# Manage Imports

## Manage Imports

Scene Composer’s Solution Explorer provides the possibility to manage and organize the solution’s files. Imported resources are organized in folders according to the user's needs. This folder structure is linked to the locally stored solution folder structure.

> For more information on solution management using folders, please also see here.

You can modify the folder structure of imported resources in the Solution Explorer panel. In addition to Solution Explorer, some of imported resources can also be made visible in the "Imports" panel.

## Original image file retention

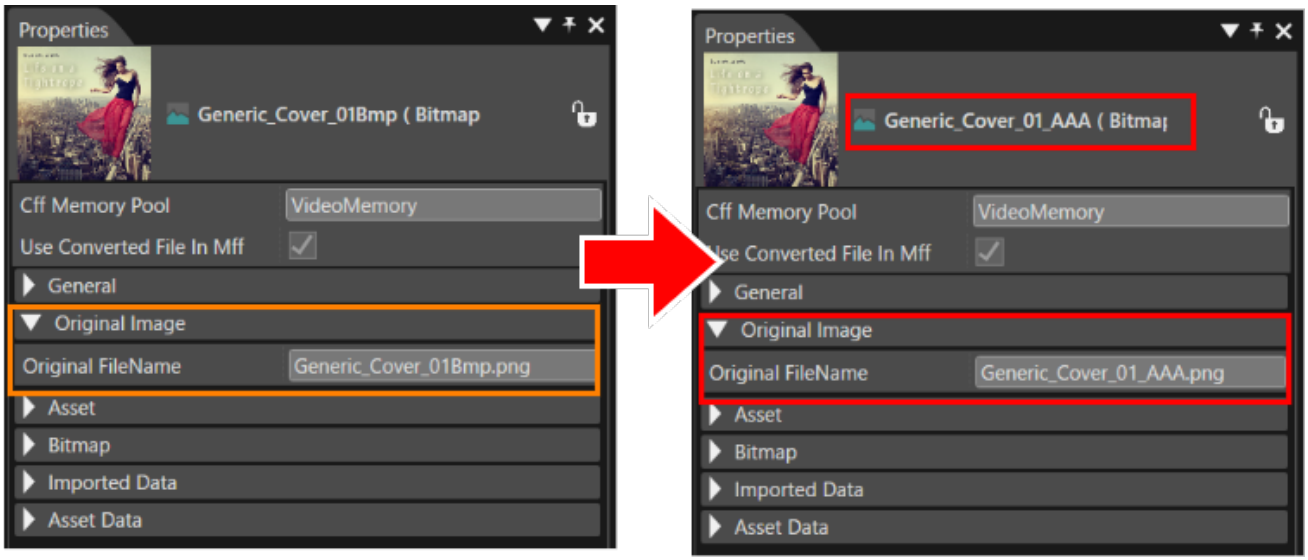
When an image file is imported using the File menu [ Import > Import Resources ], the original image file is retained along with the bitmap information file (*.bin file) used in Scene Composer.

> The original image file is not retained if the file format is FBX, glTF and so on, or if the file is imported using the **Smart Importer**.

