

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

Scroll

- Middle button » Move scroll
- Space bar+Left button » Move scroll
- Mouse wheel » Vertical scrolling (+Shift » big steps)
- Ctrl+Mouse wheel » Horizontal scrolling (+Shift » big steps)

Zoom

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

Move Cel

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

Tools

- C » Show/hide the Tools Configuration dialog
- M » Rectangular Marquee
- E » Eraser (Left button)
Replace Foreground with Background color (Right button)
- B » Switch between Pencil & Brush tools
- S » Spray
- G » Paint Bucket
- L » Line
- U » Switch between Rectangle & Ellipse tools
- R » Blur
- J » Jumble



Editing

- Ctrl+Z » Undo
- Ctrl+R » Redo
- Ctrl+X » Cut selected mask in clipboard
- Ctrl+C » Copy selected mask in clipboard
- Ctrl+V » Paste from clipboard
- Ctrl+B » Clear selected mask

Mask

- Ctrl+A » Select all
- Ctrl+D » Deselect
- Ctrl+Shift+D » Reselect (if you deselected the mask)
- Ctrl+Shift+I » Inverse mask

View & preview

- A » Switch to *Advanced Mode*
- F6 » Preview: Fit to screen
- F7 » Preview: Normal
- F8 » Preview: Tiled

Grid

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

Animation Editor

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 msec)
- 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 frame



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)

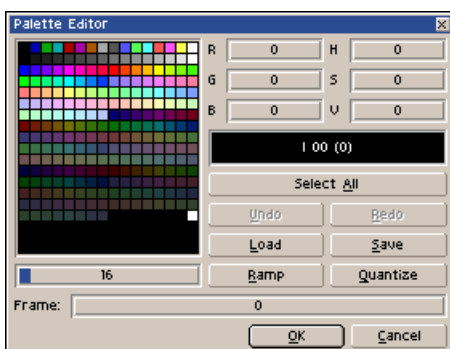
- Up » Select next layer in the stack (more in the front)
- Down » Select previous layer in the stack (more in the back)

Palette Editor

- F4 » Show the Palette Editor

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

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



Color Bar

Select a Color in the range

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

Change the range of colors

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



First color in the range

Changing the first or the last color in the range, a gradient is made

Last color in the range

Foreground color

Background color