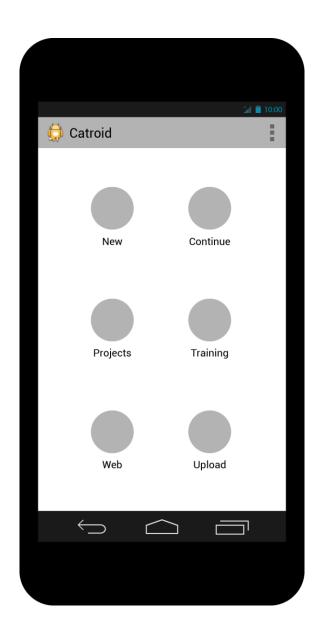
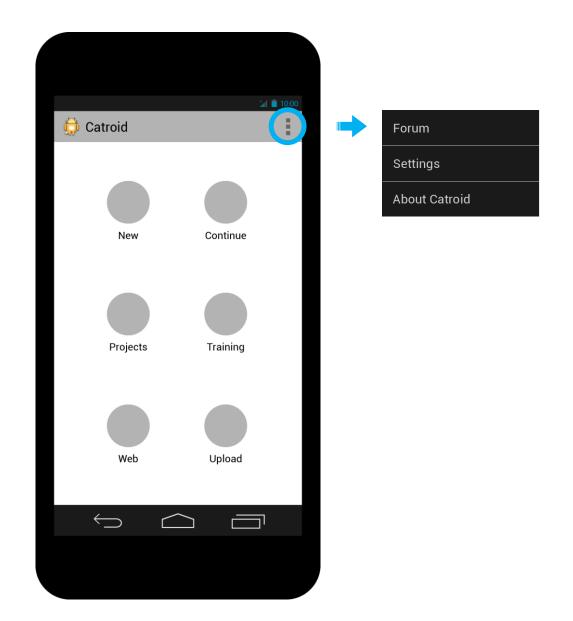
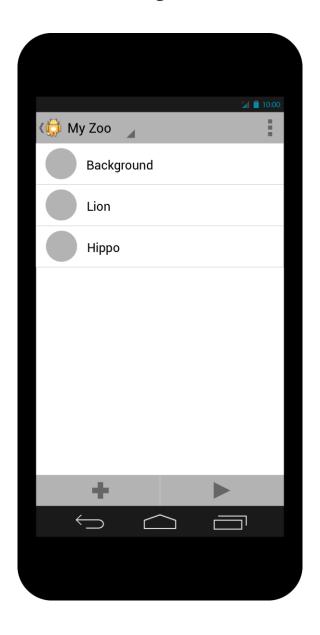
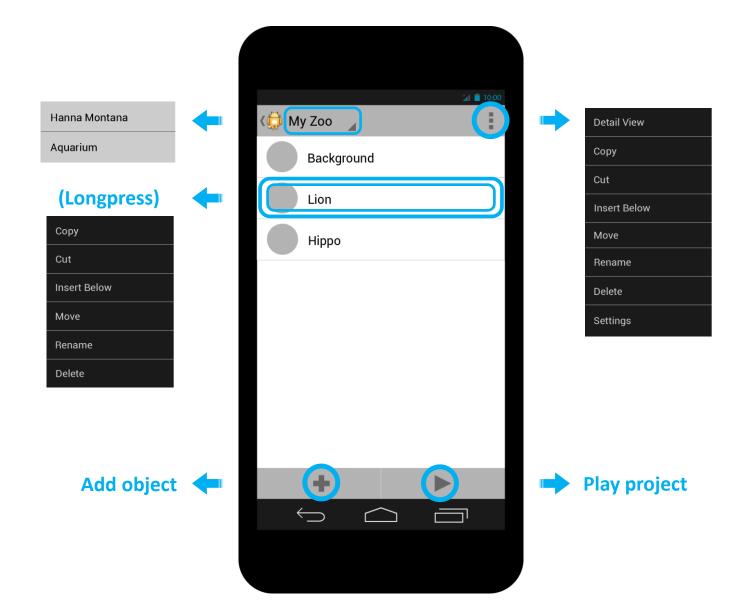
Startscreen