### Original image file name

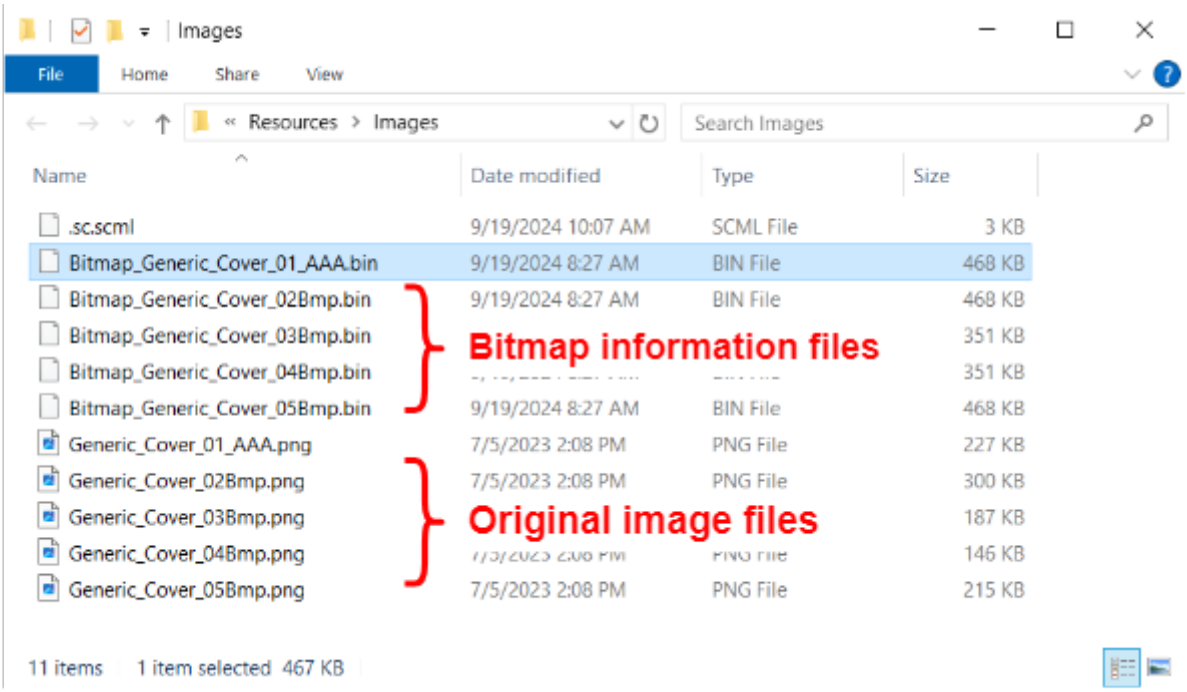
The original image file can be found in the [ Original Image ] section of the Properties panel of the imported resource. The original image file name is "the image information name" + "the original image file extension".

When the resource file name is renamed in Solution Explorer, the original image file name is also renamed.

