QUICK START GUIDE

for Volt Spriter 1.2.0V
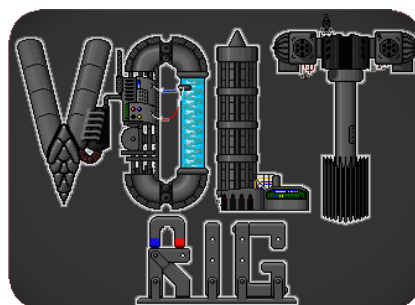
2023r Voltrig

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Preface

The following quick start guide contains everything you need to get started and use all of the features of the asset. Make sure to check it again after major updates to find the best workflow for your project.

Some paragraphs might contain info about a feature that is available only in particular Unity versions. They are highlighted accordingly with what version they apply to, like so: **(2019.x)**.

Important elements, such as input needed to trigger a feature or references to UI elements will be marked **Like This**.

If you are enjoying a certain feature, have a problem or got an idea for a feature that could improve the asset, feel free to hop onto the Volt Spriter **thread** or **discord server** and share your thoughts.

Thank you for purchasing Volt Spriter. I hope that it will not only save you lots of time, but also make working with sprites fun.

Dictionary

LMB – Left mouse button.

RMB – Right mouse button.

MMB – Middle mouse button.

VS – Volt Spriter

Any Arrow – Up, down, left or right arrow.

Quick start

How to start Volt Spriter

You can start using Volt Spriter right away by opening the sprite editor for any sprite, then changing the mode from Sprite Editor to **Volt Spriter**.
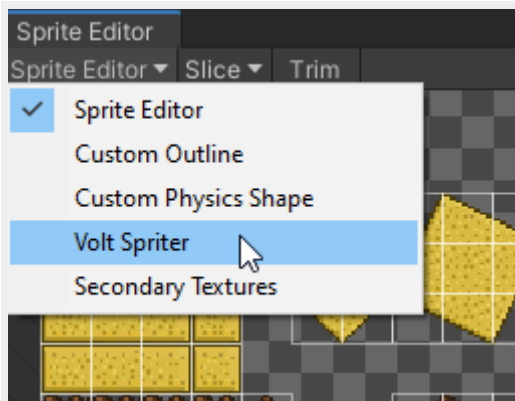

Image 1: Volt Spriter mode inside of the build-in Sprite Editor.

To make full use of the Volt Spriter remember to also open Volt Spriter Window by clicking the **VS Window button** as shown on the Image 2.