Startscreen







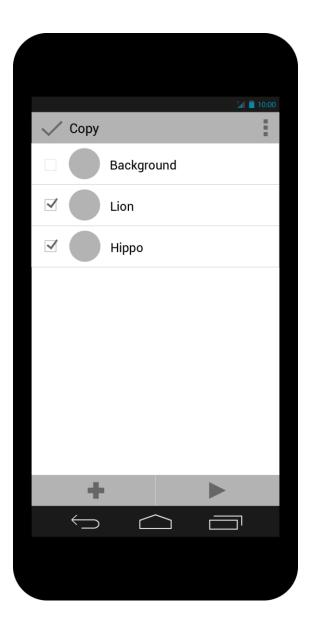
Multiple Selection

Appears if one of

- Copy
- Cut
- Move
- Delete

has been selected via Overflow.

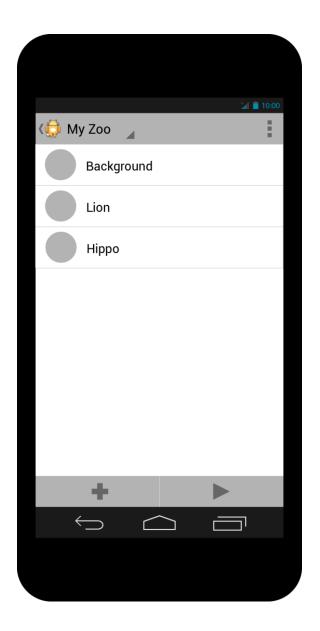
Disappears if operation is carried out, or if 'back' button is pressed.



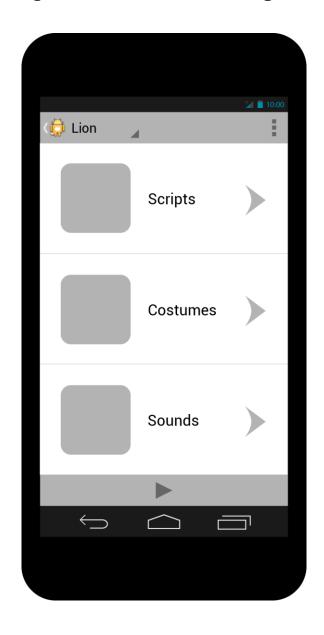
Detail View

Shows detailed information of a list item.

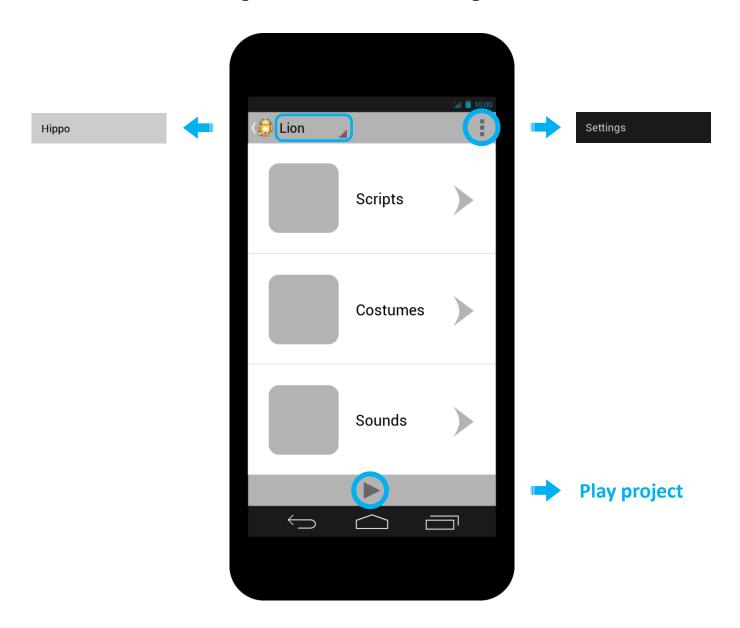
To reduce complexity, details are hidden by default.



