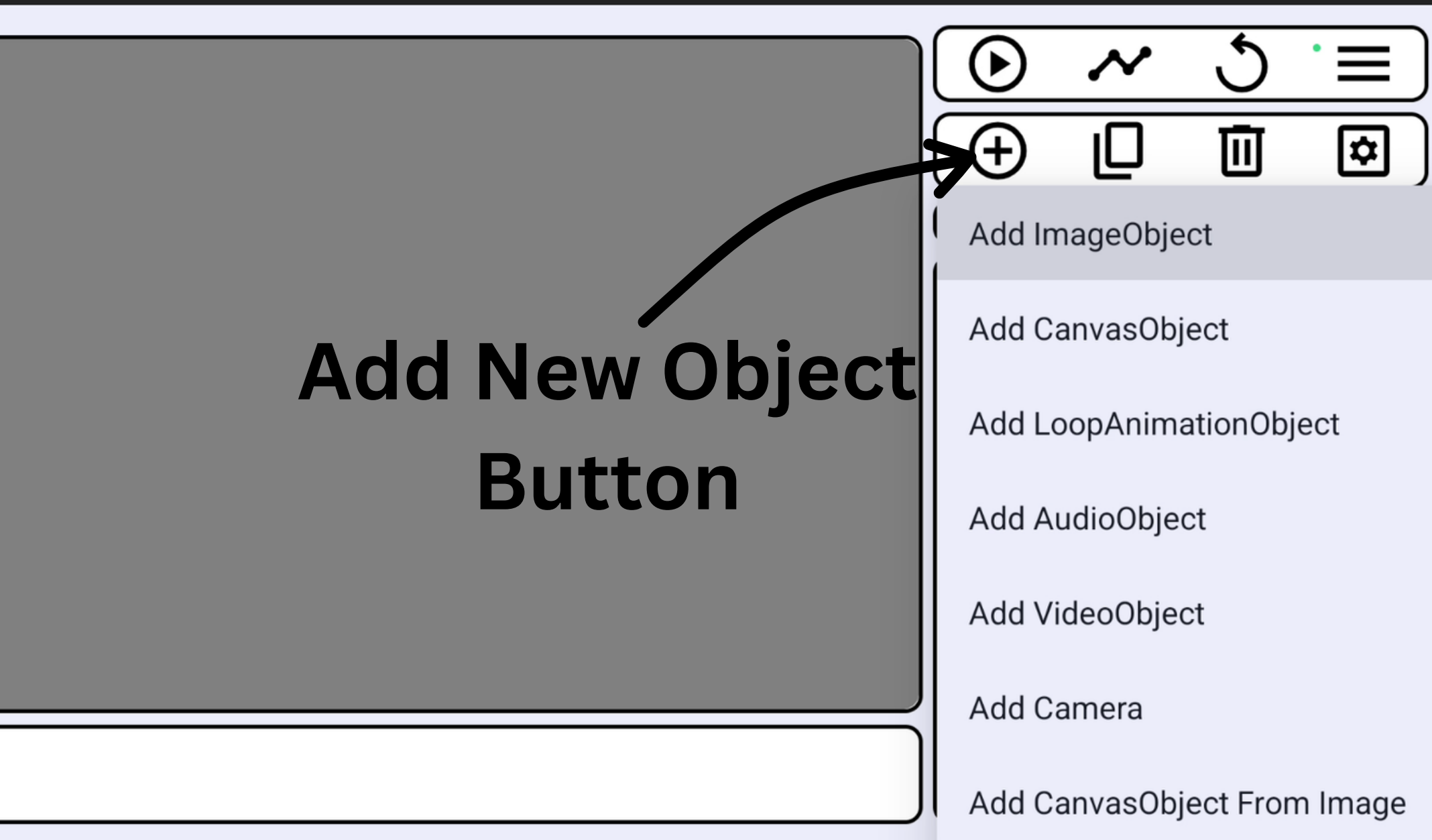




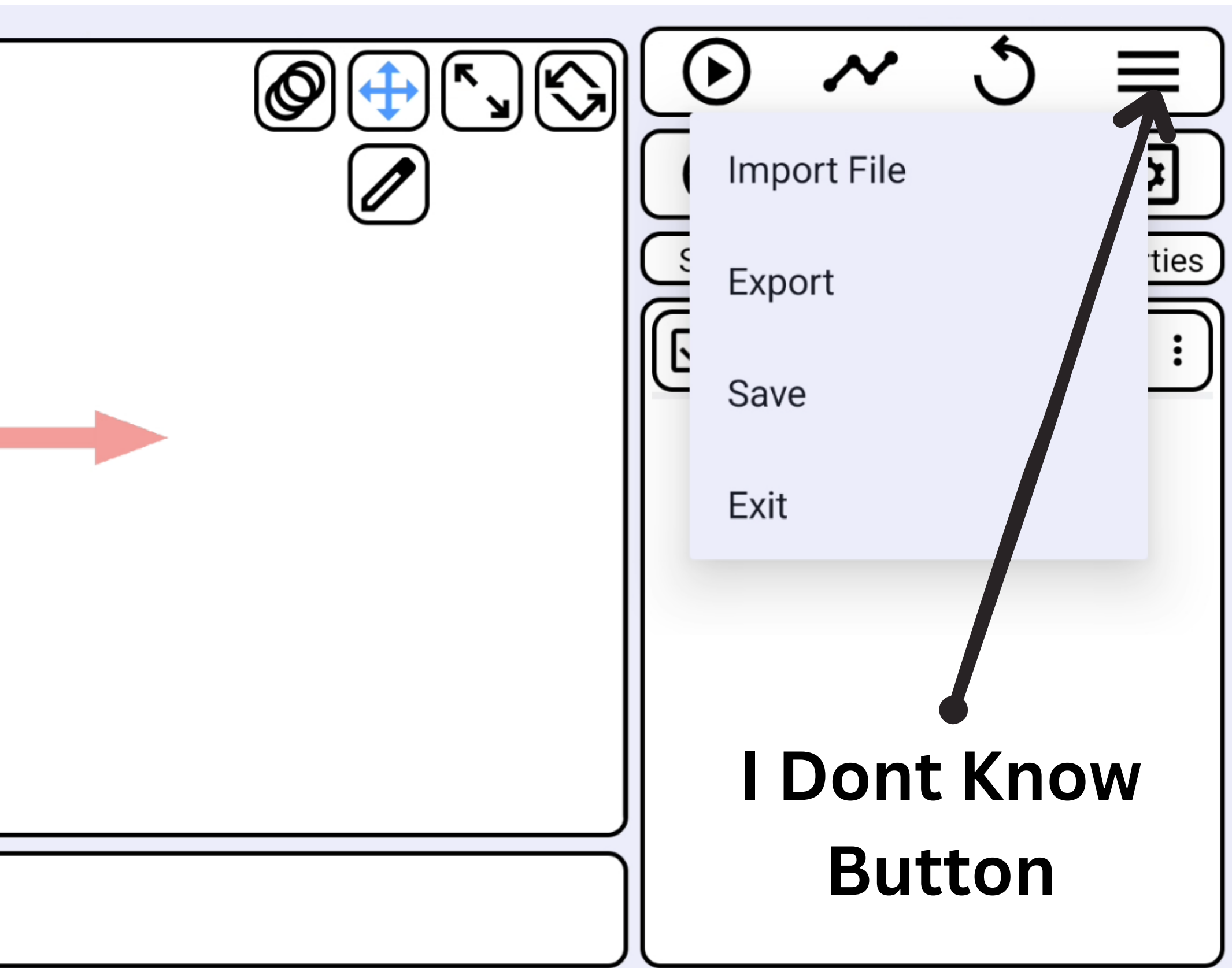
Canvas Object : Editable and Paintable Object

Image Object : Static Image

Audio Object : Plays Sounds and Music

Video Object : Play Video (Not Recommendate)

Loop Animation Object : Lets you put Key animation in a Canvas Object's Repeat Area.

