

CONTROLLER FUNCTIONS

L2

L1

switch graphic file to previous

share

image

switch image alpha (on/off)

vector

switch vector mode (fill/stroke)

font

set font style

cam

switch cam mode (live/shot)

option

switch interface sound (on/off)

+L2 switch background sound (on/off)

R2

R1

switch graphic file to next

hat up

set item color to next

+L2 set background color to next

+R2 reorder item forward

hat down

set item color to previous

+L2 set background color to previous

+R2 reorder item backward

hat left

+R2 set previous as active

font

switch letter to previous (alphabetical)

+L2 deleteLetter

vector (strokeMode)

set stroke weight minus

hat right

+R2 set next as active

font

switch letter to next (alphabetical)

+L2 add letter

vector (strokeMode)

set stroke weight plus

triangle

setup random

+L2 setup all items random

circle

switch blend mode

cross

add item

square

delete item

ps

export

+L2 reset

LX/LY

move

+L2 move on grid

RX

set rotation

+L2 set rotation on grid

RY

set scale

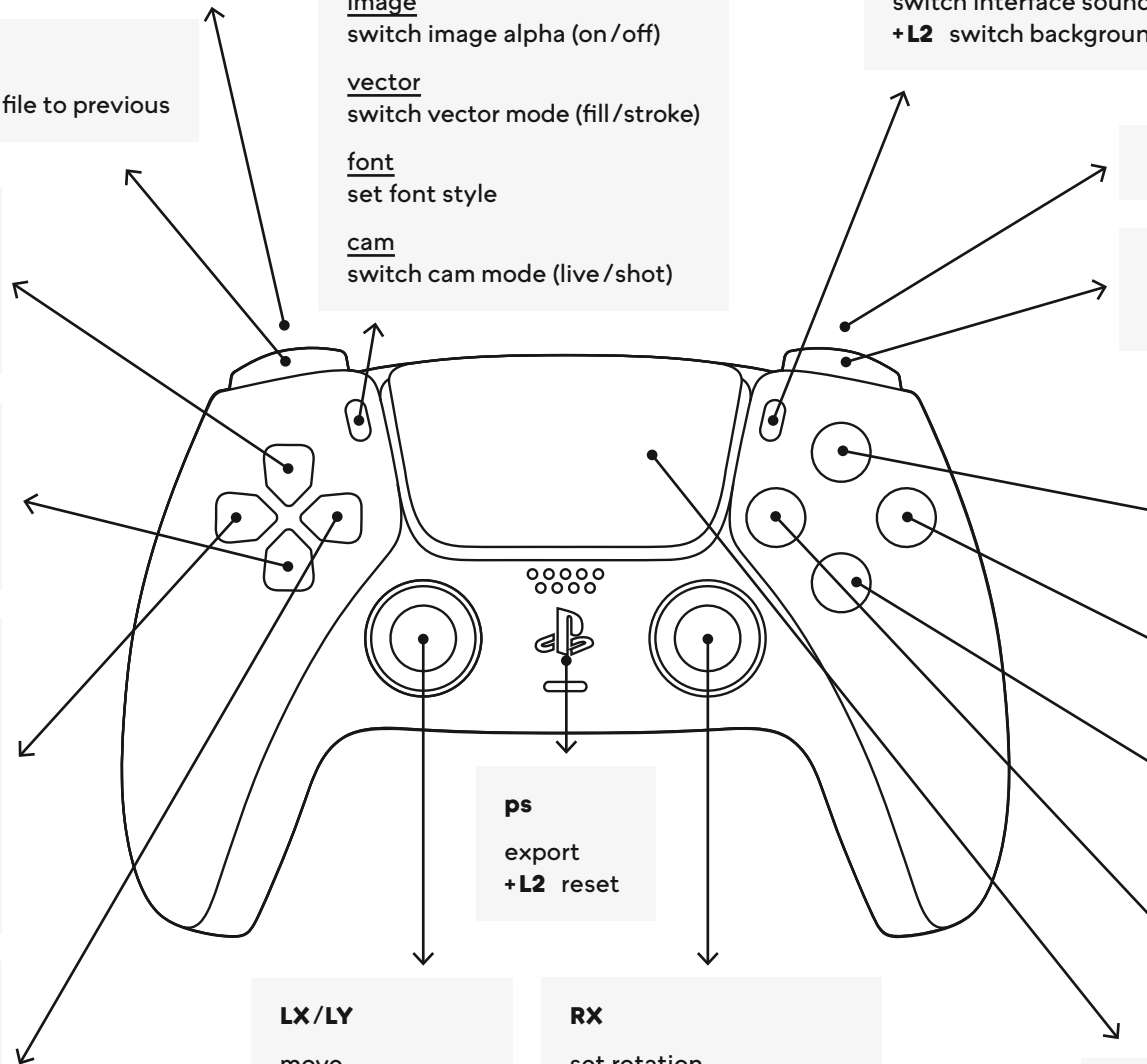
+L2 set scale on grid

touchpad

activate or exit power

move mode

see info on the next page



POWER MOVE MODE

activation

press **touchpad** to enter power move mode

use a *button combo* to enter the specific move mode

exit

press **touchpad** or **cross** to *confirm* the settings

or press **square** to *delete* the settings

and leave the power move mode

POWER MOVES

DRAW WITH ITEM

button combo

square → **cross** → **circle**

control

The item works like a pen. Draw with it to the canvas. Move around, scale and rotate.

Visual changes to the item (color, modes) will change the pens look from then on.

LX/LY

RX/RY

hat

share

ANIMATE ITEM

button combo

triangle → **circle** → **cross**

control

All changes to the items position, scale or rotation will work as destination values. The item will animate between the original and destination values.

LX/LY

RX/RY

hat up

set animation speed plus

hat down

set animation speed minus

REPEAT ITEM

button combo

circle → **square** → **hat up**

control

Move the Item to change the distance between the repetitions.

