Manage Imports

Manage Imports

The **Scene Composer Solution Explorer** enables users to manage and organize all files associated with a solution. Imported resources can be arranged into folders based on user requirements, and this folder structure is linked to the directory structure stored locally on the system.

> For additional details on managing solutions using folders, refer to here.

The folder organization of imported resources can be modified directly within the **Solution Explorer** panel. In addition, some **imported** assets may also appear in the **Imports** panel.

Original Image File Retention

When an image file is imported via the menu **File > Import > Import Resources**, Scene Composer retains both the original image file and the associated bitmap information file (***.bin**), which is used internally by the application.

> Original image files are **not** retained when importing formats such as **FBX** or **glTF**, nor when resources are imported using the **Smart Importer**.

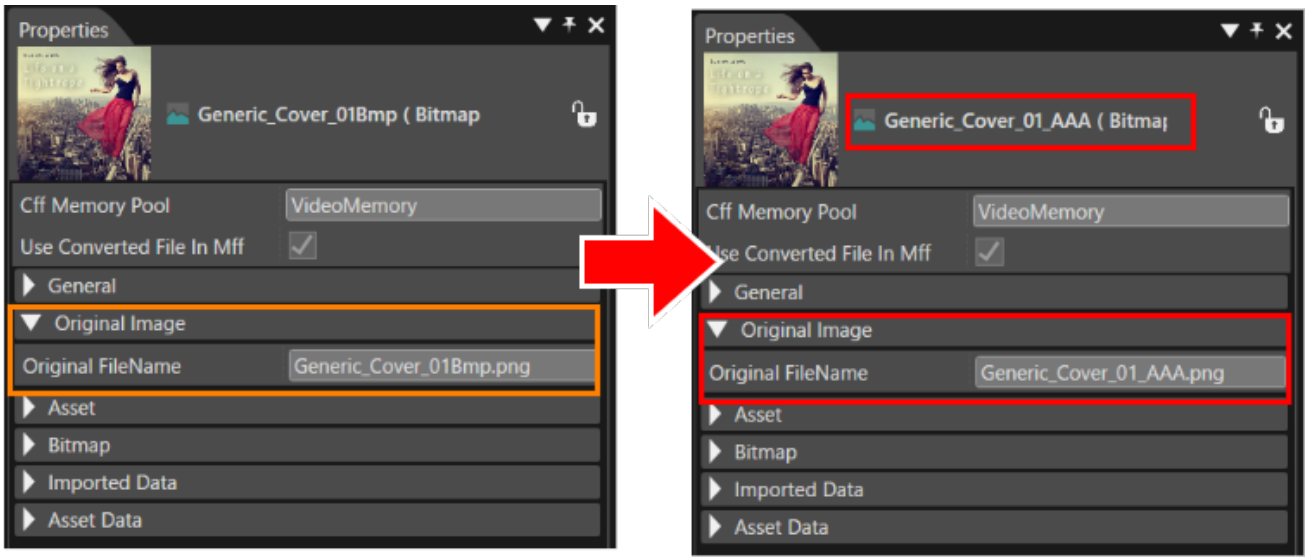
Original Image File Name

The name of an imported image is constructed as follows:

- **the image information name + the original image file extension**

The name of the original image file is displayed in the **Original Image** section of the **Properties** panel for the imported resource.

If the resource file name is modified in the **Solution Explorer**, the corresponding original image file name is automatically updated as well.

