

Animation editor

Add/Edit animation

Name

enemy.ship.1

Speed

text

Loop Type

text goes here

Current animation playing (if play is pressed)

List of existing frames displayed as images (scaled to the control size).

The frames can be reordered by dragging and dropping frames between them

Ok

Cancel

Play

Stop

Reset

Add Frame

Add Frame to animation

Spritesheet

text goes here

Add from file

Delete SpriteSheet

Browsable list of the sprites inside the selected spritesheet. If no spritesheet is selected then all the sprites from all the spritesheets are displayed.

Scrollbars allow quick movement between the sprites.

When clicking a sprite, we select it and return it to the calling dialog.

After a new spritesheet has been added (by clicking the Add from file button), the list is refreshed to also contain those sprites.

Hitting ESC closes the dialog and informs the parent that no sprite has been selected

Add new spritesheet

File

File browser control to select png

Sprite width

32

Sprite height

32

This is where the loaded image is displayed and also the grid with individual sprites drawn upon the image.

This allows the user to have a visual feedback as he changes the sprite size settings.

Ok

Cancel