LX/LY

hat right

set x repetition plus

hat left

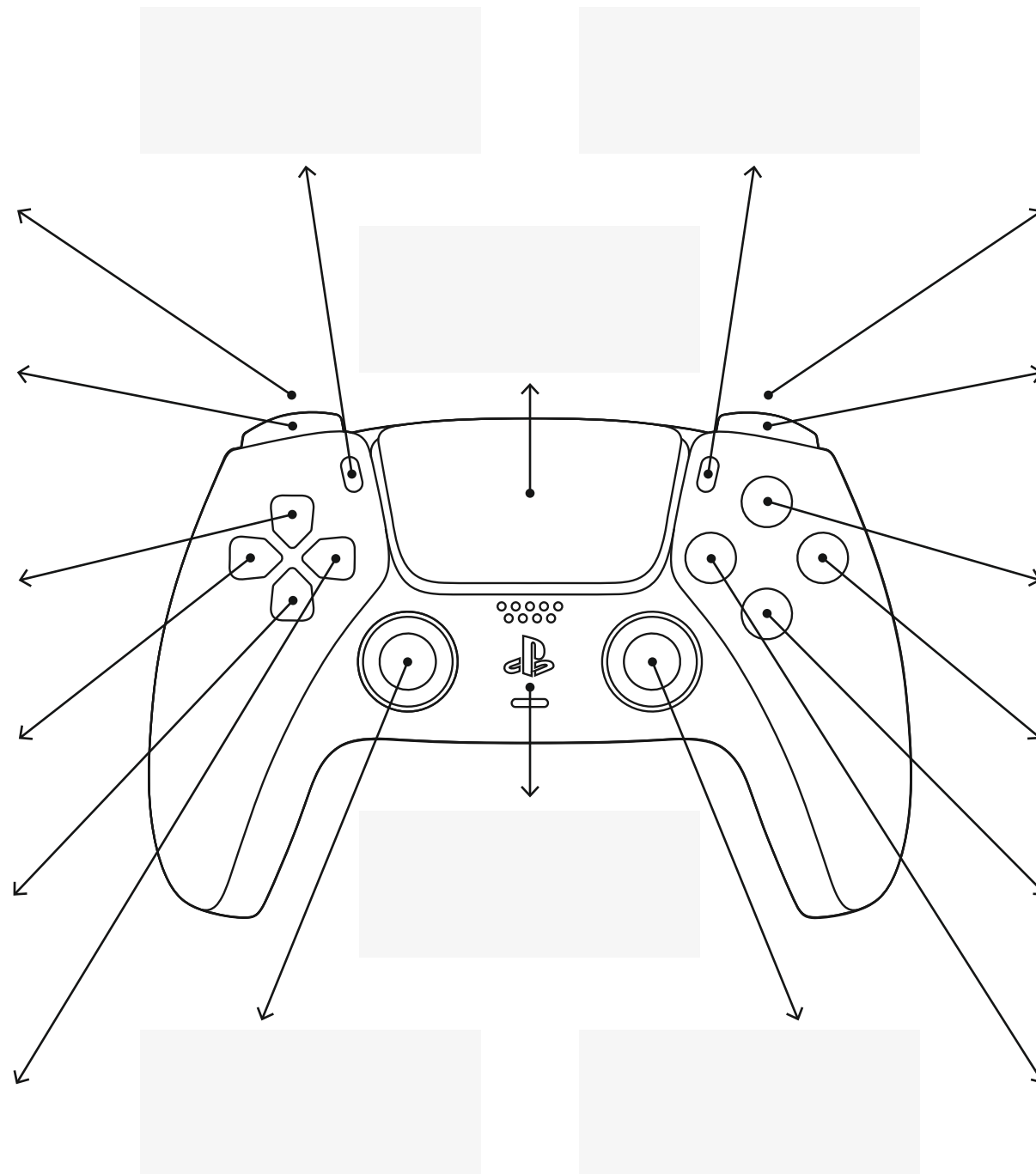
set x repetition minus

hat up

set y repetition plus

hat down

set y repetition minus



KEYBOARD FUNCTIONS

shift + right switch graphic file to next
shift + left switch graphic file to previous

R setup random
alt + R setup all items random

left/right/up/down move
alt + left/right/up/down move on grid

return add item
delete delete item

ctrl + left/right set rotation
ctrl + alt + left/right set rotation on grid

shift + ctrl + alt + left set previous as active
shift + ctrl + alt + right set next as active

ctrl + up/down set scale
ctrl + alt + up/down set scale on grid

shift + ctrl + alt + up reorder item forward
shift + ctrl + alt + down reorder item backward

C + right set item color to next
C + left set item color to previous
C + up set background color to next
C + down set background color to previous
X switch blend mode

tab activate or exit power move mode
(more info on the next page)

image
M switch image alpha (on/off)

S switch interface sound (on/off)
ctrl + S switch background sound (on/off)

vector
M switch vector mode (fill/stroke)
W + up set stroke weight plus
W + down set stroke weight minus

E export
shift + ctrl + alt + R reset

font
L + right switch letter to next
L + left switch letter to previous
L + return add letter
L + delete delete letter
M set font style

cam
M switch cam mode (live/shot)

POWER MOVE MODE

activation

press **tab** to enter power move mode

use a *button combo* to enter the specific move mode

exit

press **tab** or **tab + return** to *confirm* the settings

or press **tab + delete** to *delete* the settings

and leave the power move mode

POWER MOVES

DRAW WITH ITEM

button combo

1 → Q → A

control

The item works like a pen. Draw with it to the canvas. Move around, scale and rotate. Visual changes to the item (color, modes) will change the pens look from then on.

move

rotate

scale

color

mode

REPEAT ITEM

button combo

7 → U → K

control

Move the Item to change the distance between the repetitions.

move

P + right set x repetition plus

P + left set x repetition minus

P + up set y repetition plus

P + down set y repetition minus

ANIMATE ITEM

button combo

4 → R → 5

control

All changes to the items position, scale or rotation will work as destination values. The item will animate between the original and destination values.

move

rotate

scale

A + up set animation speed plus

A + down set animation speed minus