

The Wick Editor

The Menu Bar

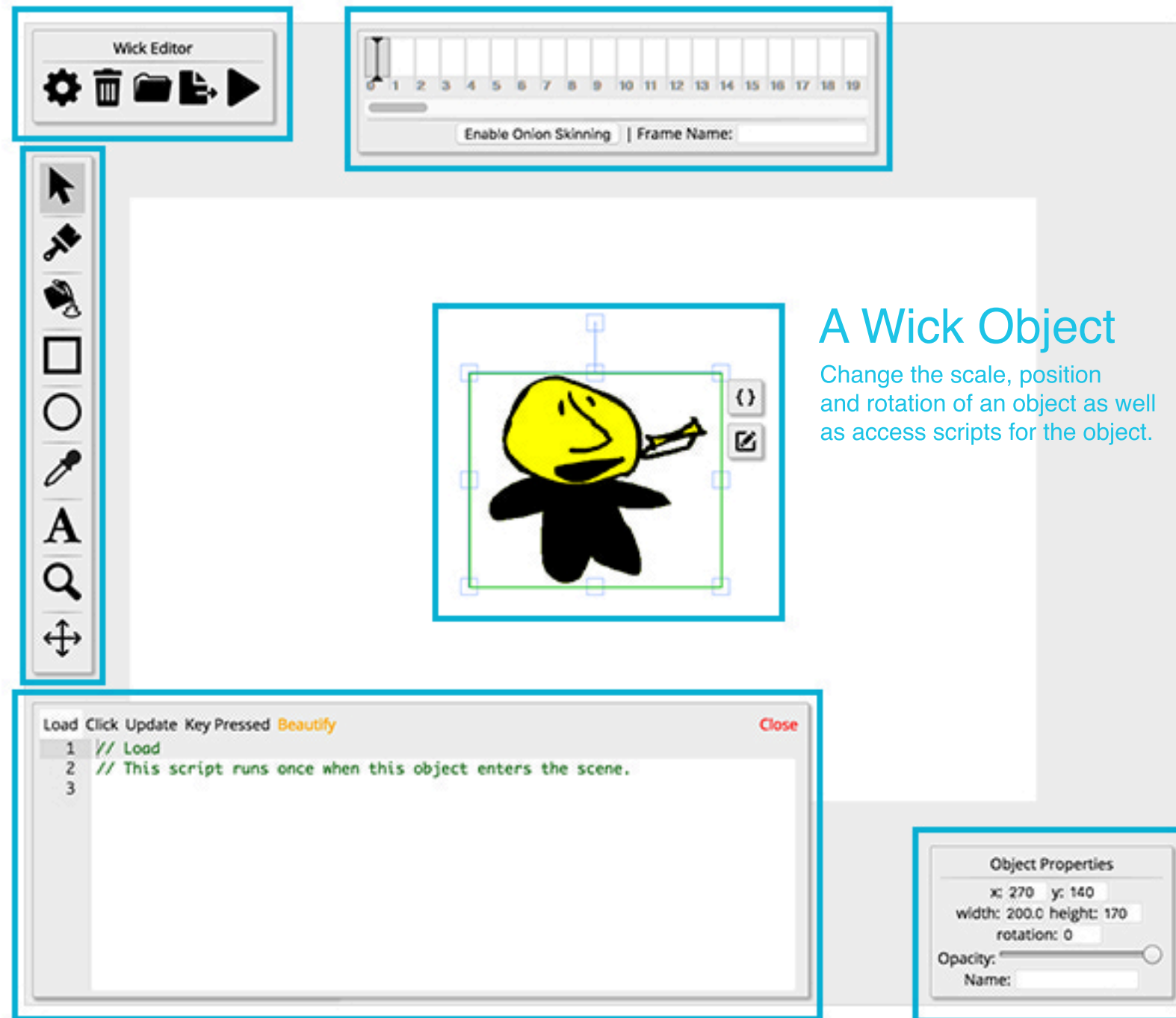
Access settings, create new, import, export and play projects.

