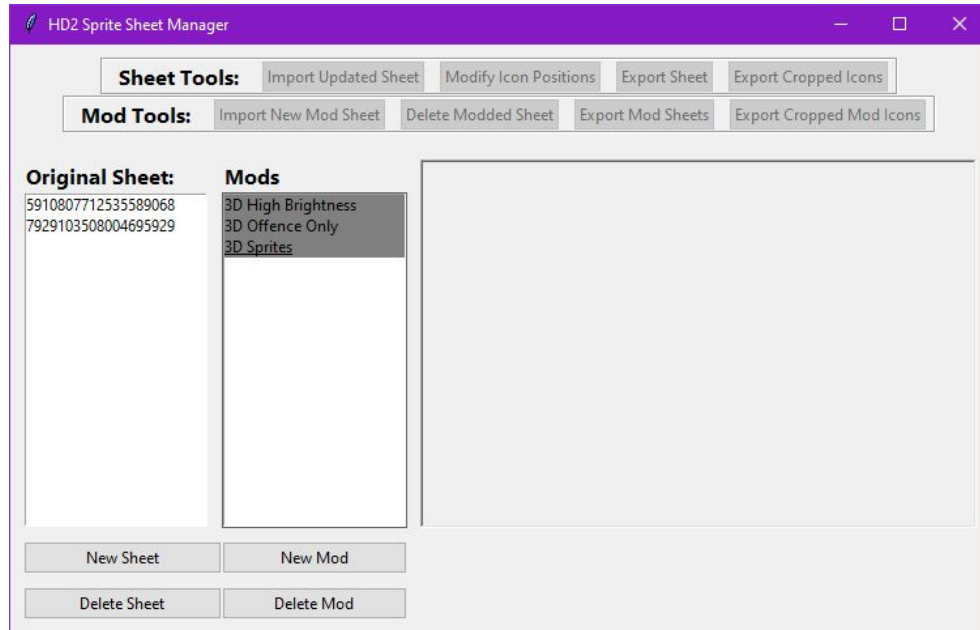


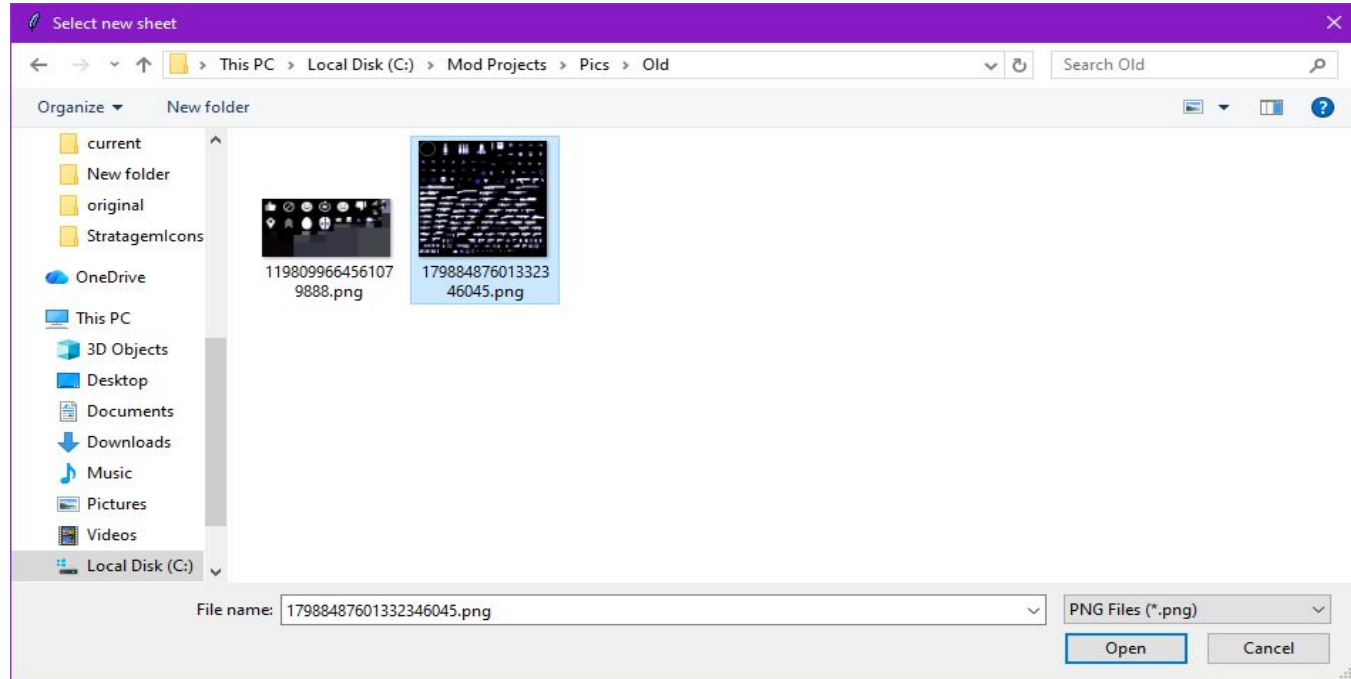
How to use HD2 Sprite Sheet Manager

For Questions and comments contact [willdabeast6969](#)

