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Edit page (<https://github.com/aseprite/docs/edit/main/preferences.md>)

Preferences

You can change the configuration of Aseprite from the *Edit > Preferences* menu or pressing `Ctrl+K` key (or `⌘K` or `⌘,` on macOS). In case that you are looking to configure the keyboard shortcuts, that's done through the *Edit > Keyboard Shortcuts* (</docs/keyboard-shortcuts/>) menu option.

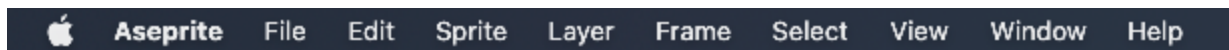
The Preferences dialog is divided in several sections:

General

- **Screen Scaling:** Changes the size of each pixel inside every window of Aseprite. It's 200% by default, which means that each pixel in the window will be represented with a 2x2 square on the screen. When using large monitors (e.g. 4K monitors) you can try changing to 300% or 400%. If you want to see each pixel of your sprite represented as one pixel on the screen, you should set this option to 100%, in this case it's highly probable that you will want to increase the next option (*UI Elements Scaling*) to 200% or more if needed.
- **UI Elements Scaling:** It's an extra scale applied only to elements of the User Interface (buttons, labels, etc.), but without modifying the scale of the sprite editor. It's 100% by default.
- **Light | Dark** options: Since v1.3 you can quickly change between a Light version of the Aseprite theme, and a Dark one.
- **Language:** The language of the User Interface, English by default, but you can get some translations contributed by users from: <https://github.com/aseprite/languages> (<https://github.com/aseprite/languages>)
- **Show Aseprite menu bar** (only available on macOS): The Aseprite menu bar (</docs/menu-bar/>) is visible by default on Windows and Linux:

A screenshot of the Aseprite menu bar on Windows and Linux. It shows a horizontal bar with the following items: File, Edit, Sprite, Layer, Frame, Select, View, and Help. Each item has a small underlined letter as a mnemonic.

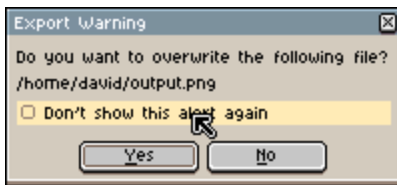
But it's hidden by default on macOS, as in macOS you can use the system menu bar:



- **Expand menu bar items on mouseover:** With this option checked, when the mouse is above the Aseprite menu bar (</docs/menu-bar/>), a menu will be opened automatically. By default this is disabled, so you have to click a menu to open it.
- **Draw a separation between each palette entry:**
- **Share crash data with Aseprite developers:** When Aseprite crashes (unexpectedly closes) you will be asked to share some crash information automatically in the future privately with the Aseprite team. Aseprite doesn't do this by default (this option is unchecked by default), so you have to give your consent to share this information. More details in #2857 (<https://github.com/aseprite/aseprite/issues/2857>)

Alerts



Several (non-undoable) actions on Aseprite show a warning message with a *Don't show this alert again* checkbox:



You can re-enable these dialogs from *Edit > Preferences > Alerts*.

Editor

Options to change the general behavior of the Sprite Editor (</docs/sprite-editor/>):

- **Zoom with scroll wheel:** Checked by default, you zoom with the mouse wheel (</docs/mouse-wheel/>) (if you uncheck this, the vertical scroll will be the default action for the mouse wheel).
- **Zoom sliding two fingers up or down:** This is available on macOS only, and if you enable it you will be able to zoom using two fingers on your MacBook trackpad.
- **Zoom from center with scroll wheel:** Check this if you want to zoom (</docs/zoom/>) from the center of the sprite editor instead zooming from the mouse position when the mouse wheel is used.
- **Zoom from center with keys:** Zoom from the center of the sprite instead of the mouse position when you use the keys to zoom (</docs/zoom/>) 1 , 2 , 3 , etc.
- **Show scroll-bars in sprite editor:** Uncheck this to hide the scroll bars on all sprite editors.
- **Auto-scroll on editor edges:** With this option checked, when you are drawing (</docs/drawing/>) (have the mouse button pressed) and the mouse touches the edges of the sprite editor, it will scrolls automatically.
- **Auto-fit on screen when a sprite is opened:** When it's checked, after you create a new sprite or open an existing one, the editor will show the whole image fitting it in the available space of the canvas. When this option is unchecked (the default option), the initial zoom level will be 100% by default.
- **Preview straight line immediately on Pencil tool:** When you use the  Pencil tool, pressing the Shift key will draw a straight line from the last painted point. With this option checked, you will see the line preview immediately after pressing the Shift key (instead of waiting for the mouse button). If this is too annoying for you, you can uncheck the option.
- **Discard custom brush when eyedropper is used:** If you create a custom brush with *Edit > New Brush* option, using the eyedropper  tool will change the color of your brush. Checking this option, after picking a color with the eyedropper, the custom brush will be completely discarded and a regular brush with the picked color will be selected.
- **Downsampling:** The algorithm to use to show the sprite when the zoom level is $\leq 50\%$. By default it's *Bilinear mipmapping*.
- **Right-click:** You can customize what specific action to do with the right-click (</docs/right-click/>).

SEE ALSO

[Preferences Folder \(/docs/preferences-folder/\)](/docs/preferences-folder/) | [Reset Preferences \(/docs/reset-preferences/\)](/docs/reset-preferences/) | [Customization \(/docs/customization/\)](/docs/customization/)

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[Bug Report](https://github.com/aseprite/aseprite/issues/new)

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Community

 [Aseprite Community](https://community.aseprite.org/)

[\(/https://community.aseprite.org/\)](https://community.aseprite.org/)

 [Discord Server \(https://discord.gg/Yb2CeX8\)](https://discord.gg/Yb2CeX8)

 [Steam Community](https://steamcommunity.com/app/431730)

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Development

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[Devblog \(https://dev.aseprite.org/\)](https://dev.aseprite.org/)


[Roadmap \(/roadmap/\)](/roadmap/)

[Contribute](https://github.com/aseprite/aseprite/blob/master/CONTRIBUTING.md)


[\(/https://github.com/aseprite/aseprite/blob/master/CONTRIBUTING.md\)](https://github.com/aseprite/aseprite/blob/master/CONTRIBUTING.md)

Social

 [Twitter \(https://twitter.com/aseprite/\)](https://twitter.com/aseprite/)

 [Mastodon \(https://mastodon.art/@aseprite\)](https://mastodon.art/@aseprite)

 [Facebook \(https://www.facebook.com/aseprite\)](https://www.facebook.com/aseprite)

 [YouTube \(https://www.youtube.com/user/aseprite\)](https://www.youtube.com/user/aseprite)

 [Instagram \(https://www.instagram.com/aseprite/\)](https://www.instagram.com/aseprite/)

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