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Summary

The purpose of this document is to provide guidance to help you become proficient in using boomsheets as an end user!

Throughout this guide you will learn…

- Menu bar:
  - Where is it located?
  - What options does it provide to me?
- Tools:
  - What tools do I have at my disposal?
  - What scenarios would be best to use which tool?
- Canvas:
  - What is the canvas space used for?
  - What options are located on the canvas?
  - What are some easy ways to navigate the canvas to resize images?

By the end of this guide my intention is to make you a master at using Boomsheets, So buckle up and let's get ready for an adventure!



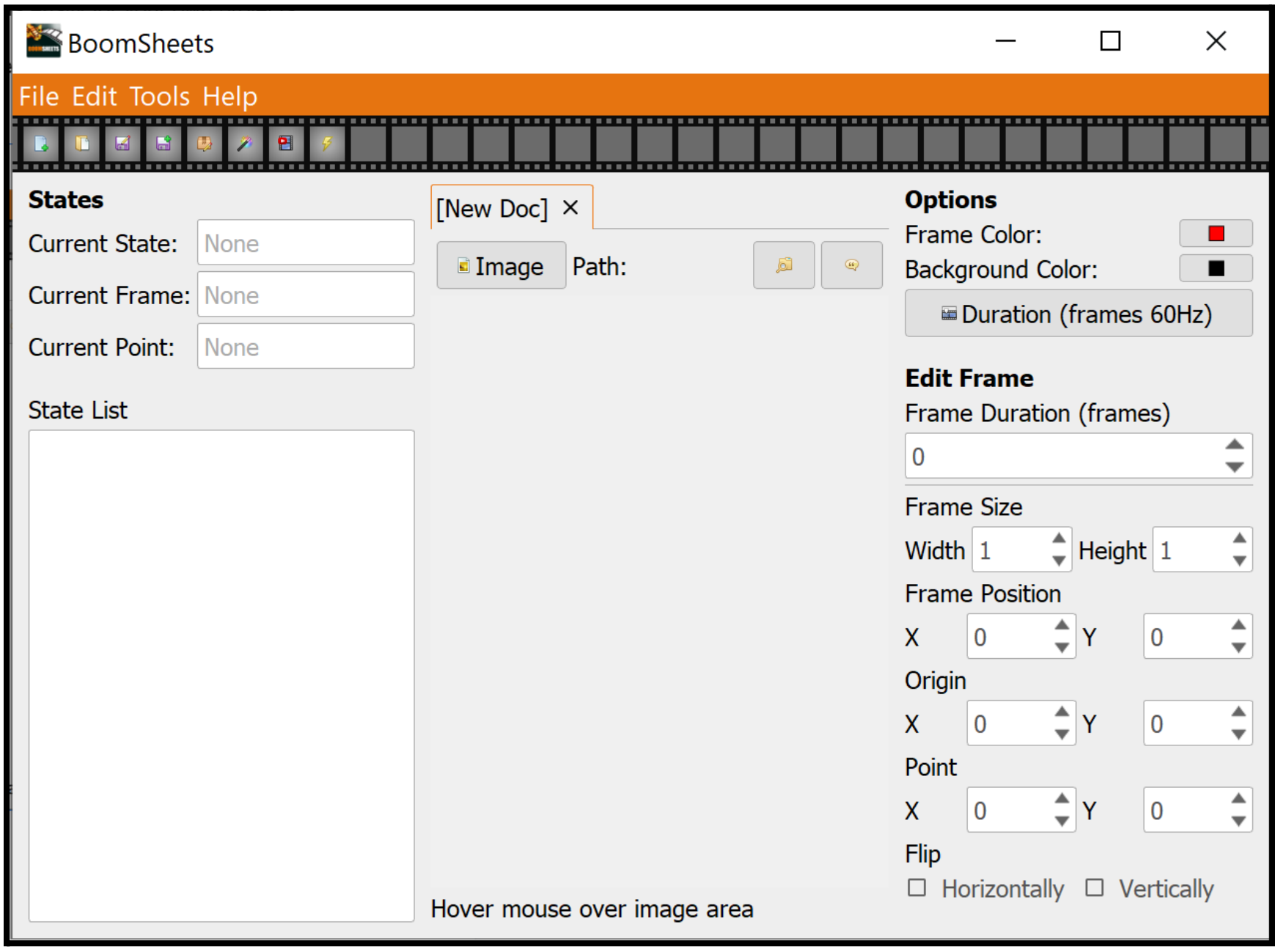
TIP: *The (dot) animation file format is a text-editor friendly animation file format for 2D animations using a source texture (atlas). It is human-readable so quick edits do not require long bootup times. Unlike other animation programs that overwhelm the user with proprietary file formats, unrelated tools to choose from, and a steep learning curve, BoomSheets is the ultimate tool for an open file format that lets you focus entirely on animating and integrating swiftly into your game! Why spend hours learning how to use a tool when you can start animating within seconds!*

BoomSheets also comes with configurable programmer-friendly options like streaming your animation directly to your game to see instant updates!

What is BoomSheets?

BoomSheets is an animation tool used by game devs of all levels from noob to pro! Use the magic wand tool to select frames automatically and give frames attributes to run custom code in your game engine of choice! Click, click, and boom- done! It's that easy!

There’s plenty to go over so first familiarize yourself with how Boomsheets looks, in case you don’t have it open and readily easy to see here is what you should be looking at! This is Boom sheets!

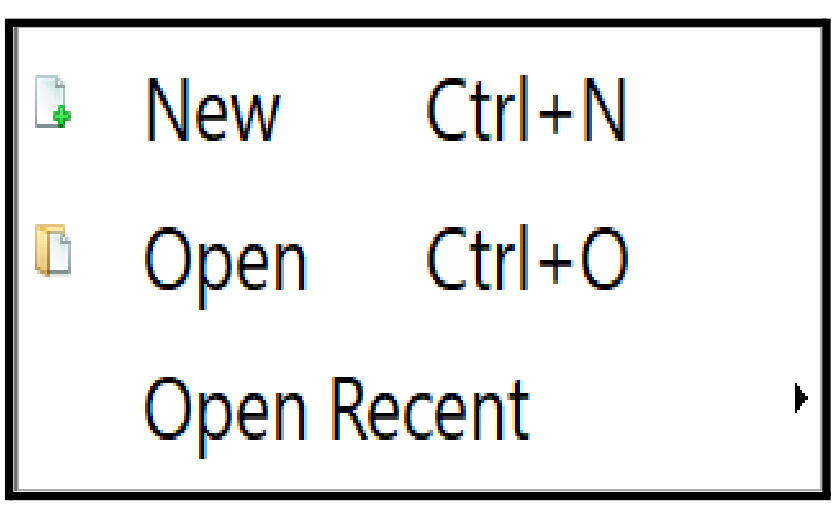


Menu Bar



To get started, you will need to familiarize yourself with the Menu bar. It has lots of 4 main functions and other useful options. We will go through them from left to right.

