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Animated sprite editor & pixel art tool -- Fork of the last GPLv2 commit of Aseprite <https://github.com/LibreSprite/LibreS...>

4,861 commits 2 branches 58 releases 34 contributors GPL-2.0

Branch: master New pull request Find file

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This branch is 25 commits ahead, 1744 commits behind aseprite:master.

jhhaggar and akien-mga New LibreSprite icons Latest commit f9092f2 Jun 3, 2018

cmake	Minor change in FindTests.cmake	Jun 22, 2016
data	New LibreSprite icons	Jan 22, 2019
desktop	Remove Aseprite screenshots from AppStream data	Jan 22, 2019
docs	Add color field to doc::UserData	Dec 11, 2015
src	Rename application to LibreSprite, set version to 1.0-dev	Jun 19, 2018
third_party	Partial rebranding of Aseprite in LibreSprite	Jun 3, 2018
.gitattributes	Convert text files from DOS to UNIX line endings	Jun 3, 2018
.gitignore	Ignore build dir	Dec 9, 2015
.gitmodules	Convert undo library into a submodule	Aug 1, 2016
.travis.yml	Install an updated libstdc++ for travis CI/clang	Jun 28, 2016
CMakeLists.txt	CMake: Define ALLEGRO_NO_FIX_ALIASES to fix build	Jan 1, 2019
CODE_OF_CONDUCT.md	Convert text files from DOS to UNIX line endings	Jun 3, 2018
CONTRIBUTING.md	Update CONTRIBUTING.md	Sep 1, 2016
INSTALL.md	Rename Aseprite and Aseprite-gpl to LibreSprite in docs	Jun 3, 2018
ISSUE_TEMPLATE.md	Rename Aseprite and Aseprite-gpl to LibreSprite in docs	Jun 3, 2018
LICENSE.txt	Convert all newline to LF style and remove all tabs.	Jan 5, 2012
README.md	Add history of the fork in README	Jun 3, 2018

README.md

LibreSprite

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Introduction

LibreSprite is a free and open source program to create animated sprites. Its main features are:

- Sprites are composed by **layers & frames** (as separated concepts).
- Supported **color modes**: **RGBA**, **Indexed** (palettes up to 256 colors), and Grayscale.
- Load/save sequence of **PNG** files and **GIF** animations (and FLC, FLI, JPG, BMP, PCX, TGA).
- Export/import animations to/from **Sprite Sheets**.
- **Tiled** drawing mode, useful to draw **patterns** and textures.
- **Undo/Redo** for every operation.
- Real-time **animation preview**.
- **Multiple editors** support.
- Pixel-art specific tools like filled **Contour**, **Polygon**, **Shading** mode, etc.
- **Onion skinning**

History

LibreSprite originated as a fork of the [Aseprite](#) application, developed by [David Capello](#). Aseprite used to be distributed under the [GNU General Public License](#) version 2, but was moved to a proprietary license on [August 26th, 2016](#).

This fork was made on the [last commit](#) covered by the GPL-2.0+ license, and is now developed independently of the proprietary Aseprite.

Credits

LibreSprite includes color palettes created by:

- [Richard "DawnBringer" Fhager](#) palettes, **16 colors, 32 colors**.
- [Arne Niklas Jansson](#) palettes, **16 colors, 32 colors**.

It tries to replicate some pixel-art algorithms:

- [RotSprite](#) by Xenowhirl.
- [Pixel perfect drawing algorithm](#) by Sébastien Bénard and Carduus.

And it uses the following third-party libraries:

- [Allegro 4 - allegro4 license](#)
- [FreeType - FTL license](#)
- [Google Test - gtest license](#)
- [XFree86 - XFree86 license](#)
- [curl - curl license](#)
- [duktape - MIT license](#)
- [giflib - giflib license](#)
- [libjpeg - libjpeg license](#)
- [libpng - libpng license](#)
- [libwebp - libwebp license](#)
- [loadpng - zlib license](#)
- [modp_b64 - BSD license](#)
- [pixman - MIT license](#)
- [simpleini - MIT license](#)
- [tinycl - zlib license](#)
- [zlib - ZLIB license](#)

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