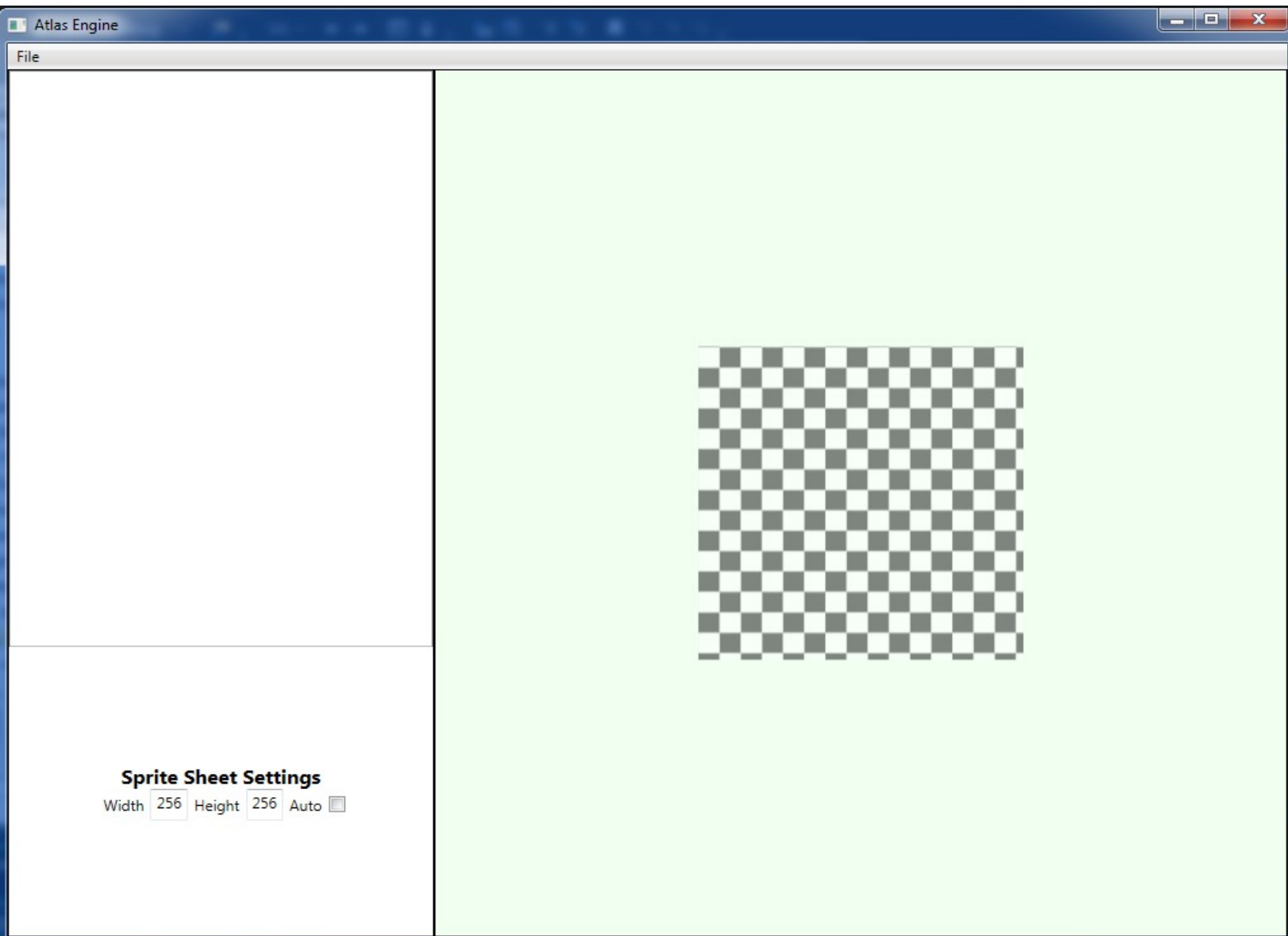
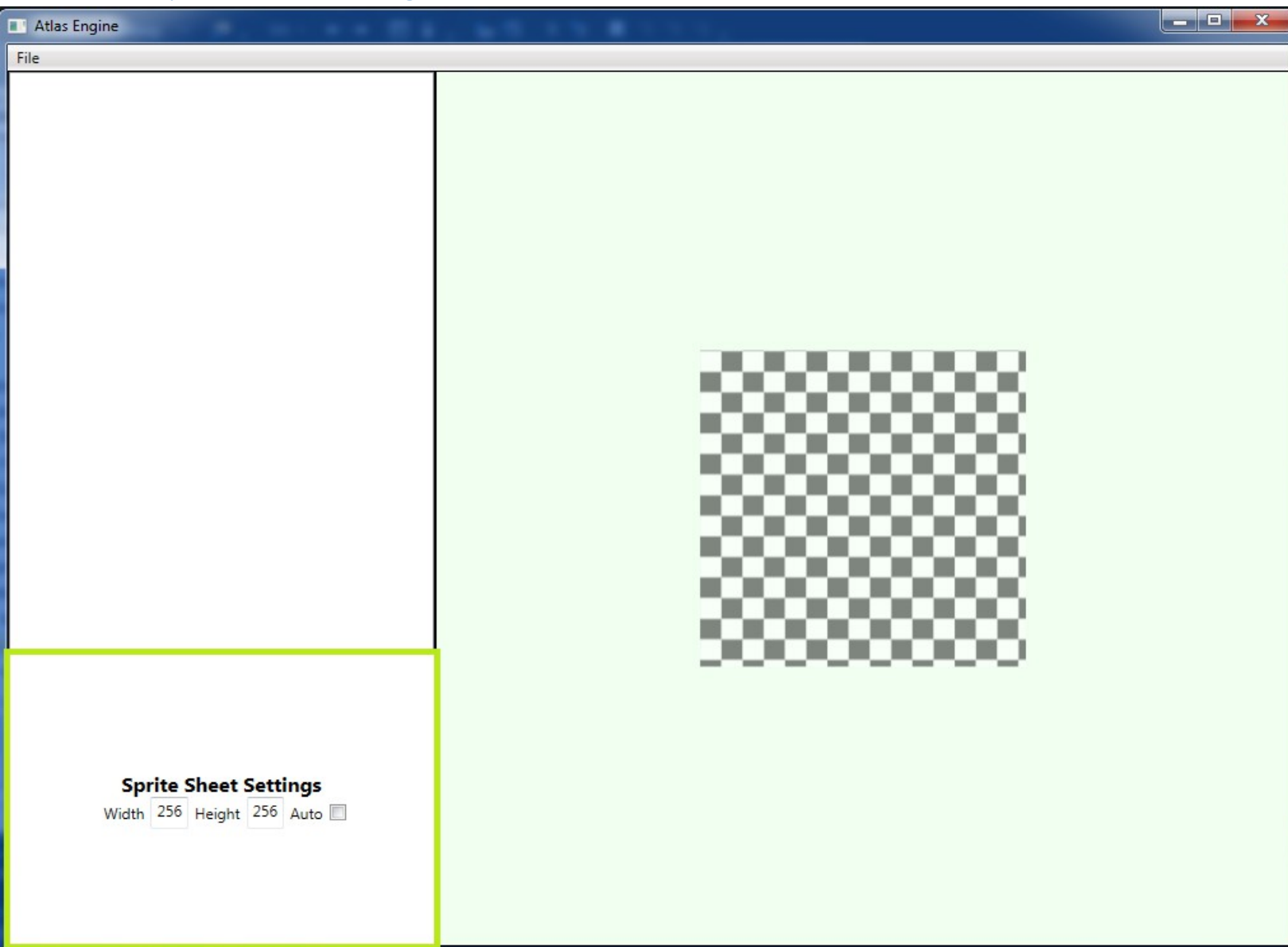