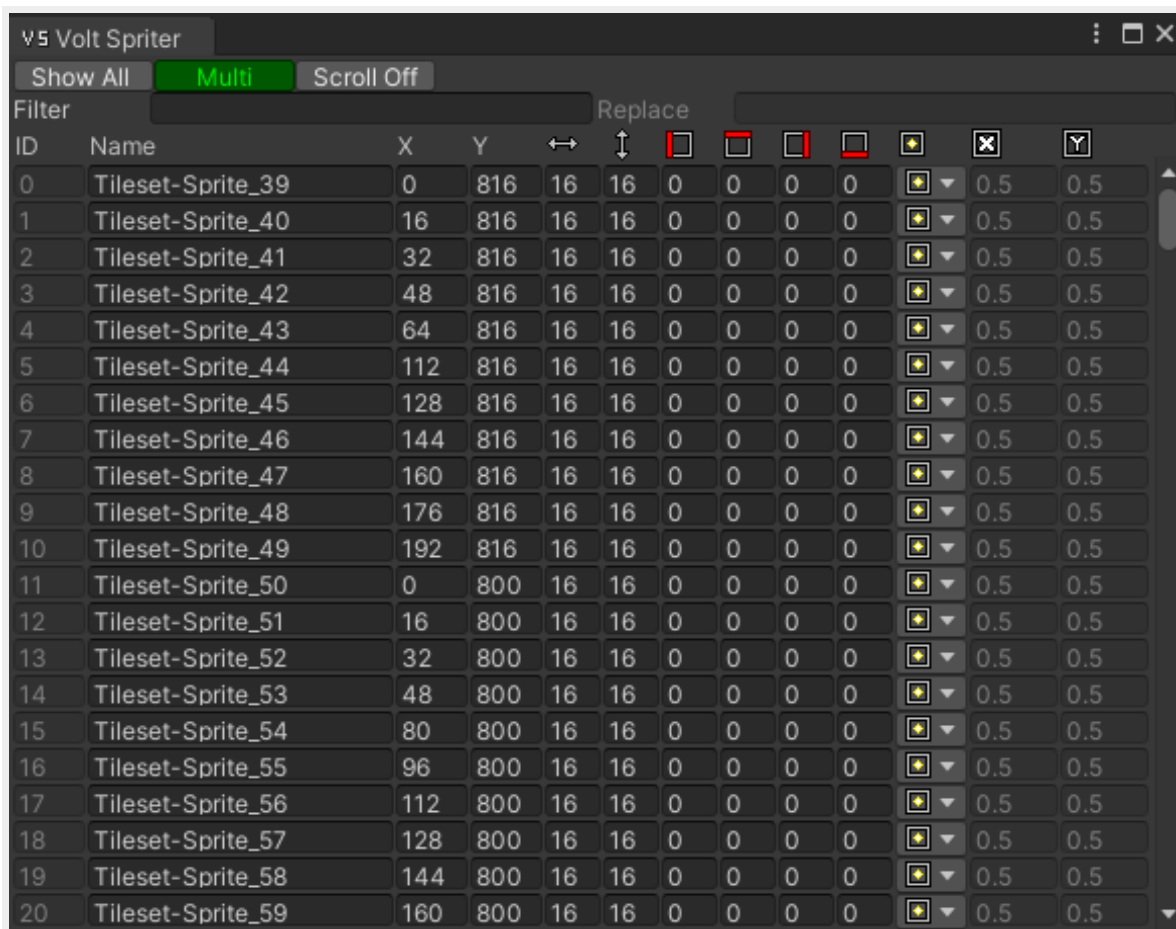Image 2: The Volt Spriter Window open button.

Volt Spriter window

Image 3: The Volt Spriter window.

Lets go through all of the buttons and fields and learn what they do.

Show All – This button toggles the Volt Spriter between **Show All** and **Show Selected** modes. As the names suggest, in **Show All** mode all sprites are shown in the list, while in **Show Selected** mode shows only those sprites, which were selected.

Multi – This button toggles edit mode between **Multi** and **Single**. The difference is that in **Multi** mode you edit whole selection at once, while in **Single** mode you edit values individually.

Scroll Off – This button toggles scroll mode between **Scroll Off** and **Scroll On**. If in **Scroll On** mode, the window will automatically scroll to the highlighted or selected sprite. Very useful if your sheet has lots of sprites.

Filter – Type in any name to filter your sprites and show only those which contain this string.

Replace – Works only with a value put into the filter. Type in a new string and press enter to replace the filtered string in all filtered sprites.

Fields Navigation – There's a handy functionality in the Volt Spriter window, which allows you to jump fields without having to use the mouse. To do that **LMB** any field of

any sprite, then use **Alt + Any arrow** to jump to the neighbour field. (Warning: If you have any shortcut set to this combination, or the Volt Spriter window gets deselected you have to select any field again using the **LMB**).

