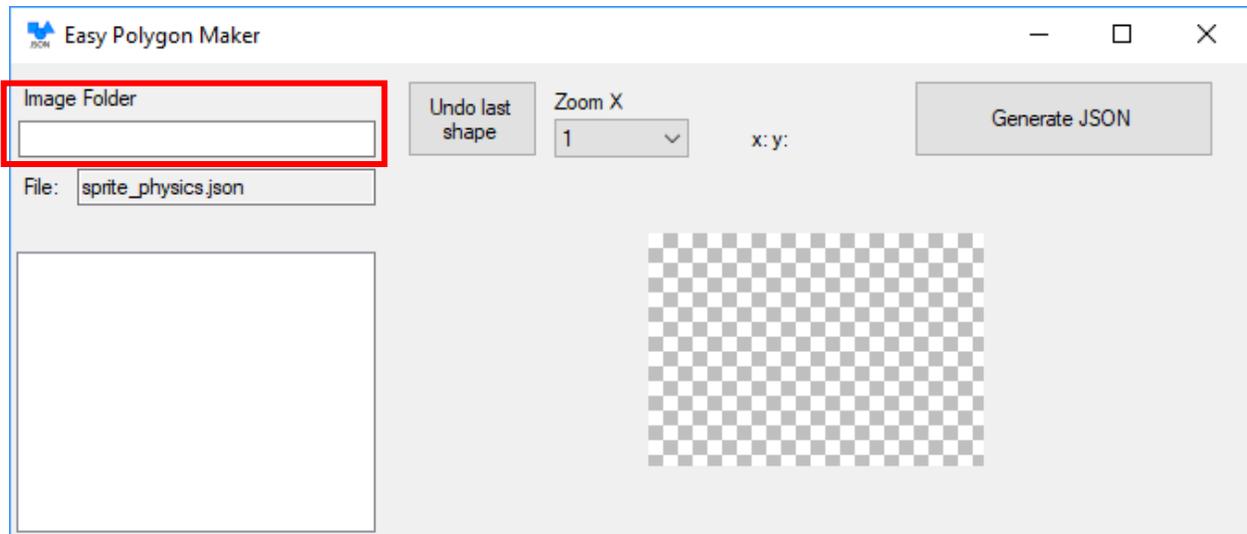


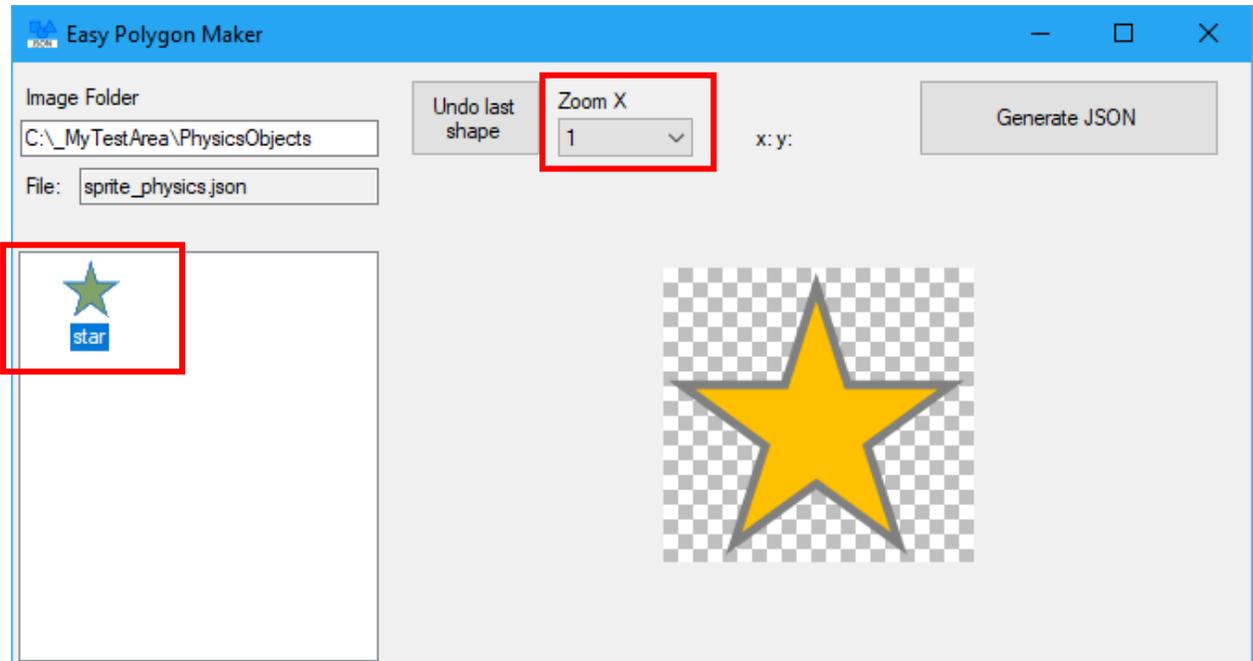
Easy Polygon Marker - Quick Start Guide

Step 1 - Set Image Folder

Copy and pasted the full path of the directory containing your PNG images to the "Image Folder" text box.



Step 2 - Select Image

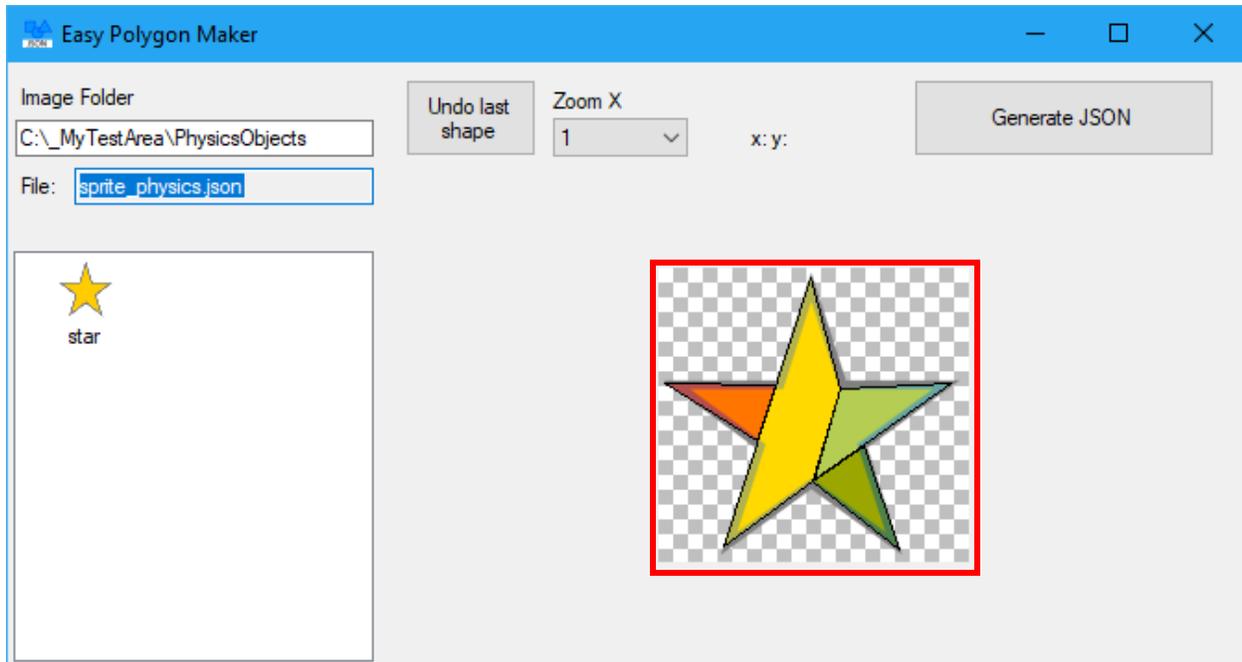


Step 3 – Mark Shapes

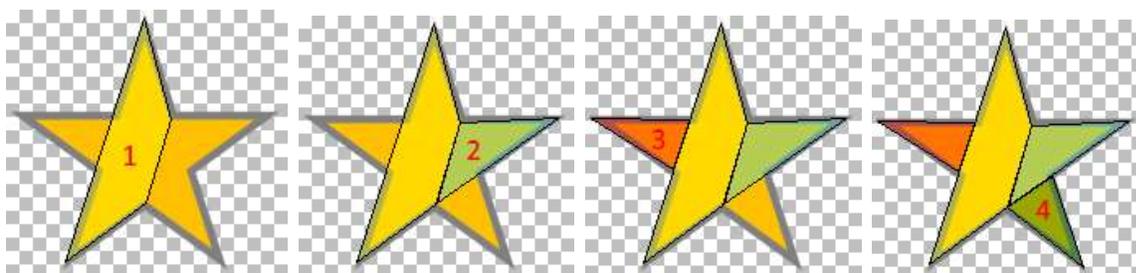
Outline shapes on the image by:

1. Placing points using the left mouse button.
2. Finalize the shape using the right mouse button.
3. If you are not happy with the shape, you may remove it by clicking the 'Undo last shape' button.

