a!Lc_Freeliner Cheat Sheet

(Best on US English keyboard)

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

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

On OSX ctrl is replaced by alt