The Timeline

Scroll through the frames of your project. Right-click to add layers and new frames.

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

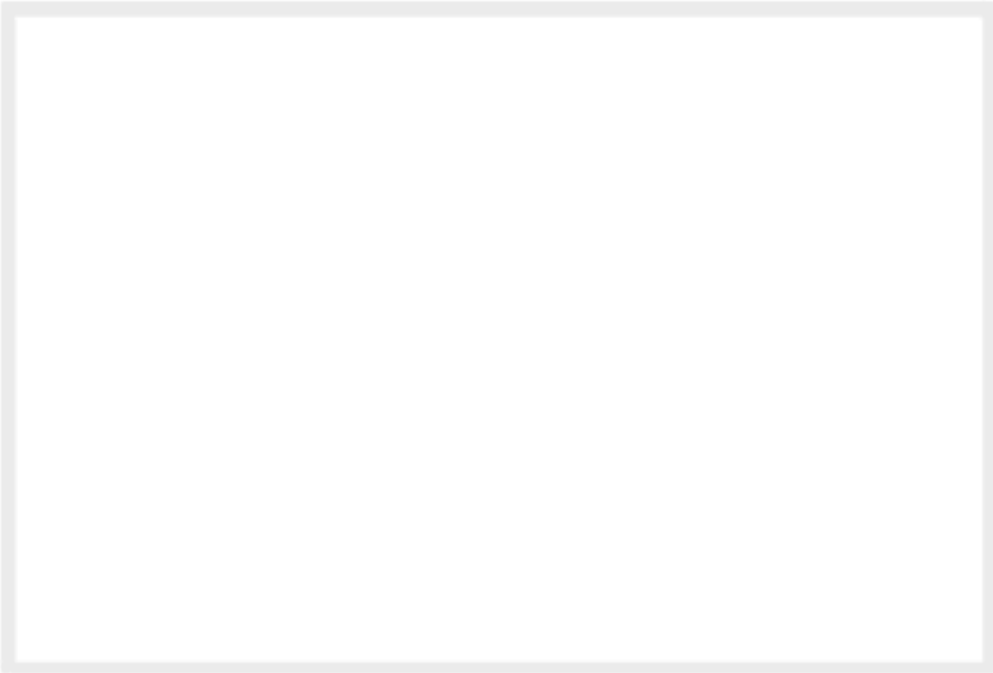
`moveUp(x) | moveDown(x)`
`moveLeft(x) | moveRight(x)`
Move an object in a direction by “x” pixels.
`rotateCW(t) | rotateCCW(t)`
Rotate an object clockwise (CW) or counter-clockwise (CCW) by “t” degrees.
`scale(s) | scaleWidth(s) | scaleHeight(s)`
Scale an object by “s”.
`flipHorizontal() | flipVertical()`
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

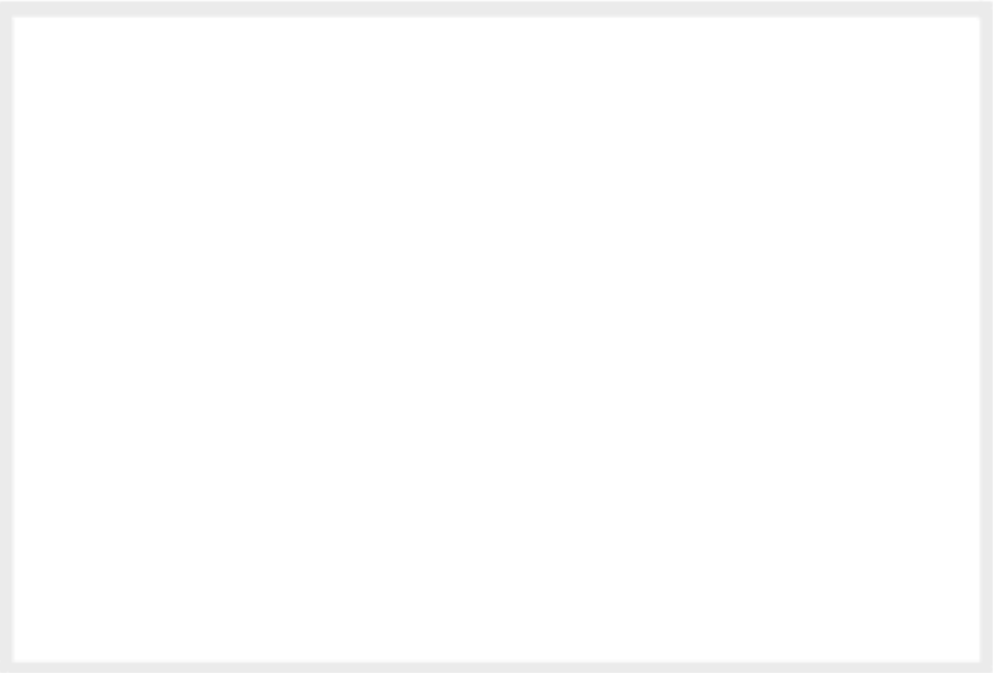
`play() | stop()`
Play or stop a sound.
`stopAllSounds()`
Calls stop() on every sound in the project.
`setVolume(v)`
Sets the volume of the sound to “v”. “v” should be a number between 0 and 1. If “v” is greater than 1 you may experience clipping!