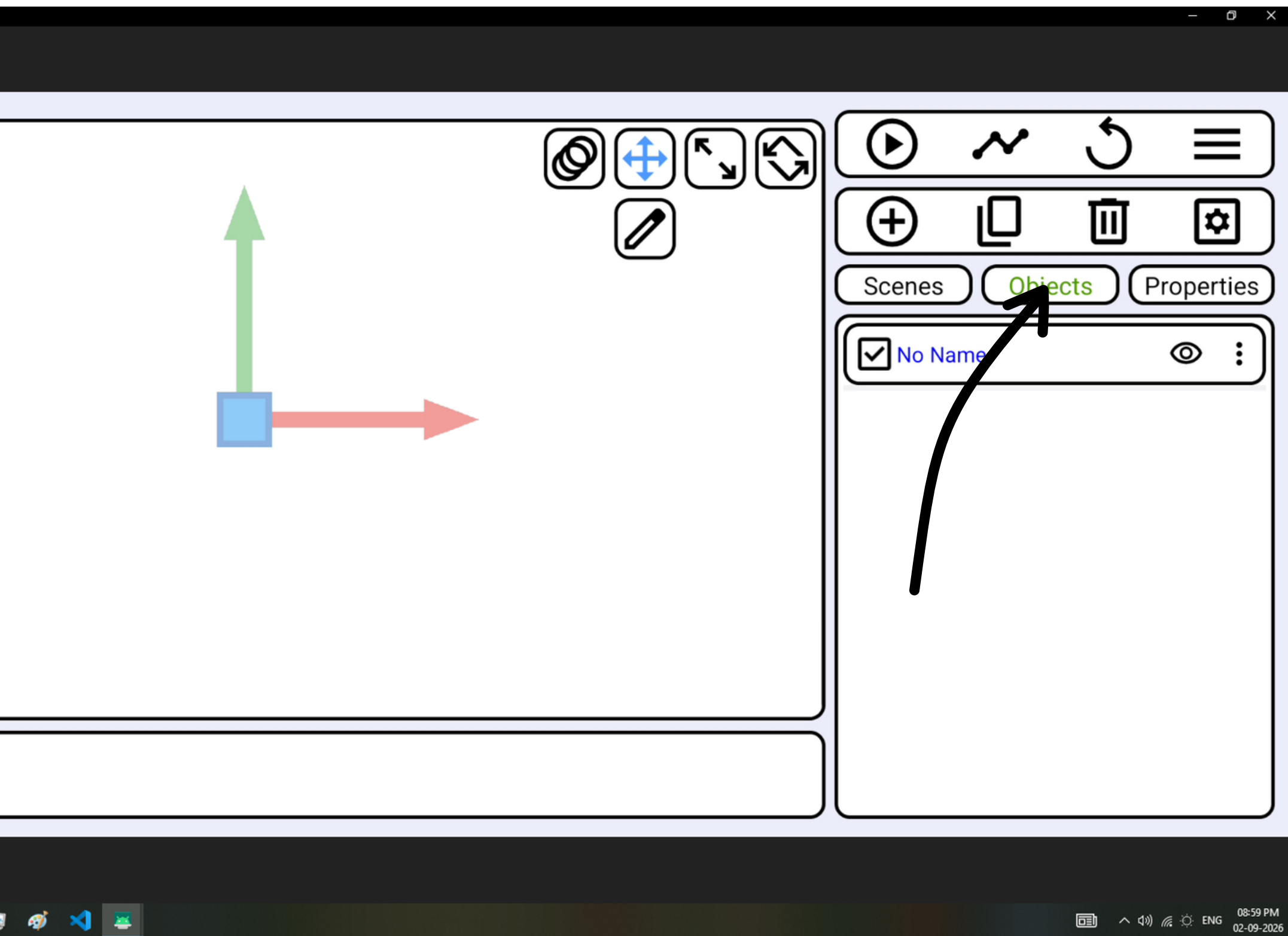


Import File : Lets You Add Files Phone Storage

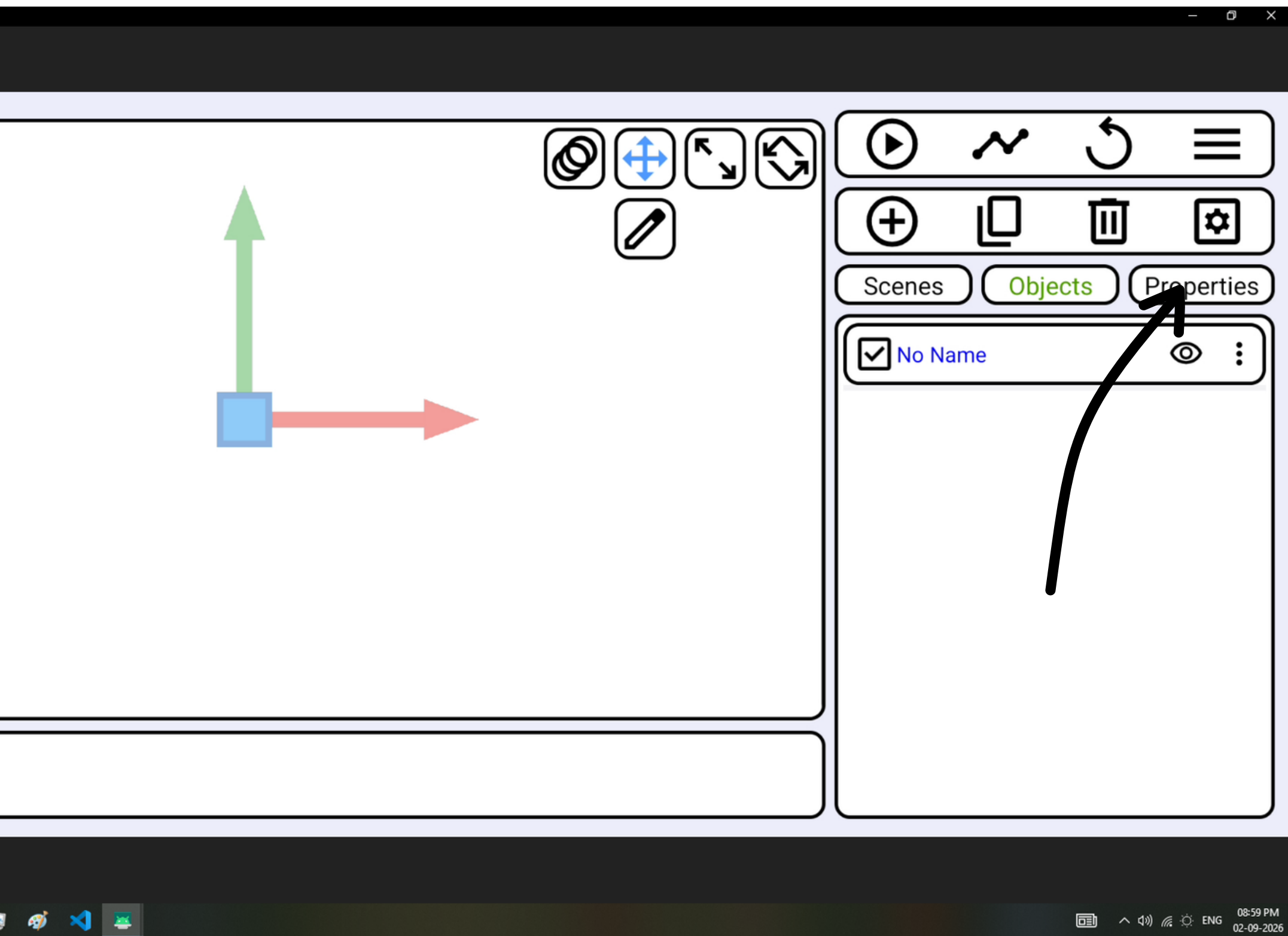
Export : Start Rendering Final Video File

Save : It Dont do any thing , Just a Placebo Button

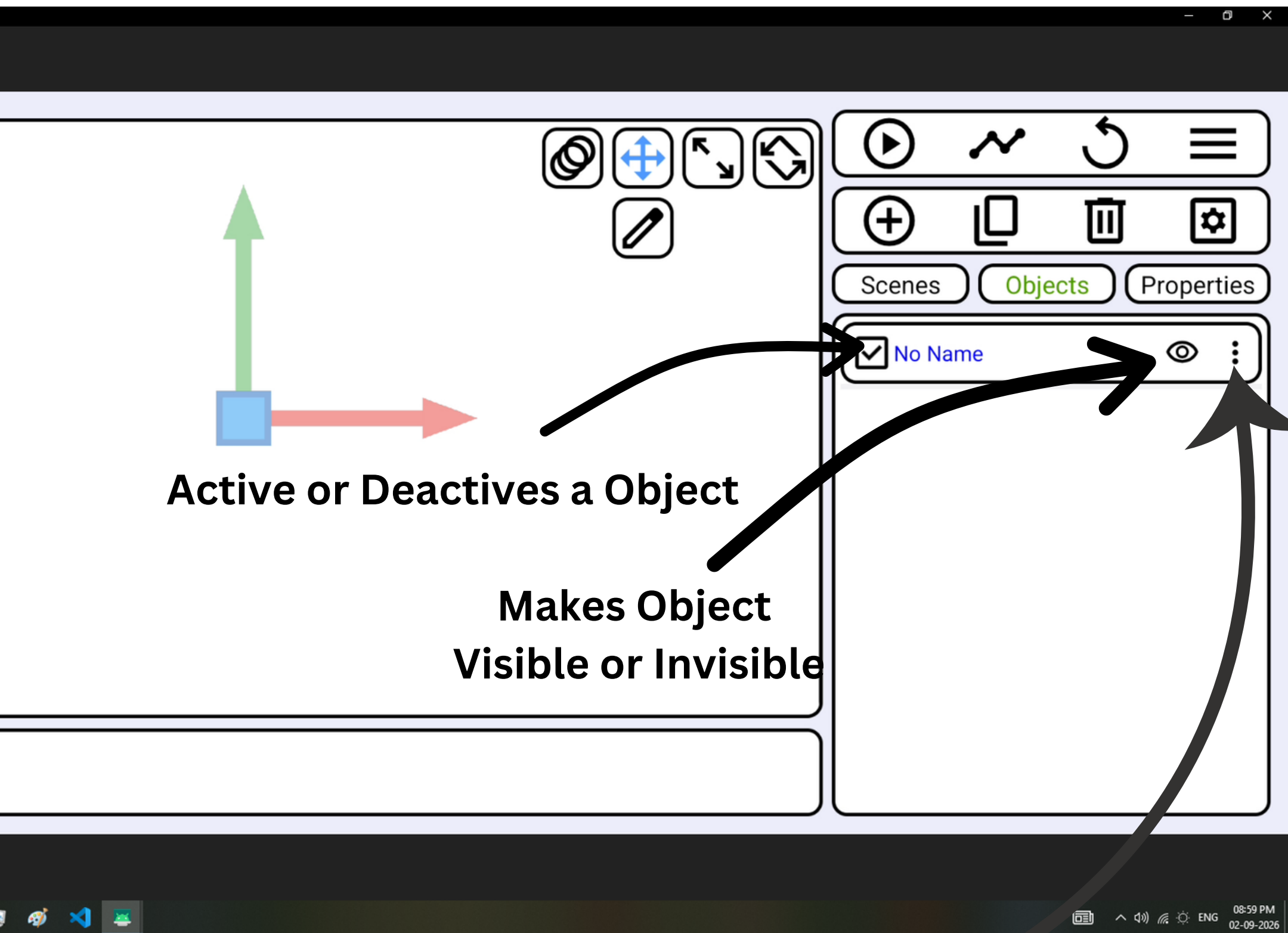
Exit : Anyone with Common Sense knows what it does.