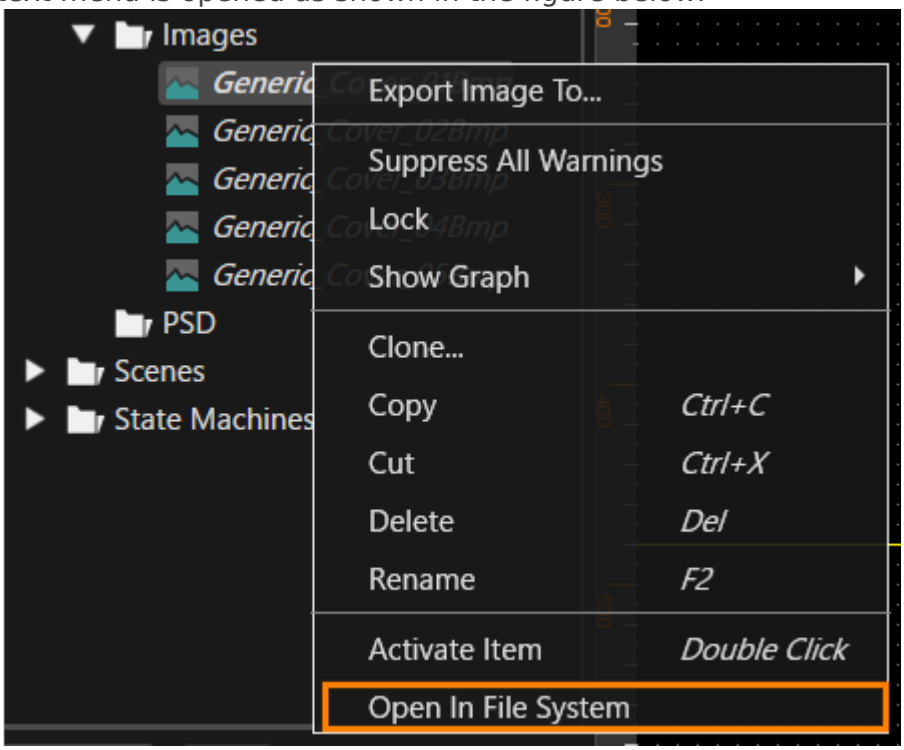


Original Image File Location

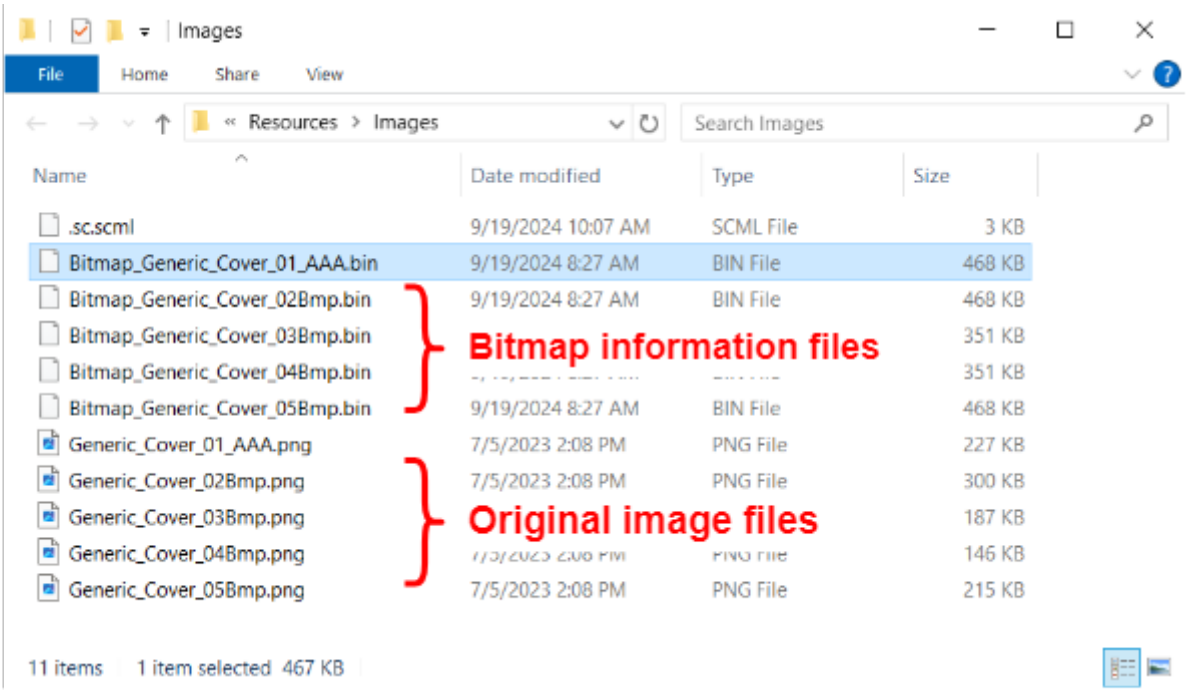
The **Solution Explorer** displays only the bitmap information file (***.bin**), the original image file is retained in the local **Solution** folder. This folder mirrors the directory structure shown in the **Solution Explorer**.

