

TexturePacker release notes

Version 4.3.3 2017-01-12

- New: Added old css exporter as css-simple
- Fix: CSS exporter can now handle files in sub folders
- Fix: License activation deactivates the computer if the hardware was changed

Version 4.3.2 2016-11-18

- Fix: CSS exporter contains invalid values when sprite size matches sprite sheet size

Version 4.3.1 2016-11-18

- Fix: Problem with code signing
- Fix: Crash in scaling variants

Version 4.3.0 2016-11-10

- New: LibGDX: Export one data file for all multi-pack textures
- New: Unity, LibGDX: Support for 9-patch scaling
- New: CSS exporter: Support for Retina / HighDPI sprites, editable media query
- New: CSS exporter: Responsive images (div)
- New: CSS exporter: Option to set path to sprite sheet image
- New: CSS exporter: Option to add prefix to css class names
- New: CSS exporter: Using template engine to allow modifications
- New: ATF files: Added support for ETC2
- New: PVR files: Added quality settings for ETC2
- New: Normal maps: Pack normal maps with transparent background (can now be used for other map types, e.g. light maps)
- New: Layout: Option to align sprites to a grid in polygon mode
- New: UI: Panning with middle mouse button
- New: UI: Sprite tree view supports copying sprite names to clipboard
- New: UI: Warning if POT size constraint conflicts with maximum texture size
- New: UI: Only display relevant scaling presets
- New: Custom exporters: Support for custom parameters (string and bool) available from UI and command line
- New: Custom exporters: Defining scaling variant presets
- New: Custom exporters: Defining default values for paddings, trimming, size constraints
- Fix: Avoid possible negative vertex coordinates in polygon mode
- Fix: Crash / hang when changing global scale factor
- Fix: Crash when closing TexturePacker after opening color dialog in preferences

Version 4.2.3 2016-08-04

- Fix: EaselJS exporter (wrong sprite name for animation frames containing numbers)
- Fix: Basic settings UI is default on first startup
- Fix: Optimized smooth scaling
- Fix: Floating point precision

Version 4.2.2 2016-05-31

- New: number-aware sorting of sprites
- Fix: wrong size constraints check
- Fix: improved packing (common divisor)
- Fix: multi-pack file name warnings
- Fix: SpriteKit problem when using flash files
- Fix: non-fitting sprites in polygon mode
- Fix: automatic resize of main window to very large width
- Fix: command line client: wrong dither type check
- Fix: command line client: removed deprecated --autosd-variant
- Fix: command line client: premultiply alpha

Version 4.2.1 2016-05-04

- Fix: Basic Settings interface
- Fix: Polygon tracer crash
- Fix: Show display outlines

Version 4.2.0 2016-04-27

- New: Added button to set Animation Previewer's background colors
- New: Added hardware compression for PVR files: PVRTCII, ETC2, DXT1/5 (windows only)
- New: Added PNG-8 as texture format
- New: Added option to store ETC1 compressed alpha channel in PVR and PKM files
- New: Improved display of errors / warnings
- New: "Force Word Aligned" is now in "Size Constraints"
- New: Removed unused functionality from UI, still available from tps files (DPI, HeuristicMask)
- New: Added simplified user interface for beginners
- New: Framework selector on first start
- New: Export all data files as UTF-8
- Fix: EaselJS/CreateJS animation frames
- Fix: TexturePacker now runs on case sensitive file system on MacOS
- Fix: Overlapping sprites in preview (RGB565 + polygon packing)
- Fix: Crash in polygon tracer with 1 pixel wide sprites

- Fix: Cocos2d-x smart update works again
- Fix: Fixed naming of PVRTC compression modes: PVRTC2 -> PVRTCI_2BPP_RGBA, PVRTC2_NOALPHA -> PVRTCI_2BPP_RGB, PVRTC4 -> PVRTCI_4BPP_RGBA, PVRTC4_NOALPHA -> PVRTCI_4BPP_RGB

Version 4.1.0 2016-03-08

- New: Pivot/Anchor point editor (Unity, Cocos2d-x, Generic exporters)
- New: Animation previewer
- New: Cocos2d-x: Optional header + source files with sprite and animation definitions
- New: Cocos2d-x: Writing pixel format and premultiply alpha in data file
- Fix: Spine: Updated .atlas format
- Fix: Custom file dialog to prevent crash on systems with AlienRespawn / Dell Backup And Recovery installed

Version 4.0.2 2016-02-02

- New: Exporters for Phaser, PixiJS, MelonJs available in free version
- New: Latest PVRTexLib, now dynamically linked for easier replacement
- New: Integrated crash reporter (Windows version)
- Fix: Crash with normal maps + identical layout packing
- Fix: Polygon packer: fixed endless calculations in some very special cases
- Fix: Unity: Texture size is divisible by 4 in polygon mode
- Fix: ATF minimum mipmap size set to 16 to avoid crashes in ETC1 compression

Version 4.0.1 2015-11-11

- Fix: Corona: Jittering sprites when trimming enabled
- Fix: Accidental reset of "force identical layout" flag
- Fix: Crash in "Enter license key" dialog

Version 4.0.0 2015-11-05

- New: Polygon mesh optimizer + polygon packing (Unity, Cocos2d-x)
- New: Removed framework selector, added recent files to center screen
- New: Improved default values for padding, extrude, trim margin
- New: Replaced "inner padding" by "trim margin" (see <https://www.codeandweb.com/blog/2015/09/16/reducing-sprite-artifacts-with-trim-margin>)
- New: Cocos2d-x: export plist format version 3, added polygon mesh data
- New: Cocos2d: export plist format version 3
- New: Unity: better escaping of special characters in sprite names
- New: MelonJS: added exporter
- New: LibGDX: Added size property
- New: Support variant name {v} in texture sub path

- New: Make "sprite sheet only" exporter usable in free version
- New: Updated license activation dialog
- New: Normal map packing in polygon mode
- Fix: Problem with sidebar layout
- Fix: Mandatory data file for JSON exporter
- Fix: Unicode problem in PSD file names
- Fix: Resizing of background image
- Fix: ALPHA pixel format export PVR format
- Fix: Fixed crash when loosing focus on startup
- Fix: Fixed handling of empty sprites
- Fix: Phaser: CropKeepPos now sets trimmed=true in the json data formats

