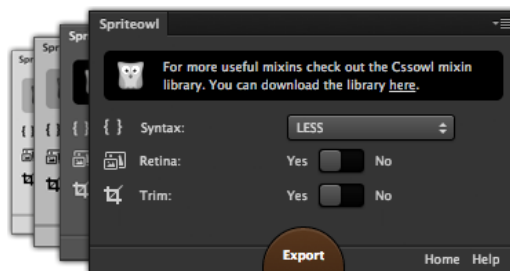




## About Spriteowl

Writing CSS code for a sprite image is a time-consuming job as you always have to measure x, y, width and height of all sprite elements. And if elements change or new ones are added, you have no choice but to start measuring again. Wouldn't it be great, if you could just do your updates and let someone else take over this annoying job? **Well, lucky you, that's where Spriteowl comes in.**

**Spriteowl is a Photoshop extension that takes over the boring part when working with sprite images and CSS. In other words, no more annoying measuring.**



## Spriteowl Features

### Save time

Spriteowl retrieves **x, y, width and height** info of all **sprite elements** for you. **No more boring measurements!**

### Changes welcome

Just name your groups and layers and **don't worry about position changes** of your sprite elements any longer.

### Retina support

Spriteowl generates **retina ready PNG files** and **all required media queries** of your Photoshop sprite file.

### Preprocessor support

Good news for those working with preprocessors: Spriteowl supports **LESS, SASS/SCSS and Stylus!**

**<http://spriteowl.owl-stars.com>**

If you are a **blogger or a journalist** and want to know more about the Spriteowl Photoshop extension or you are interested in publishing something about Spriteowl, please send us an email to **[owlnest@owl-stars.com](mailto:owlnest@owl-stars.com)**.