# Command Panel

## File

* + Load (.INKF)
  + Save (.INKF)
  + **Preferences**
    - Library Paths
  + Exit

## Create

* + **Outline**
    - By Load (image)
    - By Paths (.PATD)
    - By Canvas
  + **Solid**
    - Sphere
    - Cube
    - Cylinder
    - Tube
  + **Caster**
    - By Load
    - By Paths (.INKD)
  + **Blocker**
    - By Load
    - By Paths
  + **Path**
    - By Load
    - By Art (canvas)
    - By Math (text)
  + **Splatter**
    - By Paths
    - By Paths and Outlines
  + **X from Y**
  + **Partition**
    - Select Area

## Library

* + Outlines
  + Casters
  + Blockers
  + Paths
  + Splatters

## Tools

* + **View**
    - Move
    - Rotate
    - Color Picker
  + Scale
  + Rotate
  + Move
  + **Select**
    - Magic
    - Lasso
  + **Eraser**
    - Alpha
    - Absolute
  + **Marker**
    - Curve
    - Pencil (starter)
    - Pen (starter)
    - Brush (starter)
    - Watercolor (starter)
    - Bucket

## Guides

* + Proportions
  + Shape Shade

## Palette

* + Color Wheel
  + Sizes
  + Scratchpad

# Layer/Properties Panel

## Layers

* + **Group1**
    - Visible (checkbox)
    - **Layer1**
      * Visible (checkbox)
      * **Outline1**
        + **Buffers**

Line Buffer

Alpha Buffer

* + - * + Active (checkbox)
        + Visible (checkbox)
      * **Caster1**
        + **Buffers**

Alpha

Depth

Art

* + - * + **Self**

Pivot Point

Active (checkbox)

Visible (checkbox)

**Shape**

Origin Path

Destination Path

* + - * + **Rays**

Shape [canvas]

**Distribution**

Linear

Non-linear

Cast Type

Strokes

Shape Press

**Draw Orientation**

Horizontal

Vertical

Custom Angle

**Draw on Strikes**

[#] (cb) + [add] (button)

[list]

**Draw Between Strikes**

[#] (cb) -> [#] (cb) + [add] (button)

[list]

Max Strikes

Strike Tolerance

* + - * **Blocker1**