

## Sprite Packer XML Specifications:

root node: TextureAtlas

Attributes:

SheetName - the name of the image that this file is a reference for.

child node: Sprite

Attributes:

name - the name of the original file that contained this sprite to be used for

reference

x - this sprite's x origin in pixels

y - this sprite's y origin in pixels

width - this sprite's width in pixels

height - this sprite's height in pixels