Hiding columns

To hide a column that you aren't interested in press **RMB** on the labels row and pick which one should be visible or hidden. Hiding columns is useful to boost UI performance or gain horizontal space.
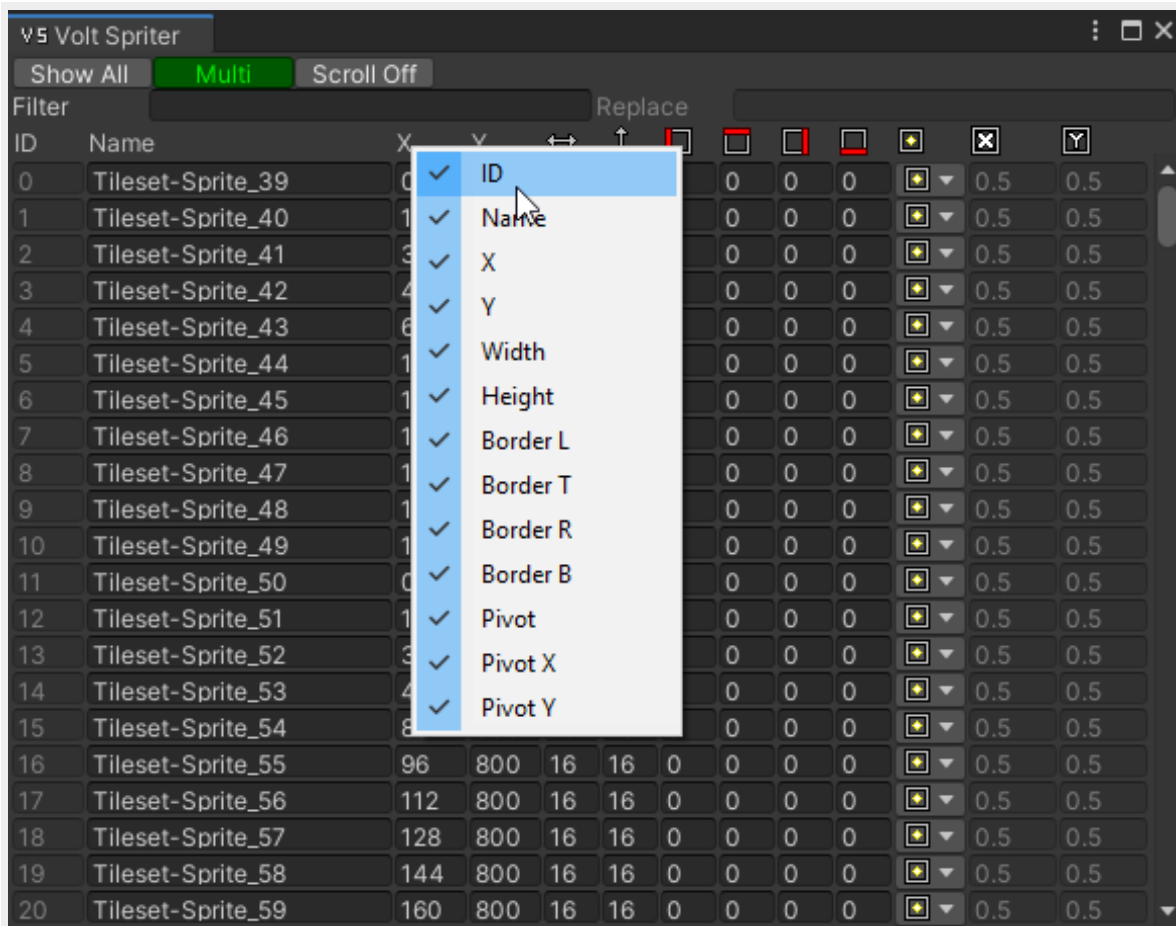

Image 4: Context menu for hiding the labels.

You can also hide columns by editing the Volt Spriter Settings by going to either **Edit→Project Settings→Voltrig→Volt Spriter** menu, or by **pressing the Settings button** inside the sprite editor while in the Volt Spriter mode.

