Fresh Editor Design

# Analysis of Flash Editor

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| **Action** | **Target** | **Result** |
| Click | Selected object | None |
| Down | Empty space | Begin selection rectangle |
| Up | Empty space | Select all in rectangle |
| Down and drag or hold | Unselected object *A* | Deselect all, move *A* |
| Down and drag | Selected object *A* | Move all selected objects |
| Shift+click | Unselected object *A* | Select A |
| Shift+click | Selected object *A* | Deselect A |
| Shift+down+drag | Object | As without shift, but moves with orthagonality |
| Alt+down+drag | Selected object | Clones all selected objects, moves selection to clones, and moves clones |
| Alt+down+drag | Unselected object *A* | Deselects all, clones *A*, selects clone, moves clone |
| Double-click | Object | Edits object |
| Double-click | Empty space | Edits parent |

Objects being dragged have “snapping” gizmos. Selected objects not being dragged have the selected gizmo.

# Changes to Flash Editor Design

Modifier keys (shift, alt) are unavailable on iOS. Empty space is harder to come by in the Fresh Editor. Therefore some changes to the UI design are necessary.

Some changes require additional UI elements, such as buttons and ribbons.

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| --- | --- | --- |
| **Action** | **Target** | **Result** |
| Tap | Selected object | None |
| Down | Empty space | Begin selection rectangle |
| Up | Selection rectangle started | Select all in rectangle |
| Down and drag or hold | Unselected object *A* | Deselect all, move *A* |
| Down and drag | Selected object *A* | Move all selected objects |
| Shift+click | Unselected object *A* | Select A |
| Shift+click | Selected object *A* | Deselect A |
| Two-finger+down+drag | Object | As without shift, but moves with orthagonality |
| ~~Alt+down+drag~~ | ~~Selected object~~ | ~~Clones all selected objects, moves selection to clones, and moves clones~~ |
| ~~Alt+down+drag~~ | ~~Unselected object~~ *~~A~~* | ~~Deselects all, clones~~ *~~A~~*~~, selects clone, moves clone~~ |
| Double-click | Object | Edits object |
| Double-click | Empty space | Edits parent |

**Selection ribbon** shows list of editable objects from the root to the current one. Tapping a button on the ribbon makes that object the current one.