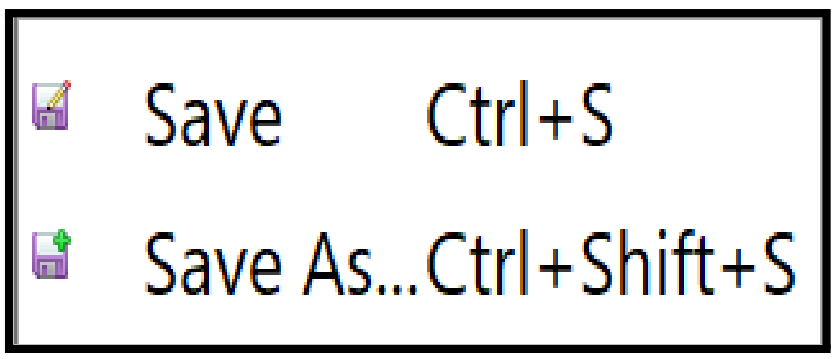
File



-New:
Add a new tab for making another .anim file

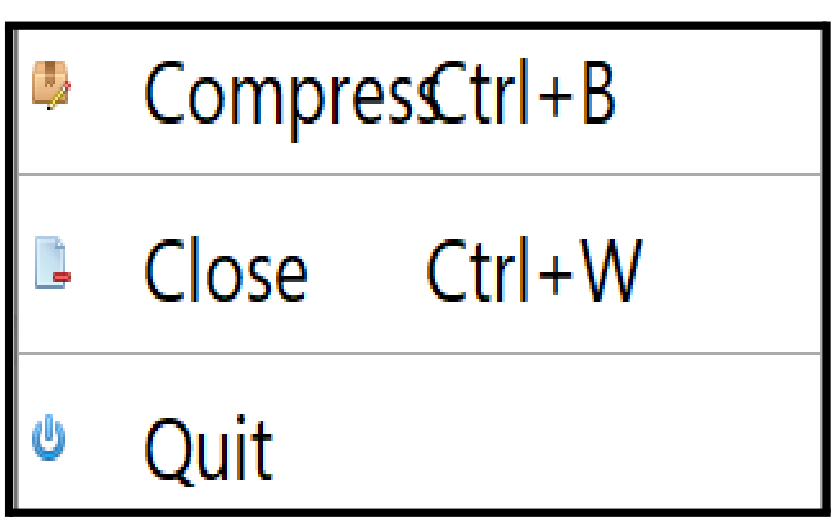
-Open:
Open an existing .anim file

-Open recent:
Most recently opened .anim files



-Save:
Save an existing .anim files changes

-Save As:
Save a new .anim file

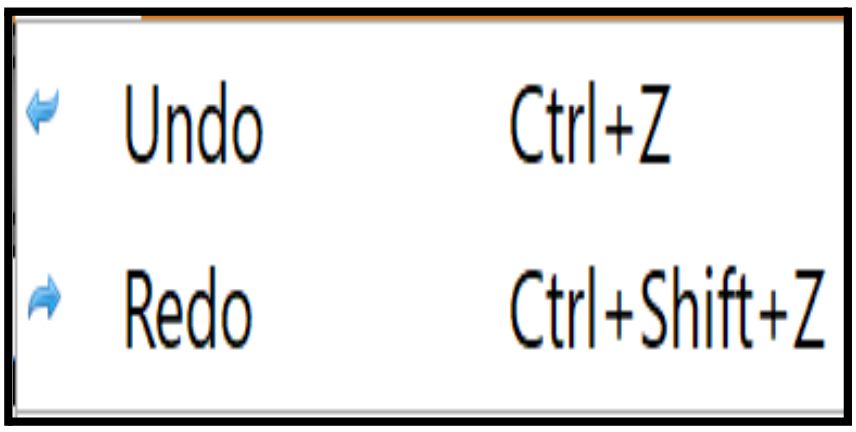


-Compress:
Will save a new file for the image and .anim file attempting to compress both as much as possible without quality loss

-Close:
Close the currently opened tab

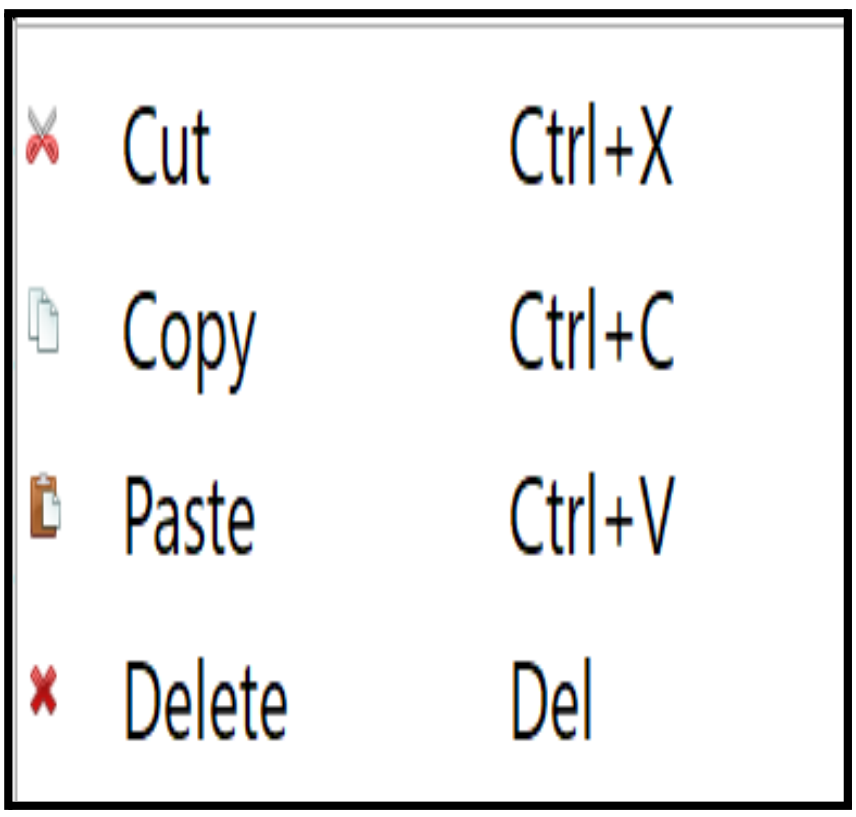
-Quit: Close Boomsheets

Edit



-Undo:
Undo last action.

