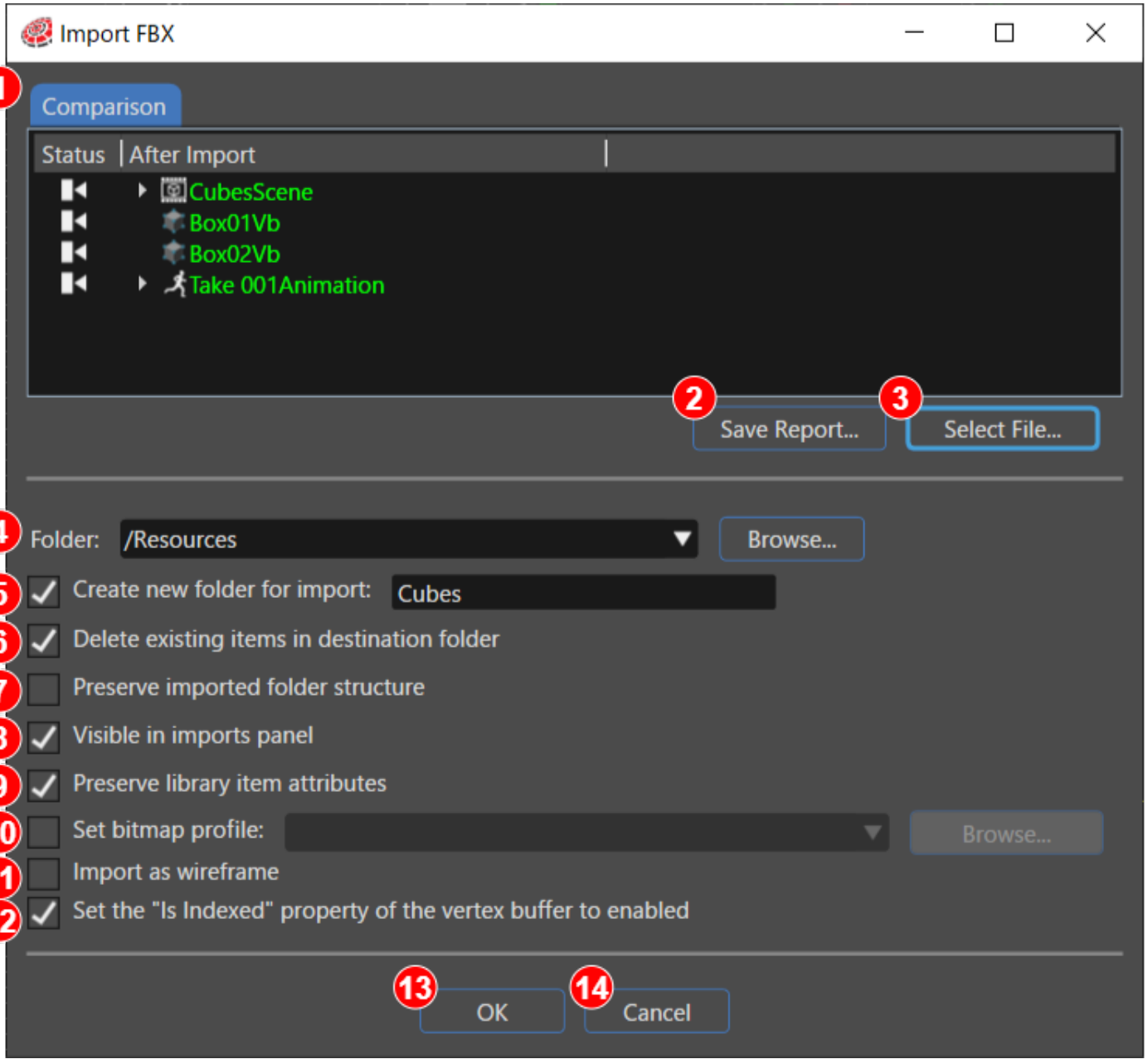
Import Dialog Options

This section describes the import dialog screen configuration that appears when importing resources.