Object List View
(Object List View Let select , copy and Delete Objects)



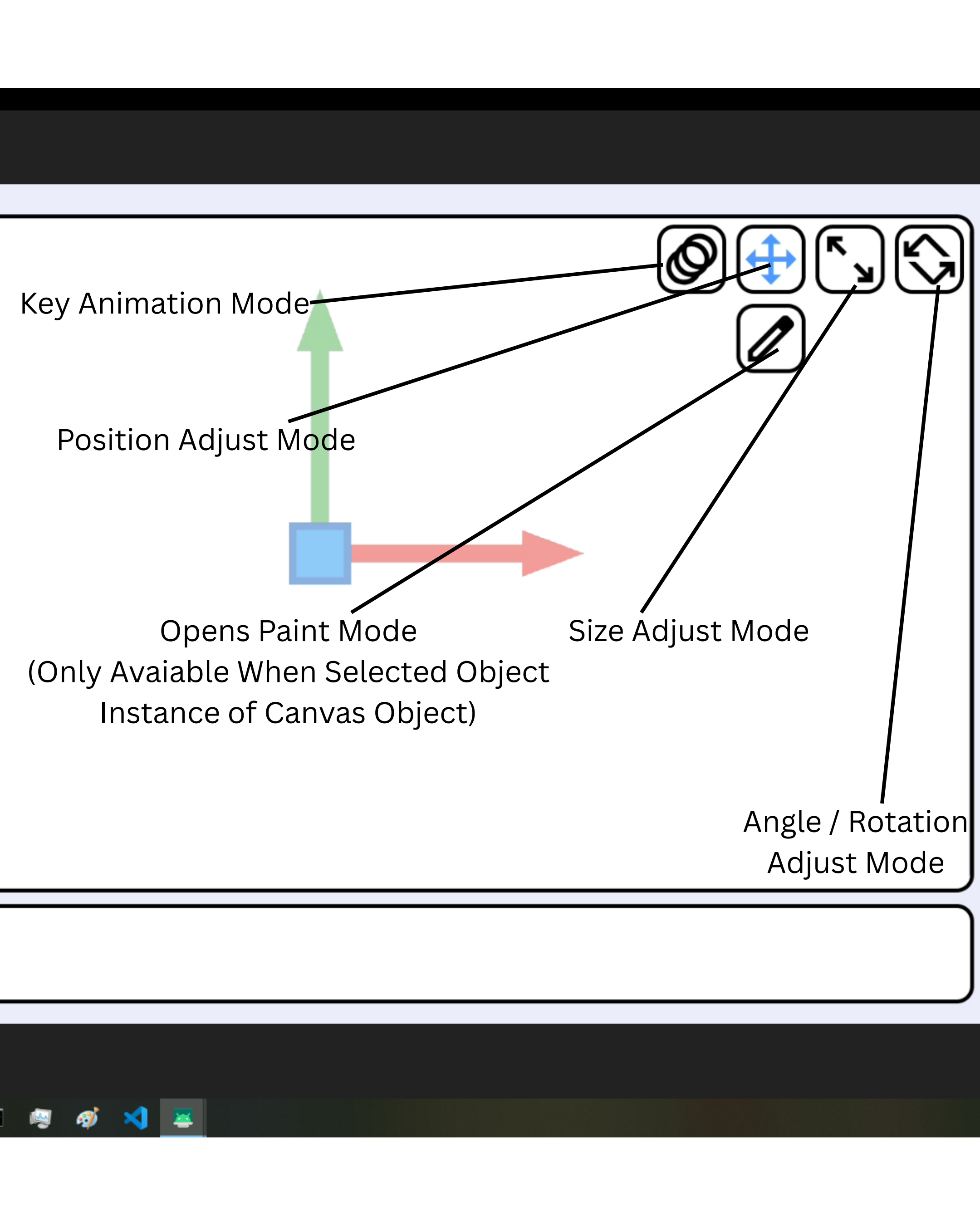
**Property Edit
View Button
(Only Works a One Object
is Selected)**