-Redo:
Redo last action.



-Cut:
Cut selection can be:

frame times,points, or whole frames,

-Copy:
Copy selection same options as above.

-Paste:
Paste selection, same option as above.

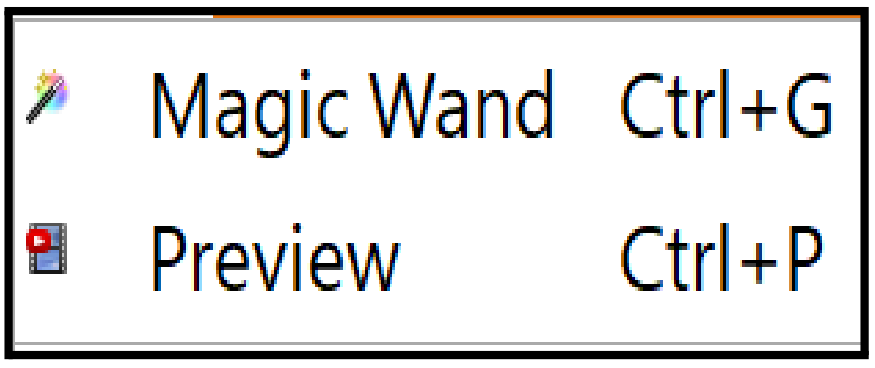
-Delete:
Delete selection same option as above.



-Raise selection:
Raise the selected frame up one in the list.

-Lower selection:
Lower the selected frame down one in the list.

Tools



-Magic Wand:
makes a frame selection in a rectangular shape encompassing all pixels that are in a close proximity

-Preview:
Allows you to preview how the selected animation looks!

Tip: *Use the magic wand tool to select frames automatically!*

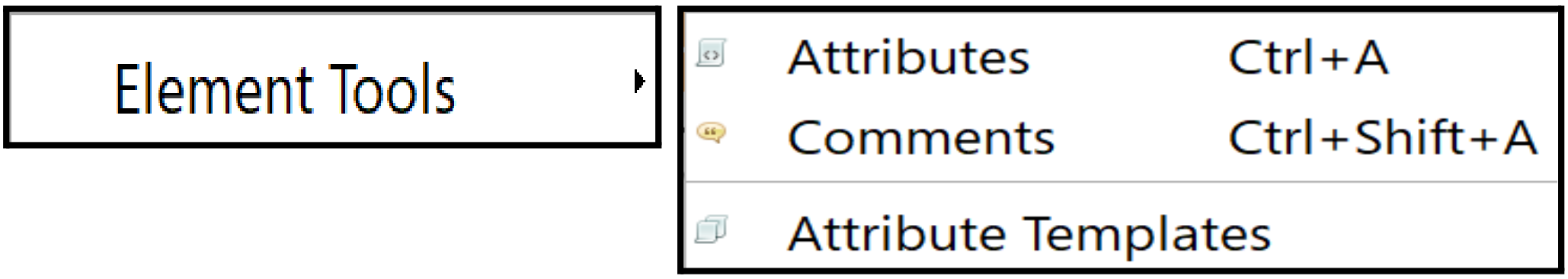


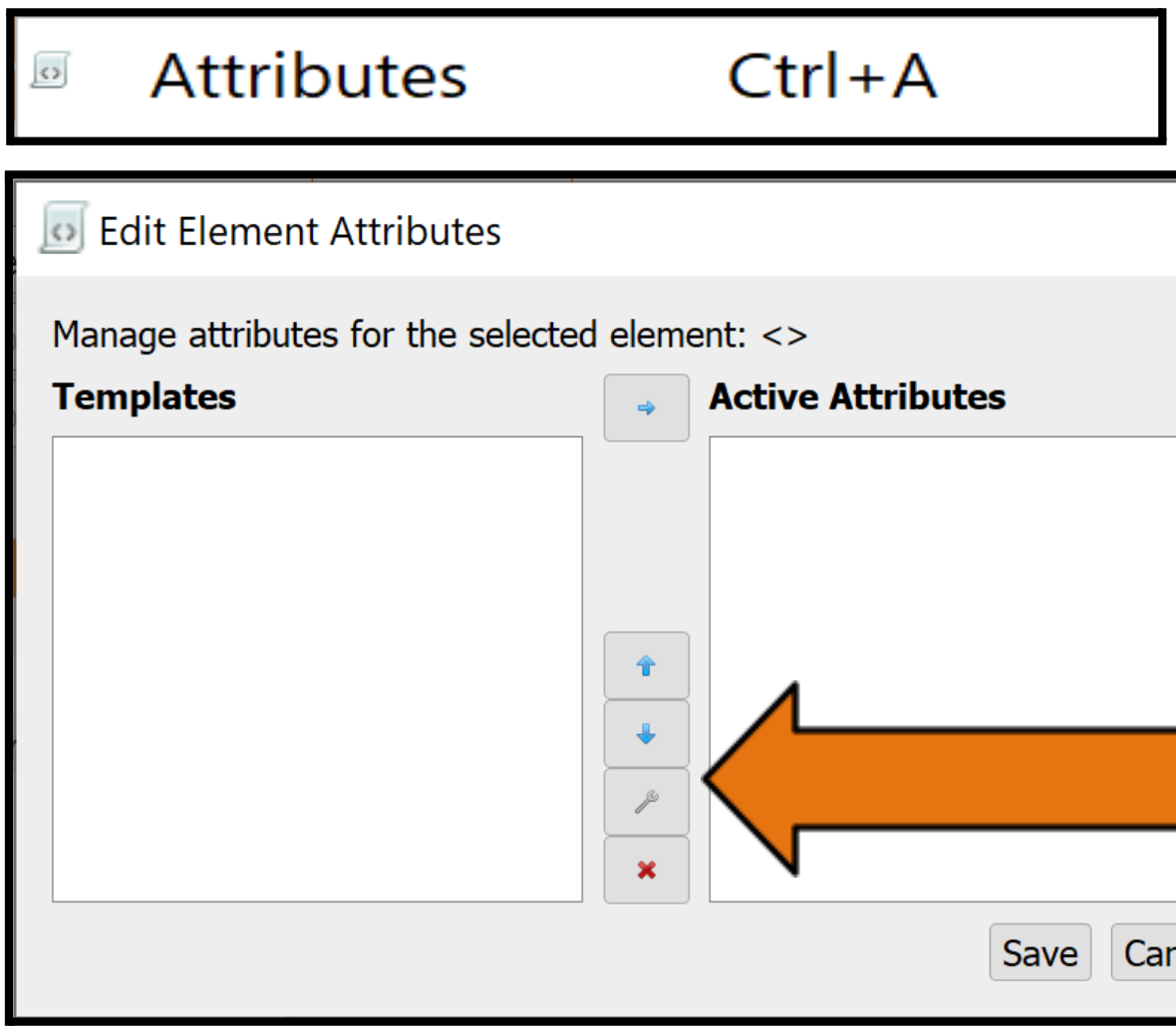
Tip: *BoomSheets generates .anim files and allows creators to edit the frames visually, preview their work without hardcoding frame data and much more!...*