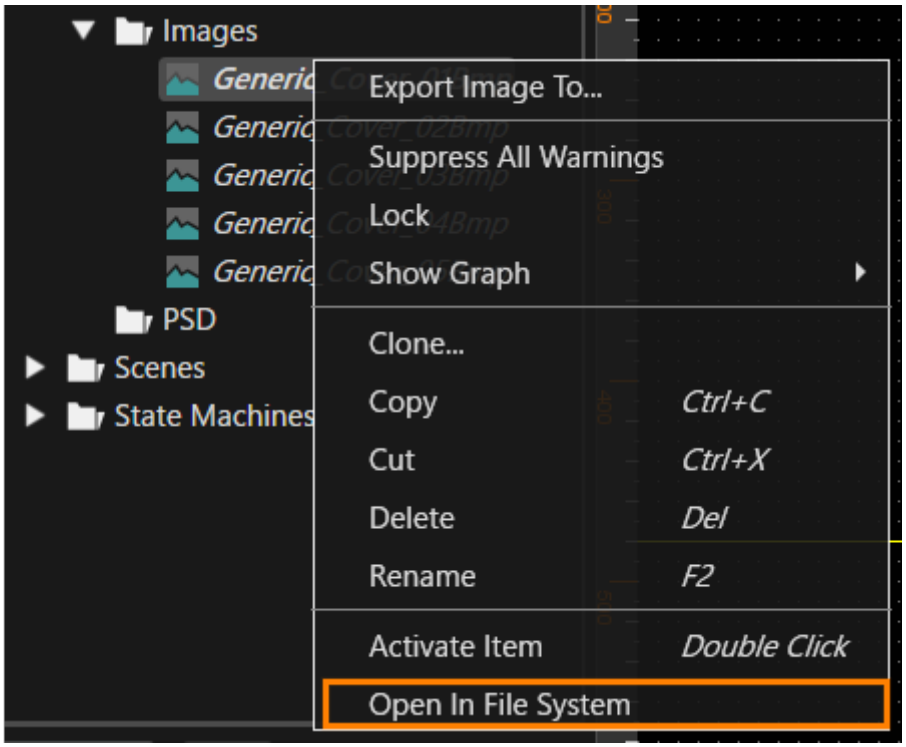



## Original Image File Location

Solution Explorer displays only the bitmap information file. The original image files are stored in the local Solution folder (the same location as the folder displayed in Solution Explorer).




Select a resource file in Solution Explorer and use [ Open In File System ] from the context menu to view its local location in Windows Explorer.

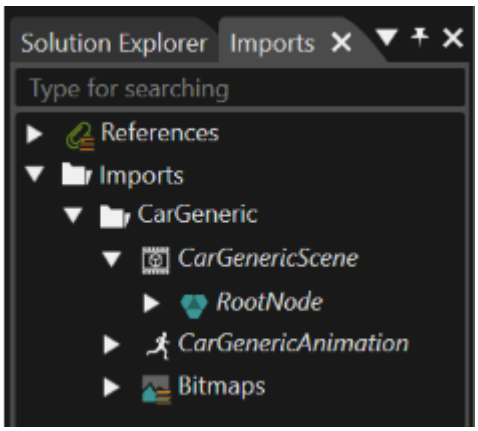



## Moving original image files

When you move an imported resource in Solution Explorer, the original image file is moved along with the locally stored bitmap information file.

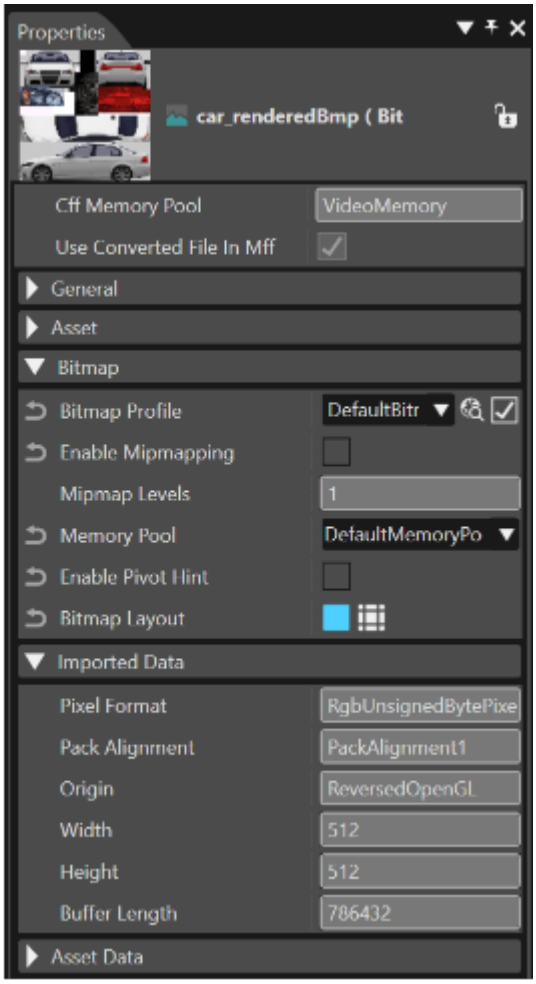
# Imports Panel

The Import panel can be shown or hidden by selecting "View > Libraries > Imports" from the menu bar. This panel displays imported resources in a hierarchical manner. They can be placed on the scene editor by drag-and-drop operations.




# Properties of Imported resources

When you select an imported resource either in Solution Explorer or Import panel, its properties are shown in Properties panel. Information about the selected resource is displayed in Properties panel.




