Extract Bitmaps

Description

Use the Bitmap Extractor component of Asset Tool for extracting bitmaps from a given asset generated with SceneComposer.

Usage

For extracting bitmaps from an asset library file, use the following workflow:

- Obtain the asset for extracting the bitmaps (e.g., generate asset from SceneComposer);
- Run `AssetTool -extract` on this asset;
- at the path given in the command, the structure of folders containing the bitmaps found in the asset is created.

Command line options:

Extract all bitmaps from the given asset to the output path:

```
AssetTool -extract -e assetFilePath outputPath
```

Show help:

```
AssetTool -extract -h
```

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