

# The Wick Editor

## The Menu Bar

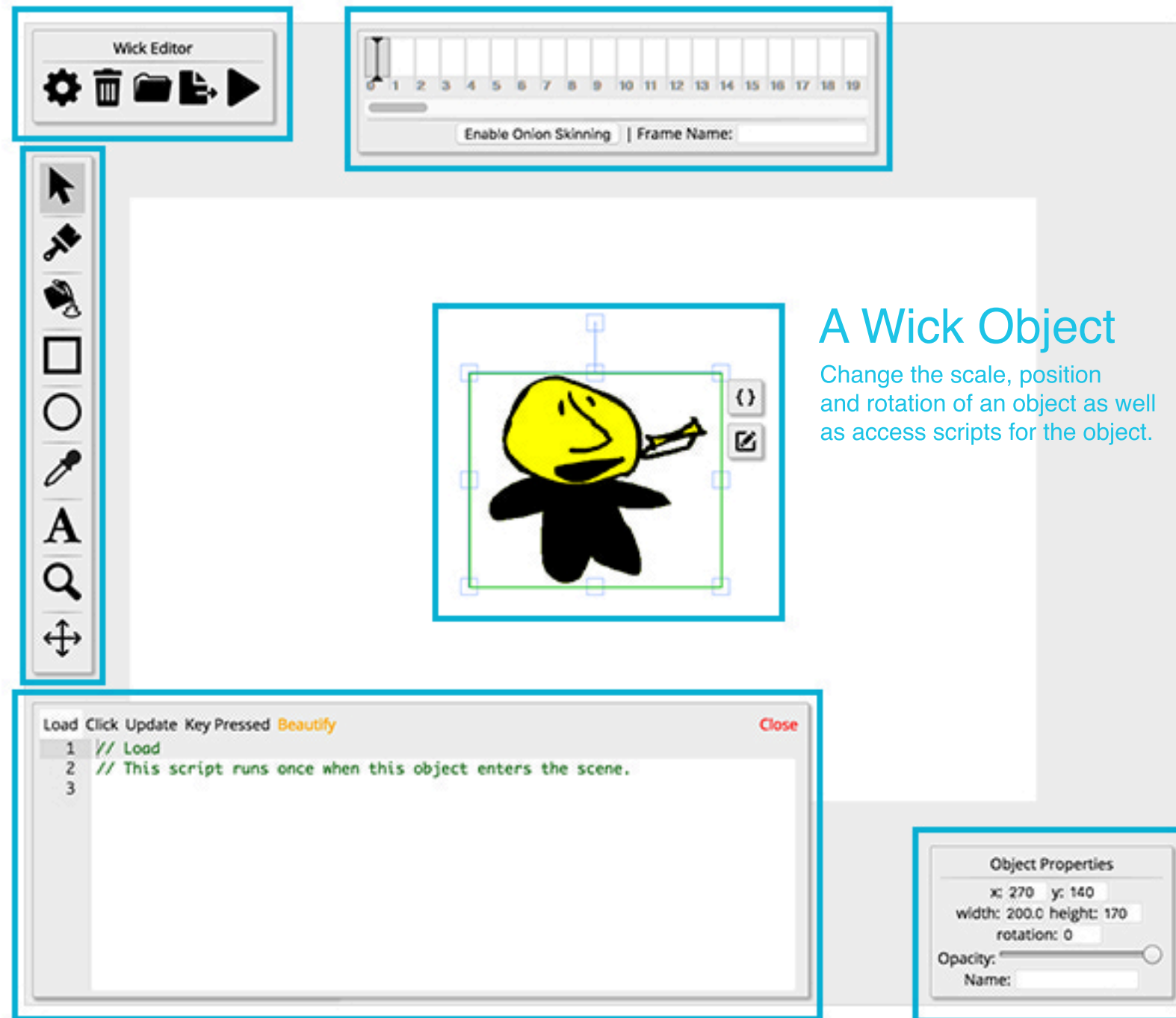
Access settings, create new, import, export and play projects.

## The Timeline

Move Right ">" Copy Frame Right "Shift + >"  
Move Left "<" Copy Frame Left "Shift + <"

## The Toolbar

Cursor "c"  
Paintbrush "b"  
Fill Bucket "f"  
Rectangle "r"  
Ellipse "e"  
Dropper "d"  
Text "t"  
Zoom "z"  
Pan "p"



## The Scripting GUI

Add scripts to symbols that can run when the symbol is loaded, clicked, on update or when a key is pressed.