Version 3.9.4 2015-09-07

- Fix: Improved usability of framework selection dialog
- Fix: Occasional crash

Version 3.9.3 2015-09-04

- New: Command line option --prepend-folder-name
- New: Sort sprite tree view alphabetically
- New: Starling xml: added texture size attribute
- Fix: Crash when opening invalid tps file
- Fix: Don't overwrite PVR version when passing tps file on command line
- Fix: Unexpected changes in smart update hash
- Fix: PVRTC4 tooltip

Version 3.9.2 2015-07-09

- Fix: no "save changes" dialog for unmodified projects
- Fix: erroneous change of dithering type to FloydSteinberg
- Fix: broken layout when combining "force identical layout" with "crop, flush position"

Version 3.9.1 2015-06-25

- New: Writing uncompressed ATF files by default, added option to enable compression. Compressed ATFs might create artifacts on several devices with the current Flash version.
- Fix: Wrong tooltip
- Fix: PVRTC formats are now selectable with PVR V3

Version 3.9.0 2015-06-19

- New: 8bit PNGs using PngQuant (output format INDEXED)
- New: PVR V3 format support, PVR V2 is now deprecated

- New: Spritesheet-only exporter
- Fix: .svg removed from trimmed sprite name

Version 3.8.0 2015-05-27

- New: Multipack for basic algorithm
- New: Updated EaselJS exporter (multi-pack, animations)
- New: Support for wave engine
- New: Support for panda
- New: Custom exporters with own icons (exporter.png)
- New: License agreement (support mails via Zendesk instead of FogBugz)
- Fix: extruded sprite size in ogre exporter
- Fix: wrong tooltip in UI
- Fix: Double clicking .tps files
- Fix: more robustness against ssl errors
- Fix: missing sprite frames in SWF files

Version 3.7.1 2015-04-07

- Fix: bug causing high cpu load
- Fix: typos in tooltips

Version 3.7.0 2015-03-31

- New: Normal map packer mode: Pack normal map images on separate sprite sheet using same layout as main sprite sheet

Version 3.6.0 2014-12-18

- New: Better framework selector with filtering
- New: Visual clue for show advanced / hide advanced settings
- New: Exporter for Spritekit/Swift
- New: Exporter for Phaser.io (JSON hash + array)
- New: Exporter for ShiVa with JPSprite
- New: Exporter for OPTPix SpriteStudio
- Fix: Using high dpi icons for treeview
- Fix: Spritekit/ObjC header file creation
- Fix: Smart update hash avoid re-building sprite sheets when called on different folders.
- Fix: TexturePacker warns about not writing into Unity's assets folder when using in path

Version 3.5.3 2014-10-27

- New: Support for ATF textures with no mipmap levels
- New: Added warning for PVRTC2/4 when writing non squared textures

- New: Removed size constraint force NPOT which was added because of a bug in iOS 3 and 4
- New: Default size constraint is now AnySize (command line)
- New: Added @3x scaling preset for SpriteKit
- Fix: Reduce border artifacts for ATF pixel formats does not trigger quant_nn error
- Fix: Save defaults: Overwriting of allow rotation and size constraints with defaults from the exporter
- Fix: PVRViewer can display content protected PVRs
- Fix: Re-enabled "Install commandline tools" menu item
- Fix: Double clicking .tps files
- Fix: Flickering on startup

Version 3.5.2 2014-10-02

- New: Added option --mipmap-min-size to write mipmap levels (ATF only)
- Fix: PVRTC4 can now be selected for ATF
- Fix: Set ETC1 default quality level to fast
- Fix: Quality settings for ETC1/PVR
- Fix: Removed 2048 texture size restriction from ATF

Version 3.5.1 2014-09-27

- New: Enabling non-squared PVRTC textures
- Fix: Artifacts on PVRTC, ETC1, DXT1, RGB888, RGB565 with semi transparent images
- Fix: Writing compressed ATFs instead of raw data (PVRTC4, ETC1, DXTn)

Version 3.5.0 2014-09-26

- New: Write sprite sheets as ATF (Adobe Texture Format)
- New: Added option to convert a project to another framework
- New: Data file for XML and JSON is now optional, allowing texture only exports
- New: Activate license key from command line
- New: Pixel format "Alpha" for all formats, "Alpha+Intensity" for png and webp
- New: PNG-optimization level 1 now writes 8-bit pngs, level 2..7 use pngopt
- New: Default png optimization level to 1
- New: Force word aligned is now default for cocos2d
- New: Option to set PVR compression quality from command line and GUI
- New: Updated PVR compression library
- New: Scaling variant presets for V-Play
- New: Added warning for unity if texture and data file paths do not match
- Fix: Fixed trimming of sprites which left over 1 transparent row in some cases
- Fix: Unity, XML, JSON: Avoid writing "NaN" value in pivot point when sprite size is 0
- Fix: Dither format does not automatically change to Floyd/Steinberg after loading tps file
- Fix: Reveal in explorer now works with paths containing spaces

Version 3.4.0 2014-08-07

- New: Improved User Interface
- New: Re-grouped settings in 4 categories: Data, Texture, Layout and Sprites
- New: Framework selection dialog
- New: Exporter for Unreal Engine (≥ 4.4) / UE4 Paper2d
- New: Exporter for MonoGame / XNA
- New: Exporter for Spriter (Animation software)
- New: Exporter for Spine (Animation software)
- New: Tresensa Exporter now supports trimming
- New: Shortcuts for zooming CMD+0 (fit), CMD+1 (100%)
- New: Framework selector on startup
- New: Set pivot points for xml and json exporters
- New: Sprite selection in main window and tree view are synchronized
- New: Enhanced feedback dialog
- New: Option to prepend top level smart folder name as part of the sprite name
- New: Added menu to change layout of workspace
- New: New icons, flat look
- New: PVR viewer can now save jpg and png images
- New: Renamed AutoSD to Scaling variants, improved dialog, added documentation
- New: Support for with MacOS X 10.10 Yosemite
- Fix: Accessibility on Windows and Mac (high contrast modes etc)
- Fix: Sprites are ordered ascending by name in multipack
- Fix: Better compatibility with 4k displays
- Fix: Popups honor screen bounds

Version 3.3.4 2014-05-08

- New: Exporter for Molecule Framework
- New: Support of 4k displays on Windows 8.1
- New: "Window" menu to switch between top-level windows
- New: Button to reset all TexturePacker application settings
- New: Use system proxy for network access
- Fix: Problem with hidden Multipack checkbox in essential mode
- Fix: Crash in AutoSD dialog

