

Bienvenue dans la présentation du
Sprite Editor de ETP Studio.

ETP Studio par Onur Celebi

www.etpstudiocom

Présentation en flash par FpgForce

running_man

Project Tiles



Sprite Action Tiles (drag and drop project tiles here)

Action: Right

Ici se trouvent tous les tiles créés par l'utilisateur, pour créer un sprite animé il suffit de les faire glisser avec la souris vers la liste ci-dessous.

Add action

Change action name

Delete action



Delay: (ms)

Right

Frame:

1

Duration:

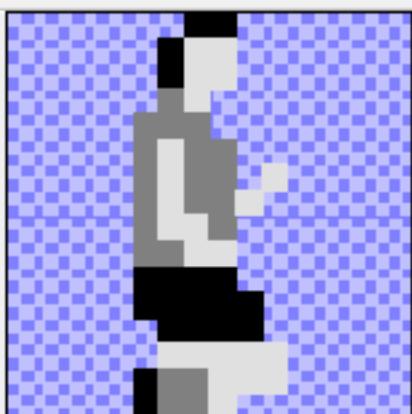
0t

Remove Frame

Edit Tile

Close

Insert Frame





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Right



Add action

Change action name

Delete action



Delay: (ms)

Le tile que nous venons de faire glisser apparaît donc maintenant dans cette liste, il fait désormais partie du sprite.

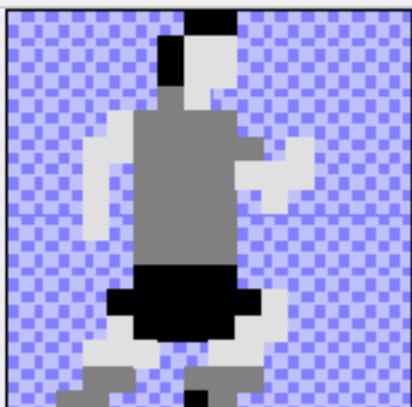


It

Edit Tile

Close

Insert Frame





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

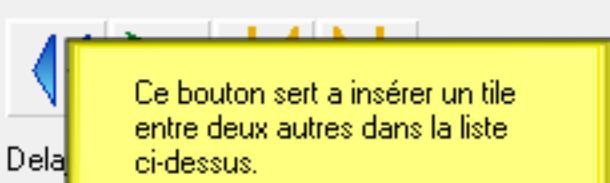
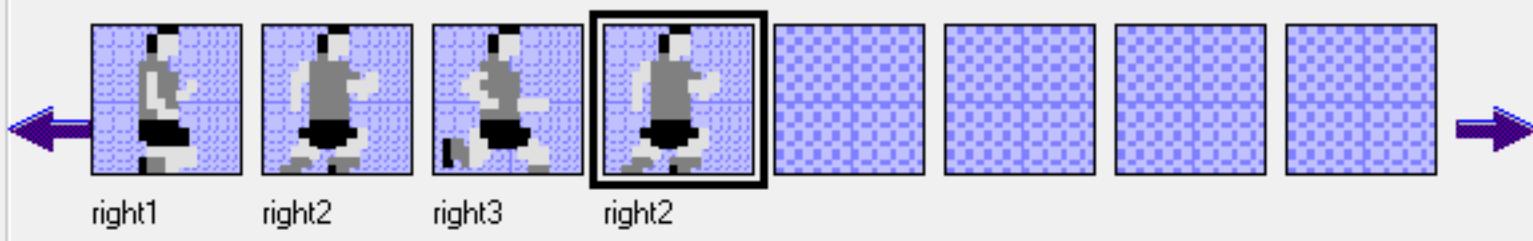
Action: Right



Add action

Change action name

Delete action



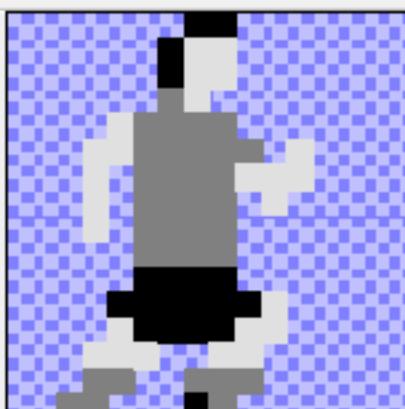
Right

Frame:

4



Duration:



Delay



Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action T

Action: Right

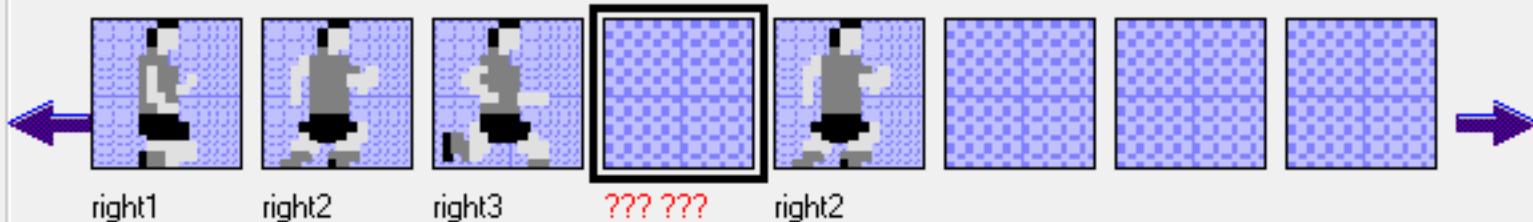
Un emplacement vide apparaît donc ici ou l'on peut maintenant insérer le tile que nous souhaitons.

(Modify this action)

Add action

Change action name

Delete action



Delay: (ms)

1000

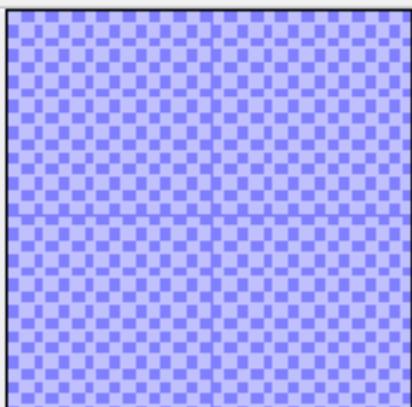
Right

Frame:

4

Duration:

0.5t



Remove Frame

Insert Frame

Edit Tile

Close



Le titre de cette Frame ici...

running_man



Project Tiles



De la même manière que tout à l'heure on insère un tile en le faisant glisser depuis la liste ci-dessus.

Sprite Action T

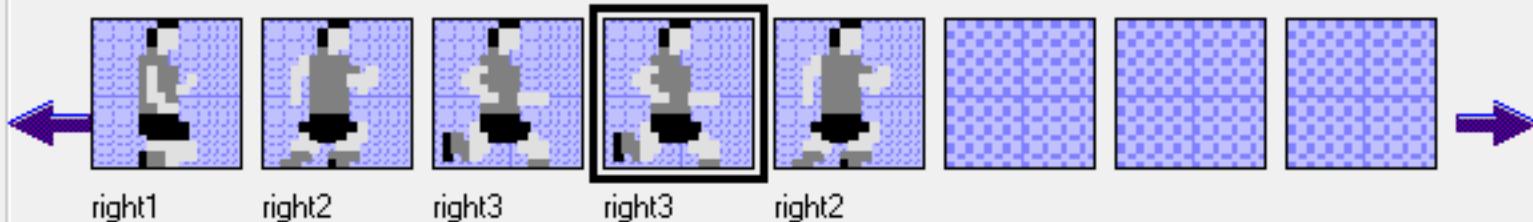
Action: Right

(Modify this action)

Add action

Change action name

Delete action



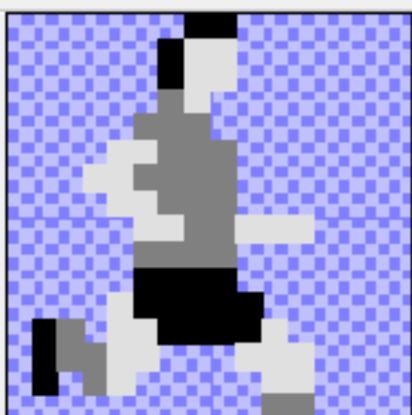
Delay: (ms)

Right

Frame:

4

Duration:



Remove Frame

Insert Frame

Edit Tile

Close



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

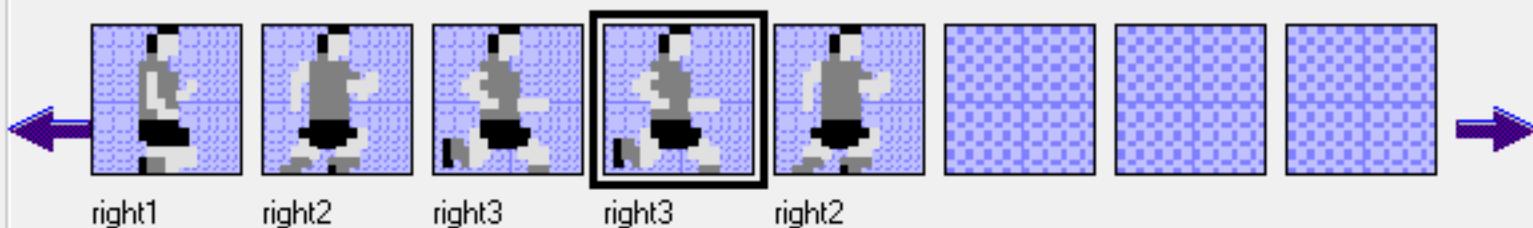
Action: Right



Add action

Change action name

Delete action



right1

right2

right3

right3

right2



Delay: (ms)



