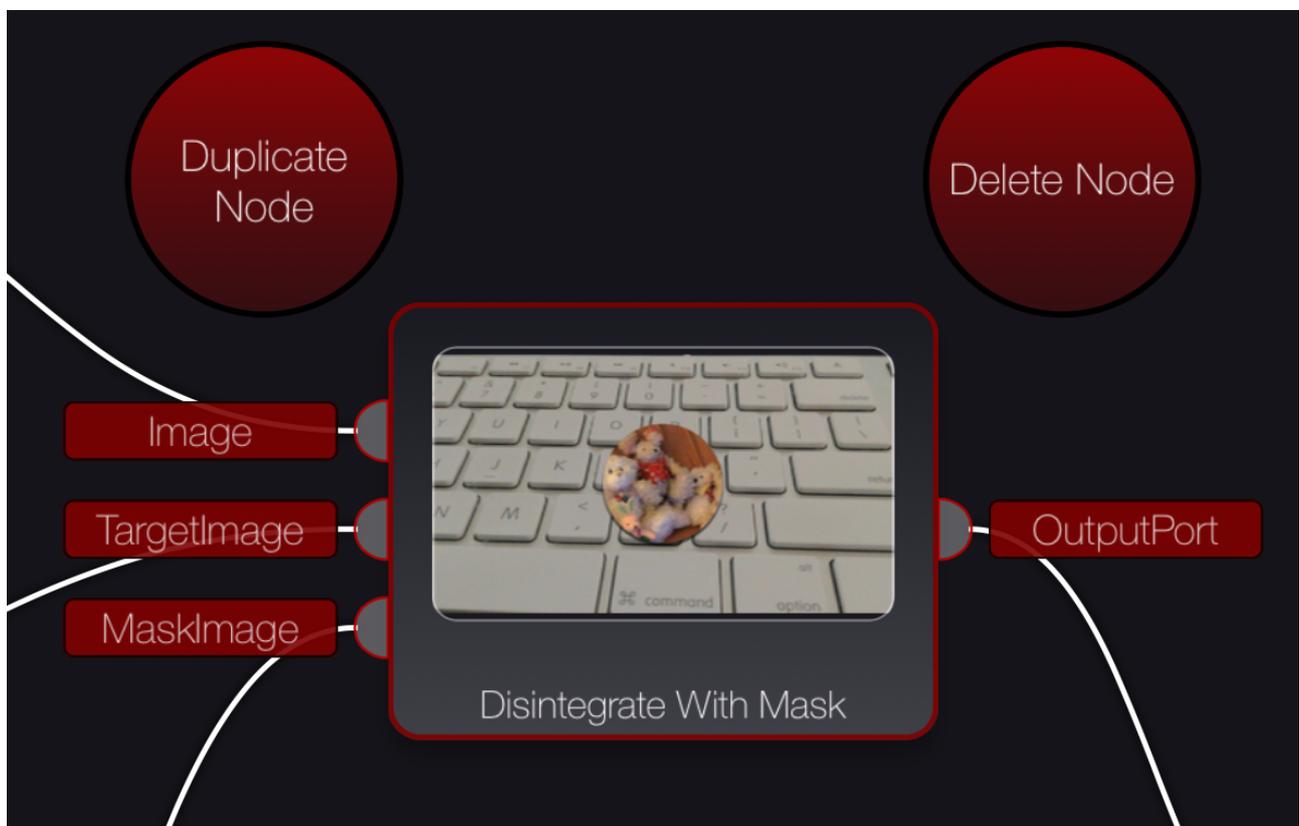


bricolage

Gestures

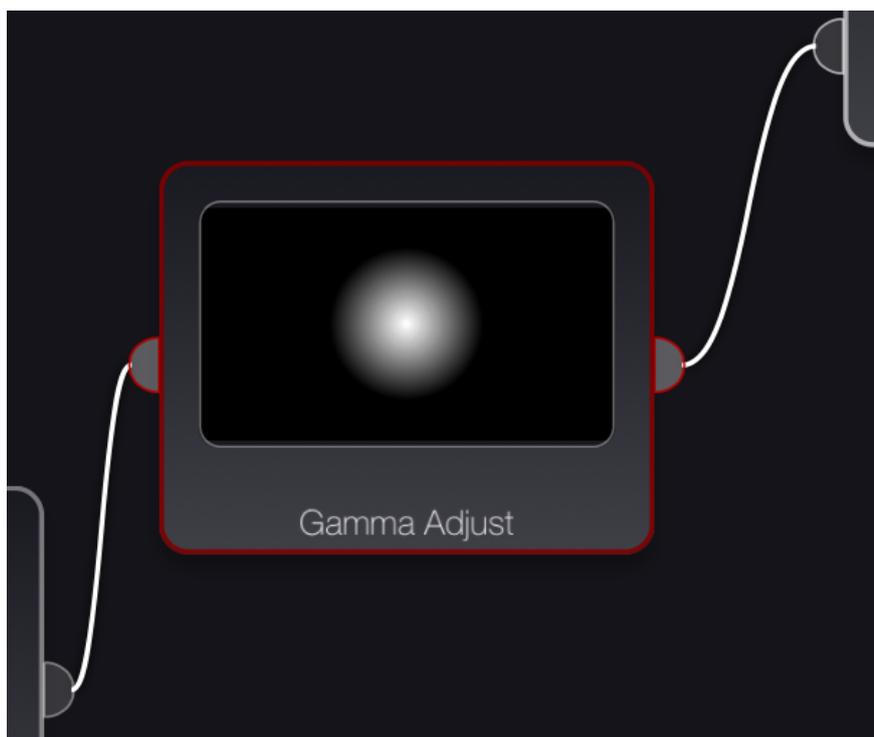
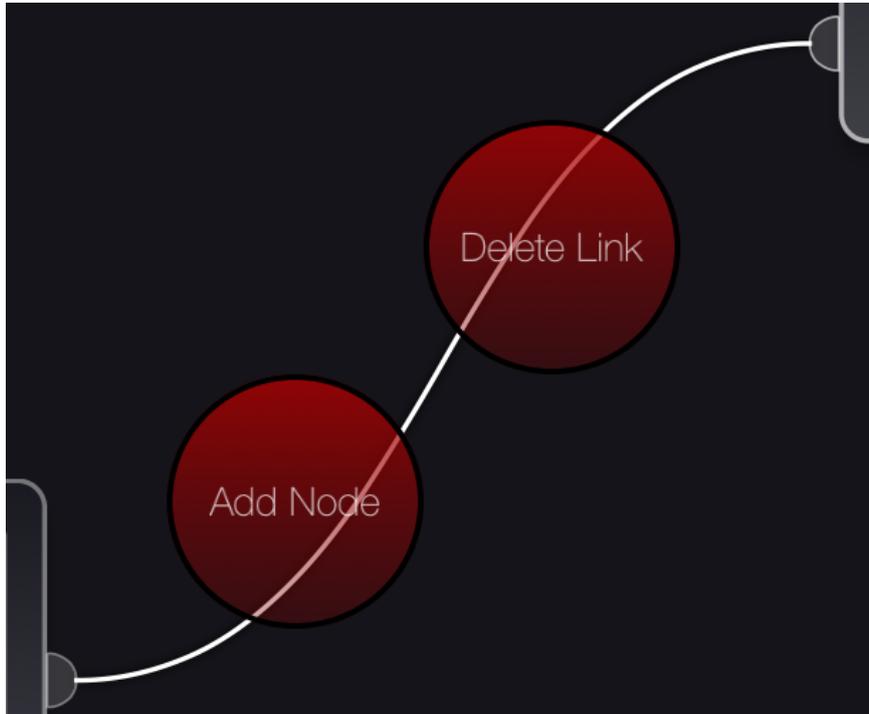
Tap and Hold on Node

Tap and hold on a node displays a contextual menu which contains duplicate and delete buttons, and displays the port labels. If the node has keyframes, a remove keyframes button is also available. The contextual items remain visible until you select a button or tap anywhere in the interface.