Tap on an object



Tap on an object

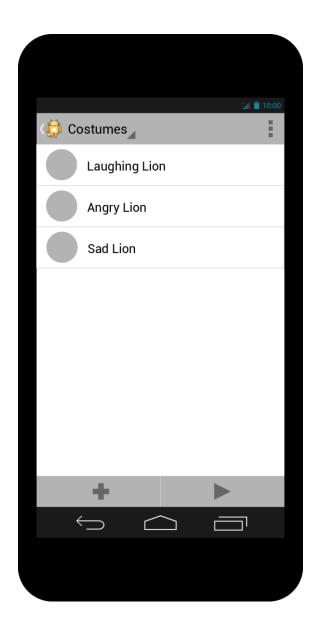


Costumes

Interface Functionality

- Overflow
- Spinner
- Longpress
- Add
- Play
- Multiple selection work exactly like on project screen

A tap on a costume opens a context menu for selection of graphics apps (Paintroid, etc.)

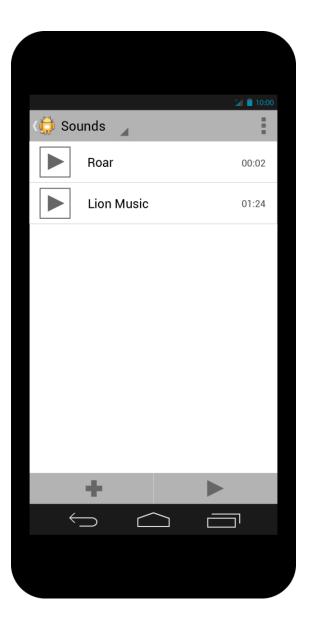


Sounds

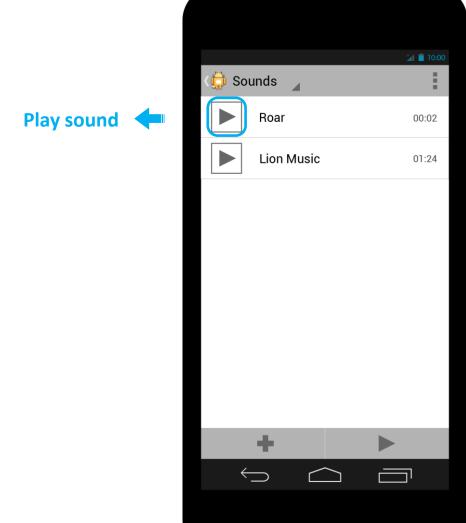
Interface Functionality

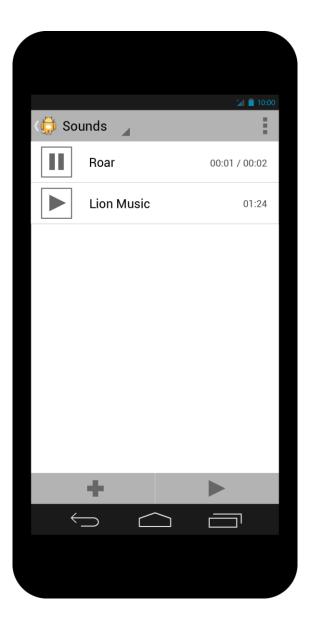
- Overflow
- Spinner
- Longpress
- Add
- Play
- Multiple selection work exactly like on project screen

A tap on a sound starts the sound player.



Sounds (Play/Pause)





Scripts

Interface Functionality

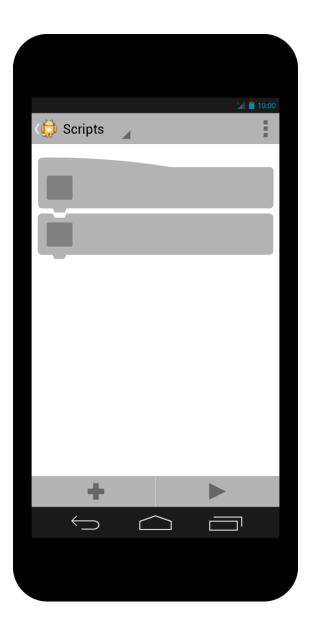
- Overflow
- Spinner
- Add
- Play

work exactly like on project screen

Multiple selection of bricks works smarter. After first item is selected, illogical combinations are disabled.

A tap on a brick opens its context menu.

Longpress on a brick activates moving functionality.



Scripts (Interactive Area)

by a texture)

