

## Outline

### UI Controls

#### Actions

- Right-click to switch mode
- Click on anything to select it
  - Drag to move it
- Drag over a region to select all things in that regions
  - Drag to move them
- Shift-click on a blank location adds an ink point
- Shift-click on an ink point begins a line
  - If mouse is released on another ink point, it stays
  - If mouse is released elsewhere, it disappears
- Shift-click on a blank location adds a combinator
- Shift-click on a point begins a meta-line
  - If mouse is released on another meta point, it stays
  - If mouse is released on another ink point, it stays
  - If mouse is released elsewhere, it stays and creates a meta ink point

Syntax	Description
Header	Title
Paragraph	Text

### Geoworld

A data structure for geometry

Contains:

- Points { Id -> Position, Color }
- Lines { Id -> (Id, Id), Color }