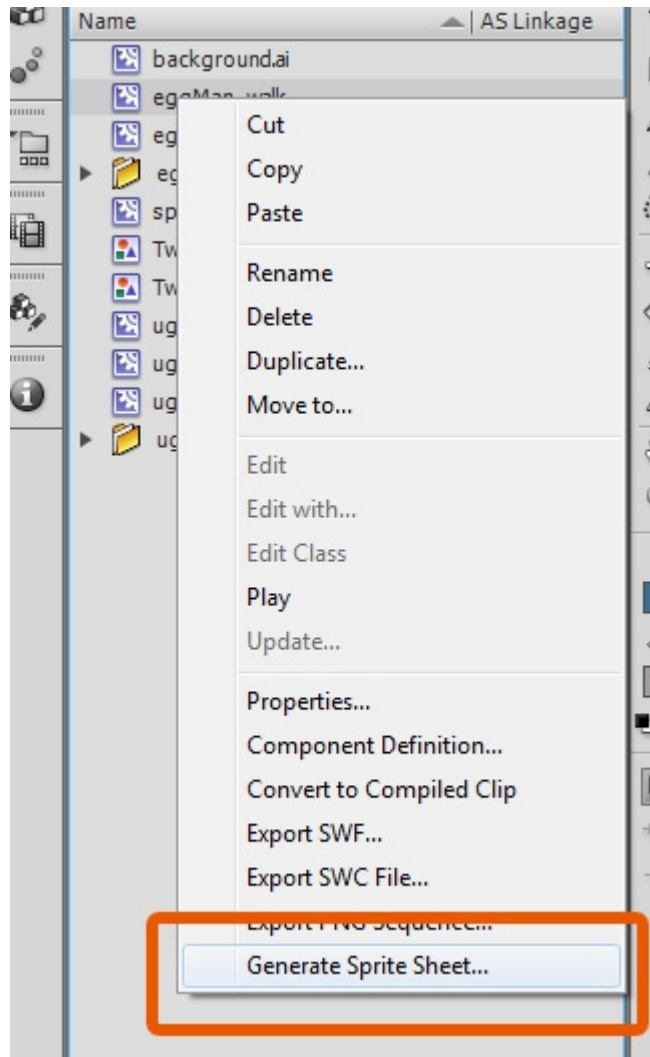
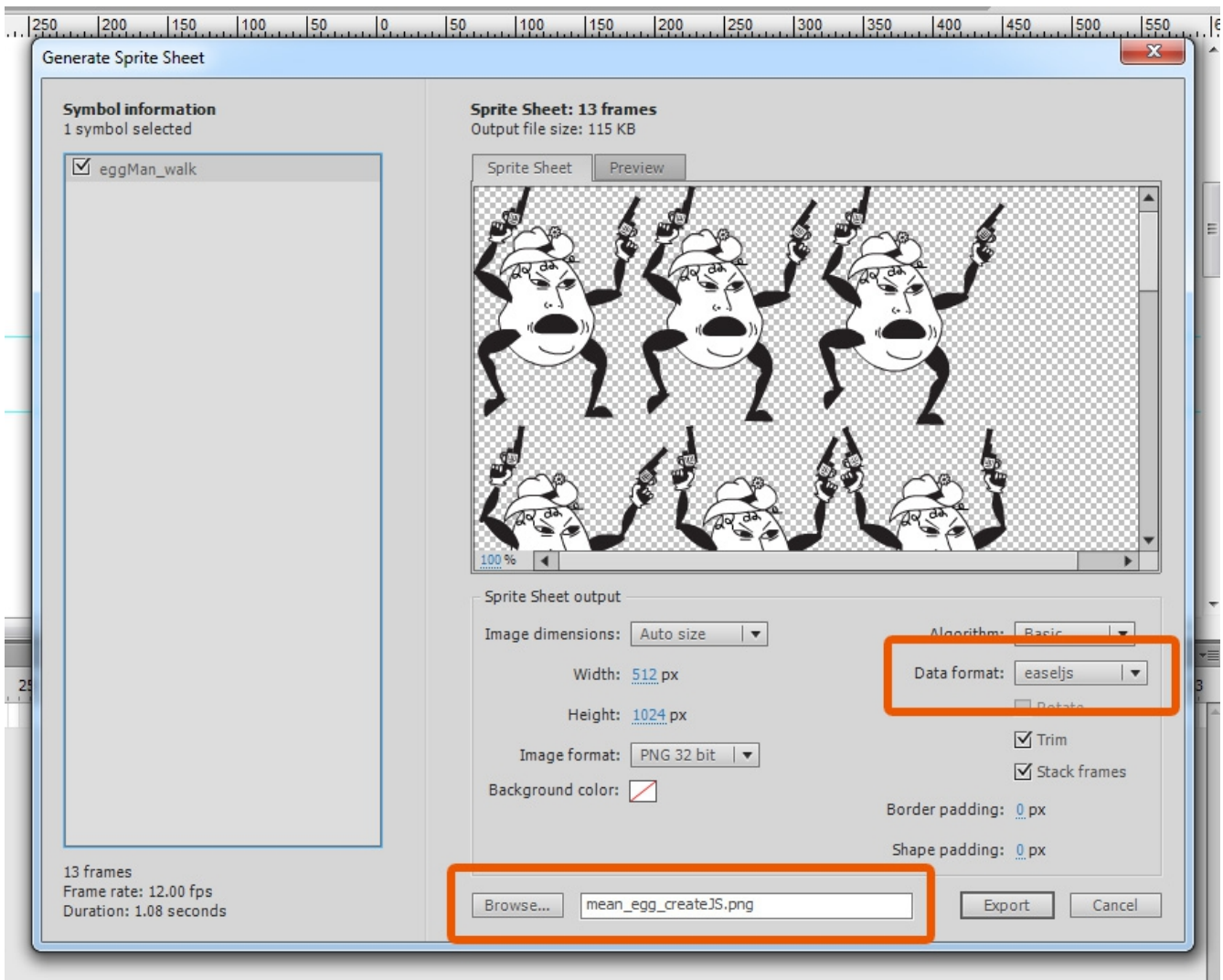


