BRILL/ANCE

Version 2.0
Quick Reference
Card

PROGRAM OPERATION CONTROL

Shift-k .... Clear Current Page
n .... Center Screen on Mouse Cursor
Shift-n .... Pan Page
Shift-s .... Show Page
Space Bar .... Toggles Menus on/off
Tab .... Toggles Color Cycling on/off ***
ESC .... Abort Current Operation
DEL .... Toggles Mouse Cursor on/off
Up Arrow .... Moves the Screen Up in Small Steps
Down Arrow .... Moves the Screen Down in Small Steps
Right Arrow .... Moves the Screen Right in Small Steps
Left Arrow .... Moves the Screen Left in Small Steps
Amiga-q .... Quit Brilliance

BUFFER CONTROL

Amiga-s .... Save Image
Amiga-a .... Save (As) Image
Amiga-l .... Load Image
Amiga-o .... Load (Open) Image
j .... Toggle Buffers
Shift-j .... Copy the current buffer to spare buffer
(.......................... Go to Previous Buffer **
) .... Go to Next Buffer **
/ .... Add New Buffer **

MENUS AND MODES

Alt- a .... Animation Menu
Shift-f .... Draw Mode Menu
p .... Palette Menu
Shift-p .... Gradient Menu
Amiga-p .... Print Menu
Alt-t .... Transparency Menu
F1 .... Brush Mode
F2 .... Color Mode
F3 .... Replace Mode
F4 .... Smear Draw Mode
F5 .... Range Draw Mode
F6 .... Average Smear Draw Mode
F7 .... Cycle Draw Mode
F8 .... Smooth Draw Mode
F9 .... Squash Menus
F10 .... Toggle Menus on/off

TOOL CONTROL

a .... Airbrush select
Shift-a .... Size Airbrush
d .... Freehand Draw with Dots
Shift-d .... Freehand Filled Draw
e .... Unfilled Ellipse
Shift-e .... Filled Ellipse
f .... Fill Draw
g .... Grid on/off
m .... Magnify mode on/off
Shift-m .... Place Magnifier
q .... Elliptical Curve
Shift-q .... Bezier Curve
r .... Unfilled Rectangle
Shift-r .... Filled Rectangle
s .... Freehand Draw with Lines
t .... Text Requester
u .... Undo
Alt-u .... Undo All
Shift-u .... Redo
Shift-Alt-u .... Redo All
Ctrl-u .... Reset Undo Buffer
v .... Line Draw
w .... Unfilled Polygon
Shift-w .... Filled Polygon
> .... Increase Magnification
< .... Decrease Magnification
,(comma) .... Picks foreground or background color
from picture - depending on left or right mouse button.
' (accent grave) .. Toggles stencil off and on
~ (tilde) .... Toggles draw stencil mode
Amiga-? .... Brings up the About screen
[.......................... Select Previous Color for Foreground
{ .... Select Previous Color for Background
] .... Select Next Color for Foreground
} .... Select Next Color for Background
. ... One pixel brush
/ .... Toggle symmetry on/off
* .... Turn transparency on & off **
+ .... Turn transparency on, increase it 1% **
Shift-+ .... Turn transparency on, increase it 10% **
- .... Turn transparency on, decrease it 1% **
Shift- - .... Turn transparency on,decrease it 10% **
Alt- r .... Reverse Gradient
Alt-] .... Use Next Gradient
Alt- [.................. Use Previous Gradient

BRUSH CONTROL

- (hyphen) .... Reduce Brush Size by 1 pixel
_ (underline) ...... Reduce Brush Size by 10 pixels
= .... Increase Brush Size by 1 pixel
+ .... Increase Brush Size by 10 pixels
b .... Cut Brush
Shift-b .... Restore Brush
Ctrl-b .... Remaps brush with menu's palette

BRUSH CONTROL (Cont.)

h	Halve
Shift-h	Double
o	Outline Edge of Brush
Shift-o	Trim Edge of Brush
x	Flip Horizontal
Shift-x	Double Horizontal
y	Flip Vertical
Shift-y	Double Vertical
z	90 degree rotate
Shift-z	Stretch/Size Brush
Alt-s	Center brush handle
Alt-x	Flip brush handle horizontal
Alt-y	Flip brush handle vertical
Alt-z	Place brush handle
Amiga-c	Copy brush to clipboard
Amiga-e	Save (Export) brush
Amiga-i	Load (Import) brush
Amiga-v	Get brush from clipboard

ANIMATION CONTROL

1	Previous Frame
2	Next Frame
3	Pressing this key will flip through the animation up to the current frame.
Shift-3	This flips the animation backwards to the current frame.
4	Play Anim Forward Continuously
Shift-4	Play Anim Backward Continuously
5	Play Anim Forward One Time
Shift-5	Play Anim Backward One Time
6	Play Anim Ping-Pong Continuously
Shift-1	Go to First Animation Frame
Shift-2	Go to Last Animation Frame
Alt- -	Delete Current Frame
Alt- =	Add Frame
**Alt- **	Add Blank Frame

ANIM-BRUSH CONTROL

7	Previous Frame
8	Next Frame
Alt-b	Cut anim-brush

ANIMATION PRESENTATION MODE

0	Set Animation (Forward)
9	Set Animation (Reverse)
Any key	Play Trigger *

🖱 or 🖱 .... Play Trigger

Any Key .... End Animation *

🖱 or 🖱 .... End Animation

ESC .... Abort playing of animation
• Speed controlled by Speed setting on Animation Menu
• Play Range = ALL unless Play Range set on Animation Menu

TWEEN MENU ADJUST MODE

C/c	Cancel and exit Tween adjust mode
D/d	Draw the Tween
J/j	Spare screen
P/p	Preview the Tween
u	Undo
Shift-u	Redo
Alt-u	Undo All
Shift-Alt-u	Redo All
Ctrl-u	Reset Undo Buffer
V/v	Move Command Bar Vertically (Toggle)
1	Back one frame
Shift-1	Go to first frame of animation
2	Forward one frame
Shift-2	Go to last frame of animation
7	Back one frame on Animbrush
Shift-7	Go to the first frame of Animbrush
8	Forward one frame on Animbrush
Shift-8	Go to the last frame of Animbrush
F1	Pos: XY
F2	Pos: Z
F3	Rot: X
F4	Rot: Y
F5	Rot: Z
F6	Start/End Toggle
Shift-F6	Copies current Data (Start or End) to the opposite one
F7	Brush/Screen Toggle
F8	Swaps Start/End Data
F10	Remove/Replace Command Bar
SpaceBar	Remove/Replace Command Bar
ESC	Abort Drawing or Escape from Tween adjust mode
RETURN	Accepts changes and exits Adjust Mode
ENTER	Toggle in and out of Adjust Mode *

(Requires having a brush as the current drawing tool)

ALT x, y, s .... Resets the brush handle (left/right, up/down, center)

Arrow	Move view small step
SHIFT-Arrow	Move view big step
ALT-Arrow	Move to edge of view

🖱 .... Right Mouse button is used to draw once when clicked once or will draw continuously if held down with the Left Mouse Button.

* Except SpaceBar or F10

** Numeric keyboard only - not available to A600 owners

*** Color cycling not available in HAM

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