Atlas Engine

# Welcome

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-resize -** 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.

**Load Sprite(s)** - Select one or more image files to add to the sprite sheet.

**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.*

**Exit Program** – Closes the program.