Here is how to easily view the local file system location of a resource:

1. In **Solution Explorer**, select the resource.
2. Right-click the selected resource.
   - The context menu is opened as shown in the figure below.



3. In the context menu, select **Open In File System**.
   - Windows Explorer is opened, displaying the folder that contains both the **bitmap information files** and their **corresponding original image files** (see figure below).

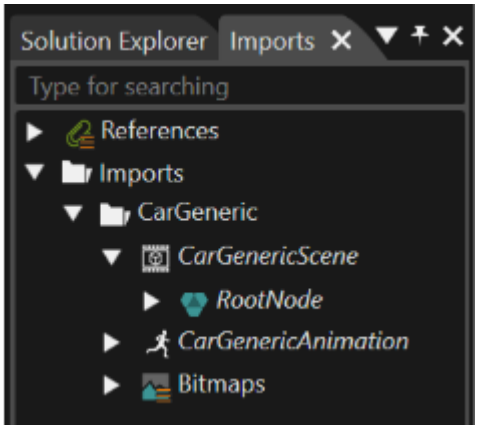


Moving Original Image Files

When an imported resource is moved from one folder to the other within the **Solution Explorer**, its original image file is moved together with the corresponding locally stored bitmap information file.

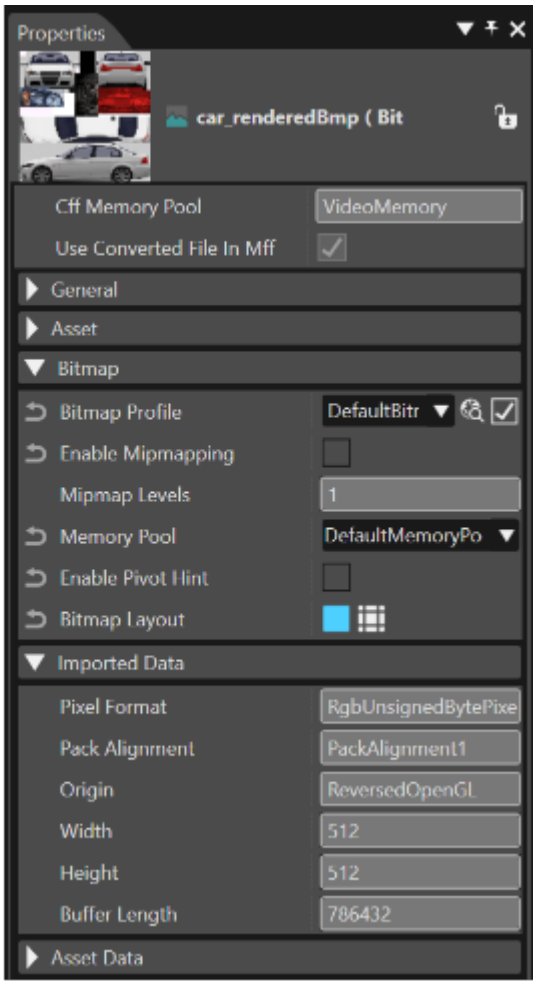
Imports Panel

The **Imports** panel can be displayed or hidden via the menu option **View > Libraries > Imports**. This panel presents imported resources in a hierarchical structure. Resources listed in this panel can be added to the scene - either in the **Scene Editor** or the **Scene Tree Panel** - by using drag-and-drop operations.



Properties of Imported Resources

When an imported resource is selected in either the **Solution Explorer** or the **Imports** panel, its properties are shown in the **Properties** panel. By default, this panel is located in the lower-right area of the interface and provides detailed Information about the currently selected resource.



Clone, Delete and Rename Items

Imported resources can be **cloned, renamed** or **deleted** within the Solution **Explorer** panel. To perform these actions, right-click the desired item in the Solution Explorer and select the appropriate option from the context menu.