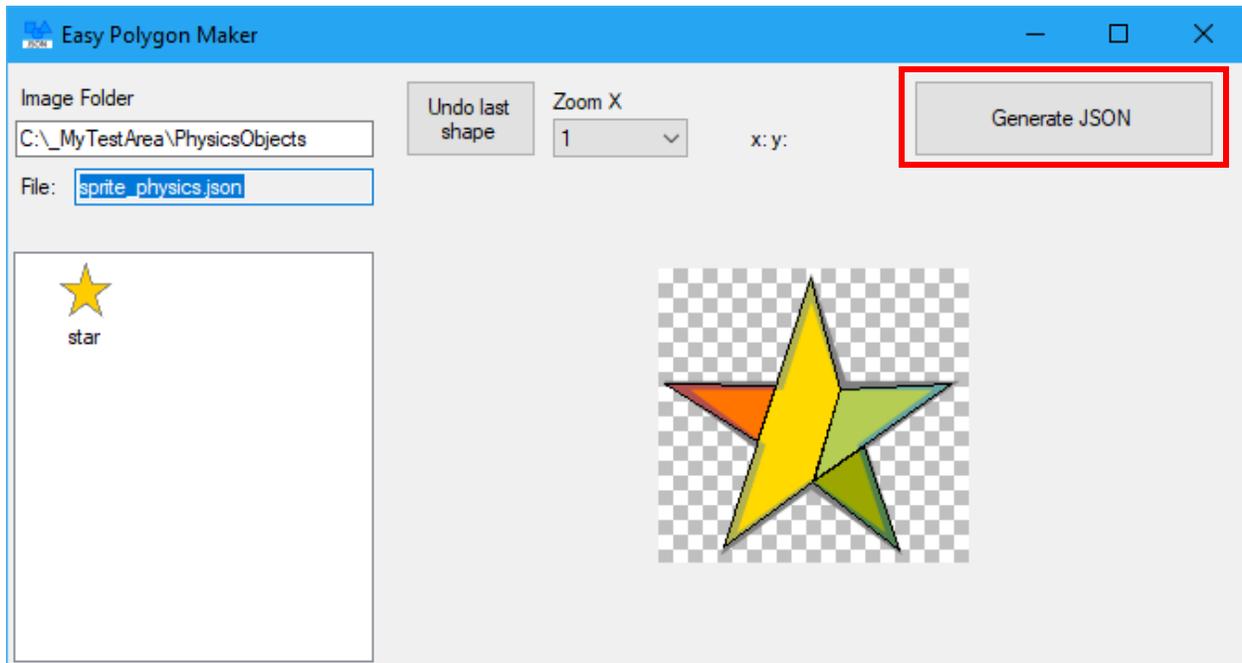
N.B. Make sure that the shapes outlined are all convex polygons.



Breakdown of the shapes created on the star:



Step 4 – Generate JON File



Check the folder and see the "sprite_physics.json" file created:



Step 5 – Use with Phaser.io for P2 Physics

In the Preloader, load images and JSON file:

```
game.load.image('star', 'assets/physicsSprites/star.png');  
game.load.physics("sprite_physics", "assets/physicsSprites/sprite_physics.json");
```

In the Game code, use JSON data:

```
var starSprite = game.add.sprite(300, 300, 'star');  
this.game.physics.p2.enable(starSprite);  
starSprite.body.clearShapes();  
starSprite.body.loadPolygon('sprite_physics', starSprite);
```

Things to Watch Out For

- This software only works with PNGs.
- The output file always has the name "sprite_physics.json". If a file of that name already exists, the software will try and load it. The existing file may be overwritten when you click "Generate JSON" button.
- You are responsible for making sure that the polygons you create are convex.
- Do not have a graphic with the name "shape.png".