

Packing textures with normal maps for Phaser with Texture Packer

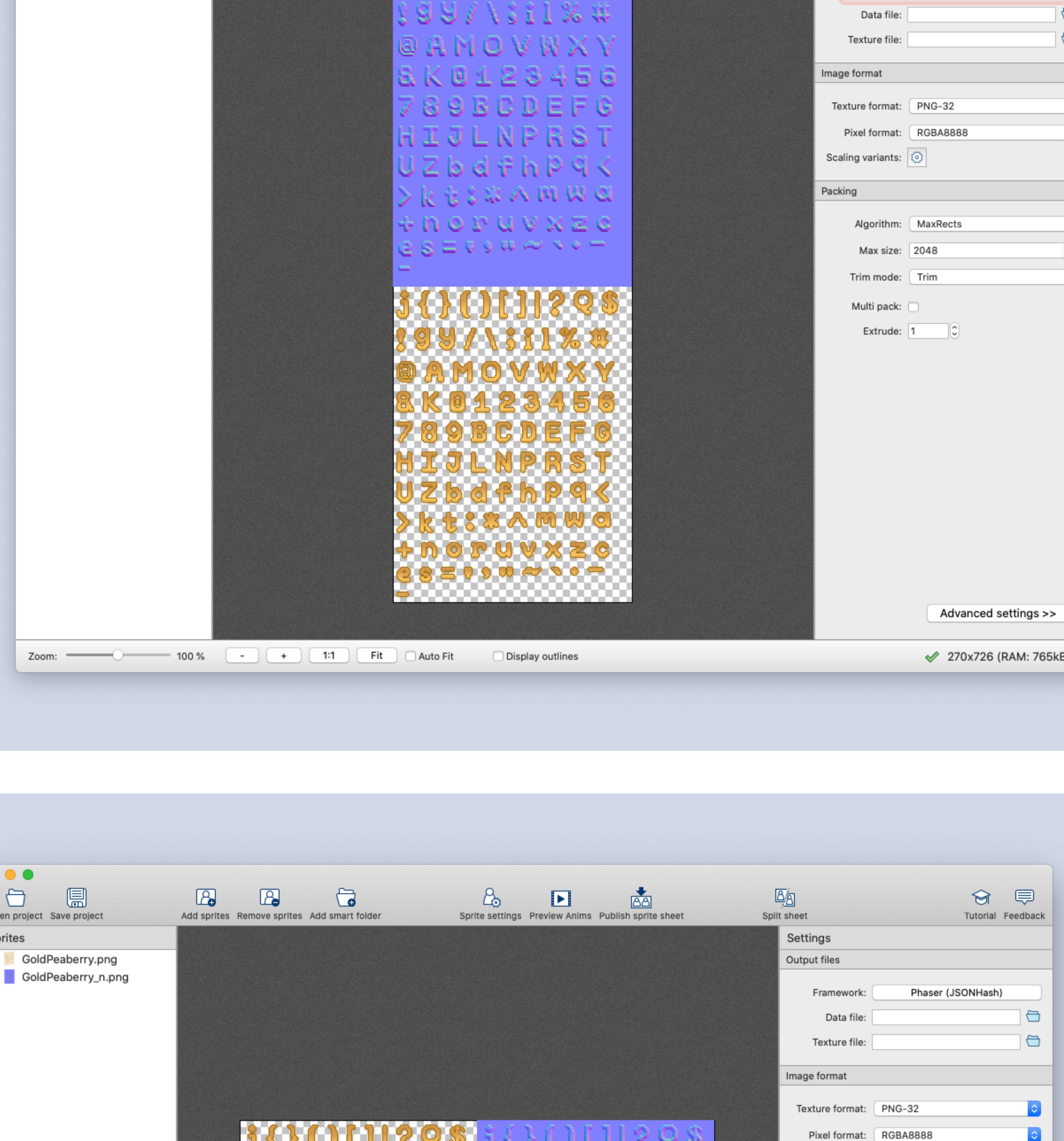
* Before Starting:
Make sure normal map file has same name as font texture file, with the suffix '_n' added

e.g. -
font texture = filename.png
normal map = filename_n.png

STEP 1:

Drag and Drop font texture and normal map .png into Texture Packer

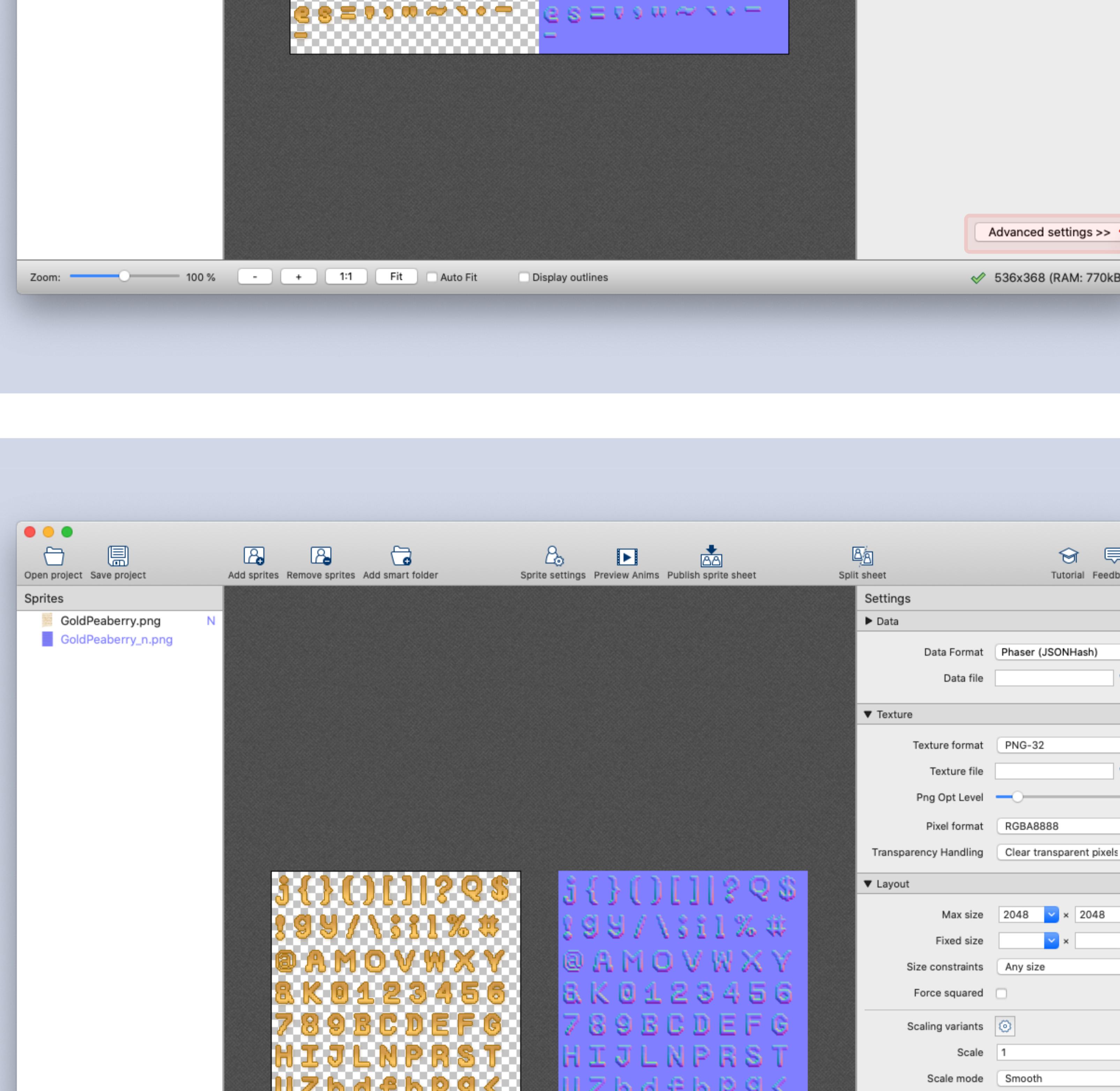
- Font texture file and normal map file should be listed under Sprites column after



STEP 2:

Select the framework you're using to set output file format

(This example is for Phaser)



