

SHORTCUTS FROM GameMaker

Image Editor

General

Escape	Cancel current selection / break in progress arc or polygon	CTRL + C	Copy selection / copy frame
O	Open the colour picker	CTRL + INSERT	Copy selection / copy frame
F2	Rename Layer	CTRL + V	Paste clipboard to brush / paste copied frame
CTRL + S	Save image	SHIFT + INSERT	Paste clipboard to brush / paste copied frame
CTRL + X	Cut selection	CTRL + B	Turn current selection into a custom brush
SHIFT + DELETE	Cut selection	CTRL + SHIFT + A	Import image

Frame View

Delete	Delete the selected frames in the frame view	1	Previous frame
Insert	Add a frame	2	Next frame
SHIFT + A	Add an empty frame		

Toolbox

B	Toggle between the preset and the selection brush	U	Select the rotate tool
D	Select the draw (pencil) tool	Z	Rotate the current brush 90°
E	Select the eraser tool	X	Mirror the current brush along the X axis
F	Select the fill tool	Y	Flip the current brush along the Y axis
L	Select the line tool	SHIFT + R	Select the filled rectangle tool
A	Select the arc tool	SHIFT + C	Select the filled ellipse tool
R	Select the rectangle tool	SHIFT + P	Select the filled polygon tool
C	Select the ellipse tool	SHIFT + Z	Stretch / scale current brush
P	Select the polygon tool	+	Increase current brush size
T	Select the text tool	-	Decrease current brush size
S	Select the rectangle selection tool	Period (.)	Select brush
Q	Select the paint selection tool	CTRL	Toggle colour picker tool while held down
W	Select the magic wand		
M	Select the pan tool		

Canvas

G	Toggles the grid overlay	CTRL + SHIFT + I	Invert selection
CTRL + G	Toggle grid snap on/off	Arrow Up	Move selected pixels 1pixel up
ALT + V	Toggle vertical split view	Arrow Down	Move selected pixels 1pixel down
ALT + H	Toggle horizontal split view	Arrow Left	Move selected pixels 1pixel left
ALT + C	Center image with unit scale	Arrow Right	Move selected pixels 1pixel right
ALT + F	Center image and scale to fill current view	CTRL + Plus (+)	Zoom in the canvas view
CTRL + A	Select All	CTRL + Minus (-)	Zoom out the canvas view