## 1.   The Editor Window

Title bar indicates name of the sprite map file currently being edited, or "new" if the current map hasn't been saved anywhere.

The File menu includes items for file operations (New, Open, Save, Save As), with two application-specific items for importing images as sprites and for exporting the map as an XML file and a PNG file instead of as a file containing both image and name/location data for each sprite.

The Arrange menu contains the Rearrange command, which arranges all the sprites into a collision-free and relatively compact layout, along with a checkable option for doing so automatically for all new sprites and options for the overall shape to aim for.

The Edit menu contains items for the basic clipboard commands (Cut, Copy, Paste), a Delete command, and commands for selecting all sprites, no sprites, or only the sprites that aren't currently selected.
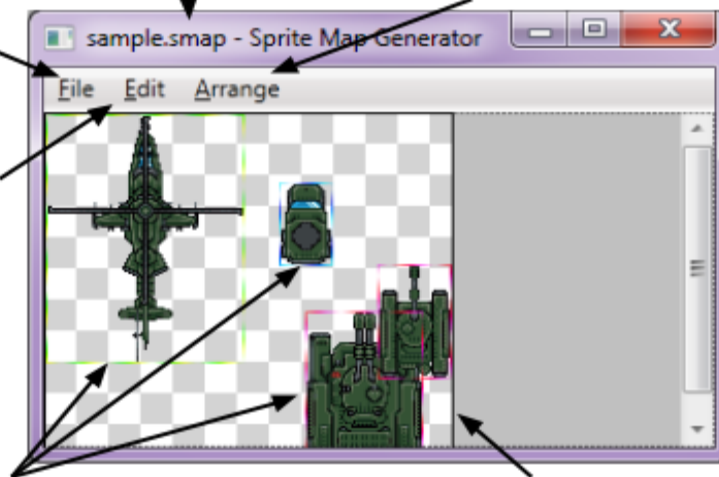
Selected sprites are outlined in blue, overlapping sprites in red, and all other sprites in green.

The editor canvas resizes automatically as sprites are added, moved, or deleted.

2.   File Menu Commands

New - *Ctrl+N*
Create a new, empty sprite map.

Open… - *Ctrl+O*
Open an existing .smap (xml describing a sprite sheet, with PNG image data for each sprite encoded as base64 strings) file.

Save - *Ctrl+S*
Save the current .smap file or, if the current map is a new one that hasn't been saved before, opens the *Save As…* dialog.

Save As… - *Ctrl+Alt+S*
Open a Save File dialog for saving the current map as a .smap file.

Import… - *Ctrl+I, Insert*
Open an Open File dialog for selecting one or more image files to add to the map as sprites.

Export… - *Ctrl+E*
Open a Save File dialog for saving the current map as a plain, image-data-free XML file with an accompanying .png image of the entire sprite sheet. If any of the sprites are currently colliding, a warning message will appear first, from which the user can either cancel and try to clear up the collisions or proceed to Export anyway.

3.   **Edit Menu Commands**

Cut - *Ctrl+X*
If any sprites are selected, copies them to the clipboard and removes them from the sheet. Copied sprite data can be pasted into image programs as an image composed of all the selected sprites, into text editors as XML, or back into the sprite map editor in the same positions they were in when cut.

Copy - *Ctrl+C*
If any sprites are selected, copies them to the clipboard *without* removing them from the sheet.

Paste - *Ctrl+V*
If the clipboard contains sprite data, either copied from the sprite map editor or from XML in a text editor, adds that sprite or group of sprites to the sprite map. If the clipboard contains only image data, creates a new sprite with that data.

Delete - *Delete*
If there are any sprites selected, removes them from the sheet.

Select All - *Ctrl+A*
If there are any sprites in the sprite map, selects them all.

Select None - *Ctrl+Shift+A*
If there are any sprites selected, deselects them all.

Select Inverse - *Ctrl+Alt+A*
Selects all previously unselected sprites and deselects all previously selected sprites.