Sprite editor extension

Volt Spriter mode extends the sprite editor with many useful features and makes the sprite editing easier.
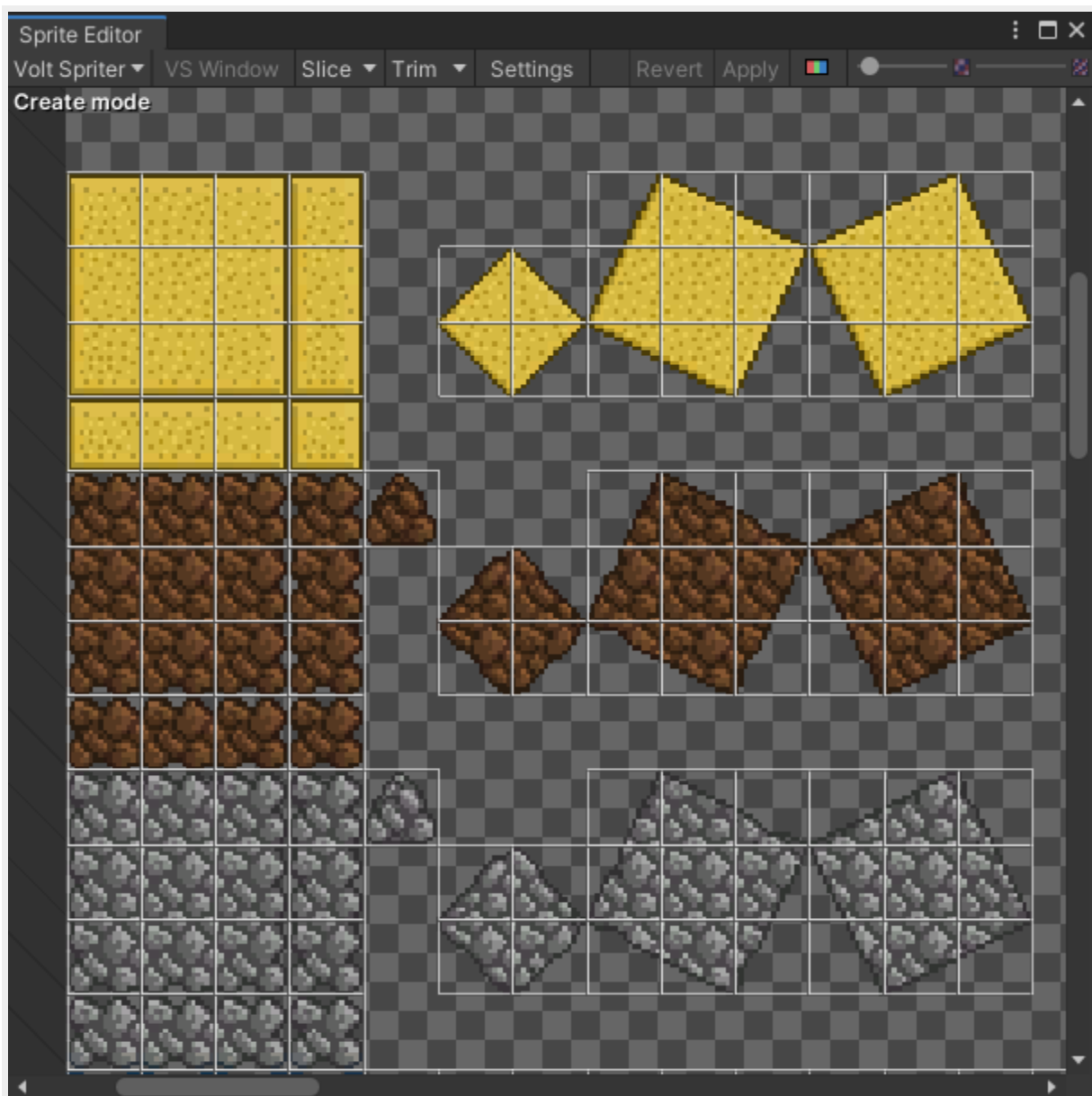
Image 5: The Volt Spriter mode.

Modes:

Select Mode – Default mode of the Sprite Editor. Allows you to select sprites. You can select multiple sprites at once! Use **Shift** to click select sprites/add to selection or simply drag select sprites **holding LMB**, dragging it over the sprites and letting it go. Deselect sprites by **clicking LMB** in an empty spot.

Create Mode – **Hold Ctrl** without any sprite selected to enter this mode. Allows you to create new sprites.

Translate Mode – **Press LMB + hold LMB** on any sprite to enter this mode. Allows you to move your sprites. You can move multiple sprites at once! You can also move your selected sprites using **Any Arrow** to move 1 pixel, or **Ctrl + Any Arrow** to move 5 pixels.

Edit Mode – **Hold Ctrl** with any sprite selected to enter this mode. By default it allows you to edit sprite borders, rects and pivots. You can edit multiple sprites at once.

Rect Mode – **Hold R** with any sprite selected to enter this mode. Allows you to edit sprite rects. You can edit multiple sprites at once.

Border Mode – **Hold B** with any sprite selected to enter this mode. Allows you to edit sprite borders. You can edit multiple sprites at once.

Pivot Mode – **Hold P** with any sprite selected to enter this mode. Allows you to edit sprite pivots. You can edit multiple sprites at once.

Functionalities:

Auto-indexing – To auto index your sprites select any amount and **Press Ctrl + 1** (index horizontally) or **Ctrl + 2** (index vertically)

Rotating – To rotate your selection P**ress Ctrl + R**

Flipping – **Press Ctrl + X** to flip horizontally or **Press Ctrl + Y** to flip vertically.