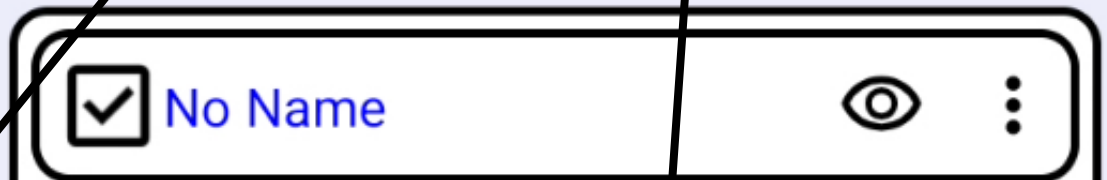


Active or Deactivates a Object

**Makes Object
Visible or Invisible**

**More Menu Button
Show Copy , Delete and Other Option**

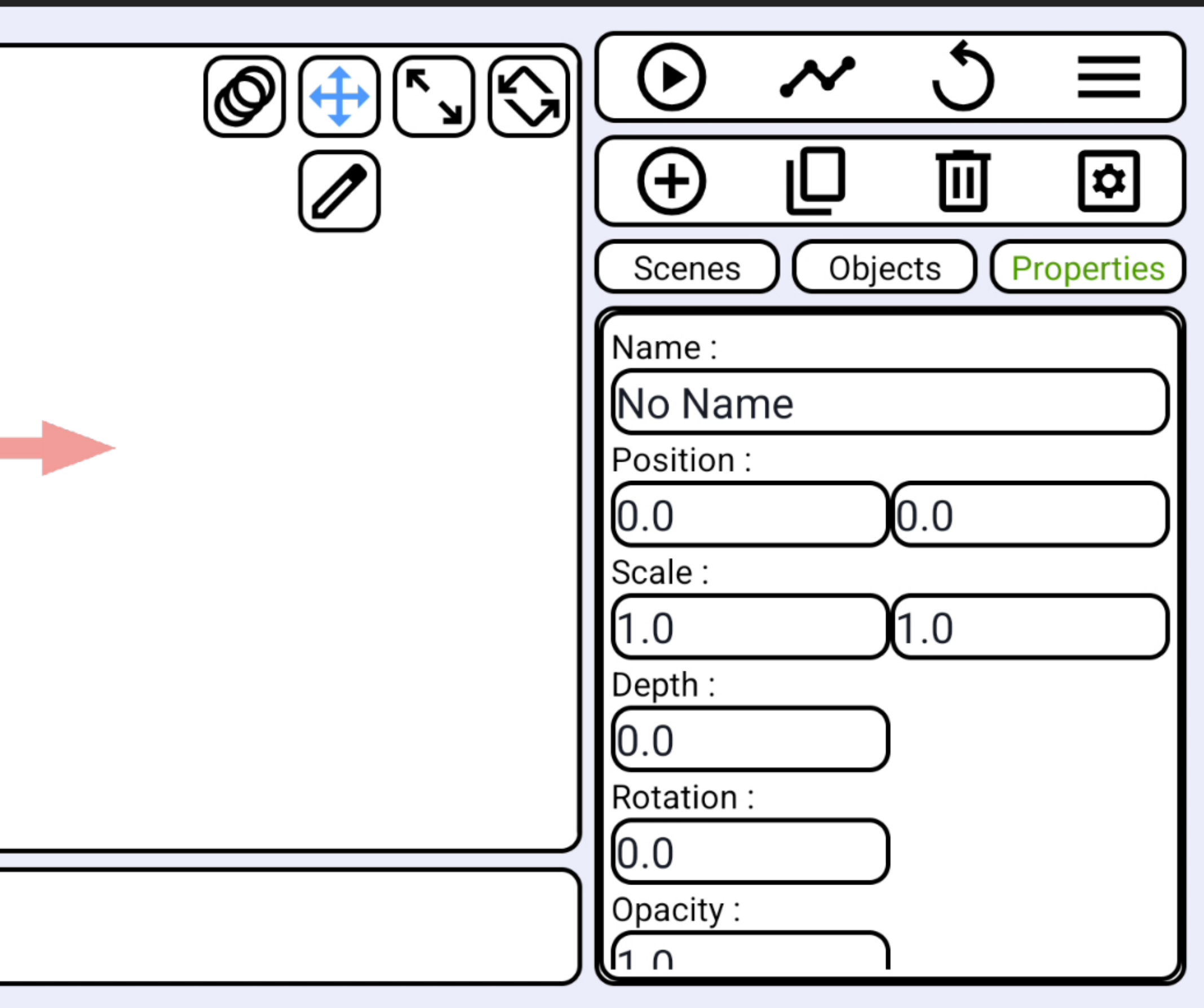




**Play / Pause
Button**

**TimeLine Node View
(Not very usefull yet)**

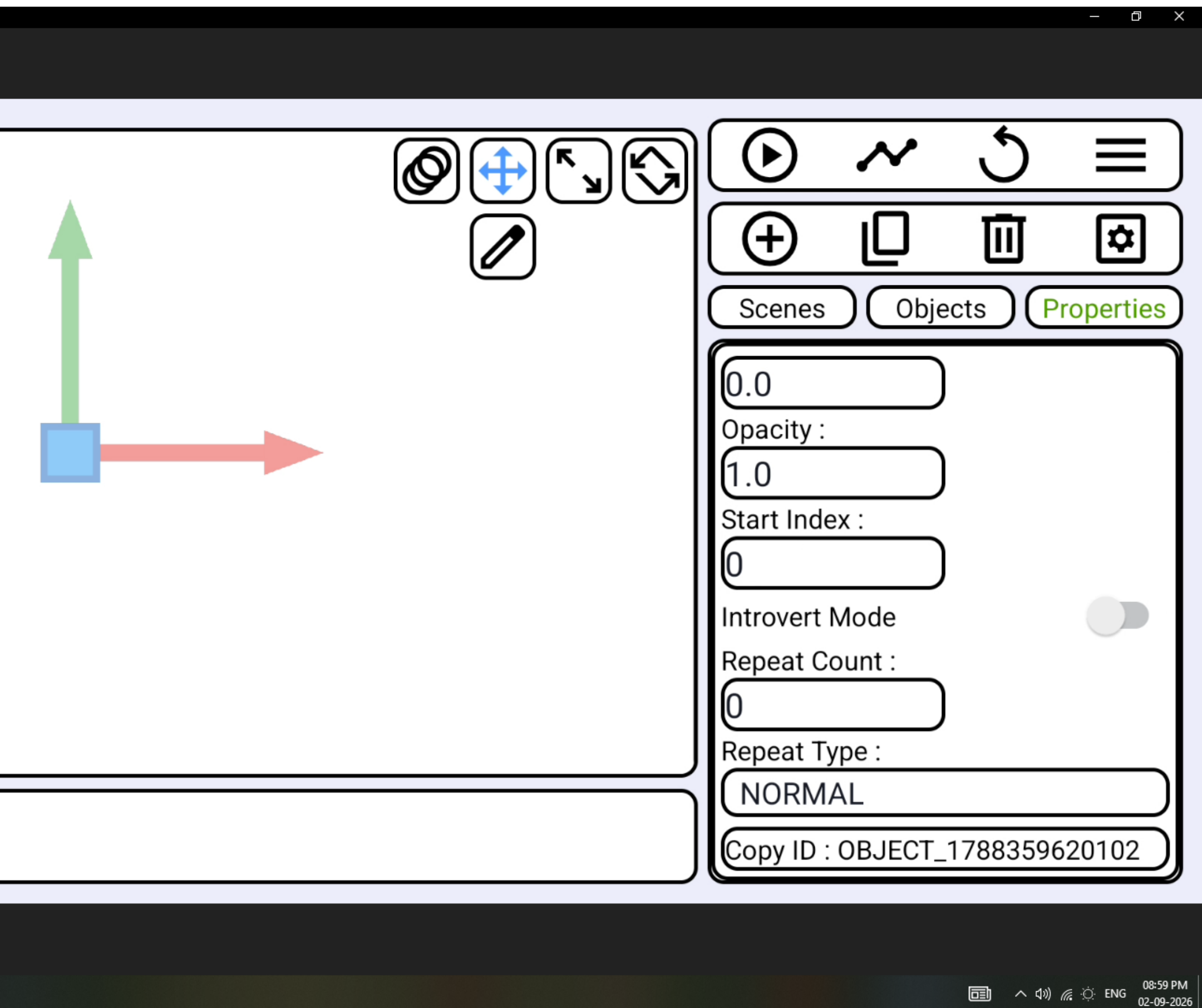
**Reset Animation Position
To Frame 1 (Enable and
Disbles loop mode if long
pressed)**



Depth :how close or far a object is.

Opacity(alpha value) : transparency

**for Audio Object Scale use as
Volume , x for left and y for right**



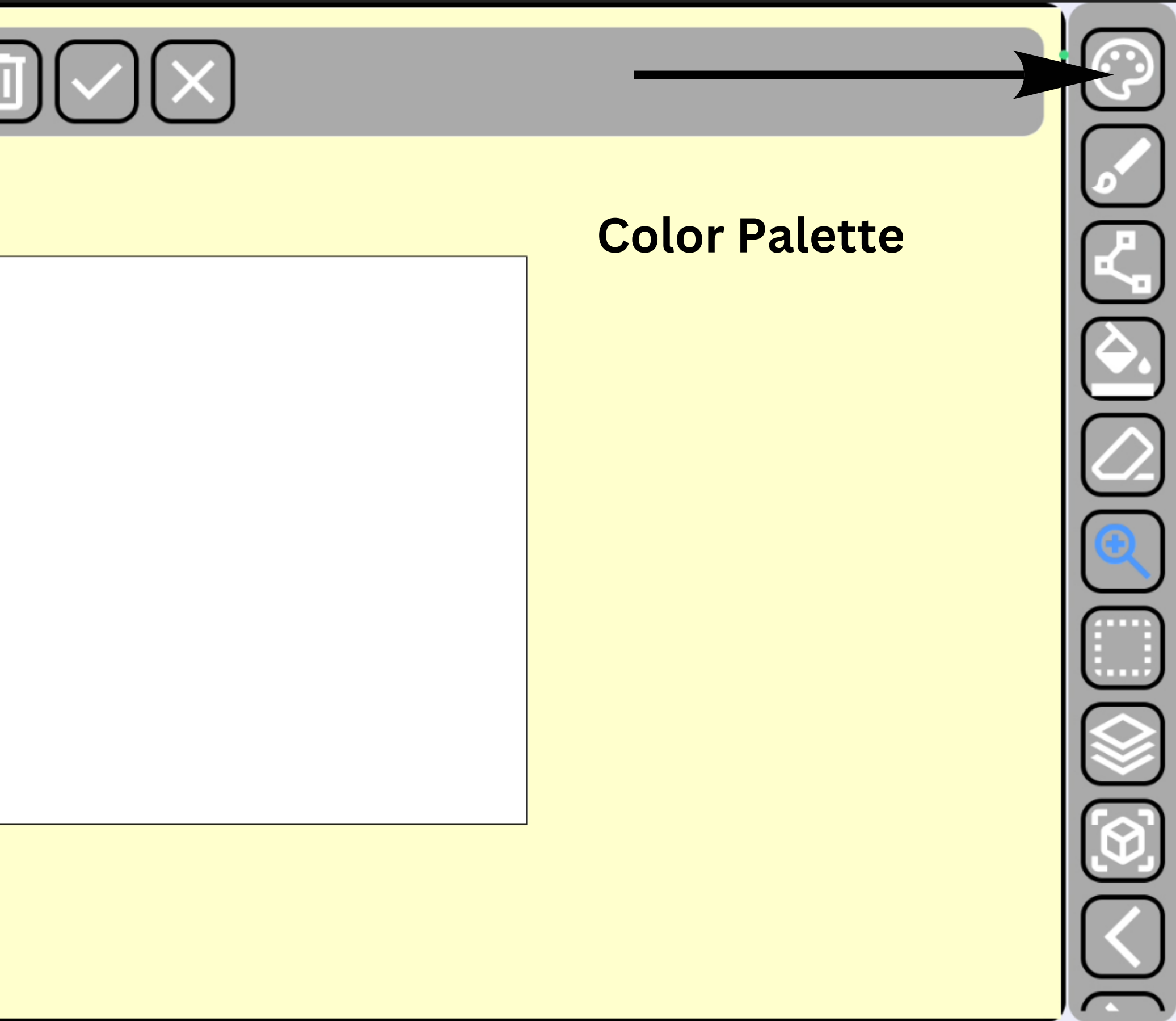
Start Index : Acts after Which Frame Current Object Start appering

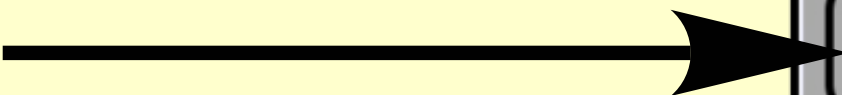
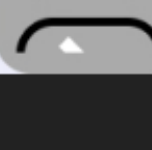
Repeat Count : Repeat a Object Actions

Repeat Type : i dont think i need to explain this

Introvert Mode : In This Software , Animation Length is Determine by Object with highest End point , Intervert Mode Disqualify a Object from Being Selected For Determining Animaition Length.

Copy ID : copies a Object id into System's clipboard. This id required in LoopAnimation Object.

