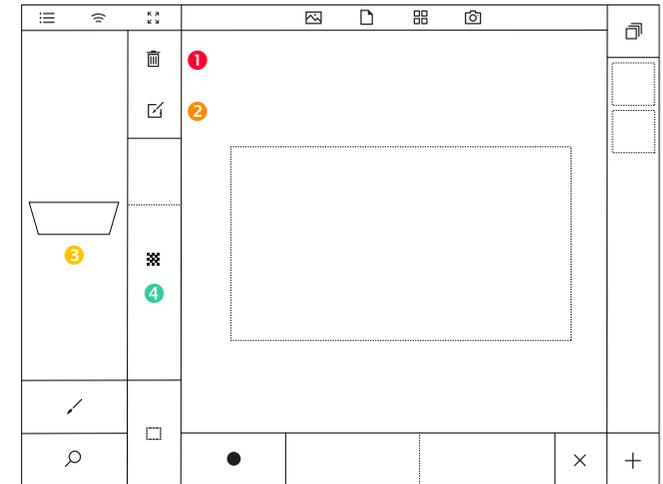
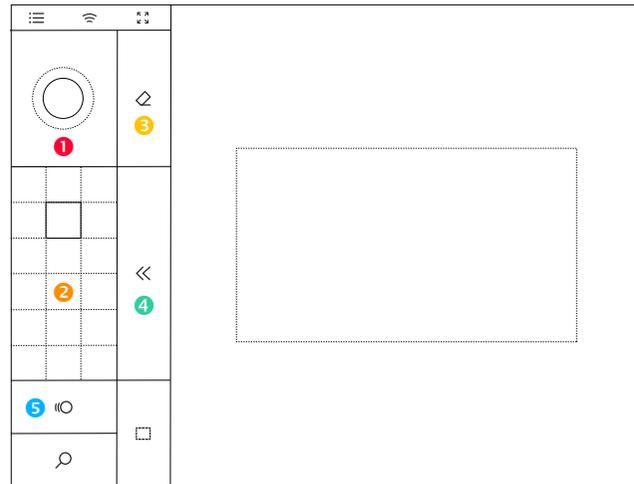
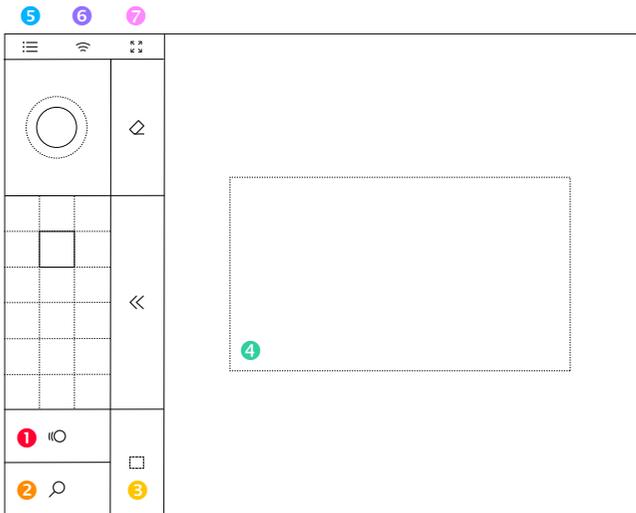


# Tagtool CHEAT SHEET BASIC



## COMMON CONTROLS

### Switch between Painting and Animation

Tap on Paint/Animate button **1**.

### Zoom and navigate the workspace

Hold 1 finger on the Zoom button **2** and drag, pinch or spread in the workspace.

### Select multiple layers

Hold Select button **3** and tap/drag over layers.

### Frame your composition

All content within the canvas **4** will be shown on the external display or on screenshots.

### Enter Main Menu

Tap Menu button **5** to configure Tagtool.

### Enter Network Menu

Tap the Network button **6** to join a multiplayer session (Tagtool PRO required to start multiplayer session).

### Enter Fullscreen Mode

Tap on Fullscreen button **7**.

## PAINTING

### Change brush size

Drag 1 finger up or down on the Brush Preview **1**.

### Change brush color

Tap color in the Color Palette **2**. Drag up/down to scroll.

### Erase

Hold down the Eraser button **3** and drag 1 or more fingers over current painting.

### Rewind / undo

Drag 1 finger up/down on the Rewind slider **4**.

### Create new layer

Double tap on Paint/Animate button **5**.

### Bring current layer to the front

Hold the Paint/Animate button **5** to show the current Layer Card, then drag it down

## ANIMATION

### Select/deselect

Tap on a deselected layer (grey) to select it (yellow). Tap it again (or anywhere in empty space) to deselect.

### Move, rotate, scale

Drag 1 finger anywhere in the workspace to move selected layer(s). Use 2 fingers to rotate and scale.

### Delete

Tap on Delete button **1** to delete selected layer(s).

### Edit

Tap on Edit button **2** while a single layer is selected.

### Group/ungroup

Tap on Group button **2** when 2 or more layers are selected. Tap again to ungroup.