Generating a CreateJS (EaselJS) SpriteSheet from Flash CS6

This quick tutorial ASSUMES that you have an animated sprite prepared in Flash CS6 and that you have that sprite stored inside of a Flash movie clip symbol. If you're not at this point yet then get yourself there before tackling this.



1. Inside of Flash you will notice in the Library Panel (Window>Library) that you have a listing of symbols. Find the symbol that represents your animated sprite and right-click (control click) on it to view a context menu.
2. From the context menu select "Generate Sprite Sheet..."



3. You'll see the generate sprite sheet dialog box. The default settings should work here for the most part. Make sure that the "Data Format" is set to "EaselJS"
4. Additionally, make sure that you name your .png file something that you can remember and reuse later in your CreateJS code. It's best to keep it simple. Also use the browse button to select the directory where you will output your png and js files for your sprite.
5. Now click "Export"
6. Now browse to the directory where you stored your png and js files. You'll find a png and js file there. The png file is obviously your SpriteSheet of all possible "poses" your sprite may have. The .js file is a javascript file that tells your web browser the specifics of how to turn your SpriteSheet into an animated sprite.

```

1 //This is the code automatically generated by Flash that will drive your Animated (looping) sprite in CreateJS.
2 //The script comes out ALMOST perfect but needs some slight modifications to work with the newest code.
3 //See the notes below on where you need to modify. It's only two small (but very important) changes.
4
5 (function(window) {
6 eggMan_walk = function() {
7     this.initialize();
8 }
9 //Where this originally says "new SpriteSheet" it needs to say "new createjs.SpriteSheet"
10 //Also make sure you modify the file path to the SpriteSheet image so that it points from the main directory.
11 //In this instance we're pointing to "spriteSheets/eggMan_walk.png"
12 eggMan_walk.prototype.SpriteSheet = new createjs.SpriteSheet({images: ["spriteSheets/eggMan_walk.png"] frames: [[0,0,121,167,0,56.599999999999994,112.9
13 ],[121,0,121,170,0,56.599999999999994,114.9],[248,0,134,172,0,58.599999999999994,116.9],[0,173,141,173,0,59.599999999999994,118.9],[141,172,122,
14 174,0,61.599999999999994,120.9],[263,172,122,170,0,73.6,117.9],[0,346,138,167,0,92.6,112.9],[138,346,147,172,0,103.6,114.9],[285,346,164,174,0,
15 112.6,116.9],[0,520,188,173,0,120.6,117.9],[188,520,166,173,0,101.6,116.9],[354,520,135,170,0,75.6,113.9],[0,693,118,173,0,59.599999999999994,
16 116.9]]});
17 //Where this originally says "new BitmapAnimation()" modify it to say "new createjs.BitmapAnimation()"
18 var eggMan_walk_p = eggMan_walk.prototype = new createjs.BitmapAnimation();
19 eggMan_walk_p.BitmapAnimation_initialize = eggMan_walk_p.initialize;
20 eggMan_walk_p.initialize = function() {
21     this.BitmapAnimation_initialize(eggMan_walk_p.SpriteSheet);
22     this.paused = false;
23 }
24 window.eggMan_walk = eggMan_walk;
25 }(window));
26

```

7. Unfortunately the js file needs a little bit of modification to work properly. First, you'll need to find the line that says “new SpriteSheet” and modify this to say “new createjs.SpriteSheet”
8. Second, you need to find the area that says “.prototype = new BitmapAnimation()” and change this to “new createjs.BitmapAnimation()”
9. (Optional) You may need to modify the link to the SpriteSheet .png file to make it point to the right location of your image. You can do this using TextWrangler or Notepad++. The image path needs to be listed RELATIVELY to the directory where your app is located (which is not always the same directory as the SpriteSheet code).
10. NOW your SpriteSheet is ready to be integrated into your CreateJS project. See the instructional module #3 on how to get this done.

Additional resources about SpriteSheets:
[Paul Trani: Generating SpriteSheets in Flash CS6](#)
[Generating Better CreateJS SpriteSheets](#)