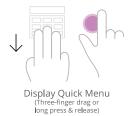
GESTURES





General

















Redo

Rotate Document View (Turn rotation lock off in Navigator panel)

Pan Document View

Display colour picker (Paintbrush/Pixel tool selected)

Panel icon controls



Adjust colour luminance



Adjust font size (Text panel icon)



Zoom to screen centre (Navigator panel icon)



Scrub document history

Colour panel controls



Swap primary/ secondary colours

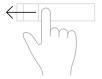


Set no fill

Key



Layers panel controls











Retouching

Zoom to selection

Set cloning/healing source

Show Add to Selection, Delete & Blend Modes

Select multiple layers

Group

Ungroup

Move layer

Modifiers change the behaviour of your tools.
You can use **Gestures** (🖒) or the **Command Controller** (💿) to apply modifiers as you create and edit.





Command Controller

Many alternative tool behaviours are possible by interacting with the controller's four modifier buttons.

They are equivalent to modifier keys on a Mac keyboard when using Affinity desktop apps.



Controller states



Hold

For **temporary** use (until release), drag from the centre. A border highlight appears.



Lock

For **persistent** use, tap on the modifier or drag from the centre outside the chosen modifier; tap to unlock. A fill highlight appears.

Hold or lock multiple modifiers in various combinations for even more powerful results. For example, try resizing an object from centre and constraining its aspect ratio in one operation, either persistently or temporarily, or a mix of both.







Tips:

Move the controller using α long press and drag.

Switch the controller off/on from the Document Menu.

Use your spare hand's thumb on the controller while drawing with your Apple Pencil (if available) or finger.

Draw & edit shapes and text frames



Maintain aspect ratio



Resize from centre



Reposition object as you draw

Object control



Duplicate selected (Move Tool)



Ignore snapping

Layers panel controls



Select multiple objects
(adjacent)



Select multiple objects (non-adjacent)

Pixel selections



Subtract from pixel selection

Key

