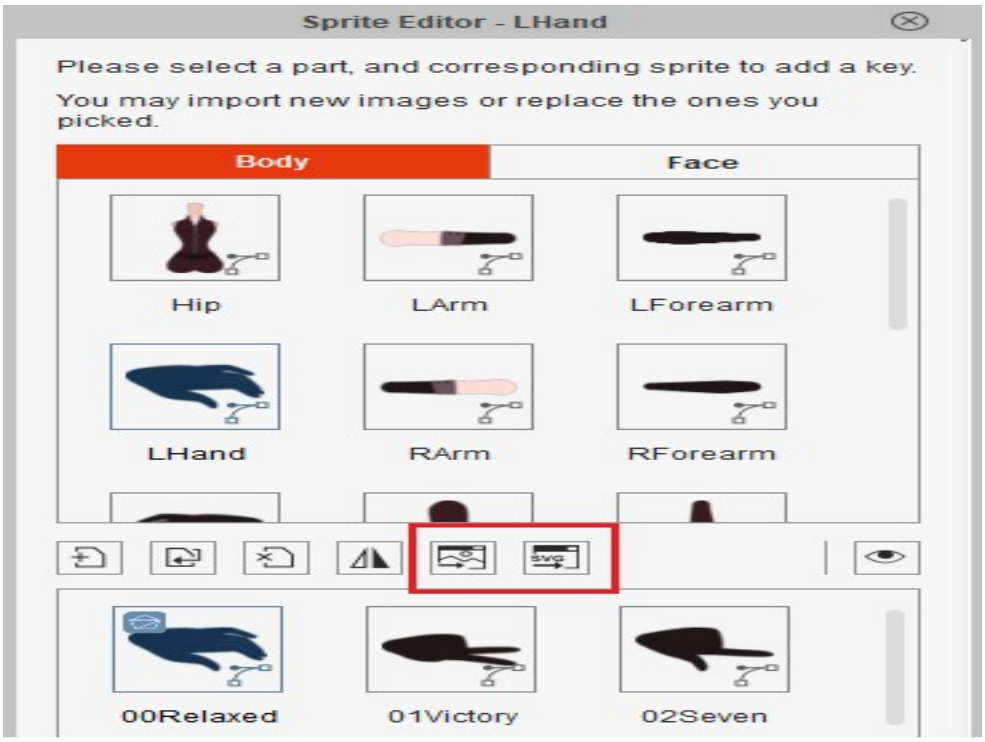
	Create	Edit
Adobe Illustrator CC2019 or later	V	V
Affinity Designer 1.10.5~2.6.2	V	V
CorelDraw 2019 or later	V	X
InkScape 1.2 or later	V	Sprite Only

The Create includes Vector Import, and Direct Creating Assets for Scene, Props, and Actor.

If you don’t have the Vector source, you can launch and edit sprite elements on Sprite Editor in composer mode by Adobe Illustrator, Affinity Designer, and Inkscape.



And the whole object launch for editing fully supports Illustrator and Affinity Designer only.

This is due to encountering software compatibility problems. When we import and export objects into other drawing software, we often encounter unexpected issues After multiple tests, we found that Adobe Illustrator is more accurate in transferring data. Therefore, we have focused on processing Adobe Illustrator first to prevent unexpected issues for users.

We understand the demand for other drawing software, and we will be adding additional options in the near future to meet the requirements of different users.