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Edit page (<https://github.com/aseprite/docs/edit/main/files.md>)

Files

Aseprite uses several file formats to save and load different information. The main thing you need to know is that your work is saved in your local computer when you use the *File > Save* menu (</docs/save/>). There is no "cloud" or remote server functionality involved, so keep in mind to backup your work or use a cloud-like folder service like Dropbox, Drive, OneDrive, etc. if you want to keep your work safe or shared between computers.

.aseprite

Aseprite has its own file format to save (</docs/save/>) your work: `.aseprite` files (or `.ase`, both are the same (</faq/#is-there-any-difference-between-ase-and-aseprite-files>)). When you save your sprites in an `.aseprite` file you will be able to keep all the information intact (color mode (</docs/color-mode/>), layers (</docs/layers/>), frames (</docs/frames/>), palette, tags (</docs/tags/>), slices (</docs/slices/>), etc.)

Generally you will want to export your work (</docs/exporting/>) to other formats (`.png`, `.gif`, etc.) for publishing purposes or to use your assets in a game. But keep the original `.aseprite` in a safe place to modify the sprite when it's required.

The internal structure of these files is described in the Aseprite File Format Specs (<https://github.com/aseprite/aseprite/blob/main/docs/ase-file-specs.md>).

.aseprite-extension

You can create extensions in the `.aseprite-extension` format which is a `.zip` file with a specific set of files inside, see the File Content (</docs/extensions/#file-content>) section in the Extensions (</docs/extensions/>) page for more information.

.lua

A script in the *File > Scripts > Open Scripts Folder* folder used for scripting purposes (</docs/scripting/>).

Preferences

Preferences (</docs/preferences/>) are saved inside the preferences folder (</docs/preferences-folder/>) in several files:

aseprite.ini

The main options/configuration specified in the *Edit > Preferences* dialog are in this file.

user.aseprite-brushes

Custom brushes are stored in this file (a XML file). In the future we'll bring more options to export/import brushes between different files.

user.aseprite-keys

Your customized keyboard shortcuts are stored in this file, and when you export/import keyboard shortcuts the same `.aseprite-keys` file format is used (a XML file).

sessions

The `sessions` folder has some backup files used in data recovery process (</docs/data-recovery/>).

SEE ALSO

[Save \(/docs/save/\)](/docs/save/) | [Exporting \(/docs/exporting/\)](/docs/exporting/) | [Preferences \(/docs/preferences/\)](/docs/preferences/) | [Aseprite File Format Specs \(https://github.com/aseprite/aseprite/blob/main/docs/ase-file-specs.md\)](https://github.com/aseprite/aseprite/blob/main/docs/ase-file-specs.md)

Links

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[Known Issues](#)

[\(https://github.com/aseprite/aseprite/issues\)](https://github.com/aseprite/aseprite/issues)


[Bug Report](#)

[\(https://github.com/aseprite/aseprite/issues/new\)](https://github.com/aseprite/aseprite/issues/new)

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[Donations \(/donate/\)](/donate/)

Community

 [Aseprite Community](#)

[\(https://community.aseprite.org/\)](https://community.aseprite.org/)

 [Discord Server \(https://discord.gg/Yb2CeX8\)](https://discord.gg/Yb2CeX8)

 [Steam Community](#)

[\(https://steamcommunity.com/app/431730\)](https://steamcommunity.com/app/431730)

 [/r/aseprite \(https://www.reddit.com/r/aseprite/\)](https://www.reddit.com/r/aseprite/)

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[Blog \(http://blog.aseprite.org/\)](http://blog.aseprite.org/)

Development

 [GitHub \(https://github.com/aseprite/aseprite/\)](https://github.com/aseprite/aseprite/)

[Devblog \(https://dev.aseprite.org/\)](https://dev.aseprite.org/)


[Roadmap \(/roadmap/\)](/roadmap/)

Contribute


(<https://github.com/aseprite/aseprite/blob/master/CONTRIBUTING.md>)

Social

 Twitter (<https://twitter.com/aseprite/>)

 Mastodon (<https://mastodon.art/@aseprite>)

 Facebook (<https://www.facebook.com/aseprite>)

 YouTube (<https://www.youtube.com/user/aseprite>)

 Instagram (<https://www.instagram.com/aseprite/>)

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