

Compare Asset Libraries

Description

The CGI Studio **Asset Library Verification** license supports the user in managing asset files in larger environments or projects with multiple variants. It provides means for verification of matching asset library / widget / application versions and allows to assign assets libraries to their originating solution.

For more information about this optional feature refer to the [Candera](#) Application Development Tutorial [Asset Library Verification \(Optional\)](#) .

Usage

For comparing asset library files, use the following workflow:

- Obtain the two assets for comparison (e.g., generate assets from SceneComposer);
- Run `AssetTool -diff` on these two assets, generating an Excel file with diff info; this information contains the versions of the two assets, their name table entries and all the asset lib entries grouped on libraries.

Asset Library Verification license is required for comparing the complete set of asset version information.

Command line options:

Create the diff between left and right asset files and write it as Excel file on outputPath:

```
AssetTool -diff -d leftAssetFilePath rightAssetFilePath outputPath
```

Show help:

```
AssetTool -diff -h
```

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