Frame:

Duration:

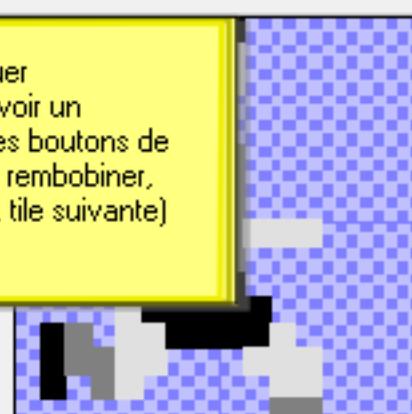
On peut alors faire jouer l'animation, pour en avoir un aperçu, en utilisant ces boutons de contrôle (dans l'ordre: rembobiner, jouer, tile précédente, tile suivante)

Remove Frame

Edit Tile

Close

Insert Frame





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Right



Add action

Change action name

Delete action



Delay: (ms)



Right

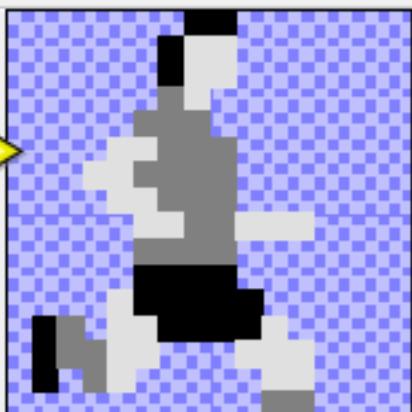
L'animation se visionne dans cette fenêtre de prévisualisation.

Remove Fra

Edit Tile

Close

Insert Frame





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Right



Add action

Change action name

Delete action



Delay: (ms)



.....

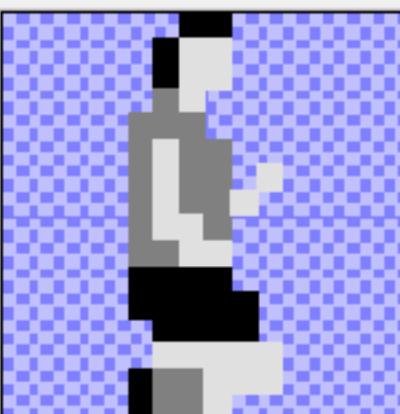
Right

Frame:

1

Duration:

0t



Remove Frame

Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Right



Add action

Change action name

Delete action



Delay: (ms)

Right

Frame:

2

Duration:

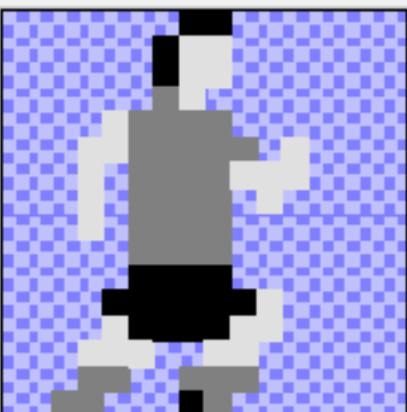
.....

Remove Frame

Close

Insert Frame

Edit Tile





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Right



Add action

Change action name

Delete action



Delay: (ms)



.....

Remove Frame

Right

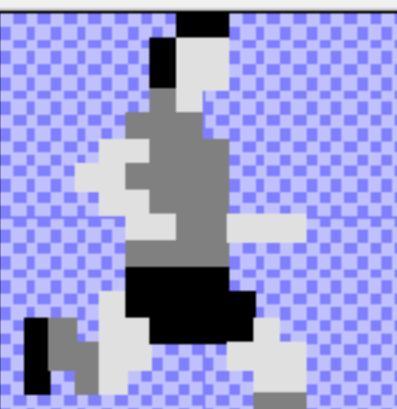
Frame:

3

Duration:

0t

.....



Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running man



Project Tiles



- Sprite Action Tiles (drag and drop project tiles here to modify this action) -

Action: Right



Delay: (ms)



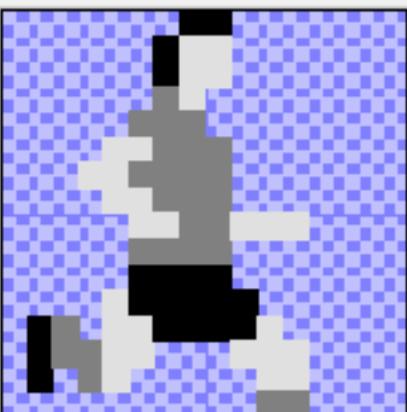
Right

Frame:

4



Duration:



Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Right



Add action

Change action name

Delete action



Delay: (ms)

Right

Frame:

5

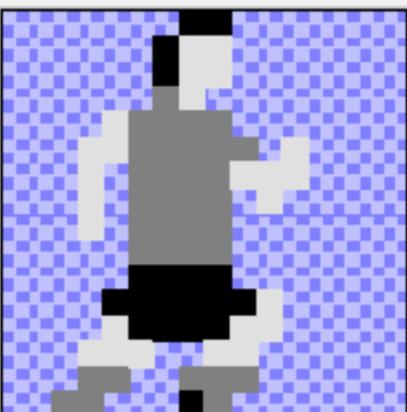
□ t

Duration:

Close

Insert Frame

Edit Tile





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

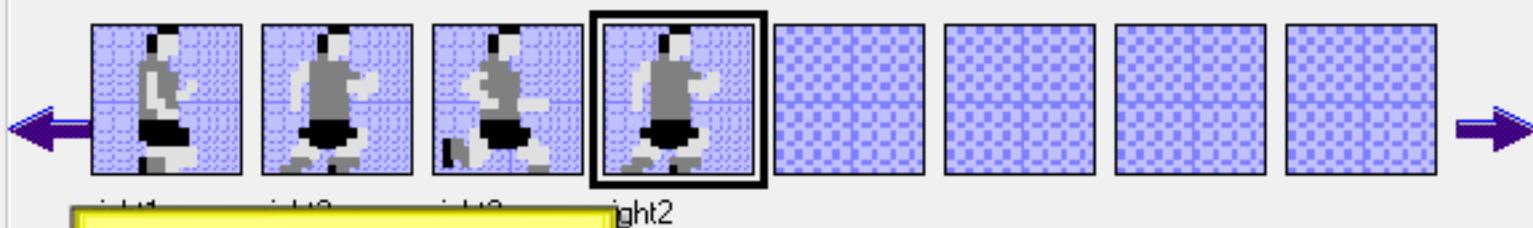
Action: Right



Add action

Change action name

Delete action



Ce bouton permet de supprimer des tiles de l'animation (les tiles ne sont pas supprimés du projet)

Delay: (ms)



Remove Frame

Close

Insert Frame

Edit Tile

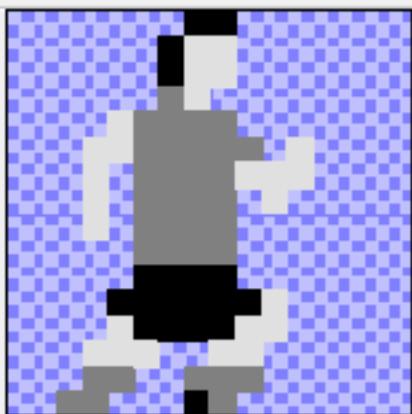
Right

Frame:

4



Duration:





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

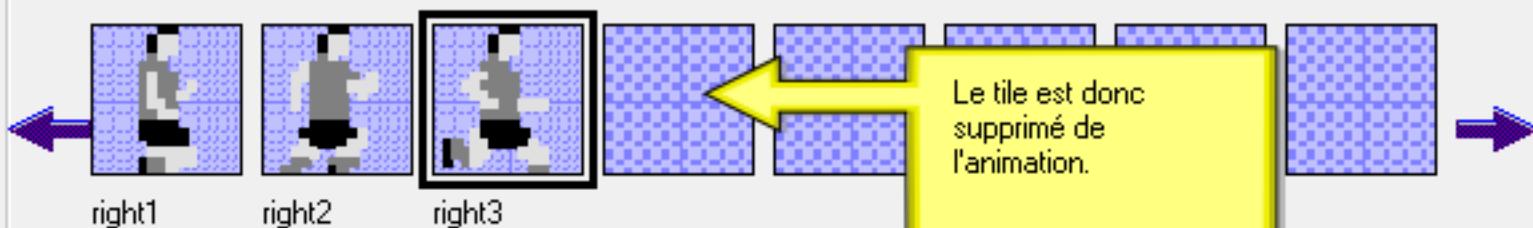
Action: Right



Add action

Change action name

Delete action



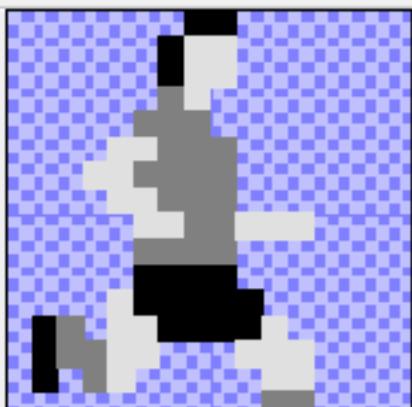
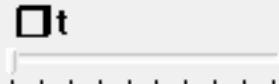
Delay: (ms)

Right

Frame:

3

Duration:



Remove Frame

Insert Frame

Close

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

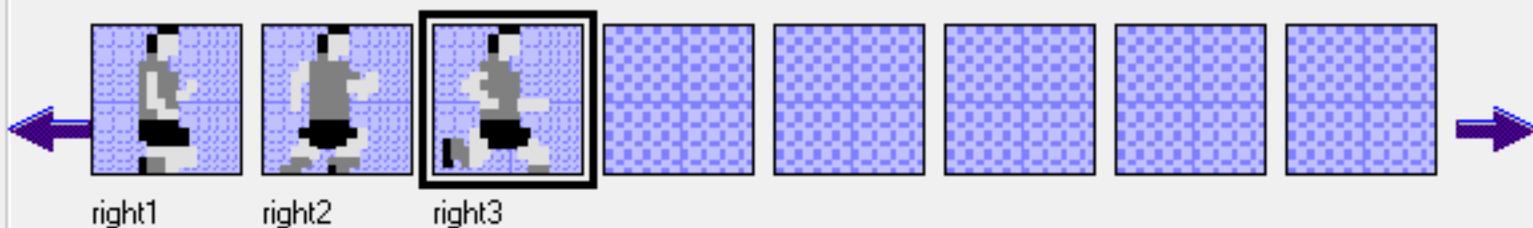
Action: Right



Add action

Change action name

Delete action



Delay: (ms)

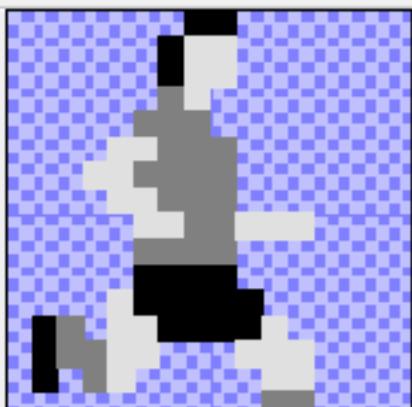
Ce bouton-ci sert à éditer directement le tile qui est en prévisualisation, cette fonction très pratique permet de retoucher les tiles en fonction de l'animation directement

Remove Frame

Edit Tile

Close

Insert Frame





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action:

Right

Left

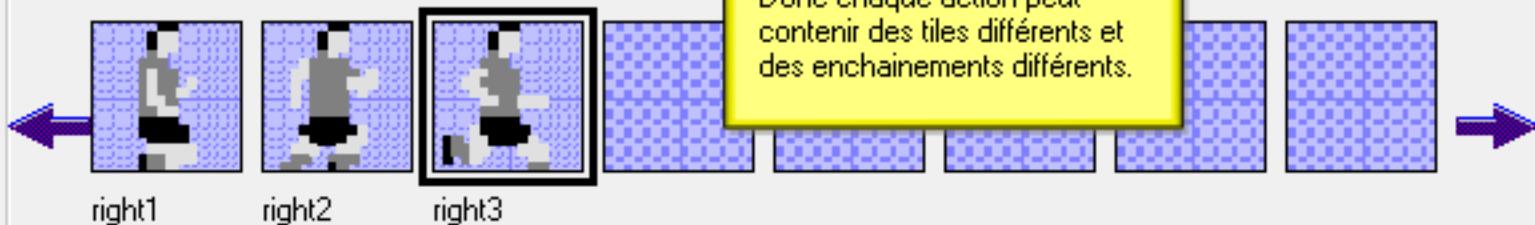
Right



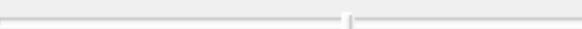
Ce menu déroulant contient les différentes actions du sprite:
une action est en fait une animation à part entière.

Change action name

Donc chaque action peut contenir des tiles différents et des enchainements différents.



Delay: (ms)

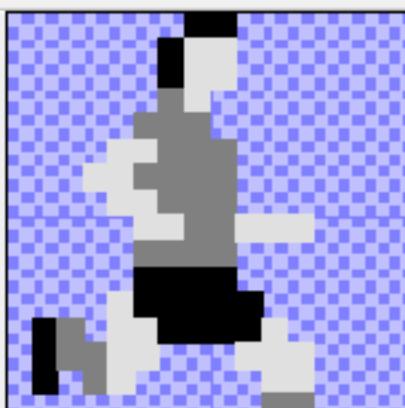


Right

Frame:

3

Duration:



Remove Frame

Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



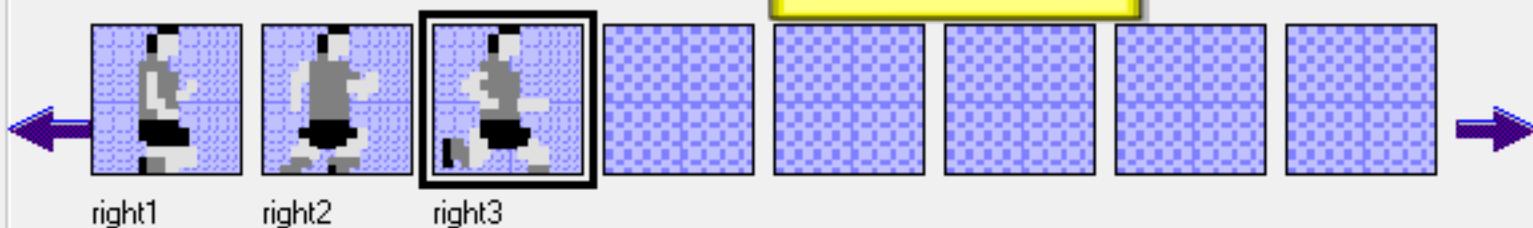
Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Right

Left
Right

A yellow arrow points from the 'Left' option in the dropdown to a yellow callout box containing the text: "Ici on choisit l'action 'left' déjà créée auparavant."

Change action name



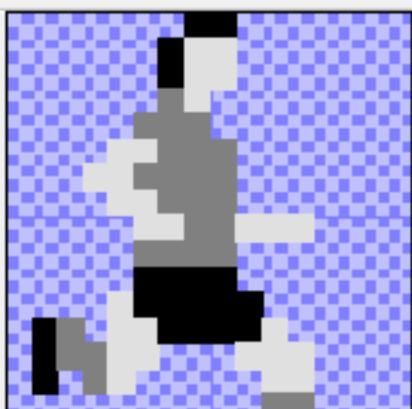
Delay: (ms)

Right

Frame:

3

Duration:

 t

Remove Frame

Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action:

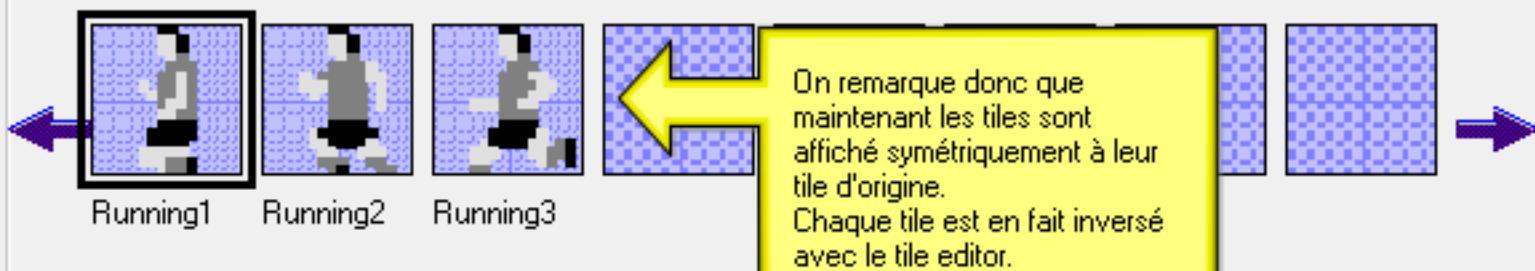
Left



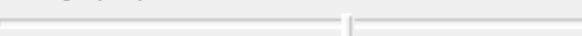
Add action

Change action name

Delete action



Delay: (ms)



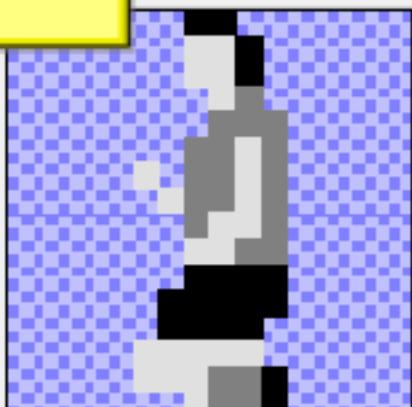
Left

Frame:

1

at

Duration:



Remove Frame

Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action:

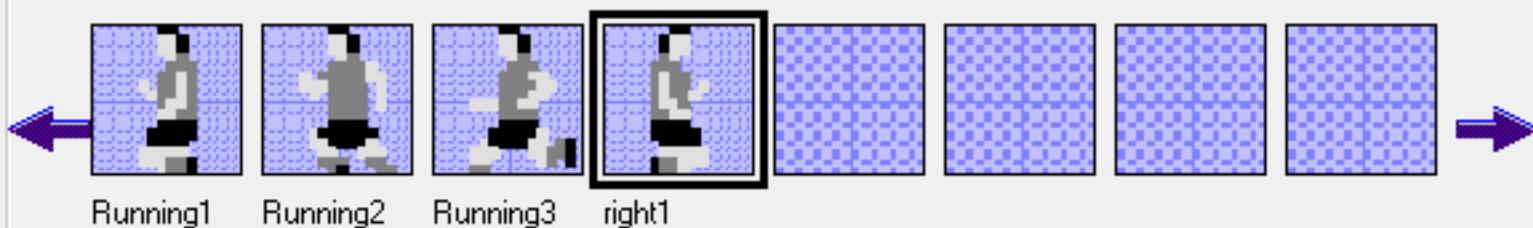
Left



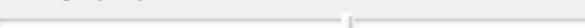
Add action

Change action name

Delete action



Delay: (ms)

