

Magic Canvas - User Interface

<h1>

<button>
id="delete" <click>

<div>
id="main" <load>

<label> class="switch"

<input>
type="checkbox" <click>

<button>
id="save" <click>

<h3>

<div>
id="pictures"

<h3>

<input>
type="radio" id="standard"

<input>
type="radio" id="small"

<input>
type="radio" id="medium"

<input>
type="radio" id="large"

Magic Canvas

delete

save

load

<input>
type="checkbox" <click>

<button>
id="save" <click>

<h3>

<div>
id="pictures"

<h3>

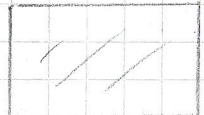
<input>
type="radio" id="standard"

<input>
type="radio" id="small"

<input>
type="radio" id="medium"

<input>
type="radio" id="large"

Latest pictures



Show more

<button>
id="more" <click>

Canvas Size

- Standard
- small
- medium
- large

<canvas>
id="canvas"

<div>
class="canvasize"

<div>
class="color"

<div>
id="wand"

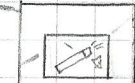
<div>
id="blue"

<div>
id="yellow"

<div>
class="forms"

<div>
id="red"

<div>
id="green"



Position

Rotate

Generate

id="positionchange"

id="rotate"

<button>
id="generate" <click>