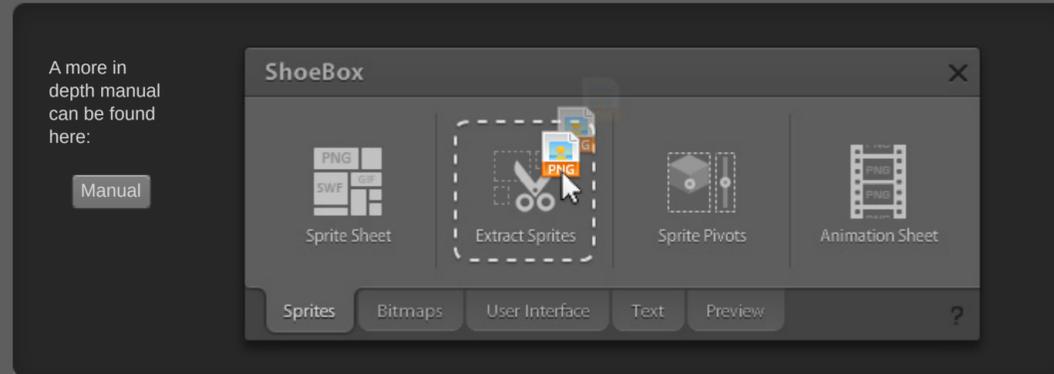




## Overview

**Important Certificate fix:** Please uninstall any previous versions prior to 3.6.3 of ShoeBox before installing the latest version. The initial certificate from ShoeBox expired and I had to create a new one so it can be installed again. Sorry for the inconvenience.

ShoeBox is a **free** Adobe Air based app for Windows and Mac OSX with **game** and **ui** related tools. Each tool uses a **drag and drop** - or clipboard interaction for a quick workflow.



**Installation**

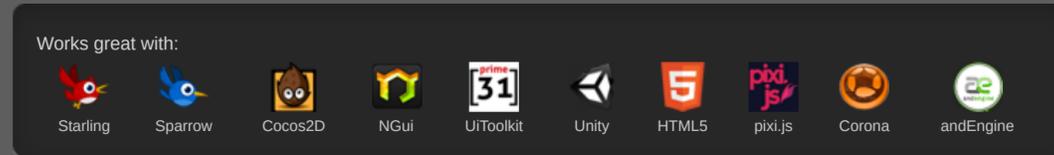
1. Install the Adobe [AIR runtime](#)
2. Uninstall previous versions before 3.6.3 (new certificate)
3. Intall the ShoeBox.air file

**Usage**

- Drag a file on a tool.
- Copy a text or image to your clipboard and click on a tool.

**Settings**

1. Right-click on a tool.
2. Click on the template to choose a setup.



Other resources [User Feedback](#) [YouTube Videos](#)

Special credit goes to [Soap\\_Creative](#) for allowing me to work on some of these tools at work. Other links related to this project include: [Polycount](#) forums, [Tig Source](#) forums, [Unity3D](#) forums, [Starling](#) forums.

**Pack Sprites** [Help](#)

Packs multiple images, animated SWF (AS1, AS2, AS3) or animated GIF's into one texture Atlas.

**Texture Ripper** [Help](#)

Extracts rectangular textures from photographs or screenshots.

**Read Sprites** [Help](#)

Reads a sprite sheet or bitmap font set and exports each individual sprite. Requires booth a image file and lookup text file.

**Ani Frames** [Help](#)

Converts a GIF, SWF (AS1, AS2 or AS3) or PNG sequence into a animation sequence on a frame by frame basis.

**Bitmap Font** [Help](#)

Generates a Bitmap-Font set that can be designed with Photoshop and is compatible with the angelcode \*.fnt format.

**Frame Sheet** [Help](#)

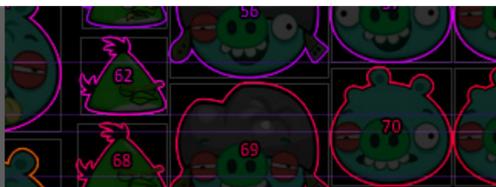
Converts a GIF, SWF (AS1, AS2 or AS3) or PNG sequence into a animation sheet.

**Extract Sprites** [Help](#)

Detects sprites in a transparent image and cuts them out.

**Sprite Pivots** [Help](#)

Edit registration points (pivots) of multiple sprites at once. This pivot point is represented by the center of each sprite's canvas area.



**PSD** Split PSD Help

Splits Photoshop layers into PNG files. Doesn't support vector shapes or masks and advanced nesting commands.

58 %  
div 21px x 22px

**Slice 9** Help

Creates and reads slice 9 sets (aka 9 patch) from design files or existing slice 9 images.

**Extract Tiles** Help

Extracts a tile map and tile bank out of a screenshot of a game.

**Mask Image** Help

Masks and feathers a non transparent image from your clipboard into a complex masked composition.

**flickr** Flickr Upload Help

Upload a dropped image or clipboard bitmap straight to Flickr.

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