This is how to import battle animations.   A battle animation can be formed from a single PNG file, and after adding it, the number of image segments can be set.

------ Importable File Format -----

- File Format: PNG Format (Full Color)
- Sizes: A maximum of 2048 x 2048 pixels. Indicate a number of segments to determine the size of each image segment. The maximum number of segments is 64.
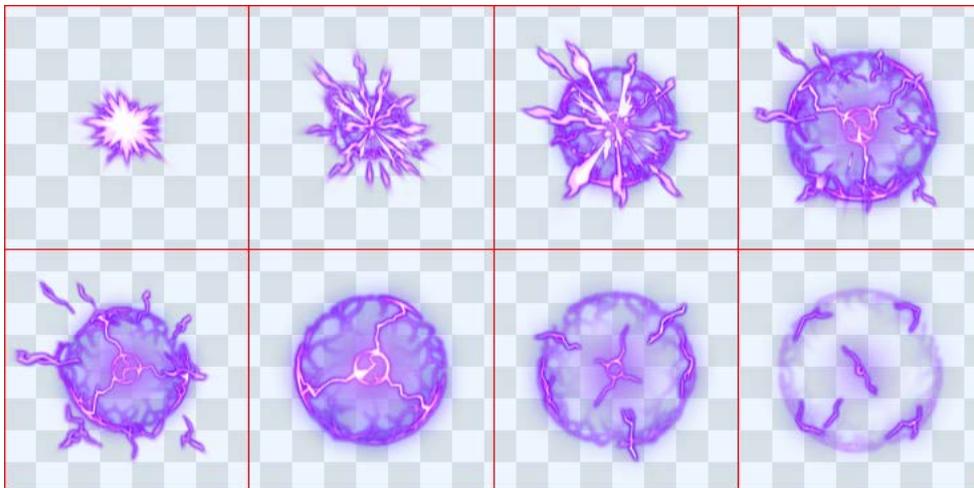
----- How to Export System Materials -----

It is possible to export system character assets to another folder for later use.
1) Select the animation you wish to export from the list of battle animations.
2) Click the export button at the top of the list.
3) Select the export folder from the left-hand file tree, then click the select folder button.
4) A folder entitled "EffectImages" will be created inside the selected folder, which will contain the PNG files.

----- How to Import (or Add Assets) -----

Select the PNG format file to import the file.

1. Select the "Battle effects" tab.
2. Press the "+Add" button above the "Battle effect asset list".
3. Select "Choose from Local File" tab from the "Select Resource" window.
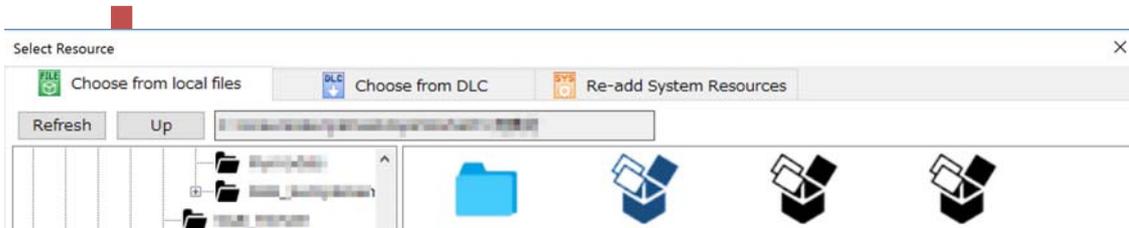
4. Select the file you want to import from the right side of the window and press "Add" button. Your new material will be added to the list. The default files will be distinguished from those added files from users which will be shown in the green color icons. The user imported materials will be saved in the game file when you save your game data. The original files are not be used as they are.

------ Frame Division -----

When adding a graphic, set the number of horizontal and vertical segments to apply to the animation.

1. Select "Battle effects" tab
2. Choose a material from the "Battle effect asset list"
   The user based material is displayed with green icons.
3. IEnter the vertical and horizontal split in the Properties field.