GMS Sprite Loader 1.0

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Welcome!

Welcome to the world of faster sprite loading. I love Gamemaker Studio but all the manual work with loading sprites got me a bit frustrated so I decided to create this tool to make my life, and hopefully yours, easier!

With GMS Sprite Loader you can quickly add / replace multiple sprites at once to a Gamemaker Studio project. The program has some nice features for working with multiple projects more convenient. In the following paragraphs I will explain how to use GMS Sprite Loader. If you use this program and have problems, don't hesitate to get in contact.

Installation

Just extract the zip-file and copy the exctracted folder to *Program files* or anywhere else where you have your installed programs. Create a shortcut for the program to the desktop or another location for easy access.

Creating a sprite template

If you are going to use the *add* function of the program, you need to have a sprite template named *sprite_template.sprite.gmx* in the program folder. A sprite template from version 1.4.1567 is included but it's safest to create a sprite template for the version of Gamemaker Studio you have in case some parameters are added to the sprite files in GM:S. You can create a template like this:

1. Create a new project in GM:S.
2. Create a sprite and name it *sprite_template.*
3. Save the project.
4. Go to the folder where you saved the project and inside the sprites folder should be a file named *sprite_template.sprite.gmx.* Copy this file to the Sprite Loader program folder.

Using the program with Gamemaker Studio

You can use GMS Sprite Loader with the project open in Gamemaker Studio. Be sure to enable the setting *Always reload changed files* in *File / Preferences / General*. When you are loading sprites through GMS Sprite Loader, the sprites you load should not be open in Gamemaker Studio and **the GM:S project should be saved before using GMS Sprite Loader to add or replace sprites.**

Sprite names (important)

Sprites names in GM:S need to match the names of the sprite images you load with GMS Sprite Loader. When adding new sprites, the name of the sprite image (minus the extension and the possible stripX part) will become the name of the sprite in GM:S.

To give you an example a sprite image named *spr_hero_run_strip4.png* will match a sprite named *spr_hero_run* in GMS. If this png file is loaded and a sprite named *spr_hero_run* exists it will be replaced, otherwise a sprite named *spr_hero_run* will be created in the GMS project.

How to use GMS Sprite Loader

Start the program and click *Browse...* to choose a Gamemaker Studio project. The project path will be added to the dropdown list of projects to make it faster to switch between projects (you only have to browse for a project once).

Enable the actions you want to use, *Add* will add new sprites if they don't exist, *Replace* will replace existing sprites. So to both add and replace files, both options need to be enabled.

Now click *Load sprites...* and select one or multiple sprite images you wish to add to the project and click OK. The log window will show information for every sprite. If everything goes well the text in the log will be green and and tell you if the sprite was added or replaced. If the size has changed for a sprite or if the frame count has changed, the text will be blue and tell you what has changed. The sprite has still been added or replaced but may need some action from you (edit collision mask etc.). If something goes wrong, the text will be red and information about what went wrong will be shown, in this case the sprite has not been added or replaced.

Drag and Drop

Note that you can also drag and drop multiple sprite images to the log window instead of using the *Load sprites...* button.

Collision Masks and Origins

Collision masks or origins will not change when replacing sprites so you don't need to reset these in GMS after replacing sprites, unless of course the replaced sprite is of another size. New sprites will have an automatic collision mask and the origin will be 0,0.

Sprite Group

You can also define a sprite group where new sprites should be stored. If the sprite group doesn't already exist in the Gamemaker Studio project it will be created.

To define sprite group just write a name for the sprite group in the text box. Previously defined sprite groups will be included as an auto-complete to the textbox to make switching between sprite groups faster. To be sure that a sprite group is added to the auto-complete list, press *Enter* or *Tab* when you have defined a sprite group.

The *Clear* button is just a fast way to cleare the sprite group textbox.

Sprite group will not affect sprites being replaced so the sprite group textbox need not be empty when replacing files, it will however be ignored.

Always on top

This option will show GMS Sprite Loader on top of any other programs even when it's not in focus.