Tap and Hold on Link

Tap and hold on a link displays a contextual menu which contains add node and delete link buttons. The contextual items remain visible until you select a button or tap anywhere in the interface. If you select add node, the node list will open on the left, and the node you select will automatically be added into the link.

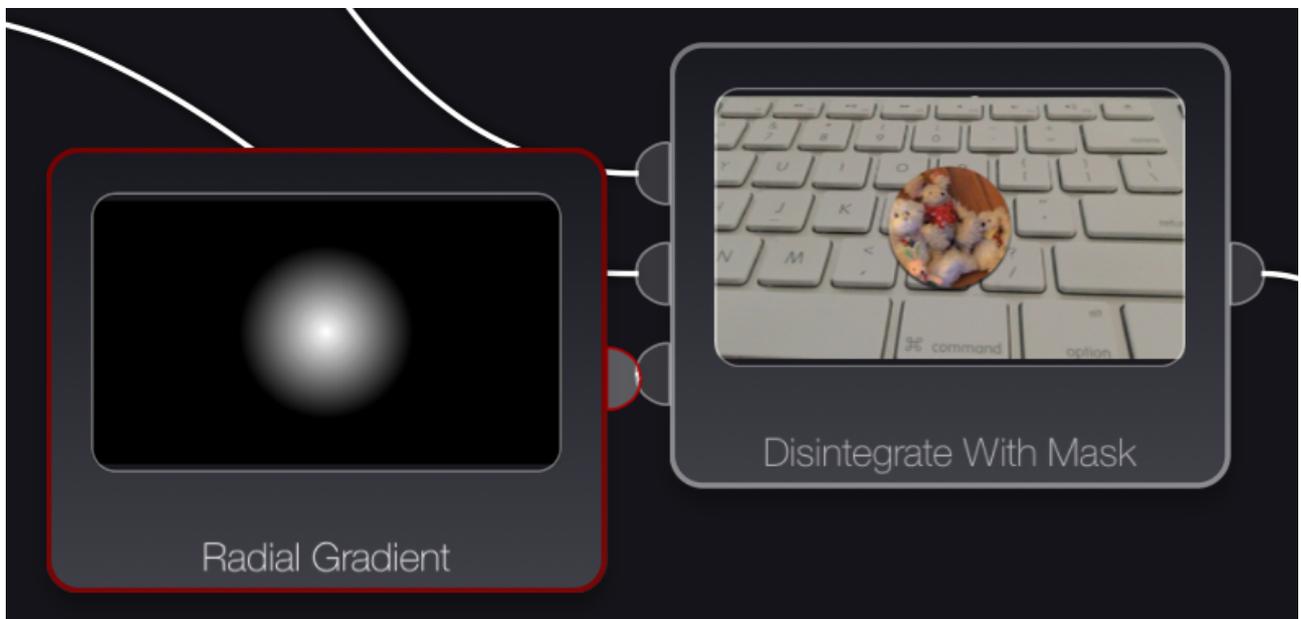


Move Node

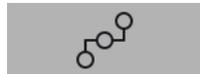
To Move a node, tap on the node and drag it to the desired position. This is an undoable action

Making Links between nodes (Node kissing)

To make a link between nodes, select a node and move its port over the port of the node you would like to connect to. This will work both for connecting a downstream node to the output of an upstream node, or to connect the output of an upstream node to one of the inputs of a downstream node. Kissing a node to an already connected port will overwrite that link. In case this occurs in error, there is always undo.



