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# iG Tile-Atlas Builder

## MANUAL

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The iG Tile-Atlas Builder allows you to quickly create an Atlas-Texture from smaller Unity textures or image-files, and save the new image/texture as PNG.

## Open the Tile-Atlas Builder

Window → iG Tile Tools → Tile-Atlas Builder

## Use the Tile-Atlas Builder

### Init

First set the Tile-side length in pixels. If you will insert textures with off-size side-lengths, they will be rescaled. Click "Init".

### Add textures/images

Then add textures/images to the Tile-Atlas, either by drag & drop textures from the Unity Editor or by loading an image-file. To load an image-file click "Insert tile from image file...". A file-selection dialogue will be displayed where you can select the image-file to load. Supported formats are PNG and JPG.

Another way to add tiles is to import an Image as Atlas. Click "Import Atlas...", select a PNG or JPG and set the Tile side-length, to define into how many tiles the image gets split up. Then press "Import Tiles" to import the tiles into your Atlas.

### Arrange the tiles

Textures within the Tile-Atlas can be arranged by drag & drop. Just drag one Tile to another one to swap their positions.

### Save

Once done, click "Save atlas" and select the location where you want to save your Atlas-Texture for further use.

### Export as Tile-Textures

This usually makes only sense when you imported an Atlas, e.g. if you want to save the imported Atlas as single tiles. To do this, simply click the "Export as Tile-Textures" button,

select a folder where to save the textures. Each tile will be saved as a separate texture (.PNG file). Right to the button you can enter the name that will be used to save the textures. For each filename a number will be added automatically.

## Misc.

The maximum size of the Tile-Atlas is 4096 x 4096 pixels. Hence, the maximum tile side-length you can set is 2048, for 2 x 2 tiles.

Need support?

Contact [support@iwabit-games.com](mailto:support@iwabit-games.com)