Version 3.3.3 2014-04-17

- New: Improved packing when using multipack + POT
- New: Better input field order when using TAB key for navigation
- New: Improved file timestamp check for smart update

- New: Updated Windows installer
- Fix: Crash when closing TexturePacker
- Fix: "Install Command Line Tool" no longer creates unwanted subdirectories
- Fix: Enforce sprite sheet update when enabling/disabling "auto alias"
- Fix: Minor GUI updates, better error messages and fixed typos

Version 3.3.2 2014-03-28

- New: Sprite sheet exporter for Unity - see <http://www.codeandweb.com/texturepacker/unity>
- New: Configurable sprite pivot point (Unity only)
- New: More responsive UI when aborting creation of very large sprite sheets
- Fix: UI bugs when using multiple monitors, AutoSD, tooltips
- Fix: Crash when closing TexturePacker

Version 3.3.1 2014-03-07

- New: Support for webp image format
- New: Starling / Sparrow exporter: Support for rotated sprites
- New: Export of compressed TIFF images
- New: Generic exporter: new values available: settings.tpsName texture.size, texture.absoluteFileName, texture.trimmedName, texture.fullName
- New: Generic exporter: full access to objects from javascript
- New: Updated Orx exporter
- New: Shortcut ctrl+ ctrl- to zoom in / out
- New: Removed restriction on png width and height
- New: Better support for V-Play engine
- New: Added license agreement as menu item
- New: Improved multipack algorithm
- Fix: Less exporter: adding texturepath to the image url, replacing blanks in texture name with _
- Fix: Fixed problem in SpriteKit exporter when loading SWF files and using AutoSD
- Fix: Fixed occasional crash when closing TexturePacker on MacOS
- Fix: Fixed --quiet and --verbose command line parameters
- Fix: Custom exporter writes native linefeeds
- Fix: Installing windows version in 64bit folder
- Fix: GUI / Menu cleanup
- Fix: Tooltips on Windows are no longer cut off
- Fix: Opening .tps files by double click on Windows
- Fix: Faster startup on Windows
- Fix: Retina display support on MacOS
- Fix: Fixed a rare bug in multipack (lost sprites in crowded textures)
- Fix: Crash in update dialog

- Fix: Crash when changing file names manually
- Fix: Crash when using TexturePacker with Wacom Tablets
- Fix: Crash if custom exporter was not found
- Fix: Crash on invalid / non-existing SWF files
- Fix: Better file selection dialog on MacOS
- Fix: Simplified crash reporter UI
- Fix: Removed address book access to populate crash reporter's email field

Version 3.2.1 2013-11-12

- Fix: Deleting sprites from main view does not crash TexturePacker
- Fix: Selecting sprites in main view also selects all aliases
- Fix: TexturePacker lite does not complain about activated AutoSD if it was not enabled

Version 3.2.0 2013-11-08

- New: Full Sprite Kit support, including creation of header files
- New: Preview AutoSD variants in GUI
- New: AutoSD: Filtering sprites to different textures based on name
- New: AutoSD: Better name placeholders using {v} instead of replacing main extension
- New: Cleaning transparent pixels in input files is now optional (on by default)
- New: Faster and more responsive UI
- New: Export multiple data files using templates
- New: More information available in template system
- Fix: "Use essential" button works again
- Fix: Upgrading from 2.x.x licenses now works again
- Fix: Potential crash when closing TexturePacker while packing
- Fix: Improved compatibility with MacOS X Mavericks 10.9

Version 3.1.3 2013-09-19

- New: Full Spritekit support: AutoSD, header files, animations,...
- Fix: Flash importer does not duplicate first frame (IMPORTANT: Download new flashunpacker manually!)
- Fix: Wrong sprites and order after refreshing sprite list
- Fix: Update dialog does not (auto-)update if upgrade period is over
- Fix: "." in folder paths does not trim the complete path
- Fix: A188 and A8 modes are working with PVR files (currently without preview)

Version 3.1.2 2013-07-26

- Fix: Multipack texture file names (all exporters)

Version 3.1.1 2013-07-24

- New: Improved multipack, much faster and better pack ratio
- New: Support for Spritekit (beta)
- New: Support for V-Play
- Fix: File name warning complaining about wrong suffix
- Fix: Filename in data file honors sheet number
- Fix: Multipack: Reduced placeholders to {n} and {n1}, both are added always
- Fix: TexturePacker does not create empty files anymore
- Fix: Smartupdatehash now working with multipack
- Fix: Commandline build of multiple files sometimes created empty/black textures

Version 3.1.0 2013-07-10

- New: MultiPack: Create multiple textures if not all sprites do fit in one
- New: Improved flash unpacker including frame labels
- New: TexturePacker is now 32/64 bit on Mac, Windows update to 64bit will come soon
- New: Templates can use isSolid to check if a sprite does not contain any transparent pixels
- New: Added warning to fix data file name extensions
- New: Zoom with Alt+Mousewheel
- Fix: Fixing texture file names now removes complete extension
- Fix: License-Bug with sprites turned red even with active license
- Fix: Smart update key does not contain TexturePacker timestamp anymore
- Fix: MacOSX 10.9 Compatibility
- Fix: Memory leak when adding and removing sprites to the sidebar
- Fix: ZoomToFit now working

Version 3.0.11 2013-05-17

- New: Exporter for UIKit
- New: Exporter for CAAT
- Fix: ETC1 compression for libGDX
- Fix: SVG import

Version 3.0.10 2013-05-07

- New: Linux build
- Fix: EaselJS typo

Version 3.0.9 2013-04-19

- New: Content protection for cocos2d (encrypted pvr.ccz files)
- New: Display texture size in previewer
- New: Better warning dialogs
- New: Warning dialogs offer options to fix problems

- New: Free choice of data and image file name extensions (e.g. .txt instead of .json for Unity)
- New: Added access to all values in the .tps file for custom exporters
- New: Upgraded PVRTexLib
- New: Exporter for 2dtoolkit
- New: Exporter for x2d
- Fix: Text field cursors don't jump to the end
- Fix: AutoSD: Trimming of sprite sheets with identical layout and scaling
- Fix: Re-activated missing file associations (Windows)
- Fix: Tooltips for all settings
- Fix: Texture path now works with MOAI again
- Fix: Trimmed sprite names now available for JSON exporters
- Fix: Enabled Quit menu item on Mac when no window is open
- Fix: Throw error when no --main-extension is set in AutoSD
- Fix: Potentially fixed a bug which caused non identical sprites to be detected as aliases
- Fix: Removed semi transparent border sometimes showing on popup window