## A Wick Object

Change the scale, position and rotation of an object as well as access scripts for the object.

## Object Properties

Edit properties of Wick Objects like size, position and name.

# Scripting Cheat Sheet

## Timeline

`gotoAndStop(f) | gotoAndPlay(f)`  
Go to frame "f" and play or stop the timeline.  
`play() | stop()`  
Plays or stops the parent timeline.

## Objects

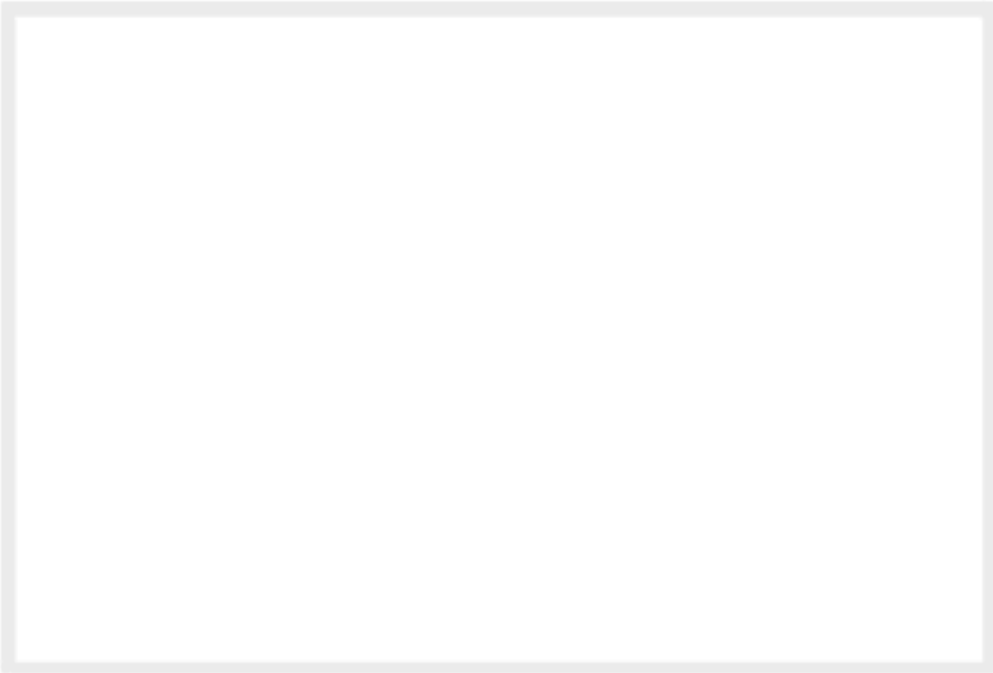
`moveUp(x) | moveDown(x)`  
`moveLeft(x) | moveRight(x)`  
Move an object in a direction by "x" pixels.  
`rotateCW(t) | rotateCCW(t)`  
Rotate an object clockwise (CW) or counter-clockwise (CCW) by "t" degrees.  
`scale(s) | scaleWidth(s) | scaleHeight(s)`  
Scale an object by "s".  
`flipHorizontal() | flipVertical()`  
Flip an object horizontally or vertically.  
`setOpacity(o)`  
Set opacity to "o". "o" should be a number between 0 and 1.  
`hitTest(object)`  
Returns true if "object" collides with the WickObject that called hitTest().