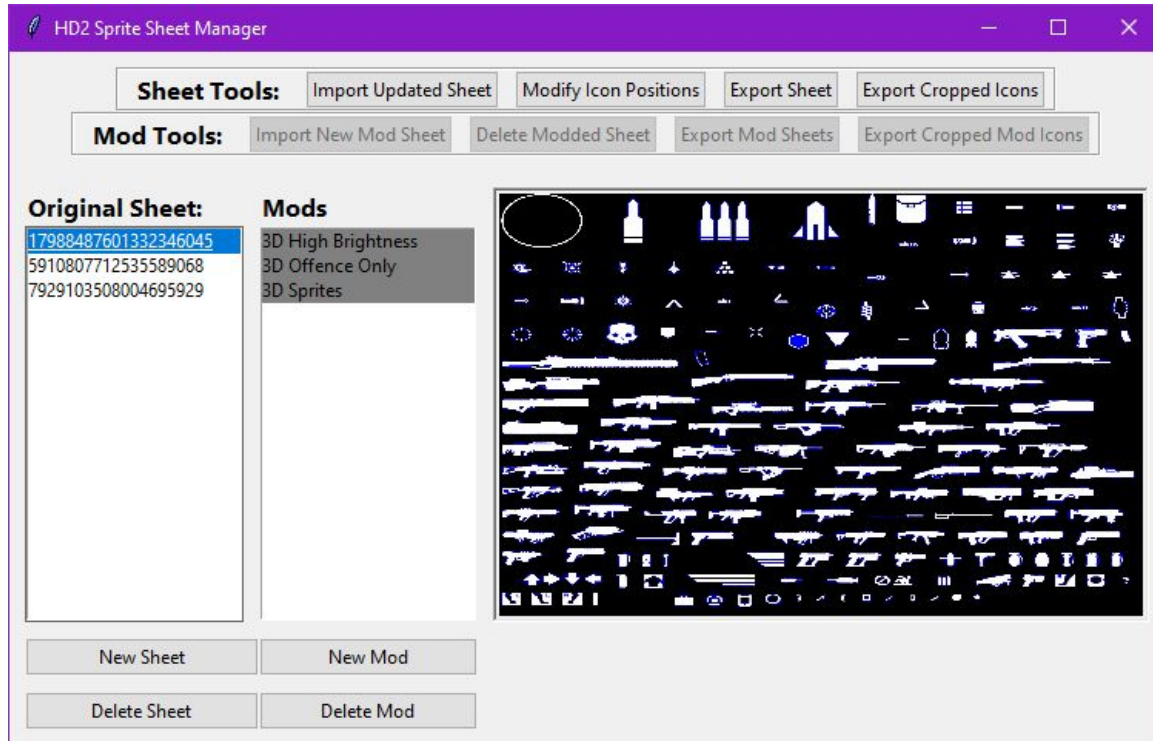
Opening the program will bring you to this page
To start managing a new sheet click on New sheet button
under Original Sheet box.



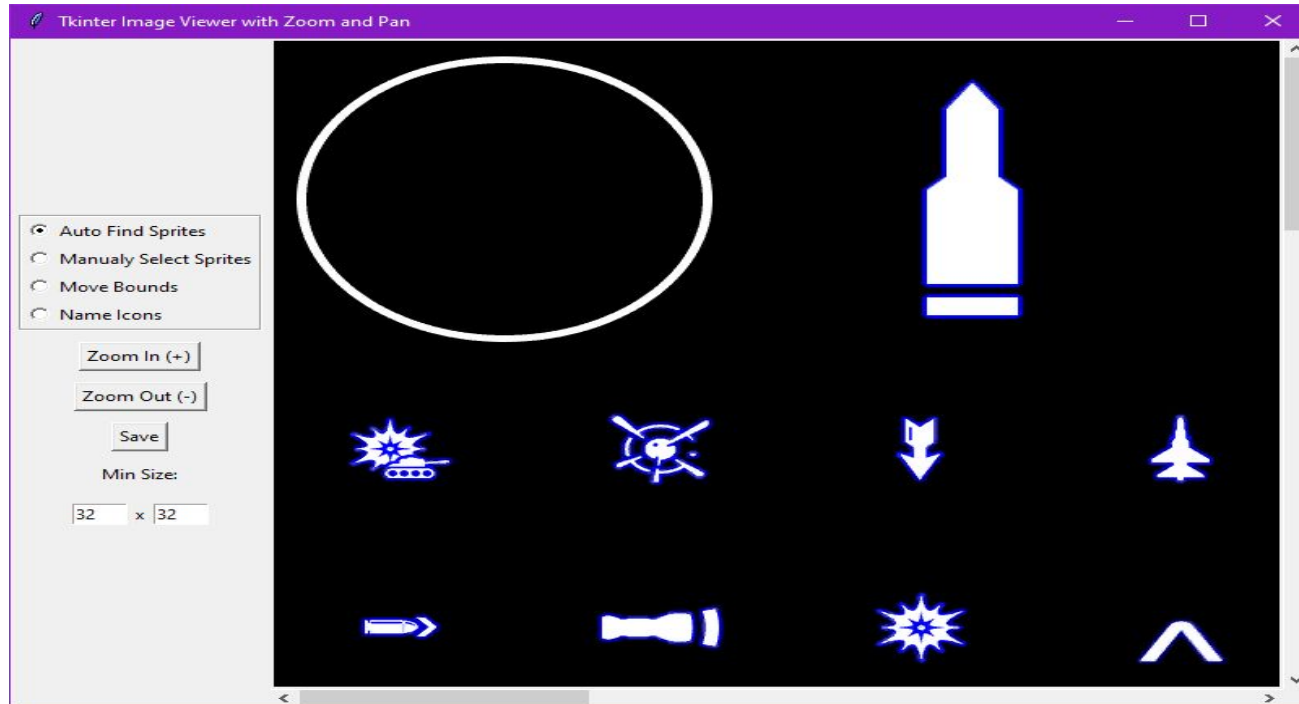
Navigate to the original .png image that your modded sheets are based on