Version 3.0.8 2013-02-13

- Fix: Dramatically improved startup time on windows by sacrificing proxy detection for auto update
- Fix: TexturePacker does not fill New context menu on windows anymore
- Fix: Potential crash on windows when opening .tps files with double click
- Fix: LibGDX exporter exports correct rotation data

Version 3.0.7 2013-02-05

- New: Online documentation, tutorials, getting started (menu item)
- New: Force rebuild menu item and command line (--force-publish)
- Fix: Reverted behavior of CoronaSDK trim to 3.0.4, fixed comment on how to use the sheet
- Fix: Completely transparent images are replaced with a pixel of transparent color
- Fix: Completely transparent with extrude don't deliver negative values anymore
- Fix: GUI and command line create identical smart update hashes
- Fix: Window size is restored correctly when TP restarts
- Fix: Command line client prints complete list of non fitting sprites
- Fix: Fixed hardware detection on Windows. This requires re-activating the license. Sorry.
- Fix: Trim mode is not reset to "Trim" when set to "None" during loading

Version 3.0.6 2013-01-29

- Fix: Fixes missing file in corona and less exporter on windows

Version 3.0.5 2013-01-29

- New: Exporter for Shiva3D (thanks to Christian Herzog)

- New: Exporter for SASS mixins (thanks to Rob Moorman)
- New: Exporter for LESS (thanks to Paul Covell)
- New: Example how to do relative pixel calculations through JS enhancement in plaintext exporter
- New: Click on dock icon opens new window or raises open windows (Mac)
- New: Using proxy auto configuration
- New: TexturePacker detects changes in custom exporters and re-publishes
- New: License renewal warning can be disabled from preferences
- Fix: Random crash when closing a window with unsaved data
- Fix: Crash when custom exporter does not exist
- Fix: Kwiksher2 exporter did not export aliased sprites
- Fix: Removed duplicated LibGDX entry for exporter list
- Fix: BatteryTech exporter now exports aliases
- Fix: Enabled setting common divisor up to 2048
- Fix: Restricted padding values to 512
- Fix: Trim sprite names works with .tga
- Fix: Clicking auto alias updates screen
- Fix: CoronaSDK exporter supports trim
- Fix: Potential bug adding rotated sprites even if rotation was disabled

Version 3.0.4 2012-12-02

- New: Added --common-divisor-x, --common-divisor-y to command line
- Fix: Additional space in layout which was introduced in 3.0.3
- Fix: Workaround for MacOS adding multiple .pvr.gz and .pvr.ccz endings to a file name
- Fix: Crash when exiting the application
- Fix: Removed OpenGL rendering of the user interface because it caused instability on MacOS
- Fix: Algorithm Basic now works with constraints (squared, pot/npot/free, word aligned)
- Fix: When reading and migrating an old file no file changed dialog is triggered
- Fix: Crashreporter file transmission on MacOS 10.7 and 10.8

Version 3.0.3 2012-11-29

- New: Publish dialog only closed when autoclose checkbox is checked (can be reset in preferences)
- New: Verifying file name extensions
- New: Sorting exporters by name
- New: Reduced memory usage
- New: Added low memory warning when TexturePacker starts to swap images to harddrive
- New: Improved stability in low memory situations
- New: Fixed installing command line tool in not yet existing directories
- New: Crop with 2 options: flush or keep position

- New: Trim/Crop are joined into 1 ComboBox
- New: --trim-mode <None|Trim|Crop|CropKeepPos> from command line
- New: Maximum value for paddings is not 1000
- New: Saved defaults can be reset in preferences
- New: Option to hide PVR premultiplication warning for cocos2d
- Fix: Help tooltips work for all settings
- Fix: Dock icon menu contains empty lines instead of recent file entries
- Fix: Docks (TextureSettings, Sprite) now stored and restored correctly
- Fix: View menu works to hide / show docks
- Fix: Save defaults works again
- Fix: Refresh now working when sprites with identical size changed
- Fix: Resetting "Spritename already in use" errors
- Fix: Deriving file names (data format => texture format name)
- Fix: Closed several memory leaks
- Fix: Load/save opens dialog in last document's position
- Fix: Fixed texture size scales with AutoSD settings

Version 3.0.2 2012-10-26

- Fix: Hotfix for Windows version: Crash when window is closed
- Fix: Hotfix for Windows version: Crash when closing application

Version 3.0.1 2012-10-26

- New: TexturePacker creates sub directories if specified in the path
- New: AutoSD-Presets for cocos2d-x HDR/HD/SD
- New: AutoSD replacement pattern does no more force a dot at the end. Please add the dot to the extension (replacement) if you need it.
- Fix: Reverted Crop to its old behavior - setting the offset
- Fix: Added reveal in finder / show in explorer to tree view's context menu
- Fix: DPI range widget now allows values > 100
- Fix: TIFF exporter works again
- Fix: Output order of css pseudo selectors: link, visited, focus, hover, active
- Fix: ETC1 output for AndEngine does not throw an error
- Fix: Crash during layout
- Fix: PSD file transparent color values are now corrected
- Fix: File association and icon on windows

Version 3.0.0 2012-10-21

- New: Template based exporter system
- New: Enhanced Auto-SD with multiple exporter sizes