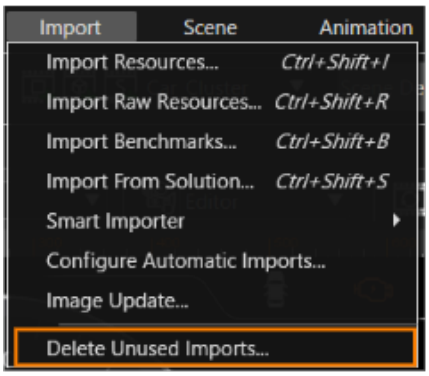
Additionally, you can right-click a folder containing imported files to **delete multiple resources** at once.

For more information, see the Context Menu section of the Solution Explorer documentation.

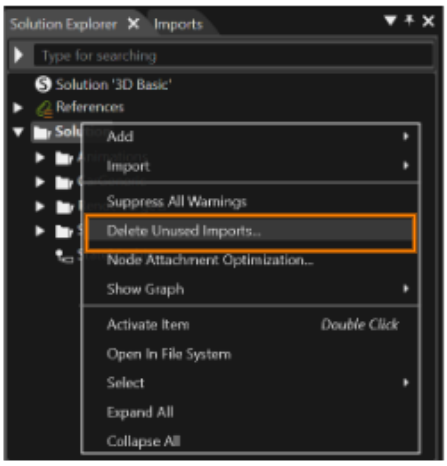
Delete Unused Imports

If a solution contains unused imports or import components, they can be removed to clean up the project by using the **Delete Unused Imports...** command. This command is available from the following locations:

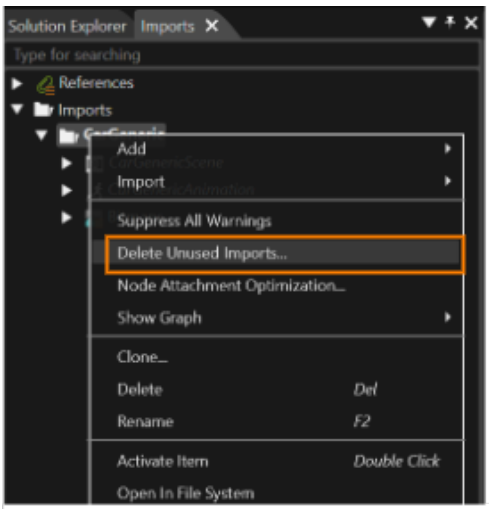
- **Import** menu
- **Solution Explorer**
- **Imports** panel



