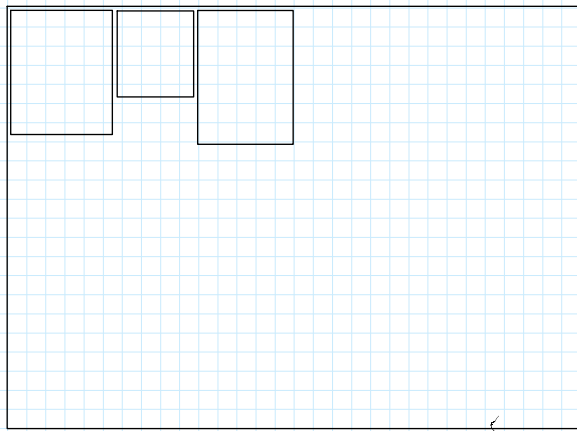


Image2 class
BitmapImage nBMP
string nFileRef

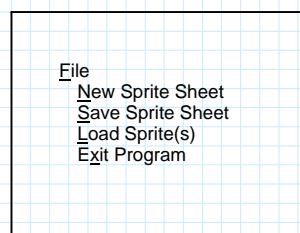
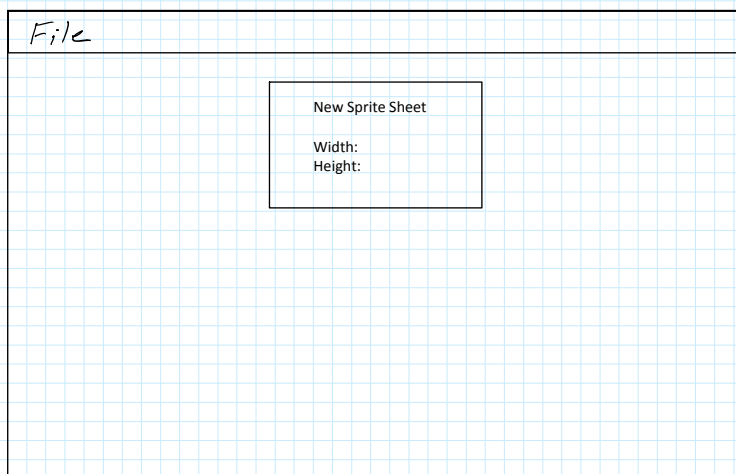


next X => if newImage Width + last image in sheet left + width
less than sheet Width:
X = last image left + width,
Y = last image Top
Else X = 0 (edge of canvas)
Y = highest (image height + top) in Previous Row
(lowest Image)

Need From User for New:
Sheet Width
Sheet Height

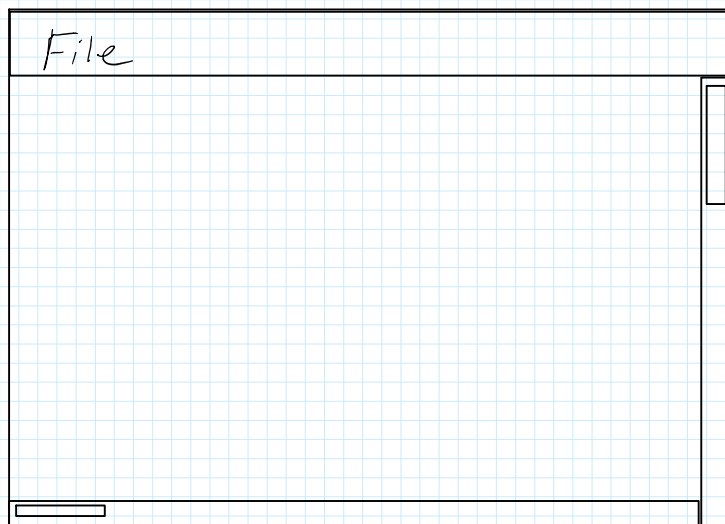
MENU:
New Sheet
Load Sheet (V2)
Save Sheet

STATES:
New Sheet Info
Load Images



Menu

New Sheet



ADD sprite

