

## Sprite Editor (when the mouse is over the Sprite Editor)

### Drawing

- Left button » Draw with Foreground color
- Right button » Draw with Background color
- Alt+Left button » Pick the Foreground color
- Alt+Right button » Pick the Background color
- X key » Switch Foreground & Background colors

### Zoom

- 1, 2, 3, 4, 5 or 6 » Change the zoom
- Mouse wheel » More (up) or less (down) zoom

### Scroll

- Middle button » Move scroll
- Space bar+Left button » Move scroll

### Change Color

- Alt+Mouse wheel » Displace Foreground color in color-bar
- Alt+Shift+Mouse wheel » Displace Background color in color-bar

### Change Frame

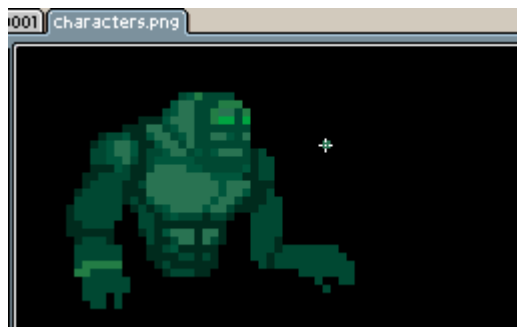
- Ctrl+Mouse wheel (up) » Next frame
- Ctrl+Mouse wheel (down) » Previous frame

### Move Cel

- Ctrl+Left button » Move cel's position (x, y)

### Tools

- C » Show/Hide the *Tools Configuration* dialog
- M » Select Rectangular / Elliptical Marquee
- Q » Lasso / Polygonal Lasso
- W » Magic Wand
- E » Eraser (Left button)  
Replace Foreground with Background color (Right button)
- I » Eyedropper tool
- H » Hand tool (to move scroll)
- V » Move (*work-in-progress*)
- B » Pencil
- S » Spray
- G » Paint Bucket
- L » Line
- Y » Curve
- U » Rectangle / Ellipse
- D » Contour / Polygon
- R » Blur / Jumble



### Editing

- Ctrl+Z » Undo
- Ctrl+R » Redo
- Ctrl+X » Cut selected region in clipboard
- Ctrl+C » Copy selected region in clipboard
- Ctrl+V » Paste from clipboard
- Del or Backspace » Clear selected region

### Selection

- Ctrl+A » Select all
- Ctrl+D » Deselect
- Ctrl+Shift+D » Reselect (if you have deselected)
- Ctrl+Shift+I » Invert selected region

### View

- TAB » Animation Editor
- F4 » Palette Editor
- F8 » Preview

### Grid

- Shift+G » Show/hide grid
- Shift+S » Snap to grid (on/off)

## Animation Editor (TAB key)

### In Layers

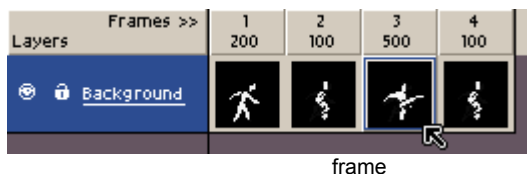
- Left button » Select the layer as the current layer
- Right button » Show layer popup menu
- Drag & drop w/Left button » Move a layer after other layer

### In Frames

- Left button » Frame properties (duration in msecs)
- Right button » Show frame popup menu
- Drag & drop w/Left button » Move a entire frame (all cels) before other frame

### In Cels

- Right button » Show cel popup menu
- Drag & drop w/Left button » Move cel to other layer and/or frame
- Drag & drop w/Right button » Move or Copy cel to other layer and/or



Selection Tools (Marquee, Lasso, etc.)

## Animation Control (for Sprite & Animation Editor)

- Enter » Play animation
- Left » Previous frame
- Right » Next frame
- Home » Jump to first frame
- End » Jump to last frame
- Tab » Switch between *Sprite Editor* & *Animation Editor*
- N » Create a new frame
- P » Frame properties (e.g.: milliseconds of duration)

## Layers Navigation (for Sprite & Animation Editor)

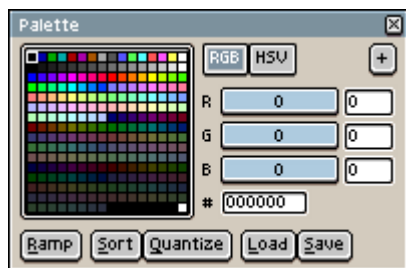
- Up » Select next layer in the stack (more in the front)
- Down » Select previous layer in the stack (more in the back)

## Palette Editor (F4 key)

- F4 » Show the Palette Editor
- Left button » Pick the Foreground color
- Right button » Pick the Background color

### Select a range of colors (then you can use the "Ramp" button)

- Shift+Left button » Select a lineal range
- Ctrl+Left button » Select a box



## Color Bar (*work-in-progress*)

### Select a Color

- Left button » Pick the Foreground color
- Right button » Pick the Background color

### Mouse Wheel

- Mouse Wheel » Scroll colors (+Shift scroll by column)
- Alt+Mouse Wheel » Add/Remove columns
- Ctrl+Mouse Wheel » Change buttons size

