**Load Sequential Images as Animation**

Although the main point of Spriter is to allow you to create frames out of multiple images connected together, some people may want to use full image frames (perhaps rendered from a 3d program or hand animated by a cartoonist etc.) and just take advantage of the other nice features Spriter has to offer, such as collision rectangles, variables, sound triggering, etc.

For these projects Spriter offers an automated feature to make short work of an otherwise tedious task!

To import a set of sequential images as an animation you need to:

1)Make sure all the frame images are in a single folder inside the main project folder.  Ideally these images would be named in alphanumeric order.  Example: idle_0.png, idle_1.png, Idle_2.png etc
2)Choose "Load Sequential Images as Anim" form the Animation menu and use the dialogue that appears to select the image files that you want to be imported.
3)Also use this same dialogue box to enter the name of the new animation that will include these frames.  You can even use the X and Y edit boxes in the dialogue to designate an offset that the images will be placed in their corresponding frames.
4)Click OK

You should see that a new frame has been created, with the same name as each of the images, and a new animation has been created with the name you designated.  The new animation includes each of the new frames in sequential order.  You'll likely need to tweak frame durations and perhaps change orders to finish your animation.