Flowgraph ScrollView



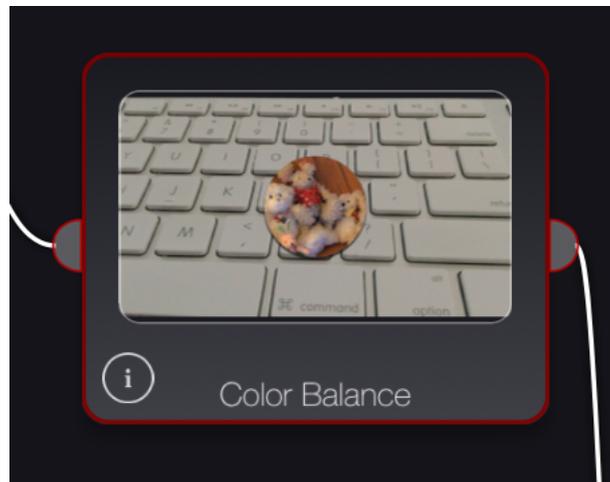
The flowgraph has pinch to zoom, one finger pan to move around and double tap to reset the zoom.

Node Double Tap

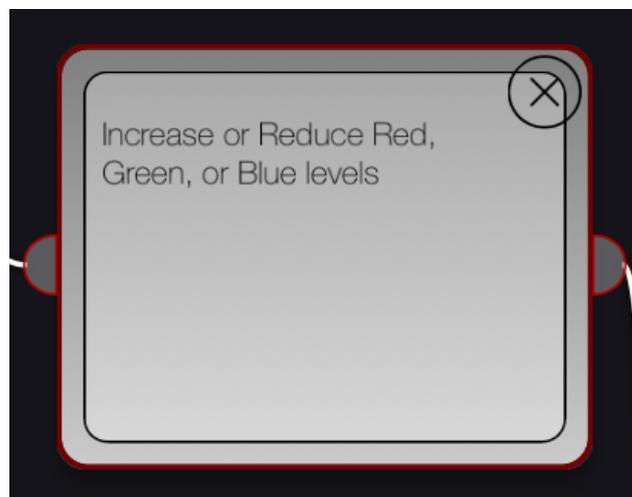
Double tapping on a node will zoom the node to fill the view. Double tapping on a zoomed in node will reset the flowgraph zoom.

Single Tap on Node Info Icon

When a node is selected, it sometimes displays an info icon. Pressing on the icon will display information about this node.