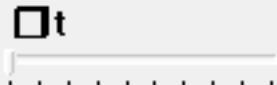


Left

Frame:

4

Duration:

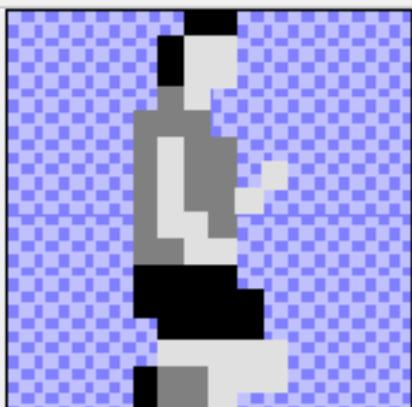


Remove Frame

Close

Insert Frame

Edit Tile





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action:

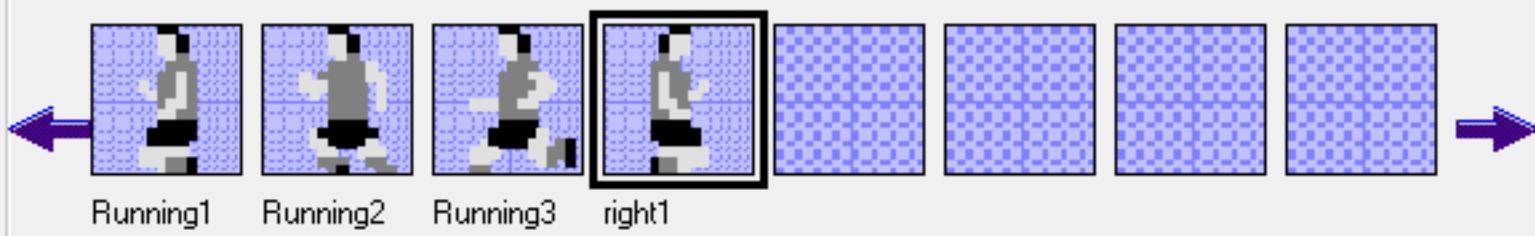
Left



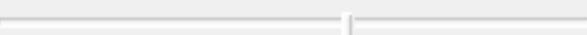
Add action

Change action name

Delete action



Delay: (ms)

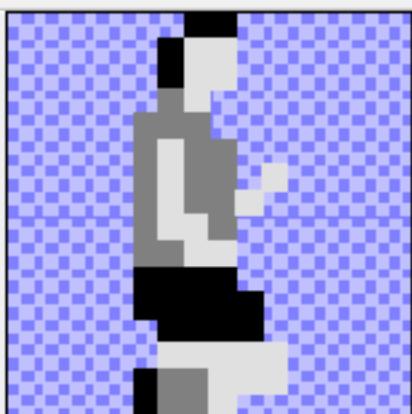


Left

Frame:

4

Duration:



Remove Frame

Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action:

Left



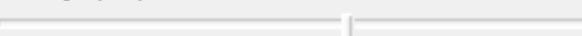
Add action

Change action name

Delete action



Delay: (ms)



Left

Frame:

5

□ t

Duration:

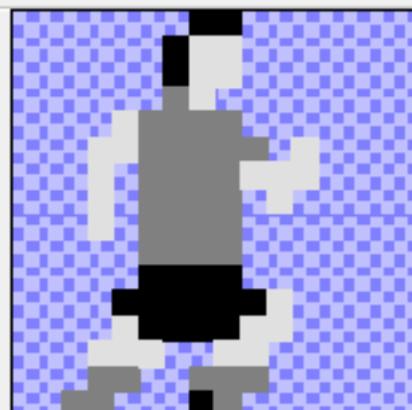


Remove Frame

Close

Insert Frame

Edit Tile





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Left



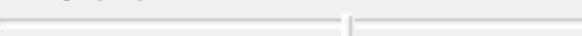
Add action

Change action name

Delete action



Delay: (ms)



Remove Frame

Left

Frame:

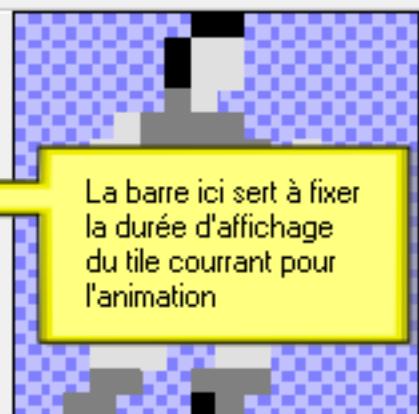
5

Duration:

0t



Edit Tile



Close

Insert Frame



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Left



Add action

Change action name

Delete action



Delay: (ms)

Left

Frame:

5

Duration:



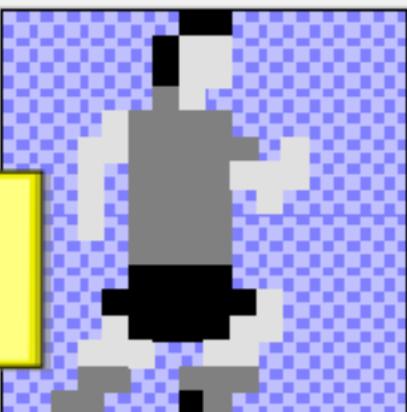
L'autre barre sert à faire varier la vitesse de l'animation mais uniquement sur le PC.

Remove Frame

Edit Tile

Close

Insert Frame





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

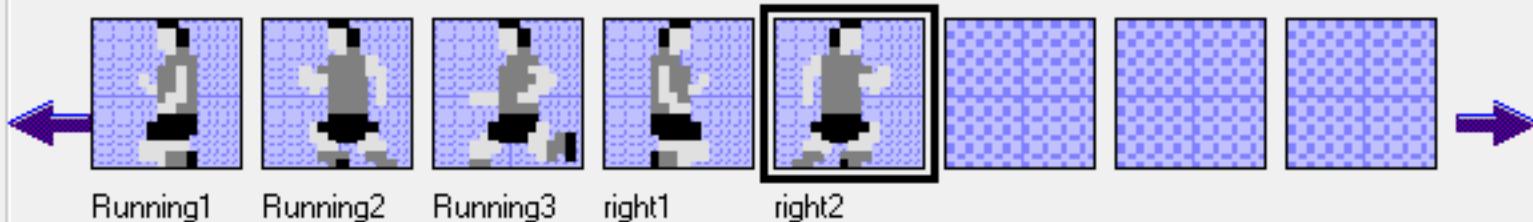
Action: Left



Add action

Change action name

Delete action



Running1

Running2

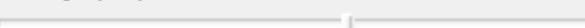
Running3

right1

right2



Delay: (ms)



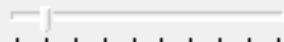
Left

Frame:

5

□ t

Duration:

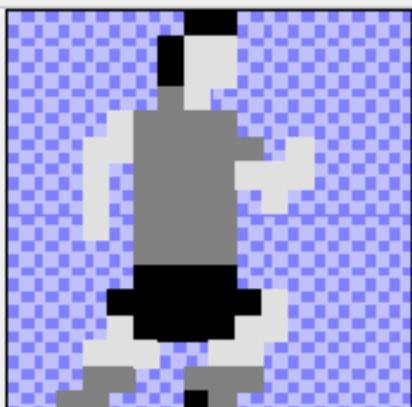


Remove Frame

Close

Insert Frame

Edit Tile





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

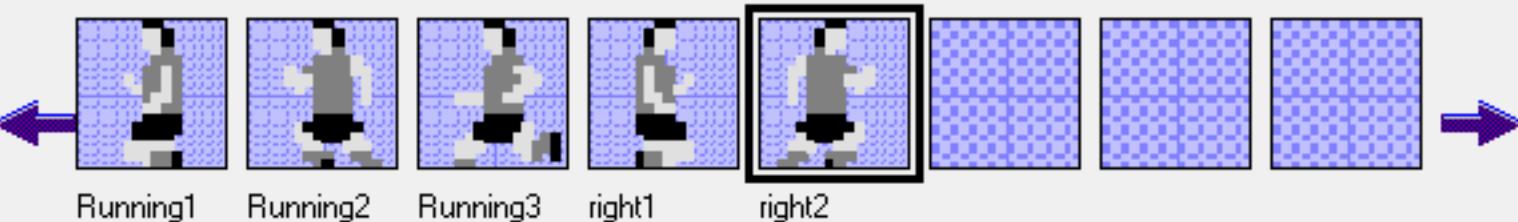
Action: Left



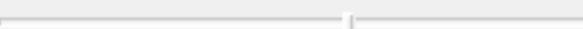
Add action

Change action name

Delete action



Delay: (ms)



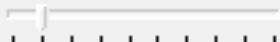
Left

Frame:

5

□ t

Duration:

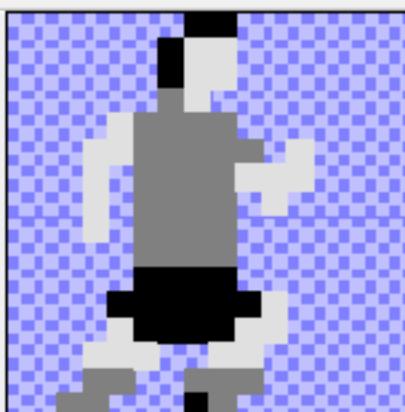


Remove Frame

Close

Insert Frame

Edit Tile



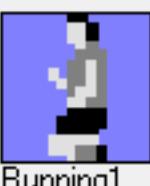


Le titre de cette Frame ici...

running_man



Project Tiles



Running4

Running1

Running2

Running3

right1

right2

right3



Sprite Action Tiles (drag and drop project tiles here to modify this action)

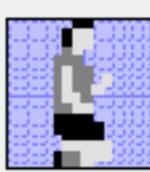
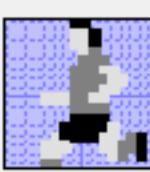
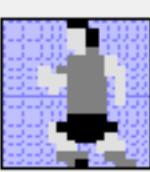
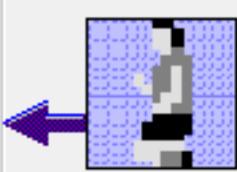
Action: Left



Add action

Change action name

Delete action

De même pour
celle-ci.