Saving/Applying – To save **Press Ctrl + S** or **Apply** button.

Reverting – To revert **Press Ctrl + Z** or **Revert** button.

Slicing – To slice use the **Slice** button.

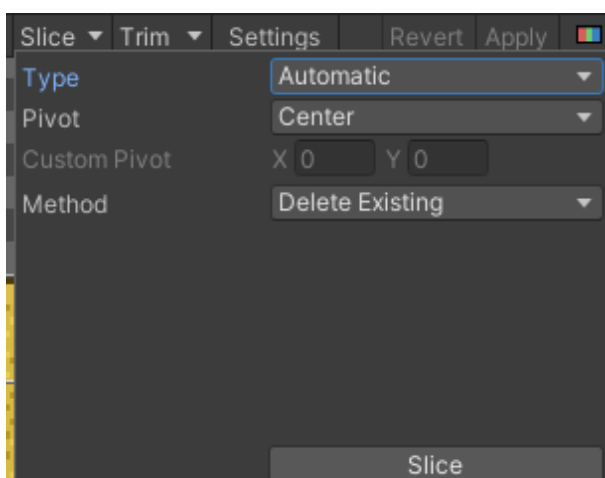Pressing the slice drop down will open a slice window.

Image 6: The slicing window

Slicing settings are the same like in the default sprite editor, but you are also able to slice inside the selected sprites. This allows you to easily create a grid of sprites of varying sizes inside a single atlas.

Trimming – To trim use the **Trim** button or **Press Ctrl + T** hotkey.

Pressing the Trim drop down will open a trim window, where you can change the alpha value to be trimmed. 0 is full transparency, and 254 is nearly fully opaque. Default trim value is 0, as in the default sprite editor, but since some sprites can contain alpha noise, it's preferable to use a non-zero value that's above the noise value.
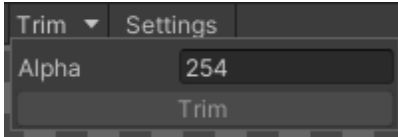

Image 7: The trimming window

Settings – Button that opens settings of the Volt Spriter.

Workflows lookup

Creating new sprites
In Sprite Editor:
- Make sure that no sprite is selected. **Hold Ctrl + LMB drag**.

Deleting sprites
In Sprite Editor:
- Have any sprites selected, then press **Delete**.

Selecting sprites
In Sprite Editor:
- **LMB drag**.
- **Hold Shift + LMB drag**.
- **Hold Shift + LMB** any not selected sprite.

In Volt Spriter Window:
- **Hold Shift + LMB drag**.
- **Hold Shift + LMB** any not selected sprite.

Deselecting sprites
In Sprite Editor:
- **LMB** on nothing.

In Volt Spriter Window:
- **Hold Shift + RMB drag**
- **Hold Shift + RMB** any selected sprite

Editing sprites
In Sprite Editor:
- Have any sprite selected and **hold Ctrl**.
- To edit only rects, have any sprite selected and **hold R.**
- To edit only borders, have any sprite selected and **hold B.**
- To edit only pivots, have any sprite selected and **hold P.**

In Volt Spriter Window:
- **LMB** any field and edit it
- **LMB** any field of a selected sprite and edit whole selection at once

Moving sprites

In Sprite Editor:

- **LMB drag** any sprite
- **LMB drag** selection to move all selected sprites
- **Press Any Arrow** to move the selection 1 pixel in the given direction
- **Hold Ctrl + Press Any Arrow** to move the selection 5 pixels in the given direction

In Volt Spriter Window:

- **LMB** any position field and edit it.
- **LMB** any position field of a selected sprite and edit whole selection at once.

Flipping sprites

In Sprite Editor:

- **Hold Ctrl + Press X** to flip selection horizontally.
- **Hold Ctrl + Press Y** to flip selection vertically.

Rotating sprites

In Sprite Editor:

- **Hold Ctrl + Press R** to rotate selection clockwise 90 degrees.

Finding sprites

In Sprite Editor:

- **Hover the Mouse** over any sprite to see its name and see it highlighted in the Volt Spriter Window.

In Volt Spriter Window:

- Use the sprite name filter at the top of the window.
- **Hover the Mouse** over any sprite to see it highlighted in the Sprite Editor window.