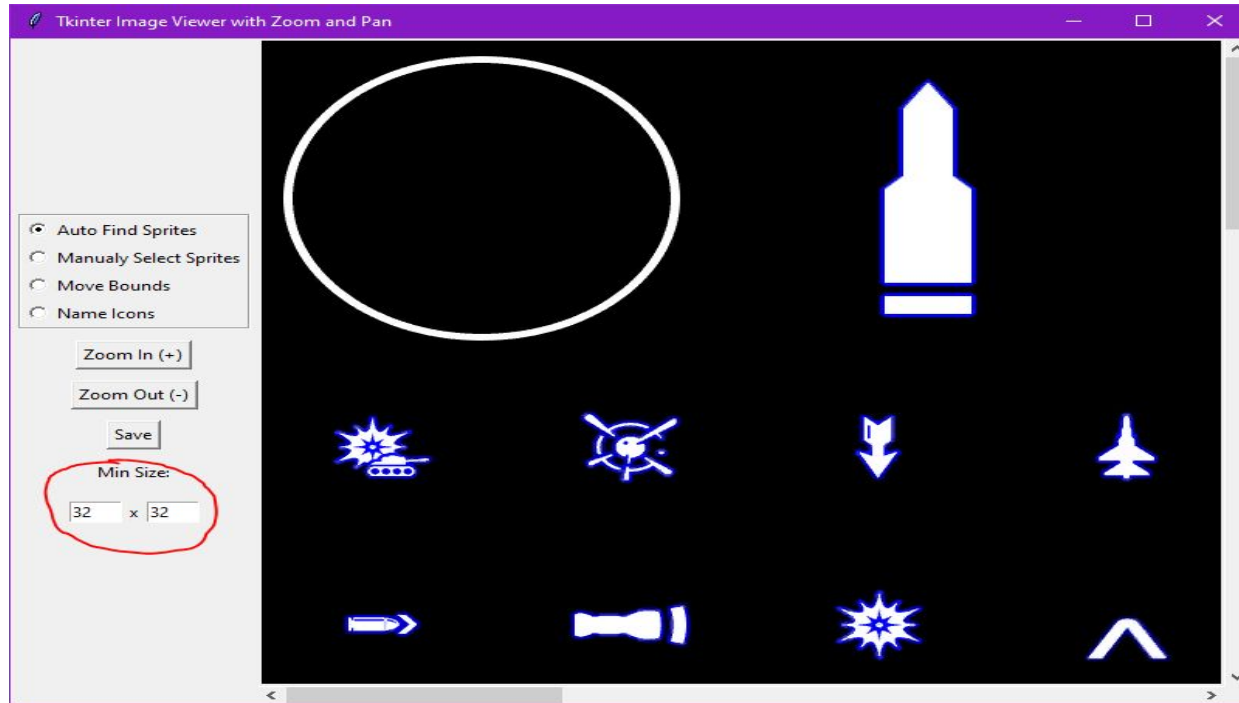
This should add a sheet to the original sheets section.
Clicking on it will bring up a preview



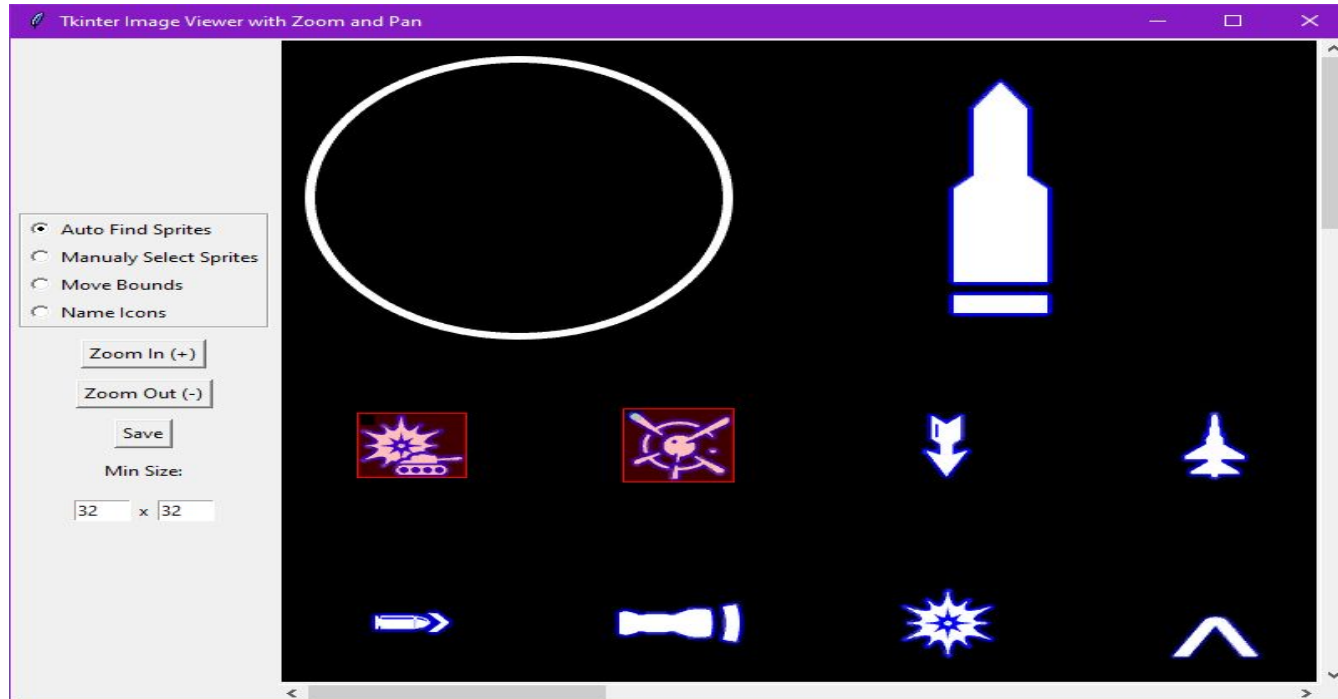
Click the Modify Icon Positions Button. This will open a new window with the image loaded on it.



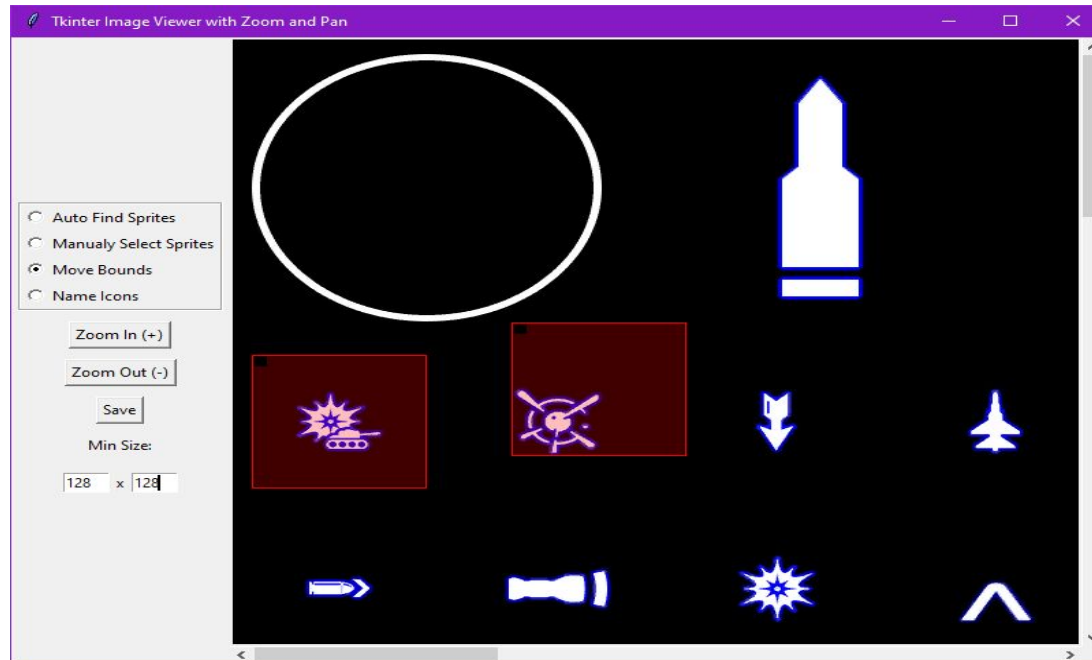
If you would like a standard sprite that is larger than the actual sprite images, enter it using the “Min Size” field. This only applies to future selections and not past selections.



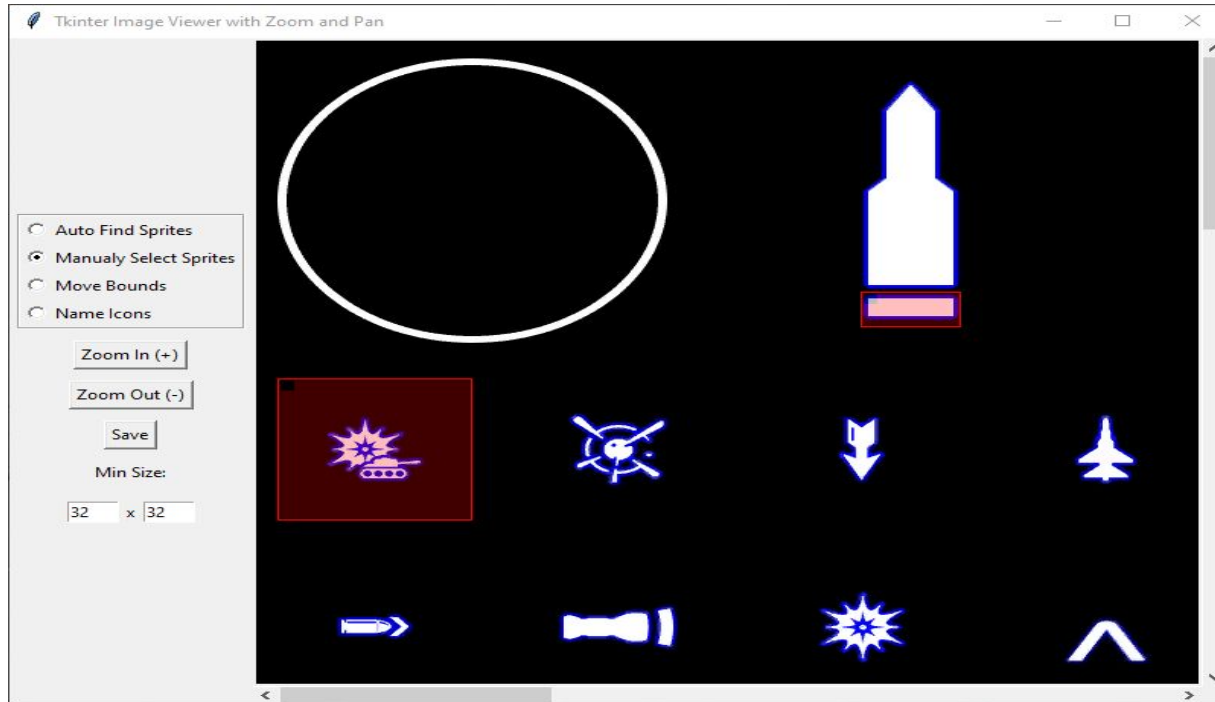
Using the Auto Find Sprites tool, Click and drag a box around each sprite that you would like to be managed. Unless there is a large gap, most icons can be found just by clicking on them.



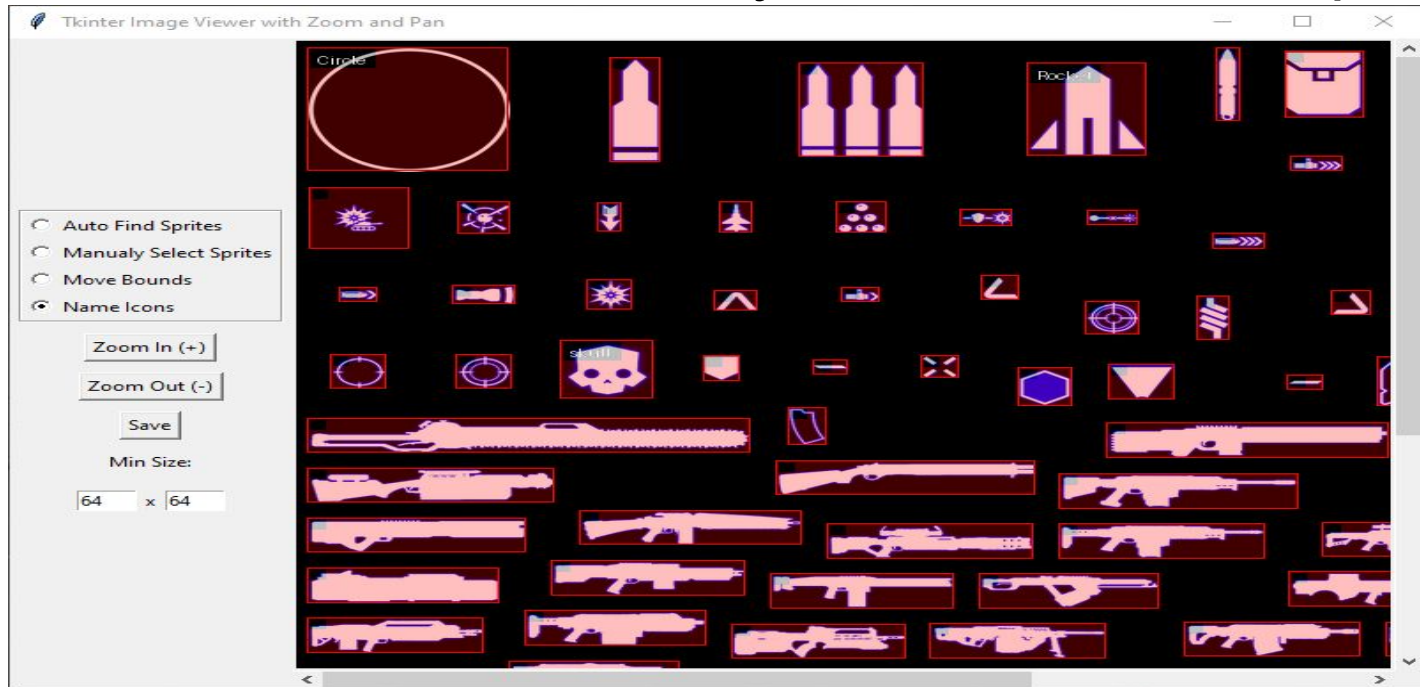
If you have a larger min size, the box should be centered around the image by default, but you can move the box using Move Bounds tool



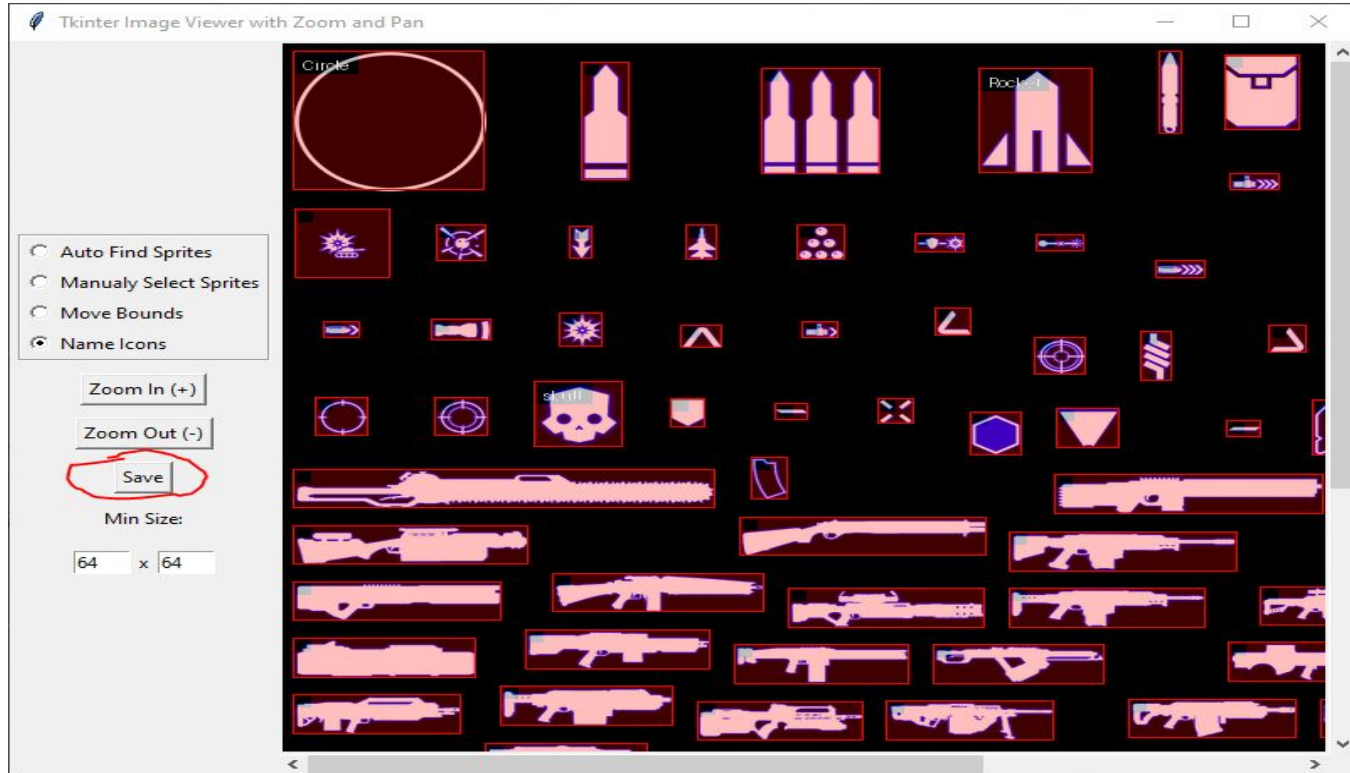
If a box is not detected properly you can remove it by right clicking on it. You can also right click and drag a large box to remove multiple. If an image is not detected properly, you can manually create a box using the “Manual” tool.



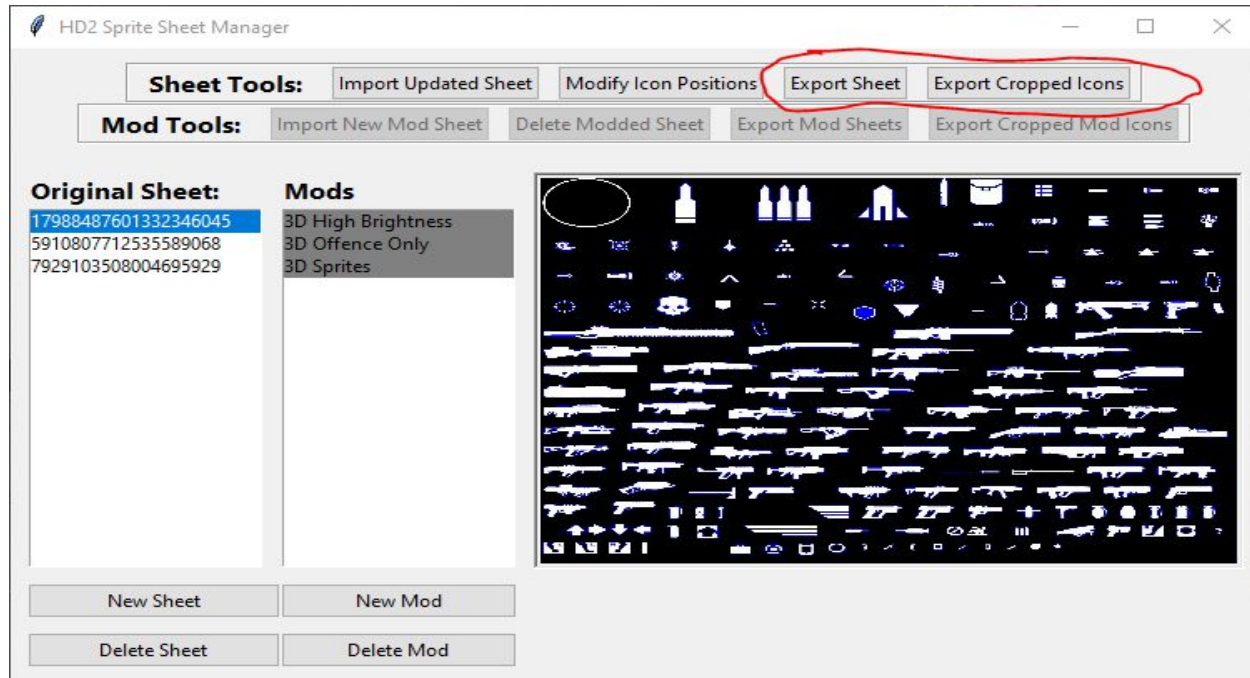
When you have selected the sprites you want to manage, If you would like you can name them using the Name Icons tool. This is the name they will have when exported



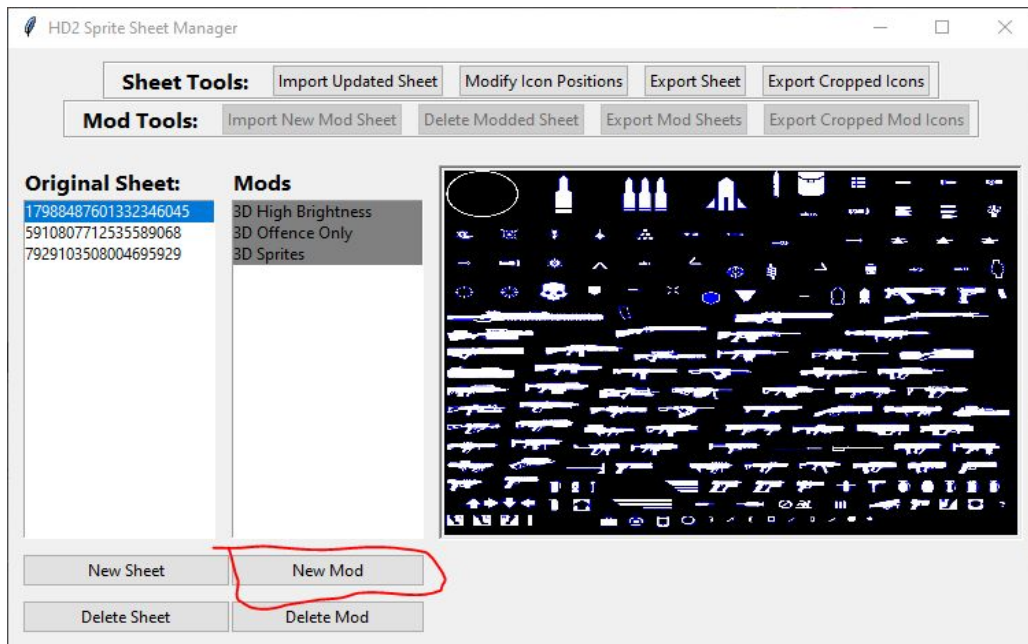
Remember to click the Save button to save the icon positions. After saving, you can exit the position editor.



The Export Sheet button and Cropped Icons buttons can be used to export existing sheets or icon positions set in the manager. Just select a folder where you would like them to export.



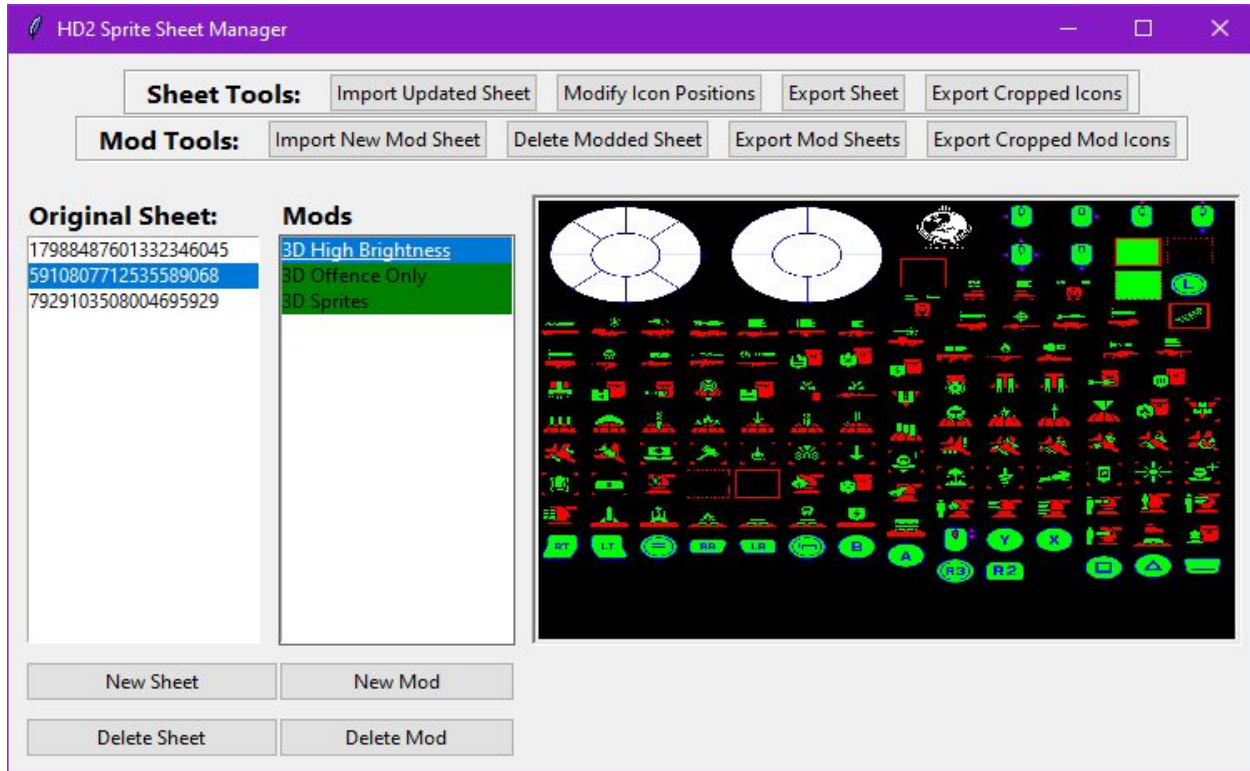
To begin managing a Modded sheet, Click the New Mod button under the “Mods” box. Name your mod now. This Mod name will common for all sheets attached to it. A mod does not need to contain every managed sheet. A mod can only be deleted once all sheets are removed from it.



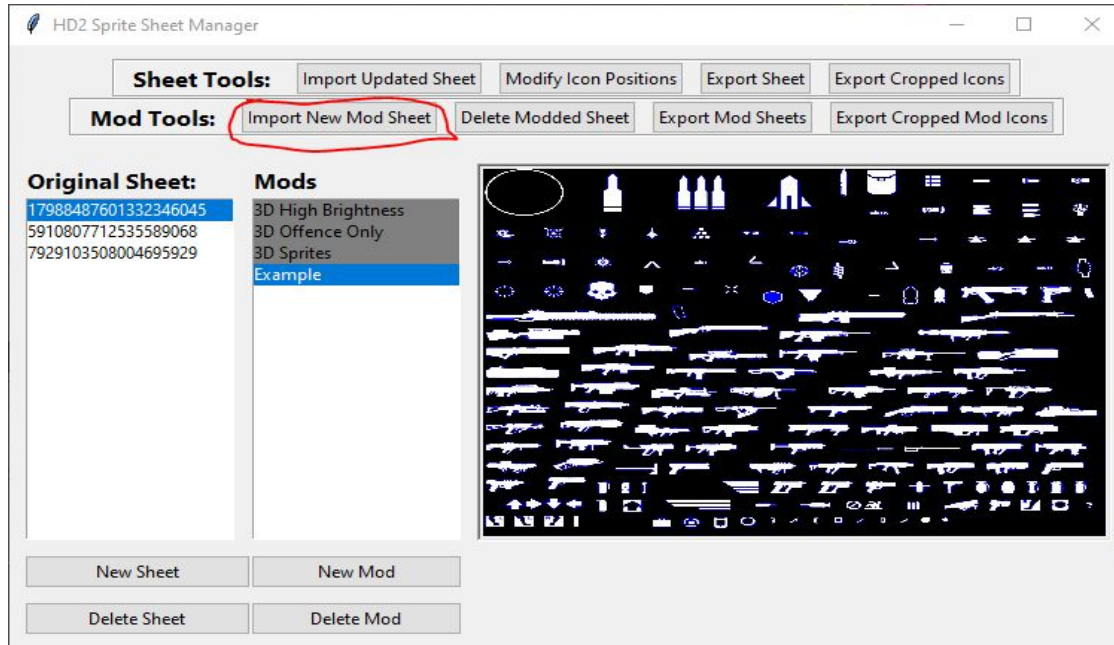
When a sheet is selected, All mods that contain that sheet will highlight in green.



