# User Guide for the Sprite Editor

The Basic Layout

The sprite editor has four main components:

1. An editing area where you can draw on a frame
2. A preview window that shows an animation of the frames you have created
3. A set of drawing tools to help you draw your sprites
4. Frame control buttons that allow you to add a new frame, delete a frame, or change which frame you are editing.

Figure 1: Screenshot of the sprite editor showing the location of the editing area, preview window, drawing tools, and frame control buttons.
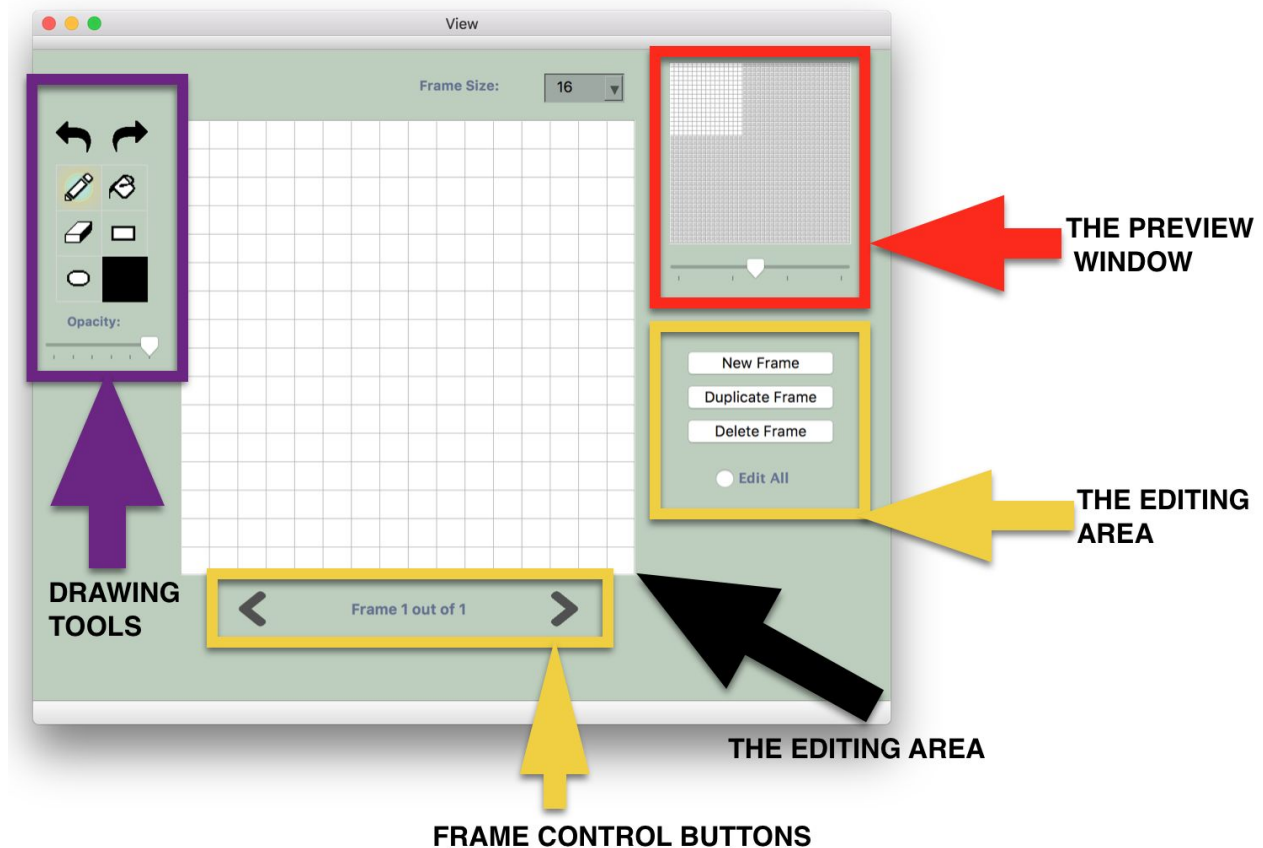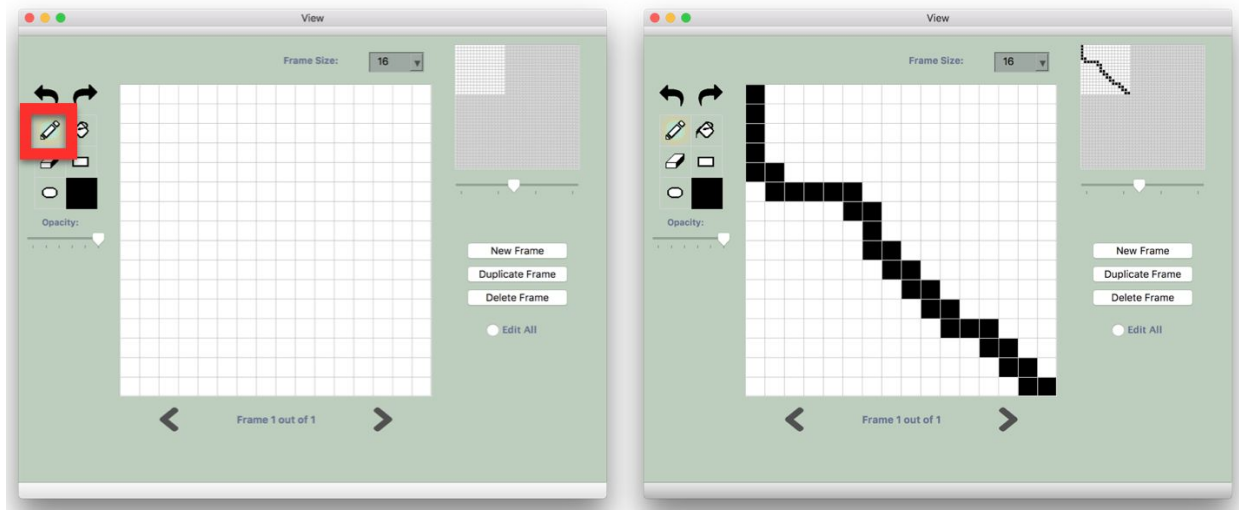