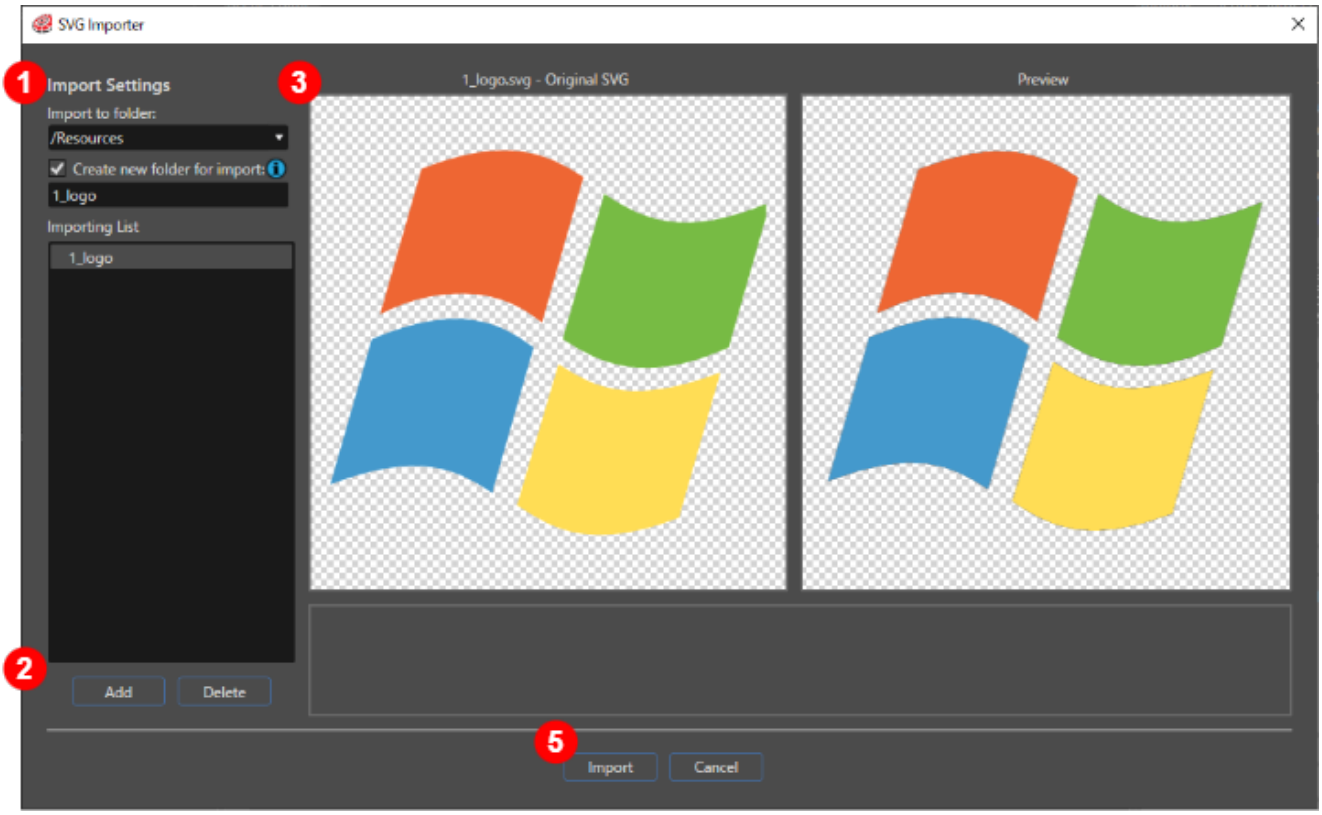
Import Dialog



1	**Comparison:** The resources that exist at the import destination are compared with the resources to be imported this time, and the update status is listed. The status of the import is indicated by icons and tooltips in [Status] section. The status can also be identified by the font color of each resource name displayed in [After Import] section. Green: Indicates a new resource being added. Yellow: The same resource exists, but with different properties. Colorless: The same resource exists and has the same properties, or it is not included in the resources to be imported this time.
2	**Save Report...:** Generates and saves a report file (cvs format) on the comparison of import files. The report name and save destination are set in the dialog window displayed by clicking this button.
3	**Select Files...:** Select items to be imported into the solution.
4	**Folder:** Select the destination folder for imported files. Use the drop-down menu or the Browse button to select any location in the Solution Explorer as root folder of the import destination. By default, the root folder "/Resources" is selected.
5	**Create new folder for import:** Select this option if you want to create a subfolder below the destination specified in "**Folder**" section. Input the new subfolder name in the field.
6	**Delete existing items in destination folder:** This option allows you to delete existing contents in the destination folder before performing the import operation.
7	**Preserve imported folder structure:** This option is available only when importing Image or 3D model file types. It can only be set when "**Delete existing items in destination folder**" is enabled. When "Preserve current folder structure" option is enabled, the existing files in the import destination folder are deleted, but the subfolder structure is retained. *This option is not displayed when you import file types for Font or Shader.
8	**Visible in imports panel:** This option allows you to make imported items visible in both the Import panel and the Solution Explorer.

9	**Preserve library item attributes:** This option likes export always, bitmap conversion option, etc. allows to keep all the different attributes set to an item unchanged after the re-import operation. The attributes which can be preserved are the properties associated with bitmaps - converter, target format, origin - and all the vertex buffer properties: buffer type, enable cache, position, normal, texture coordinate, tangent, bi normal etc. The preservation of any of these properties implies the fact that when an object is re-imported and any of those mentioned properties will be re-written, the "preserved" property will remain unchanged.