It's called"Boomsheets" because… it's the Bomb!

Element Tools

Now that you can navigate the main functions of the menu bar, we will learn about the various design and formatting options with Element tools. You'll be making animations in no time! To see further options hover your mouse over "Element Tools".





Attributes

Create attributes for various frames or states that can be accessed and utilized by the engine.

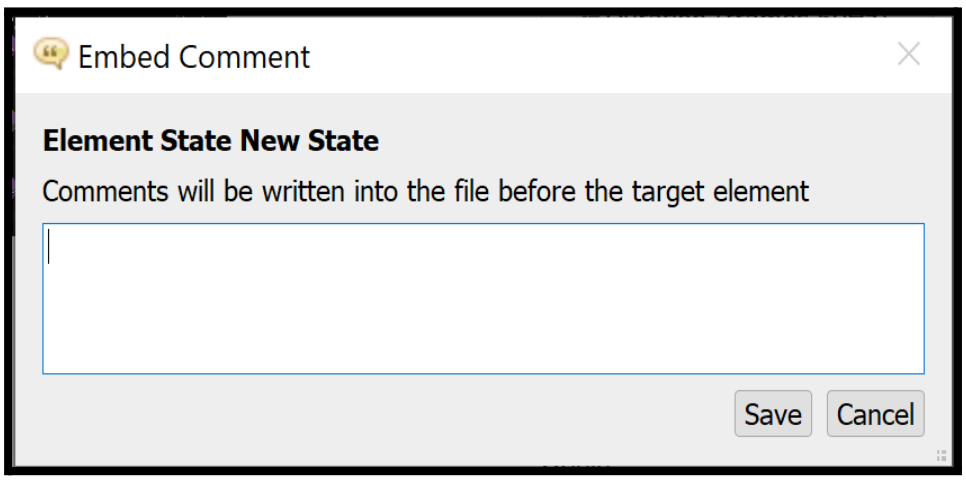
Move Attributes back and forth, add or remove them using these arrows

Remember to **SAVE** of course!

Comments



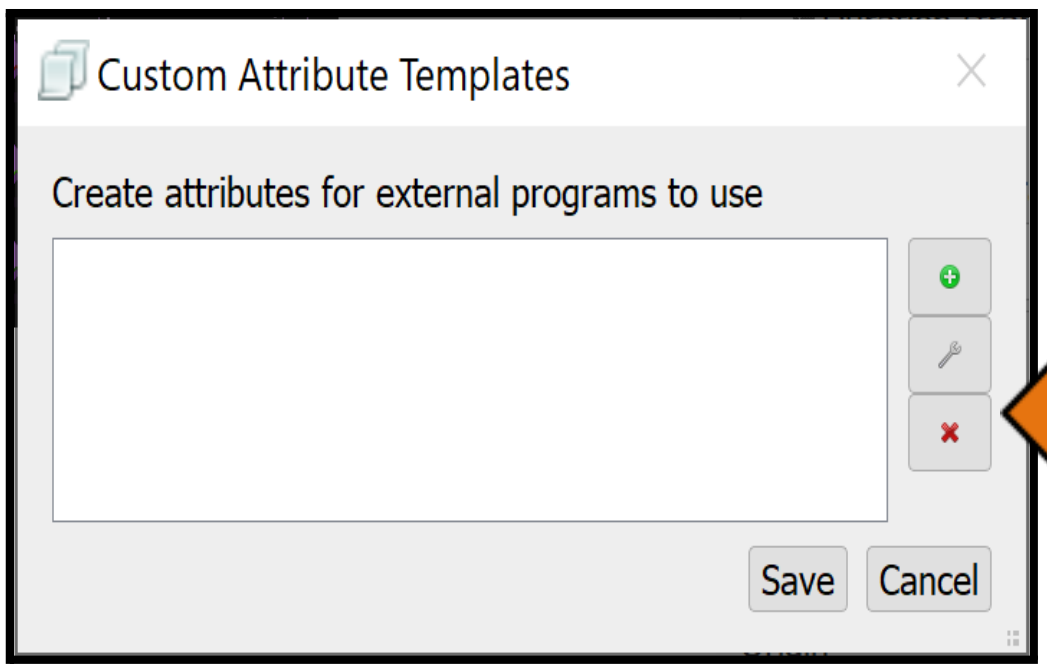
Insert a comment in the file before the selected element



Example Use Case:
Animators can leave notes for coders on behaviors to be done on said frame

