Read Me

Thank you for purchasing!

If you have any questions, issues, or feedback, then please e-mail me at: **carlos.wilkes@gmail.com**

Or post on the official forum thread at: **http://forum.unity3d.com/threads/217310-Sprite-Packer**

Or check out the YouTube tutorial here: **http://youtu.be/mz5sYa1JKBs**

Step 1 - Create a Sprite Atlas

To create a sprite atlas, right click anywhere in your **Project** window, and go to **Create / Sprite Atlas**.

Once done, you can choose the name of your atlas, and it will be added to your project.

Step 2 - Add Textures

To add a texture (or sprite) to your atlas, simply drag and drop it into the '**Add textures (Drag And Drop)**' area.

If you need to add multiple textures, then clicking the '**Add textures (Drag And Drop)**' area will open a window that allows you drag and drop multiple textures, as well as folders that contain multiple textures.

Step 3 - Update

Once you've finished adding textures to your atlas, click the '**Update**' button. This will pack all your textures into a single atlas/sprite sheet.

Step 4 - Make Your Game!

Now that you've packed your textures into a sprite sheet, you can click the '**Select**' button to view the packed sprites. You can drag these packed sprites into your scene to begin using them.

If your scene, project, or prefabs contain the unpacked sprites and you want to replace them with the new packed ones. Then simply click the 'Link' button, and they will automatically be replaced with the packed versions.

Settings

Auto Update

When you modify a texture that has been added to a sprite atlas, it will be marked in yellow. If you enable 'Auto Update', then the atlas texture will automatically be updated every time it detects a yellow/modified texture.

Force Square

If you enable this setting, then the generated atlas texture will have a matching width and height.

Defaults

Trim

When you add new textures to your sprite atlas, their 'Trim' setting will be set to this.

Pad Size

When you add new textures to your sprite atlas, their 'Pad Size' setting will be set to this.

Pad Style

When you add new textures to your sprite atlas, their 'Pad Style' setting will be set to this.

Textures

Select

Clicking this button will select the source texture, i.e. the original unpacked texture.

Find

Clicking this will select the packed sprites.

X

Clicking this will mark the texture for deletion, and will actually be deleted once you hit Update.

Pad Size

This allows you to set how far away from other sprites this sprite will be placed. This setting is very useful if you need to use mip-mapping, and your sprites often get scaled down a lot.

Pad Style

This allows you to set how the padded pixels will be filled in.

Transparent

This setting is useful if your sprites are standalone, e.g. a logo, or player sprite.

Clamp

This setting is useful if your sprite needs to be stretched to fill the whole screen.

Repeat

This setting is useful if your sprite will be used as a tiling background.

Trim

If you enable trimming then your sprite's transparent borders will be trimmed off. This setting will also preserve your old pivot settings, so it's very useful for character animation sheets.

Custom Pivot

This setting allows you to override the sprite's pivot, which is useful if your source texture doesn't contain sprite data.

Custom Border

This setting allows you to override the sprite's border, which is useful if your source texture doesn't contain sprite data.

Atlas

Update
Pressing this button will cause the sprite atlas texture to be updated.

Select
Pressing this button will cause the sprite atlas texture to be selected.

Link
Pressing this button will open the sprite linker, which will replace your old unpacked sprites with the new packed sprites.

Add Textures (Drag And Drop)
Pressing this button will open the drag and drop window, allowing you to add textures to an atlas without having it open.