10	**Set bitmap profile:** This option allows you to specify a default bitmap profile that can be used for all bitmaps which do not have a profile set explicitly, and can be set when importing images, FBX, and glTF files. You can set-up Bitmap Profile from Solution > Solution Options... from the menu bar. In addition to this, settings can also be made from the Properties panel that appears when the target resource is selected in Solution Explorer.
11	**Import as wireframe:** This option appears only when importing FBX files. If checked, a wireframe vertex buffer will be created based on the triangles and rectangles in the FBX file. If checked, the vertex buffer and wireframe vertex buffer will be registered in Associated Vertex Buffer the solution options.
12	**Set the "Is Indexed" property of the vertex buffer to enabled:** This option is only displayed when importing FBX files (this option is enabled by default). If this option is enabled, the buffer type is changed to an index array. As a result, Scene Composer automatically selects the appropriate index size. If this option is disabled, the buffer type is set to an array.
13	**OK button:** Import the resources with the specified settings.
14	**Cancel button:** Close the dialog without performing the import.

SVG Importer Dialog



(1)	**Import Settings** **Import to folder:** The Solution Explorer folder into which the SVG file will be imported. **Create new folder for import** When importing an SVG file, enabling this will allow a new folder to be created in the Solution Explorer. **Importing List** A list of items selected for import. Items that cannot be imported will be displayed with an error icon. Items that can only be partially imported will be displayed with a warning icon (note that even with no icon there may be cases where certain elements cannot be loaded).
(2)	**Add/Delete:** **Add:** Add another SVG file to be imported **Delete**: Remove an SVG file from the list of items to be imported
(3)	**Preview Display:** **Left-side:** The original SVG image that has been selected from the Importing List **Right-side:** The SVG image that has been selected from the Importing List as it will be when imported into Scene Composer. In the current version of Scene Composer, there are cases where the size will not match the original SVG image.
(4)	**Error Message:** If there are warnings or errors with the selected file, a message will be displayed here.

(5)	**Import/Cancel:** **Import:** Import the contents of the Importing List **Cancel:** Cancel the file import

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