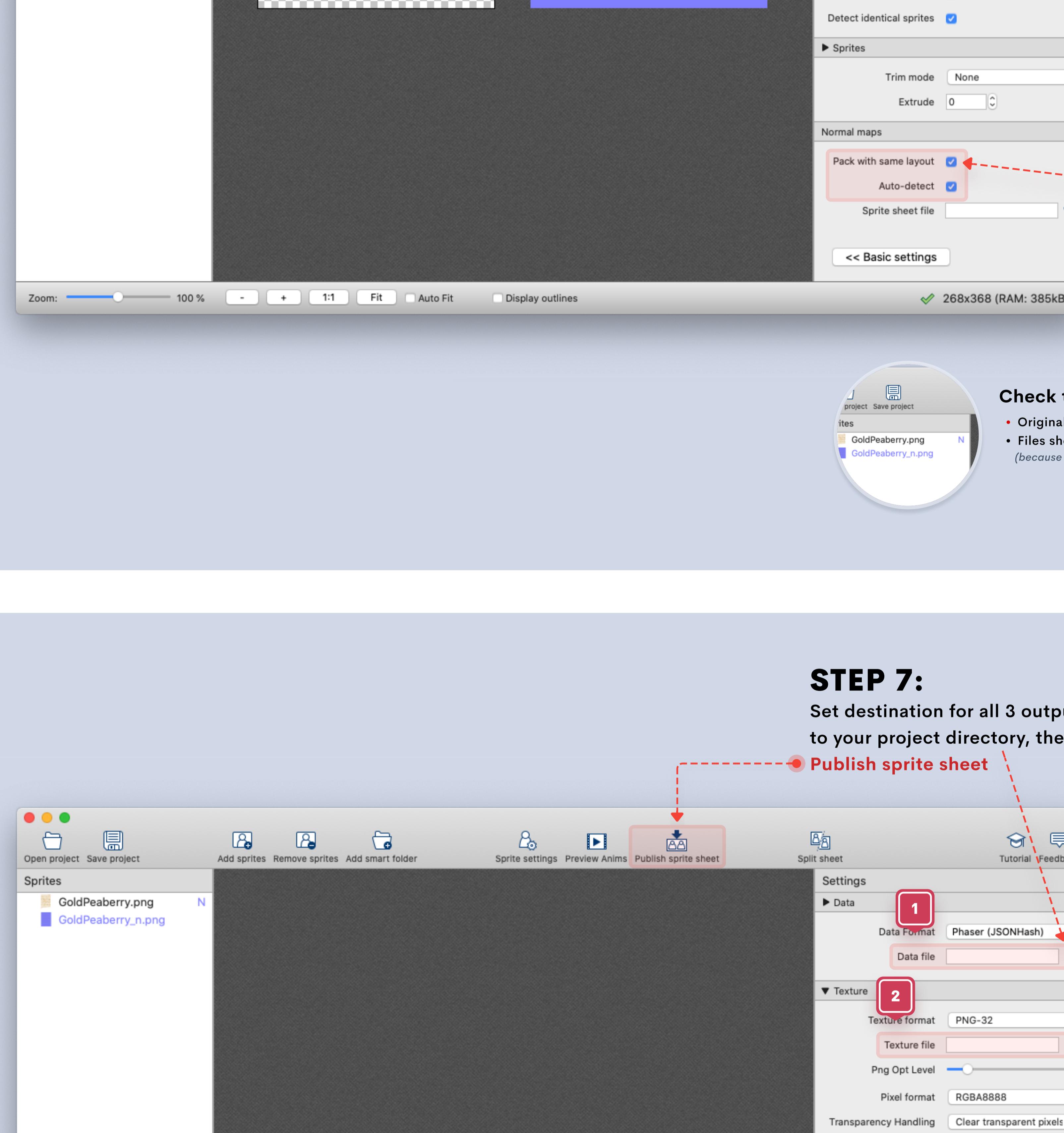
STEP 3:

Set "Trim mode" to None.

Arrangement of sprites in the preview window should change

STEP 4:

Set "Extrude value" to 0.



STEP 6:

Select the following:

Pack with same layout

Auto-detect

Check the **Sprites** column on the left after:

Original texture file should display a purple N

Files should no longer be touching in sprite preview

(because they should be getting packed into separate files instead of one file)

STEP 7:

Set destination for all 3 output files to your project directory, then click

Publish sprite sheet

You should end up with 3 output files:

1. Texture atlas file (.json)

2. Font texture file (.png)

3. Normal map file (.png)

Note for Phaser:

Use .xml file instead of .fnt when loading bitmap font texture with normal map.

```
15
16    preload() {
17        this.load.bitmapFont('gold-peaberry', ['GoldPeaberry.png', 'GoldPeaberry_n.png'], 'GoldPeaberry.xml')
18    }
19
```