

Move Tool



Move: The Move tool lets you drag a selection to a new location in the texture.

Align: Aligns the selected layer. Options include Top Edges, Vertical Centers, Bottom Edges, Left Edges, Horizontal Centers, and Right Edges.

Marquee Tool

Style: Normal			
Style: Fixed Ratio	Width: 1	Height: 1	
Style: Fixed Size	Width: 1	Height: 1	

Style: normal - this allows you to drag the Shape in any direction or size.

Style: Fixed ratio - this allows you to specify a ratio for the shape. For example 10 x 10 will mean the x and y parameters are the same.

Style: Fixed size - this gives you a fixed select box and can be useful if you know the size you want.

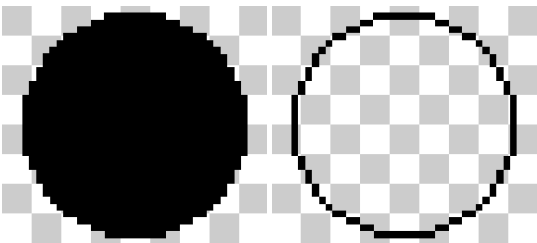
Brush Tool

Brush Size: 16	Opacity: 100	Fill Brush <input checked="" type="checkbox"/>
		Mix Color <input checked="" type="checkbox"/>

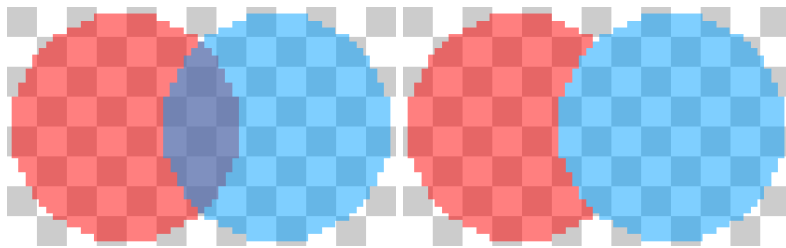
Size: modify the size of the brush. (max 30)

Opacity: set the transparency of color you apply.

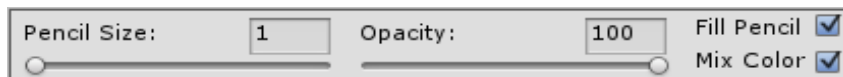
Fill Brush: fill the entire marked area (left example). If unchecked, it only draws the edge (right example)



Mix Color: Mixes the colors you are applying with color on the location you apply it to (left example) If unchecked, the new color will override any previously applied color (right example)



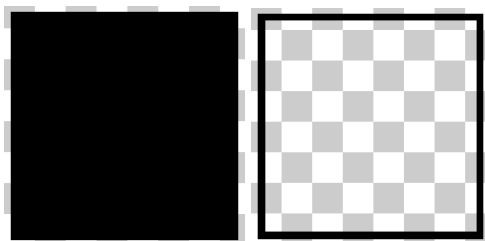
Pencil Tool



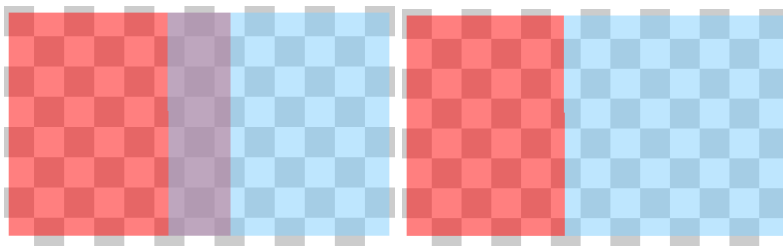
Size: modify the size of the pencil. (max 30)

Opacity: set the transparency of color you apply.

Fill Brush: fill the entire marked area (left example). If unchecked, it only draws the edge (right example)



Mix Color: Mixes the colors you are applying with color on the location you apply it to (left example) If unchecked, the new color will override any previously applied color (right example)





Eraser Tool

Eraser Size:	<input type="text" value="16"/>	Opacity:	<input type="text" value="100"/>	Mode:	<input type="text" value="Brush"/>
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Size: modify the size of the eraser. (max 30)

Opacity: set the amount the eraser is removing.

Mode: brush (round) pencil (square)



Zoom Tool

<input type="button" value="+"/> <input type="button" value="-"/>	<input type="button" value="Fit Screen"/>	<input type="button" value="Fill Screen"/>	<input type="button" value="Actual Pixel"/>
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Fit Screen: view is resized to better fit your work area.

Fill Screen: view is resized to fill the entire work area.

Actual Pixels: view the image as it actually is with 100% zoom.

