

Packing textures with normal maps for Phaser with Texture Packer

*** Before Starting:**

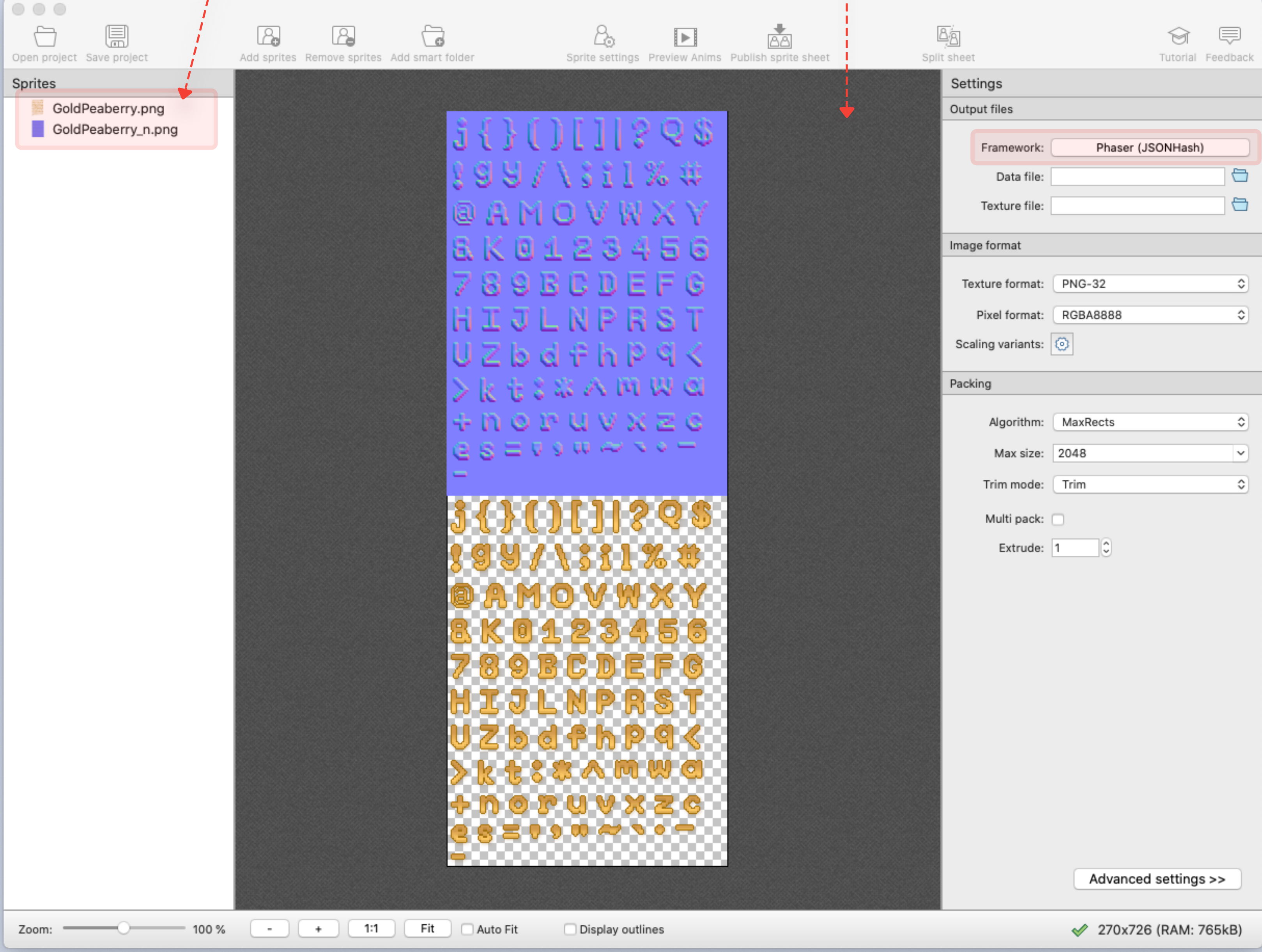
Make sure normal map file has same name as font texture file, with the suffix `'_n'` added

* g - font texture = filename.png
normal map = filename_n.png

STEP 1:

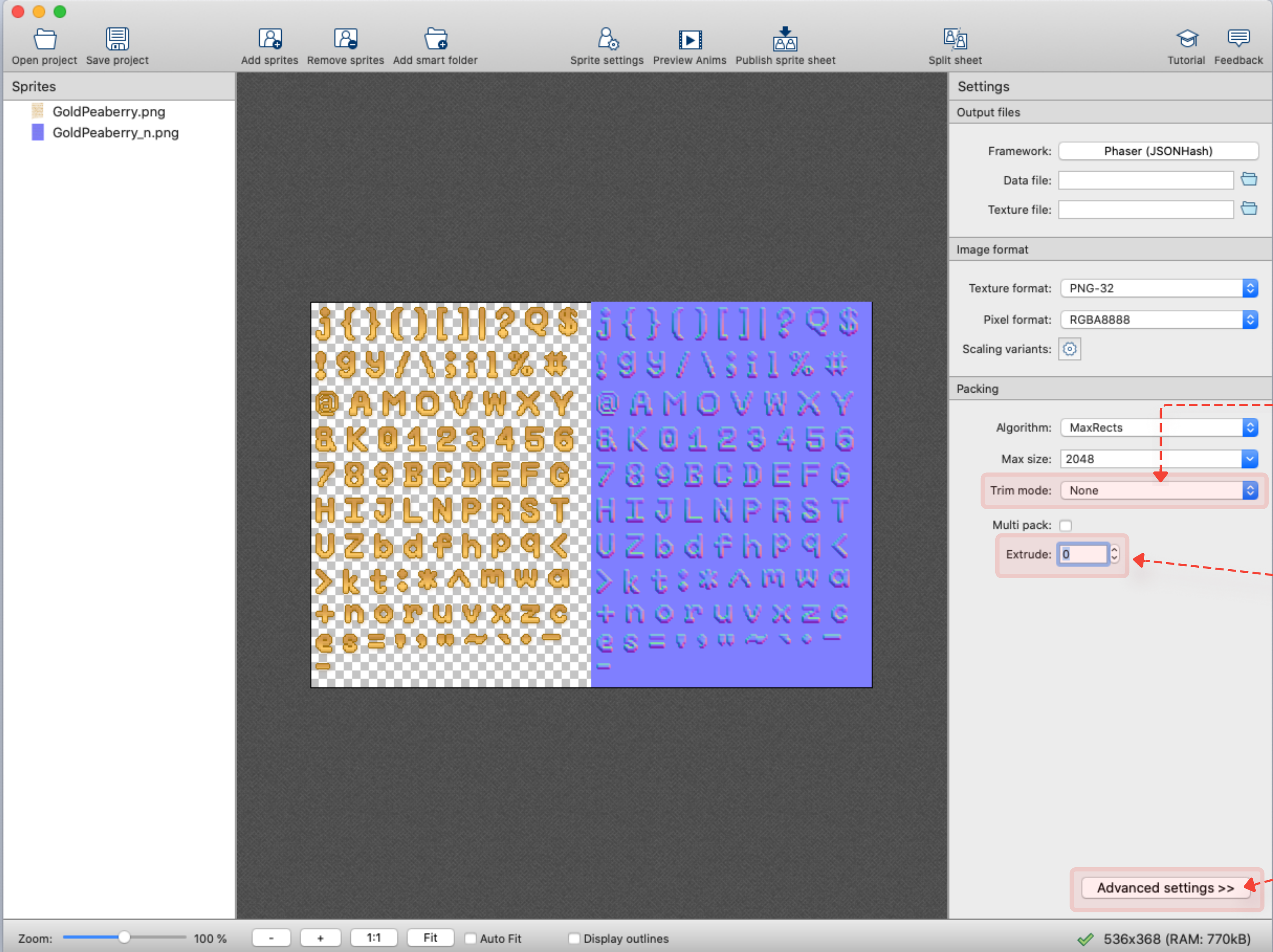
Drag and Drop font texture and normal map .png into Texture Packer

- Font texture file and normal map file should be listed under Sprites column after



STEP 2:

Select the framework you're using to set output file format
(This example is for Phaser)



STEP 3:

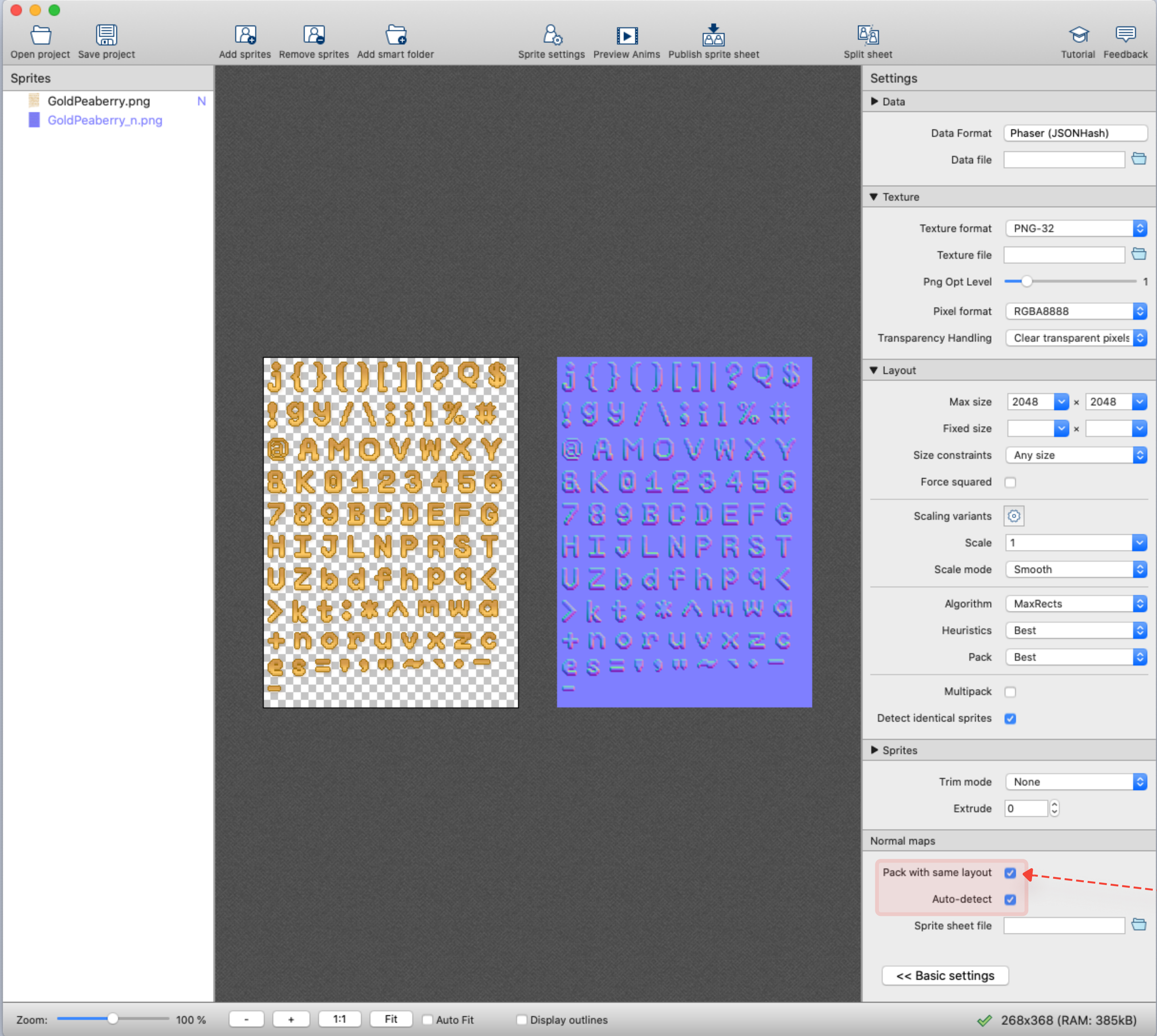
Set "Trim mode" to None.
Arrangement of sprites in the preview window should change

STEP 4:

Set "Extrude value" to 0.

