

SpriteGrabber

COLLABORATORS

	<i>TITLE :</i> SpriteGrabber		
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REVISION HISTORY

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Chapter 1

SpriteGrabber

1.1 SpriteGrabber.guide

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PureBasic Sprite Grabber V1.00
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© 2001 Fantaisie Software
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Introduction  
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1.2 Introduction

Introduction

The PureBasic Sprite Grabber allows you to load an IFF picture and grab the sprites from it. It outputs standard PureBasic sprite files using the SaveSprites() function. You can grab both tiles and normal sprites that are surrounded by boxes.

1.3 System requirements

System requirements

- AmigaOS 3.0 or better
- some free memory

The PureBasic Sprite Grabber will run on any Amiga system.
If there are any problems please contact us.

1.4 Usage

Usage

At startup a screen should be opened and you'll see a control window on the upper left corner. First click on the "Load picture" button to load an IFF picture. After the screen has re-opened you'll see the a window with the picture inside. Now you have two options:

- * click on "Grab tiles"
to grab tiles from the picture starting at position 0, 0. Each tile will have the width of the number stored in the "Width" gadget and the height of the number stored in the "Height" gadget.
- * click on "Grab sprites"
to grab sprites from the picture that a sourounded by boxes. These boxes must be in the colour stored in the "Colour" gadget.

The sprites are then saved in the file you choose with the icon stored in default_icon.info, in case the option "save icon" in the menu is activated. Of course you can exchange or delete this file if you want to.

The "remove cookies" option allows you to save sprites without cookies. These are only required if you use AddSprite() and AddBufferedSprite(), ie. sprites with a transparent colour. Without the cookies files are faster to load and need less disk space.

To load the sprites just use the LoadSprites() function.

1.5 How to contact the team?

Please send bug reports, suggestions, and improvements to:
mkon@gmx.de

1.6 Changes

Changes

15.01.2001 (V1.0) - First public release