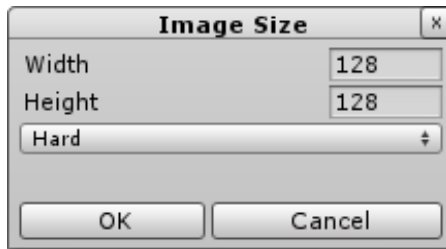
New Texture

New	
Width	<input type="text" value="64"/>
Height	<input type="text" value="64"/>
Background	<input type="text" value=""/>
<input type="button" value="OK"/> <input type="button" value="Cancel"/>	

Dimensions (Width/Height): the width and height of the texture. (max 512x512)

Background: set background color of the new texture.

Image Size



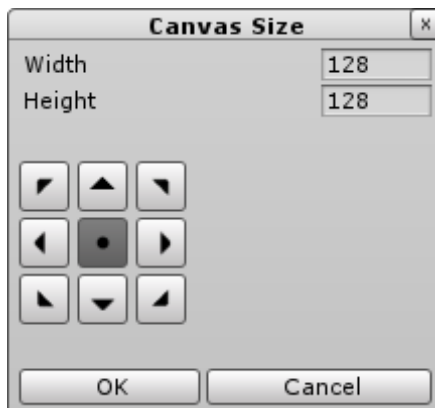
Dimensions (Width/Height): set the new width and height of the texture. (max 512x512)

Hard: only takes info from pixels at each side of the new one

Smooth: takes info from the pixels above and to the side of where the new pixel will appear



Canvas Size

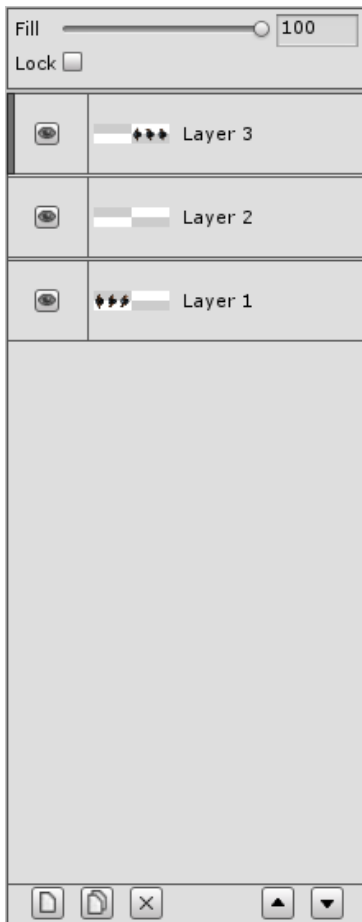


Canvas Size lets you increase or decrease a texture's canvas size. Increasing the canvas size adds space around an existing texture. Decreasing a texture's canvas size crops into the image

Dimensions (Width/Height): set the new width and height of the texture. (max 512x512)

Anchor: click a square to indicate where to position the existing image on the new canvas.

Layer



Fill: fill determines to what degree it reveals the layer beneath it.

Lock: a locked layer cannot be edited in any way.

New: to create a new layer click the first button at the bottom.

Duplicate: to duplicate the selected layer click the second button at the bottom.

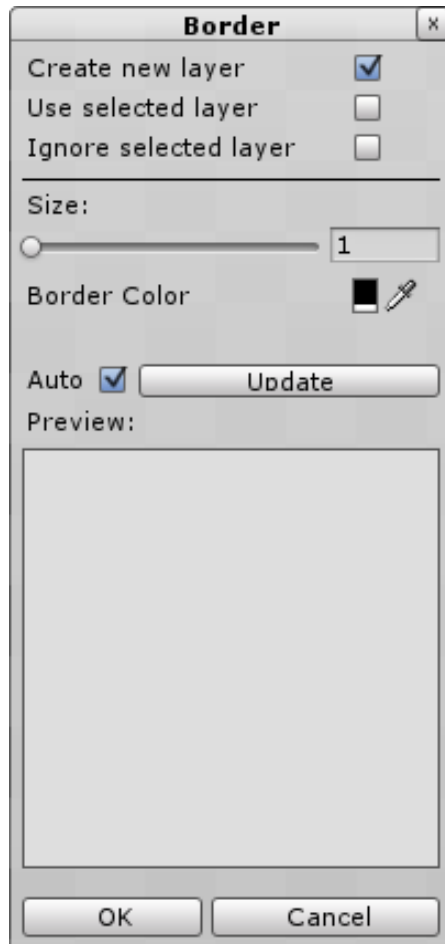
Delete: to delete the selected layer click the third button at the bottom.

Move Layer: you can use the up and down arrows to move the selected layer.

Change Name: to change the name of a layer double click on its name.

Selected layer: you can see your selected layer by the grey marker on the left side.

Border



Create new layer: creates a new layer and add the border to it.

Use selected layer: will clear the selected layer and add the border to it.

Ignore selected layer: ignores the selected layer when calculating the border.

