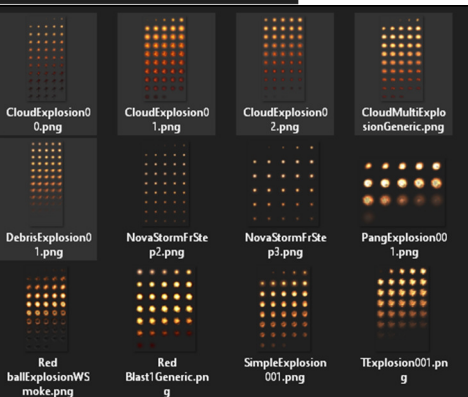How to load sprite sheets into RPG maker MV.

The intention of this document is to show you how to load up your sprite sheets into RPG maker MV for creating animations/special effects. It is not intended to be a tutorial on making animations or special effects. That is beyond the scope of this document.
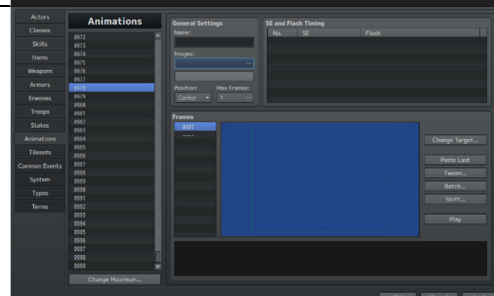
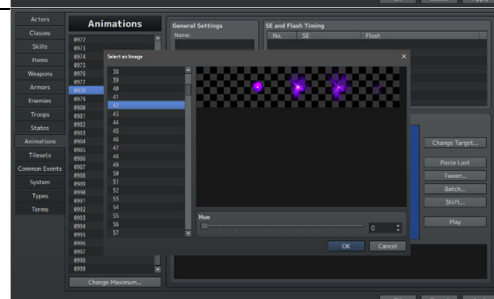This document explains the basics using Windows built in "File Explorer".
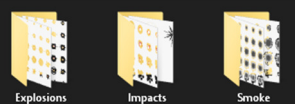
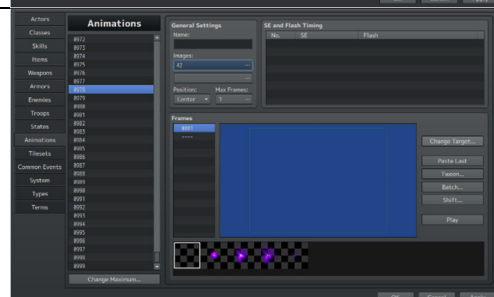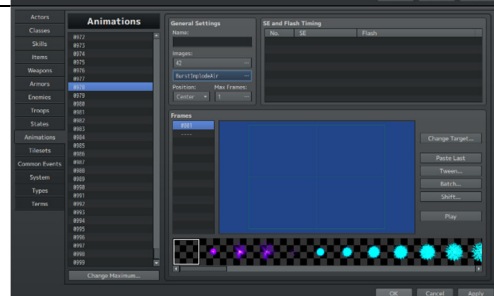|	
	• Unzip the file alotofimpacts.zip. • Choose one of the sub-folders Explosions, Impacts or Smoke under the folder alotofimpacts.
	• Inside the sub-folders are the sprite sheets you will copy to your RPG Maker MV animation folder. • Select the files you want by pressing "CTRL" and left click with mouse. This will allow you to choose individual files. • Once you have your selection either right clicking and choosing "Copy" or pressing "CTRL" and "C" • Go to your animation folder. It is located under {your game folder} > img > animations/ • Right click in the folder and choose "Paste" or press "CTRL" and "V" • In RPG Maker MV click Tools >Database.
	• On the left side of the database window you will see Animations. Click on the button "Animations" • This will display the Animation window. • Select the dark blue box under the word Images:"
	• This will bring up a new dialog box where you can choose the sprite sheet you want. • On the left side of the dialog box are the names of the files. Click on the names to preview sprite sheets. • When you find the sprite sheet you want, click the "OK" button at the bottom of the dialog box.
	• Once you have selected the animation you want it will appear in the bottom window. • You can now begin to create your animation.
	• Alternatively, you can choose to add and additional sprite sheet to your animation. • You can now begin to create your animation.