- New: Better packing when allow free size is on, option to control the optimization (--allow-free-size-mode)
- New: Calculations are performed in the background and don't freeze GUI
- New: ForceIdenticalLayout - use same layout across autosd variants (--force-identical-layout)
- New: Image formats: BMP, PPM, PKM, TGA, PSD, SVG, KTX, PVR, TIFF, PKX
- New: Writing optimized PNG files, option to control optimization level
- New: Support for big PVR files
- New: ETC1 compression (pkm files)
- New: Common divisor to resize sprites to particular sizes - fixed wobbling sprites in CoronaSDK
- New: Dialog shows progress while publishing
- New: Display non fitting sprites
- New: AutoSD command line options (--main-extension, --autosd-variant)
- New: Editable texture size (not only fixed to power of two sizes)
- New: .tps files are now saved as XML, this breaks compatibility with 2.x.x file format
- New: Drag'n'drop support for sprite sheet view (drop sprites on center window)
- New: Drag'n'drop support for tps files
- New: Menu item to install TexturePacker command line client
- New: New End User License Agreement (EULA)
- New: New license key to replace licence file (due to expiring downloads at FastSpring)
- New: Sprites that failed to load are now displayed with an error sign
- New: Support for big sprites or animations
- New: UI: Toggle between select and scroll in main view with space bar
- New: TPS files are now XML based
- New: Trial mode (Try TexturePacker Pro for 1 week)
- New: Exporter: Corona imagesheet
- New: Exporter: EaselJS
- New: Exporter: BatteryTech
- New: Exporter: Kwiksher
- New: MacOS: Codesigning for executable and installer
- New: MacOS: Enabled retina display fonts (icons will follow soon)
- New: MacOS: App closing, menu, full screen mode, menu in dock icon
- New: MacOS: Install by drag'n'drop instead of installer package
- New: Windows: Codesigning
- New: Windows: MSI Installer
- New: Betas do not expire anymore
- Fix: Allow free size now saved
- Fix: Added title to TextureSettings window (allowing it to be identified in the view window)
- Fix: Adding identical sprites multiple times to .tps file

- Fix: Auto-Update when re-entering the application
- Fix: Auto-Updater on windows now installs MSI files
- Fix: Autosize now saved in defaults
- Fix: Better flash dialog
- Fix: CEGUI exporter texture width and height
- Fix: Change detection (Smartupdate)
- Fix: Change detection: No request to save unchanged data
- Fix: CSS class naming when using gif, jpg or bmp as input
- Fix: Disabling allow free size from GUI works again
- Fix: Double clicking .tps files opens file
- Fix: Duplicated "Install commandline tool" on MacOS
- Fix: Expiry of beta moved
- Fix: Extrude bug in Sparrow exporter
- Fix: Fixed crash on Windows when opening files with doubleclick
- Fix: Fixed wrong tooltips
- Fix: Force identical layout disabled until implemented
- Fix: Generic XML now exports file extensions in names
- Fix: Gideros exporter data format with cropping
- Fix: Hanging install command line tool on MacOS Mointain Lion with activated GateKeeper
- Fix: Images in PVR viewer too bright
- Fix: Installer for windows uses internal redistributable pack
- Fix: LibGDX jumping sprites when trimming
- Fix: LibGDX name trimming in animation detection (also removes _ in sprite_001)
- Fix: Multiplying menu items on MacOS
- Fix: Order of sprites in data file
- Fix: Output rectangle bug with rotates sprites on LibGDX
- Fix: PVR flipping
- Fix: Scale3x output now ok
- Fix: set/unset/set trim exported trimmed sprites with autosd
- Fix: Sometimes optimized pngs could not be written
- Fix: Trim now sets offset to 0/0 (cocos2d)
- Fix: Trimming bug in Gideros exporter
- Fix: Wrong display of trimmed size fixed

Version 3.0.0b22 2012-10-19

- Fix: Hotfix for windows licensing
- Fix: Fixes instant crash on MacOS 10.7.x

Version 3.0.0b21 2012-10-18

- New: License activation through webbrowser as fallback (or offline computers or firewalls)
- Fix: Hanging install command line tool on MacOS Mountain Lion with activated GateKeeper
- Fix: Multiplying menu items on MacOS
- Fix: Empty string in EaselJS exporter
- Fix: Order of sprites in data file

Version 3.0.0b20 2012-10-11

- Fix: ssl error during license activation on Windows

Version 3.0.0b19 2012-10-10

- New: New license key to replace licence file (due to expiring downloads at FastSpring)
- New: Trial mode (Try TexturePacker Pro for 1 week)
- New: New End User License Agreement (EULA)
- New: Common divisor can be used to fix wobbling sprites in Corona SDK
- New: Honoring common divisor in autosd
- New: Displaying Alpha+Intensity in preview
- New: UI improvements
- New: Enabled retina display fonts (icons will follow soon)
- New: Added alias names to exporters (for compatibility)
- New: Display non fitting sprites
- New: Using slider for optiPng level
- New: pngOptimizer is disabled by default - for faster output
- Fix: Crash when selecting Alpha+Intensity
- Fix: set/unset/set trim exported trimmed sprites with autosd
- Fix: Exporter-Typo - EasyJS is now EaselJS
- Fix: Red sprites were activated everytime if no license was set
- Fix: Pro warning when using template based exporters
- Fix: Pro warning when using some features which triggered red sprites but no warning
- Fix: Added title to TextureSettings window (allowing it to be identified in the view window)

Version 3.0.0b18 2012-09-11

- Fix: Crash when starting the application with default values saved

Version 3.0.0b17 2012-09-11

- New: Option to control free size optimization (--allow-free-size-mode)
- New: Option to enable identical layout from commandline (--force-identical-layout)
- New: Beta versions enable updatecheck for beta versions
- Fix: Sometimes optimized pngs could not be written
- Fix: Crash when changing selection after changing files on filesystem

- Fix: Crash when allow free size can't pack all sprites
- Fix: Crash when opening files with double click while Crash dialog is active
- Fix: Crash when opening malformed pvr files
- Fix: Crash when selecting "reveal from finder" after a sheet refresh
- Fix: Duplicated "Install commandline tool" on MacOS
- Fix: Double-Clicking a .tps file sometimes created an empty texture

Version 3.0.0b16 2012-09-06

- New: ForcelidenticalLayout - use same layout across autosd variants
- Fix: Corona ImageSheet exporter
- Fix: Scale3x output now ok
- Fix: Disabling allow free size from GUI works again

Version 3.0.0b15 2012-09-04

- New: Image formats: bmp, ppm, pkm, tiff, tga
- New: OptiPNG based PNG optimization
- New: ETC1 compression (pkm files)
- New: Exporter for BatteryTech
- Fix: Reverted trimming behavior to what it was on 2.4.3 (avoid floating point values for cocos2d)
- Fix: Trim now sets offset to 0/0 (cocos2d)

Version 3.0.0b14 2012-08-30

- New: Better AutoSD-Dialog
- New: AutoSD command line options (--main-extension, --autosd-variant)
- New: AutoSD honors main scale setting
- New: Beta versions enable beta update checks by default
- Fix: Force identical layout disabled until implemented

Version 3.0.0b13 2012-08-26

- Fix: Loading old .tps files with pvr textures
- Fix: Auto-Update when re-entering the application
- Fix: Change detection (Smartupdate)
- Fix: Adding identical sprites multiple times to .tps file

Version 3.0.0b12 2012-08-12

- New: Better packing when allow free size is on
- New: Background packing, fluid GUI
- New: Better Layout for GUI settings
- New: TPS files are now XML based

- New: Enhanced Auto-SD
- New: Common divisor to resize sprites to particular sizes
- New: .tps files are now XML
- New: Improved AutoSD to export any size
- New: AndEngine exporter with trim enabled
- New: Improved GUI
- New: Calculations are performed in the background and don't freeze GUI
- New: Common divisor can be used to equal align sprites of different sizes
- New: Dialog shows progress while publishing
- New: Sprites that failed to load are now displayed with an error sign
- New: Drag'n'drop support for tps files
- New: Drag'n'drop support for sprite sheet view (drop sprites on center window)
- New: 600% performance increase on MaxRects with ContactPoint
- New: Toggle between select and scroll in main view with space bar
- New: TexturePacker remembers last open/save dir
- Fix: Crash on windows when double-clicking .tps files
- Fix: Disappearing icons on windows
- Fix: Auto-Updater on windows now installs MSI files

Version 3.0.0b11 2012-07-15

- New: MacOS Codesigning
- Fix: MacOS Quicklook plugin
- Fix: Expiry of beta moved

Version 3.0.0b10 2012-06-28

- Fix: Crash on Mac as soon as an error was found

Version 3.0.0b9 2012-06-26

IMPORTANT for Windows users: This update is using a new MSI based installer. Before updating uninstall TexturePacker manually. Then download the new update from <http://www.codeandweb.com/texturepacker/download> and install manually.

- New: Support for Kwiksher
- New: Windows MSI installer
- New: Codesigning on Windows
- Fix: CEGUI exporter texture width and height

Version 2.4.6 2012-06-26

IMPORTANT: This update is using a new MSI based installer. Before updating uninstall TexturePacker manually. Then download the new update from <http://www.codeandweb.com/texturepacker/download> and install manually.

- New: New installer using MSI

- New: Codesigning for executable and installer
- Fix: Double clicking .tps files opens file
- Fix: Document icons

Version 2.4.5 2012-06-14

- Fix: Fixed crash on Windows when opening files with doubleclick

Version 2.4.4 2012-06-10

- Fix: Installer for windows uses internal redistributable pack
- Fix: Better flash dialog

Version 3.0.0b8 2012-06-01

- Fix: Exporters for easyJS and CoronaSDK did not export sprite aliases

Version 3.0.0b7 2012-05-25

- Fix: Images in PVR viewer too bright
- Fix: Gideros exporter data format with cropping
- Fix: PSD loader with more than 4 channels
- New: Better hint for windows users using flash

Version 3.0.0b6 2012-04-25

- Fix: Updated PVRTexLib - should fix problems with PVRTC compression
- Fix: License bug (windows)

Version 3.0.0b5 2012-04-23

- Fix: PVR flipping

Version 3.0.0b4 2012-03-29

This release was planned to contain much more - but the new features I am working on are not yet stable enough for a beta release. So this is in most parts a bugfix release with the addition of the Corona SDK image sheet exporter.

- New: Removed installer since Apple does not support PackageMaker anymore
- New: Menu item to install TexturePacker command line client
- New: Updated PVRTexLib again
- New: Corona imagesheet exporter
- New: EasyJS exporter (beta)
- New: Texture details (filename) in exporter template
- New: Nicer feedback dialogs ;-)
- New: Feedback dialog remembers last mail address used
- Fix: Extrude bug in Sparrow exporter

- Fix: Trimming bug in Gideros exporter
- Fix: Generic XML now exports file extensions in names
- Fix: Typo in UI
- Fix: Change detection: No request to save unchanged data

Version 3.0.0b3 2012-03-21

- New: Updated PVRTexLib
- Fix: Fixed naming -ipadhd -> -ipad
- Fix: Crash on MacOS when closing apps

Version 3.0.0b2 2012-03-06

- New: Generic Exporter
- New: Support for big sprites or animations
- New: Image importer / display now supports additional formats: TGA, PSD, SVG, KTX, PVR, TIFF, PKX
- New: Fullscreen mode on MacOS Lion
- New: Better MacOS behavior (app closing, menu)
- New: Editable texture size (not only fixed to power of two sizes)
- New: Added -ipadhd as extension for AutoSD
- Fix: PVR flipping
- Fix: Fixed wrong tooltips
- Fix: Allow free size now saved
- Fix: Wrong display of trimmed size fixed
- Fix: Autosize now saved in defaults
- Fix: Output rectangle bug with rotates sprites on LibGDX

Version 3.0.0b1 2011-11-29

- Fix: CSS class naming when using gif, jpg or bmp as input

Version 2.4.3 2011-11-25

- Fix: Crash on MacOS when starting the app the first time

Version 2.4.2 2011-11-24

This is version 2.4.2 due to a small bug in the version compare of my auto updater. 2.4.1 was not accepted to be newer than 2.4.1b3.

- New: DPI settings
- New: Generic XML exporter
- New: Exporter for bHive
- New: Better moai exporter
- New: Exporter for original cocos2d format

- New: Background image
- New: Crash reporter for MacOS
- New: New option to remove artifacts and borders around sprites
- New: Added 2x as AutoSD extension for Unity
- New: Better stability in out of memory situations
- Fix: Version compare (2.4.1 was not accepted as newer than 2.4.1b3)
- Fix: Crash when using reveal in finder from aliased image
- Fix: Crash when removing sprites which did not fit the current maximum texture width
- Fix: New Moai exporter
- Fix: Last frame of a flash import was added twice
- Fix: Transparency dithering (fs & atkinson) with active premultiplication does not get too dark anymore
- Fix: Reduced memory consumption
- Fix: GUI update when scaling sprites
- Fix: Opening 3 windows when opening a .tps file
- Fix: Save dialog everytime a file is closed even without change
- Fix: Auto alias did not find equal sprites when PNGs had invisible changes
- Fix: Tooltips for several items
- Fix: Save defaults now saves allow free size

