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First Edition

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# Sprite Something The Manual

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Pixel drawing, animation and Tilemap tool for iOS.



# Sprite Something

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Sprite Something is a drawing application for game developers and pixel artists.





# About the App

## What Sprite Something Is

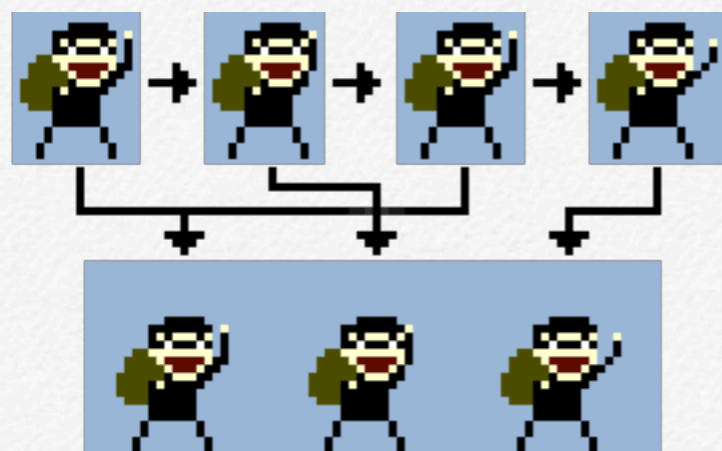
Sprite Something is a drawing application for game developers and pixel artists. You can use it to draw multiple frames of a Spritesheet, create animations, and to draw Tilemaps for your game's environment. Sprite Something includes a simple drag and drop interface for creating animations based on your Spritesheets, as well as a way to draw Tilemaps using the frames of your Spritesheets.

Sprite Something is currently available as a universal app for iPhone, iPod Touch and iPad. It is available at:

<http://itunes.apple.com/us/app/sprite-something/id372515745>

## Why Spritesheets?

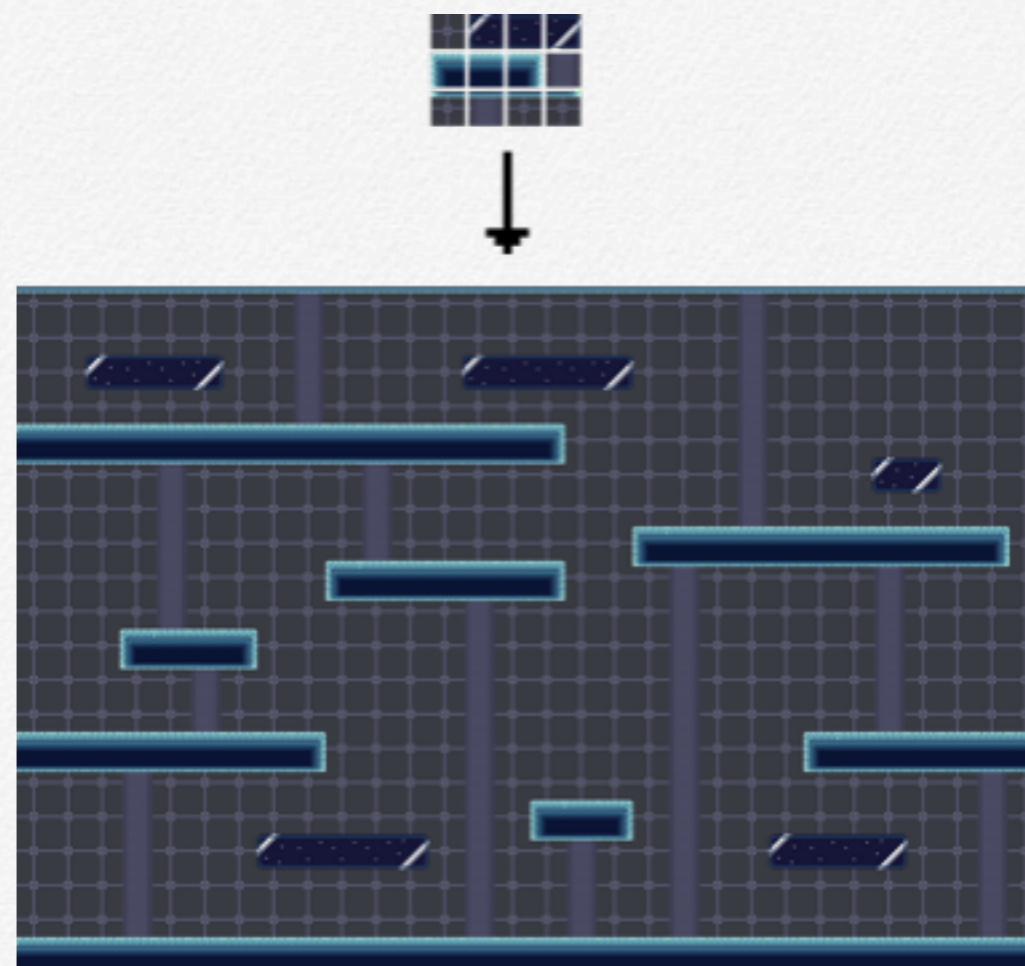
When making two-dimensional games, game engines often make use of Spritesheets. Spritesheets are a single image file, containing multiple drawings inside of it, which are broken apart by the game engine. Spritesheets are used to save on memory, both in terms of file size and RAM.



Multiple frames, combined into one Spritesheet image.

## What are Tilemaps?

Tilemaps are used in making games to create large areas of environment in a structured and reusable manner. A Tilemap is a grid of tiles, each tile containing an image (or nothing if an empty tile). The images used are often from Spritesheets, where each tile references a frame from the same Spritesheet. Depending on the game engine, tiles may also hold physics information, such as whether it should be considered solid or not.



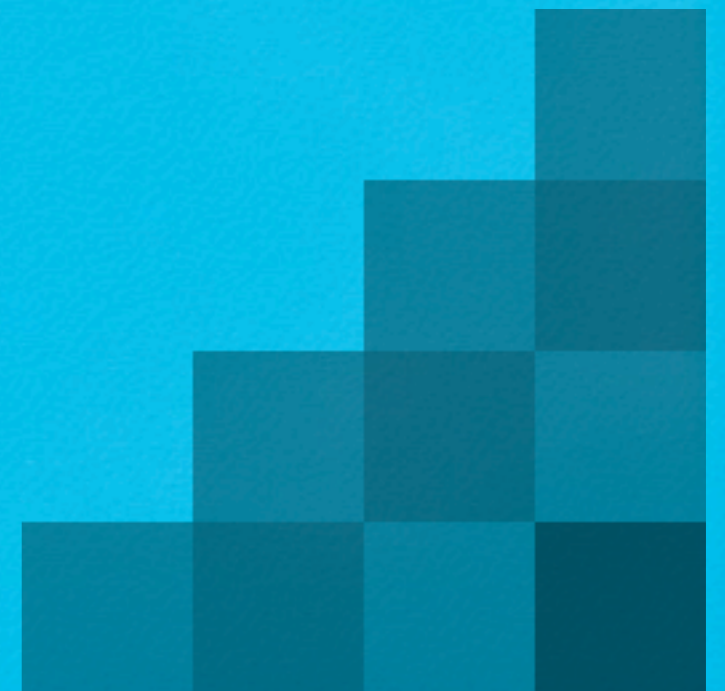
Spritesheet image above, used to draw a Tilemap.



# The Document List

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Use the Document List to select a Spritesheet or Tilemap to edit, or import one into the app.

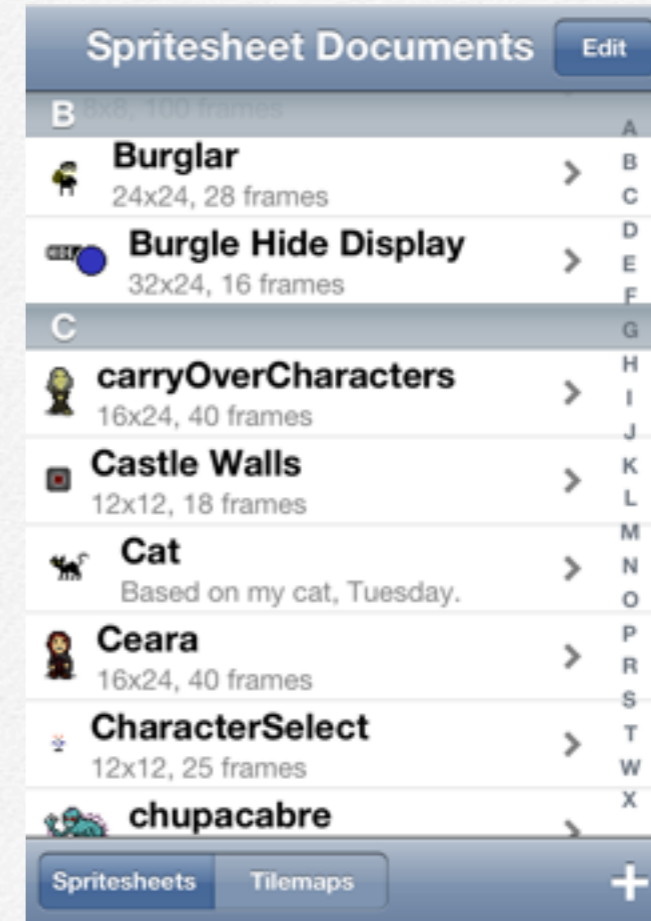




# Choosing Documents

## The Document List

The first page you see when starting Sprite Something is the Document List. This list contains all of the Spritesheets (or Sprites) and Tilemaps that you have drawn. You can switch between viewing the Spritesheet and Tilemap lists by touching the corresponding button in the lower left corner.




Document List (iPhone)

The first line in each row contains the name of the document. The second line shows notes if you have added any (such as the Cat sprite), or a breakdown of the document size (i.e. 16x24, 40 frames). Sprites also include a preview image of the first frame. Touch on any document to begin editing it.



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## Adding New Documents

You can add new Sprites or Tilemaps by touching the Plus button  in the lower-right corner of the screen. You will be given the following options: Blank Sprite, Blank Tilemap, Import from Library, Import From Dropbox. Blank Sprite and Blank Tilemap will bring up a form to create a new document of that type. Import From Library will allow you to choose an image in your Photo Library to make into a Spritesheet, after which you can set the name, frame size and others options. Import from Dropbox show a list of files you may import from the Sprite Something App folder in your Dropbox account. The edit button in the upper right will let you quickly delete multiple Spritesheets or Tilemaps.

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*To create a Tilemap, you must have at least one Spritesheet.*

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## Import From Library

The list of photos on your device (as in your Photos App) will appear on your screen. Once you select an image to import, the Create New form will appear so you can set the name and other properties, with the image shown in the preview area.

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*Maximum image size that Sprite Something will work with is 512x512. If you import an image larger than that, a warning will let you know that the image is too big.*

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## Dropbox

Dropbox is a free service that lets you bring all your photos, docs and videos anywhere (<http://dropbox.com>). Sprite Something uses Dropbox to let you import and export (we'll get to exporting later) your Spritesheets, Tilemaps and Color Palettes. If you haven't used Dropbox on Sprite Something yet, where it would say "Import from Dropbox", it will instead say "Link to Dropbox". Touching that button will take you through the setup process allowing Sprite Something access to it's own folder linked to your Dropbox account. Sprite Something cannot and does not read any files outside of its own folder. Once you select a document to import from Dropbox, the appropriate Create New form will appear so you can set the name and other properties.

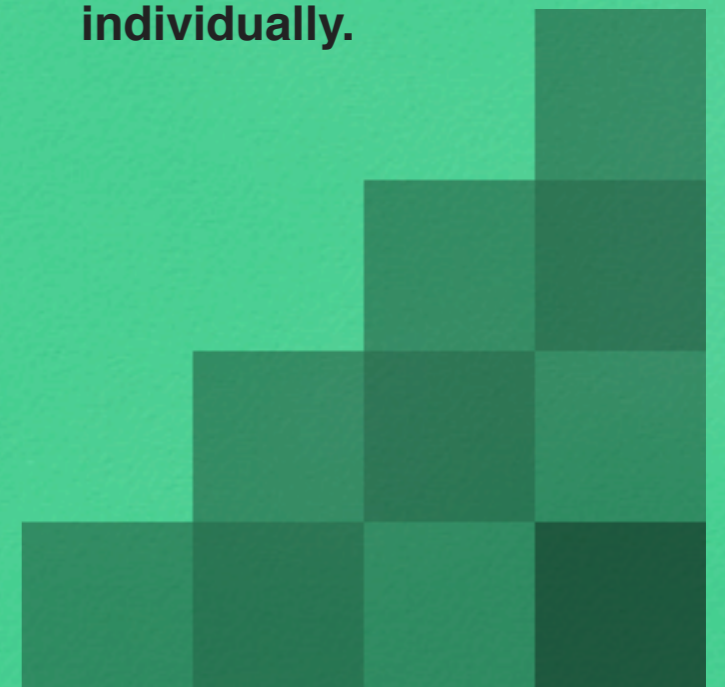


# Spritesheets

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Spritesheets are a single image file, containing multiple frames inside of it. Sprite Something splits each frame apart, so you can draw each frame individually.