Auto-indexing of sprites

In Sprite Editor:

- Select any sprites and **Press Ctrl + 1** to index them horizontally or **Press Ctrl + 2** to index them vertically.

Find and replace names of sprites

In Volt Spriter Window:

- Input any string into the **Filter field**, then Input any replace string into the **Replace field** and press enter.

Revert changes

In Sprite Editor:

- Press **Revert** button or **Ctrl + Z**.

Save changes

In Sprite Editor:

- Press **Apply** button or **Ctrl + S**.

Slicing sprites

In Sprite Editor:

- **Press Slice fold-out** in the toolbar, configure it, then **press Slice button**.
- Create and select a sprite that overlaps area that you want to slice. **Press Slice button** with this sprite selected to slice just the selected area.
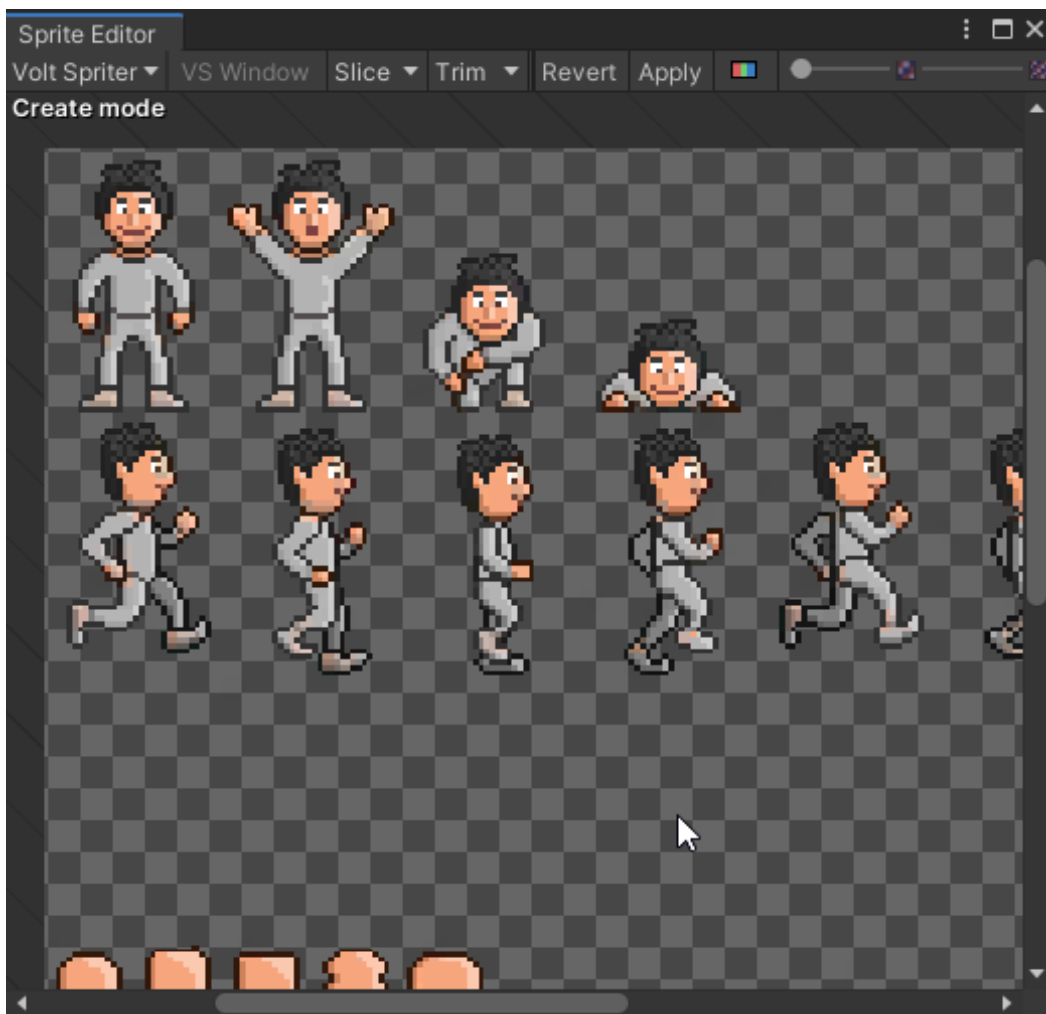
Selection slicing example:

Image 8: Sprite sheet without sprites.

Image 9: Creation of a selection sprite.

Image 10: Result of automatic slicing of the above selection.

Image 11: Result after cleanup trimming (254 alpha used) of the slicing result.

Trimming sprites

In Sprite Editor:

- **Press Ctrl + T**.
- **Press Trim fold-out** in the toolbar, then the **Trim button**.

Change Volt Spriter settings

In Sprite Editor:

- **Press Settings** button in the toolbar.

In Unity Editor:

- **Go to Edit→Project Settings→Voltrig→Volt Spriter** menu
- **Select the Assets/Voltrig/VoltSpriter/Data/VSSettings** asset.

Resetting:

- **Select the Assets/Voltrig/VoltSpriter/Data/VSSettings** asset, then press the corner cog button and **select Reset to default** option.
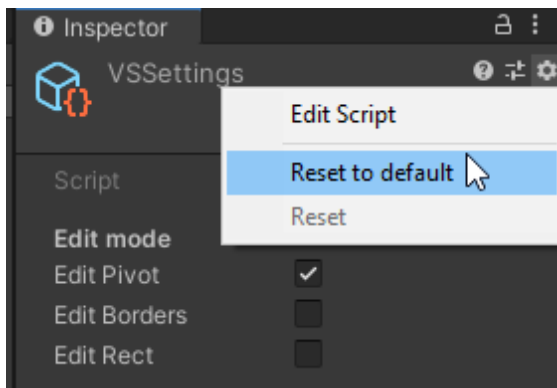
Image 12: Resetting the Volt Spriter settings to default values.

Changelog

V1.2.0 – 04.2023

-**[Polish]** Improved VS Window labels, which now support icons.

-**[Polish]** Indexing shortcuts now don't require deselecting the input field.

-**[Polish]** Hover/Mode label is now a little smaller.

-**[Polish]** It's now possible to rotate single sprites.

-**[Polish]** Improved pivot selection inside the VS Window.

-**[Polish]** Improved sprite editor patching.

-**[Feature]** Added slicing, which allows to slice only by selection.

-**[Feature]** It's now possible to open VSSettings by double clicking the asset.

-**[Feature]** It's now possible to configure hover/mode label font style and size.

-**[Feature]** Expanded the edit mode, where a separate mode for rect, border and pivot editing has been added.

-**[Feature]** Now supports Unity 2023.1.

-**[Bugfix]** Arrow selection now should behave correctly for first and last elements in the sprite list.

-**[Bugfix]** Deleting a sprite that is open inside the Volt Spriter won't cause a console error any more.

-**[Bugfix]** Trimming a sprite that is outside the texture bounds won't cause a console error any more.

V1.1.0 – 05.2022

-**[Optimization]** Window rendering now ignores unnecessary layout events.

-**[Optimization]** Lowered the amount of repaints needed in the sprite module.

-**[Feature]** Added trimming, which allows to pick the alpha threshold.

-**[Feature]** Added sprite editor patching to allow features that were not possible with reflection alone.

-**[Feature]** It is now possible to hide columns that we don't need in the sprite window list.

-**[Feature]** Added settings/style customization.

-**[Feature]** Added pivot editing to the edit mode of the sprite editor.

-**[Polish]** Sprite window now uses the whole horizontal space.

-**[Polish]** Improved the sprite editor module toolbar looks to be more similar to original sprite editor.

-**[Polish]** Filtering by name now ignores lower/upper cases.

-**[Polish]** Updated the Quick Start guide to be more readable.

-**[Polish]** Alt arrow navigation is now less hacky and more responsive.

-**[Bugfix]** Sprites in the sprite module are now correctly highlighted if we hover the mouse over them in the sprite window when sprite module is in focus.

-**[Bugfix]** Fixed flipping and rotation logic sometimes failing to work correctly.

-**[Bugfix]** Original sprite editor sprite rects should now be always hidden when in the Volt Spriter mode.

V1.0.0 – 02.2020

-First version

Links

1. **Volt Spriter support forum thread.**

2. **Volt Spriter on the asset store.**

3. **Volt Spriter support discord.**

4. **Voltrig website**.