Version 2.4.0 2011-10-26

- New: Flash (.swf) import on MacOS
- New: Quicklook plugin for pvr and pvr.ccz files (MacOS)
- New: Save defaults (pro only)
- New: Debian Packages for Ubuntu 11.04
- New: Support for Moai
- New: Support for AppGameKit
- New: Support for Slick2D
- New: Support for Unity3D / UIToolkit
- New: Backspace + Delete now both delete sprites / folders
- New: Open in finder / explorer (issue 649)
- New: Dialog to select Flash Player Plugin (issue 1216, 1231)
- New: Sprite highlighting (issue 1200)
- New: Select checker board colors (issue 1227, 1200)
- New: Displaying flipped pvrs unflips them
- New: Added „Drag your sprites here“ image
- New: Added RGB888 output mode (issue 105)
- New: New Icons
- New: Added free choice of file endings for data file

- New: Option to flip PVR files (required for unity and other frameworks) (issue 1046)
- New: Rotation support for AndEngine (issue 723)
- New: Fit added to zoom bar
- New: Allow free size now supported for PVR (issue 747)
- New: Folders inside a smart folder are now blue to show that they can't be deleted
- New: Default-Padding changed to 2px - may cause problems when using from command line. Please adjust your build scripts!
- New: Populate file names (e.g. saving blah.tps now sets blah.png and blah.plist)
- Fix: Shortcuts on windows now working (issue 1171)
- Fix: Escaping for CSS exporter
- Fix: Auto update sprite sheets when reentering the app (issue 767, 778, 833)
- Fix: Shape outlines (issue 618)
- Fix: Smartupdate did a rebuild for some frameworks - even if not needed
- Fix: Trim checkbox stayed disabled after selecting a framework that did not support trimming (issue 707)
- Fix: TextureSubPath now working on all frameworks supporting it (issue 609, 610)
- Fix: Zoom factor is maintained through starts of TexturePacker (issue 629)
- Fix: Default texture name (out.png) supported in AndEngine (issue 722)
- Fix: Shape outlines work again (issue 849)
- Fix: Trim sprite names (remove .png etc) now supported for all frameworks (issue 1009)
- Fix: JSON exporter now uses escaping (issue 1142)

Version 2.3.5 2011-08-13

- New: Support for AndEngine

Version 2.3.4 2011-07-30

- New: Fix for cocos2d's hd handling

Version 2.3.3 2011-07-27

- New: Support for gideros mobile
- New: Support for cegui / ogre3d
- New: Added json exporter with array format
- Fix: Missing comma added in JSON exporter

Version 2.3.2 2011-07-26

- New: Changed default for fast GUI display (using OpenGL) to disabled

Version 2.3.1 2011-07-25

- New: Added option to disable fast rendering using OpenGL in GUI application since it might cause problems on some platforms

- New: 64bit + 32bit executable on MacOS

Version 2.3.0 2011-07-25

- New: Feedback dialog: send feedback, bug reports and requests from TexturePacker
- New: 64bit executable on MacOS
- New: Create CSS Sprites (issue 527)
- New: Added option to ignore files on command line (--ignore-files) (issue 394, 346)
- New: Added option to replace parts of a sprite's name (--replace) (issue 348)
- New: Sprites are ordered alphabetically (issue 533, 405)
- New: Pixelformat Alpha + Intensity (issue 469)
- New: TexturePacker only opens a file once (issue 429)
- New: Added the current scale to JSON output format meta data (issue 407)
- New: Removed refresh button - TexturePacker now updates the textures when entering the app (issue 299)
- New: Speedup for rendering sprites
- New: Red colored sprites in demo mode get a text to make it more obvious
- New: Warning when using extended features in TexturePackerPro
- New: Auto updater for Windows
- Fix: Removed -hd in texture name which causes warnings in cocos2d (issue 570)
- Fix: Display broken files when adding single files (issue 395, 381)
- Fix: PVR viewer's zoom control (issue 550)
- Fix: Smart update (issue 520)
- Fix: Unicode char in license file (issue 495)

Version 2.2.0 2011-05-02

- New: Added suport for gzip compressed PVR files (.PVR.GZ)
- New: Multitouch and trackpad zooming and scrolling
- New: Trimming for upcoming Sparrow 1.2 release
- New: Added meta data to JSON exporter
- New: Speed improvements with better caching
- New: Speed improvements when scrolling
- New: Support for PVR flipped textures (used with unity framework)
- New: Icons: Application icon, document icon, .tpkey
- New: Changed license file extension to .tpkey, Keys can now be added with a double click on the license file (MacOS)
- Fix: Fixed coordinate issues when updating sprite sheets from command line using TexturePacker *.tps
- Fix: Zooming
- Fix: JSON exporter does not add .json.json

Version 2.1.10 2011-04-05

- Fix: Auto-Update was broken in 2.1.9 - please install 2.1.10 by directly downloading and installing manually
- Fix: Icon was lost in 2.1.9
- New: Allowing free sizes for PVR files
- New: --quite for command line reduces output
- Fix: Improved handling of non power of 2 sizes from command line
- Fix: Removed duplicated libgdx exporter

Version 2.1.9 2011-04-03

- Fix: Hotfix for windows command line crash

Version 2.1.9 2011-04-01

- Fix: Trim does not get re-enabled from GUI when loading a file
- New: Command line version for windows (still without globbing)
- Fix: Documentation
- Fix: QFile::remove: Empty or null file name on command line
- Fix: Sprite sizes can now be up to 32000 from command line
- Fix: hq2x now available in documentation from command line

Version 2.1.8 2011-03-24

- New: Scaling mode can now be chosen - fast (general purpose nearest neighbor) - smooth (general purpose nearest neighbor) - scale2x (fixed 2.0 scaling for pixelart) - eagle (fixed 2.0 scaling for pixelart) - hq2x (fixed 2.0 scaling for pixelart)

Version 2.1.7 2011-03-14

- Fix: Fixing a major bug in premultiplied alpha implementation leading to black halos around semi transparent sprites
- New: Added message box to inform user to activate premultiply alpha when using cocos2d + pvr image format

Version 2.1.6 2011-03-13

- New: Added png export to pvr previewer
- New: Storing position, size and zoom factor of window
- New: New icon
- New: tif support from GUI
- Fix: Extrude/Trim bug resulting in wrong image sizes
- Fix: Bug setting trim to true after reloading