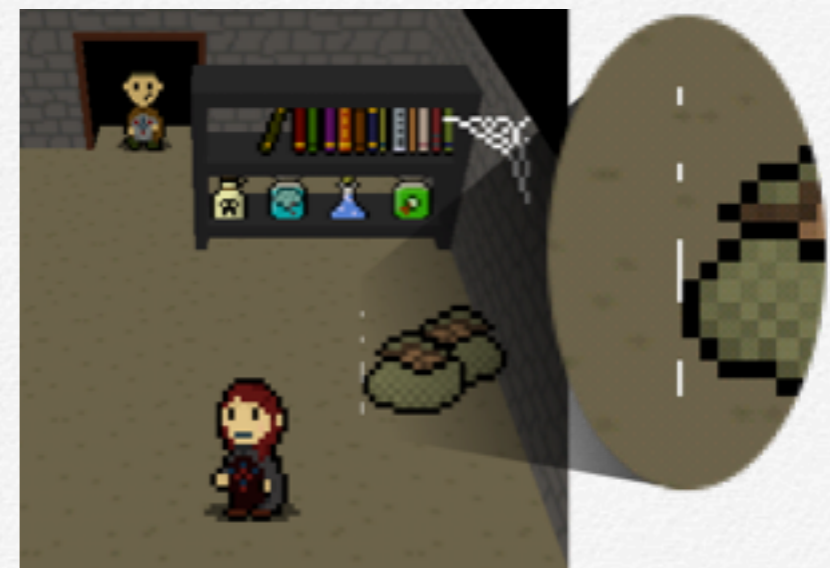
# Views and Forms

## Create New

The 'New Sprite' form is a user interface for creating a new sprite. It features a title bar with 'Docs' and 'Done' buttons. The main content area includes a 'Name' field with the placeholder text 'Sprite Name'. Below this are 'Frame Size' controls with input boxes for '16' and '16', and 'Number of Frames' controls with input boxes for '5' and '5'. A 5x5 grid of blue squares represents the sprite sheet layout. Further down, there is a 'Spacing Between Frames' control with a value of '0', a 'Background' color selector showing a blue square, and a 'Power of 2' toggle switch set to 'OFF'. At the bottom, there is a 'Notes:' label and a large empty text area.

Create New Spritesheet Form

When creating a new Spritesheet, the form includes: Name, Frame Size, Number of Frames, Preview Image, Spacing Between Frames, Background Color, Power of 2 and Notes. The Name field sets what you are calling the sprite, and that will be used as the file name any time you will see the sprite (such as in the documents list). Frame size is for you to specify a width and height for each frame. Each frame is used as one image of an animation, or one tile in a Tilemap. Number of Frames specifies the frames per column and row respectively. A Preview Image visually shows you a scaled preview of the whole Spritesheet, with grid lines separating each frame. Spacing Between Frames adds a buffer of transparent pixels in between the individual frames. Some rendering engines aren't pixel-perfect, so Frame Spacing is used to prevent colors bleeding in from adjacent frames.



Color bleeding from next frame - Frame Spacing prevents this.



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Background Color adds a solid color behind your image, touching the box will bring in a Color Picker where you may set the color using a number of options. Remove the Background Color by touching the red X button. Power of 2 is used in cases where your rendering engine needs the Spritesheet image to be a Power of 2 (i.e. 64x64 or 256x256). An example of a rendering engine that needs Power of 2 is OpenGL. Notes is a field that you can use to write whatever you want. Any notes you write will be shown below the sprite name in the Documents List.

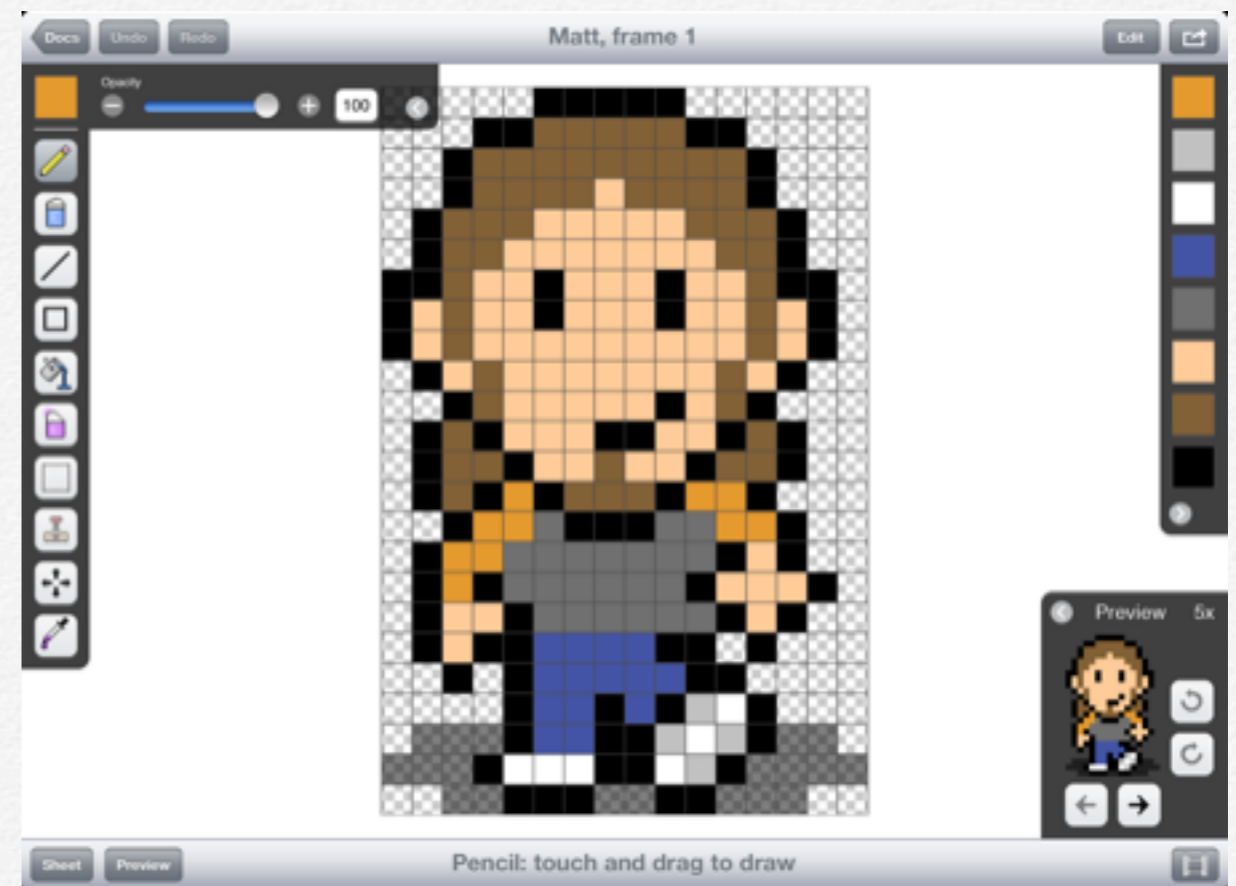
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*Setting a background color does not add colored pixels to your drawing, so you may change or remove the background color without needing to erase that color from your drawing.*

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## Drawing View

Once you've created your new Spritesheet, or chose an existing one from the Document List, the drawing view is the place where you can paint your pixels.



iPad Drawing View

The Navigation Bar at the top contains a Back button to return to the Documents List, Undo/Redo buttons (iPad), the name of the current Spritesheet and current frame (iPad), Edit button and Share button (iPad).



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The Canvas is the drawing area in the middle of your screen. You will see the current image for the frame you are editing, with either the current background color, background image, or a checkerboard pattern behind it.

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*Pinch to zoom in/out of the Canvas area, drag with two fingers to move the Canvas around. When zoomed in, a recenter button will appear to zoom back out to show all.*

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The Toolbar at the bottom of the screen contains Undo/Redo buttons on iPhone, or Sheet and Preview buttons on iPad. The Sheet and Preview buttons toggle the visibility of the Sheet and Preview panels. The center of the Toolbar shows you the current tool. On the right side of the Toolbar, a button to take you to Animation View, and on iPhone the Share button.

## Tools Panel

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The Tools panel contains buttons which let you choose the current color and current method of editing your drawing. Each tool may have its own options that let you modify how it will affect the drawing. The Tools panel is normally in the upper left corner of the Canvas area, but you may switch it to be on the right side in the Settings App on your device. On iPhone, the Tools panel can be shown or hidden by touching the button on the corner of the panel.

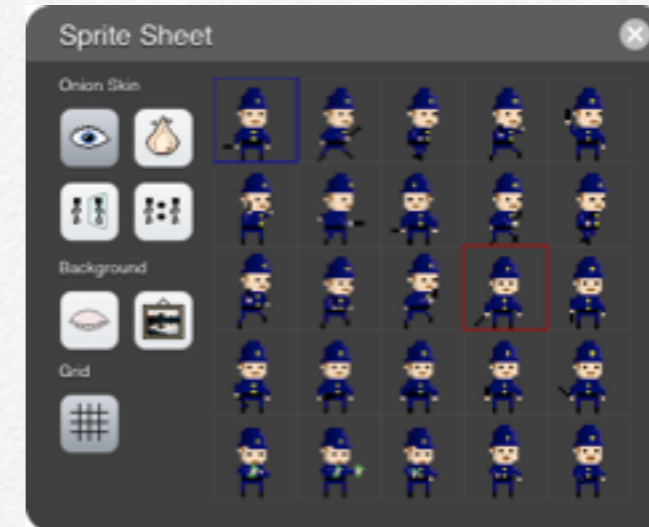
## Recent Colors

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The Recent Colors panel contains a list of the previous colors you have been using while drawing. The most recently used colors are at the top, and Sprite Something will remember the 10 most recent colors used. Touch on any color button in the Recent Colors panel to set the current drawing color. The Recent Colors panel can be shown or hidden by touching the arrow button on the corner of the panel.

## Sheet Panel

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The Sheet panel contains a preview of the entire Spritesheet. Touch on any of frame to make it the current frame for editing. The current frame is outlined in red. Other options available from the Sheet panel include: Onion Skinning, background image, and grid lines. On iPad, you can touch and drag the



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header bar of the Sheet panel to move it around the Canvas area.



## Preview Panel

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The Preview panel is for you to see the current frame you are working on at different sizes. It contains a Preview Image in the center, which you can pinch to enlarge or shrink. Options available from the Preview panel include: Previous/Next frame, Repeat, and Undo/Redo buttons. When the Repeat button is selected, the Preview Image will show the current frame repeated. This is useful if you are trying to create repeatable patterns for Tilemaps.

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*On the iPad, the Preview panel can be moved around the screen, just like the Sheet panel. You can also dock the panel by touching the arrow button  next to the close button. This will make a small version of the preview appear in the lower right corner. The preview image in this docked view will appear at the same scale as when you docked it. Press the arrow button  again to undock the Preview panel.*

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## Edit View

The Edit View contains a form with the same values as the create new form, with one addition: Auto-adjust Frame Size. With auto-adjust on, when you change the Frame Size (width, height), pixels will be added or subtracted from each individual frame in your Spritesheet.



Example with Auto-adjust Frame Size Enabled



Example with Auto-adjust Frame Size Disabled.

With Auto-adjust disabled, the frame outlines move but the image does not change. You may not make the frame size or number of frames extend beyond the edges of the existing image.

## Share Options

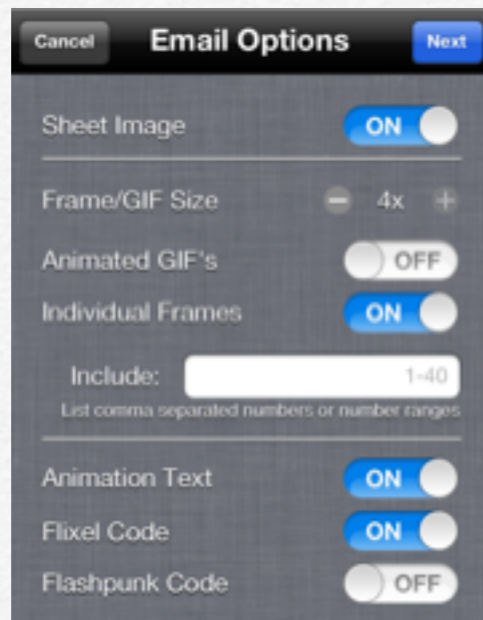
After touching the Share button, Sprite Something will ask you how you want to share your drawing. Options are: Dropbox (if available), Photo Library, Twitter and Email. Dropbox, Photo Library and Twitter will then ask if you want to share the whole Spritesheet or just the current frame. If you choose Email, you will be shown another form that will let you choose what images and code will be included.



*Anytime you see the share button, touch it to quickly export.*



## Email Options



Email Options Form

Email options include: Sheet Image, Frame/GIF Size, Animated GIF's, Individual Frames, Frames to Include, Animation Text, Flixel Code and FlashPunk Code. Sheet Image will include the whole Spritesheet as an attachment to the email. Animated GIFs will create and attach animated GIF files to the email. Selecting Individual Frames will show an additional text field where you can specify which frames to include. You can put in individual numbers separated by commas, ranges of numbers with a dash between them (i.e. 1-5), or any combination of the two. Frame/GIF Size will scale all attached individual frames and GIF animations to the selected scale.

Animation text will write pseudo-code for the animations you've created, including animation name, Frames Per Second (FPS) and a comma separated list of the frames in animation order. The Flixel Code option will create and attach a Actionscript file of a sub-class of FlxEntity with the image link and animation value code auto-generated for you. The FlashPunk Code option will create and attach a Actionscript file of a sub-class of Entity with the image link and animation value code auto-generated for you.

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*If you do not have an email account set up in your Mail App, you will see a warning message instead of the email options. Set up an email account, and then you will be able to use the email export from within Sprite Something.*

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# Drawing Tools

## Tools

Touch on any of these buttons to set the current drawing tool.

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*Tip: Touching the selected button again will toggle visibility of the options panel for that tool on iPad.*

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### Pencil

The Pencil tool draws a single pixel of the current color. You can touch and drag to draw on the Canvas area. The options for the pencil include Opacity, which will determine how opaque (100) or transparent (0) to draw.



### Eraser

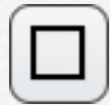
The Eraser tool clears a single pixel from the drawing. You can touch and drag to draw on the Canvas area. The options for the eraser include Opacity, which will determine how much (100) or little (0) to remove.



### Line Tool

The Line tool draws a one-pixel wide line starting from the point you touch. Drag your finger to the point you want the line to end. While you are dragging your finger, you will see the preview of how the line will look. When you take your finger off the screen, the line will be drawn and saved to the image (meaning you can Undo it at that time). The options for the line tool include Opacity, which will determine how opaque (100) or transparent (0) to draw.





## Shape Tool

The Shape tool draws the selected shape starting from the point you touch. Drag your finger to the opposite corner of where you would like the shape to be drawn. While you are dragging, you will see a preview of how the shape will look. When you take your finger off the screen, the shape will be drawn and saved to the image (meaning you can Undo it at that time). The options for the shape tool include the shape type (Line Rectangle, Filled Rectangle, Line Circle and Filled Circle) and Opacity, which will determine how opaque (100) or transparent (0) to draw.



## Fill Tool

The Fill tool replaces the color you touch, and all adjacent pixels of the same color, with the current color. You can drag your finger to preview how the fill will look in your drawing. The options for the fill tool include Opacity, which will determine how opaque (100) or transparent (0) to draw, and Fill All, which will replace all occurrences of the touched color with the current color (it ignores whether the pixels are adjacent or not).



## Magic Eraser Tool

The Magic Eraser tool clears the color you touch, and all adjacent pixels of the same color. You can drag your finger to preview how the erasing will look in your drawing. The options for the magic eraser tool include Opacity, which will determine how much (100) or little (0) to remove, and Fill All, which will clear all occurrences of the touched color (it ignores whether the pixels are adjacent or not).





## Select Tool

The Select tool is used to delete, cut or copy pixels from your current drawing. Touch and drag to create a rectangle selection (appears as an orange overlay). When finished, the Cut, Copy and Delete option buttons will appear. You can adjust your selection by touching outside of the selection bounds, and dragging the rectangle edge to a new position. The selection rectangle will be pinned to the opposite corner when making adjustments.

Choosing the Delete option, the highlighted pixels will be deleted and the selection will be cleared. The Cut option will delete the selected pixels and save a copy of those pixels to be used by the Stamp tool. The Copy button will save a copy of the selected pixels without removing them from your drawing. Selecting Cut or Copy will automatically switch your current tool to the Stamp tool.



## Stamp Tool

The Stamp tool pastes into your drawing the pixels that were copied using the select tool. You can touch and drag to preview how and where the pixels will be placed into your drawing. Transparent pixels in the copied image will not erase existing colors in your drawing. The options for the stamp tool include Rotate, which will rotate the pasted pixels by 90 degree increments, and Flip, which will reverse the pixels horizontally.

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*By enabling Flip and Rotating by 180 degrees, the pasted pixels will be flipped vertically.*

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## Move Tool

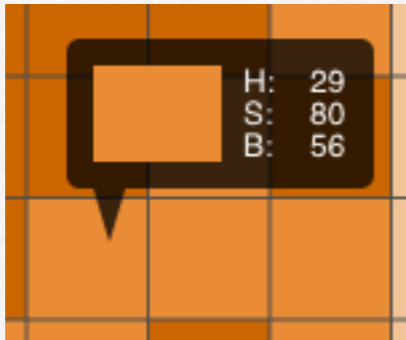
The Move tool allows you to adjust the position of the pixels within the current frame. Touch and drag to move the pixels within the Canvas. Pixels will wrap from one side of the image to the other if they cross the edge of the frame. Again, this only affects pixels within the current frame.





## Eyedropper Tool

The Eyedropper tool allows you to set the current drawing color by touching a color within the current drawing. You can also drag to preview what color will be selected, as well as see the color values of the selected pixel in the popup that appears.



Eyedropper popup example



# Color Picker



Color Picker View

## Choosing Colors

The Color Picker view allows you to choose a color to use in your drawing or a background color from the new/edit views. The Color Picker has multiple options to choose your colors quickly.

In the Navigation Bar at the top, you see a Cancel and a Done button. Touching the Cancel button will exit the Color Picker, and not change the current color. Touching the done button will set the current color and exit the Color Picker. The new color will also be added to the Recent Colors List.

Below the Navigation Bar, there is a button to switch between RGB (Red, Green, Blue) and HSB (Hue, Saturation, Brightness) color modes. Touching the button will switch the sliders to show the corresponding values in that mode. You will also see the labels change to indicate which value the slider affects.

Next to the RGB/HSB button is the old color and current color. The old color was the current color when the Color Picker appeared. The old color will not change, so you can see the comparison of it to the current color next to it. Whenever you make an adjustment to the color values, you will see the current color update.

There are three sliders and corresponding inputs to adjust the current color. The label on the left indicates which color value



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you are affecting. Sliders allow you to make adjustments by touching and dragging them. The plus and minus buttons to the sides of the sliders allow you to make an adjustment to the value by one. Finally, the text input on the right shows the current value, and can be touched to bring up the keyboard for manually entering a number.

The Palette area at the bottom allows you to quickly choose a color by touching the color you want from the palette image. There are multiple palettes, the name of the current palette is shown above the image. The arrow button to the right of the name will bring up the Palette List, which you gives you more options for Palette management. Touch and drag the palette image to change the current palette, or touch and hold to select a color from the current image. You may drag your finger around the current palette image once it updates the current color. The palette image you last looked at is remembered for each Spritesheet.

## RGB and HSB

RGB is a method of creating colors by mixing together Red, Green and Blue light. The values of each channel (Red, Green, Blue) determine the appearance of the mixed color. Values of each channel range from 0 (no color added) to 255 (100% color added).

HSB is a method of creating colors by representing Hue, Saturation and Brightness. Hue is the color in the spectrum (ranges from 0 to 360), Saturation is how much color is used (0 is gray, 100 is intense), and Brightness is how light or dark the color is (0 is black, 100 is white).

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*Check the Glossary for color examples in RGB and HSB.*

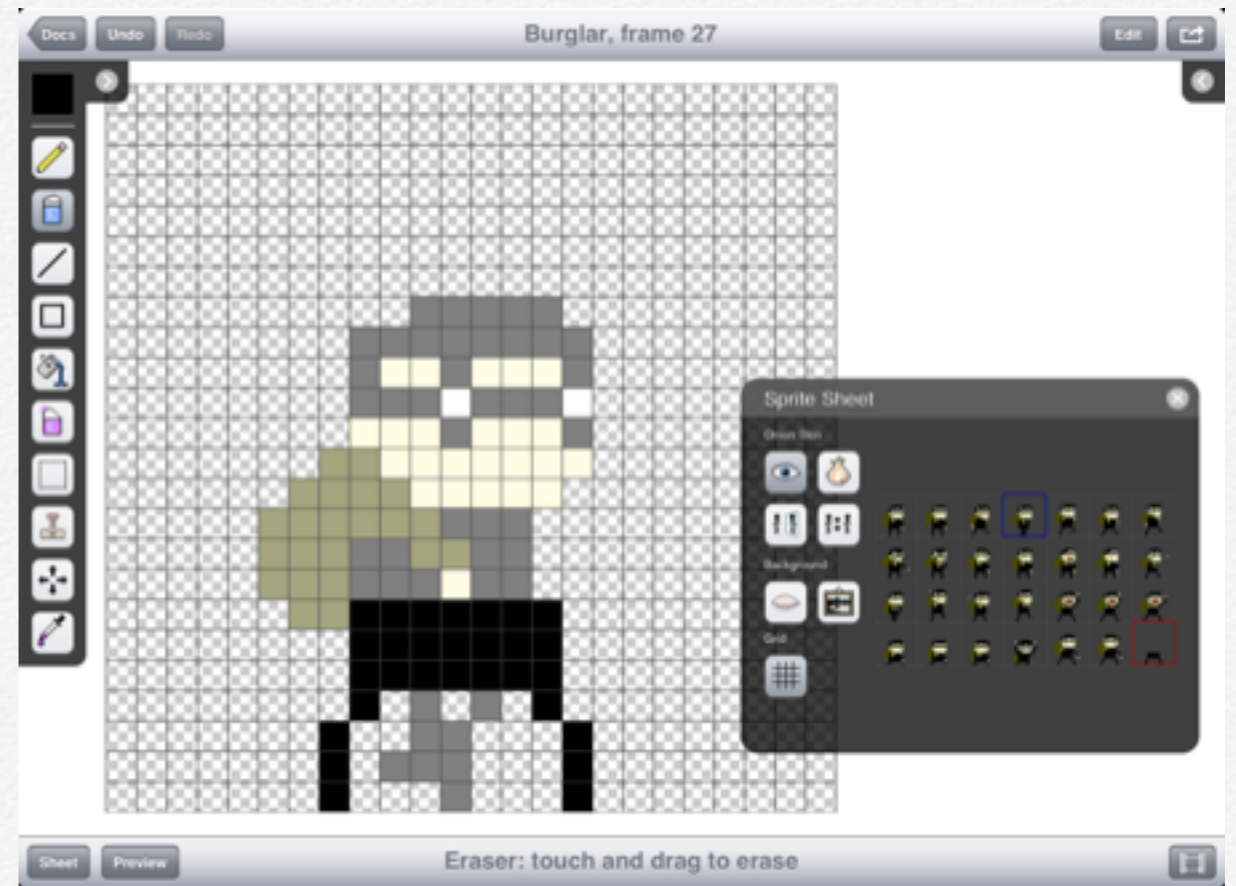
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# Onion Skinning

## Onion Skin

The Onion Skin options are contained in the Sheet panel, and allow you to preview other frames of your current drawing. This is commonly used to create animations by making subtle changes to the previously drawn frame. The Onion Skin frame is displayed lightened in the background of the current frame. You can draw over the Onion Skin frame, or use it to clone a previously drawn frame in its entirety.



Onion Skin on iPad. In the Spritesheet panel, the red outline is the current frame, the blue outline is the Onion Skin frame.