Drawing a Sprite
Pencil Tool:

The Pencil tool is the default tool, and when you start the program this tool will be selected. This tool allows you to click on a pixel in the editing area and change it's color, or "draw" on pixels in the editing area.

Figure 2: An illustration of how to use the Pencil tool.
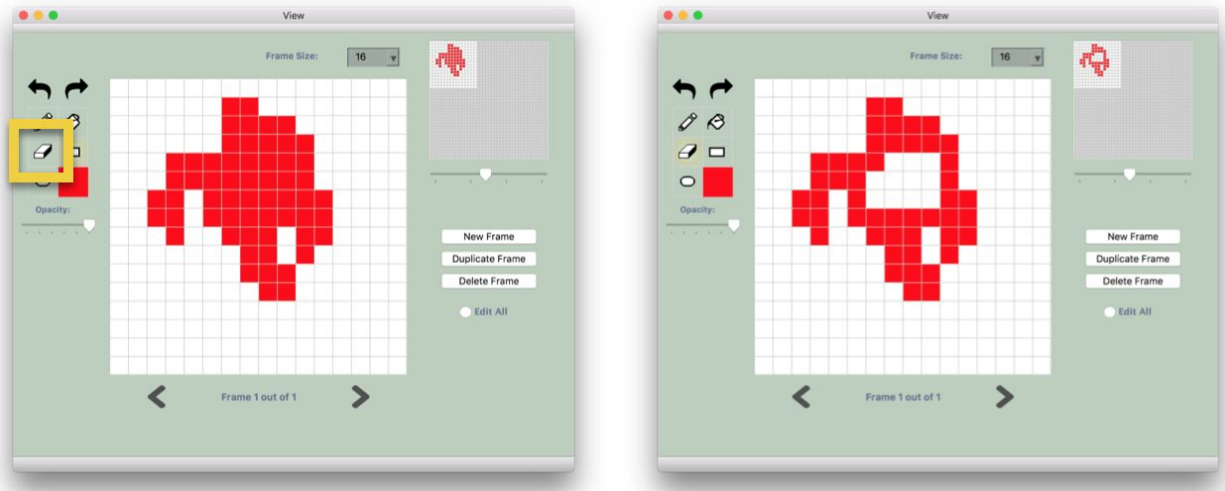