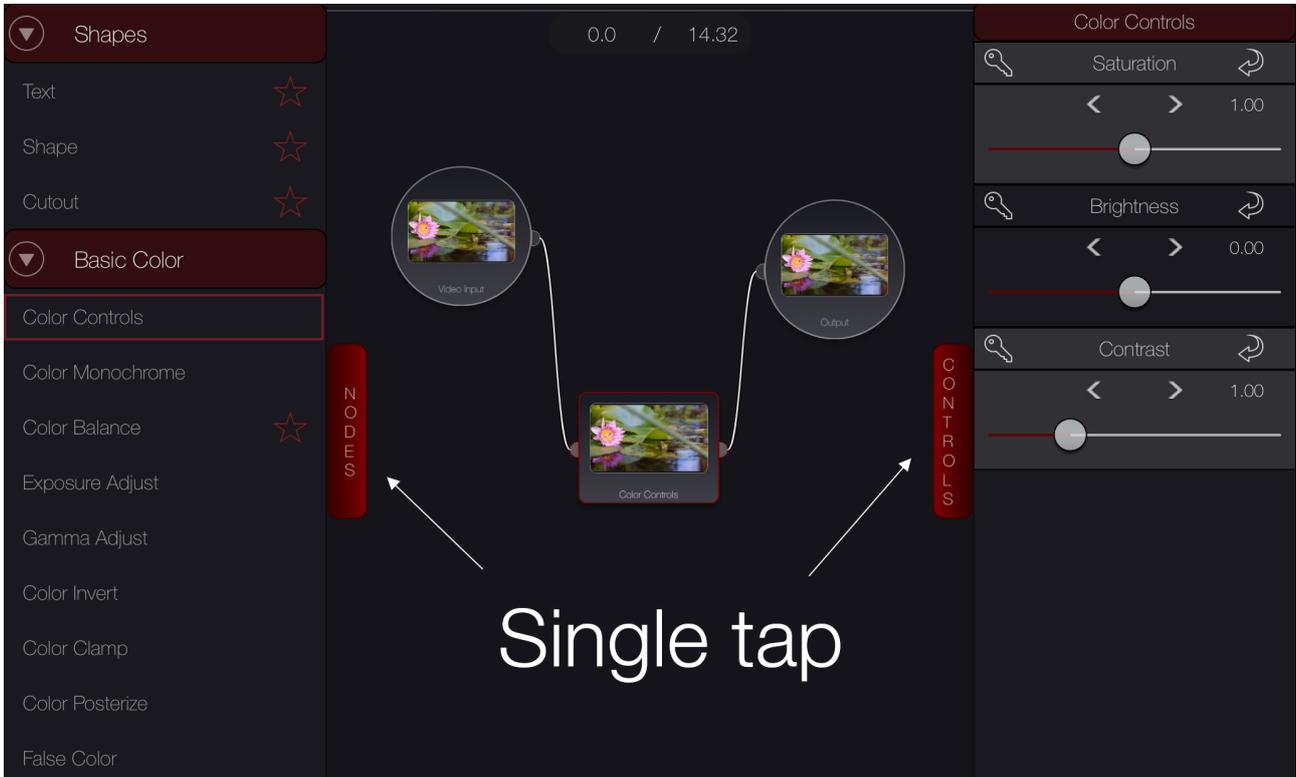


To close the info display, click either on the X in the upper right corner of the node, or click anywhere in the view.



Flowgraph Nodes and Controls

Tapping on the red controls or nodes button will display/hide the node list or the parameters for a node. Selecting a node with a single tap will also cause the parameters to be displayed.



Single Tap in Flowgraph View

A single tap in the flowgraph view will hide the parameters and or nodes list.

Two Finger double tap in Flowgraph View

A double tap with two fingers will put the flowgraph into overview mode, displaying the entire flowgraph. The nodes will be very small in this mode.

Two Finger single tap in any View

A two finger single tap will hide / show the play controller.



Player ScrollView

The player has pinch to zoom and double tap to reset zoom

Player Single Tap

A single tap in the player will hide/show the UI. This can be helpful when viewing on a smaller device, or for viewing the image without distracting interface elements.

Cutout Node Gestures

When the cutout node is being edited, touch anywhere to start adding a contour. Every touch adds a new point to the contour. Touch and hold while adding a point allows you to break the tangents and pull them while adding. Double click on the last point added to close the shape. It is also possible to close the shape by clicking right next to the first point added. Once the shape is closed, double clicking on a point will break the tangents. Touch and drag on a point to move it. Zoom and pan in the view to manipulate the scroll view.

Shape Node Gestures

When the shape node is being edited, and you have selected contour, touch anywhere to start adding the contour. Touch and hold while adding a point allows you to break the tangents and pull them while adding. Double click on the last point added to close the shape. It is also possible to close the shape by clicking right next to the first point added. Once the shape is closed, double clicking on a point will break the tangents. Touch and drag on a point to move it. Zoom and pan in the view to manipulate the scroll view.

Node Controls

The image shows a dark-themed interface titled "Color Controls" with three sliders: Saturation (value 1.00), Brightness (value 0.00), and Contrast (value 1.00). Each slider has a key icon on the left and a reset icon on the right. A red vertical line is positioned on the left side of the sliders. Three white arrows point from text annotations on the left to specific elements: the first points to the slider track of the Saturation control, the second points to the key icon of the Brightness control, and the third points to the key icon of the Contrast control.

Color Controls

Touch here to open the numerical entry widget

Touch here to reset the parameter

Touch here to add/remove a keyframe

Saturation 1.00

Brightness 0.00

Contrast 1.00