## Clone, Delete and Rename Items

Imported resources can be cloned, renamed or deleted in the Solution Explorer panel. Right-click an imported item in the Solution Explorer and choose the desired option from the context menu. You can also right-click on a folder containing imported files to bulk delete them.

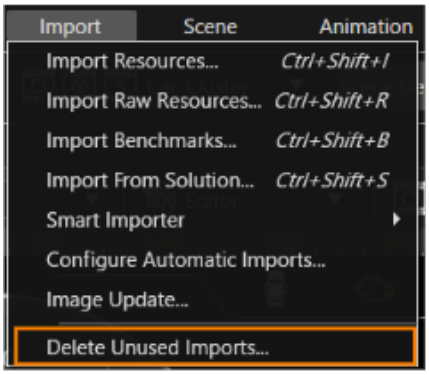
For further information refer to Solution Explorer Context Menu.

## Delete Unused Imports

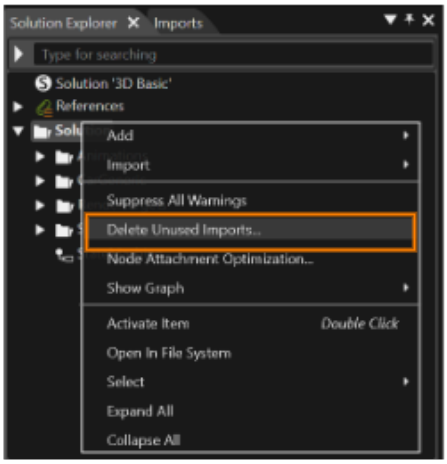
If there are unused imports or import parts, it is possible to clean up the solution by using the "Delete Unused Imports..." option. This option is available in the