Fill Tool:
Figure 3: The Fill tool allows you to fill an area with color by clicking on one pixel in that area.
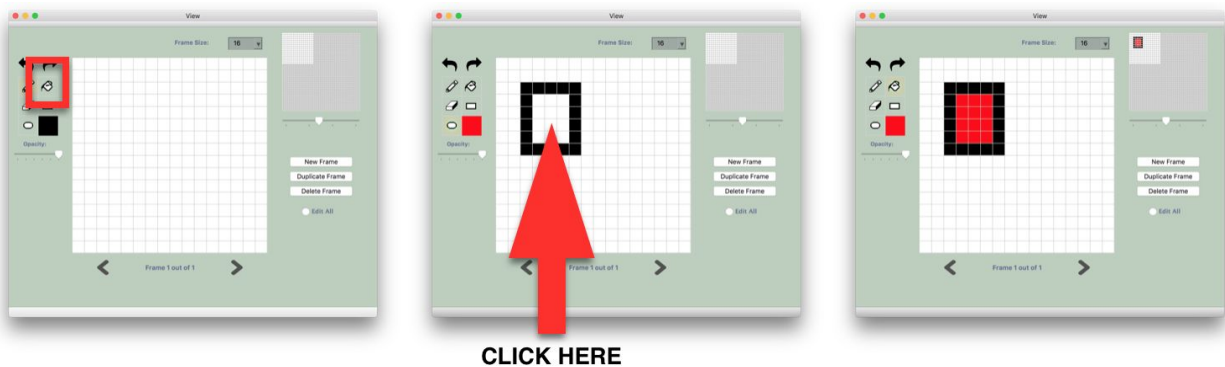

CLICK HERE

Erase Tool:
Figure 4: The Erase tool is essentially a Pencil tool drawing in white.

Shape Tools:

Two different shape tools allow you to draw basic shapes in the editing area. To use the Rectangle tool, select it and click on two different pixels in the editing area. A rectangle will be drawn with opposite corners at the pixels. The Circle tool works the same way, except an ellipse is drawn between the two points.

Figure 5: An illustration of how to use the shape tools.
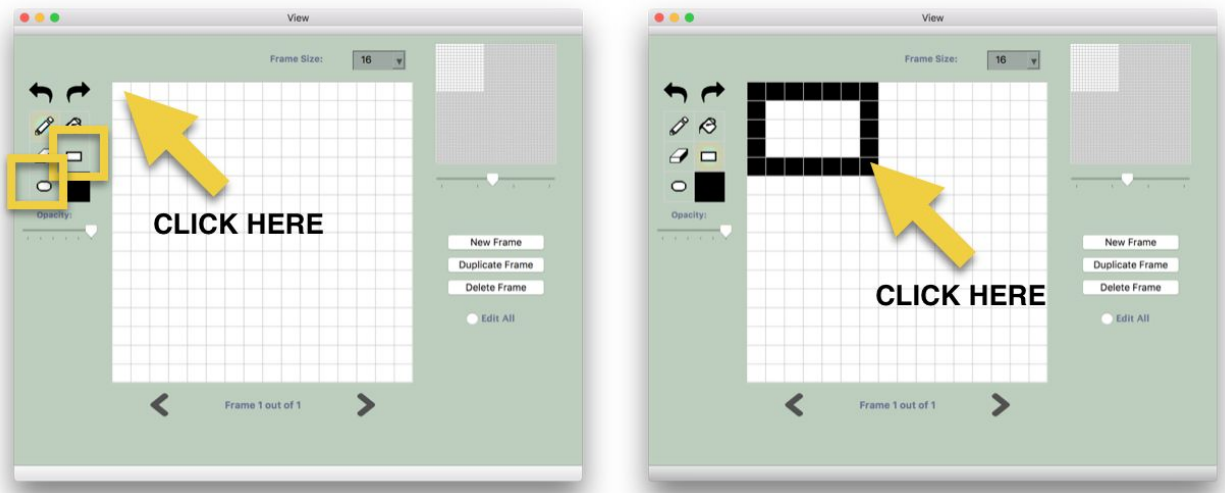
Undo and Redo:

If you mess up your drawing, an undo button will undo your most recent moves. There is also a redo button if you accidently undo something. These buttons are located on the left-hand side above the tool selection buttons.

Colors:
Sprites can be drawn in all colors. Click on the colored box on the left-hand side, and a window will pop up that let's you select a color to draw in. The colored box will change to be this color, letting you know which color you are drawing in.
You can also change the opacity of the color you are drawing in with the opacity slider in the bottom left. The default is opaque, but you can slide the slider towards the left to add transparency.

Figure 6: Selecting a color.
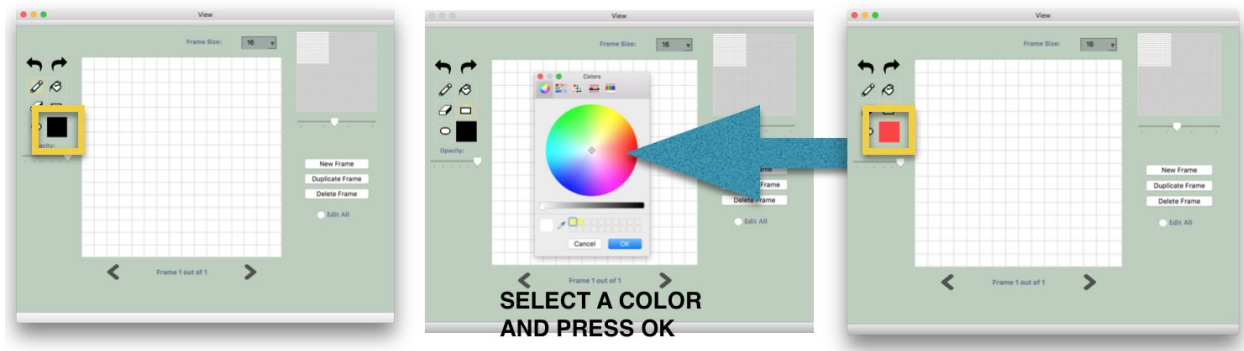
Edit All
If you wish, you can toggle the "Edit All" button that is below that Delete Frame button and the changes you make to the current frame will be reflected on all frames in your animation sequence.

Using Multiple Frames

To add another frame in your sprite animation, simply press the "New Frame" button on the right hand side. Up to 100 frames can be added. If you want the contents of your current frame to appear on your next frame as well, simply press "Duplicate Frame" instead of "New Frame." The arrow buttons below the frame editing area allow you to move between the frames you have created, and the text below the editing area tells you which frame you are on in your animation sequence. If you wish to delete a frame, press the "Delete Frame" button. The frame you are currently viewing will be deleted, although you will be asked to confirm your actions first.

The Preview Window

The preview window allows you to see your sprite animation in action. The slider below the window can be used to adjust the frames per second of the playback: the default is 10 frames per second, but the speed can be selected to be anywhere between 1 and 20 frames per second.

Saving and Loading Projects

Once you have created a sprite animation, you can save it as a .ssp file. Click on the file menu, and select the "Save Project" option. It will ask you where you want to save the file and what you want to call it. Once you have done this, click "Save" in the bottom right. The project will save all frames at the set frame size.

Figure 7: Saving a project.
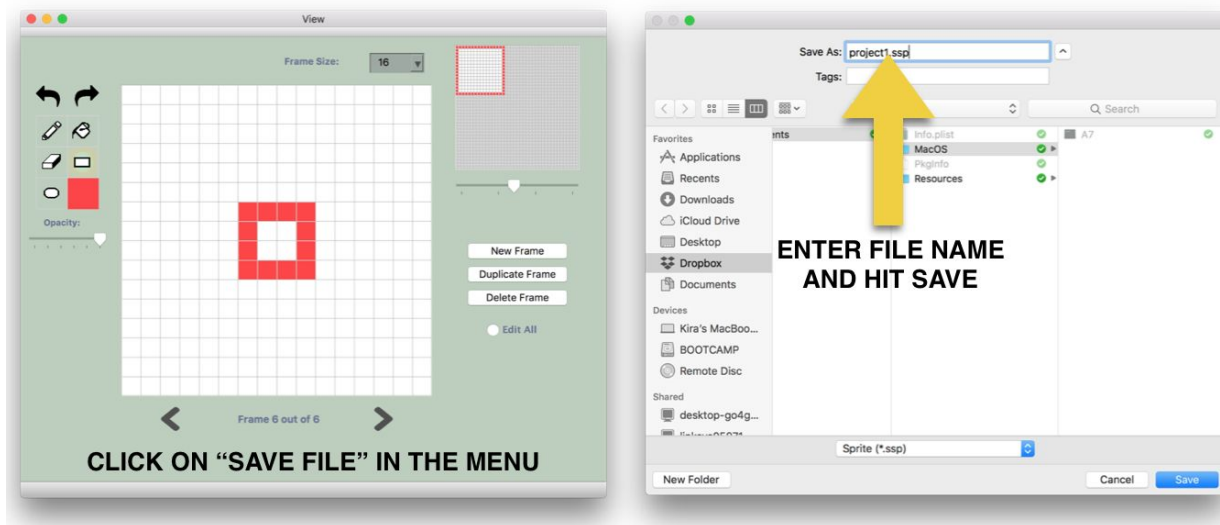
You can also load projects saved as .ssp files into the sprite editor. Click on the file menu and select the "Load Project" option. The project will be loaded in, and the first frame will be displayed in the editing area. If you load a project that has a frame size that is larger than your current frame size, adjust the frame size by using the drop down.

Figure 8: Loading a project.
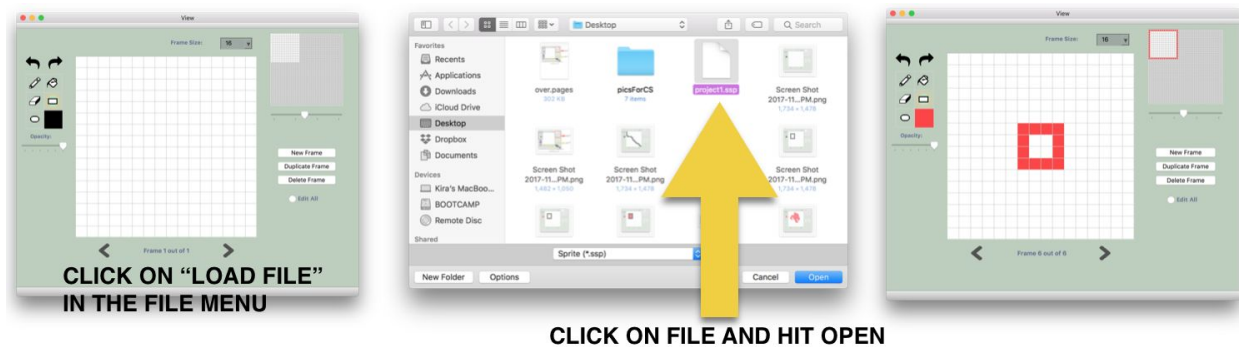
Finally, there is an "Export to Gif" option in the file menu. This creates a gif animation from your frames. You can select where the file will be save and what it will be named in the save file dialog.

Figure 9: Exporting to .gif.