

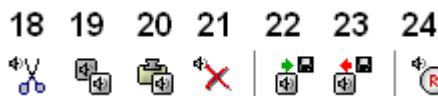
## Artoonix Shortcut Keystrokes And Other Controls V.1.5

### MAIN TOOLBAR



1	Add new frame	Ctrl	N
	> Insert new frame	Alt	N
2	Edit selected frame		
3	Repeat selected frame	Alt	D
4	Change time delay for selected frames	Alt	Enter
5	Move selected frames down	Ctrl	↓
6	Move selected frames up	Ctrl	↑
7	Reverse selected frames order	Ctrl	Q
8	Multi-frame options (main icon)		
	> Select frames	Shift	Ctrl F
	> Add objects from files	Shift	Ctrl I
	> Modify objects	Shift	Ctrl S
	> Delete objects	Shift	Ctrl D
9	Cut selected frames to clipboard	Ctrl	X
10	Copy selected frames to clipboard	Ctrl	C
11	Insert frames from clipboard	Ctrl	V
12	Append frames from clipboard	Ctrl	W
13	Delete selected frames		Del
14	Export frames as files (formats: ipa bmp jpg gif png tga tif)	Alt	F
15	Import frames (main icon)		
	> Import frames from files	Ctrl	F
	> Import frames from movie	Ctrl	M
16	Undo last changes	Ctrl	Z
17	Redo last changes	Shift	Ctrl Z

### AUDIO TOOLBAR



18	Cut selected audio to clipboard	Ctrl	X
19	Copy selected audio to clipboard	Ctrl	C
20	Insert audio from clipboard	Ctrl	V
21	Delete selected audio		Del
22	Export selected audio to file	Ctrl	E
23	Import audio from file	Ctrl	I
24	Show/Hide sound recording panel	Ctrl	R

## AUDIO DISPLAY



After importing a sound file, you can edit it by cutting and pasting or changing the volume level. You are shown the duration (length) of soundtracks. You can import more than one soundtrack. Right click in the track display window to access the import function.

## OTHER CONTROLS



25	Move position to beginning of movie	[
26	Play from current position (P) or Pause play (O)	P or O
27	Stop play and move position back to start	S
28	Move position to end of movie	]
29	Back to previous window ( <i>auto-saves current state of the movie</i> )	Backspace

## 'f' KEY CONTROLS

(On some keyboards you will have to press the 'F Lock' key to activate all the 'f' keys).

- f1 Help files (accessible at all times)
- f7 Editor screen --- Enable/Disable object markers
- f8 Editor screen --- Show/Hide contours of previous frame objects (onion-skinning)
- f9 Editor screen --- Show/Hide contours of the next frame objects (onion-skinning)

## ARTOONIX EDITOR CONTROLS

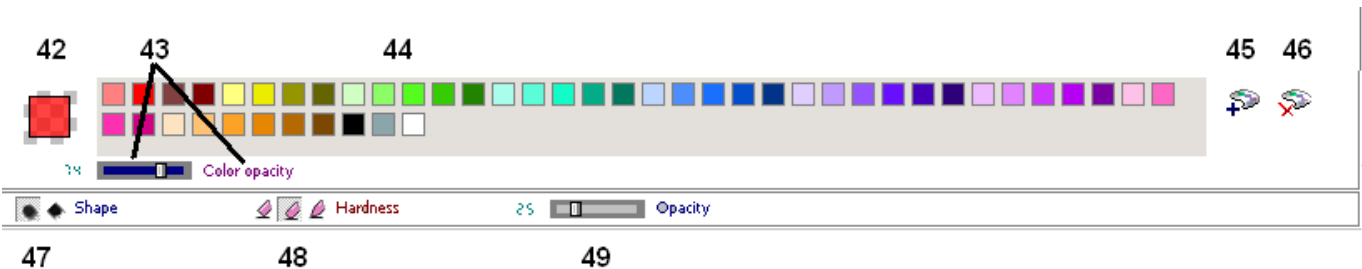


1	Closer view (zoom in)		]
2	Further view (zoom out)		[
3	Actual view		\
4	Undo last changes		Ctrl Z
5	Redo last changes	Shift	Ctrl Z
6	Add new object		Ctrl N
7	Duplicate selected objects		Ctrl D
8	Merge the selected objects into a single object		Ctrl M
9	Remove selected objects		Del
10	Cut selected objects		Ctrl X
11	Copy selected objects to clipboard (use with care)		Ctrl C
12	Paste selected objects from clipboard (use with care)		Ctrl V
13	Copy selected objects to file (ipa bmp jpg gif png tga tif)		Ctrl E
14	Paste selected objects from files (ipa bmp jpg gif png tga tif)		Ctrl I
15	Bring selected objects to front		Ctrl Pg Up
16	Send selected objects to back		Ctrl Pg Dn
17	Change object's properties	Alt	Enter
18	Enable/Disable object markers		f7
19	Show/Hide contours of previous frame objects (onion-skinning)		f8
20	Show/Hide contours of the next frame objects (onion-skinning)		f9
21	Simple transform		T
21	Deformation (Use drop-down menu at 'v' to switch)		D
22	Change camera frame position		C
23	Draw rectangular selection area		
23	Draw freeform selection area (Use drop-down menu at 'v' to switch)		
24	Brush		B
25	Airbrush		A
26	Eraser		E
27	Pick the colour from the painting (click) or save into palette (2 clicks)		Y
28	Freehand painting		P
29	Line		L
30	Rectangle		R
31	Filled rectangle		G
32	Ellipse		U
33	Filled ellipse		K
34	Fill a bound area with colour		F
35	Tool size (for drawing functions)		1 > 9

## OTHER CONTROLS



36	Identifies frame currently being created/edited.		
37	Go to the previous frame	Alt	Pg Up
38	Go to the next frame	Alt	Pg Dn
39	Duplicate the current frame	Alt	D
40	Apply changes to the frame	Shift	Enter
41	Back to the previous window ( <i>You can accept or reject changes</i> )		Backspace



42	Colour chosen for use. Opacity/translucence also shown.	
43	Controls colour opacity ('solid') or translucence ('see-through').	
44	Colour palette. Double click to change. <i>Changes are saved.</i>	
45	Add a colour to the palette.	
46	Remove a colour from the palette.	
47	Rounded ( <b>Q</b> ) or rectangular ( <b>W</b> ) 'tip' for drawing tool.	Q or W
48	Hardness control for drawing. (1 <sup>st</sup> icon = hard edge > 3 <sup>rd</sup> edge blurs)	
49	Controls opacity or translucence of the drawing tool.	

## OTHER AREAS OF THE EDITOR DISPLAY



50	Record of all objects currently loaded. You can choose to show or hide these in each frame by selecting or deselecting. Object 7 has been de-selected and would not show in the frame.
51	History of all past actions. You can use this to 'backtrack' to a previous stage or action.
52	Current position of cursor on the editing screen.
53	State of the view/zoom being used for this frame.
54	Camera frame control and size of frame for eventual movie. Use camera movements with care.