"Delete Unused Imports" Menu Option



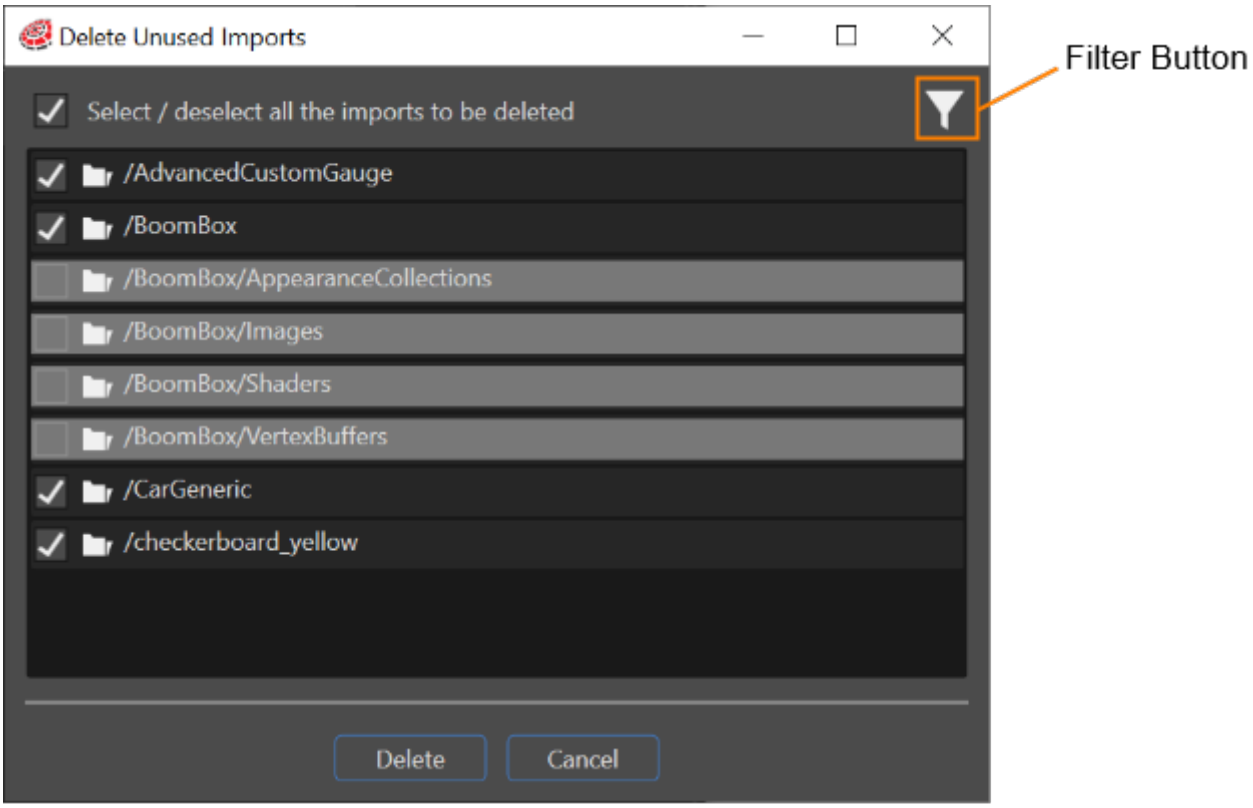
"Delete Unused Imports" Context Menu Option via Solution Explorer



"Delete Unused Imports" Context Menu Option via Imports Panel

The **Delete Unused Imports** dialog displays all imports included in the solution, allowing you to review and remove those that are no longer referenced or required.

Imports currently in use - and therefore not eligible for deletion- are displayed in a disabled (greyed out) state. You can toggle the visibility of these non-deletable items using the **Filter** button located in the upper-right corner of the dialog.



To delete unused imports, select the checkboxes next to the items you want to remove and click **Delete**.

Import items that can be identified and removed as unused include:

- Images
- Raw resources
- Fonts
- Fragment shaders
- Vertex shaders
- 3D model files
- Scripts

> If an import folder contains additional files or folders that are not part of the imported resources, the folder itself is not deleted. Only the unused imported files within that folder are removed.

Export Imported Images

Imported images can be exported from the solution as **.png** files. This option is available in the context menu when right-clicking an imported image. The export operation also supports **multiple selection**, allowing multiple image resources to be exported at once.

>

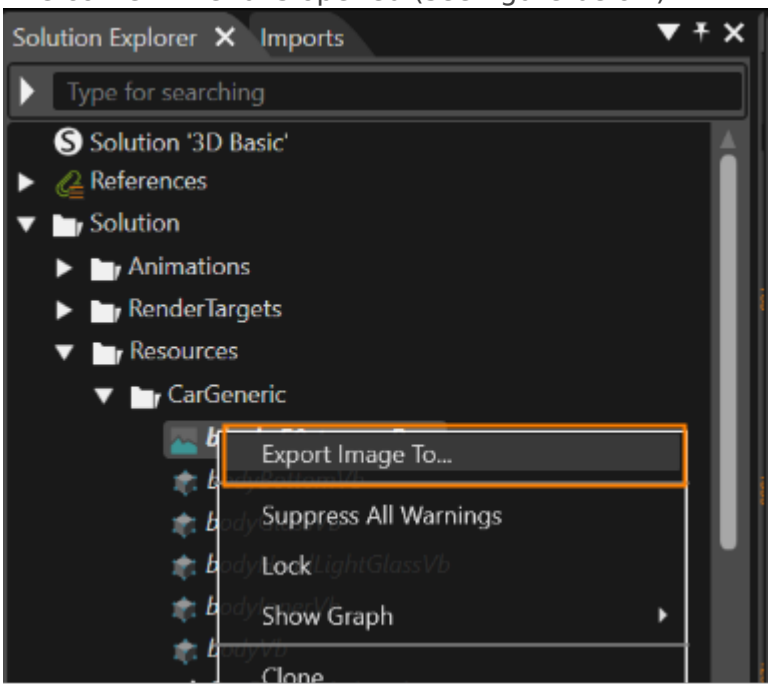
> An imported image can be exported**even if** it is in a **locked** state.

This export operation is available in several areas of the application:

- **Solution Explorer**
- **Imports** panel
- **Canvas Node**
- **Canvas sprite**
- **Billboard**

To export an imported image as a **.png** file:

1. Select the imported image you want to export.
2. Right-click on the selected image.
   - The context menu is opened (see figure below).



3. In the context menu, select **Export Image To...**
   - The Windows **Save As** dialog appears.
4. Choose a destination folder and specify a file name, then click **Save**.
   - The image is exported and saved in **.png** format.

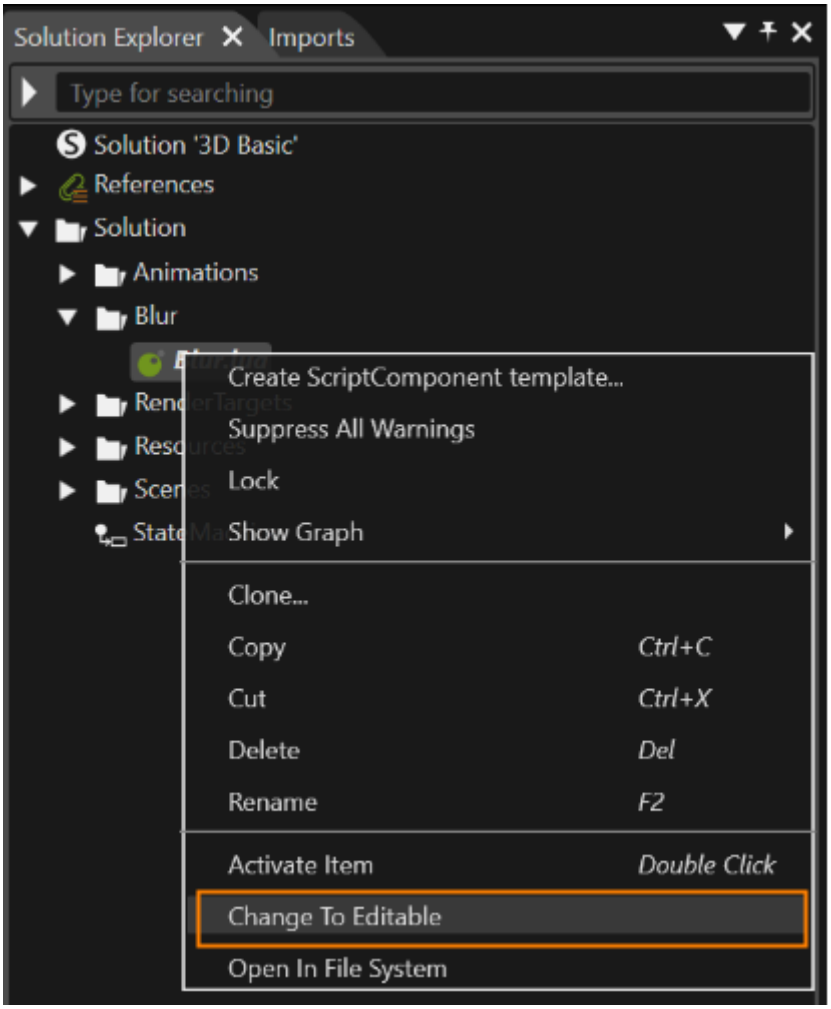
> Currently, the export operation outputs the **original image file** rather than the processed asset version.

Edit an Imported Script Resource

Scripts can be imported via the menu using **Import > Import Resources...** By default, imported script files are **read-only**; however, they can be converted to an editable format if modifications are required.

To make an imported scripts editable:

1. In the **Solution Explorer**, select the script resource.
2. Right-click the script and choose **Change to Editable** from the context menu.



> For instructions on working with script resources, refer to the Scripting documentation.

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