Please note: For a better, more efficient method of working with sprites and cut ups, consider: TexturePacker.

Tutorial about how to Use TexturePacker to create Animations for ORX: Creating Sprite Sheets for ORX with TexturePacker

For gimp users, this tool will still remain here.

Addin for The Gimp to Extract Guides for Configuration

This is an add-in for The Gimp so that the user can load an image of sprites, place guides and export a partial configuration section for pasting back into an INI file. This was created to remove the manual process of copy/pasting pixel locations and sprite widths between Gimp and configuration files.

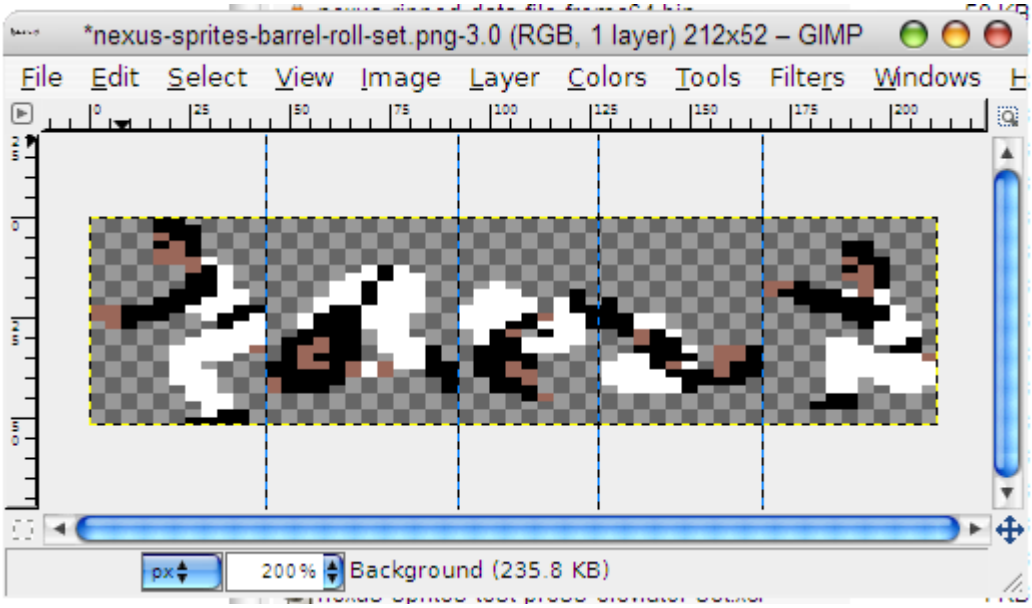
Installing the add-in for Gimp

1. Download the add-in from here: orx-sprite-guides.zip
2. Unzip the file somewhere temporarily as: orx-sprite-guides.scm
3. Copy to C:\Program Files\Gimp-2.0\share\gimp\2.0\scripts for windows or /usr/share/gimp/2.0/scripts/ (usually) for linux
4. Fire up Gimp and check that the menu Filters / Orx / Orx Sprite Guides exists.

