

# XML Design Specifications

**Declaration:** version=1.0, encoding=utf-8, standalone=yes

**Root Node:** TextureAtlas

- Attributes:

- - imagePath...file name and extension of sprite sheet file

- **Child Element:** SubTexture

- Attributes:

- - name.....identifies individual image(file name and extension)

- - x.....X coordinate of image origin

- - y.....Y coordinate of image origin

- - width.....width of image

- - height.....height of image