Storyboard

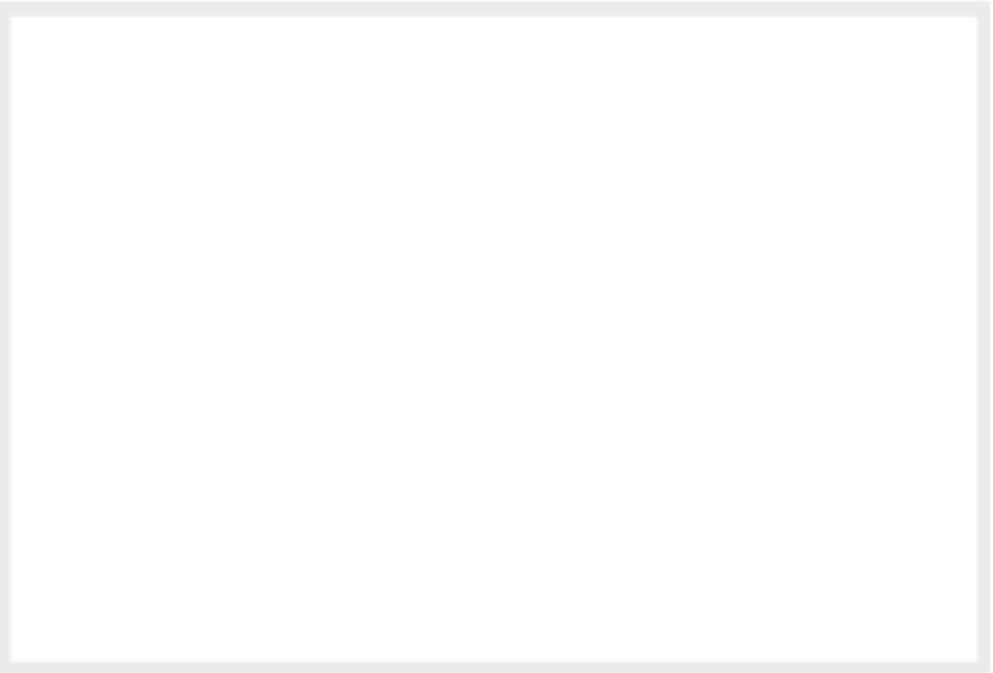
#1 Frame Name:



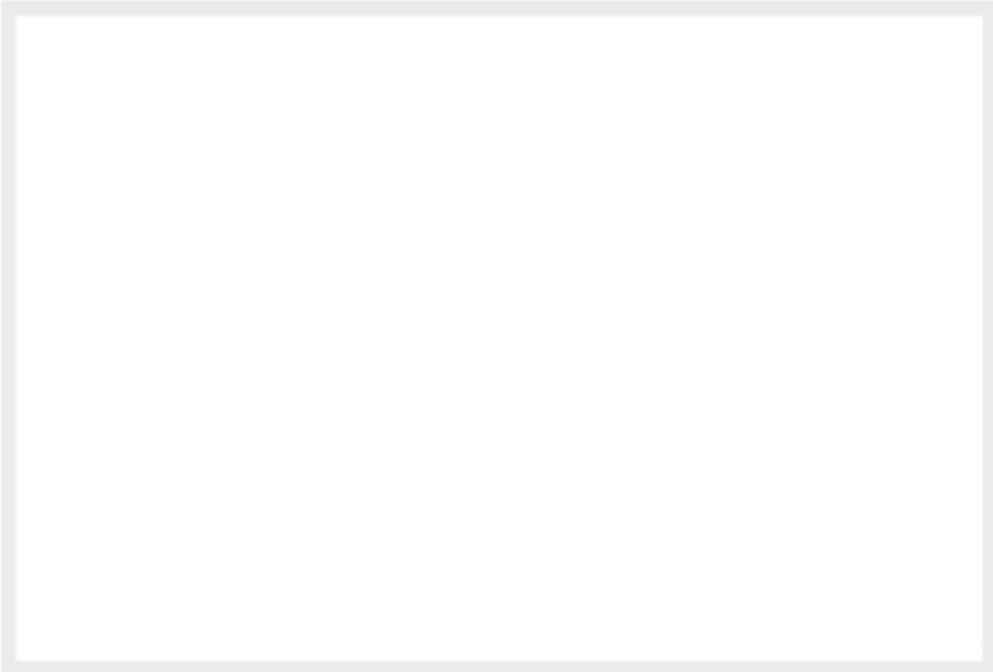
#2 Frame Name:



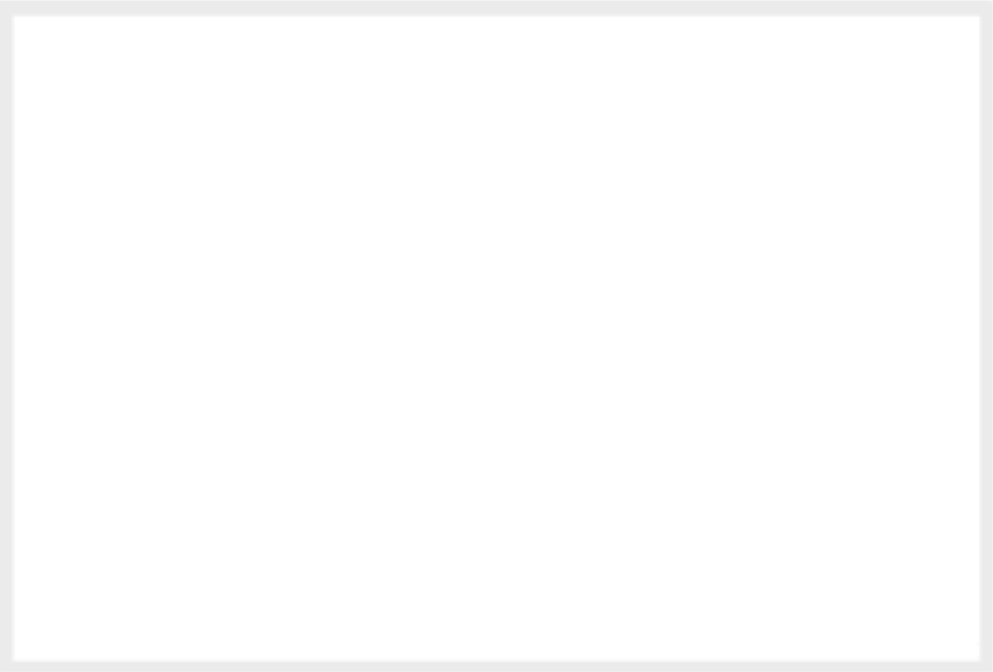
#3 Frame Name:



#4 Frame Name:



#5 Frame Name:



#6 Frame Name:

