

# How to use Sprite Sheet

1. Open application
2. Click “select files” button
3. select picture.
4. Repeat step 2 and 3 as many times as necessary
5. click “export file” or “export XML”
6. name image and add “.png” if using “export files” or “.xml” if using “export XML”
7. Save image to selected destination.
8. Follow these steps and you’ll fully use the maximum potential of the SpriteSheet!

## UI Testing:

Started: 5/12/2015

Ended: N/A

## Upgrades in v1.1:

- Deletion of files from the computer
  - Ability to choose image type
  - Selection of multiple files
  - a Top Menu Bar