Attribute Template

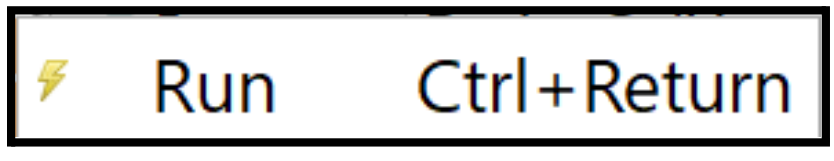
Create templates for attributes to add



These buttons will allow you to save or delete templates

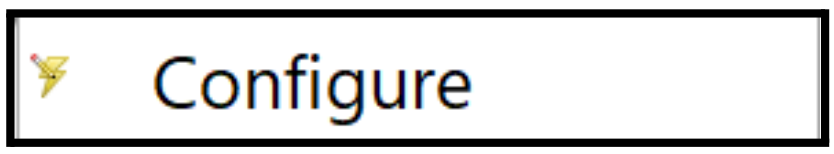
Command Tools

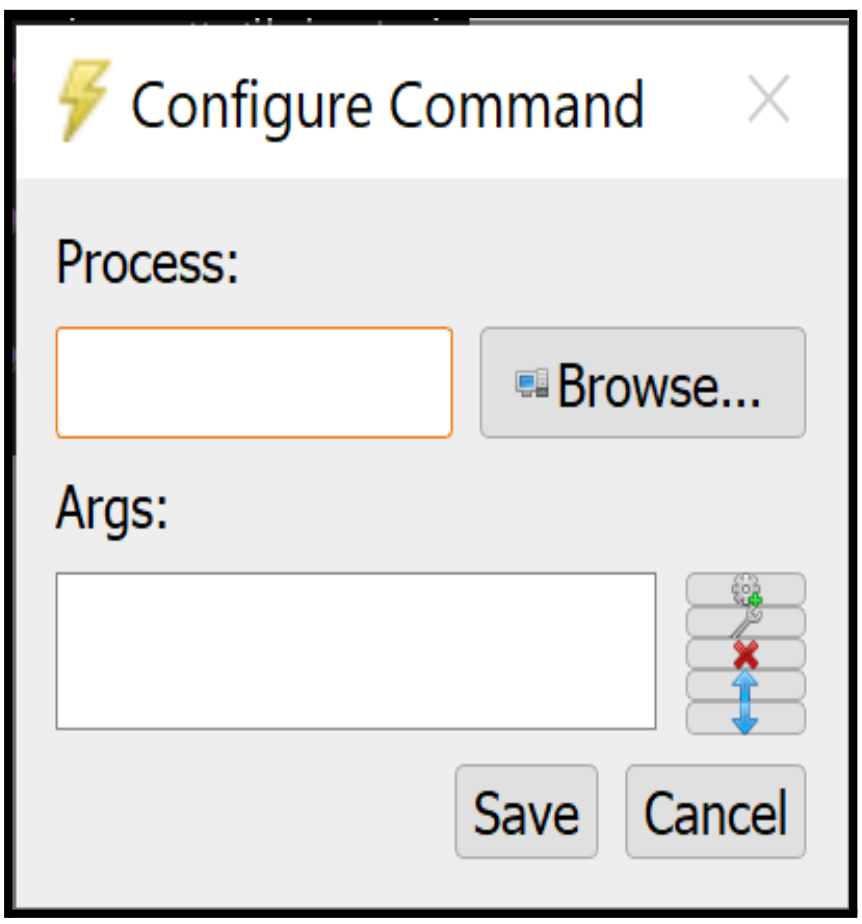
Command tools allow you to execute files, set argument order preferences



Run

Run the configured process with configured arguments





Configure

-Process:
The application/process you wish to run when hitting the run option shown above

-Browse…:
Used to browse your system for the application/process you wish to start

-Args (Arguments):
What arguments you'd like to run for the process
Example: The developer sets up a "-d" Debugging flag to use as a command line argument. When running the program, it starts the game at a certain point in the story, with a certain inventory. Using the new animations you just created for the main character!

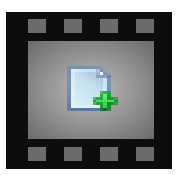


Help

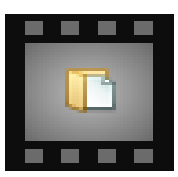
As for the Help option as an end user the only thing you may need in that ribbon will be the dark ode option! as seen here being the third option listed! You can also get the current software

ToolBar Options

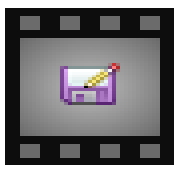
These are the available Tools in the tool ribbon from left to right



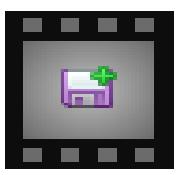
-Create new animation: Used to create a new animation, create a new Tab.



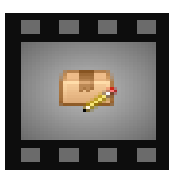
-Open animation: Will open your file explorer so you can choose an animation to open in a new tab.



-Save animation: Will save the currently active animation file

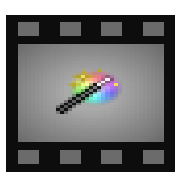


-Save as animation: Will prompt the user to select a save location and name using windows built in file explorer.

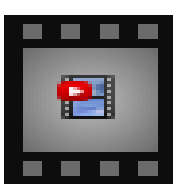


-Compress animation: Will create and save a compressed version of the (dot) animation file and image file in an attempt to remove all unneeded space

Caution: Once a sheet is compressed editing that sheet can be difficult, make sure to always keep a copy of the uncompressed version to make future edits easier!



-Magic wand tool: Allows for easy selection of frames! Make sure each frame has at least one pixel of free space between it and the next to help avoid the magic wand grabbing both images!