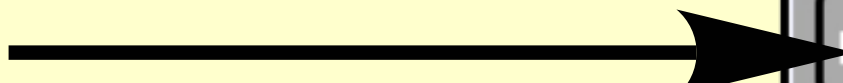


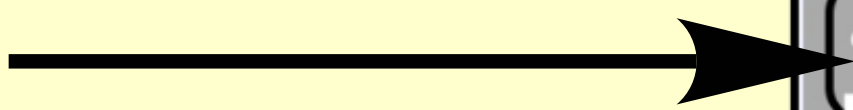


**Brush Mode
(Double Click Or
Long Press For Brush
Menu)**

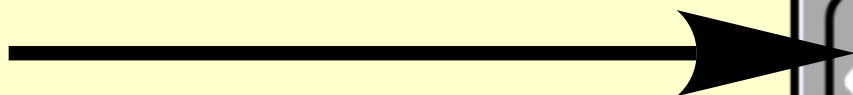


**Line Draw Mode
(Help to make straight
Lines)**





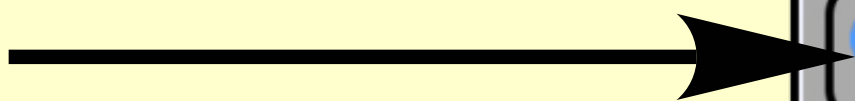
**Bucket Fill Mode
(Long Click or Double Click
For Bucket Fill Menu)**



Eraser Mode
(Long or Double Click For
Eraser Menu)