Running1

Running2

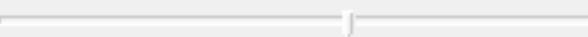
Running3

right1

right2



Delay: (ms)



Remove Frame

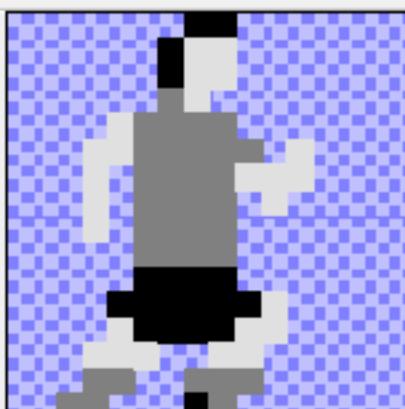
Left

Frame:

5

□ t

Duration:



Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

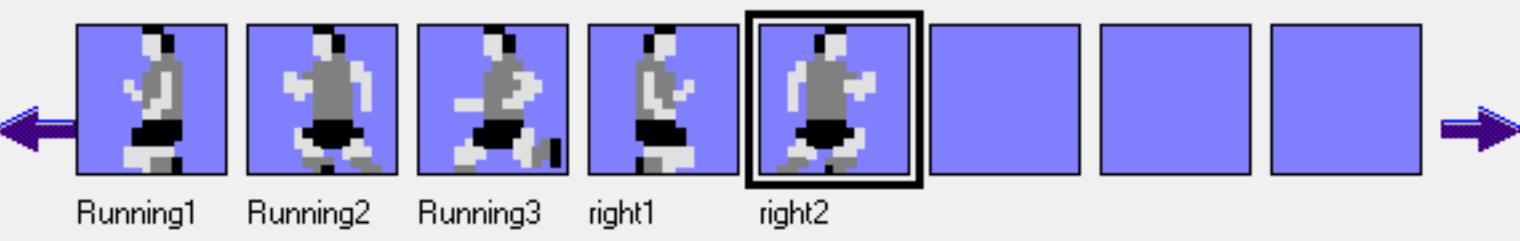
Action: Left



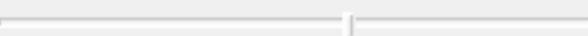
Add action

Change action name

Delete action



Delay: (ms)



Remove Frame

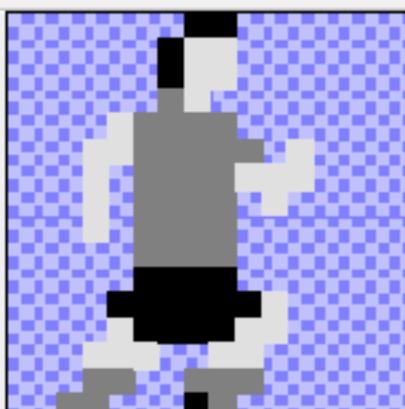
Left

Frame:

5

□ t

Duration:



Close

Insert Frame

Edit Tile

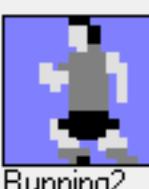


Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Left



Add action

Change action name

Delete action



Running1

Running2

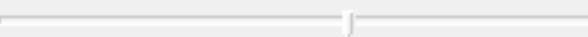
Running3

right1

right2



Delay: (ms)



Remove Frame

Close

Insert Frame

Edit Tile

Left

Frame:

5

at

Duration:



Et celle-ci aussi.





Le titre de cette Frame ici...

running_man



Project Tiles



Running4

Running1

Running2

Running3

right1

right2

right3



Sprite Action Tiles (drag and drop project tiles here to modify this action)

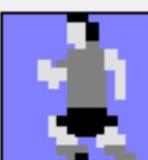
Action: Left



Add action

Change action name

Delete action



Running1

Running2

Running3

right1

right2



Delay: (ms)

Left

Frame:

5

□ t

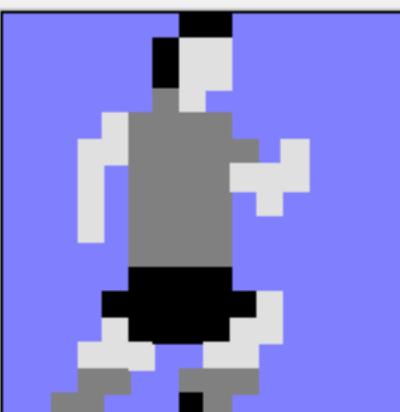
Duration:

Remove Frame

Edit Tile

Close

Insert Frame





Le titre de cette Frame ici...

running_man



Project Tiles



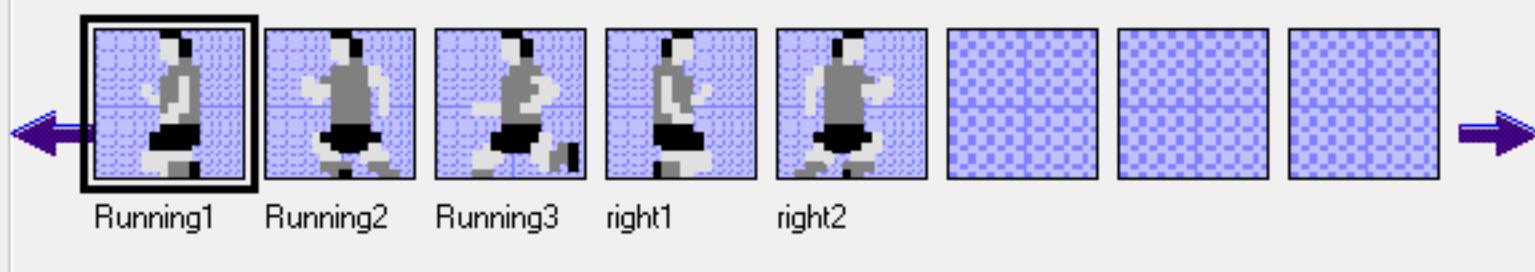
Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Left

Ce bouton-ci sert à ajouter une nouvelle action au sprite.

 Add action

Change action name

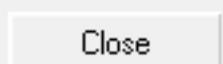
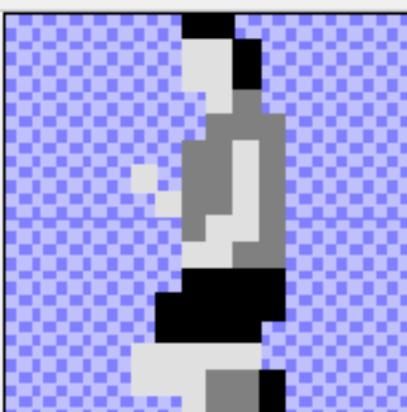
 Delete action

Delay: (ms)

Left

Frame:

1

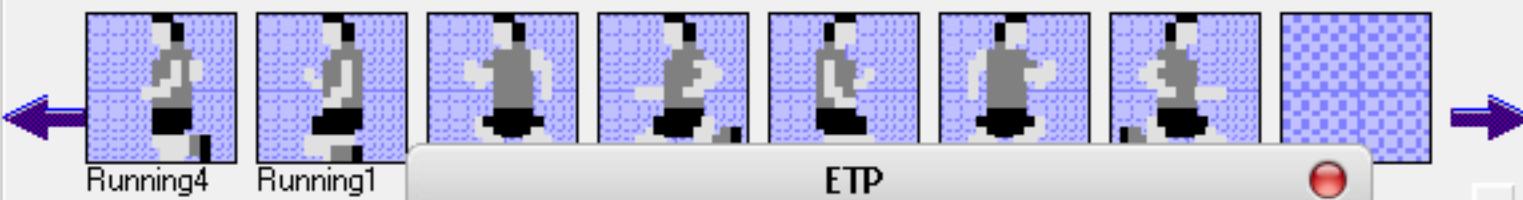
 tDuration:  Remove Frame Edit Tile Close Insert Frame



Le titre de cette Frame ici...

running_man

Project Tiles



Sprite Action Tiles (drag and d

Action: Left

Enter a new action name:

Dance!

