
PYKEY CANVAS

MANUAL

Designed by Filippvas in Athens

Welcome

And thank you for choosing PyKey Canvas

With this Manual you will learn useful tips that will help you get the most out of the PyKey Canvas

• CURSOR MOVEMENT

To move the cursor, you'll need four keys, "I", "K", "J", "L". With "I" you can go Up, with "K" down, "J" left and "L" right

• COMMANDS

Other commands such as "S", "E" and "D" have very simple use but are very important.

“S” shows the canvas, “E” enters a value where the cursor is at and “D” pastes the character onto the canvas

• MISTAKES

Made a mistake? No need to worry. You can just enter the correct value, the same POSITION X and Y and then just press “D”.

• VALUES

To enter a value, you just need to move the cursor to the desired variable and press “E”. You will be redirected to a text saying to enter a value. There you enter the new value.

• TYPE

There are three Types.

“S” for Symbol, “N” for
Number and “C” for Letter.

• POSITION

The position x and y variable is pretty self-explanatory. The canvas is a 5 X 5 Box so you can only enter numbers between 1 and 5. The POSITION X is the left and right axis and the POSITION Y is the up and down axis

• ERRORS

If the software detects an error, it will stop and display an error message. You can press “P” to proceed and “Q” to quit. Error Codes:

316: Command Not Found.

025: Type value not available

055: Character value not available

254: Position X value not available

251: Position Y value not available

348: Can't change value

- **DON'TS**

Don't use small letters

Don't enter unknown commands

Don't use numbers in Position values that are
higher than 5 or smaller than 1

Don't enter more than 1 letter on one value

**We hope you enjoy our
product!**