4.   **Arrange Menu Commands**

Rearrange - *Ctrl+R or F4*
Rearranges sprites into a collision-free and relatively compact layout. If any sprites are selected, then they are arranged first - if *Arrange Automatically* is checked, they are arranged at the top-left corner of the canvas and the rest of the sprites are then laid out around them, while if *Arrange Automatically* is not checked, they are arranged in an area roughly approximating their current position and the rest of the sprites are unmoved.
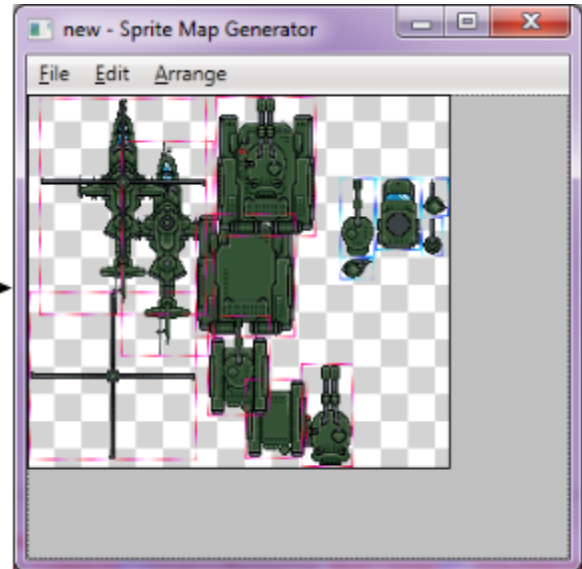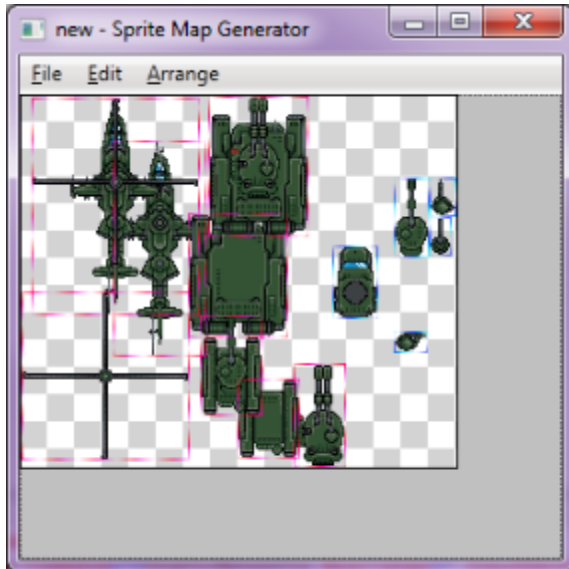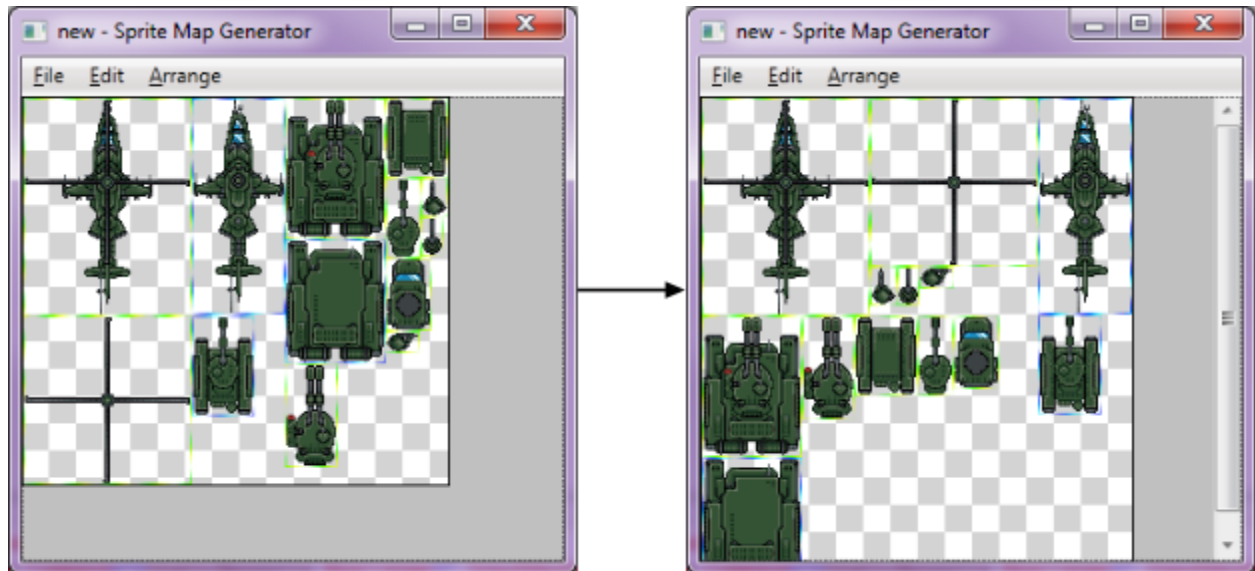
Rearranging selected sprites with *Arrange Automatically* turned off.
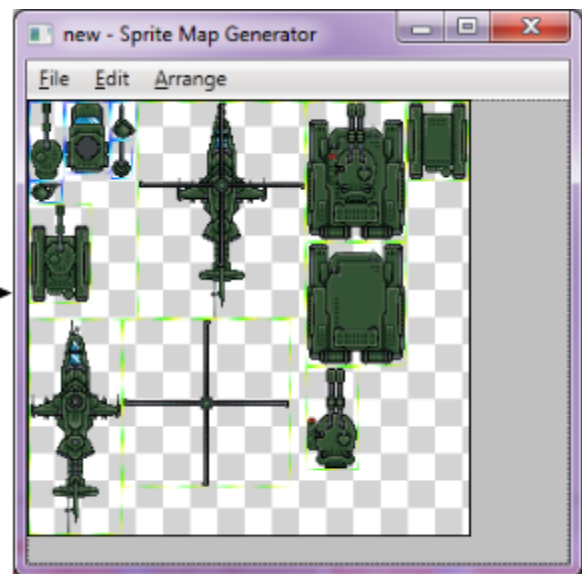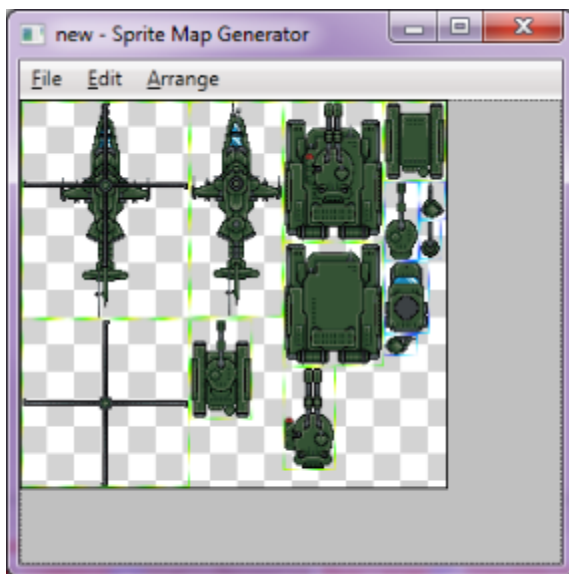
Rearranging selected sprites with *Arrange Automatically* turned on.

**Arrange Automatically -** *Ctrl+Alt+R or Alt+F4 to toggle on/off*

Toggles whether or not to force sprites into a collision-free layout. *Rearrange* is called when this is turned on, and while it is on, all new sprites (imported or pasted) are added at a non-colliding position instead of at their original positions (for data copied from the application) or the top-left corner of the canvas (for imported or pasted image data). While *Arrange Automatically* is on, sprites dragged away from their position will trigger a rearrangement with all the other sprites laid out first with the dragged sprites then laid out around them.

Dragging selected sprites away from their positions with *Arrange Automatically* turned on.

Square, Vertical Strip, and **Horizontal Strip -** *Ctrl+Shift+R or Shift+F4 to toggle to the next option down, Ctrl+Shift+Alt+R or Shift+Alt+F4 to toggle to the next option up*
The option selected determines the shape that *Rearrange* and *Arrange Automatically* try to make with their layouts. Changing the layout option while *Arrange Automatically* is on will call *Rearrange*.
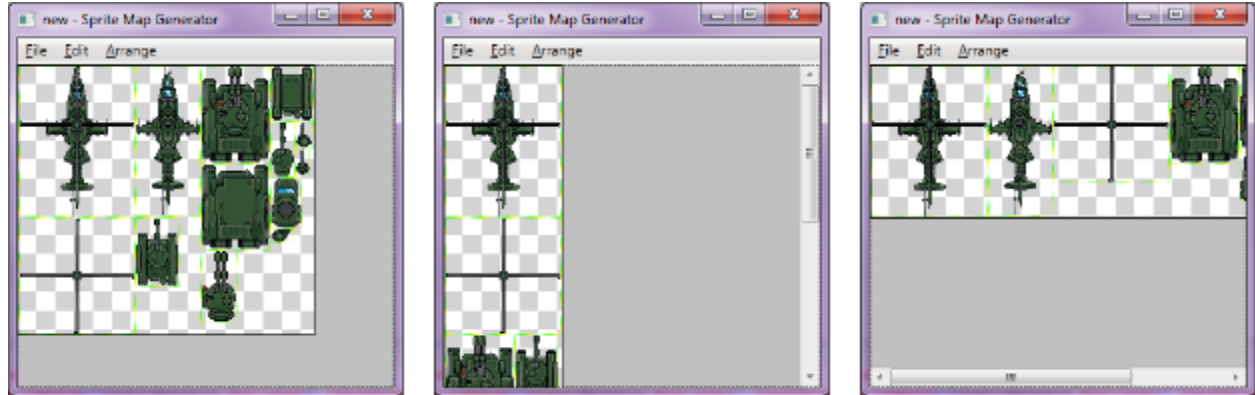
Square layout

Vertical Strip layout

Horizontal Strip layout

5.   Selecting Sprites

Sprites can be selected by clicking on them. To select multiple sprites, press the *Shift* or *Control* keys while clicking - with *Shift*, all clicked sprites will be added to the selection, while *Control* will toggle the selected status of the clicked sprite. Press *Alt* while clicking to deselect whatever is clicked. Selecting a sprite or clicking an area with no sprite without pressing one of *Shift*, *Control*, or *Alt* will deselect all other sprites.