PICO-8 Vector Editor Guide (WIP)

(Figure: annotated screenshot of the editor with labels A–N, a color palette, and the following overlaid text:)

S - Copy string to clipb[...]

String length - 130
F - Close/Open polygon
H - Hide lines
Backspace - Delete polygon
Shift + Backspace - Delete instance
Shift + Click vertex - pin/unpin vertex
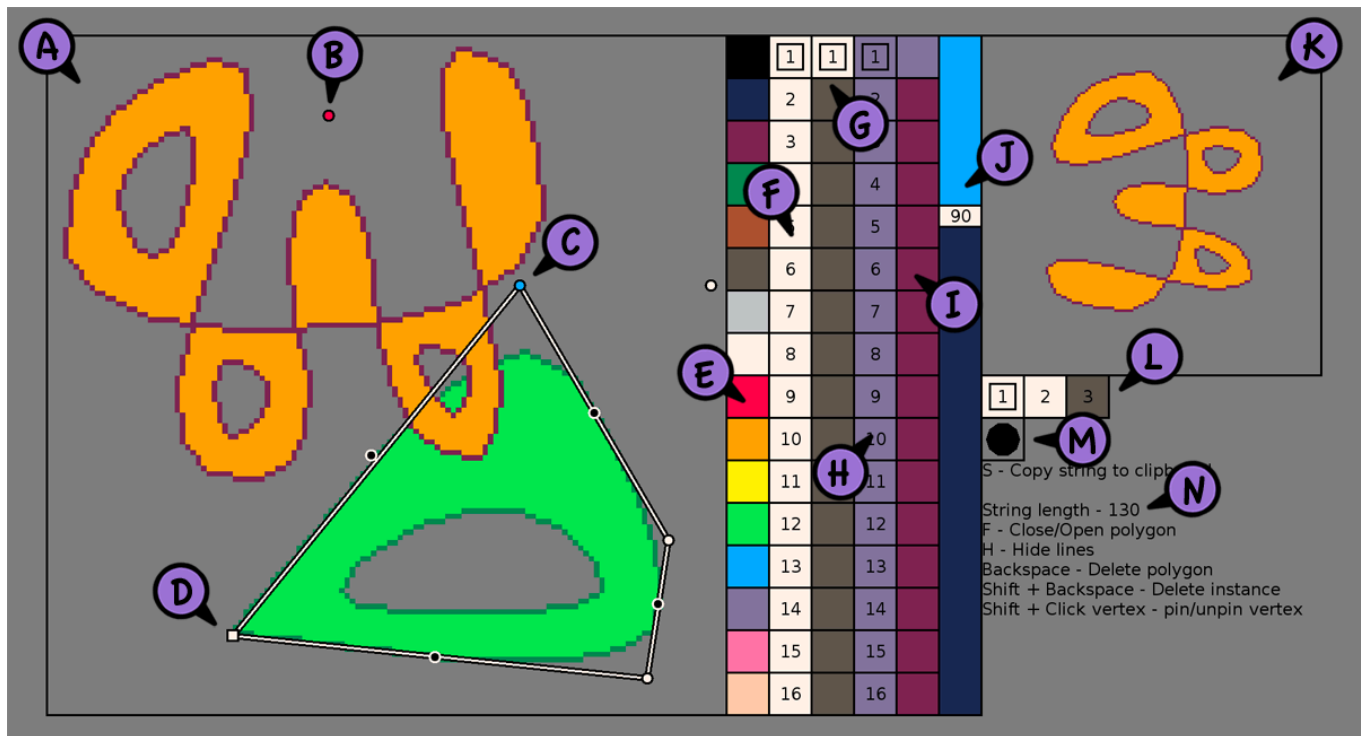
A - The Canvas. Left-click to place vertex. Right-click to delete vertex. Drag to move vertex. H to hide polygon lines. F to open/close polygon.

B - Anchor. Objects are drawn relative to the anchor.

C - Selected vertex. Left-click to select vertex.

D - Pinned vertex. Shift+left-click to pin/unpin vertex. Polygons are subdivided by default.

E - Color select. Left-click to set line color. Right-click to set fill color. Shift+left-click to set vertex color.

F - Drawing select. Left-click to select. Right-click to swap.

G - Layer select. Each drawing has 16 layers. A layer can have one polygon and one object. If a layer has both, the object will be drawn on top. Left-click to select. Right-click to swap. Shift+right-click to swap objects. Backspace to delete polygon. Shift+backspace to delete object.

H - Object select. Left-click to select. Right-click to swap.

I - Polygon select. Each object has 16 polygons. Left-click to select. Right-click to swap. Shift+right-click to swap objects. Backspace to delete polygon.

J - Rotation slider. Visible if the selected layer has an object. Drag to set rotation angle.

K - Object preview. Left-click with layer selected to add object.

L -   Vertex groups. Add vertex groups to create holes in polygons.

M - Mirror. Visible if the selected layer has an object. Left-click to mirror object.

N -   The current number of characters in the compressed string. S to copy string to clipboard.

David W Andersen 2017