## Select Onion (Relative)

The Onion button lets you select the frame you want to use as the current Onion Skin frame. There are two modes to select an Onion Skin frame. The first mode is Relative. By selecting a relative Onion Skin frame, when you change the current frame you are editing, the Onion Skin frame will also move to a new frame the same relative distance as when set up.

For example, if you are on frame 2 and select frame 1 as the Onion Skin frame, when you switch to the next frame (frame 3), the Onion Skin frame will switch also switch to the next frame (frame 2).

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*Relative Onion Skin will not move beyond on frame 1 or the last frame.*

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## Select Onion (Locked)

The second mode for Onion Skin is Locked. This mode is selected by touching on the Onion Skin button a second time. You will know you are in Locked mode by the lock icon appearing in the onion button. Touch to select the onion frame as normal. The difference in this mode is that when you change the frame you are editing, the onion frame will always stay the same.



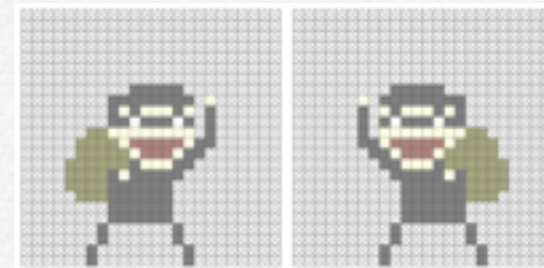
## Onion Visibility

The onion visibility button toggles the drawing of the Onion Skin frame on the Canvas. When the eye is open, the Onion Skin is visible. When closed, the Onion Skin is hidden. This option is not available if no Onion Skin frame has been selected.



## Mirror Onion Frame

The mirror button will flip the current Onion Skin preview horizontally.



Left: normal, Right: mirrored.



## Clone Onion Frame

The clone button pastes the pixels of the current Onion Skin frame into the frame you are currently editing. Any pixels that you have drawn in will not be overwritten. The cloning also matches the current mirroring of the onion frame. When you clone the frame, the Onion Skin visibility is automatically switched to hidden.



# Animation

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**Create animations from  
your Spritesheet frames.  
It's as easy as drag and  
drop.**





# Animation

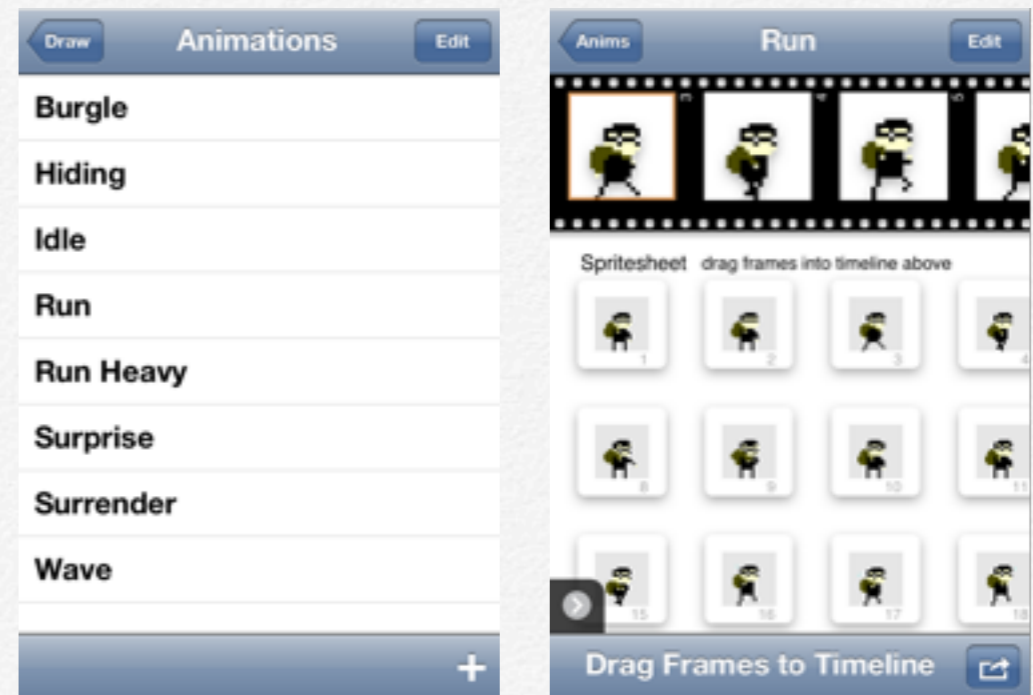
Now that you've drawn your Spritesheet frames, it's time to create some animations from them. In the Animation View, you can drag and drop individual frames into a timeline to create your animations, preview them at different sizes and export to GIF files or Flixel/FlashPunk game engines. Multiple animations can be saved for each Spritesheet.



*Touch the animation button to enter the Animation View.*

## Device Differences

There are a couple differences between the iPhone and iPad displays at this point. Both contain the same functionality, but the iPhone splits it into two separate pages.




iPhone Animation Views

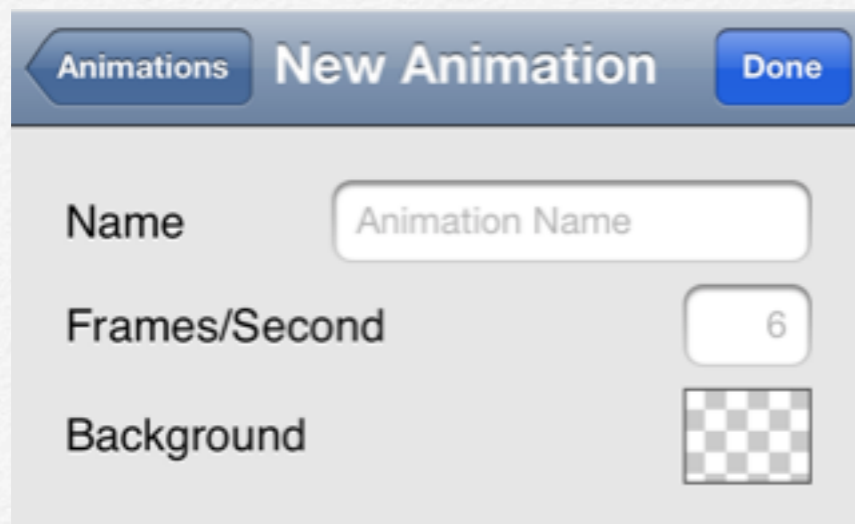
On the iPhone, the first page you see is the list of available animations. Touch one to start editing the animation, or touch the Plus button **+** in the lower right to add a new animation. The edit button in the upper right will let you quickly delete multiple animations. After selecting an animation to edit, or creating a new animation, the Animation View will let you edit your animations.



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## Add New/Edit

You can add new animations by touching the Plus button  in the lower right corner of the animations list (iPhone) or Animation view (iPad). The Edit button is in the upper right corner of the Animation view on all devices. The New/Edit Animation form has only a few options: Name, Frames Per Second and Background Color. Name must be unique from the other animations for your Spritesheet. Frames Per Second (FPS) is a number defining how fast the animation plays. 1 FPS will be slow, while 12 FPS will be fast. Background Color affects the whole Spritesheet (drawing, other animations), it is included in the animation settings for convenience.

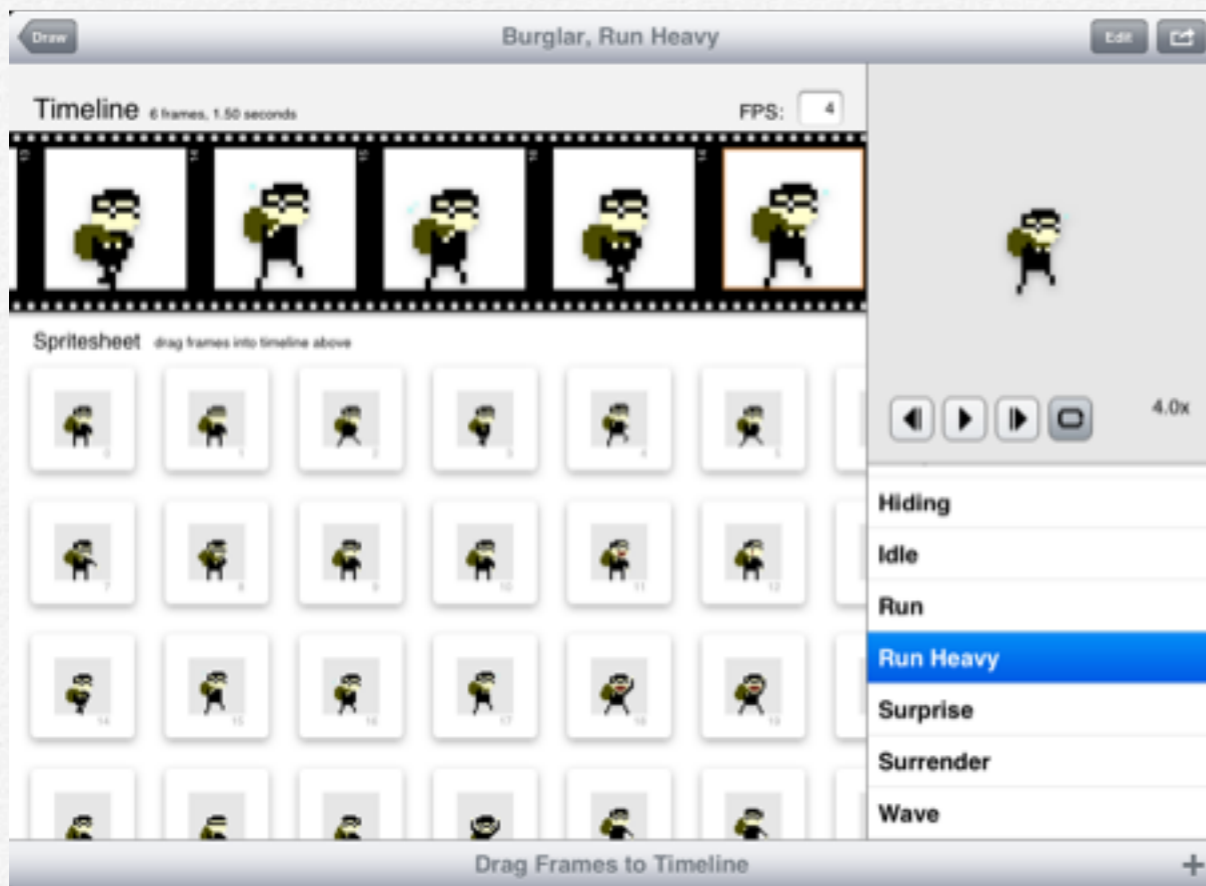


Create New Animation Form



# Editing Animations

## Animation View



iPad Animation View

On the iPad, the Animation List and Animation View are shown on screen at the same time. The list of animations is on the right side of the screen, below the preview image. If you drag a frame into the timeline when there are no animations, a new animation named "Default" will be created for you.

The title at the top of the screen is the name of your current animation. In the upper right corner, the edit button brings up a form to allow you to change the animation name, Frames Per Second and background color of this animation.

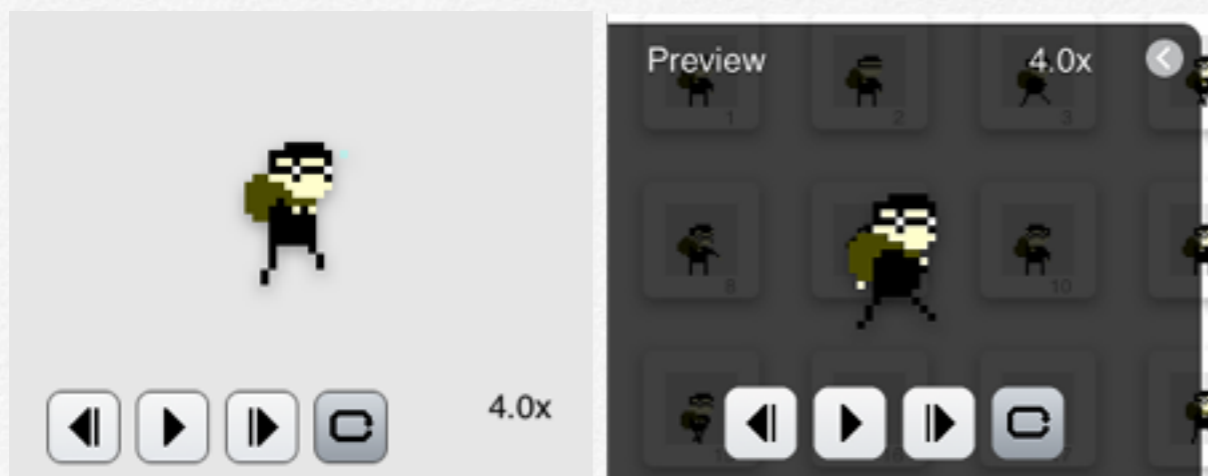
The Canvas area contains two main sections, the timeline and the Spritesheet area. The timeline is the black filmstrip area. You can touch and drag frames from the Spritesheet area into the timeline. An orange bar will appear in between existing frames, indicating where the frame you are currently dragging will be placed. Drag frames out of the timeline to remove them, or simply drag to rearrange their order.



