

# usenti cheatsheet

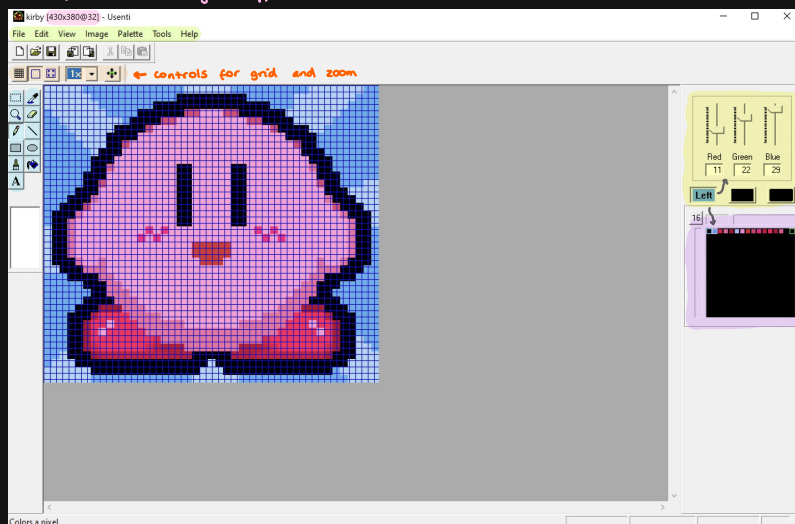
this is the size of your image!

(width x height @ bpp)

bpp = bits per pixel

menu bar →

tool bar →



color editor; the max value for each of RED, GREEN, BLUE is still 31 the color on the button labeled "Left" is the color currently being modified, and it is at the index highlighted in white in the palette display

← the palette associated with your image; there are 16 colors per row (0-15) for a max of 256 colors

at 8BPP, index 0 is the transparent color  
at 4BPP, index 0 of each row is the transparent color } mode

the palette in Usenti is indexed

- if you change the color at an index, all the pixels mapped to that index will change to the new color  
e.g. if I changed the blue color at index 1, the darker blue color in Kirby's bg would turn to the new color
- this means that if you have repeat colors (such as black in this example) but different pixels of the same color are mapped to different indices, only some of those will have the new color

let's go a bit more in depth...

**File**

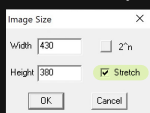
← this is where you go to create a new file, open an existing one, or save your image

this is where you go to resize your image, import a palette, or export

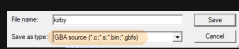
**Image**

resizing

MAKE SURE stretch is checked, or your image will not resize with the canvas

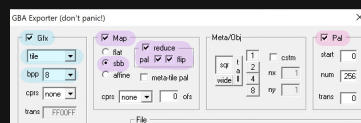
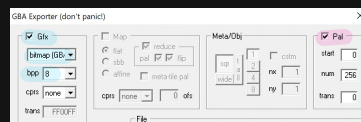


exporting for the GBA



other noteworthy types:

- palette (when only exporting the palette)
- windows bitmap (a good file type to have your image backed up as)



bitmapped modes and collision maps:

- bitmap (GBA)
- 8 bpp
- palette checked (except for collision maps)

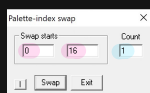
mode 0:

- tile
- 4BPP for specific rows to be the palette, often used with spritesheets
- 8BPP for all 256 colors
- map checked, sbb selected (for bgs)
- map unchecked for spritesheets!
- palette checked

**Palette**

← this is where you go to requantize your palette (reduce n° of colors) or swap colors around

swapping →



- starting index of the colors you want to swap
- how many colors to be swapped

So starting at each index, it "selects" the count number and then swaps those two selections.

shows pixels grid (you may need to zoom in to see the outline)

zoom



tile grid shows tiles (8 = 8px)

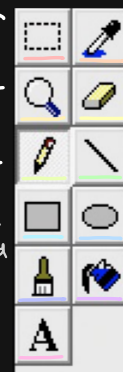
↑ snap to grid

rectangular selection

zoom

pencil

rectangle and circle - solid, border or filled



color picker

- for grabbing a color from the image
- also highlights selected color in palette

eraser

- you will be given sizes to choose from

line

- solid, dashed or dotted

brush and fill (or paint bucket)

text

- writes wherever you click while this tool is selected using the color highlighted in your palette

tl;dr of export settings:

- mode 4 images: GBA source → gfx checked, bitmap (GBA) selected, bpp: 8, cprs: none → map unchecked → pal checked
- mode 0 spritesheets: GBA source → gfx checked, tile selected, (usually) bpp: 4, cprs: none → map unchecked → pal checked
- mode 0 backgrounds: GBA source → gfx checked, tile selected, (usually) bpp: 4, cprs: none → map checked, sbb selected, reduce checked (including pal and flip), nothing else under map selected → pal checked

and that's all... ;)