Hello developers,

Welcome to the beta file format description for Spriter's XML format, SCML. Please only implement this format if you understand that the format WILL change. Only implement to test out the ease of implementation at this stage of development. Implementations of the beta file format WILL be obsolete when Spriter 1.0 is released.

The file format described here does not contain descriptions for parts of the file format not yet fully supported by the beta. This description does not contain hotspot(pivot point) information, which won't be useful to developers until tweening and skeletal animation is integrated, so all sprites should be positioned, rotated, and resized by the top-left corner of the sprite.

If you wish to export your own animations without hotspot information (pivot-point reset to top left), please use the Spriter.exe included in the 'spriter' folder in this package, and use the new file option, Save Beta. Do not save over your only project file, as you will lose the in-editor hotspot information as well. You can use Spriter.exe wherever you've extracted, or you can overwrite the exe in your installation directory. There is an example SCML file and images included with this zip as well.

Thanks for testing! Please email any questions to lucid@brashmonkey.com.

\<spriterdata>	Encloses entire file
\<char> **\<name>char_000\</name>**	\<char> Character. In the beta there will always be only one Character per file

\<anim>
  \<name>animation_000\</name>
	\<anim> Animation. There can be any number of \<anim>'s per \<char>
	  \<name>The name of the animation.

\<frame>
   \<name>frame_000\</name>
   \<duration>500.00000\</duration>
  \</frame>
	\<frame> Keyframe. There can be any number of \<frame>'s per \<anim>
	  \<name> These will correspond the \<frame>'s listed after the \<char>'s.
	  \<duration> How long to keep the frame on screen (in ms).

\</anim>	

\<box>
   \<bottom>9.00000\</bottom>
   \<top>-155.00000\</top>
   \<right>122.00000\</right>
   \<left>-118.00000\</left>
  \</box>
	\<box> Bounding box for the entire character, relative to the 0,0 of the character (the red crosshair in the editor) (5 digits of precision)

\</char>	

\<frame>
  \<name>frame_000\</name>
	\<frame> There can be any number of \<frame>'s per file.
	  \<name> of the \<frame>, referred to by the keyframes above.

\<sprite>
   \<image>p1_sword_0\sword_0.png\</image>
   \<color>16777215\</color>
   \<opacity>100.00000\</opacity>
   \<angle>-7.59464\</angle>
   \<xflip>0\</xflip>
   \<yflip>0\</yflip>
   \<width>187.00000\</width>
   \<height>88.00000\</height>
   \<x>-25.86461\</x>
   \<y>-50.97133\</y>
  \</sprite>
	\<sprite> Each \<frame> can have any number of \<sprite>'s.
	  \<image> refers to the path and filename of the imagefile to draw
	  \<color> in RGB integer form (16777215 is white)
	  \<opacity> from 0 – 100 with 5 digits of precision
	  \<angle> in degrees counterclockwise (→ = 0; ↗ = 45)
	  \<xflip> multiply width by -1
	  \<yflip> multiply height by -1
	  \<width> width to display sprite, in pixels(5 digits of precision)
	  \<height> height to display sprite, in pixels(5 digits of precision)
	  \<x> and \<y> position to display sprite, relative to the 0,0 of the character (the red crosshair in the editor) (5 digits of precision)

\</frame>	
\</spriterdata>	