

# Aseprite Importer Manual

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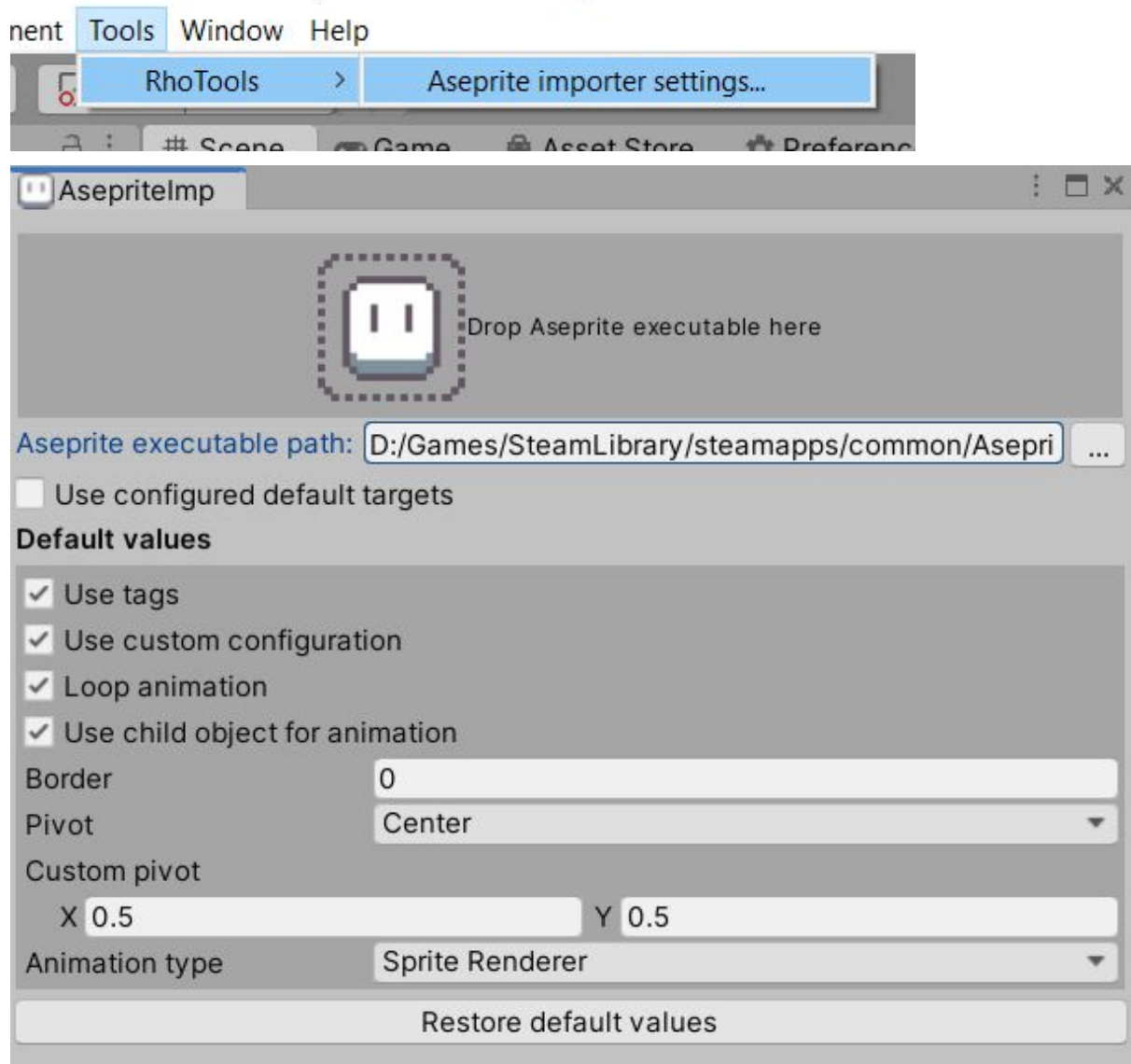
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## Settings

In order to open settings, go to **Tools > RhoTools > Aseprite importer settings...**



It is necessary to set the Aseprite executable file in order to use Aseprite Importer, you can drag and drop the file on the area on the top or select it using the file selector.

**Use configured default targets:** If this option is on, new files will be saved on the designated directories. Otherwise they will be saved in the same directory as the Aseprite file.

#### Default values:

New files will have this configuration by default

- **Use tags:** Uses tags to separate animations
- **Use custom configuration:** Extra configuration can be used in the tag names if this option is on (overrides Loop animation)
- **Loop animation:** All imported animations loop
- **Use child object for animation:** The sprite animation will be run on a child object of the animator (recommended)
- **Border:** Will add empty pixels around the sprites
- **Pivot:** The location of the pivot in the sprites (**Custom pivot** will be used when the option **Custom** is selected)
- **Animation type:** Select Sprite Renderer for 2D sprites and Image for GUI.

## Importing

Aseprite files will be automatically imported.

Selecting an aseprite file in Unity will reveal an inspector that only has a button. That button will select the assets corresponding to the original files that handle the importing.

Once you select an aseprite asset, you'll see the following options:

## Assets

Here are the files associated with your Aseprite file, there shouldn't be any need to modify this.



## Configuration

These settings only affect the selected file(s) and work as explained in the Settings section. Hovering any option will reveal more information.

## Actions



On the bottom you have two buttons, one will create a prefab with the animations already loaded and the other will open the settings window.

The prefab created will remain associated to the asset and replaced if you create a new one.

## Tags and Custom Configuration



If your file has animations separated in tags, you need to activate “**Use tags**”. You can add options in your tags that will only affect separate animations or single frames, you just need to add the option with a “-” at the beginning.

### **-noloop**

You can add **-noloop** to an animation tag so it doesn't loop (otherwise it will loop).

### **-event**

You can add **-event** or **-event+** to a single frame (it still needs to have the animation name in the tag) to create an event on the unity animation, **-event** will create it in the selected frame and **-event+** will create it in the following frame (I created this so you can put events on the last frame of an animation because the last frame on aseprite is the previous to last on unity).

run-noloop								run_backwards				run_backwards-event+:TestFunction,Hola!							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16				
●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●				

The format for an events is:

```
tagName-event:FunctionName,Parameter
```

It can take one string parameter or none.

If you don't use custom configurations, you can choose if all animations will loop with the option Loop animation.

If you don't activate **Use tags**, it will be imported as one single animation.