

Add Images to a K-Sketch (super experimental)

First, this is total HACKware. It was added to K-Sketch without much (read: any) integration work. Even rendering is squirrely – Piccolo isn't picking up the image bounds (fixed!). It may work as you expect; it may not. We also added a few layer controls, which will let you adjust which images and strokes appear on top of each other. However, layer information is not saved.

Image support was added in ALPHA2, revision 547. Check your help box to see if you have ALPHA2. If not, grab it from the download link above.

We've heard a lot of demand for images, and we wanted to get the ball rolling.

1. Known problems
2. How does it work?
3. Layer controls
4. Conclusion

1. Known problems

- Images do not export to Flash (fixed!)
- Clipping is broken (fixed!)
- Z-orders don't save – workaround: always add background first!
- Copy and paste will explode the file size (fixed!)

2. How does it work?

By selecting a single stroke and dragging an image file onto the K-Sketch toolbar (or pressing CTRL+M), K-Sketch will associate that image with the selected stroke. The image will appear centered on the center of the stroke. Rotating the stroke will rotate the image, so will translation, scale, and erase (or delete, cut, copy, paste).

3. Layer controls

Selecting a stroke and pressing CTRL+9 will move it forward. CTRL+0 will move it backward. This can be useful to create background images, or move images behind other strokes.

Changing the layer of a stroke happens over all time. Changing layers cannot be animated.

Layer order is not saved.

4. Conclusion

As a final thought, we hope to expand image support in future versions of K-Sketch, perhaps [freeks](#).