Atlas Engine

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.



Sprite sheet Settings



Width

Manually set the width of the sprite sheet.

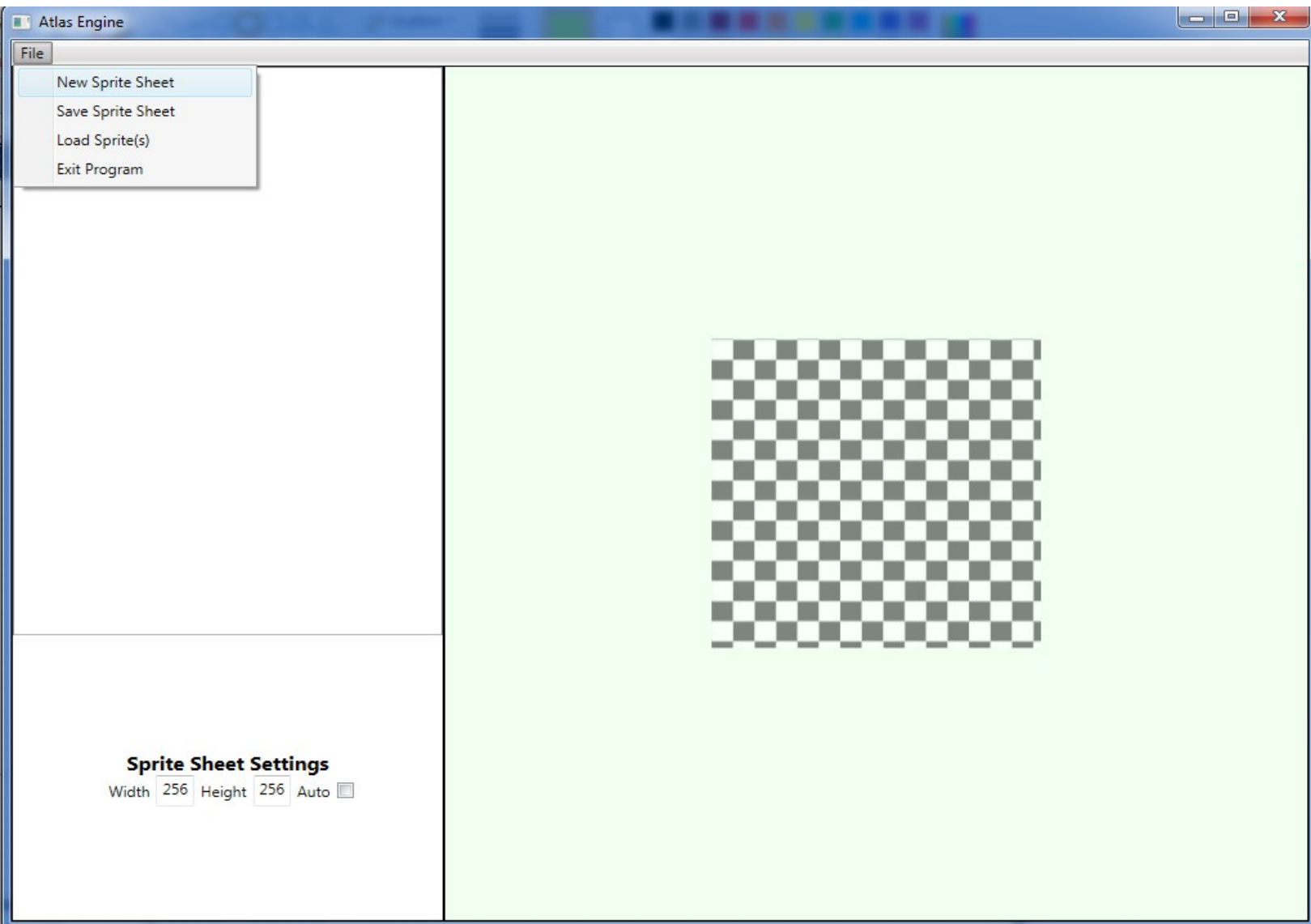
Height

Manually set the height of the sprite sheet.

Auto-re size

Sprite sheet is sized for the images loaded automatically.

File Menu



New Sprite Sheet

Create a new empty sprite sheet and remove all previous sprites added before.

Save Sprite Sheet

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.*

Loading Sprite(s)

Select one or more image files to add to the sprite sheet.

Exit Program

Closes the program.