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Sprite Decomposer is a new tool developed by Henrique. Its goal is to simplify the decomposition of sprite images into a series of sprites sheets, which can be cut and used in any website. How to install First, you need to install NSIS. Then navigate to the main directory of your plugin (which usually is the same directory where you downloaded the file) and launch the NSIS installer. In the following screen you can select any of the available languages (English, French, Portuguese and Spanish) to install the application in that language. Once the application is installed, you can launch it and choose a language from the top menu bar. Below is an example for the English version. Managing supported languages The tool is only supported for English, French, Portuguese and Spanish. Requirements The application is composed by several files, the most important ones are: "sprite_decomposer.nsi" NSIS Installer for the application. "sprite_decomposer.ui" A basic file for the user interface of the application. "sprite_decomposer.reg" Registry file for the application. "sprite_decomposer.png" Sprite sheet used to decomposed the images of the application. "sprite_decomposer.txt" Text file where you can see a specific description of the tool. Notes Sometimes you can notice a difference between the values of a text file and the description of the application. Those values are changed from time to time, but only from the text file. You can see the last description of the application in the "Sprite Decomposer Description" topic. Example A description of the process for cutting an image and producing the animation can be seen in the following topic: "Example". Sprite Decomposer Usage Select a character sheet to be converted. In the next window you can choose which one of the supported languages you want to use. To generate the animation simply use the buttons to navigate to each animation. If the animation is still not ready to be used you can select the checkbox to generate all animations at the same time. The tool can save to a folder, but

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A module for generating sprites from a sprite sheet. This module let you cut images from a sprite sheet or use another format such as a PNG or JPG as the source. The cutting rules are the size of the sprite sheet (x,y,w,h) as well as the size of each image to be created. The background color of the images can be specified. The method of cut can be specified. INSTALLATION To Install this module in your site, php bin/KeyMacro.php install Usage KeyMacro allows you to cut images from a sprite sheet. You can use images like PNG, GIF, JPG and more, with or without background color. You can also use different slicing rules (width and height) and you can also control the background color of the generated images. This allows you to easily generate sprites for games or applications. A sprite sheet consist of a number of images, each image is a square with a given width and height, that are aligned horizontally and vertically. The following example shows how to use this module. setSize(400,250); $sprite->setBackgroundColor('red'); // Setup the sprite sheet $sprite->setSorting(KSPRITE_SORT_REGULAR); $sprite->setSortingHint('H'); $sprite->setSortingRule(0,1); $sprite->setSortingRule(1,0); // Optionally, you can set the width and height of each image $sprite->setSortingRuleWidth(100); $sprite->setSortingRuleHeight(100); // Print the sprite sheet $sprite->generate(); ?> /* ┌───┐ │ Sprite Sheet: │ │ Sprite1.png 80eaf3aba8

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Decompose a sprite into individual frames. Create multiple animation sets from a single sprite. Build animations from a set of sprite frames. Cut frames from a single image or sprite, and generate multiple animations from them. Auto-animate. Decompose a sprite into multiple animation frames automatically. Add text to your sprites. Decompose a Sprite: Create a sprite sheet with all the frames you want to animate. Then, import the sprite into the Decomposer and set the size of the animation, along with the speed at which each frame moves. Open Sprite Decomposer from the File menu. Import the sprite by selecting the image or the sprite sheet from your file manager. In the Size list, select the size you want, or drag the frames to the desired position. In the case of the sprite sheet, you can also choose the frames at the desired position. Double click on the Sprite in the list to move it. In the Time list, add or remove frames from the animation. To do so, drag the frames to a desired position in the image. Leave the speed at 1, so that all the frames move at the same time. To edit the time of a frame, simply change it in the time list. Leave the grid width and height at 0 to start from the beginning of the animation. To add a desired movement to each frame, enter a horizontal and a vertical offset to move the frames. To save the value, select a frame and press the Spacebar. To choose the image on which you want to generate the animation, press the Spacebar at the desired frame, to enter the desired frame or to browse the images in the list. To generate the animation, press the Spacebar and enjoy the result. Create Multiple Animation Sets: Animation Sets are a way to reuse the same sprite with different animation states. Open Sprite Decomposer from the File menu. Import the sprite you want to cut in the Animation Sets. In the Time list, add the frames you want to cut into the animation and apply the desired speed. To export the animation sets, select the image and press the Spacebar. Build Animation From Sprite Frame: Animation sets can be exported in .swf or .gif format. Open Sprite Decomposer from the File menu. Import the sprite you want to cut into the

What's New in the Sprite Decomposer?

Sprite Decomposer is a very fast and easy-to-use solution to generate sprites from a single image or a sprite sheet. GIMP Basics ================= This short tutorial will help you to use Sprite Decomposer. The most important steps are to create the file and to select the image(s) to be decomposed. 1. Open a new image and place the image you want to decompose. 2. Open the Sprite Decomposer and select the "new" button from the tool bar. 3. The decomposition screen will be open. This screen contains 3 different cutters. The tool bar will show them: New: Creates a new sprite from the selected images. Cut (T): Selected images will be cut into pieces with the selected size. Auto (A): The program automatically cuts the selected images into pieces. 4. Press the (A) button. 5. The Sprite Decomposer will decompose the selected images. 6. For now just press the "ok" button to finish. 7. You can now save the image to a file. The new sprite will be available in the Sprite Editor window. Rationale ------------------ The Sprite Decomposer is based on a GIMP plugin called: "Image Decomposer". Image decomposers are useful for creating vector images from raster images. This Sprite Decomposer is meant to generate animated sprites. The new sprites will be visible in the Sprite Editor. From this editor you can easily add a texture to it. Note: Some images of the tutorial images have been processed in a similar way to the sprites that will be generated from them. Technique: ------------------ 1. Select an image that is going to be decomposed in the Sprite Editor. 2. In the Sprite Decomposer, select the "new" button. 3. The new image will be available in the Sprite Editor. 4. Select the tool bar icon (at the left side of the Sprite Editor) to switch to the Sprite Editor. 5. Click the icon to select the "Texture" tool. 6. Now you can select the texture. 7. After selecting the texture, drag it to the Sprite Editor. 8. Press the "New Sprite" button in the Sprite Editor. Image(s): ------------------ To reproduce the image(s) in the tutorial, you must download "How to create sprite animations with GIMP". I strongly recommend you to print the image(s) in the tutorial. It will help you to follow the tutorial easily. Further info: ------------------ You can download the image(s) to test the tutorial images from

System Requirements For Sprite Decomposer:

Minimum: OS: Windows 7/8/8.1/10 (32/64-bit) Processor: 2.0 GHz CPU Memory: 2 GB RAM Graphics: DirectX 11 graphics card with 512 MB VRAM DirectX: Version 11 Network: Broadband Internet connection Additional: 800 MB free hard drive space, USB port, mouse, speakers Maximum: Process

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