# 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.