Contents

Description

Program creates a sprite sheet that converts separate images into a single image. An atlas file (description of the location of each image on the sheet in xml form) is also created when the sprite sheet is saved.

Images

- Opened app
- File view (tree)
- Settings panel

- Sprite sheet preview (canvas)

Sprite sheet Settings

Width

Manually set the width of the sprite sheet.

Height

Manually set the height of the sprite sheet.

Auto-resize

Sprite sheet is sized to fir the images loaded automatically.

Loading images

This will open the file selection window where you can select one or more image files to add to the sprite sheet.

Save Sprite Sheet

This will open a file save dialog window to choose the location and name of the sprite sheet and atlas file. Note: The name of the sprite sheet will be the name chosen for the atlas xml file with a .png extension and located in same directory.

Create New Sprite Sheet

This will create a new empty sprite sheet and remove all previous sprites added before.

Exit Program

This closes the program.