

User Document

Intended Use:

The intended use of this application is to create a scene or map for a game using sprites, which can then be saved as a PNG or XML file.

How To Use:

To use this application, you first click File and then open a new sprite and sprite sheet. In the sprite sheet, click load and find the sprite sheet you would like to use for the project, which will then be displayed in the picture box. A grid is overlaid on top of the image showing the size of the tiles, this can be edited by typing the sizes you want into the textboxes labelled width, height and spacing. Clicking these tiles will select it and outline it in red.

In the sprite window, you can select what sprite sheet you are drawing from and also give the scene you are making a name. Clicking on the picture box will draw the selected sprite from the sprite sheet to this point, snapping it to the grid that overlays it. Each sprite will have its coordinates displayed in the list box labelled "Coordinates", and should you change your mind about a sprite you can select it from this list and click delete to remove it from the image. If you want to clear the entire image though, you can just click the clear button and this will remove everything from both the list and the picture box. Doing this you can slowly build up the image until it is ready to save.

The save button will allow you to save your project as either a PNG or XML file, and will automatically name it with the room name you gave it if there is one, although you can change it if you wish.

The load button lets you load in any XML file you've created and, as long as you have the sprite sheet open, it will load in the sprites and the coordinate data for you to continue editing. If you do not have a sprite sheet open it will just not load the file as it doesn't store the images themselves, just the coordinates to them on the sprite sheet.