-Preview animation state: Will pull up a window to preview the currently selected animation state, can even attach other animations at a desired point to see how the animation will look (for images that have different layers and moving pieces)



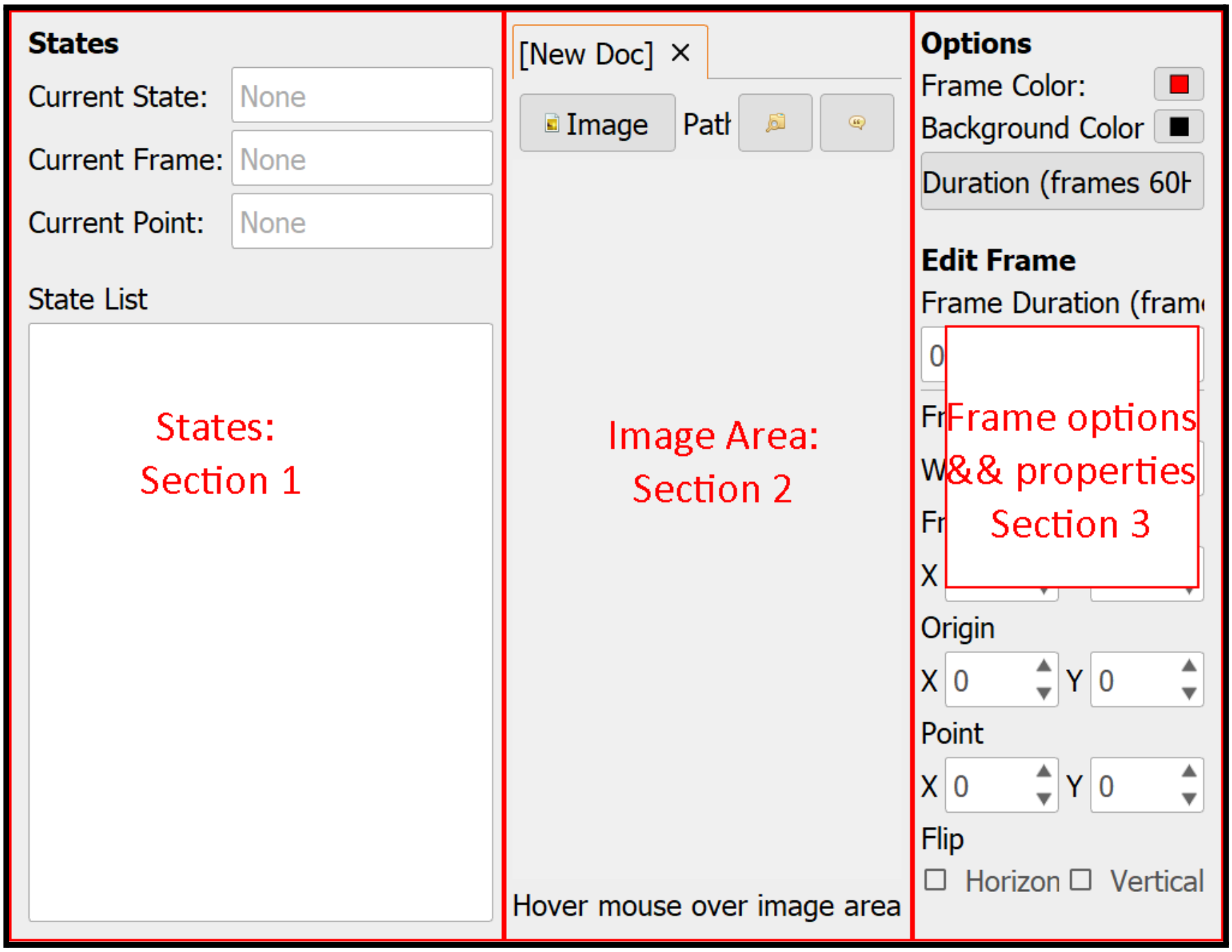
-Run configured command: Will run the configured program with provided arguments



TIP: *For more information on these tools please check the 'Tools' & the 'Canvas' sections of this guide for explanations of what these tools do, and how you can use them!*

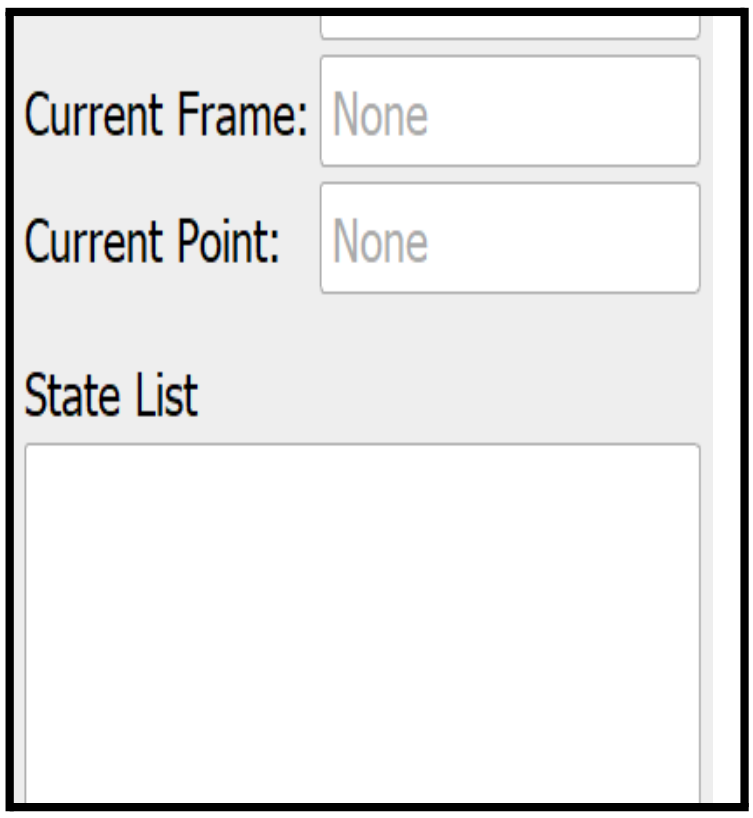
Canvas

Pictured Below is the canvas we will be breaking them down into 3 sections as shown below



Section 1: States

This is the first section of the canvas, we will refer to it by the “States” portion



-Current State:
You can set a name for the current state or rename selected state (Names for states are referenced by the engine utilizing .anim file format or directly in code).

-Current Frame:
Shows the frame number of the currently selected frame

-Current Point:
Shows the currently selected point

-State List:
Lists the different states with a cascading menu displaying frames and points associated with the state.



-Right clicking within the state list while its empty and an image is loaded will show an option to add a new state
-When a frame is selected within the State List and you right click it will pull up this menu



-When Right clicking within the Points section of a State it will give you an option to add a point

-**Insert Empty Frame Here**: as stated you insert an empty frame there, no specific size just an empty frame

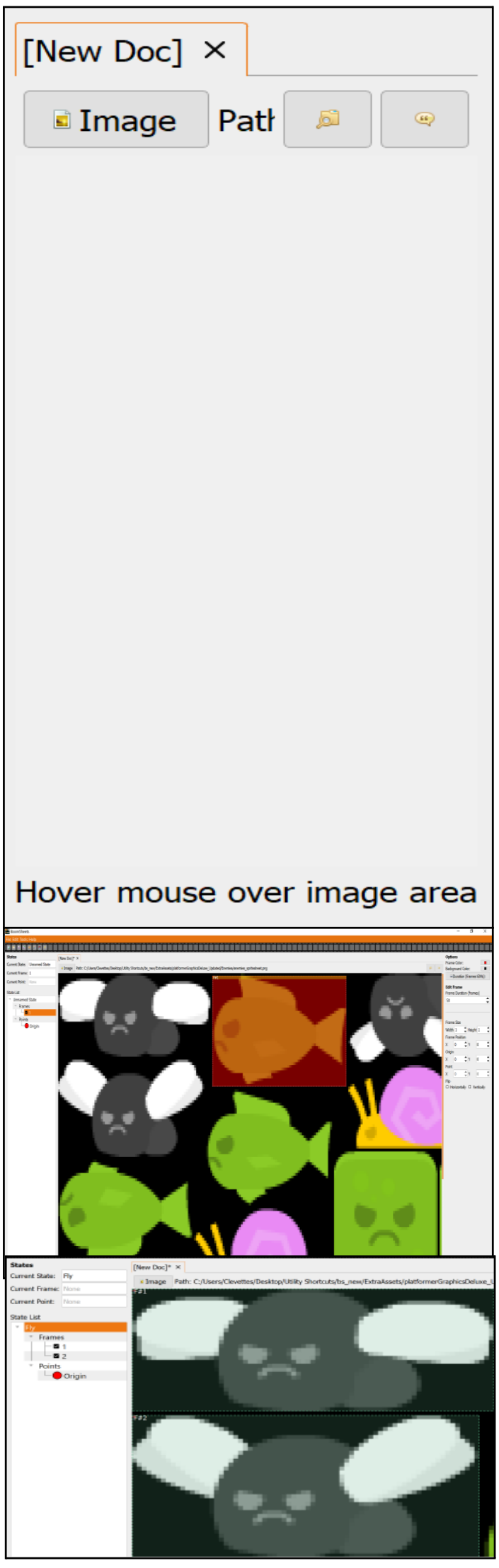
-Duplicate Frame: Will duplicate selected frame

-Raise: Will move selected frame up one in the list (making it play earlier)

-Lower: Will move selected frame down one in the list if there is a frame below selected frame it will move that frame up on the list

-Delete Frame: Will delete Selected frame

Section 2: Main Canvas



We will be referring to this section by the name of “Main Canvas”. This is where most of the Boomsheets action will take place, So let’s go in depth as to some of the nifty features of the main canvas!

At the very top (Where it says [New Doc] is the tabs ribbon) You can open multiple .anim projects and keep them all within easy reach for reference or otherwise.

The image button allows you to load an image to display on the canvas

The 2 buttons to the far right are as follows

Locate File in directory explorer: Will open the image you have loaded to the Main canvas

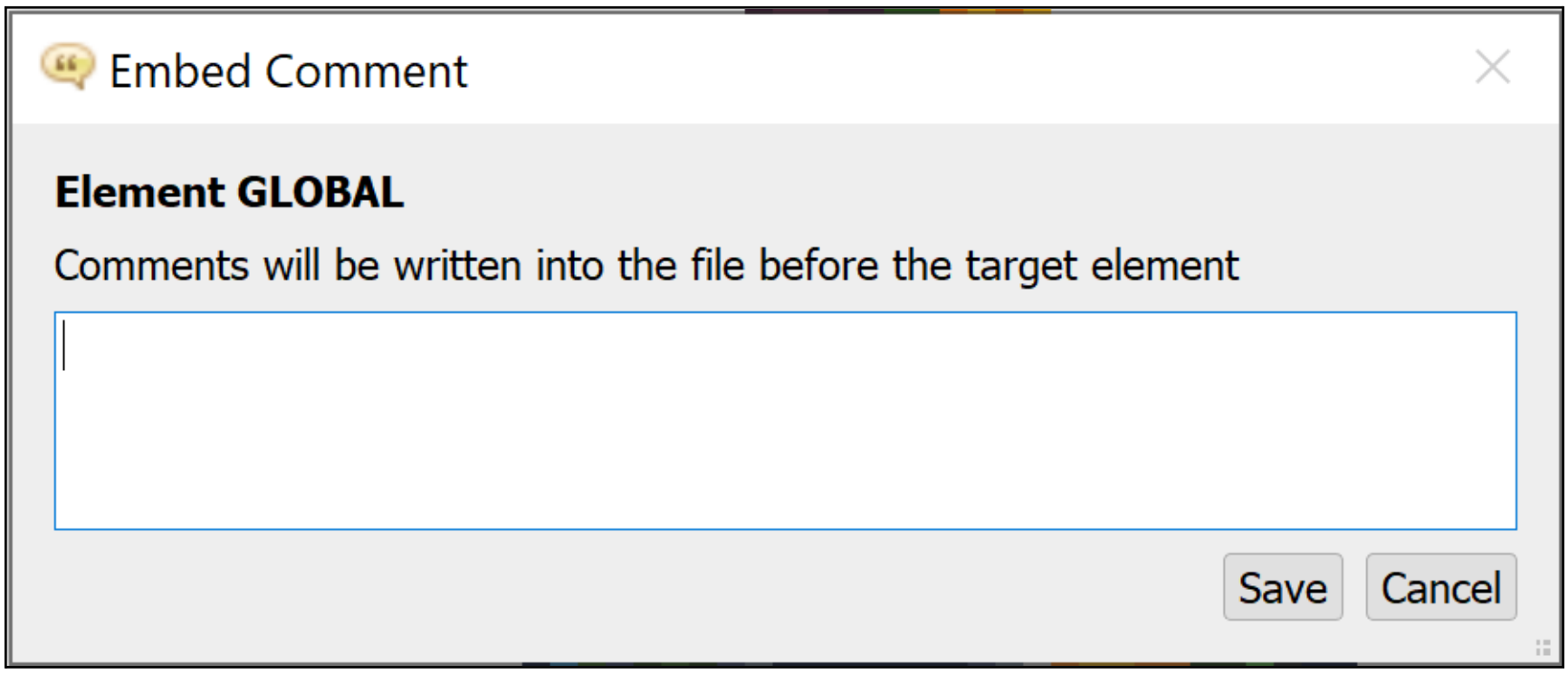
Embed Comment: Will add your comment before the selected element. (aka state/frame) Please see the “Embedded Comment” section found below for more information on this useful feature!