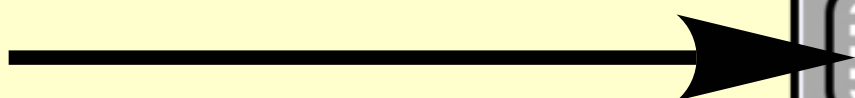


**Pan Mode
(Long or Double Click
To Reset Panning)**



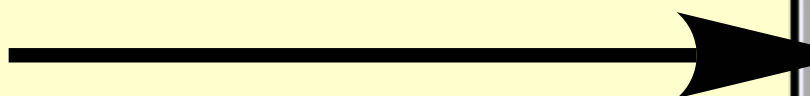


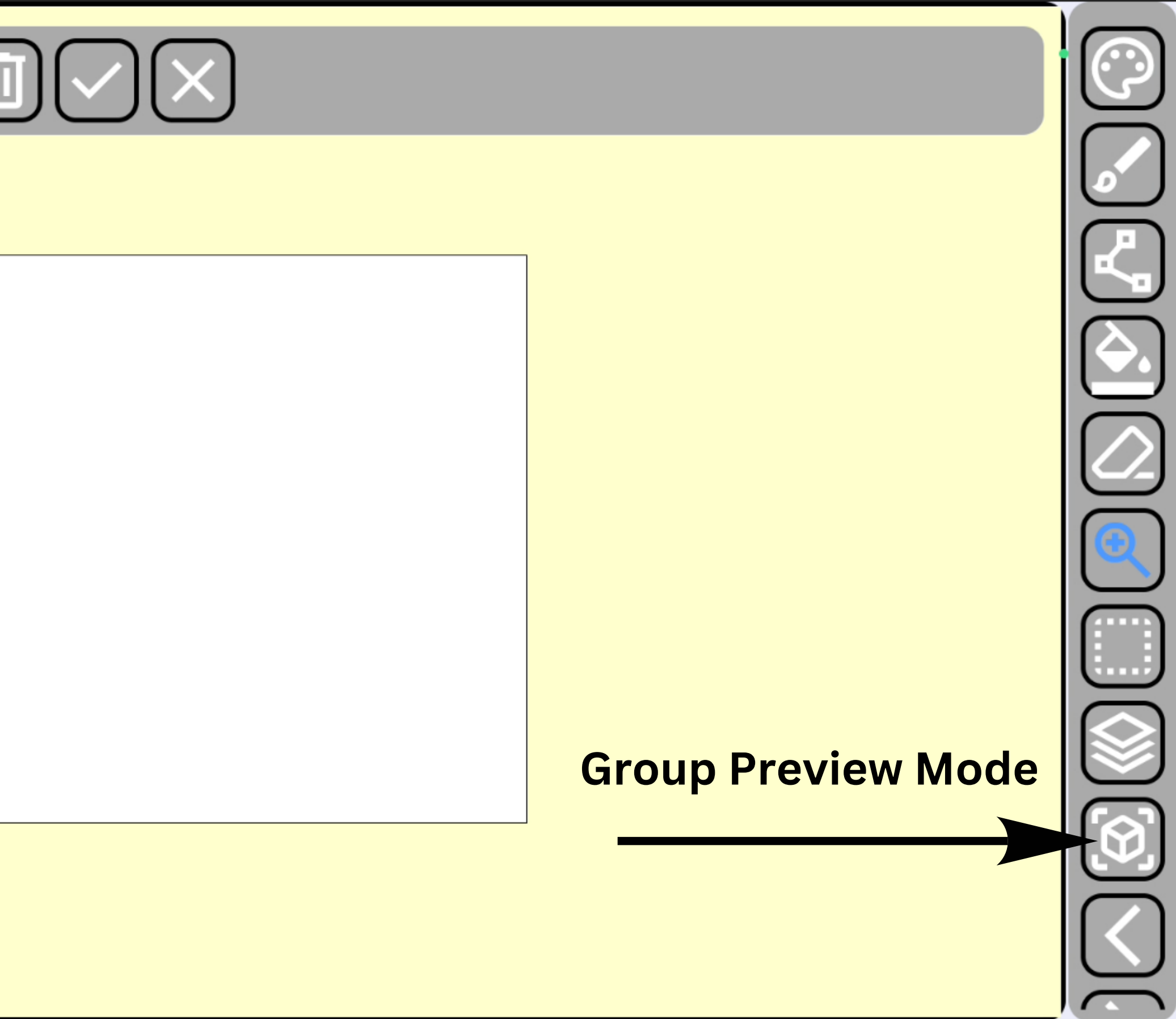
Selection Mode





**Onion Mode
(Long or Double
Click to Configure)**

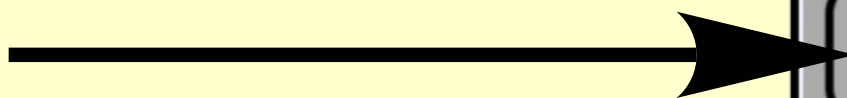


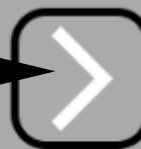


Group Preview Mode

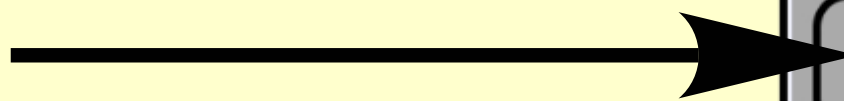


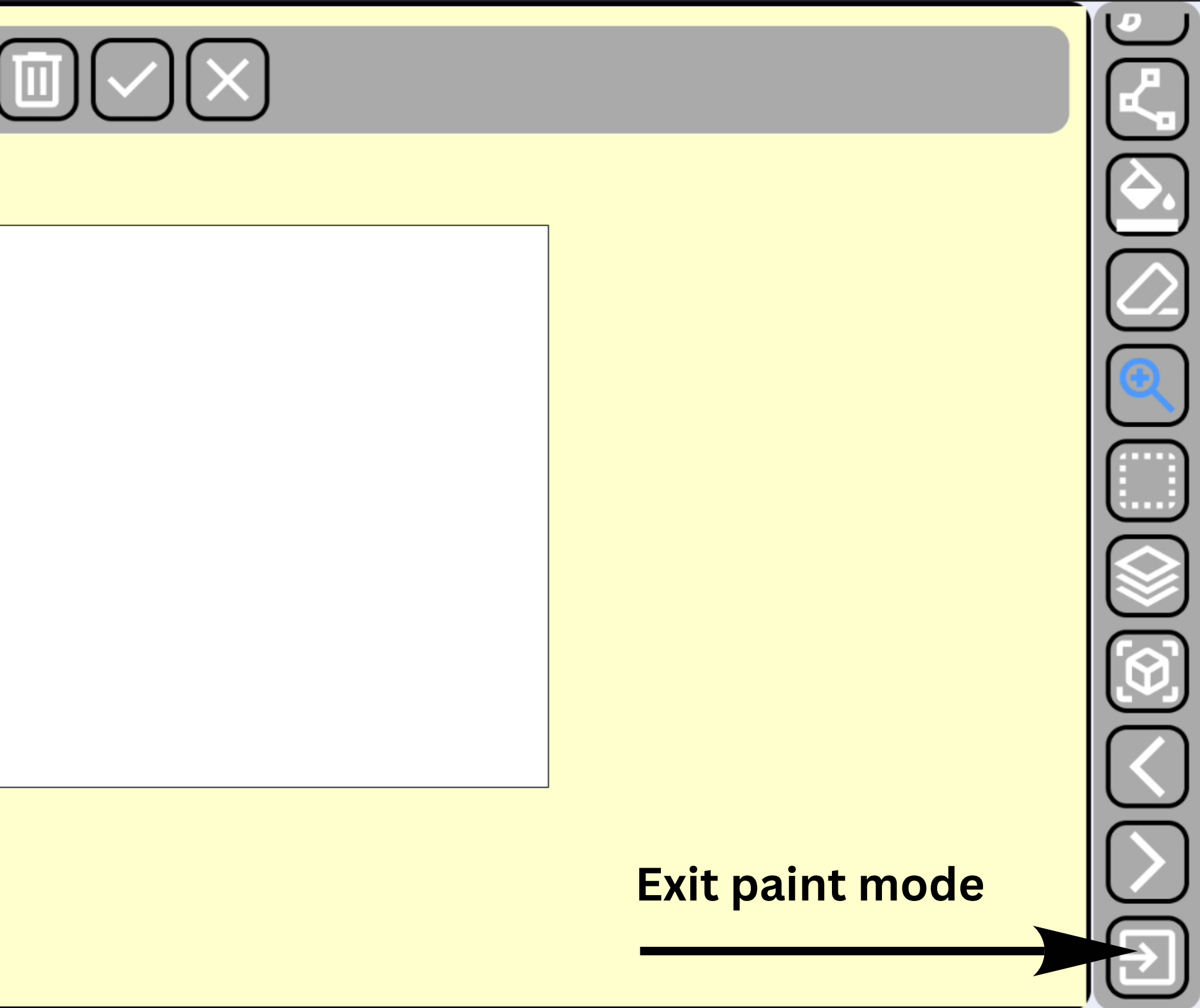
**Goto Previous Frame
Button**



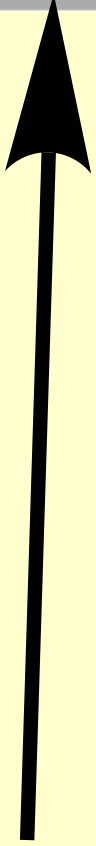


