

Sprite Creator v2

Sprite Creator is a tool for drawing sprites for use within your Liberty BASIC programs. The left hand sprite frame is where the sprite is drawn at increased size. A graphics import area sits to the right. This area can simply show your graphic to copy by painting, or, you may import images or portions of images to the sprite frame. Up to ten frames can be worked at once. Frames may be between 24 - 192 pixels square.

In the import area large graphics may be panned till the area of interest is in view then cropped or gridded, the selection can then be imported and will be resized to fit the sprite frame.

You can copy and paste whole or partial frames to any frame, the frame can be mirrored, flipped, folded, nudged, perspective stretched or rotated. Painting tools include point brush, soften brush, clone brush, line, box, circle, fill and blended fill.

Each frame has a backup copy and so the last drawing action may be undone.



0

9

Select a frame to work on by clicking on the numbered buttons. The selected frame's button will highlight. You can save the contents of each frame as a .spr file. This allows easy importing of work in progress or model sprites. You can also save the frame as a fully masked .bmp sprite.



New will erase the currently selected frame, its backup buffer and the draw frame. Be sure to save your work first.



Open will open previously saved .spr files. These files will fill the currently selected frame overwriting any existing drawing.



Save will save the currently selected frame's contents to a .spr file of your choice.



Sprite save will save the masked sprite as a .bmp file that may then be imported to Liberty and used as a normal sprite.

64x64 **Frame size**, you may choose the sprite size from 24x24 to 192x192. A sprite size of 64x64 is a good size to begin with.



Nudge button allows you to move the whole frame a pixel at a time. Good for centring prior to rotation or getting an imported image on the ground. Click on the outer edge of the button to select the desired direction.

360o **Angle**, you may choose an angle 0-359 degrees. 0o, 90o, 180o, 270o give good results. The image will be rotated by this degree when the rotate button is clicked. For other rotations only visible pixels are moved, so at 45o you will lose the corners as they are rotated off screen. If you imagine a circle within the square window this is effectively the best area that can be rotated. Staying within the circle ensures the whole sprite is rotated. You may also use this angle to set the direction of the blended fill function described below.



Rotate button. the contents of the frame will be rotated about its centre by the angle input. Remember that you can mirror and flip sprites so you may not need too many rotations. The best rotations will be achieved if you imagine an inner circle touching all four sides of the square drawing window. Anything outside that circle may either not exist or be rotated off screen. So stay within the circle.

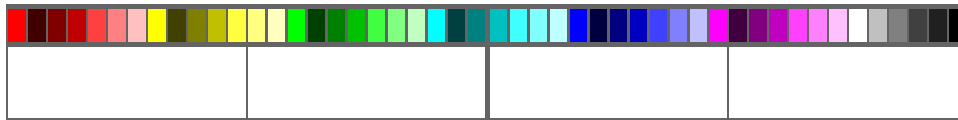


Color pick, these buttons will call up the color dialog and allow you to set the foreground or background color. While the mask will always use white and black you are free to set a different color for the background. This will allow two color drawing. Left click draws foreground color, right click draws background color. So you can hijack the background color to speed drawing. The colors set are shown within the buttons and their RGB values at the foot of the window.



Pick button allows you to pick a color **in the frame** to set either the foreground or background color. Click the icon then left click a color to set the foreground color. Right click for a background color change. The new color will show at the foot of the drawing window. This is a much faster way of changing color than using the color dialog.

Pallet pick, you may also simply click on the pallet shown at the foot of the window to select a predefined color for the foreground. Again this speeds color picking. You can only set the foreground color by this method.



Point brush, this is the single pixel drawing tool. Left click and drag draws continuously, so too right click and drag. When a drawing tool is selected the icon will be highlighted. Not all icons highlight when clicked. Only those that change the drawing mode. A quick glance at the tool set will tell you what drawing mode is selected. Undo will undo single pixel or the continuously drawn line, whatever was last drawn.



Soften brush, this brush is found by clicking the point brush a second time. The brush will soften the surrounding pixels blending the colors. Point clicking works best, brush movement blurs colors and is useful in some situations.



Clone brush, this brush is found by clicking on the point brush a third time. You anchor the source by right clicking on a position in any frame. After that left click drawing will draw the pixel color of the anchor and the anchor will follow the brush movement. The brush ignores back ground color.



Line tool will draw foreground color from the first point clicked to the release point. A rubber band line is shown while the line is positioned. Exact dimensions are displayed at the foot of the window.



Box or box filled icon will draw a box in the foreground color from the first point clicked to the release point. A rubber band will show while the box is positioned. Click the icon to toggle between box and box filled. The exact dimensions are displayed at the foot of the window.



Ellipse or ellipse filled icon will draw an ellipse using the first point clicked as the centre. A rubber band will show while the ellipse is positioned. Click on the icon to toggle between ellipse and ellipse filled. Exact dimensions are show at the foot of the window.



Fill will fill any enclosed area you click inside with the foreground color. To fill in black select that color as the foreground color. By clicking the fill icon twice you change fill mode. The second icon will blend fill the area using the current foreground and background as the starting and ending colors. The blend will follow the angle you input in the angle textbox. 0 degrees points east, 90 south and 270 points north. Or any angle in between.



Horizontal fold will mirror the lower part of the image to the top of the image. Mirroring a sprite saves a lot of drawing.



Vertical fold will mirror the left side of the sprite to the right side of the sprite. Mirroring a sprite saves a lot of drawing.



Flip will flip the entire image.



Mirror will mirror the entire image.



Perspective transform icon will map a square image to a perspective view. The resultant image may be rotated or mirrored to create walls, floor and ceiling sprites allowing doom style 3D images. Walls may be animated with lamps or floors may have animated pools of water or lava for example. A flat 2d wall image with a door or gate will map to a 3D wall section. By doubling the size of the sprite within Liberty BASIC you can create whole corridor views.



Undo last action. There is a backup of the image, it is saved prior to every drawing action. This allows you to undo the last drawing action but only the last drawing action. So be sure each drawing action achieved what you wanted.



Copy and Paste. Clicking copy allows a rubber banded selection of the drawing window content. Once selected change the frame if needed then click paste and move the selection outline to where the graphics should be pasted. The exact dimensions of the selection are shown at the foot of the window. You may undo and try again.

x,y,w,h Position, at the foot of the drawing window the current x,y coordinates of the mouse and when used the width and height of the line, box or ellipse. This allows accurate positioning of the drawn items if you need it. The data is also shown when cropping the graphics import window.

f=0 0 0 b=0 0 0 RGB values shown the current foreground and background colors.



Open icon will open any .bmp and allows graphics to be displayed in the import window. This is useful simply as a muse to aid drawing. The bmp may be larger than the display window.



Crop icon allows any part of a large bmp to be selected. A rubber band shows while the selection is positioned. Left click and drag to set the crop area. Exact dimensions are shown at the foot of the drawing window.



Grid out the graphics import window and allow selection of any grid cell simply by clicking in the cell. Import will then import the contents of that cell. This is best used with sheets of fixed sized sprites. Click in a cell and grid will highlight the selection.



Pan icon allows large bmps to be dragged and parts brought into view for selection with the crop tool. Left click and drag the bmp to its desired location.



Import copies and resizes the image to the drawing window. Either the entire image if it is of the correct size or the selected cell or the cropped area. The cropped area will be automatically sized to fit in the desired sprite size.



Help pulls up this file.