While an image is loaded and a state is selected. Clicking and dragging within the Main Canvas will create a new frame. **While** a frame is selected, and a point is selected Holding Ctrl+Left clicking will put the point at the location of your cursor.

Clicking and dragging an existing frame will move it around the canvas.

While a state has a frame already, clicking and dragging on the canvas again (in a spot that doesn’t already have a frame) will create a new frame. String frames together to make full fledged animations!

Embedded Comment



As seen above this is the prompt that will appear when selecting the rightmost button in the Main Canvas, It will allow you to insert a comment before the selected Element! (be it a frame, an animation state, a point, or even globally!) This feature can be especially useful for animators to leave comments for coders to look back to for reference!

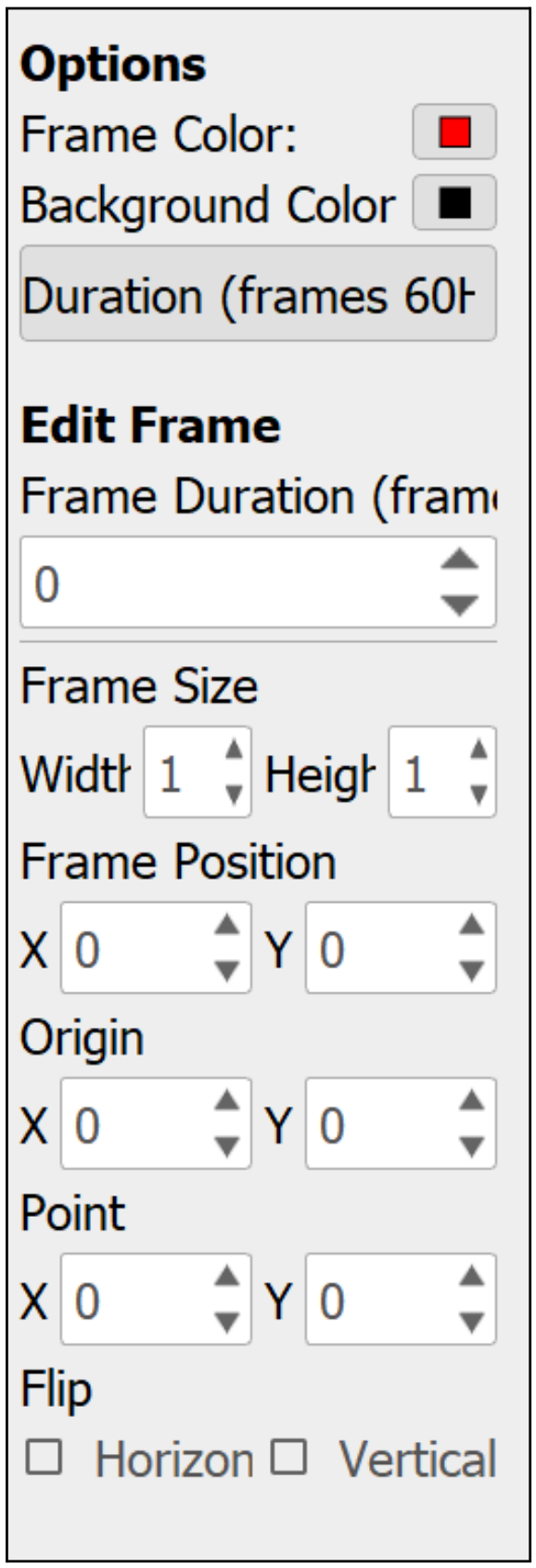
(Keep in Mind these comments do not have any functional purpose in code by default, they are mainly used for clerical/note keeping purposes.)



TIP: *More comments are always better than less comments! It will save you and any of your developers/creators valuable time and effort! BoomSheets helps you get right into the exciting parts of game development!*

Section 3: Frame Properties

From top to bottom, left to right order



Options:

-Frame Color: Color of the frame.

-Background Color: Canvas background color when The background is transparent.

-Duration (in frames): Raise or lower frame rate.

Edit Frame:

-Frame Duration: How many frames (in-game) should elapse for the selected frame before moving onto the next one.

-Frame Size Width, Height: Height in px for the selected frame.

-Frame Position X, Y: The X and Y coordinate of the upper-left most portion of the frame.

-Origin X, Y: Origin of the animation, normally used for lining up sprites for an animation and for collisions/spawn Positions.

-Point X, Y: Used for custom points other than origin.

-Flip Horizontal, Vertical: Doesn't flip it on the canvas, but will flip it in the preview, and in game.

System Requirements

SYSTEM REQUIREMENTS

MINIMUM:	RECOMMENDED:
Requires a 64-bit processor and operating system	Requires a 64-bit processor and operating system
OS: Windows 7/8/10	OS: Windows 7/8/10
Memory: 1 GB RAM	Memory: 2 GB RAM
Storage: 60 MB available space	Storage: 200 MB available space
Sound Card: N/A	Sound Card: N/A
VR Support: N/A	VR Support: N/A

BoomSheets animation editing tool and custom file format are proprietary IP owned and copywritten by ProtoComplete, LLC. 2016-2023.
All works created by the tool are free to use for personal and commercial purposes.

These are the minimum requirements for getting boomsheets to run on your windows operating system! Thankfully Boomsheets will be able to run on almost all current hardware setups that are running windows 7/8/10 due to its lightweight nature!