SpritePile Documentation

By Sebastian Nigro

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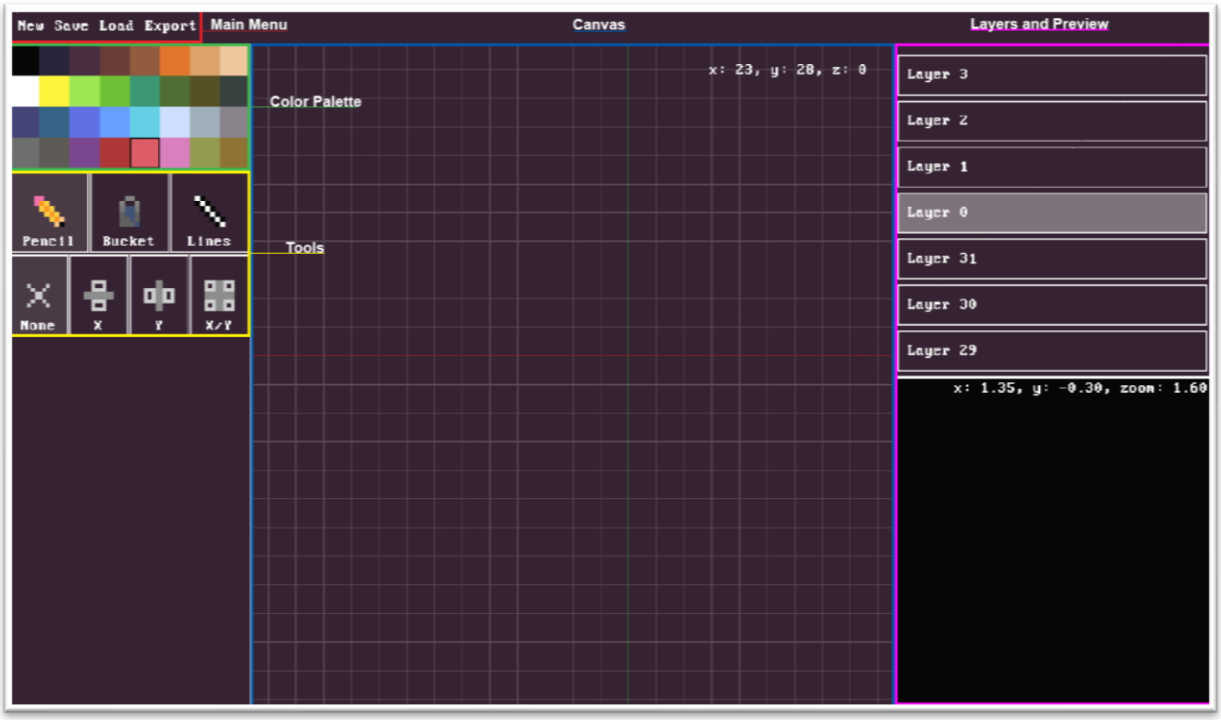
INTERFACE


New Save Load Export
Main Menu
Canvas
Layers and Preview
Color Palette
x: 23, y: 28, z: 0
Layer 3
Layer 2
Layer 1
Layer 0
Layer 31
Layer 30
Layer 29
Pencil
Bucket
Lines
Tools
None
X
Y
X/Y
x: 1.35, y: -0.30, zoom: 1.60

CONTROLS

CANVAS

- Use the **Mouse Scroll Wheel** to zoom in and out
- Hold the **Middle Mouse Button** to move the canvas view

PREVIEW WINDOW

- Use the **Mouse Scroll Wheel** to zoom in and out
- Use the **Middle Mouse** to move the preview view

LAYER LIST

- **Left Click** on layer to change current layer
- Use the **Mouse Scroll Wheel** to cycle layer list
- Hold **Control** and press **Left Click** to select multiple layers
    - Alternatively Hold **Shift** and **Left Click** to select all layers between the current layer and your selected layer.
- Use **CTRL + C** to copy a single selected layer
- Use **CTRL + V** to paste a copied layer to all selected layers

TOOLS

***Eraser -** all tools erase with **Right Click** in a similar manner to their left click behavior.

Pencil: Used to populate canvas cell with select color (also known as drawing)

- Hold **Left Click** to draw
- Hold **Shift** to preview line drawing, **Left Click** to draw line

Line: Same behavior as pencil tool except the line drawn is perfectly horizontal or vertical

Bucket: Fills all adjacent empty canvas cells with selected color

- Hold **Shift** to preview the bucket fill
- **Left Click** to apply bucket fill

[Draw Symmetry]

***Symmetry tools can be used to mirror your drawing across multiple axes, useful for creating unique shapes or drawing repetitive geometry

- None: standard draw, no symmetry is applied.

- X Symmetry: All drawing is mirrored across the X-axis
- Y Symmetry: All tools are mirrored across the Y-axis
- XY: All tools are mirrored across both X and Y axes