

## GENERAL

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There are 5 different tools, and some janky looking info at the top.  
The tools can all be dragged around by their borders, and you can scale them by hovering over and scrolling the mouse wheel.

The tools are:

- *Canvas*
- *Animation*
- *Palette*
- *Swatch*
- *Pattern Viewer* (optional, show/hide with P)

When you start it for the first time the tools might be a bit jumbled up, but once you've positioned and scaled them how you like, it will all be saved in PlayerPrefs.

## EDITING PIXELS

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Brush mode: **B**  
Erase mode: **E**  
Fill Mode: **G**  
Eyedropper: **F** (or **Right-Click on Canvas**)  
Clear Frame: **Delete**  
Shift Pixels: **Arrow Keys**  
Copy Pixels: **Ctrl + C**  
Paste Pixels **Ctrl + V**

## ANIMATION

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Start/Stop Animation: **Space**  
Switch to Previous Frame: **A**  
Switch to Next Frame: **D**  
Delete Frame: **Ctrl + Delete**  
Duplicate Frame Backward: **Ctrl + A**  
Duplicate Frame Forward: **Ctrl + A**  
Add New Blank Frame: **Ctrl + Space**  
Change Frame Time: **Enter**, type time in seconds, **Enter**  
Change Loop Mode: **L**  
Toggle Onion Skin: **O**  
Adjust Onion Skin Opacity: **-/+**

## PALETTE

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Select Color: **Left Click**

Set/Change Color: **Right-Click**, type RGB/RGBA value (eg "255,0,0,150" w/o the quotes), **Enter**

Set Multiple Colors: **Right-Click**, paste RGB/RGBA vals sep. by "\*" (eg. "255,0,0\*0,255,0")

Delete Color: **Ctrl + Right-Click**

Delete all Colors: **Right-Click**, type 'xall', **Enter**

Swap Color: **Ctrl + Left-Click** and drag

Add Color from Canvas: **Ctrl + Right-Click**

Swap Swatch Colors: **X**

(no color picker, sorry)

## MIRRORING

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Change Mirroring Mode: **M**

## UNDO & REDO

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Undo: **Ctrl + Z**

Redo: **Ctrl + Y**

## SAVING & LOADING

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Save Animation Data to Clipboard: **Ctrl + S**

Load Animation From Clipboard: **Ctrl + O**, paste anim string, **Enter**

## OTHER

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Set Animation Name: **Enter**, **Tab**, type new name, **Enter**

Set Canvas Size: **Enter**, **Tab** x2, type width/height (eg. "16,16"), **Enter** (this will clear the anim)

Set Hitbox: **Enter**, **Tab** x3 (or Shift + Tab x1), type new hitbox (left/bottom/width/height), **Enter**

(must fit into the current canvas size)

Show/Hide Hitbox: **H**

**Note:** Anywhere that **Ctrl** is, **Shift** also works as well. I couldn't figure out how to get **Cmd** to work on OS X :(