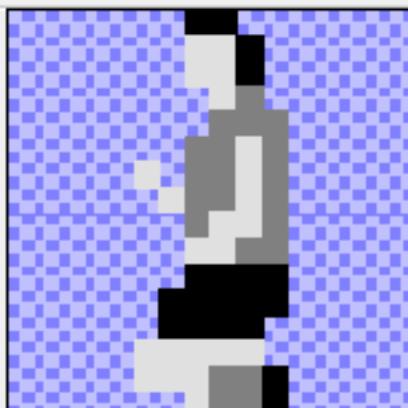


Delay: (ms)

Left

Frame:

1

 tDuration: 

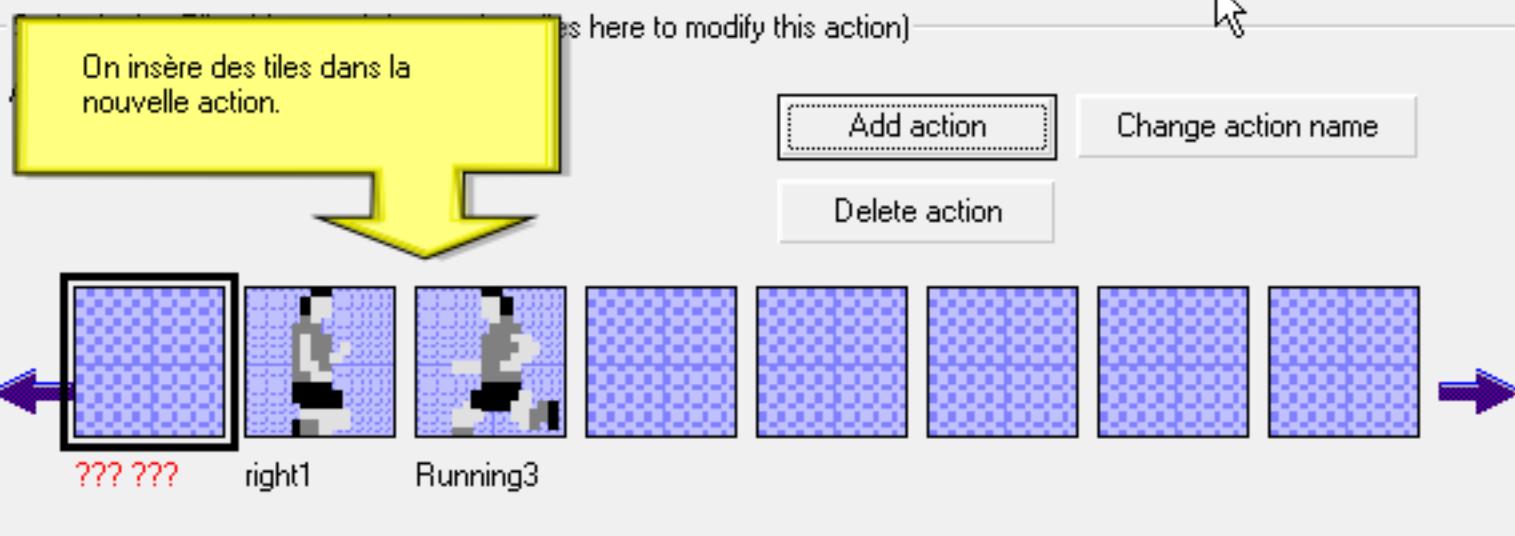


Le titre de cette Frame ici...

running_man



Project Tiles



Delay: (ms)

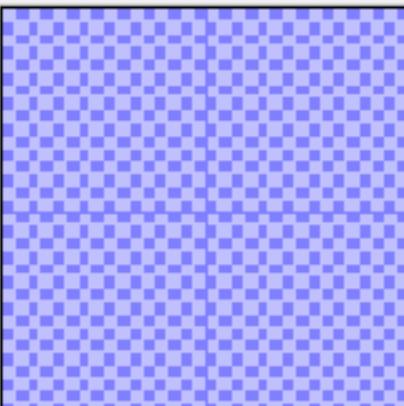
Left

Frame:

1

Duration:

at



Remove Frame

Edit Tile

Close

Insert Frame



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Dance



Add action

Change action name

Delete action



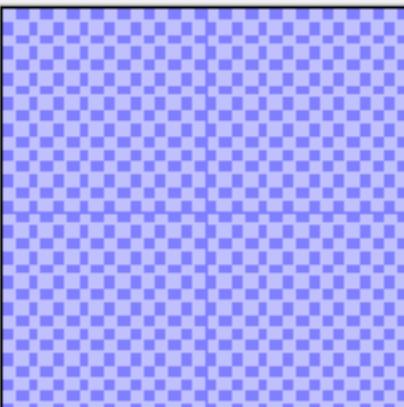
Delay: (ms)

Left

Frame:

1

Duration:

 t

Remove Frame

Edit Tile

Close

Insert Frame



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

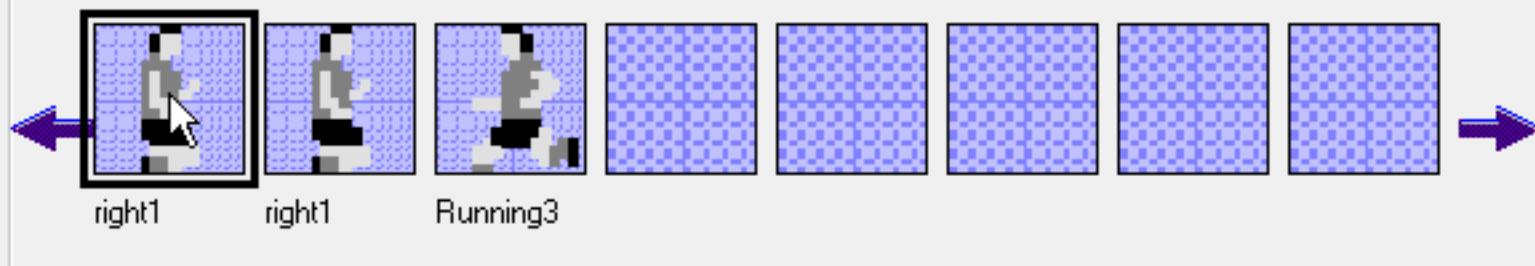
Action: Dance



Add action

Change action name

Delete action



Delay: (ms)

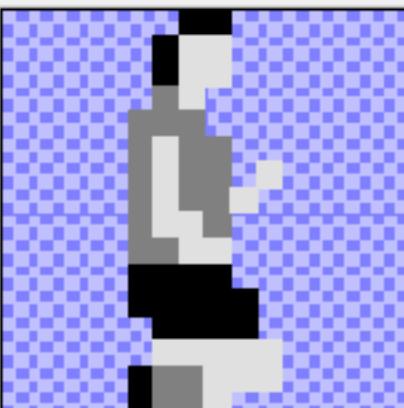
Remove Frame

Dance

Frame:

1

Duration:

 t

Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Dance



Add action

Change action name

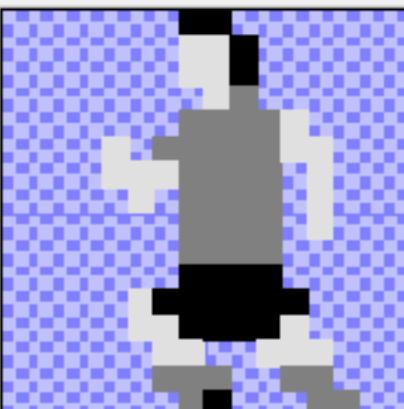
Delete action



Delay: (ms)

Dance

Frame: 4

Duration: t

Remove Frame

Insert Frame

Edit Tile

Close



Le titre de cette Frame ici...

running_man

Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

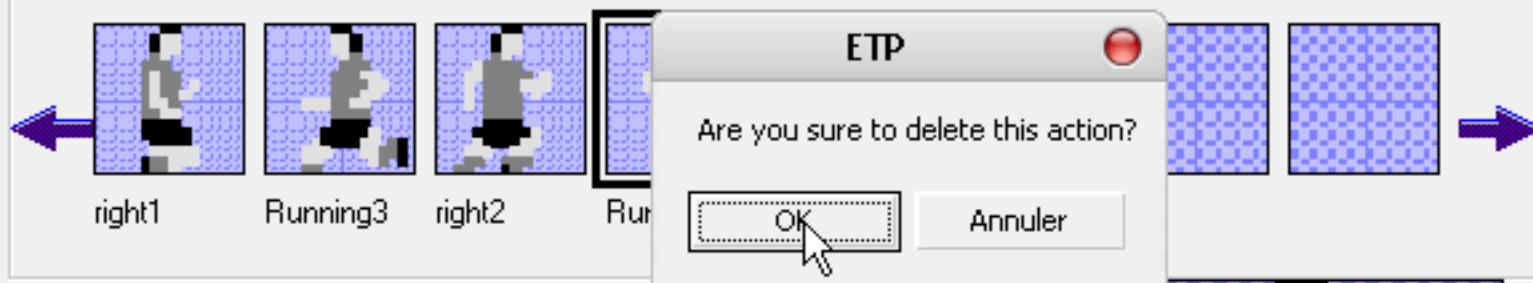
Action: Dance



Add action

Change action name

Delete action



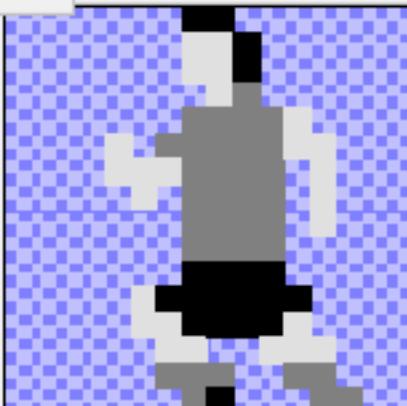
Delay: (ms)

Dance

Frame: 4

Duration:

at



Remove Frame

Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

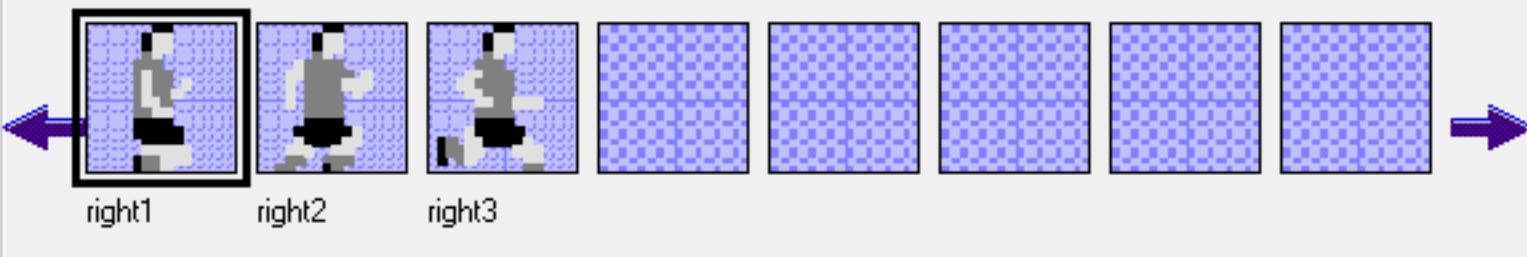
Action: Right



L'action "Dance" est donc supprimée.

Change action name

Delete action



Delay: (ms)

Right

Frame:

1

at

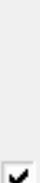
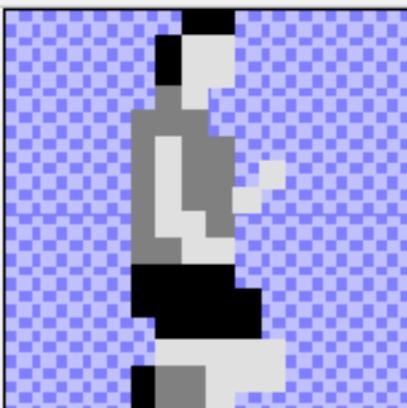
Duration:

Remove Frame

Edit Tile

Close

Insert Frame





Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

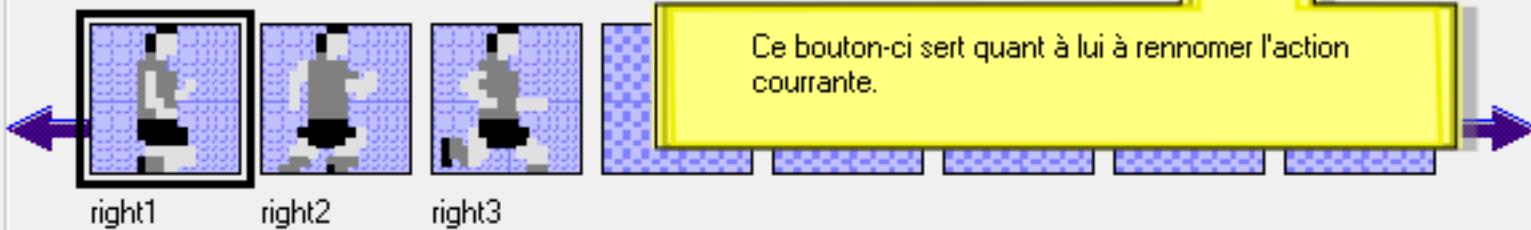
Action: Right



Add action

Change action name

Delete action



Ce bouton-ci sert quant à lui à renommer l'action courante.



Delay: (ms)

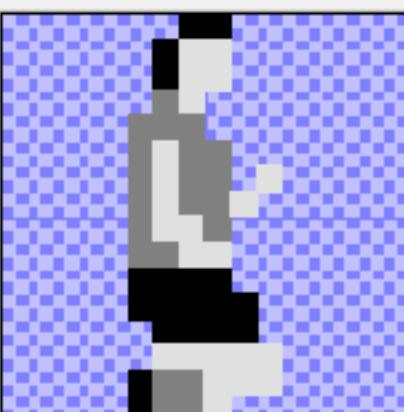
Right

Frame:

1

Duration:

at



Remove Frame

Edit Tile

Close

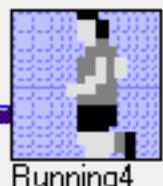
Insert Frame



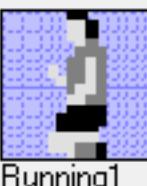
Le titre de cette Frame ici...

running_man

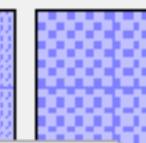
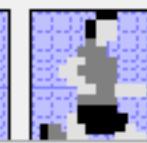
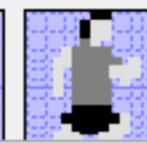
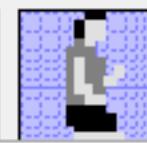
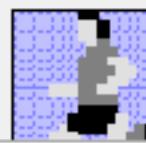
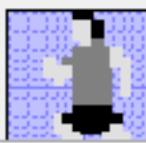
Project Tiles



Running4



Running1



Sprite Action Tiles (drag and drop)

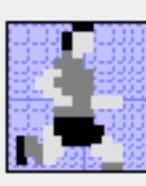
Action: Right



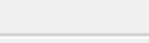
right1



right2



right3



Delay: (ms)

Remove Frame

Close

Insert Frame

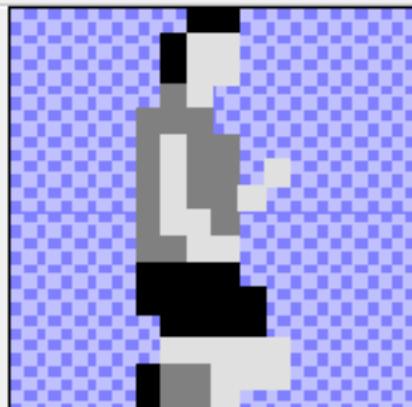
Edit Tile

Right

Frame:

1

Duration:

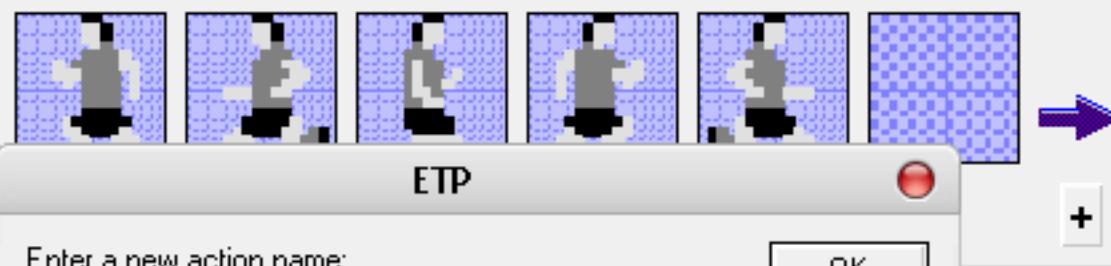
.....



Le titre de cette Frame ici...

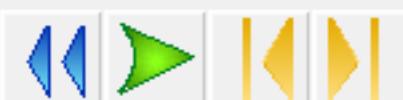
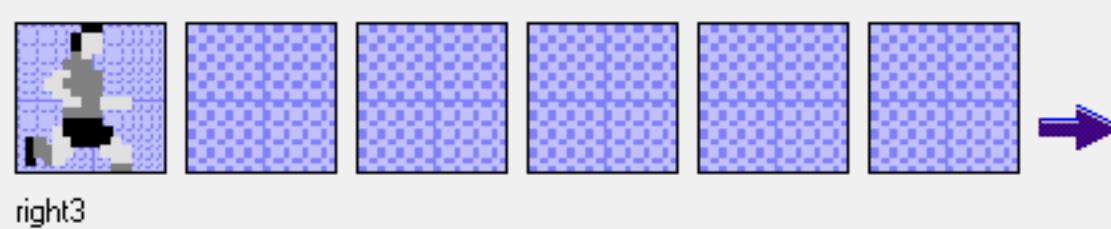
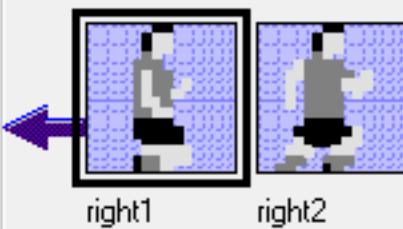
running_man

Project Tiles



Sprite Action Tiles (drag and d

Action: Right



Delay: (ms)

Remove Frame

Insert Frame

Close

Right

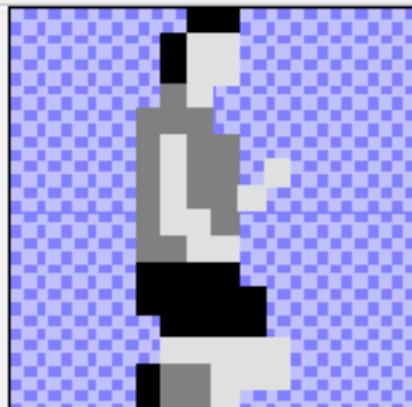
Frame:

1

Duration:

 ms

Edit Tile





Le titre de cette Frame ici...

running_man



Project Tiles

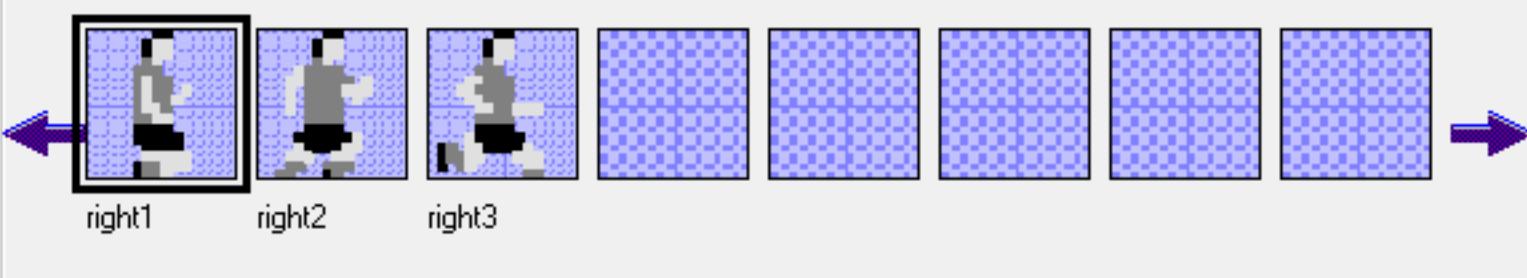


Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Right'



L'action est donc
renomée
immédiatement.