STEP 5:

Click on Advanced settings



STEP 6:

Select the following:

- ☒ Pack with same layout
- ☒ Auto-detect

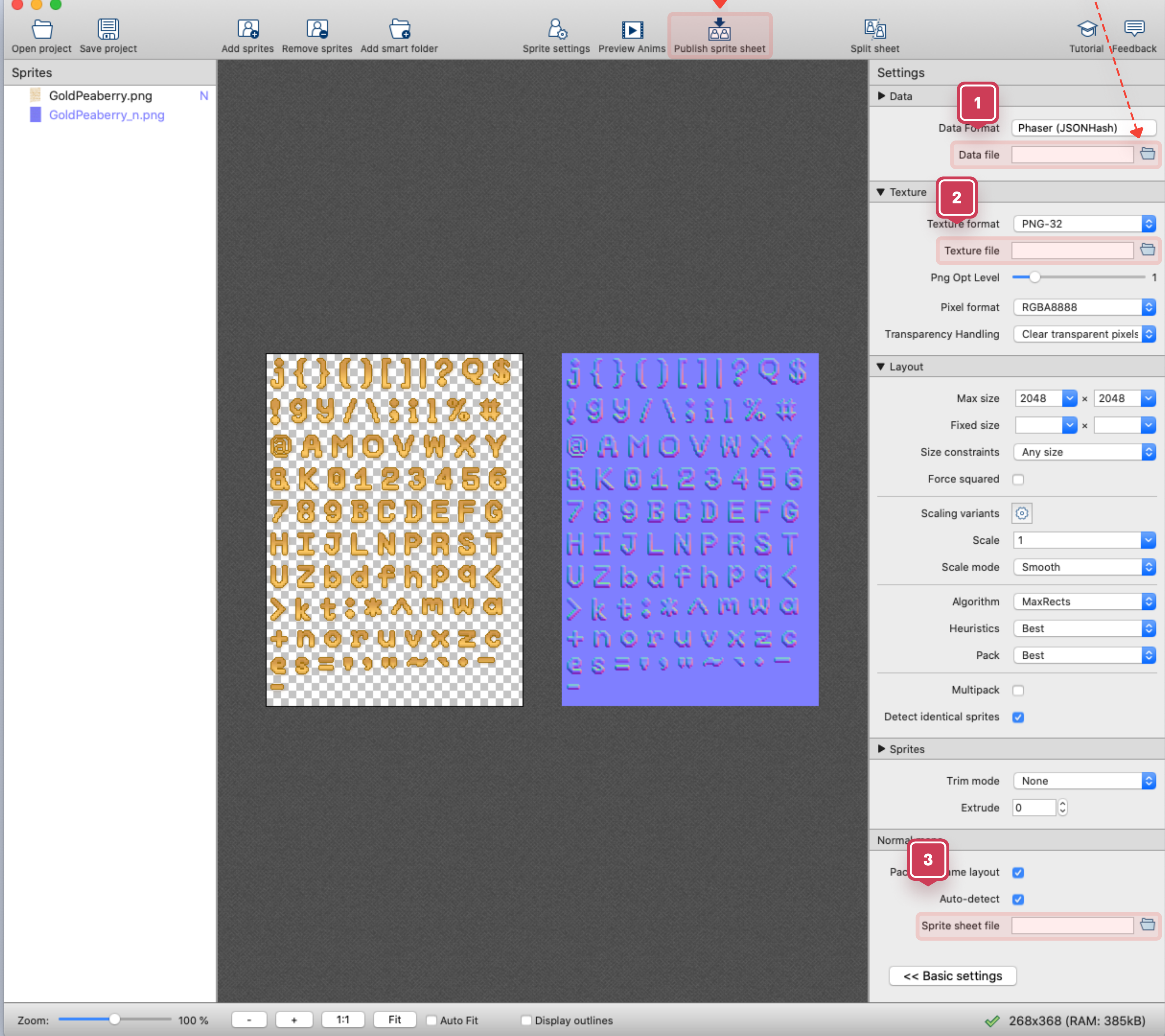
Check the Sprites column on the left after:

- Original texture file should display a purple N
- Files should no longer be touching in sprite preview (because they should be getting packed into separate files instead of one file)

STEP 7:

Set destination for all 3 output files to your project directory, then click

Publish sprite sheet



You should end up with 3 output files:

- Texture atlas file (.json)
- Font texture file (.png)
- Normal map file (.png)

*** Note for Phaser:**

Use .xml file instead of .fnt when loading bitmap font texture with normal map.

```
15 preload() {  
16   this.load.bitmapFont('gold-peaberry', ['GoldPeaberry.png', 'GoldPeaberry_n.png'], 'GoldPeaberry.xml')  
17 }  
18  
19
```