

AnimCreator – Manual

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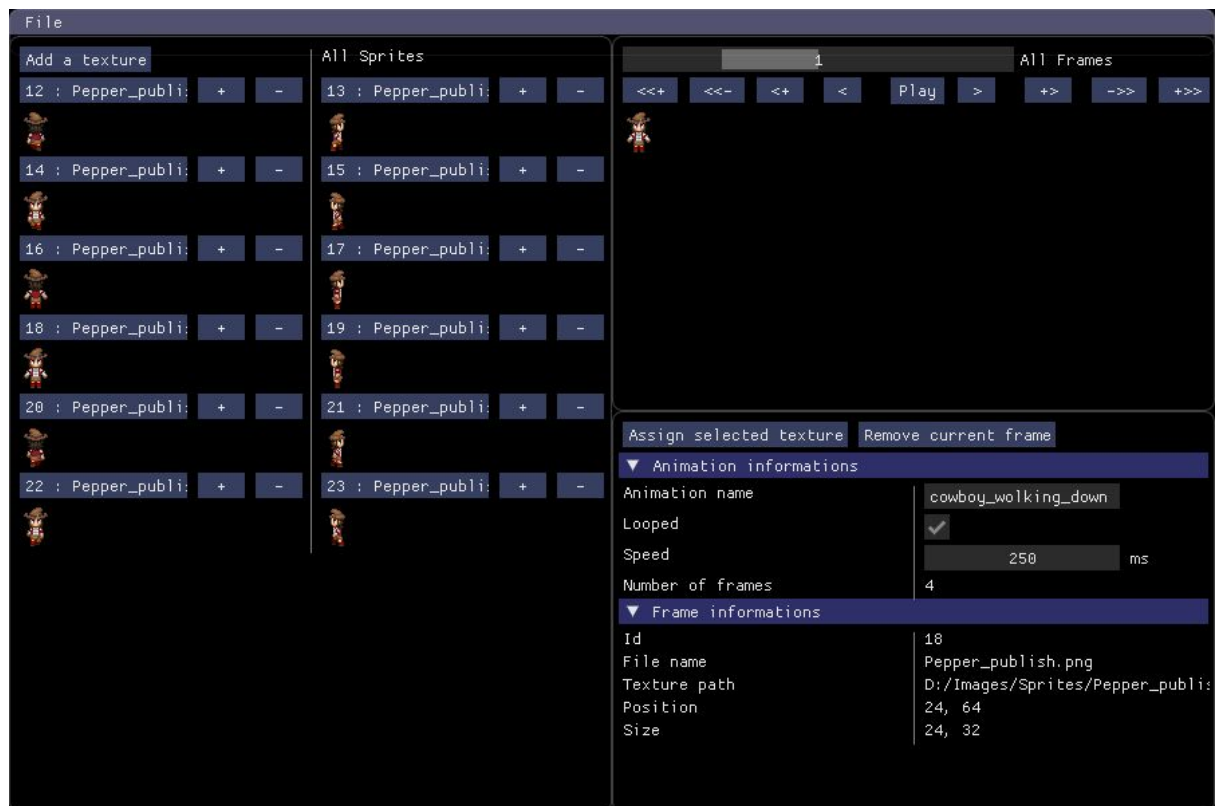
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Introduction

AnimCreator is a tool allowing the user to edit and create animations for SFGE.

The tool looks like this :



On the left : The Texture Manager : Where is displayed all the loaded sprites in the application. They can be assigned to frames inside the animation.

Top right : The Editor and preview : Where you can see and manage your animation.

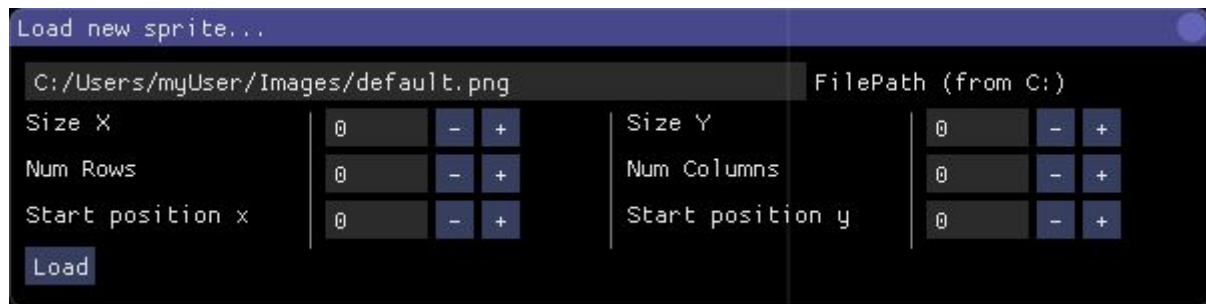
Bottom right : Where informations about the animation and the current frame are displayed

Importing sprites to the tool

To import a new sprite or sprite sheet to the application, you can press the button “Add texture” or go through the File menu, then Open.

