

# Appendix B – Using the Paint Editor

(This is a composite image showing several view options at once that will normally only show up one at a time.)

If you make a mistake, the **undo button** is wonderful!

You can **import any sprite** into other sprites, to add a hat, for example, to the cat.

costume1

Clear Import

Drag the top circle to **rotate** an object.

Many sprite collision problems can be fixed by **resetting the center** of the costume.

Drag the corner boxes to **resize** an object.

Objects drawn in Vector Mode can have their **shapes (points)** modified.

Holding the "SHIFT" key while drawing will make a **rectangle a square** and an **oval a circle**.

Objects drawn in Vector Mode can be moved through **layers**, forwards or backwards.

You can highlight a part of your image to **delete** or hold down the "SHIFT" key and delete everything else.

To **drop out a solid color background**, paint in "nothingness".

The **eyedropper** lets you "suck up" (or select) a color you already have on your canvas.

The **default** for sprites is zoomed in 200%.

You can create **interesting blends** by swapping the front and back colors.

**Bitmap Mode**  
Convert to vector

**Line thickness** can be controlled with this slider.

You can switch over to the **"rainbow" color picker** if you can't find the exact color you want.

**Bitmap Mode** is like painting on a single canvas – whatever you add covers up anything under it. You can select an area to modify (move, color, copy), but not the individual objects.

**Vector Mode** is like painting on multiple canvases that can overlap each other. Shapes created in Vector Mode can be moved as one object, through layers backwards and forwards, and have their points modified.