**Goto Next Frame
(Long Press To Create
Empty Frame , Eraser Color
will Use as Base Color)**

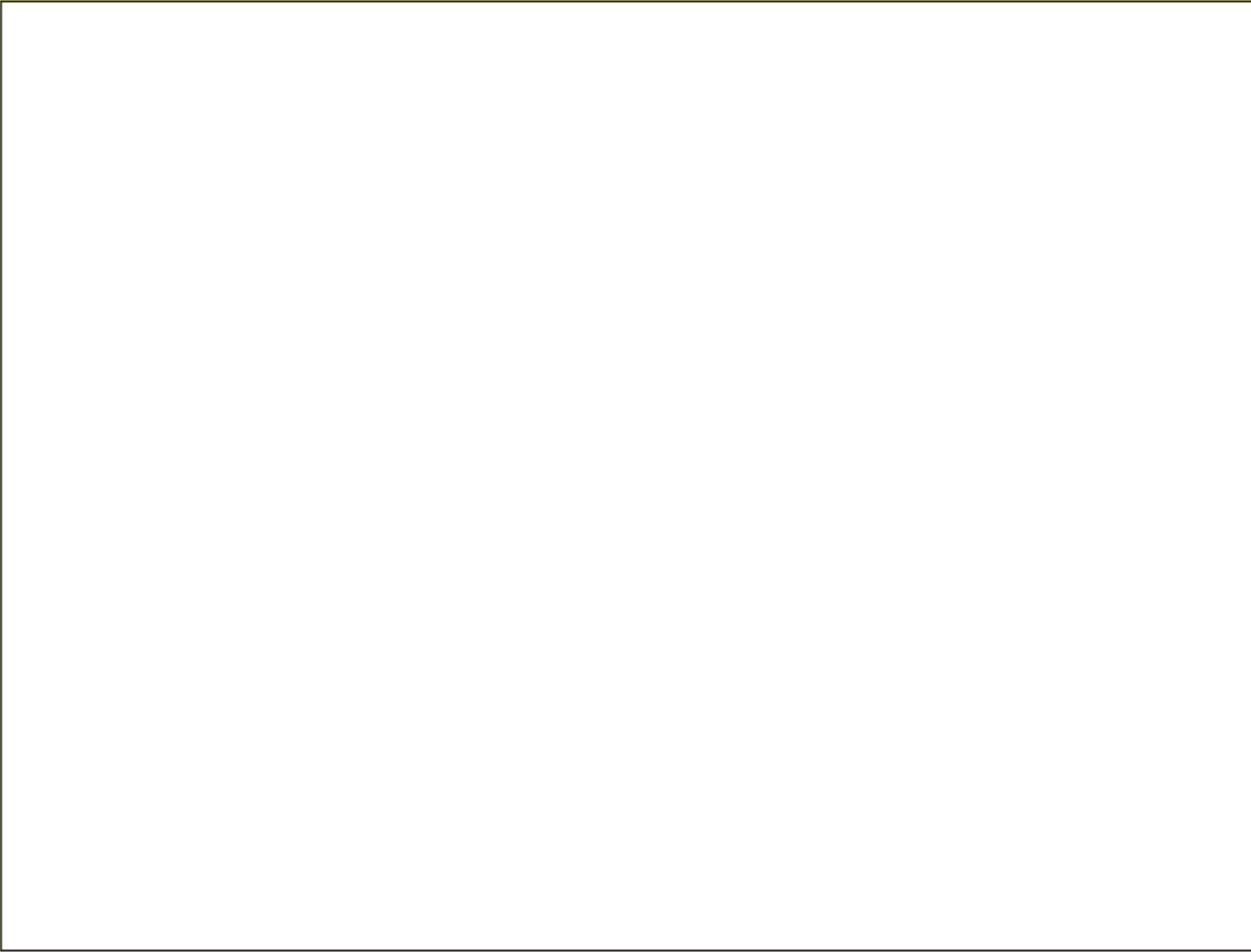


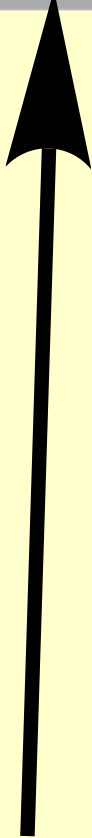


Exit paint mode

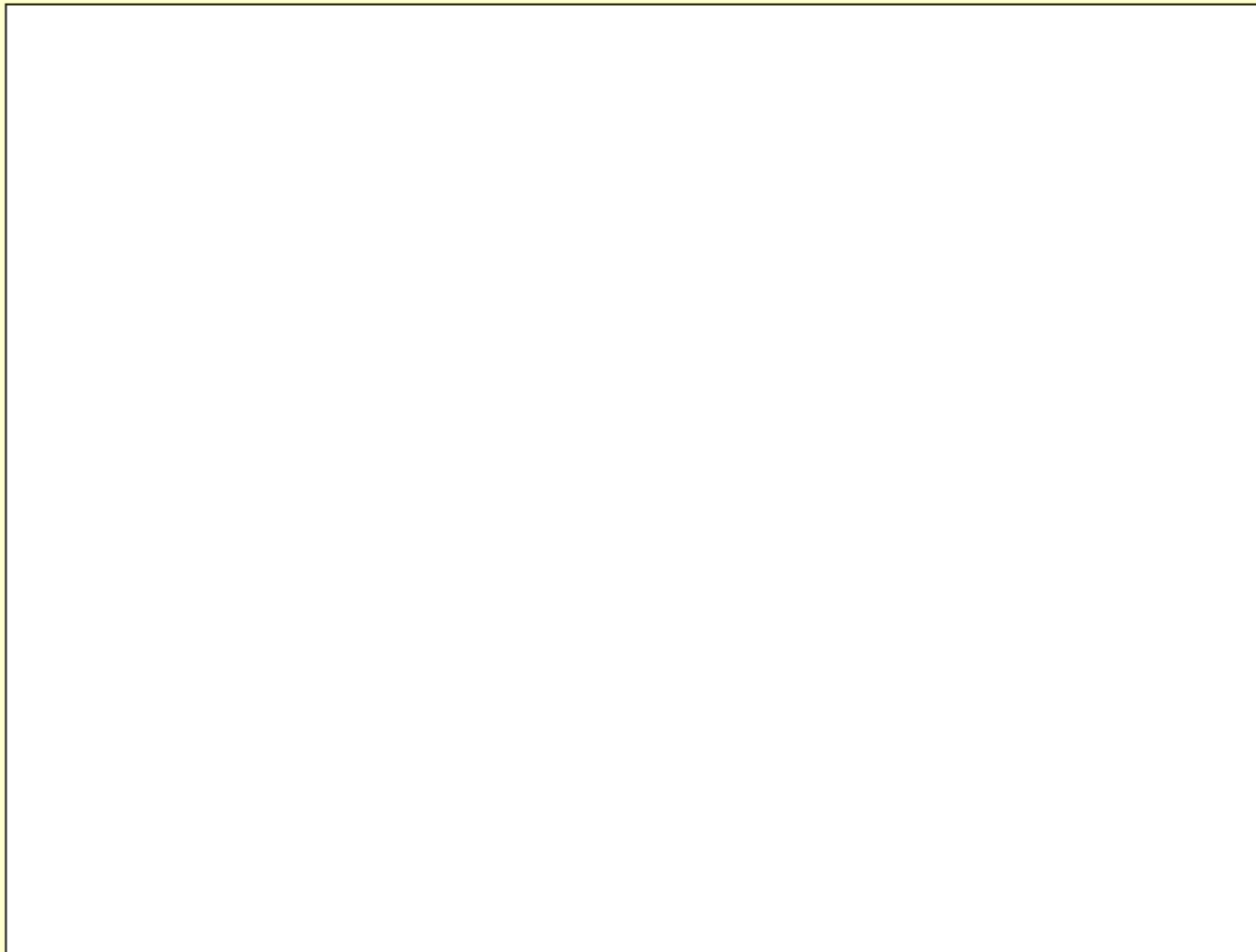


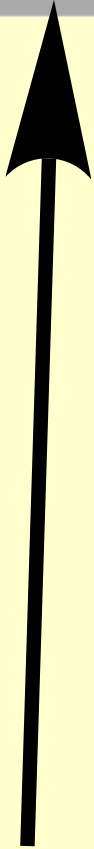
Undo Button



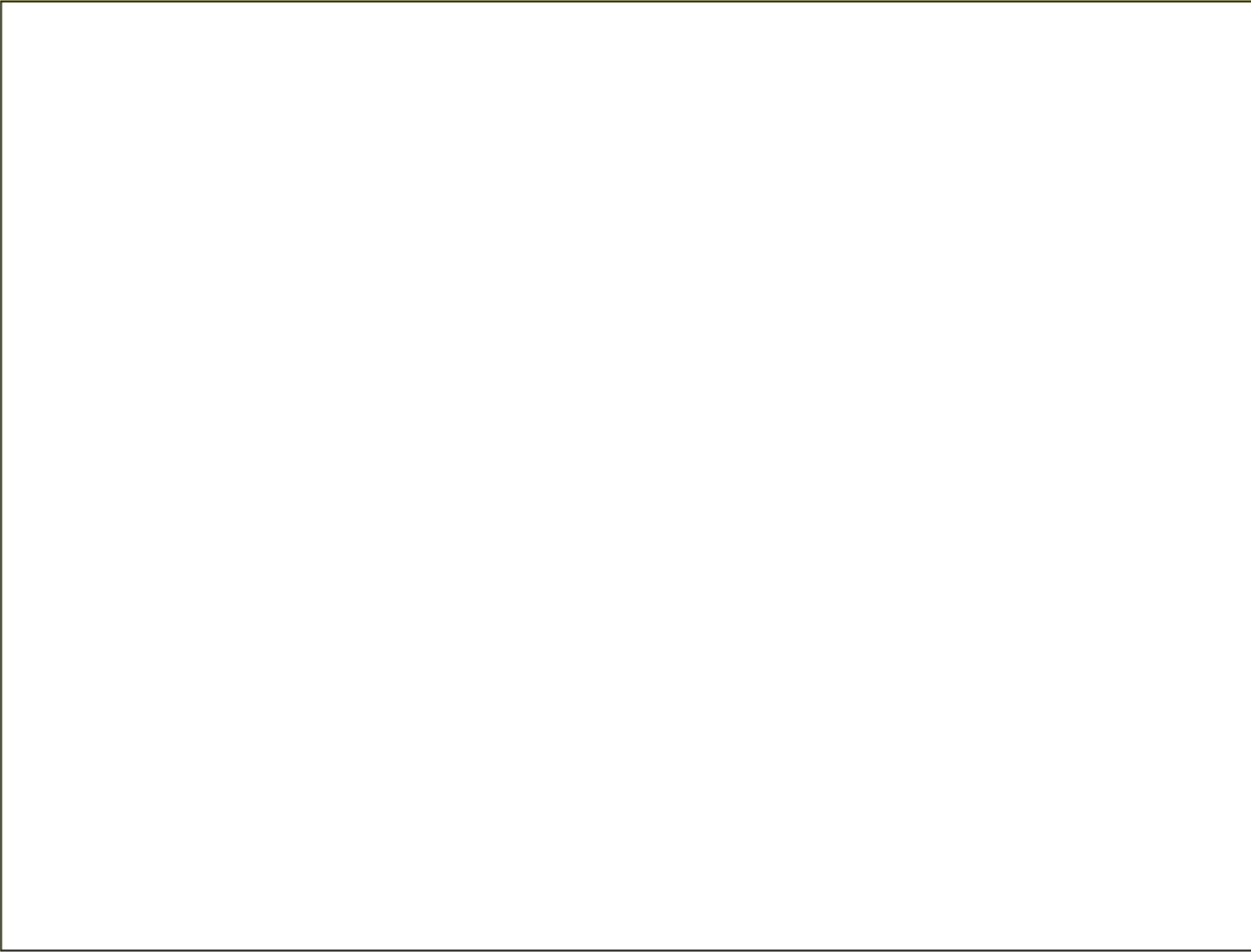


Redo Button



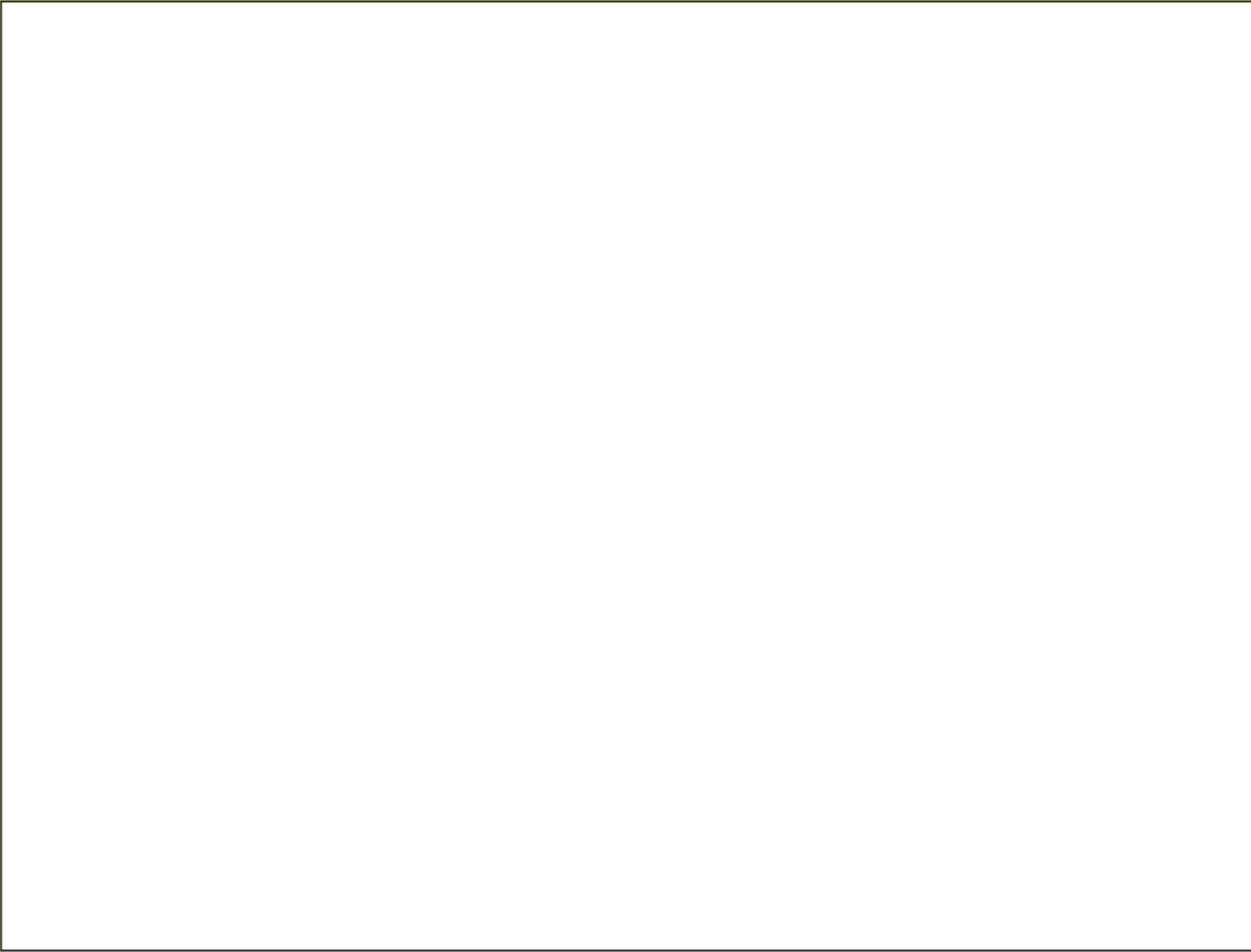


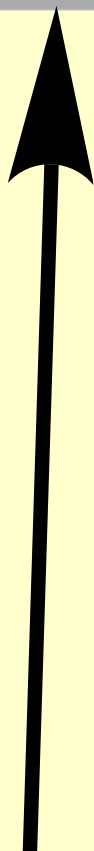
Save Button



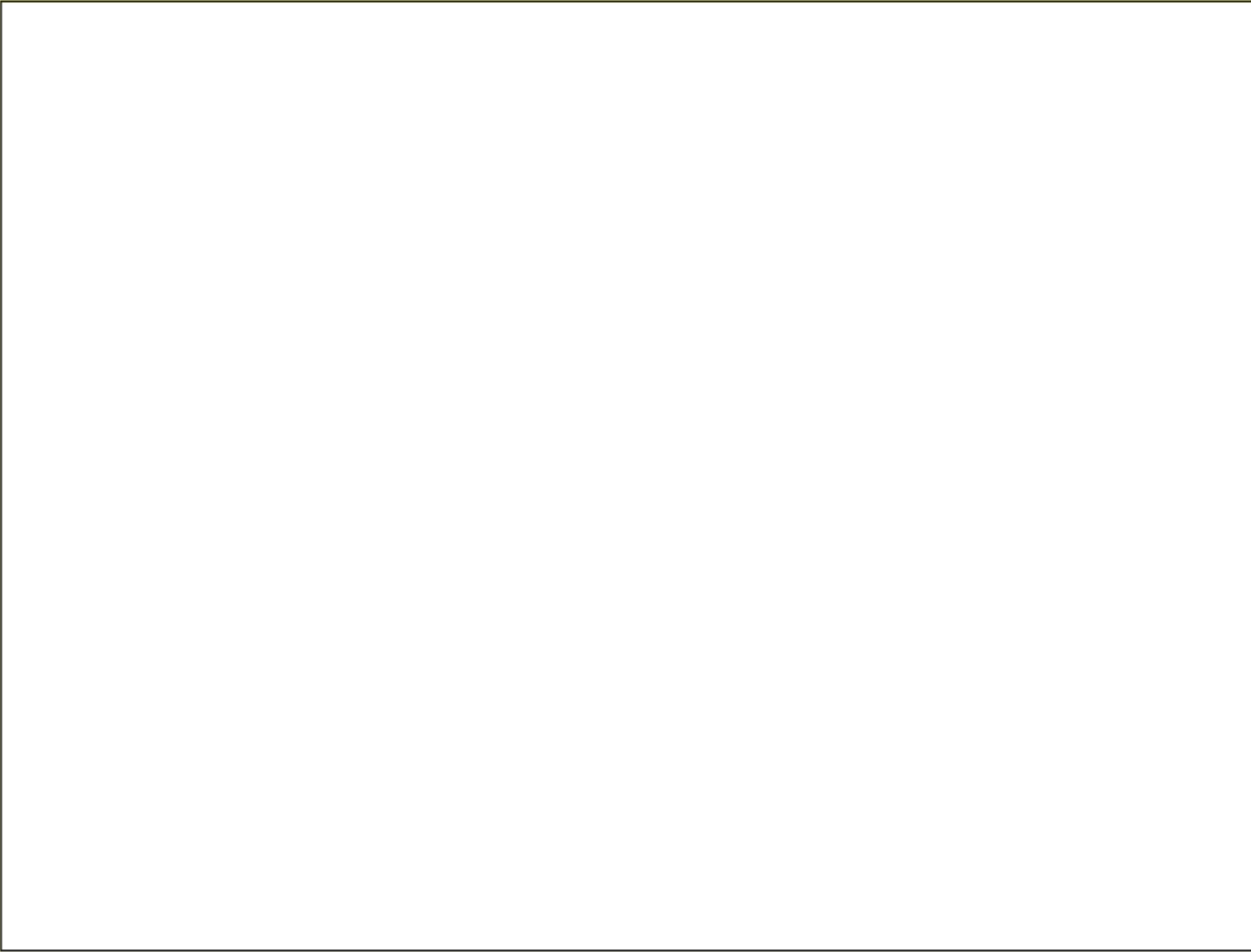


frame list
(Open and Closes
Frame List)



