

Challenge 2

Extract sprites from a larger png file such as the one we can find at <http://gaurav.munjhal.us/Universal-LPC-Spritesheet-Character-Generator/>. The picture below is showing one of the sprite collection.

Hints:

- You can read and convert a PNG into a form (a graphics pharo basic element) using `PNGReadWriter`.
- Have a look at the message `binaryReadStreamDo:`.
- Use `asFileReference` or `FileSystem workingDirectory` if the file is located close to the `pharo.image` file to get to a file.
- You can use the message `/` to specify a file name in the path.
- Pay attention the stream should be binary.
- You can access the size of a form using message `width` and `height`.
- You can copy a part of a form using the message `form copy: aRect-angle`.
- Looking at the results of expressions with the inspector is a great idea.

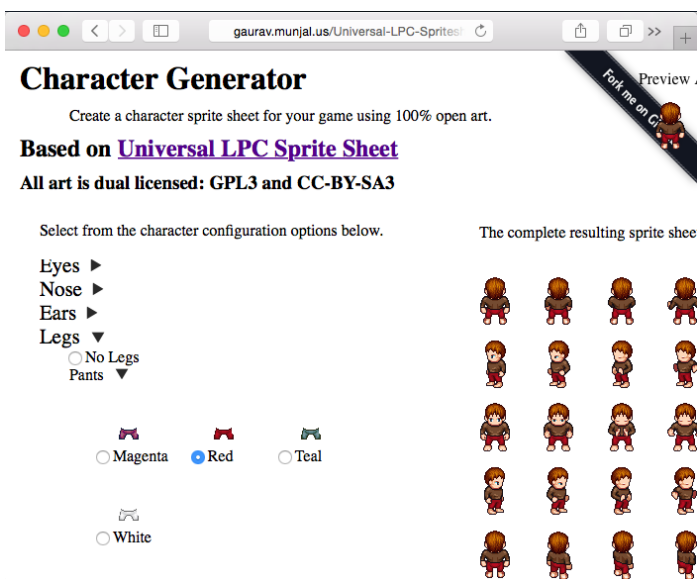


Figure 1.1