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## Preview Panel

The Preview panel on iPhone is in the lower left hand corner, on iPad it is in the upper right. Included in the Preview panel are animation playback buttons and a Preview Image. The preview image shows the current animation image as highlighted in the timeline. You can pinch to change the zoom in the preview image. You can also change the current animation image by tapping a frame in the timeline.



Animate Preview Panel. iPad on left, iPhone on right.

The playback buttons are Previous frame, Play/Pause, Next frame and Loop. Previous and Next move the current animation image one frame in that direction. Play/Pause will begin the preview image playing or stop the animation. With Loop selected, when the animation playback reaches the end, it will continue playing from the first frame. If Loop is not selected, animation playback will stop itself on the last frame.

## Share Options

After touching the Share button, Sprite Something will ask you how you want to share your animation. Options are Dropbox (if available), and Email. Selecting Dropbox will save the current animation to your Dropbox folder as an animated GIF. If you choose Email, you will be shown another form that will let you choose what images and code will be included, the same form as in the Drawing view.

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*If you export using Dropbox, the GIF animation it sends will be scaled to the same size as the preview image in your Preview panel.*

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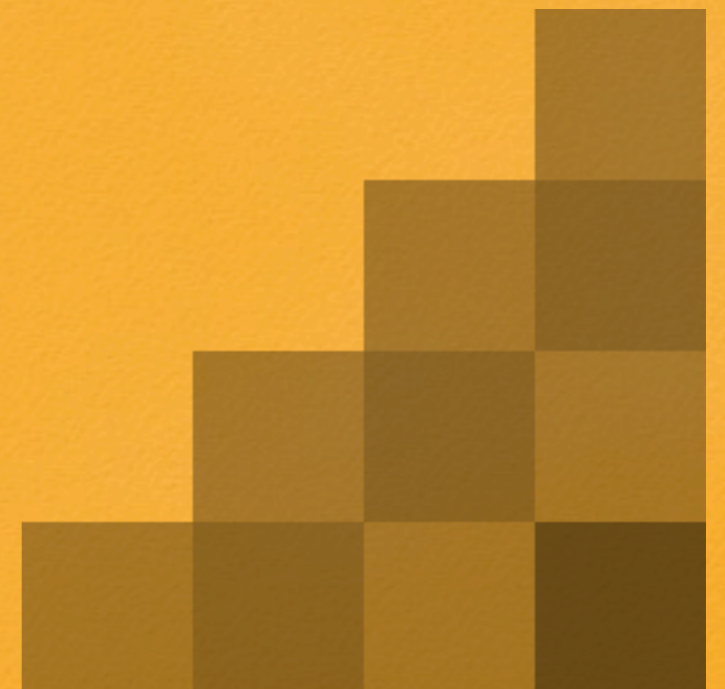


# Tilemaps

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Using individual frames of your Spritesheet, create larger game environments by reusing repeatable tiles.





# Views and Forms

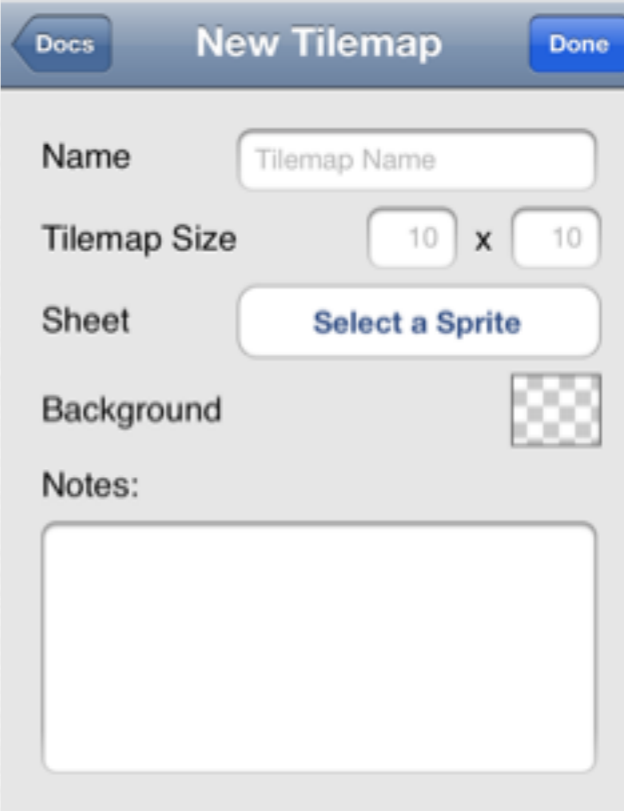
## Tilemaps

Drawing a Tilemap is much like the drawing Spritesheet frames, with the difference of using the frames of a Spritesheet instead of pixel colors. Tilemaps are often used in games to create large environments using just a few resources.

## Create New/Edit Existing

When creating a new Tilemap, or editing the current one, the form includes: Name, Tilemap Size, Sheet, Background Color and Notes. The Name field sets what you are calling the Tilemap, and that will be used as the file name any time you will see it (such as in the documents list). Tilemap Size is the width and height of tiles for the drawing area. Each tile is one frame of a Spritesheet. Sheet lets you select which Spritesheet will be used for drawing in this Tilemap. Touch the button to choose from a list of available Spritesheets. Background color adds a solid color behind your Tilemap, touching the box will bring in a Color Picker where you may set the color using a number of options. Remove the background color by touching the red X button. Notes is a field that you can use to write whatever you

want. Any notes you write will be shown below the Tilemap name in the documents list.



Create New Tilemap Form

---

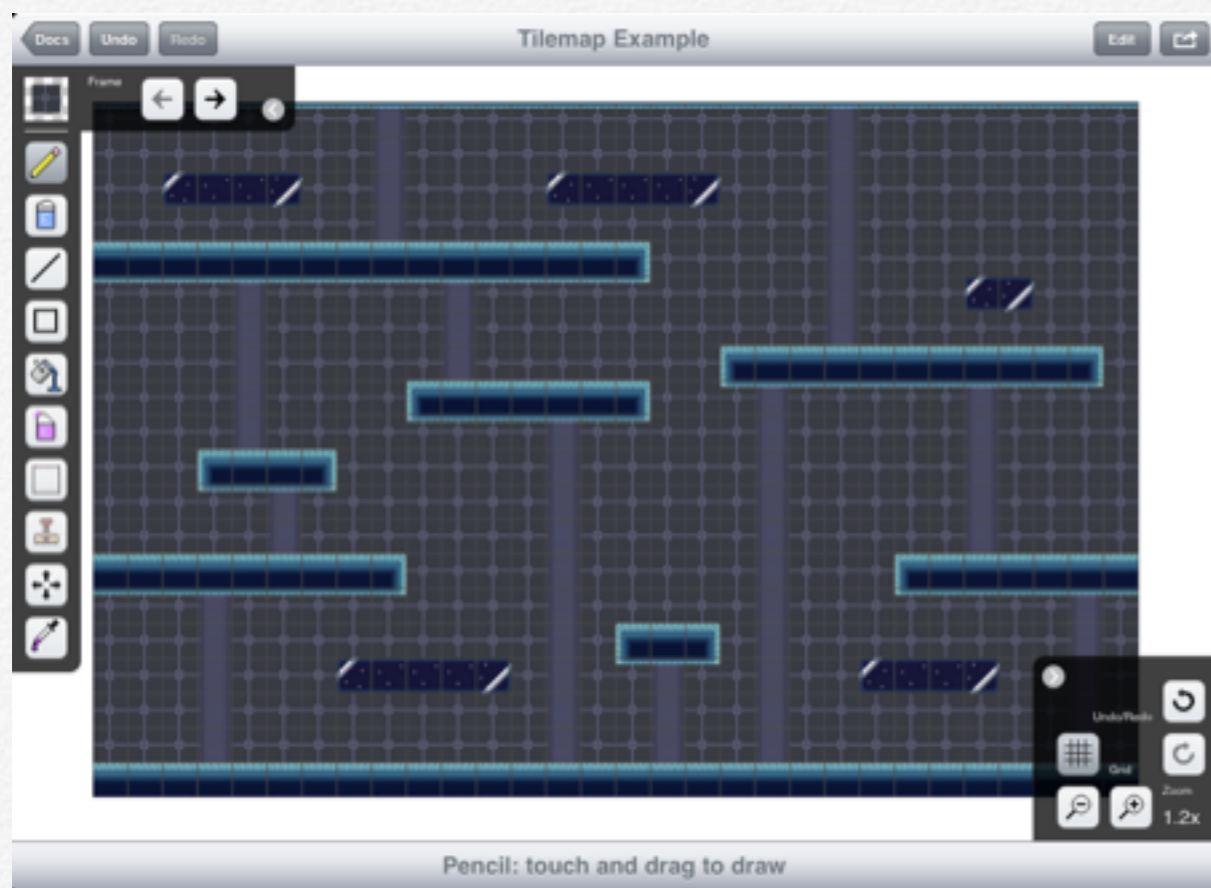
*The Spritesheet you select is not included in the Tilemap document, just a reference. Changes made to the Spritesheet will be reflected next time you open the Tilemap. If the referenced Spritesheet document is deleted, a new Spritesheet must be chosen.*

---



## Tilemap View

Once you've created your new Tilemap, or chose an existing one from the Document List, the Tilemap view is the place where you can arrange your frames into a larger image.



iPad Tilemap View

The Navigation Bar at the top contains a Back button to return to the Documents List, Undo/Redo buttons (iPad), the name of the current Tilemap, edit button and share button (iPad).

The Canvas is the drawing area in the middle of your screen. You will see the current layout for the Tilemap you are editing, with either the current background color or a checkerboard pattern behind it.

The Toolbar at the bottom of the screen contains Undo/Redo buttons on iPhone. The center of the Toolbar shows you the current tool. On iPhone, the right side of the Toolbar contains the Share button.

## Tools Panel

The Tools panel contains buttons which let you choose the current Spritesheet frame (Frame Picker) and current method of editing your Tilemap. Each tool may have its own options that let you modify how it will affect the drawing. The Tools panel is normally in the upper left corner of the Canvas area, but you may switch it to be on the right side in the Settings App on your device. On iPhone, the Tools panel can be shown or hidden by touching the button on the corner of the panel.

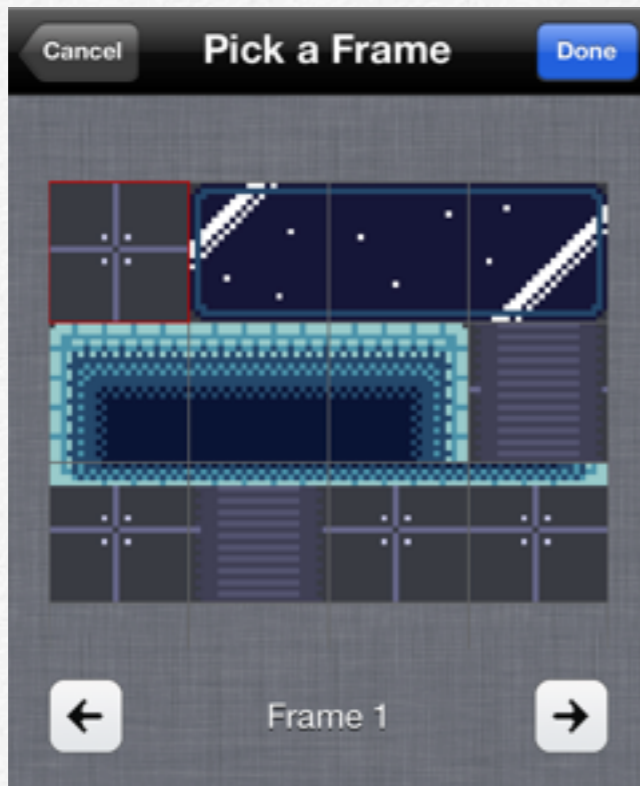
## Options Panel

The Options panel contains some buttons to affect the display of the Tilemap. Included are: Grid button, Zoom In/Out buttons, current zoom label and Undo/Redo buttons. The Options panel



is in the lower right hand corner, and may be shown or hidden by touching the arrow button in the corner.

