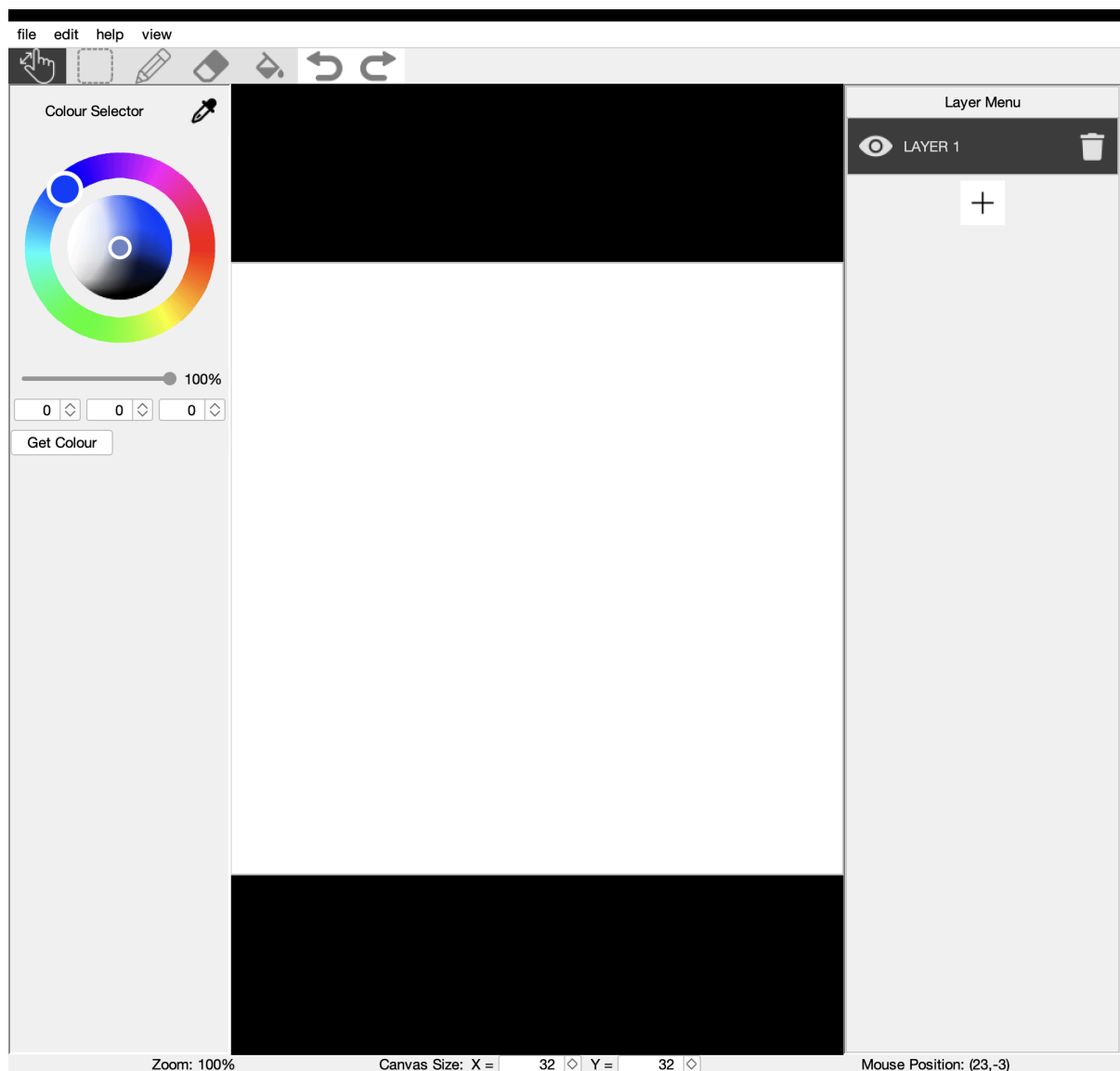


Pixel-based Graphics Editor - USER MANUAL

Getting Started:

- Launch the application using the build/run instructions
- The main canvas will appear in the centre, and drawing tools and a colour selector will be on the left.
- The layer panel is on the right. Refer to the image below for what the user interface looks like:



Tools:

- Refer to the image below for what the toolbar looks like (located in the top left below the menus)



Zoom/Pan Tool: allows you to move around and zoom in/out of the canvas using mouse interactions- ideal for navigating larger artworks



Choose shape type
from drop down menu

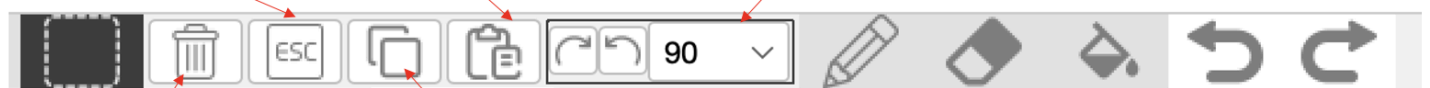
Brush size

Toggle fill

Cancels the current selection
without making changes

Pastes the most recently
copied selection to the
current layer and position

Rotate selection by 90 degree
increments (selectable via the
dropdown)






Delete the currently selected
pixels from the canvas

Copies the selected pixels to the
clipboard (internal to the program)

Layers:

Layer Menu

 LAYER 1 



Toggle visibility of layer

Delete the layer

Add a new layer

Mouse Position: (23,-3)

Toggle visibility of layer

Delete the layer

Add a new layer

Menus:

Open, save or export your work via clicking “file”. Load files or save your project with layers preserved

Toggle dark mode or light mode



Provides quick access to major tools

file

edit

help

view

Import Image

Export Image

Export Active Layer

Save With Layers

Open With Layers

edit

help

view

Pan Zoom

Square Select Tool

Draw Tool

Erase Tool

Fill Tool

view

Toggle Dark Mode