Shortcut : Ctrl + O.

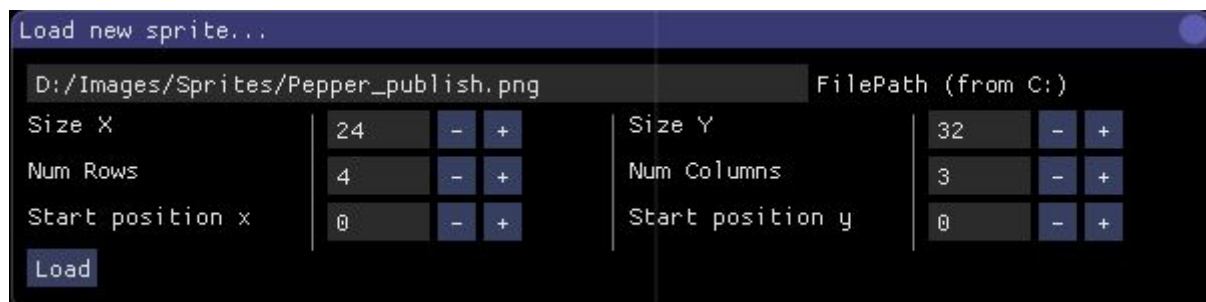
A popup like this will show :



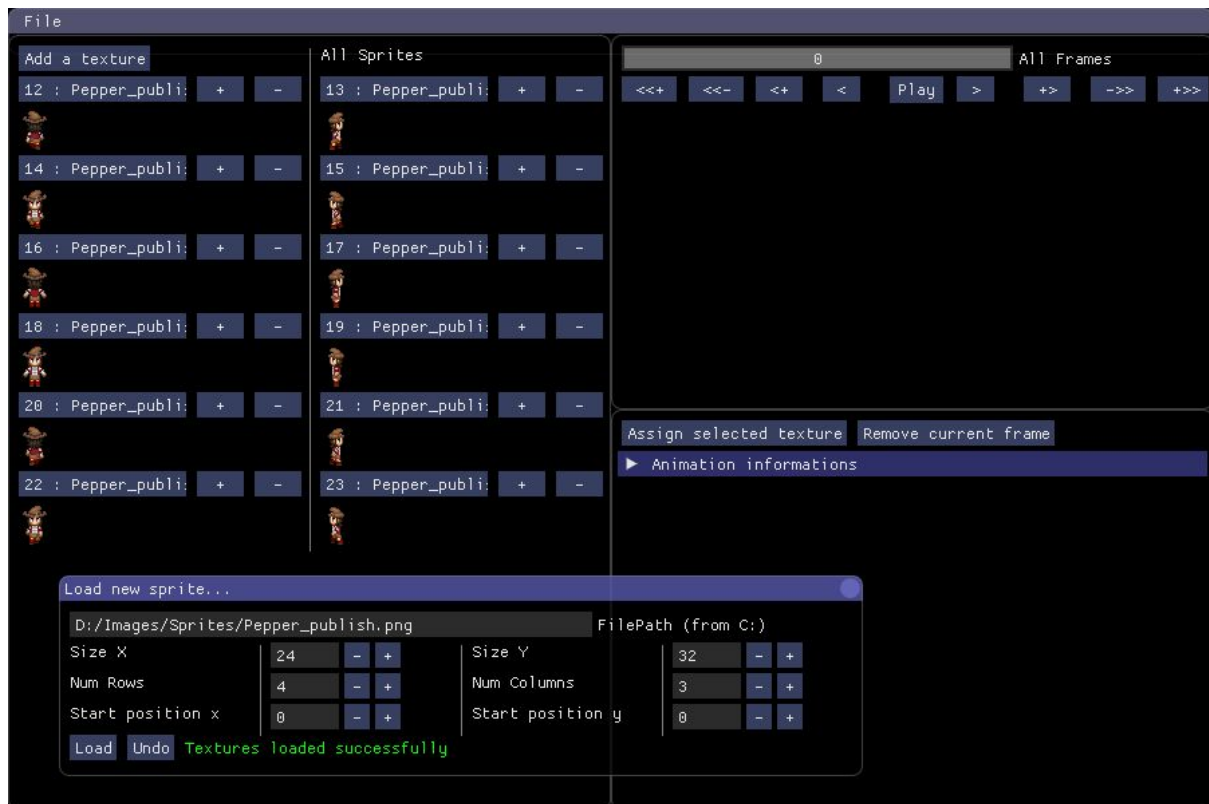
Inside of it, you can specify :

- FileName :** Where your image is located on your hard drive.
- Size X / Y :** Size of your sprite in pixels.
- Num Rows, columns :** Number of rows or columns in your spritesheet. If your image contains only one sprite, just put “1”.
- Start position X/Y :** Offset, if applicable, of your sprite.