Version 2.1.5 2011-02-14

- New: *.tps files prepared for importing in PhysicsEditor
- New: Added JSON exporter (experimental)
- New: Added --inner-padding <int> which adds space to the sprite
- New: Added --crop which crops the sprite to the non transparent part, reducing the sprite's render size (--trim does not change the sprite's render size)
- Fix: BMP files can now be added as sprites from file selector dialog
- Fix: Size warning removed when autoSD and allowFreeSize is on
- Fix: Several smaller UI fixes

Version 2.1.4 2011-01-31

- Fix: Warning when using smart update and autosd from command line fixed.
- Fix: Loading PVRs with version 2

Version 2.1.3 2011-01-21

- New: Added shortcut to delete sprites from sheet
- New: Option to remove .png, .jpg, .bmp from sprite names (--trim-sprite-names)
- New: Added filtering settings for LibGDX
- New: Added message box asking to add @2x or -hd to texture and data file name if autoSD is enabled and the extension does not yet exist
- New: Warning on command line if sd size is not half of hd size
- New: Added option to change texture's path in plist file for cocos2d (--texturepath) to organize resources in sub folders
- New: TreeView expands when sprite is selected in sheet
- New: Added jpg quality settings to gui
- New: Texture + data files get deleted before exporting
- New: Improved error messages for texture export
- New: Texture name gets derived from data name if not set and vice versa
- New: Linux support (beta)
- Fix: Immediate update texture size and memory usage on every change
- Fix: Basic layout created too big textures in some cases
- Fix: Added more digits for scale (e.g. to enter 0.125)
- Fix: Reset sprite offsets if disabling trimming
- Fix: Publish asks for texture file names if not already set

Version 2.1.2 2011-01-05

- Fix: Scaled images had premultiply alpha turned on, causing black outlines and artefacts when dithering
- New: Sorting of sprites by name in lua file
- Fix: Typo libgdx exported data file not allowing it to load

Version 2.1.1 2010-12-19

- New: Creating alpha masks
- New: Added tooltips for all options
- New: Polished interface
- New: Added bmp, tif file format to smart folder processing
- New: Windows installer, Icon, polishing
- New: Added trim alpha threshold to remove nearly transparent pixels
- New: Also collect gif, tiff, jpg, bmp from smart folders
- New: Scroll to selected sprite in sprite sheet
- New: Windows installer
- New: Windows polishing
- New: Preliminary support for libgdx (beta)
- New: Creating transparency masks from heuristics on images which have on transparency key color.
- Fix: User interface works with smaller screen sizes
- Fix: Document changed detection
- Fix: Open elements from finder in empty window on doubleclick

Version 2.1.0 2010-12-07

- New: Added texture selector combo box
- New: Added shortcuts for publish and refresh
- New: Layout mode basic - best use for tile sets / tile map editors
- New: *.pvr and *.pvr.ccz previewer! (FREE)
- New: Process *.tps files from command line (pro)
- New: AutoSD allows automatically creation of standard resolution images from highres images (--auto-sd) (pro/cli)
- New: Drag'n'drop sprites to tree view to add them
- New: PVRTC2/PVRTC4 compression
- New: Enhanced color reduction quality (pro/cli)
- New: Additional dithering algorithm
- New: Linear quantization
- New: Nearest neighbour quantization
- New: Premultiply alpha (pro/cli)
- New: Option to disable automated alias creation
- New: Choose heuristics for MaxRects algorithm (pro/cli)
- New: Creation of non power of 2 textures
- Fix: Bug when selecting AutoSD with PVR files
- Fix: Premultiply now only applied once
- Fix: Sometimes rotation flag was not exported to plist files
- Fix: Removed icon from menu item

Version 2.0.2 2010-11-11

- New: Added TexturePackerEssential – free version to create basic sprite sheets
- New: Windows support (Pro only)
- New: Automated updates using Sparkle (Experimental)
- New: Added option to set jpg compression quality (currently commandline only) --jpg-quality <value>
- New: Added support for RGBA5551, BGRA8888, RGBA5555 (--opt <value>)
- New: Added .pvr.ccz – cocos compressed format (experimental)
- New: pvrz removed (replaced by pvr.ccz)
- New: Removed „texture size is too small“ message box. Instead width, height and scale are now highlighted.
- New: --opt4444 and --opt565 are deprecated now, use --opt <type> instead
- Fix: Fixed bug in gui mode not reloading files after save
- Fix: Fixed bug in quantification for several pixel formats

Version 2.0.1 2010-10-30

- New: PVR support
- New: PVR files with RGBA8888, RGBA4444 and RGB565 (*.pvr)
- New: Zlib compressed PVR file: *.pvz or *.pvrz (experimental)
- New: Improvements in Graphical User Interface (TexturePackerPro)
- Fix: Scrolling does not change texture size anymore
- New: Output of texture size and used memory (bottom right corner)
- New: Better close dialog

Version 2.0.0 2010-10-27

- New: Graphical User Interface (TexturePackerPro)
- New: Multitouch support
- New: Realtime display of sprite sheet
- New: Zoom
- New: File tree view
- New: Tooltips
- New: Alias overlays
- New: Smart folders
- New: automated scan for images
- New: include directory in sprite name
- New: Better PNG compression rate
- New: Support for Sparrow Framework

Version 1.1.1 2010-10-06

- New: Support for Corona Game Edition

Version 1.1.0 2010-10-01

- New: Support for PNG8 input files
- New: Enhanced error messages for Xcode
- New: Enhanced change detection for Build integration
- New: Fixes in the Xcode integration script
- New: Added option: --data to specify the name of the data file
- New: Added option: --format to specify format of the data file
- New: Deprecated options: --plist

Version 1.0.5 2010-09-27

- New: Added option: --smart-update for Xcode integration
- Fix: License keys can now be installed again

Version 1.0.4 2010-09-24

- New: Added option --dithering for high quality color reduction
- New: Added option --enable-rotation and --disable-rotation
- New: If sprites are equal after cropping only an alias is created in the plist file.
- Fix: Fixed bug in installer if no /usr/local/bin is available
- Fix: Alias creation if sprites are the same after trimming
- Fix: Bugfix for aliases

Version 1.0.3 2010-08-21

- New: Enhanced feature --extrude <int>

Version 1.0.2 2010-08-21

- New: Added requested feature --extrude
- New: Split padding into --border-padding and --shape-padding

Version 1.0.1 2010-08-20

- Fix: Fixed bug in padding
- New: Added automatic testing of other placement rules if standard fails
- New: Added --create-debug-info and --extract-debug-info

Version 1.0.0 2010-08-19

- New: Initial release