Size: size of the border.

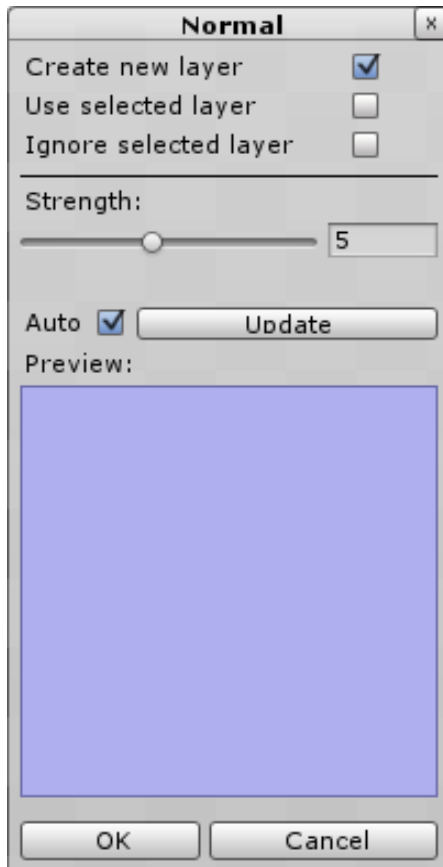
Border Color: color of the border.

Auto: updates the preview automatically.

Update: manually update the preview.

Preview: a preview of the border.

Normal



Create new layer: creates a new layer and add the normal map to it.

Use selected layer: will clear the selected layer and add the normal map to it.

Ignore selected layer: ignores the selected layer when calculating the normal map.

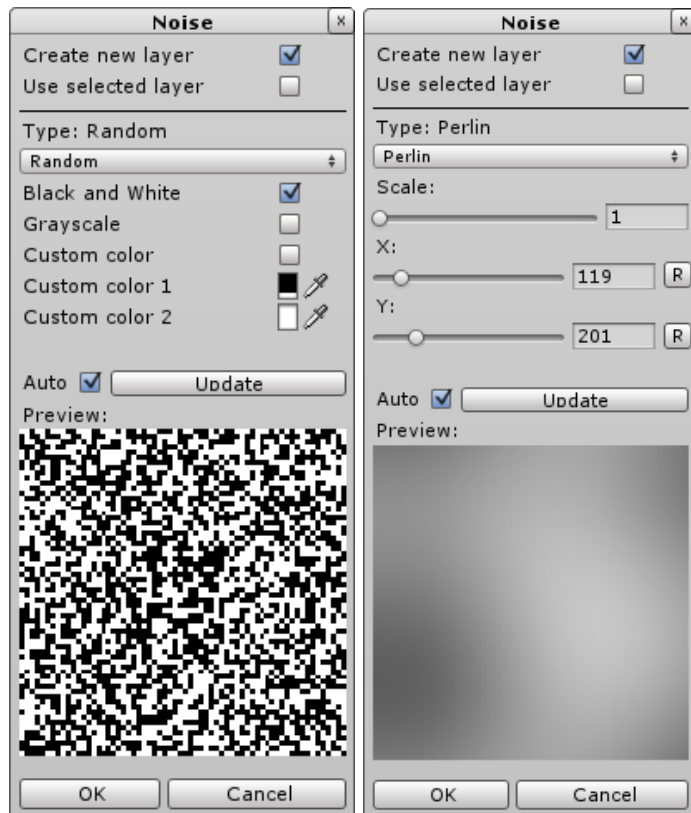
Strength: strength of the normal map.

Auto: updates the preview automatically.

Update: manually update the preview.

Preview: a preview of the normal map.

Noise



Create new layer: creates a new layer and add the noise to it.

Use selected layer: will clear the selected layer and add the noise to it.

Auto: updates the preview automatically.

Update: manually update the preview.

Preview: a preview of the noise.

Random

Black and White: only use black and white.

Grayscale: use grayscale.

Custom color: use custom color.

Custom color 1: first custom color.

Custom color 2: second custom color.

Perlin

Scale: size of the perlin map.

X: x position of the perlin map.

Y: y position of the perlin map.

Hotkeys

Shift + C - Copy

Shift + V - Paste

Shift + X - Cut

Shift + Delete - Clear

Alt + N – New Layer

Alt + D – Duplicate Layer

Alt + Delete - Delete Layer

Alt + Up Arrow – Move Layer Up

Alt + Down Arrow - Move Layer Down

Alt + L – Toggle Lock

Alt + V – Toggle Show

N – New Texture

S – Save

A – Save as

O – Open

Scroll Wheel – Zoom

Z – Undo

X – Redo

Tools

V – Move Tool

M – Marquee Tool

B – Brush Tool

P – Pencil Tool

E – Eraser Tool

G – Bucket Tool