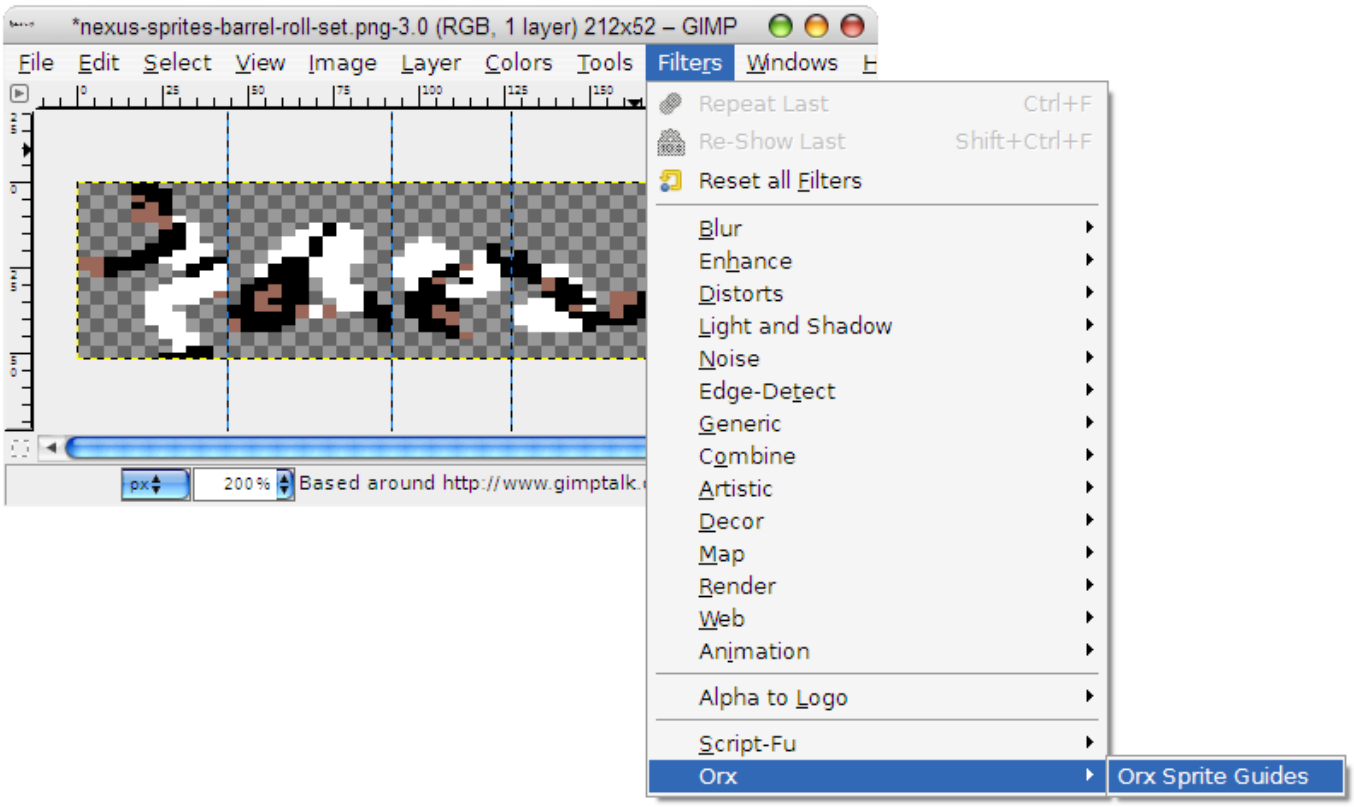
How to Use



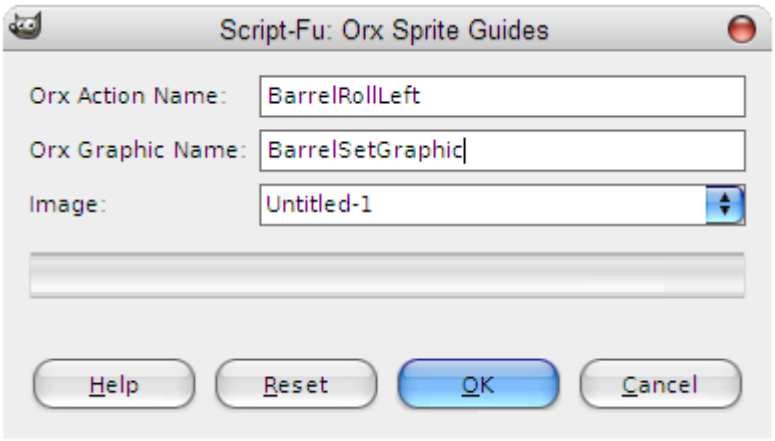
1. Open your sprite file in the Gimp.



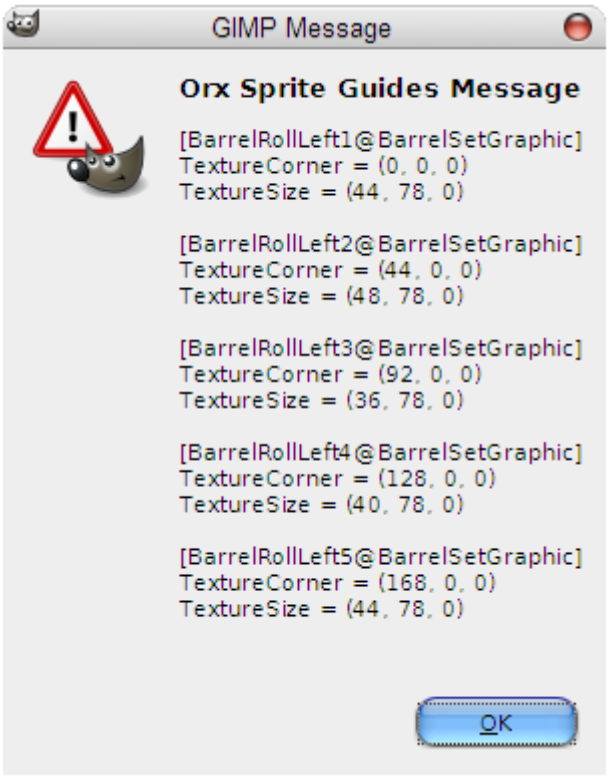
2. Place guides onto the image to divide up the sprites. Multiple horizontal and vertical guides can be placed.



3. Select Orx Sprite Guides from the Filters menu.



4. Enter the name of your action and source graphic so that it will be nicely formatted as part of the next step. Click Ok or press enter.



5. An Orx formatted configuration section will popup. This can be selected and copy/pasted into your INI file.

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/tutorials/tools/tool-to-extract-gimp-guides

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