

Merge Two Projects

Many games are huge artistic undertakings. It is often critical for a game team to include multiple artists working on the same project at the same time. Trying to Share one Spriter project file could be a scheduling nightmare.

For this reason Spriter has a built in feature that allows you to merge one Spriter Project file with Another.

There are some critically important rules that all of the artists must follow when you will be merging Spriter project files together:

- 1) Make sure to agree to a naming convention for frames to guarantee that don't accidentally create frames with identical names! An easy solution might be the first initial of the artist followed by an underscore at the beginning of each name of the frame they create... for example, if one artist's name is Bob, and the others is Dan, then all of the frames Dan makes should look like: D_Idlle_0, and all the frames that Bob make should be called B_punch_0.
- 2) Ideally, each artist should be working on separate Characters, and should be using images in separate folders from the ones the other artist(s) are using. This is the greatest insurance that no one will mess up the other persons work by changing an image, frame etc that the other artist might end up using as well.

It's OK if this is not possible, just remember to make sure not to change any frame that the other artist might be using as well, and to use naming conventions to make sure you never accidentally replace an image or frame that the other artist had created.

This is an advanced feature that permanently changes a project file, so make sure you back up all files before using it!