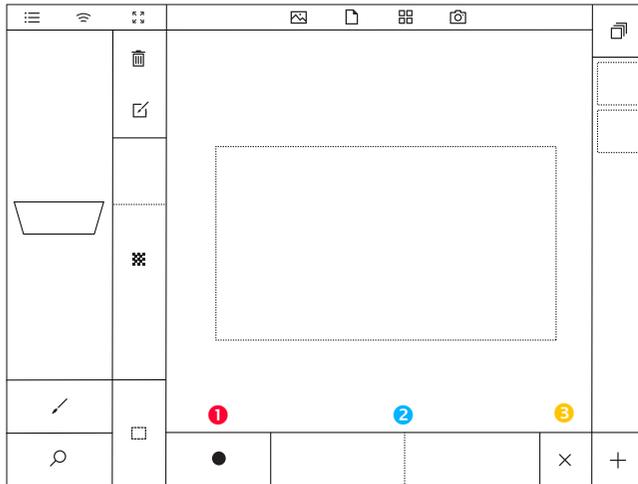
### Change layer order

Drag 1 finger up or down in the Layer Card area **3**.

### Change opacity

Drag 1 finger up/down on the Opacity slider **4**.

# Tagtool CHEAT SHEET BASIC



## ANIMATION BAR

### Record animation loop

Hold the Record button **1** and move a layer.

### Start and pause loop

Tap anywhere within the Loop area **2**.

### Change speed

Drag 2 fingers left/right in the Loop area **2**.

### Delete loop

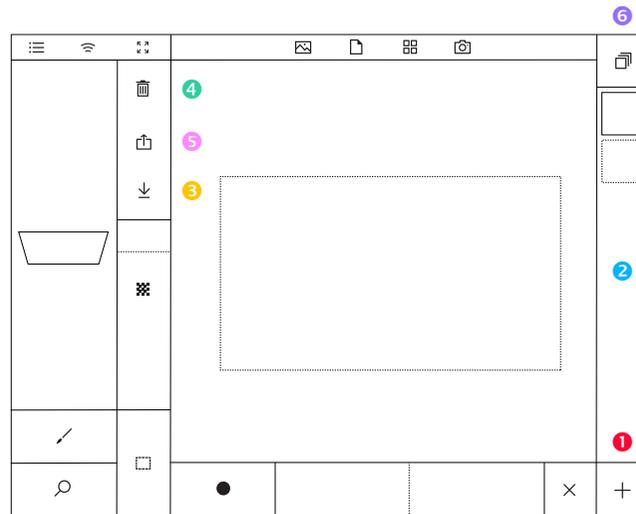
Tap on Delete Loop button **3**.

### Continuous rotation

Hold 2 fingers on Record button **1**, put 1 finger where you want the center of rotation to be, and twist another finger until you reach the desired rotation speed.

### Perfectly horizontal/vertical movement

Hold 2 fingers on Record button **1** and move 1 finger horizontally or vertically.



## DECK

### Save layer to Deck

Tap on Save button **1** while a layer is selected. The layer will appear within the Deck **2**.

### Load layer from Deck

Select Deck layer in the Deck **2** and drag it into the workspace. Alternatively tap on the Insert button **3** to load it at its original position. Layer will be invisible (use Opacity slider).

### Delete Layer from Deck

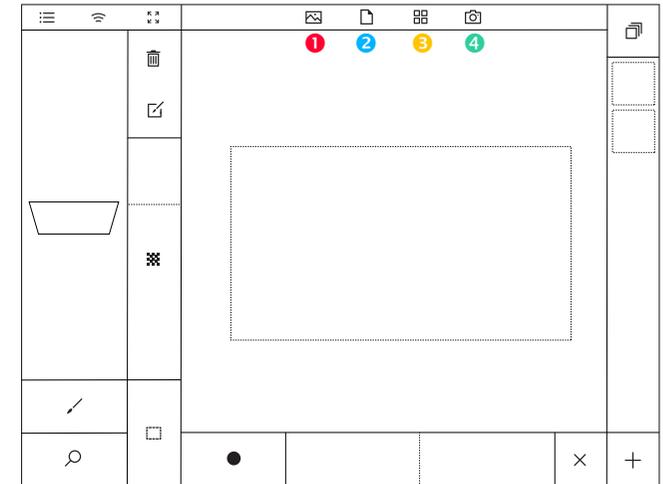
Tap on Delete button **4** to delete a selected Deck layer.

### Share Deck layer

Tap on Share button **5** to share selected Deck layer(s) with other players.

### Manage Decks

Tap the Decks button **6** to create, name, or delete decks.



## TOP BAR

### Take Screenshot

Tap on Screenshot button **1** to save a screenshot to the photo library of the device.

### Change Background color

Tap on Background button **2** to change the background color.

### Import photo from library

Tap the Import button **3** to insert a picture from the photo library. It will be invisible after import (use Opacity slider).

### Import photo from camera

Tap the Camera button **4** to take a picture and insert it into the scene. It will be invisible after insert (use Opacity slider).