## Frame Picker



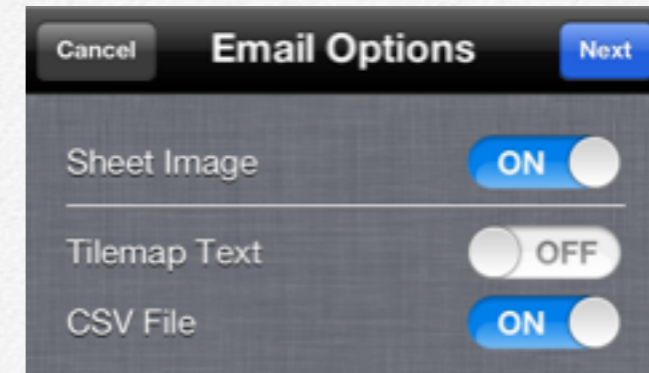
Frame Picker

By touching the Frame button at the top of the Tools panel, the Frame Picker view will appear. The Frame Picker view shows the current Spritesheet for the Tilemap. You can touch a frame in the Spritesheet to set it as the current frame for drawing. A red outline appears around the currently selected frame, and the label below displays the number. You can also use the arrow buttons to change the selected frame by one in the selected direction.

## Share Options

After touching the Share button, Sprite Something will ask you how you want to share your drawing. Options are: Dropbox (if available), and Email. If you choose Email, you will be shown another form that will let you choose what images and code will be included.

## Email Options



Tilemap Email Options

Email options include: Sheet image, Tilemap Text, and CSV File. Sheet Image will include the Spritesheet image as an attachment to the email. Tilemap Text will write the CSV text into the email body, and CSV File will add a separate text document as an attachment.

---

*If you do not have an email account set up in your Mail App, you will see a warning message instead of the email options. Set up an email account, and then you will be able to use the email export from within Sprite Something.*

---



# Tilemap Tools

## Tools

Touch on any of these buttons to set the current drawing tool.

---

*Tip: Touching the selected button again will toggle visibility of the options panel for that tool on iPad.*

---



### Pencil

The Pencil tool draws a single tile of the current frame. You can touch and drag to draw on the Canvas area.



### Eraser

The Eraser tool clears a single tile from the Tilemap. You can touch and drag to draw on the Canvas area.



### Line Tool

The Line tool draws a one-tile wide line starting from the point you touch. Drag your finger to the point you want the line to end. While you are dragging your finger, you will see the preview of how the line will look. When you take your finger off the screen, the line will be drawn and saved to the image (meaning you can Undo it at that time).



### Shape Tool

The Shape tool draws the selected shape starting from the point you touch. Drag your finger to the opposite corner of where you would like the shape to be drawn. While you are dragging, you will see a preview of how the shape will look. When you take your finger off the screen, the shape will be drawn and saved to the image (meaning you can Undo it at that time). The options for the shape tool include the shape type (Line Rectangle, Filled Rectangle, Line Circle and Filled Circle).





## Fill Tool

The Fill tool replaces the tile you touch, and all adjacent tiles of the same frame, with the current frame. You can drag your finger to preview how the fill will look in your Tilemap. The options for the fill tool include Fill All, which will replace all occurrences of the touched frame with the current frame (it ignores whether the tiles are adjacent or not).



## Magic Eraser Tool

The Magic Eraser tool clears the tile you touch, and all adjacent tiles of the same color. You can drag your finger to preview how the erasing will look in your Tilemap. The options for the magic eraser tool include Fill All, which will clear all occurrences of the touched frame (it ignores whether the tiles are adjacent or not).



## Select Tool

The Select tool is used to delete, cut or copy tiles from your current Tilemap. Touch and drag to create a rectangle selection (appears as an orange overlay). When finished, the Cut, Copy and Delete option buttons will appear. You can adjust your selection by touching outside of the selection bounds, and dragging the rectangle edge to a new position. The selection rectangle will be pinned to the opposite corner when making adjustments.

Choosing the Delete option, the highlighted tiles will be deleted and the selection will be cleared. The Cut option will delete the selected tiles and save a copy of those tiles to be used by the Stamp tool. The Copy button will save a copy of the selected tiles without removing them from your drawing. Selecting Cut or Copy will automatically switch your current tool to the Stamp tool.





## Stamp Tool

The Stamp tool pastes into your drawing the tiles that were copied using the select tool. You can touch and drag to preview how and where the tiles will be placed into your drawing. Empty (erased) tiles in the copied selection will not erase existing frames in your Tilemap. The options for the stamp tool include Rotate, which will rotate the pasted tiles by 90 degree increments, and Flip, which will reverse the tiles horizontally.

---

*Note: the images within the tiles will not be rotated or flipped by the Stamp tool options. The order of the tiles is the only thing changed by the options.*

---



## Move Tool

The Move tool allows you to adjust the position of the tiles within the current Tilemap. Touch and drag to move the tiles within the Canvas. Tiles will wrap from one side of the Tilemap to the other if they cross the edge of the Tilemap.



## Eyedropper Tool

The Eyedropper tool allows you to set the current drawing image frame by touching a tile within the current Tilemap. You can also drag to preview what frame will be selected, as well as see the x and y coordinates of the selected tile in the popup that appears.

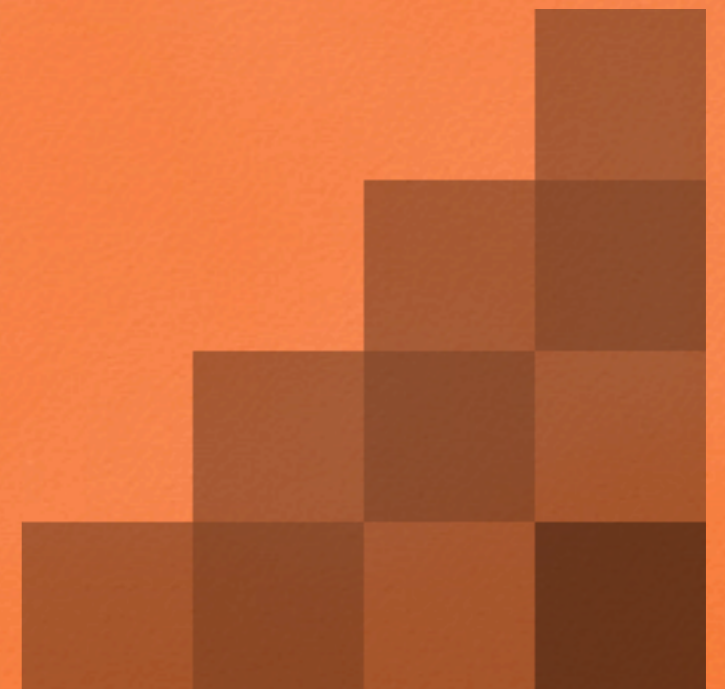


# Color Palettes

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**Use Color Palettes to maintain consistent colors within or across your drawings.**





# Color Palette Management

## Using Color Palettes

Color palettes can help speed up or ease drawing by reusing a limited amount of colors in your drawing. The Color Picker view includes an image of the current color palette, which you can touch to quickly select a color. Touching the arrow button  will bring you to a view where you can manage the color palettes available on your devices.



Color Picker View, touch the arrow on the right side to see Palette List.

## Palette List



The Palette List

The Palette List shows all of the currently available palettes. You can touch on any one of them to make that the current palette in the Color Picker view. Touching on the blue arrow button will take you to the Palette Details view, where you can rename or adjust the number of columns for that palette.

---


*If you have iCloud enabled, color palettes will be synced across your devices.*

---



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## Add New

If you touch the Plus button  in the lower right corner of the Palette List, you can choose from Create from Sprite and Import from Dropbox (if available). Create from Sprite will make a new color palette from the colors in the current Spritesheet. Transparency of pixels will be ignored when creating this palette.

## Import from Dropbox

Sprite Something loads and saves color palettes in the form of GIMP (<http://gimp.org>) .gpl files. When you select Import from Dropbox, a list of all the .gpl files stored in your (Dropbox) Sprite Something App folder will appear. Touch on any one to add it to your device.

---

*.gpl files are plain text files. You can easily edit them using any text editor.*

---

## Palette Details



Palette Details view.

The Palette Details view shows you a preview of the palette, and allows you to change its name or adjust the number of columns the palette displays itself with. Navigate to the Palette Details by touching the blue arrow button from the Palette List view. If you made any changes, touch the Done button in the upper right corner to apply them.

## Share Options

Share options for palettes include Email and Dropbox. Selecting Dropbox will save the .gpl file to the Sprite Something App folder. Selecting Email will create an new email with the .gpl file attached.



# Settings

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**Tweak Sprite Something to be and act how you want it to.**





# Settings

## How to Change Your Settings

Settings are changed by visiting the Settings App from your Home Screen (outside of the Sprite Something App). Scroll down the list of settings to find Sprite Something in the App list.

## Tool Options

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### Toolbar On Right

With this options enabled, the Toolbar will appear on the right side of the screen instead of the left. This affects both Spritesheet and Tilemap drawing views. On Spritesheet drawing view, the Recent Colors panel will appear on the left. Default is disabled.

### Eyedropper Quick Select

With the option enabled, when you choose a color using the Eyedropper tool, Sprite Something will switch to the Pencil tool immediately afterwards. Default is enabled.



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## Color Options

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### Color Mode

This option lets you choose between RGB and HSB color modes. Whichever option is chosen will be the default setting when there is no preference. Spritesheet documents will remember on an individual basis whether they should use RGB or HSB. Default is HSB.

---

### Reset Palettes

When enabled this option will recreate the default list of color palettes that come with Sprite Something. The list is recreated when viewing the Color Picker view, and this setting automatically disables itself after running. Default is enabled.

## Gesture Options

Gesture options watch for swipes on the Canvas area. When a swipe is detected, the action you set will be called. Actions include: **Frame**, **Tool**, **Color**, **Undo/Redo** and **Disabled**. You will see a notification when Gesture actions are performed.

Selecting **Frame** will change the current frame in Spritesheet drawing view. When editing Tilemaps, it will change the frame of the current drawing frame.

Selecting **Tool** will change the current tool being used. The most recent 10 tools are remembered, and will be cycled through in use order.

Selecting **Color** will change the current color based on the Recent Colors list in the Spritesheet drawing view. When editing Tilemaps, it will work the same as the **Frame** action.

Selecting **Undo/Redo** will cycle through the available undo history.

---

### Three Finger Swipe

This option affects the drawing area of both Spritesheets and Tilemaps. When you swipe across the screen using exactly three fingers, the selected action occurs. Default is Color.

---

### Four Finger Swipe

This option affects the drawing area of both Spritesheets and Tilemaps. When you swipe across the screen using exactly four fingers, the selected action occurs. Default is Disabled.

---

*Note: if you have Multitasking Gestures enabled, they will take precedence over Sprite Somethings gestures. It is best to leave Four Finger Gestures disabled if you use Multitasking Gestures.*

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## Export Options

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### iTunes File Sharing

With this option enabled, Sprite Something will automatically create and save .png or .csv files to your Documents directory when saving your Spritesheet and Tilemap Documents. This allows you to retrieve those files through iTunes. Default is enabled.

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*Disabling this option does not prevent Sprite Something from recognizing new images or csv files added through iTunes. They will still show up in your Documents List for editing.*

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### Start Frame

Start Frame affects the readout of Spritesheet frame values. Options are 0 or 1. for the first frame Default is 1.

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*Tilemaps use 0 to represent no image data in a tile. The first frame is always 1, regardless of this setting.*

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### Animation Text

With Animation Text enabled, when emailing a Spritesheet, the message body will include a text readout of the animation data. This can be changed from the Email Options view. Default is enabled.

---

### Tilemap Delimiter

Tilemap Delimiter sets the character used to separate frame numbers in CSV documents. Available options are: Comma, Space and Tab. The most commonly used value is comma. Default is Comma.

---

### Tilemap Text

With Tilemap Text enabled, when emailing a Tilemap, the message body will include a text readout of the CSV data. This can be changed from the Email Options view. Default is enabled.

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### Flixel Code

With Flixel Code enabled, emailing a Spritesheet will include a Flixel Actionscript (.as) document for your Spritesheet. This can be changed from the Email Options view. Default is disabled.

