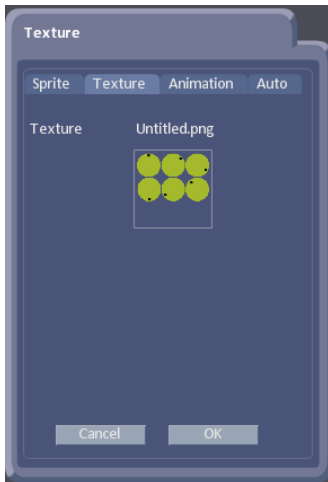
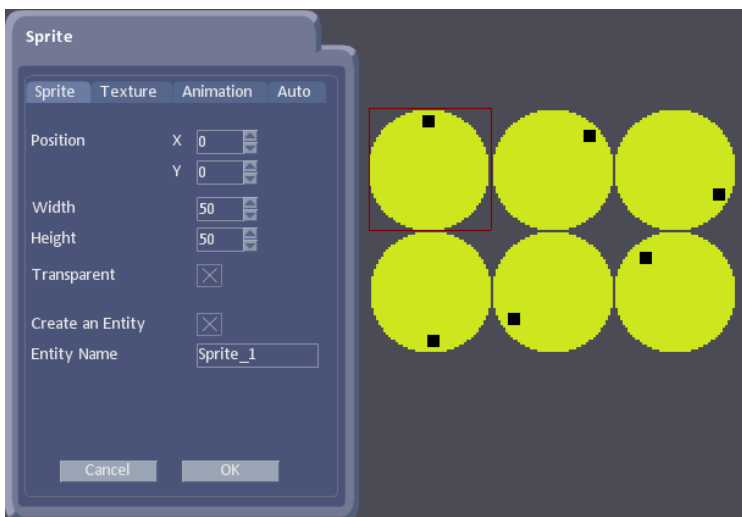


Animated Sprite Creation

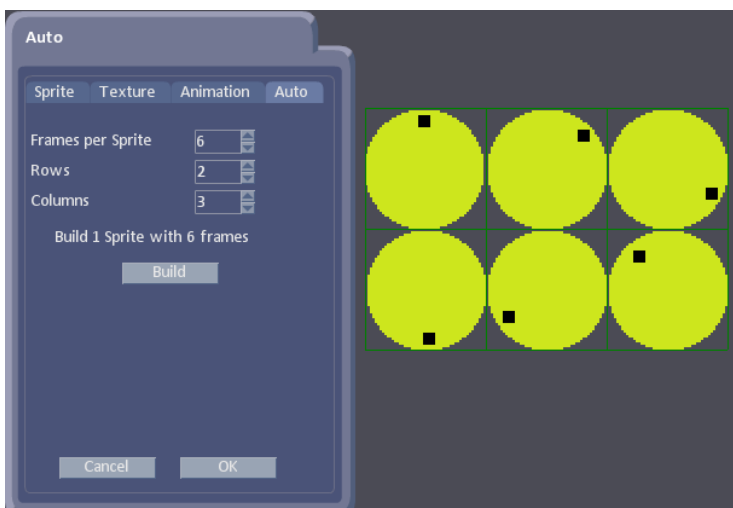
In the Sprite Editor, select *Create New*, go to the *Texture* tab and select your image.



Go to the *Sprite* tab and select the X and Y coordinates, width and height of the first sprite. Select *Create an Entity* if you want the sprite to be available as an entity to place in a level.



Go to the *Auto* tab and select the number of animation frames and the number of rows and columns then click *Build*.



Go to the Animation tab to see the preview and timeline. You can set the sprite to loop by selecting the check box. Select the *Edit All Frames* checkbox to set a duration for every frame or deselect it to set different durations for each frame.

