

Tagtool Basic | Cheat Sheet

5 7 Paint Mode

Change size of the brush Drag 1 finger up or down on the Brush Preview Button (1). Also possible while painting.

Change color of the brush Tap desired color in the Color Palette (2). Drag up or down to scroll.

Erase in current painting layer Hold 1 finger on the Eraser Button (3) and drag 1 or more fingers over the current painting layer.

Rewind stroke Drag 1 finger up or down on the Rewind Slider (4). Tap on the slider to jump to a rewind position.

Create new layer Tap 2x on Mode Switch Button (5) to switch to Animation Mode and back to Paint Mode. A new layer will be created.

Move layer before or behind other layers Hold Mode Switch Button (5) and drag the current Layer Card up or down in the sidebar.

Animation Mode

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

Move layers Drag with 1 finger anywhere in the workspace to move a selected layer. Use 2 fingers to rotate and scale it.

Delete layers Tap on Delete Button (2) when layer(s) are selected.

Edit layer Tap on Edit Layer Button (3) when a single layer is selected. Tagtool will switch into Paint Mode.

Group and ungroup layers Tap on Group Button (3) when 2 or more layers are selected. Tap again to ungroup a selected group.

Change depth of layer Drag 1 finger up or down in the Layer Card Area (1).

Change opacity of layer Drag 1 finger up or down on the Opacity Slider (4). Tap on the slider to jump to a opacity position.

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Both Modes

Switch between Paint and Animation Mode Tap on Mode Switch Button (1).

Zoom and navigate the workspace Hold 1 finger on the Zoom Button (2) and drag, pinch or spread in the workspace.

Select one or multiple layers Hold the Selection Button (3) and tap or drag over layers to add them to the selection.

Control the frame of your scene The viewport (4) is the frame of your external display and of any scene recordings.

Enter Menu Enter Menu (5) to turn on Learn Mode, switch handedness, or change other settings.

Enter Full Screen Tap on Fullscreen Button (5).

Enter Network Menu Tap on the Network Button (6) to join, start or exit a multiplayer session.

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Loop Bar

Loop movement of layer (record loop) Hold 1 finger on the Record Button (1) and move a layer. After releasing the button the movement is looped.

Start and Pause loop Tap anywhere on the Loop Bar (2).

Change speed of loop Drag 2 fingers left or right in the Loop Bar (2).

Delete loop Tap on Delete Loop Button (3).

Apply 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 speed of rotation.

Apply perfectly horizontal or vertical movement

ore Info: Hold 2 fingers on Record Button (1) and move 1 finger

ompage: www.tagtool.at horizontally or vertically.

Forum: www.tagtool.org

Deck

Save layer to Deck Tap on Save Button (1). The layer will appear within the Deck (2).

Load layer from Deck Select Deck Layer in the Deck Bar (2) and drag it into workspace. Alternatively tap on the Insert Button (6) to load it at the original position. Layer will be invisible (use Opacity Slider to show).

Delete Layer from Deck Tap on Delete Deck Item Button (4) to delete a selected Deck Item permanently.

Share Deck layer to another player Tap on Share Deck Button (5) to share selected Deck Item(s) with another player (only in multiplayer).

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Top Bar

Change Background color Tap on Background Button (1) to change the background color from the running scene.

Import photos from photo library Tap on Import Button (2) to enter the photo library of the device. Tap on a photo (jpg or png) and tap “Insert” in the top right corner. The photo will be invisible after insert (use Opacity Slider to

show).

Import photos from photo camera Tap on Camera Button (2) to enter the camera of the device. Take a photo and insert it to the scene. The photo will be invisible after insert.

Export Screenshots Tap on Screenshot Button (3) to take a screenshot. It will be saved to the photo library of the device.