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### FlashPunk Code

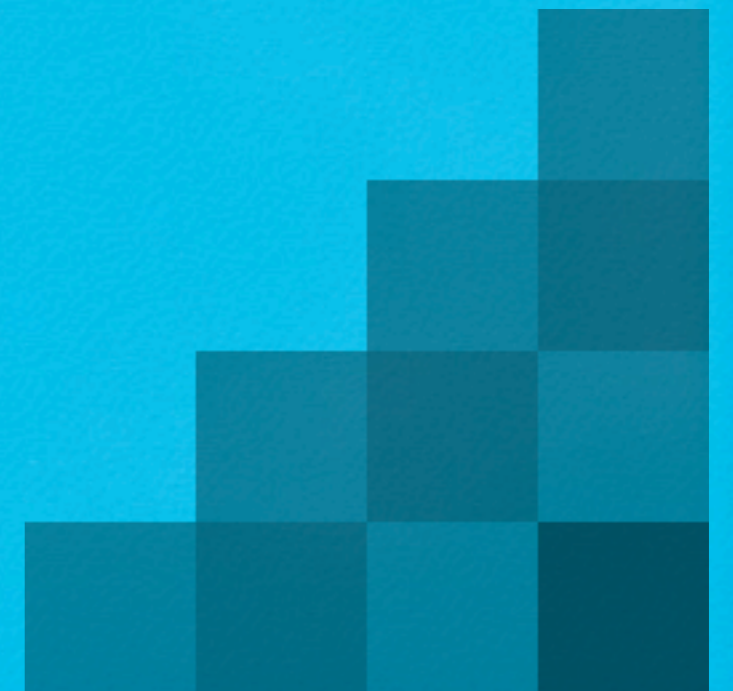
With FlashPunk Code enabled, emailing a Spritesheet will include a FlashPunk Actionscript (.as) document for your Spritesheet. This can be changed from the Email Options view. Default is disabled.



# File Management

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Create and move files  
between Sprite Something  
and other programs.





# File Types

Sprite Something may contain a number of different files. Below is a list of the file types and a description of each.

### **.sprite**

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These files are the documents that contain the information for a Spritesheet. It includes the image information, as well as the frame dimensions, animations, color palette, and more.

### **.tiles**

---

These files are the documents that contain the information for a Tilemap. It includes the tile information and a link to the Spritesheet document (but not the actual document, it contains no image information).

---

*Note: if you are using iCloud, .tiles and .sprite files will not show up in this list.*

---

### **.png**

---

These files are the image files to use in your games. It is just the image information of your Spritesheet.

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*If the .png file contains “name\_#.png” (where # is a number), that file is an individual frame (#) from the Spritesheet (of the same name).*

---

### **.gif**

---

These files are image files of your animations. They are used for sharing your animations (most game engines don't use .gif files). Sprite Something can create .gif files, but cannot read or import them (yet).

### **.CSV**

---

These files contain the information for creating Tilemaps in your games. They are text files of numbers separated by commas (or the separator of your choice, see Settings chapter). Each new line represents a row of tiles, the numbers reference a frame in a Spritesheet. The number zero (0) represents an empty tile (no image).



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## **.gpl**

---

These files contain Color Palette information. They are plain text files you can edit using a text editor, and include such information as the name of the palette, number of columns, and a list of the color values in the palette.

---

*.gpl files use RGB values to describe their colors.*

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## **.as**

---

These files are Actionscript files. The two kinds of Actionscript files that Sprite Something creates are for the Flixel (<http://flixel.org>) and FlashPunk (<http://flashpunk.net>) game engines. These files can be added to your project as a starting point for creating game assets, with information, such as animations, included. For more information about Actionscript, Flixel and FlashPunk, visit <http://flashgamedojo.com>.



# Files in iCloud

## Where Are My Files?

It is a bit of a process to get to your files, but follow these directions to get to them:

- Open Settings App (outside of Sprite Something)
- Select iCloud
- Select Storage & Backup
- Select Manage Storage
- Select Sprite Something from Documents & Data

At this point you should see a list of files and their filesizes. You may view the list of files and delete the files from this view.

## Deleting Files

Swipe a row to bring up a Delete button for that file, or touch the Edit button in the upper right corner to bring up the Minus buttons next to all rows. Touching the Minus will bring up the Delete button for that row. Touch the Delete button to confirm deletion of that file. When you reopen Sprite Something the deleted files should be removed from your Documents List.

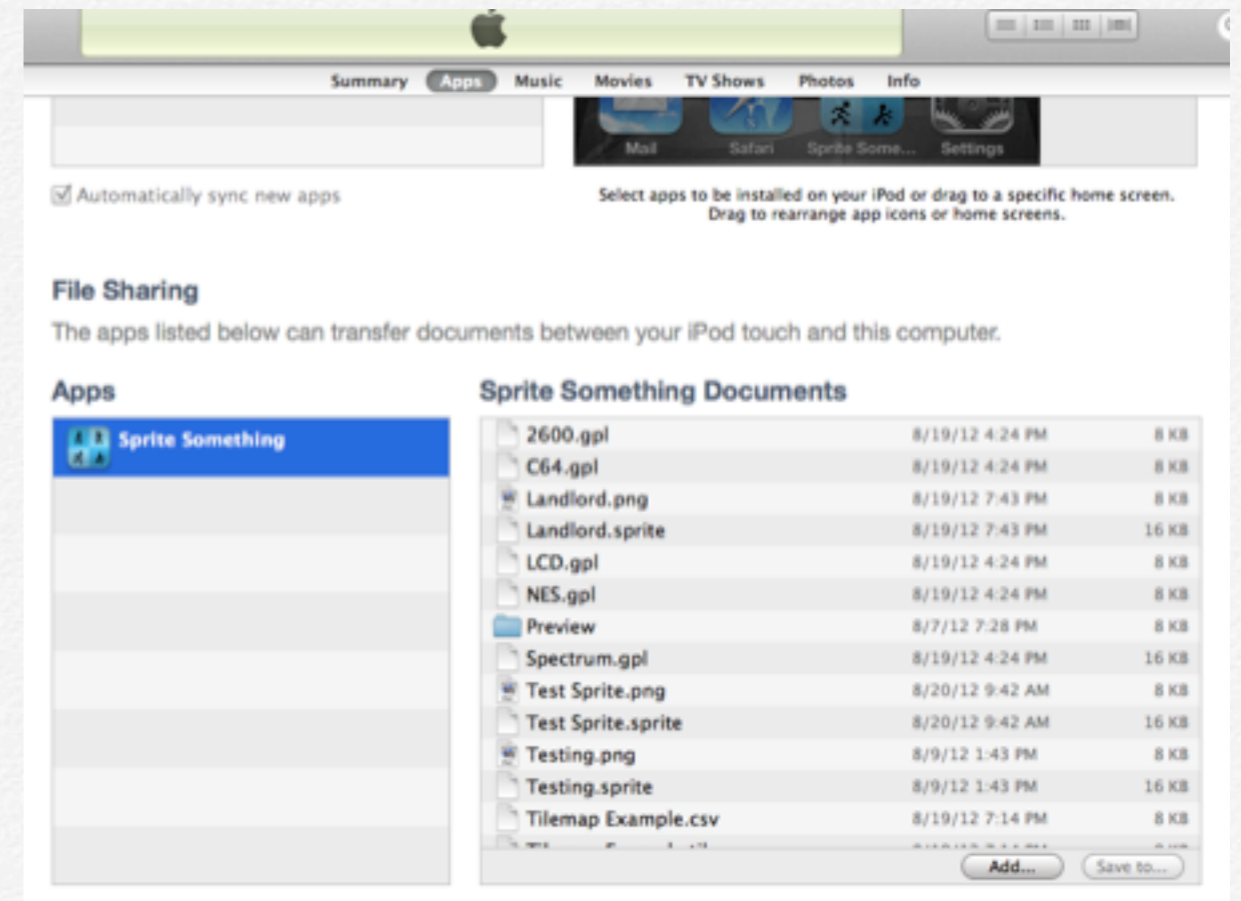


# Files in iTunes

## Adding/Retrieving Files

Connect your iOS device to your computer and start up iTunes. On the left column, you should see your device appear within the list. Click on your device to select it, the main area of iTunes should show some information about your device. Click on Apps from the options at the top of the main area. Scroll down the Apps page to see the File Sharing section.

Click on Sprite Something from the list of apps, and the documents on your device will be listed to the right of the apps list. Add files to the list by clicking the Add button in the lower right of the list. Save files to your computer by selecting files and clicking the “Save to...” button, then choosing a place to save them.



iTunes (10.6.3), showing files on iPod Touch



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## Updating Spritesheets

To update a Spritesheet with an image you edited outside of Sprite Something, add a .png file of the same name and image size as the Spritesheet through iTunes (as mentioned in previous section). When you select the Spritesheet from the Documents List, you will be prompted to update it. Select Okay to use the new image or Cancel to ignore the added image.

---

*The modification date of the added .png file must be newer than the last modification date of your Spritesheet document. If the added file is older, it will be ignored and you will not see the prompt.*

---

## Updating Tilemaps

Similar to updating Spritesheets, you may add a newer .csv file, with the same file name and columns/rows, through iTunes to update the Tilemap document in Sprite Something. When you select the Tilemap from the Documents List, you will be prompted to update it. Select Okay to use the new information or Cancel to ignore the added .csv.

---

*Note: be sure you are not currently editing the Spritesheet or Tilemap you wish to update. Sprite Something only checks for a new version when it opens the document.*

---




# Files in Dropbox

## Dropbox

Dropbox is a free service that lets you bring all your photos, docs and videos anywhere (<http://dropbox.com>).

## Linking Dropbox

If you haven't used Dropbox within Sprite Something yet, you will need to link your App to your Dropbox account. While on the Documents List, touch the Plus button  in the lower right corner, and then select Link Dropbox. If you have the Dropbox App, your device will switch to it and ask you to confirm permission. If you do not have the Dropbox App, Safari will open and ask you to login to your account before confirming permission. Once you have accepted permission, your device will return you to Sprite Something.

## Sprite Something App Folder

Once you've linked your Dropbox account, you will have a new folder within your Dropbox file structure. The path reads as follows: Home Folder / Apps / Sprite Something.


When you Export a Spritesheet, Frame, Tilemap or Color Palette, these files will be added to the Sprite Something folder. Exporting the Spritesheet will save a file with the format `spritename.png`, exporting a Frame will save a file with the format `spritename_#.png` with `#` being the frame number.

---

*Exporting the same file will overwrite the previous file in Dropbox.*

---

## Importing

You can use Dropbox to import files whenever you have an Internet connection. Touch on the Plus button  while on the Documents List (Link Dropbox if needed), then a list of available documents will appear. If you are currently viewing Spritesheets, only image files will appear in the list to choose from. Similarly when viewing Tilemaps, only `.csv` files will appear, and when importing Color Palettes, only `.gpl` files appear.

---

*Individual frame files will be ignored when creating the Spritesheet import list. The app skips files with the text `_#.png` naming convention, so don't name files that way when you put them in your Dropbox folder for importing.*

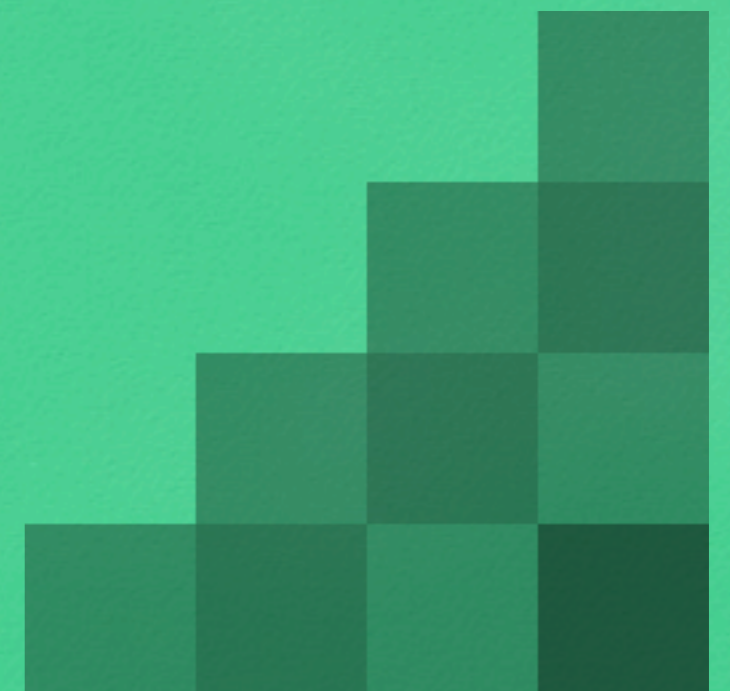
---



# Troubleshooting

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Sometimes you just need a little help.





