

MUST FEATURES

load multiple image files
Create single image file (.png)
w/ loaded images
output XML file 'Atlas Sheet'
with data → U,V, coords

Want Features

load single image file w/
multiple sprites (spritesheet)
And compute U,V coords.

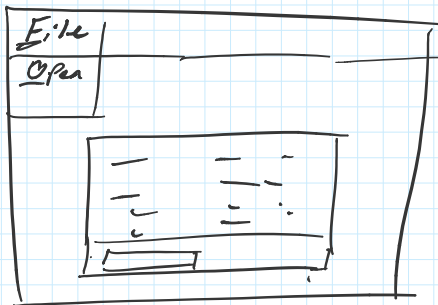
Ability to change XML
output.

Turn Background color
to transparent.

Packing / XML customization,
separate into groups, labels

load multiple image files

UI - File → Open Menu Bar



Use Windows File open Tool,
Store in collection for
Processing.

Drag AND Drop

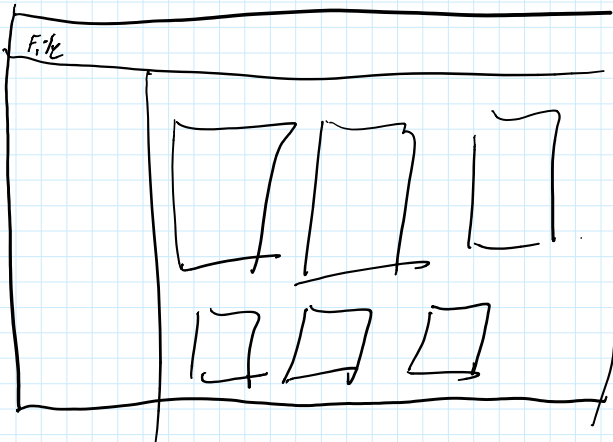
Potential Memory Prob if
just load images together.

load single image, copy to Result
Sheet, Then Kill image.

Process each file individually.

Logic:

First Bitmap (spritesheet) is specified size.
Ver. 1 - specify Sheet size Ahead of time.
* - have Bitmap re-size on Fly As more room
Needed.



File:
Select Image
Remove Images
Save Spritesheet

Select An Image:

User right-clicks An image,
A dashed rectangle is drawn around
image to signify selection.
V2: Multiple select?

Image Placement:

left-clicks Top-Right When move

Remove Image:

images Are re-ordered
in Spritesheet.

V2: Drag Drop Placement
so re-order not needed.
feature?

Added image, would be greater than
Sheet width (user?) move to next
row down.
v2: Click drag placement

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