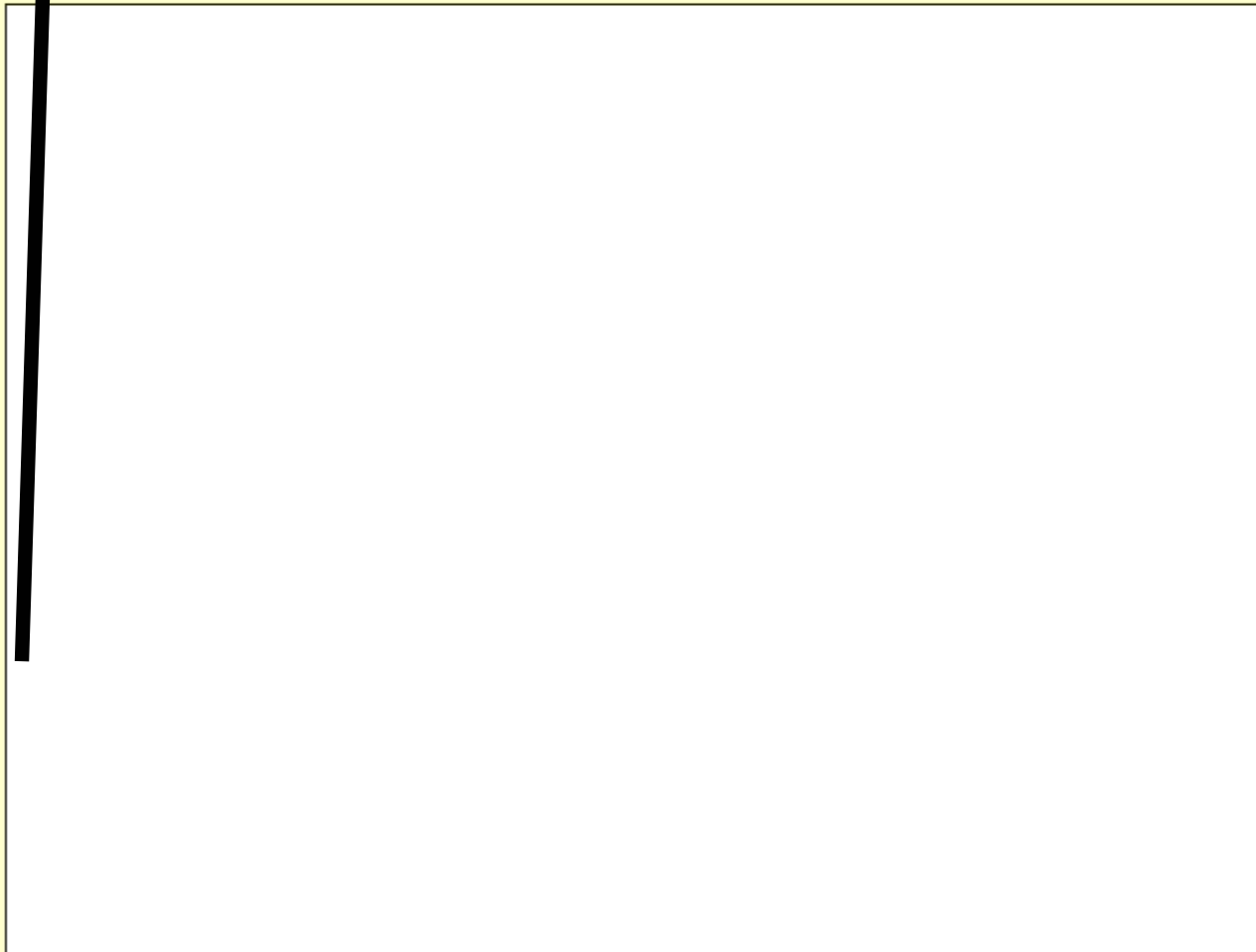


**Group Object List
(Open and Closes
Group List)**



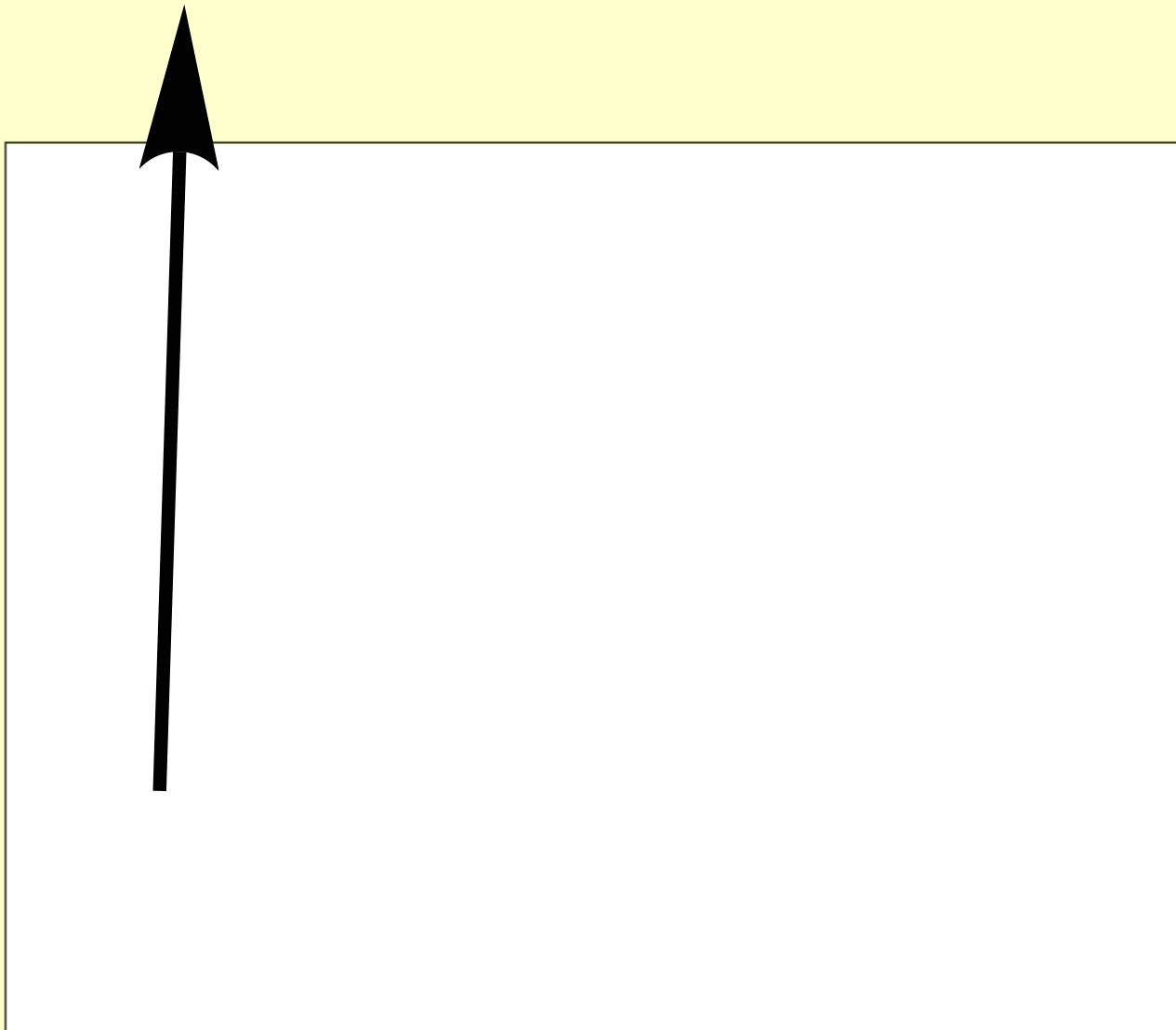


**Add Object
(To Add Object in
Group List)**





**Import Image
(Select Image File
Will Copy into
Clipboard and Can
be Paste in
Selection Mode**





**Copy Button
(Copy Selected
Area in Selection
Mode)**



Cut Button
(Copies Original
Selected Area into
Clipboard and
Replace Selected Area
Color ith Eraser Color



**Paste Button
(Paste Image
Available on
Clipboard)**



**Clear Button
(Replaces Selected
Area Color with
Eraser Color)**



**Confirm Button
(Inserts the image
into Frame)**



**Cancel Button
(Cancels Image
from Being
Modified)**