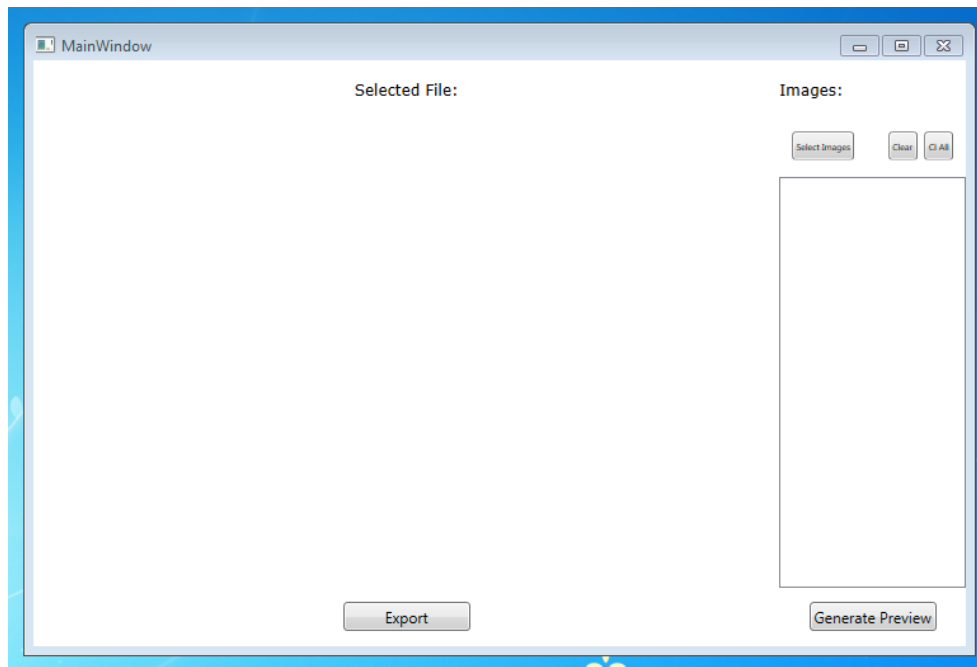
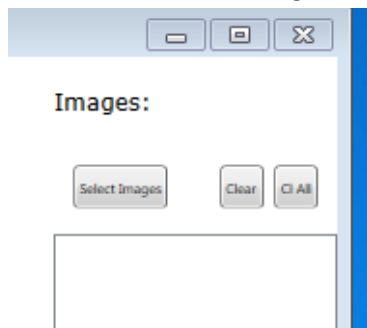


Sprite Packer Use:

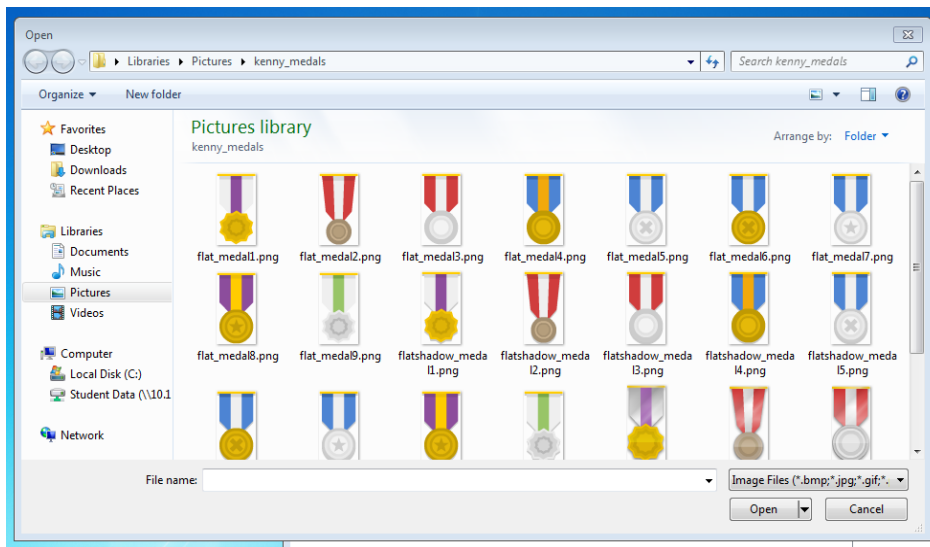
After starting the program you will be presented with this screen:



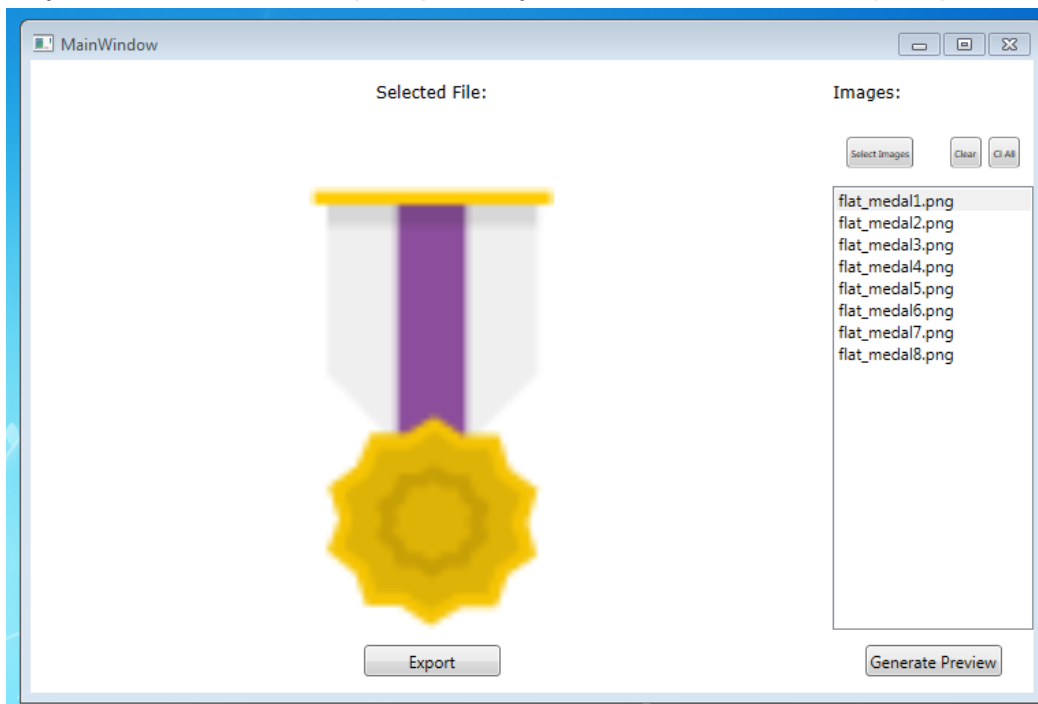
To make a sprite sheet you must first give the program images to work with:
First click "Select Images"



You will Be Presented with the open file dialogue, use it to select the file you want to add. you can do this repeatedly until you have added all the files you want to add, you can also select several images at once:



As you add assets to the sprite packer you can view them in the sprite packer itself:

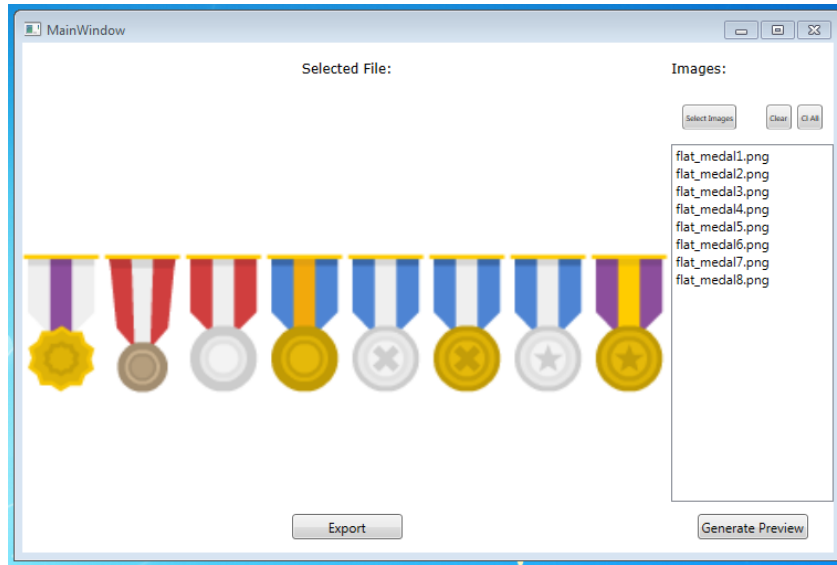


To change what image you are viewing you can select an item by clicking its name on the list to the right.

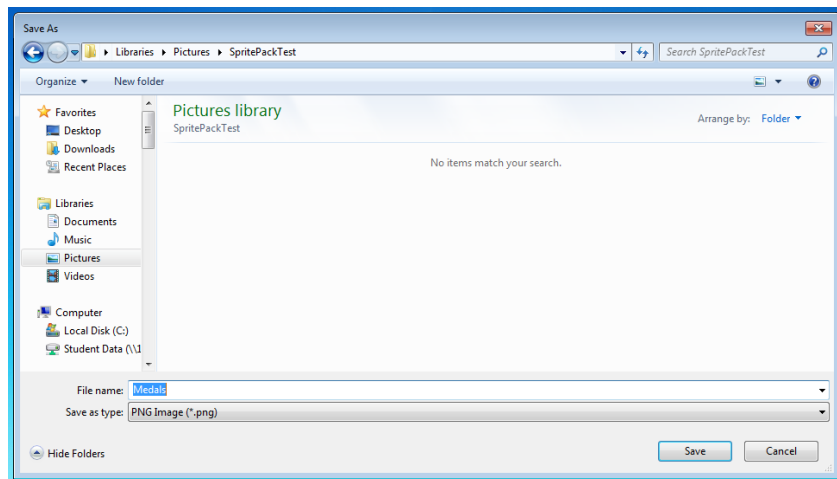
If you want to remove an item, select it on the list and press the “Clear” button located above the list.

You can clear all items and start fresh by clicking the “CI All” button located above the list. You will be presented with an “Are you sure?” dialog box, click yes to go through with the action or no to cancel.

If you want to see what your sprite sheet will look like you can click the “Generate Preview” button below the list. This will generate the image and put it onscreen:

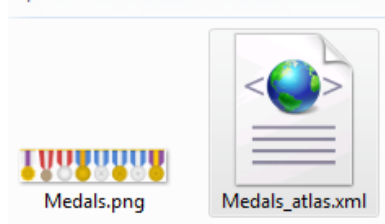


To export your file click the “Export” button located below the displayed image; you will be shown a save file dialog:



Use this to select where you want to save your sprite sheet, and the name of your spritesheet.

The spritesheet will be saved in two parts:



The png containing the image data, and the Xml file containing the positions of each image.