

## a!Lc\_Freeliner Cheat Sheet

<b>a</b>	Animation	Each render mode has different animation modes
<b>b</b>	Render	Different types of renders, brush strokes, lines, circles, filled shapes...
<b>d</b>	Brush	Brush shape, also affects b-1 a-4
<b>f</b>	Fill Color	(0 is no fill)
<b>h</b>	Easing	Motion design, affects the unit interval
<b>i</b>	Iteration	Allows repeated render at different intervals
<b>k</b>	Stroke Alpha	Alpha channel, 0 is transparent 255 is opaque
<b>l</b>	Fill Alpha	Alpha channel, 0 is transparent 255 is opaque
<b>o</b>	Rotation	Rotates things
<b>p</b>	Probability	(defunct?)
<b>q</b>	Stroke Color	Line
<b>r</b>	Repetition Count	How many will iteration do
<b>s</b>	Size	Size of brush, if an item is selected it adjusts the brush scale
<b>u</b>	Enabler	0 to disable render
<b>v</b>	Segment Select	Which segments to decorate
<b>x</b>	Beat Multiplier	Animation time in beats
<b>w</b>	Stroke Weight	How thick lines are
<b>\$</b>	Save to Bank	Add a other entry in the preset bank
<b>%</b>	Load Bank	Load a preset
	<b>FREELINER</b>	<b>PARAMETERS</b>
<b>c</b>	Place Center	Next left click set item center, right clicking uncenters.
<b>g</b>	Grid	Enable/Disable + set grid size
<b>n</b>	New Item	New set of Geometry
<b>m</b>	Break Line	Start the next line somewhere else
<b>t</b>	Tap Tempo	Tap tap tap
<b>y</b>	Tracers	Enable/Disable + set strength
<b>,</b>	Show Tags	Enable/Disable item tags
<b>/</b>	Show Lines	Enable/Disable show all geometry
<b>.</b>	Snapping	Enable/Disable + set snapping distance
<b>]</b>	Fixed Length	Enable/Disable + set length
<b>[</b>	Fixed Angle	Enable/Disable + set angle
<b>;</b>	Show Pointer	Enable/Disbale + set stuff
<b>@</b>	Save Geometry	Saves geometry to userdata/groups.xml
<b>#</b>	Load Geometry	Loads userdata/groups.xml
<b>*</b>	Save Frames	Saves frames to make movies
<b> </b>	Enter Text	Used for a few things, more in the futur
<b>CPS</b>	CapsLock	Play Mode!
<b>ESC</b>	Unselect	Unselect all the things
<b>CTR</b>	Ease Mouse	Disable snapping and ease mouse

**(ctrl – a selectAll) (ctrl-c clone X to Y) (ctrl-i invertMouse) (ctrl-d setShape)**