

# PaintCode 2 Shortcuts

## CANVAS

- ⌘ E Export...
- ⌘ R Export Again
- ⌘ D Duplicate Selected Item (Shape, Library Item or Canvas)
- ⇧ ⌘ N New canvas with size of 240 x 120 if no canvas is selected or with size of selected canvas
- ⌘ + Zoom In
- ⌘ - Zoom Out
- ⌘ 0 Zoom 100%
- ⌘ D Toggle Density (1x, 2x, 3x Display or Infinite Density)
- ⌘ G Show / Hide Grid
- ⌘ O Show / Hide Only Outlines
- ⌘ P Show / Hide Preview window
- ⇧ ⌘ H Add Horizontal Guide
- ⇧ ⌘ V Add Vertical Guide

## TOOLS

- R Rectangle
- O Oval
- T Text
- B Bezier
- F Frame

## OBJECTS

- ⌘ G Group objects
- ⇧ ⌘ G Ungroup objects
- ⌘ B Convert selected Shape to Bezier
- ^ Turn Off Snap to Grid temporarily while dragging
- ⇧ ⌘ Constrain movement to X and Y axes while dragging
- ⌘ Duplicate object when dragging begins
- ⌘ ⇧ Duplicate object and constrain movement to X and Y axes while dragging

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## OBJECTS

<b>Double Click</b>	Enter Edit Bezier mode when Bezier is selected
<b>⌘</b>	Change size proportionally when dragging selection corner handle
<b>⌘ + Arrow</b>	Move by 10 points
<b>^ ⌘ ⌘ ↑</b>	Bring To Front
<b>^ ⌘ ⌘ ↓</b>	Send To Back
<b>⌘ ⌘ ↑</b>	Bring Forward
<b>⌘ ⌘ ↓</b>	Bring Backwards
<b>⌘ B</b>	Convert Shape to Bezier
<b>⌘ E</b>	Enter Edit Bezier mode when Bezier is selected

## COLOR PICKER

<b>↑ or ↓</b>	Change value by 1 (not in HEX mode)
<b>RGBA or HSBA float mode:</b>	
<b>↑ or ↓</b>	Change value by 0.01
<b>⌘ ↑ or ↓</b>	Change value by 0.001
<b>⌘ ↑ or ↓</b>	Change value by 0.1

## ROUND BEZIER POINT EDITING

<b>⌘</b>	Edit one Bezier handle only while dragging
<b>⌘</b>	Constrain movement of handle point to multiples of 45 degrees
<b>^</b>	Turn Off Snap to Grid temporarily while dragging handle point or Bezier point

## CONTROLS

<b>⌘</b>	Snap to ticks when dragging by mouse
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## SHADOW CONTROL

<b>↑ or ↓</b>	Change shadow offset by 1
<b>⌘ ⌘ ↑ or ↓</b>	Change Blur offset by 5
<b>⌘ ↑ or ↓</b>	Change Blur offset by 0.5