After you filled out the fields, you can press on “load” to load your sprites in the application.



If it is successful, the images are displayed on the file section like this :



Otherwise, a red text will appear, mentioning what was wrong with the data you filled. Most of the time, the problem will be from the "FilePath" field, where the image wasn't found by the application.

If you had a problem with the importation (wrong size / position / num of rows or columns), you can undo your actions and try again with new parameters. Pressing the "undo" button will delete all the previously added sprites. It only works with the last imported sprites.

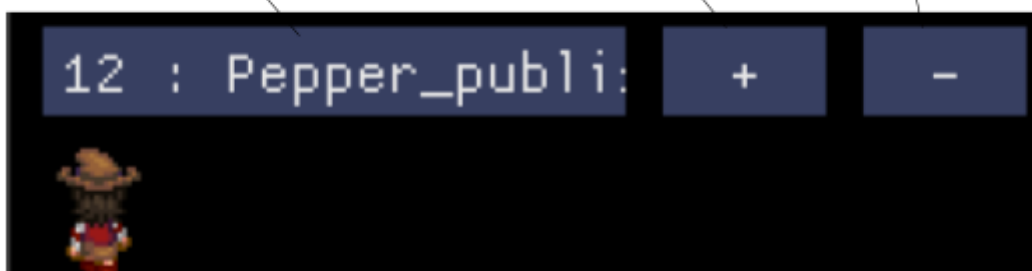
Sprite structure

Sprite name

Double clicking it will assign the sprite to the currently selected frame

Add the sprite to a new keyframe on the animation

Remove the sprite from the system



Editing the animation

Edition section

The top right section is where is displayed the animation and the controls of it.

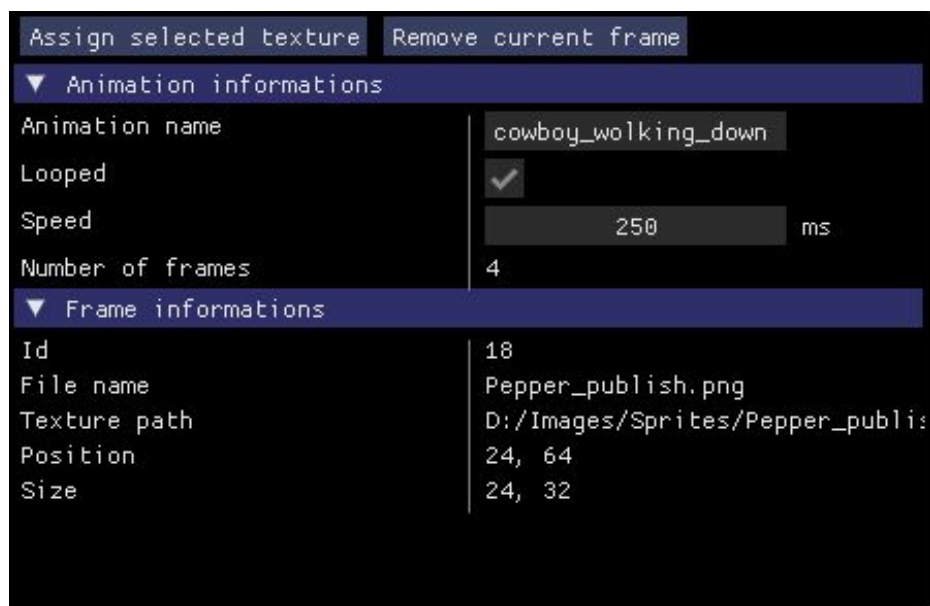


Button list :

Slider	Navigation along all the frames of the animation.
<<+ and +>>	Add a new frame at the end or beginning.
<<- and ->>	Remove the first or last frame.
<+ and +>	Add an empty frame before or after the currently selected frame.
< and >	Swap the current frame with the one before or after.
play and pause	Play the animation in real time, pause to stop it. Will loop on itself if the animation is loopable in the options.

Information section

The bottom right section is where is display the informations of the animation and of the currently selected frame.



Two options are available, display as buttons :

Assign selected texture : To assign the selected texture to the currently showed frame.
Remove current frame : Remove the frame currently showed.

You can edit and apply all the informations above. The animation name will be the file name when exporting the file.

Note: that the speed of the animation can be edited while it is played.

Exporting the animation for SFGE

To export the animation, you can go through the “File” menu and select “save”.

Shortcut : Ctrl + S



The file will be saved in the “/data/animSaves/<<FileName>>” folder of your application.
All the used images will be copied, and a .json file will be created, containing the informations needed for SFGE.