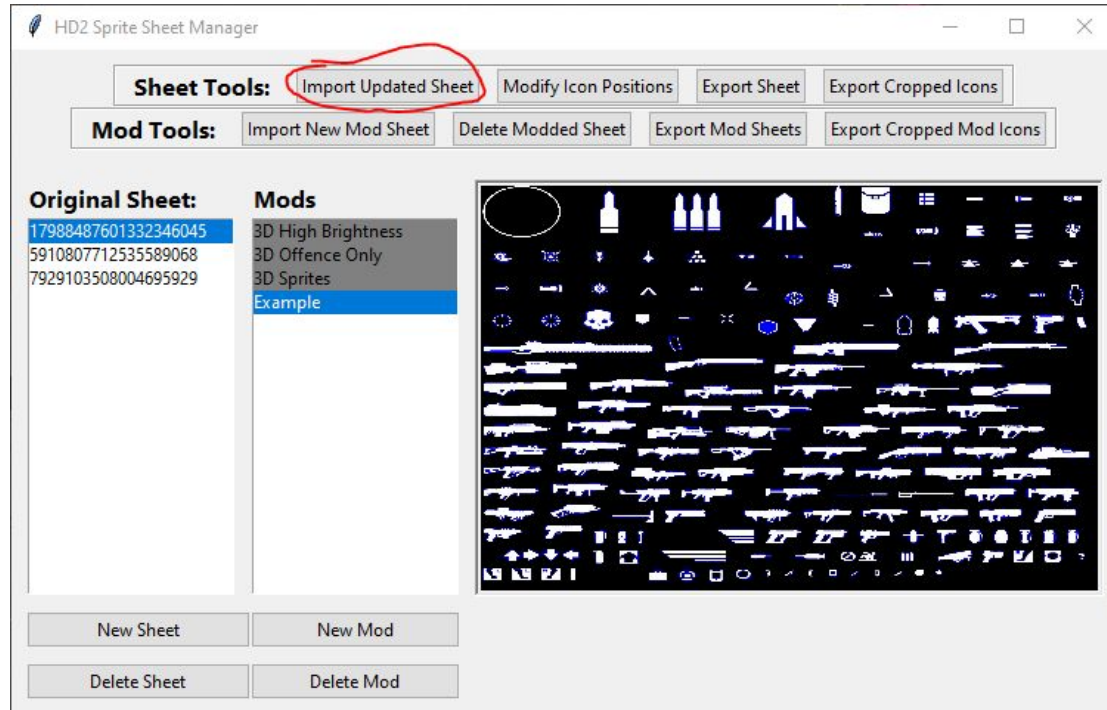
Clicking on a green mod after selecting a sheet will give a preview of the mod sheet.



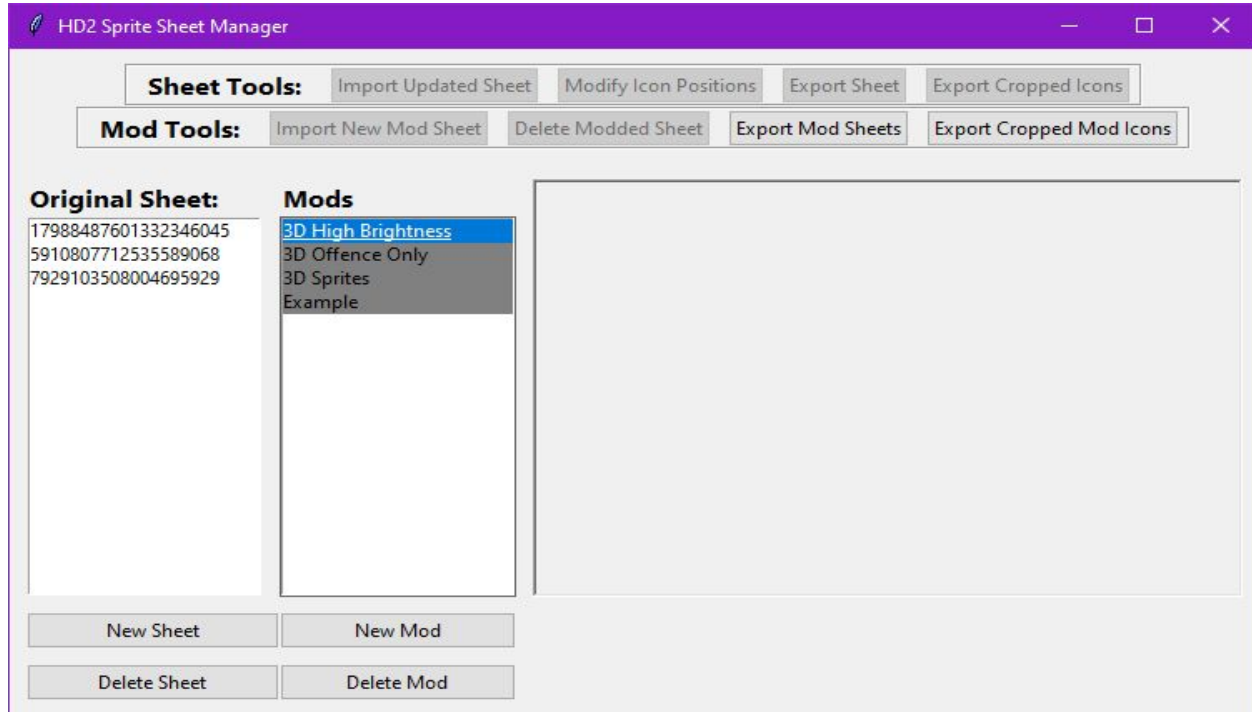
To add or update a mod sheet, Press the Import New Mod Sheet Button after selecting a sheet then a mod. Navigate to the mod .png file to start managing that sheet.





After a modded sheet is uploaded, Using the Import Updated Sheet under sheet tools will attempt to find the new positions of each icon, then move the icons from the modded sheets to the new positions.



Clicking the export Mod buttons will export all new sheets or cropped icons attached to that mod to a selected folder.



For now, a history of old mod sheets and original sheets can be found in these folders in case there is any issues. Please be careful if modifying these files as some of the folder names are used to organize the program.

| | | |
|---|--------------------|-------------|
|  mods | 12/24/2025 3:00 PM | File folder |
|  originals | 12/24/2025 2:27 PM | File folder |