- Import menu
- Solution Explorer

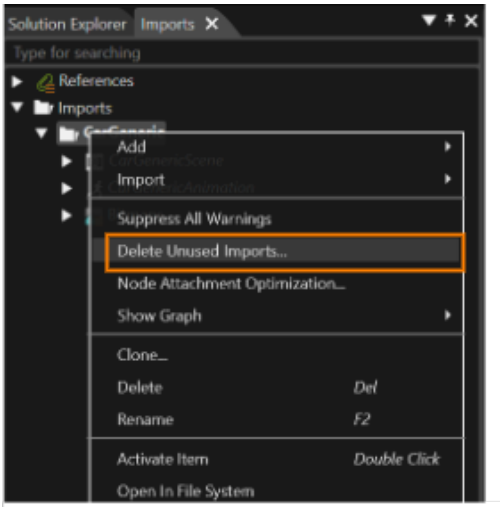
- Imports Panel




"Delete Unused Imports" Menu Option




"Delete Unused Imports" Context Menu Option via Solution Explorer

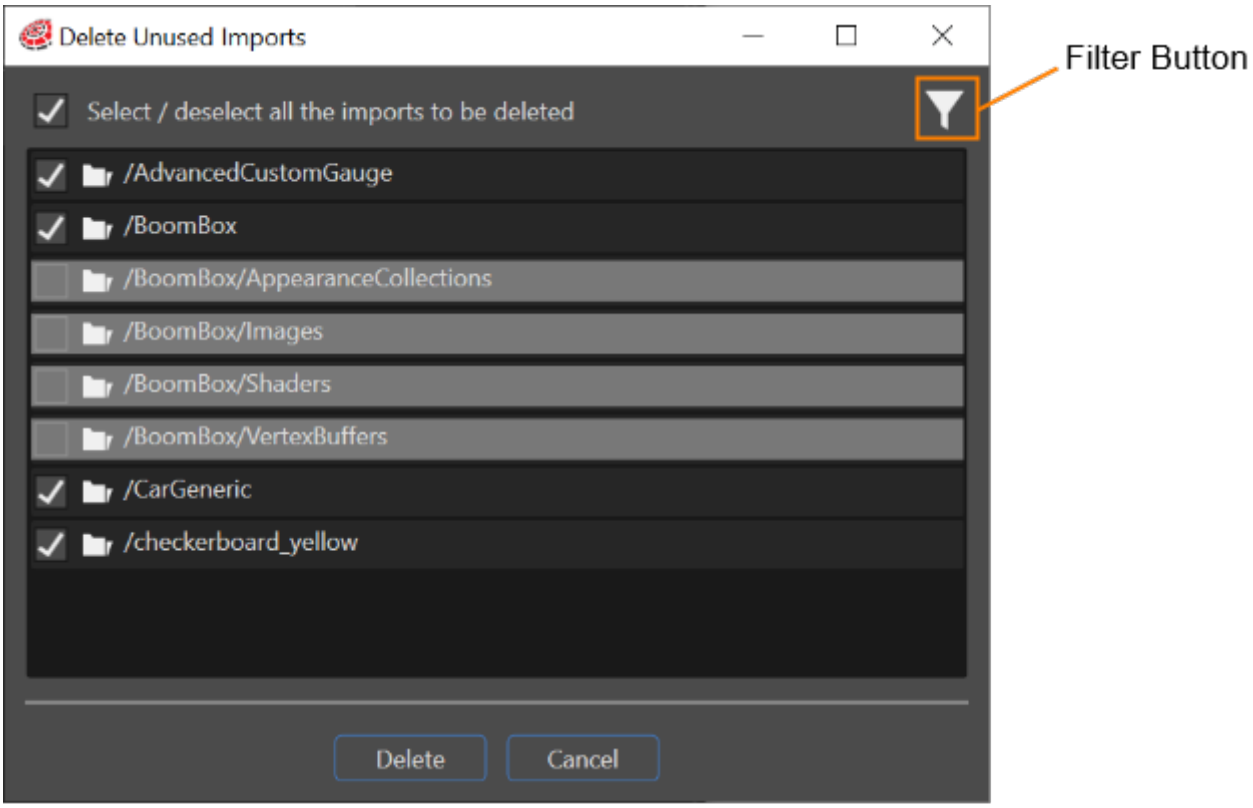



"Delete Unused Imports" Context Menu Option via Imports Panel

The "Delete Unused Imports" dialog will list all the imports from a solution.

> Import items that can be displayed and deleted as unused imports are images, raw resources, fonts, fragment shaders, vertex shaders, 3D model files, and scripts.

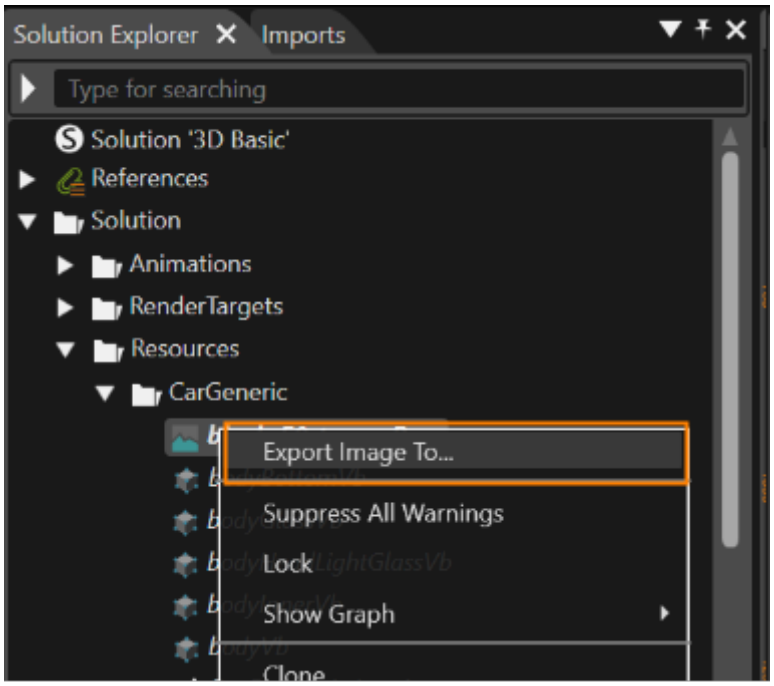
The filter button allows to hide/show the unused (= undeletable) imports. Tick the checkboxes for unused imports to delete them with the Delete button.