# Problems/Fixes

## Things Happen

Not all things are foreseen, and we all make mistakes. I hope I can amend any problems you may have with Sprite Something. This list contains some issues that may pop up, with solutions to get yourself pixeling again. If you don't see your issue in the list, please send a bug report via this page:

<http://terriblegames.com/spriteSomething/#reportBugs>

- Matt

---

## App Crashes On Documents List

This is a problem with a corrupted .tiles or .sprite file. You can fix it by deleting the problem file. If it happens while scrolling to a particular point in the list, touch the Edit button in the upper right corner before you reach that point and you will be able to scroll to the problem file and delete it.

If it crashes before you can enable the Edit mode, you will need to delete the files manually outside of the app. If you have iCloud enabled, see the File Management section on iCloud. If iCloud is not enabled, see the File Management section on iTunes.

---

## Can't Create Enough Frames For My Spritesheet

Sprite Something limits the size of the whole Spritesheet document to a max of 512x512. If the number of columns (or rows) multiplied by the frame width (or height) would be larger than 512 pixels, Sprite Something will automatically cap the number of columns (or rows) for you.



---

## App Refreshes/Runs Slowly

This problem is pretty hard to nail down, but here are some possibilities:

- Sprite Something runs on mobile devices, therefore resources are limited. The older your device, the more likely it will run slower.
- Your Spritesheet or Tilemap size is too big. Spritesheet size is limited to 512x512 (Tilemaps: 200x200), but that doesn't necessarily mean your device can handle that size at blazing speed.
- Other processes running in the background take resources. Try turning music off, or force-quit other Apps (iOS should do this for you though...)

---

## Other Problems

If you don't see your problem in this list, the first thing to try is a force quit of the app. You can force quit Sprite Something by exiting the app, then double-tapping the Home button on your device. A list of recent apps will appear at the bottom of your screen. Touch and hold on the Sprite Something icon until it begins to wiggle. Then, touch the X button in the upper left corner of the Sprite Something icon to force quit it. Press the Home again to make the icons stop wiggling, and reopen Sprite Something.



# FAQ's


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### Can I Make Games With This App?

Sprite Something does not make games in itself, it allows you to make assets for your games.

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### Where Do I Find My Files?

See File Management chapter, or use the Share button .

---

### How Do I Duplicate A Spritesheet/Tilemap?

The easiest way to duplicate a Spritesheet is to export it to the Photo Library or Dropbox, then import the image from the Documents List (thereby creating a new duplicate).

For Tilemaps, the easiest way is to export to Dropbox, then import it back in from the Documents List. This will most likely be streamlined in the future.

---

### When Will Sprite Something Be Released On \_\_\_\_ ?

This question usually is about Mac, Windows or Android.

A Mac version is being worked on at the time of this writing. From there it gets more complicated, as the more platforms to build for slows down adding new features into the existing app.

Short answer: I don't know.

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### I Have A Suggestion For Sprite Something

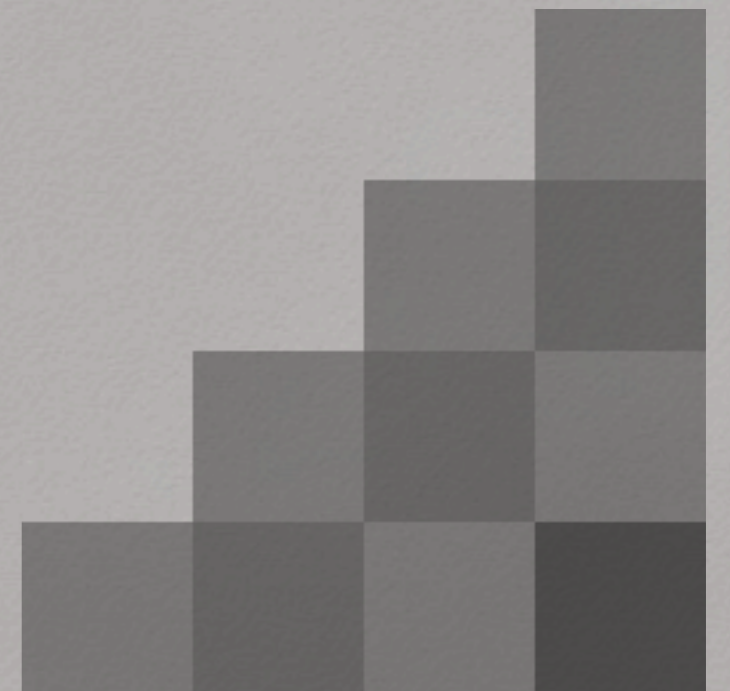
Great! I like to hear what would make the app better, send me a message using this form:

<http://terriblegames.com/spriteSomething/#bugReports>



# More information

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## About Sprite Something

Sprite Something and this eBook by Matthew Klundt. Sprite Something is version 2.01 at the time of writing. Sprite Something is currently available as a universal app for iPhone, iPod Touch and iPad. It is available at: <http://itunes.apple.com/us/app/sprite-something/id372515745>

For more information, or for questions/comments visit: <http://terriblegames.com/spriteSomething/>

## Other Related Links and Stuff

Matt's personal website is <http://mattfoxgames.com>. Sprite Something published by Terrible Games, <http://terriblegames.com>

All images by Matthew Klundt. Characters in images drawn in Sprite Something, most of which are from Burgle. Go play it here: <http://mattfoxgames.com/Burgle/>

Go make games! Learn about making games with Flixel and FlashPunk here: <http://flashgamedojo.com>

The incredible GIF export code used in Sprite Something, created by Alex Nichol, available at: <https://github.com/unixpickle/Giraffe>



# Actionscript

Actionscript is the programming language used to create Flash documents.

<http://www.adobe.com/devnet/actionscript.html>

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## Related Glossary Terms

FlashPunk, Flixel

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**Index**

Find Term



# Animation

An animation is a number of images that, when displayed in a sequential order, create the illusion of motion.

---

## Related Glossary Terms

FPS, Frame, Onion Skinning, Spritesheet, Timeline

---

**Index**

Find Term



# Canvas

The Canvas is the area where you can draw your pixels or tiles. Touching the Canvas will change the values of the pixels or tiles based on the current tool.

---

## Related Glossary Terms

Navigation Bar, Panel, Spritesheet, Tilemap, Toolbar

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**Index**

Find Term



# Color Bleeding

Color Bleeding refers to the unintended visibility of pixel colors from an adjacent Spritesheet frame. This occurs in some rendering methods of game engines.

Color Bleeding can be fixed by adding Frame Spacing to the Spritesheet.

---

## Related Glossary Terms

Frame Spacing, Spritesheet

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**Index**

Find Term



# FlashPunk

FlashPunk is a free Actionscript 3 library designed for developing 2D Flash games. It provides you with a fast, clean framework to prototype and develop your games in. This means that most of the dirty work (timestep, animation, input, and collision to name a few) is already coded for you and ready to go, giving you more time and energy to concentrate on the design and testing of your game (<http://flashpunk.net>).

---

## Related Glossary Terms

Actionscript, Flixel, Game Engine

---

**Index**

Find Term



# Flixel

Flixel is an open source game-making library that is completely free for personal or commercial use. Written entirely in Actionscript 3, and designed to be used with free development tools, Flixel is easy to learn, extend and customize (<http://flixel.org>).

---

## Related Glossary Terms

Actionscript, FlashPunk, Game Engine

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**Index**

Find Term



# FPS

FPS refers to Frames Per Second. It is the measurement of time each frame of an animation is displayed before the next frame is displayed.

Sprite Something uses whole numbers, with 1 being the lowest. The higher the number, the faster the animation will play.

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## Related Glossary Terms

Animation, Spritesheet

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**Index**

Find Term



# Frame

A Frame is a single image. In Sprite Something, Frame refers to one discrete part of the Spritesheet, one image in an Animation, or the image used in a single Tile of a Tilemap.

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## Related Glossary Terms

Animation, Spritesheet, Tile, Tilemap

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**Index**

Find Term

# Frame Spacing

Frame Spacing is a property of Spritesheets where a number of transparent pixels are added in between individual frames of the Spritesheet.

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## Related Glossary Terms

Color Bleeding, Spritesheet

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**Index**

Find Term



# Game Engine

A game engine is a collection of code that works together to create video games. Game engines provide the means to change values, play sounds and display images. They are usually written to provide reusable systems for common game creation needs.

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## Related Glossary Terms

Animation, FlashPunk, Flixel, Sprite, Spritesheet, Tilemap

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# HSB

HSB is a method of creating colors by representing Hue, Saturation and Brightness. The values of each channel (Hue, Saturation, Brightness) determine the appearance of the color. Values of the Hue range from 0 to 360 and represent the spectrum of colors. Values of Saturation and Brightness range from 0 to 100 and represent a percentage (0% is none, 100% is maximum).

Examples:

Black - H:0 S:0 B:0

White - H:0 S:0 B:100

Red - H:0 S:100 B:50

Blue - H:240 S:100 B:50

Purple - H:277 S:100 B:50

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## Related Glossary Terms

Palette, RGB

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# Navigation Bar

The Navigation Bar is the bar at the top of your screen (but not the one with the time). Depending on the current view, it displays the name of the current view in its center, as well as a Back button in the upper left to return to the previous view (if available) and sometimes additional buttons.

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## Related Glossary Terms

Canvas, Toolbar

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# Onion Skinning

Onion Skinning is a method of viewing other frames drawn on the Canvas, as a means to copy or trace parts of that image. It assists in creating animation frames, and is used in a similar fashion as transparency paper.

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## Related Glossary Terms

Animation, Canvas, Spritesheet

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# Opacity

Opacity refers to how solid (not see-through) a color will be drawn (or removed in the case of erasing).

Opacity in Sprite Something is used as a percentage. A value of 100 will be completely solid, a value of 0 will be completely transparent, and values in between will be partially transparent.

---

## Related Glossary Terms

Drag related terms here

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# Palette

A palette is a group of colors. Palettes are used to maintain color values within or across Spritesheets. In Sprite Something you see palettes represented by images which can be touched to select a color.

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## Related Glossary Terms

HSB, RGB

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# Panel

A panel in Sprite Something is a transparent black rectangle, which contains buttons, previews and/or information. Panels sit above the Canvas and below the Navigation Bar and Toolbar.

Some panels can be hidden or revealed by touching the corner arrow button. On iPad, some of the panels are movable by touching and dragging the top light grey bar on them.

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## Related Glossary Terms

Canvas, Navigation Bar, Spritesheet, Tilemap, Toolbar

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# RGB

RGB is a method of creating colors by mixing together Red, Green and Blue light. The values of each channel (Red, Green, Blue) determine the appearance of the mixed color. Values of each channel range from 0 (no color added) to 255 (100% color added).

Examples:

Black - R:0 G:0 B:0

White - R:255 G:255 B:255

Red - R:255 G:0 B:0

Blue - R:0 G:0 B:255

Purple - R:160 G:0 B:255

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## Related Glossary Terms

HSB, Palette

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# Sprite

Sprite is sometimes used as shorthand for Spritesheet.

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## Related Glossary Terms

Spritesheet

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# Spritesheet

A Spritesheet is a single image file that a game engine uses to render multiple frames, usually for animations. The single image is separated by the engine into smaller sections, each section acting as one image frame. Spritesheets are used to save on memory, both in terms of file size and RAM.

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## Related Glossary Terms

Animation, Frame, Frame Spacing, Game Engine, Tilemap

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# Tile

A Tile is one part of a Tilemap. Each Tile shows either one Frame of a Spritesheet, or no image.

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## Related Glossary Terms

Frame, Spritesheet, Tilemap

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# Tilemap

A Tilemap is a grid of tiles, each tile containing an image (or nothing if an empty tile). The images used are often from Spritesheets, where each tile references a frame from the same Spritesheet.

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## Related Glossary Terms

Frame, Spritesheet, Tile

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# Timeline

The Timeline is an area that individual animation Frames are placed in the order they should appear when animated.

In Sprite Something the Timeline only one row of Frames may exist in it, and it looks like a black strip of film. Did I just make myself seem old?

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## Related Glossary Terms

Animation, Frame

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Find Term

# Toolbar

The Toolbar is the bar at the bottom of your screen. It appears in some views where additional buttons or descriptions are needed.

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## Related Glossary Terms

Canvas, Navigation Bar

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