[Change action name](#)

Delay: (ms)

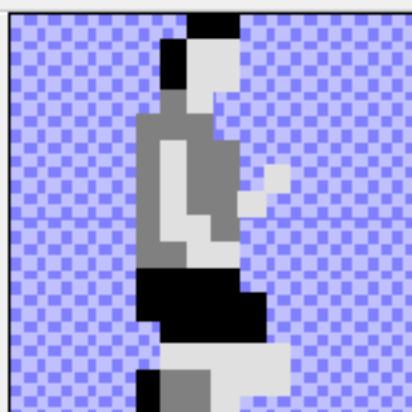
Right'

Frame:

1

□ t

Duration:

[Remove Frame](#)[Edit Tile](#)[Close](#)[Insert Frame](#)



Le titre de cette Frame ici...

running_man



Project Tiles



Add new tile

Sprite Action Tiles (drag and drop project tiles here to modify this action)

Action: Right'



Add action

Change action name

Delete action



Delay: (ms)

Remove Frame

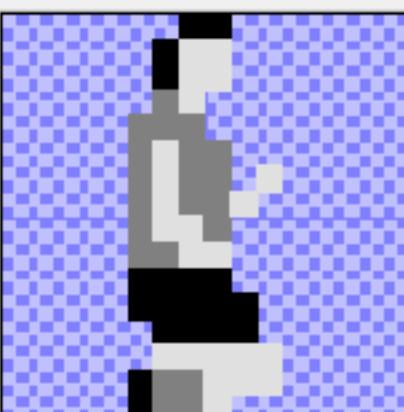
Right'

Frame:

1



Duration:



Close

Insert Frame

Edit Tile



Le titre de cette Frame ici...

running_man

Project Tiles

Tile1

8 16 32 C

right3 Tile1

+

On peut donc dessiner le nouveau tile directement dans cette fenêtre.

Remove Frame

Close Insert Frame Edit Tile

right3 Tile1

+



Le titre de cette Frame ici...

running_man



Project Tiles



Sprite Action Tiles (drag and drop project tiles here to modify this action)

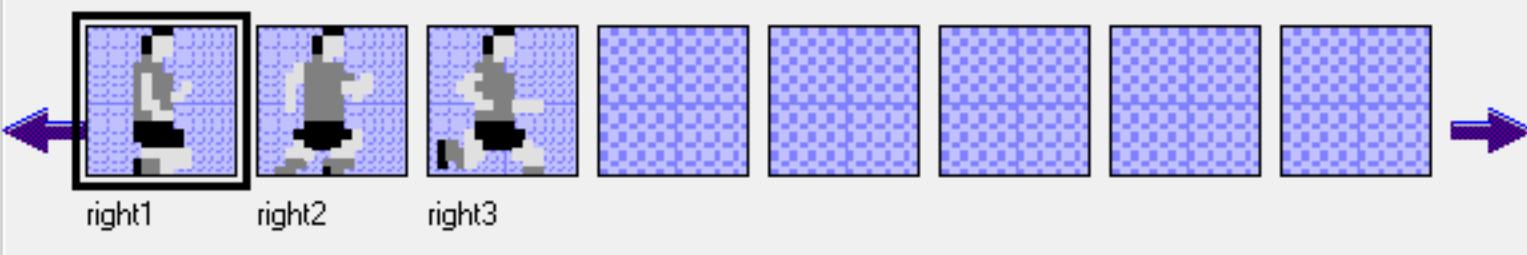
Action: Right'



Add action

Change action name

Delete action



Delay: (ms)

Right'

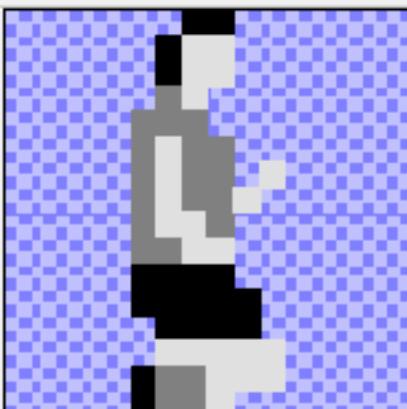
Ce bouton sert à éditer directement le tile actuellement en prévisualisation.

Remove Frame

Edit Tile

Close

Insert Frame

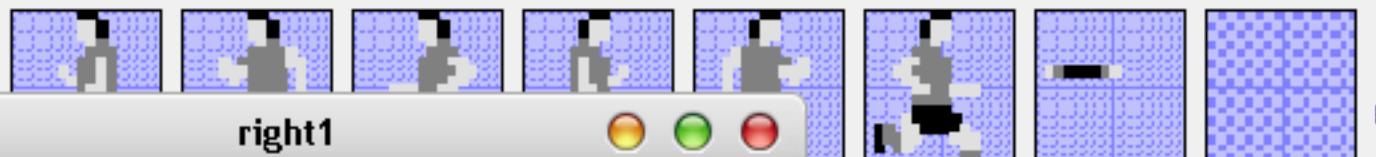




Le titre de cette Frame ici...

running_man

Project Tiles



right1



right3

Tile1

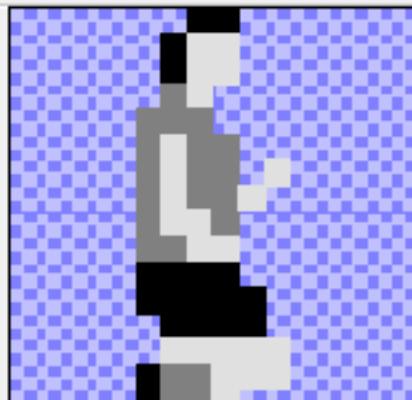
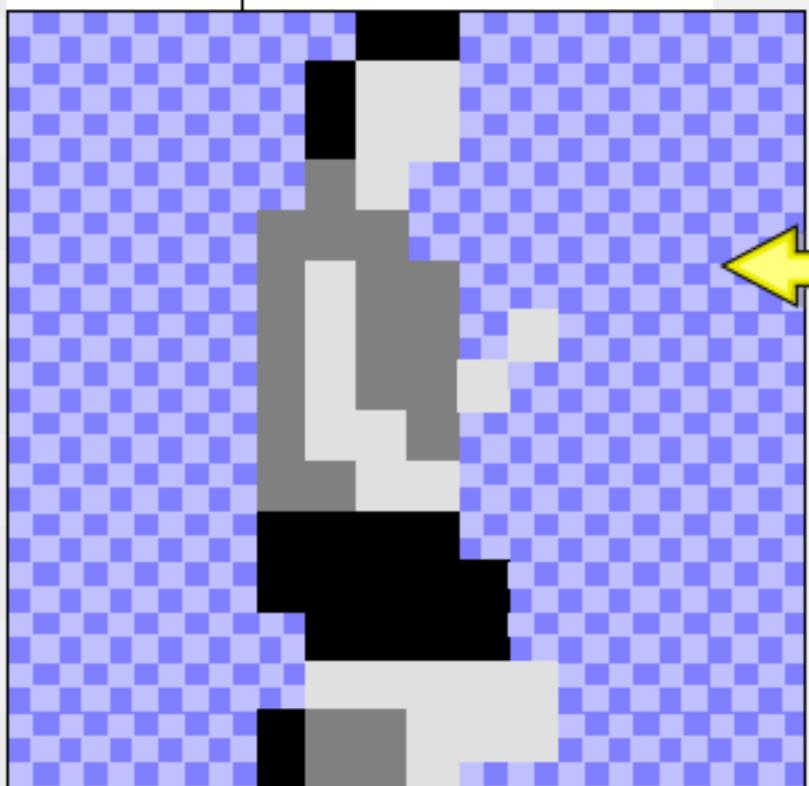
on)

dd action

Change action name

lets

Le tile courrant est
alors ouvert dans le
tile editor.



Close

Insert Frame

Edit Tile





Le titre de cette Frame ici...

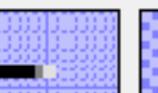
running_man



Project Tiles



Running1



Sprite Action Ti

Action: Right'



right1



Delay: (ms)

La présentation du sprite editor est maintenant terminée, vous pouvez trouver plus d'information sur ETP Studio sur le site d'Onur Celebi:

www.etpstudiocom

Pour tout information ou réclamation concernant cette animation:

fpgforce@etpstudiocom

Remove Frame

Edit Tile

Close

Insert Frame