> If an import folder contains other folders or files, which are not imported, this folder won't be deleted. Only the imported files that are unused.

## Export Imported Images

If necessary, it is possible to export any imported image from solution to a .png file. This operation can be done through the context menu which is available when right click on any image. This operation can also be performed after selecting multiple image resources.




> The image can be exported even though it is locked.

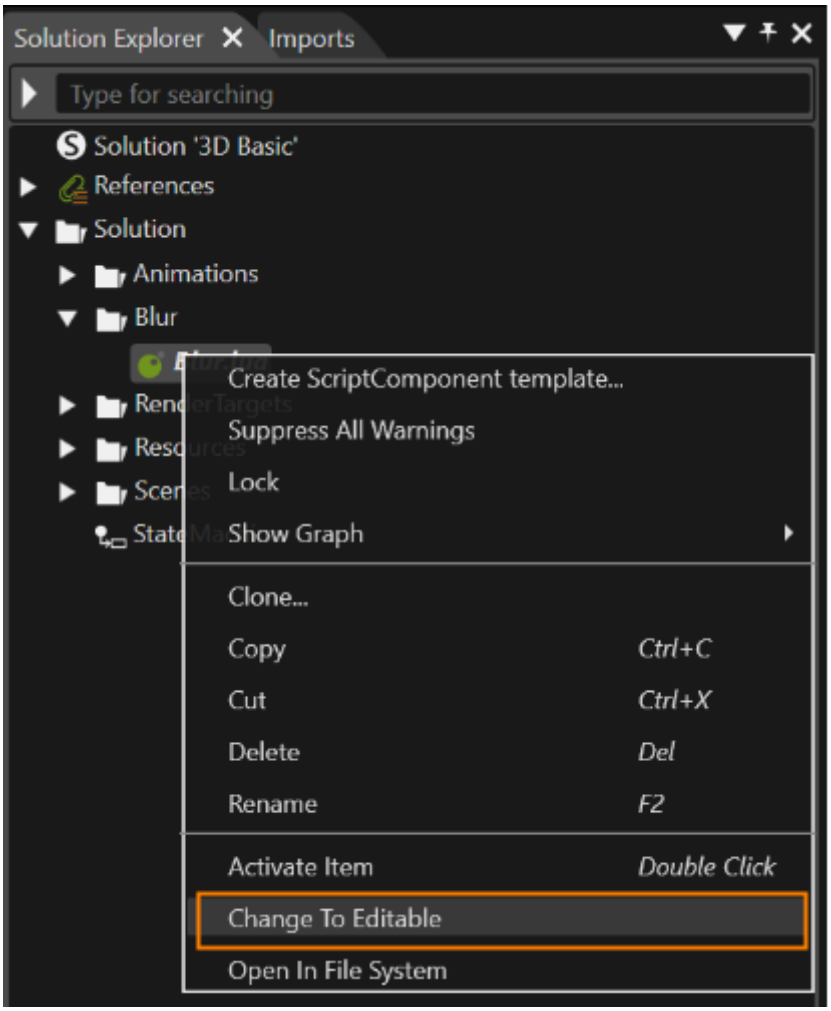
This export operation can be done in different contexts of the application:

- From Solution Explorer
- From Imports
- From Canvas Node
- From Canvas sprite
- From Billboard

> Currently the original image is exported, not the asset one.

## Edit an imported script resource

You can import any type of script by using the [ Import Resources... ] menu.
Imported scripts are read-only, but can be changed to editable format.
Select the target script in Solution Explorer and choose [ Change to Editable ] from the context menu.




> Please refer to Scripting for instructions on how to operate script resources.

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