

**Esc** Reset all brush attributes to their defaults. If you don't know what's going on, this will usually take care of it.

**u** Undo

**Ctrl z** Undo

**a** Redo (*or undo's an undo*)

**Ctrl a** Redo

**.** (*period*) Sets the brush to the single pixel tool.

**,** (*comma*) Activates the turkey baster (*color selection*) tool.

**b** Activates the brush selector tool.

**B** Activates a previously selected custom brush

**h** Opens the custom brush selector options panel

**v** Activates the linear tool.

**f** Activate the flood fill tool.

**r** Activate the unfilled rectangle tool.

**R** Activate the filled rectangle tool.

**c** Activate the unfilled ellipse tool.

**C** Activate the filled ellipse tool.

**q** Applies a fill to the entire image or selected area.

**w** Applies a paint like effect to the entire image or selected area.

**e** Activates the adjustable paint fill effects.

**p** Open the fill settings panel.

**o** Open the brush settings panel.

**l** Open the plugin options panel.

**i** Open the optipustics panel.

**g** Opens the custom airbrush panel.

**x** Flip a custom brush horizontally.

**y** Flip a custom brush vertically.

**z** Rotate a custom brush 90 degrees.

**+** Increase brush size

**-** Decrease brush size

**[** Cycle the drawing color through the current gradient backward.

**]** Cycle the drawing color through the current gradient forward.

**\** Alpha on off.

**|** Invert alpha.

**K** Clear buffer. The buffer is cleared to the current secondary color.

**j** Swaps the current buffer with the swap buffer.

**J** Copies the current buffer to the swap buffer.

**S** Copy swap buffer to alpha.

**W** Copy alpha to swap buffer.

**F1** Custom brush Color mode (*Custom brushes are drawn normally*)

**F2** Custom brush Matte mode (*Custom brushes are drawn as a single color with the shape defined by the brushes key*)

**F5** Steps to 1

**F6** Opacity to 100%

**F7** Opacity to 50%

**F8** Opacity to 25%

**Space** Stop animation.

**Numeric keys and Shift-numeric keys** Select paint mode.

**Shift** Used with Panto paint mode. Hold and drag to select the panto offset.

**Shift** Used with HVL color selector to change to saturation selector

**Alt** Used with Lasso tool. Alt-Left-Mouse-Button adds to alpha, Alt-Right-Mouse-Button subtracts from alpha.

**Left Arrow key** Next frame.

**Right Arrow key** Previous frame.

**Shift Arrow keys** Used to nudge the alpha channel in any direction by one pixel at a time.

**CTRL** Use to drag the alpha channel around with the mouse.  
**?** Activates a custom cursor instead of the crosshair provided by windows

*Case sensitive.*