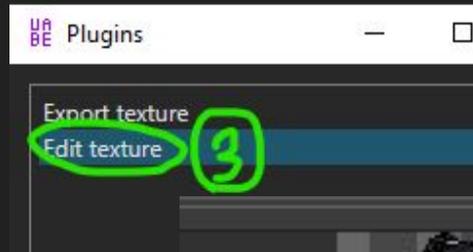
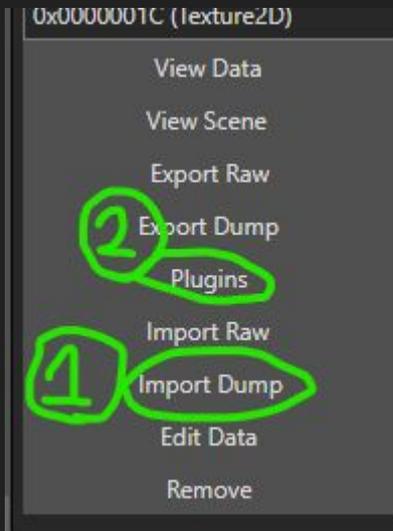
Index

Pointer

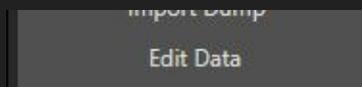
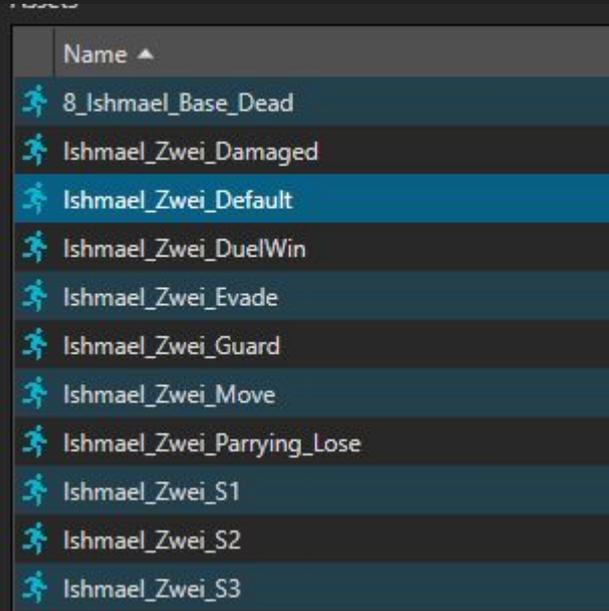
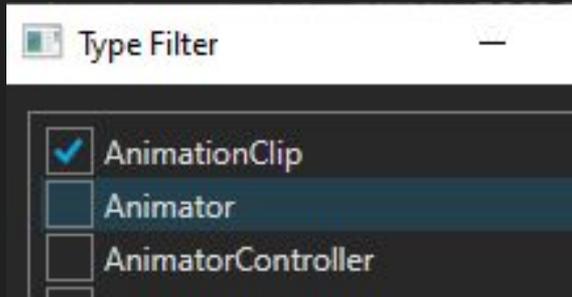
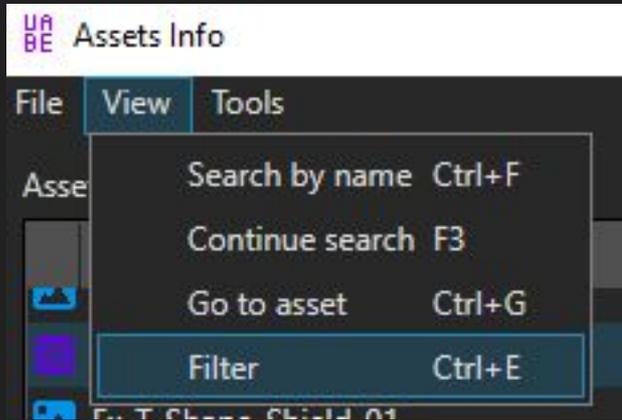
13) Import the data to your items

Use whatever texture format your sprite came with (DXT5, RGBA32, etc.)

- for Sprites you only need to do (1)
- for Texture2Ds:



14) Find the animation you want to edit the Sprites in



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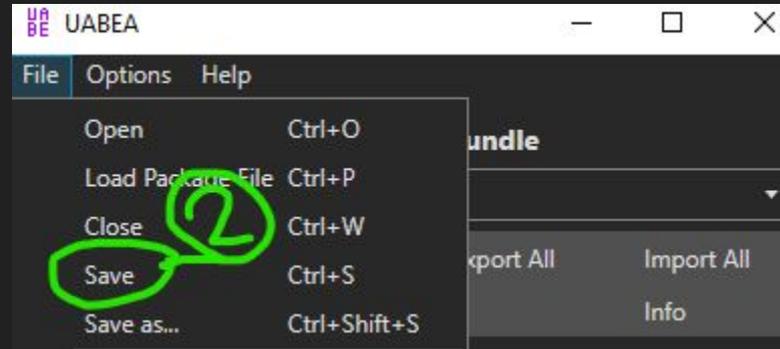
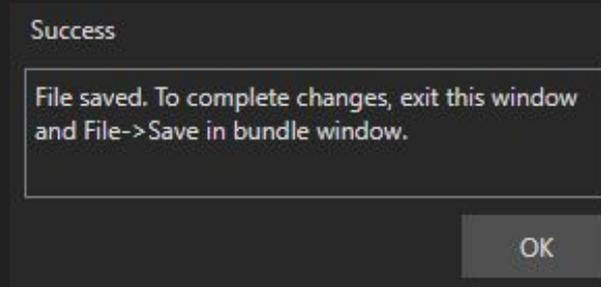
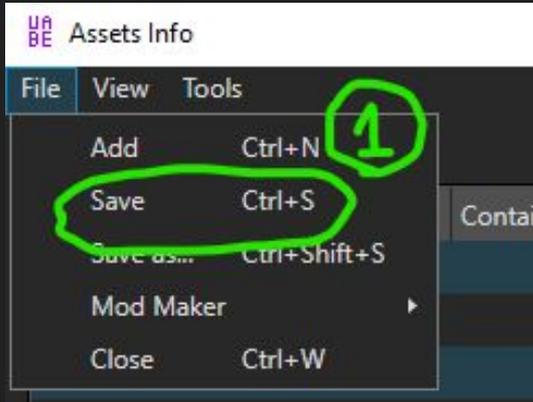
14.a) Find the animation you want to edit the Sprites in

- Find “pptrCurveMapping”
- Replace the pointers with your own (**sprite pointers**)
- on skill animations it may have more than one (it's on ascending order ykwim)

```
1 uint8_t isPptrCurve = 1
0 vector pptrCurveMapping
1 Array Array (1 items)
0 int size = 1
[0]
0 PPtr<Object> data
0 int m_FileID = 0
0 Sint64 m_PathID = -8407229388163036029
0 bool m_HasGenericRootTransform = false
```

Replace

15) Save your bundle



16) Test your bundle

- just go ingame bro



The End

i hope this guide has been informative for you, dear reader :)

I would like to thank **glitchgames** for letting me use their sprites (zwei hong lu)

