Tiled Texture Pack Tool

Tiled Texture Pack Tool generates tiled texture files for the Tiled Resources 11 example implementation.

# Building the Tiled Texture Pack Tool

The included project files for Visual Studio 2008 and Visual Studio 2010 are used to build the tool. There is a 32-bit, x86 build and a 64-bit, x64 build; the 64-bit build is recommended. Note that the debug build runs much more slowly than the release build.

# Usage

Tiled Texture Pack Tool supports the command-line options shown in the following table.

If you run the tool with no options, it defaults to a height and width of 16384 and big-endian byte order.

|  |  |
| --- | --- |
| Option | Description |
| /help or /? | Displays the supported command-line options. |
| /width size | Specifies the width of the output textures; size must be between 128 and 16384, inclusive. |
| /height size | Specifies the height of the output textures; size must be between 128 and 16384, inclusive. |
| /endian [intel|ppc] | Specifies how bytes are ordered in the output files, either little-endian (Intel) or big-endian (PPC) |

# Output Files

The tool outputs 3 files: s\_diffuse.sp, s\_normalmap.sp, and s\_heightmap.sp. These 3 files should be copied into the working directory of the Tiled Resources 11 application on your PC.

# Memory Consumption

Using its default settings (16384×16384 textures), the tool consumes over 2 GB of memory while running. Normally, this is not possible in a 32-bit executable, but for this project, the 32-bit build is marked as being able to handle large addresses (**/LARGEADDRESSAWARE**). If the 32-bit executable is not run on a 64-bit operating system or a 32-bit operating system with the boot switch **/3GB** enabled, the tool may crash with an out-of-memory error. It is recommended that you run the 64-bit build of the tool on a 64-bit operating system.

# Licensing

The Tiled Texture Pack Tool is subject to the same EULA as the DirectX SDK (June 2010) release.

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