

- F1** OBJECT - the original brush
 - F2** COLOR - makes the brush one color
 - F3** REPLACE - fills transparent paint
 - F4** SMEAR - you set range in palette
 - F5** SHADE - changes to lighter or darker
 - F6** BLEND - averages the colors set
 - F7** CYCLE - animates by color change
 - F8** CROSSHAIRS
 - F9** TITLE STRIP on
off
 - F10** CONTROL PANEL
- Use **SH** to set range for **F4 - F5 - F6 - F7**

PALETTE SHORTCUTS

Color Palette

R G B H S V

15
12
8
4
0

SPREAD EX COPY

RANGE : SH C1 C2 C3

SPEED

CANCEL UNDO OK OH!

CTRL-a - memory left

h-halves size

H-doubles size

X-flips horiz

Y-flips vert


Z-rotates 90°

CTRL-leaves traces during **v** and **q** work

Capital B
recalls
previous
brush

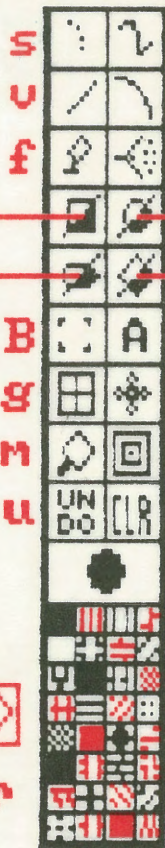
IMPORTANT!

Little u
undoes
mistakes

Shift during 
makes not

 - scrolls during 

.- - picks color under
crosshairs




 **r, R**

 **e, E**


b, B
g
m
u

d, D
q
a, A

j jumps to
spare screen


 **C** spacebar
stops
polygon

t, ESC **TAB** cycles

< > increase
decrease 

K
P - brings up
palette

[&] - change color

= - brush 

- - brush 