

XML Design Documentation

```
{
```

```
//Set up the file for exporting//
```

```
int lastIndex = fName.LastIndexOf('\\');  
string file = fName.Substring(lastIndex + 1);  
lastIndex = file.LastIndexOf('.');  
string xml = "";  
if(file != "")  
{  
    xml = file.Substring(0, lastIndex) + ".xml";  
}
```

```
//create the document to create xml//
```

```
XmlDocument doc = new XmlDocument();  
XmlDeclaration xmlDec = doc.CreateXmlDeclaration("1.0", null, null);  
doc.AppendChild(xmlDec);  
XmlElement Atlas = doc.CreateElement("TextureAtlas");  
Atlas.SetAttribute("ImagePath", file);
```

```
// call the x and y positions, and the width and height. convert X, Y, Width, and  
Height into string to get numbers.//
```

```
for (int i = 0; i < images.Count; i++)  
{  
    XmlElement SpriteChild = doc.CreateElement("sprite");  
    string x = images[i].X.ToString();  
    SpriteChild.SetAttribute("X", x);  
  
    string y = images[i].Y.ToString();  
    SpriteChild.SetAttribute("Y", y);  
  
    string width = images[i].images2.Width.ToString();  
    SpriteChild.SetAttribute("Width", width);  
  
    string height = images[i].images2.Height.ToString();  
    SpriteChild.SetAttribute("Height", height);
```

```
        Atlas.AppendChild(SpriteChild);  
    }
```

SpriteChild = Child of the spriteSheetImage

doc = XML document

fName = file name for insertion