## Sounds

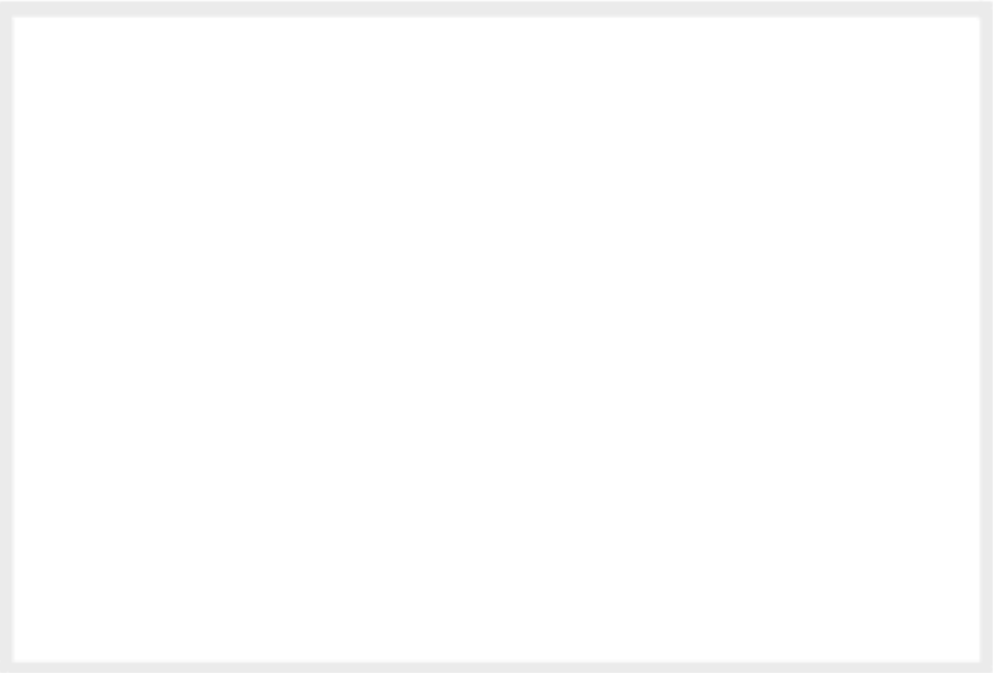
`play() | stop()`  
Play or stop a sound.  
`stopAllSounds()`  
Calls stop() on every sound in the project.  
`setVolume(v)`  
Sets the volume of the sound to "v". "v" should be a number between 0 and 1. If "v" is greater than 1 you may experience clipping!

# Storyboard

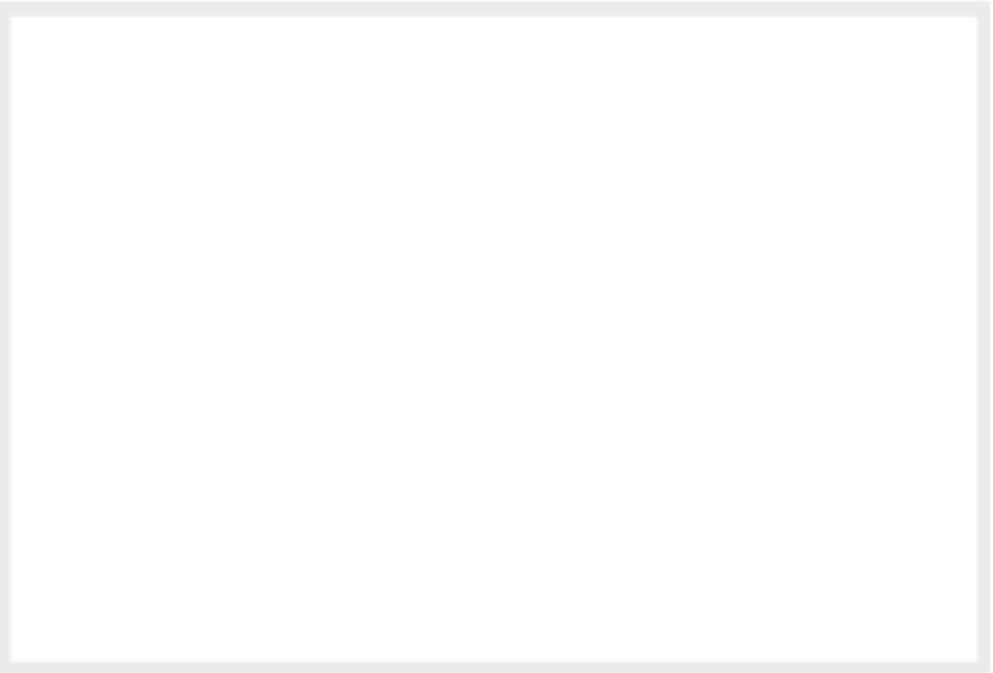
#1 Frame Name:



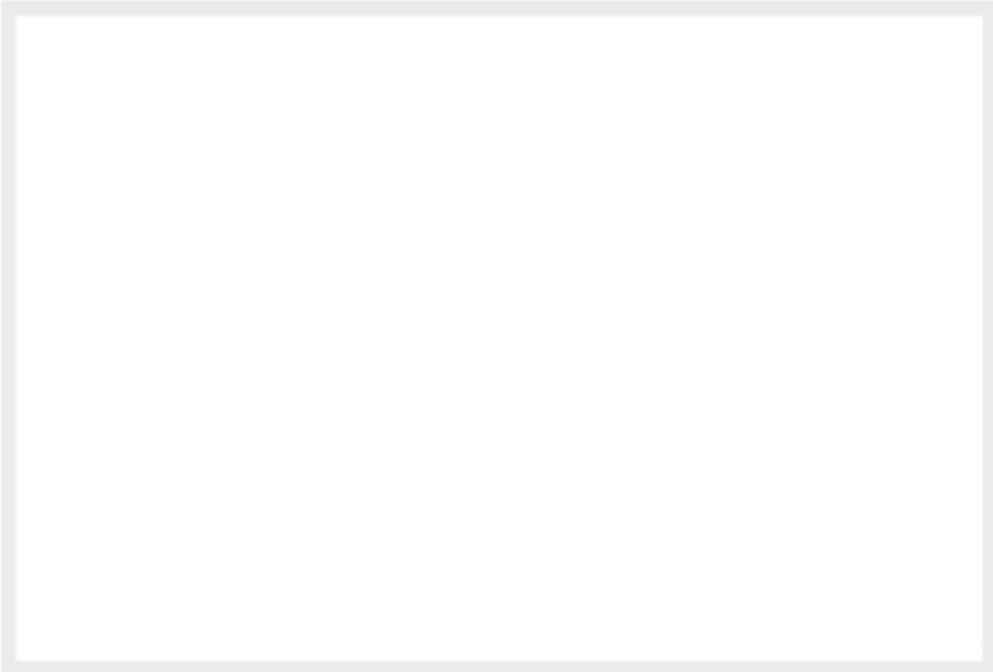
#2 Frame Name:



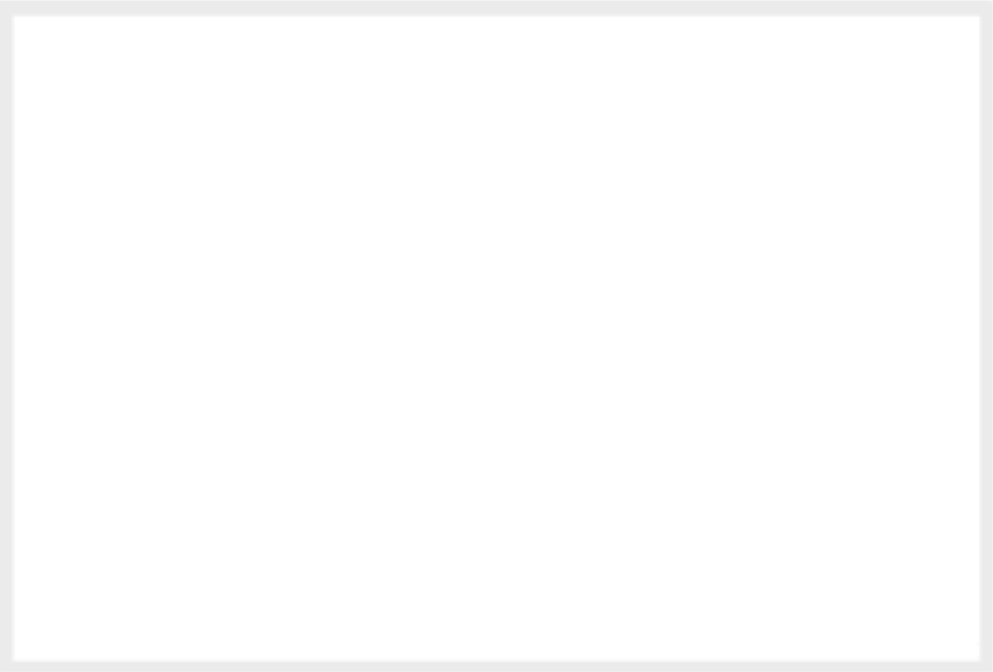
#3 Frame Name:



#4 Frame Name:



#5 Frame Name:



#6 Frame Name:

