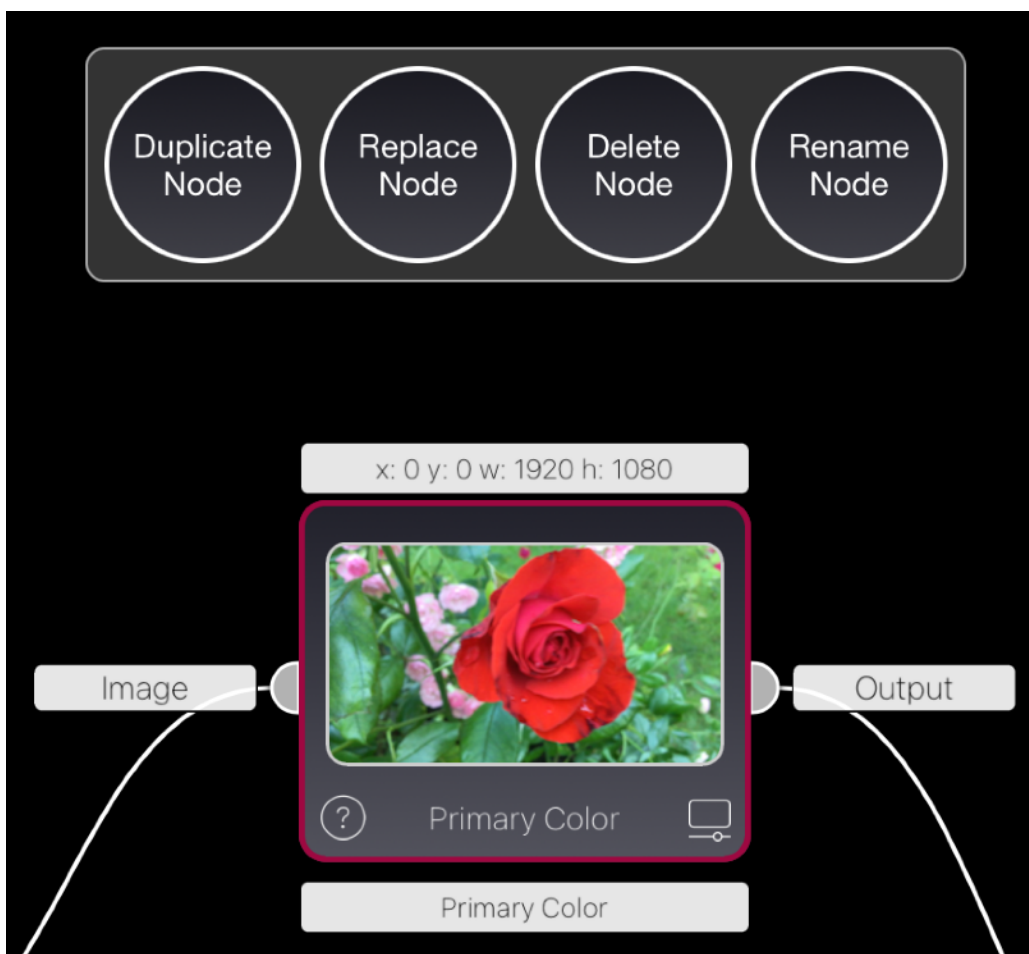


bricolage

Gestures

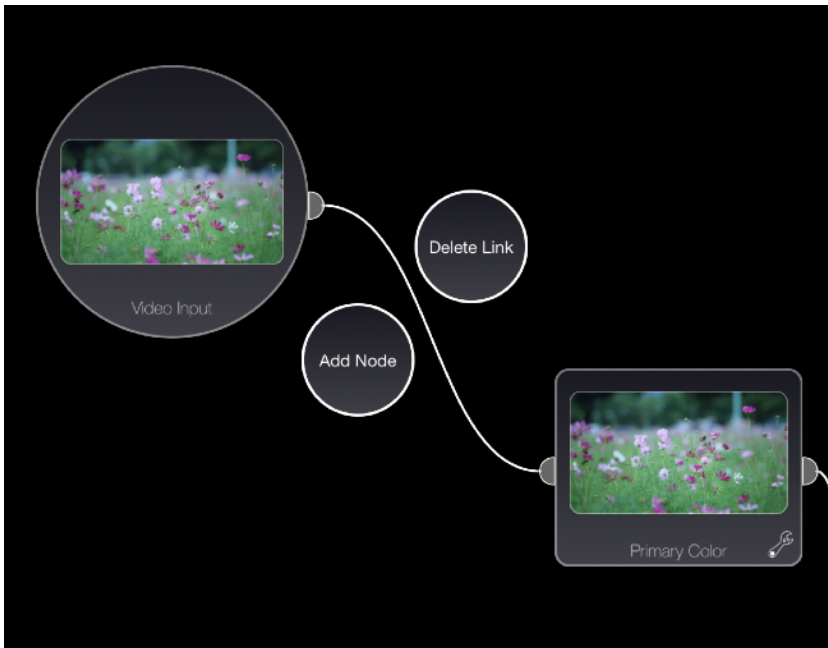
TAP AND HOLD ON NODE

Tap and hold on a node displays a contextual menu which contains duplicate, replace and delete buttons, as well as displaying 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. Replace node will open the node list if it isn't already open.



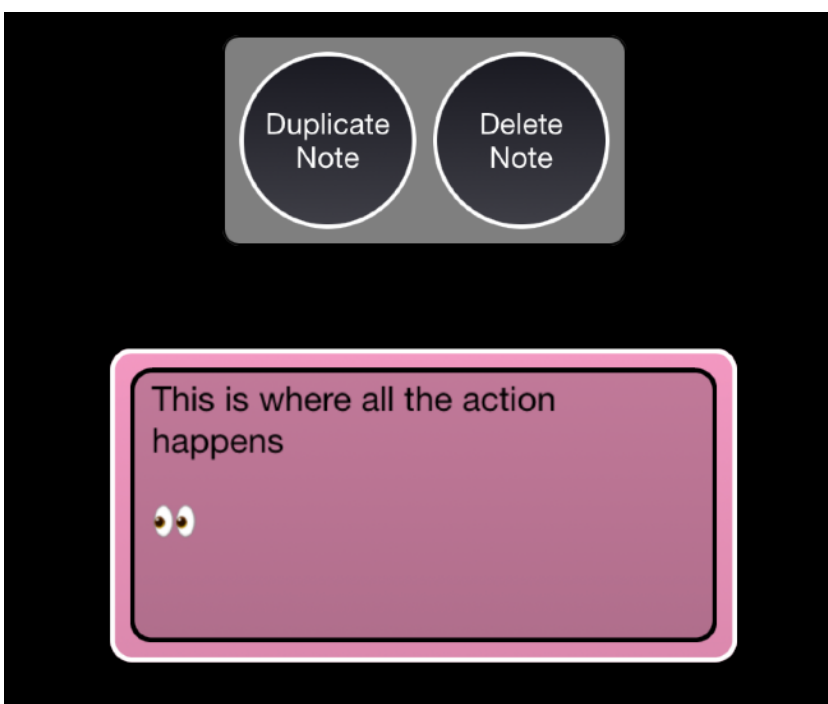
TAP AND HOLD ON LINK

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.



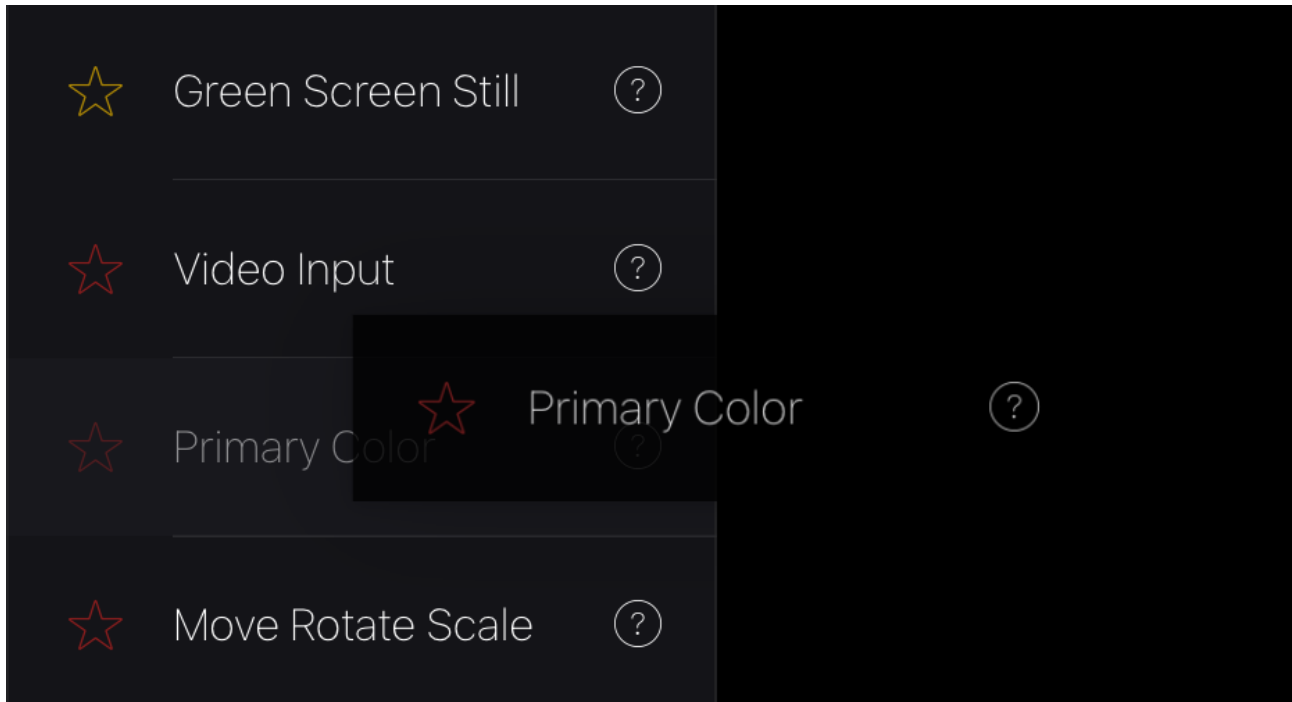
TAP AND HOLD ON NOTE

Tap and hold on a note displays a contextual menu which contains “Delete Note” and “Duplicate Note”



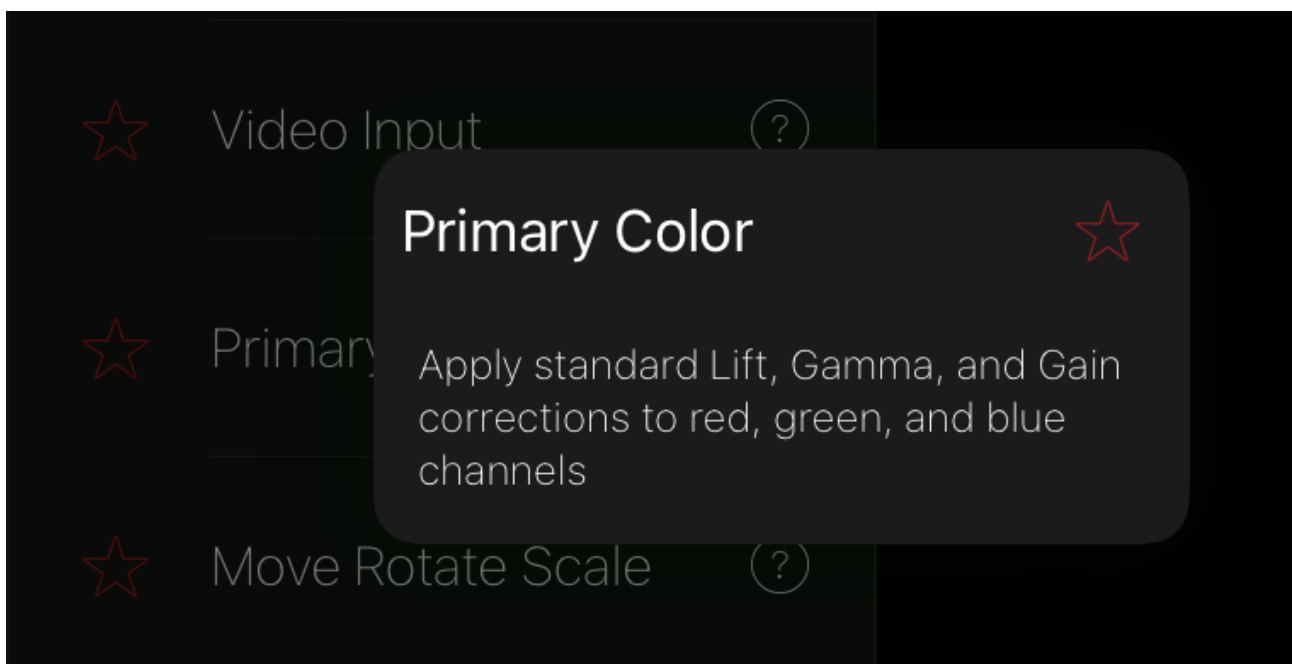
TAP AND HOLD ON ITEM IN NODE DRAWER

This initiates a drag and drop action. As you drag the selected item over the flowgraph, hovered links will become highlighted. If you drop on a highlighted link, the node will be added to the hovered link. If you drop on an empty area in the flowgraph it will be added unlinked.



TAP AND HOLD ON FILTER INFO

If you long press on one of the question mark icons, basic information about that filter will be displayed.



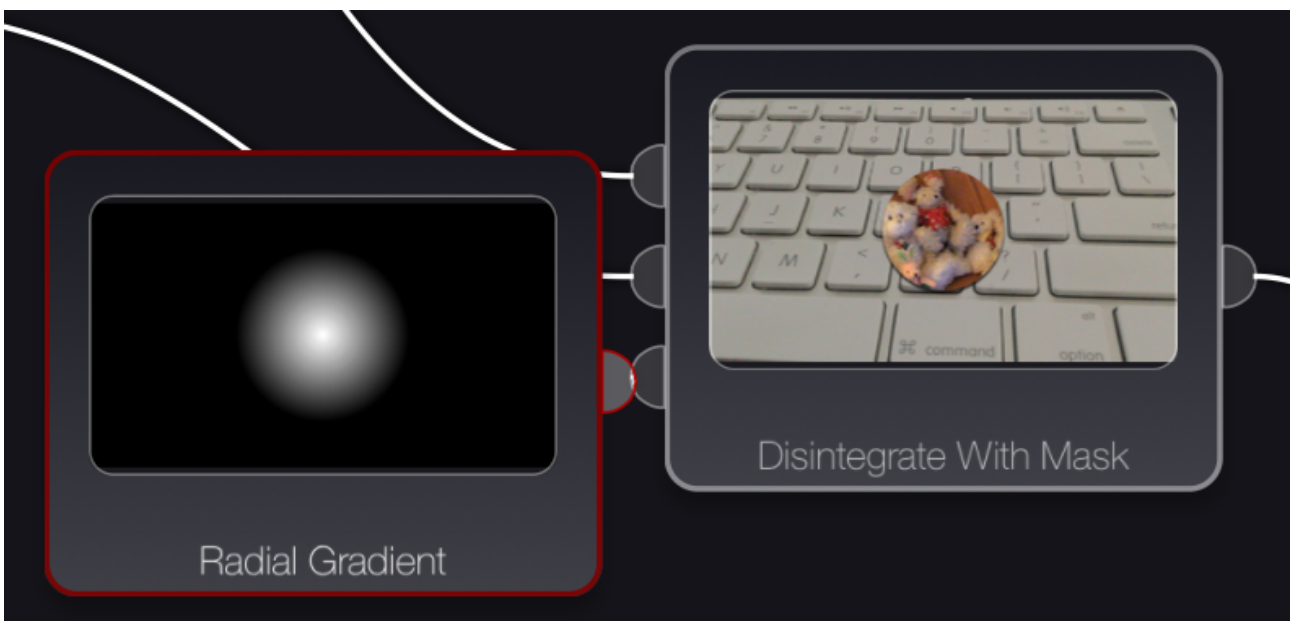
MOVE NODE OR NOTE

To Move a node or note, tap on the item 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. 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 open the dedicated filter editor. You will see the output of the selected node in a dedicated viewer. Parameter controls are also available, including specialized controls for gestural editing. Any node which has the wrench icon has this specialized editor.

NOTE DOUBLE TAP

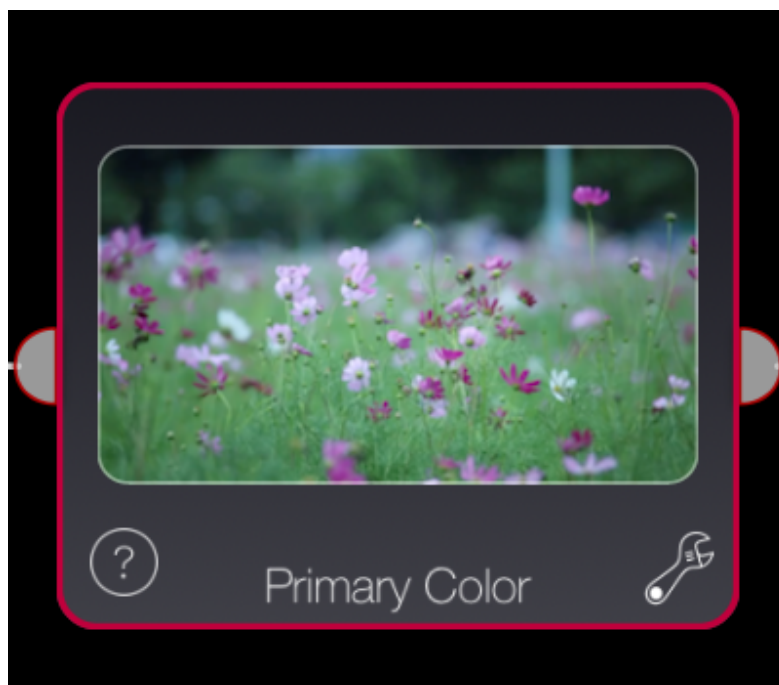
Double tapping a note will open the dedicated editor for adding text and changing the note color.

VIEW DOUBLE TAP FLOWGRAPH OR PLAYER

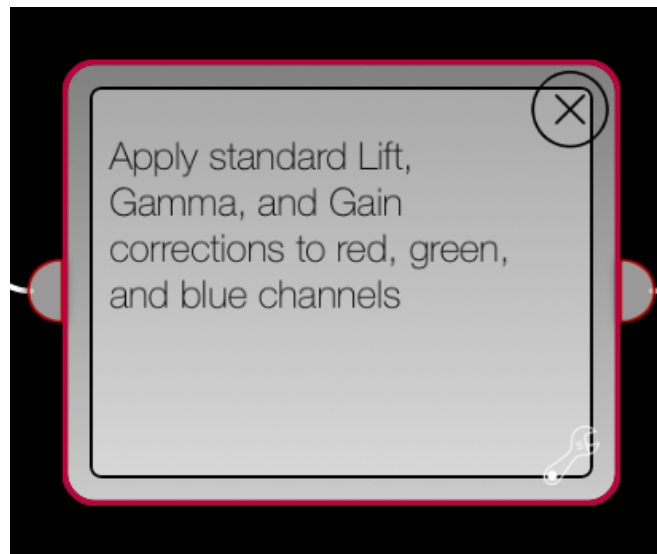
Double tap anywhere NOT on a node will zoom to fit the view. In the case of the flowgraph, this will zoom to fit the nodes. In the case of a player view, it will zoom to fit the video.

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.

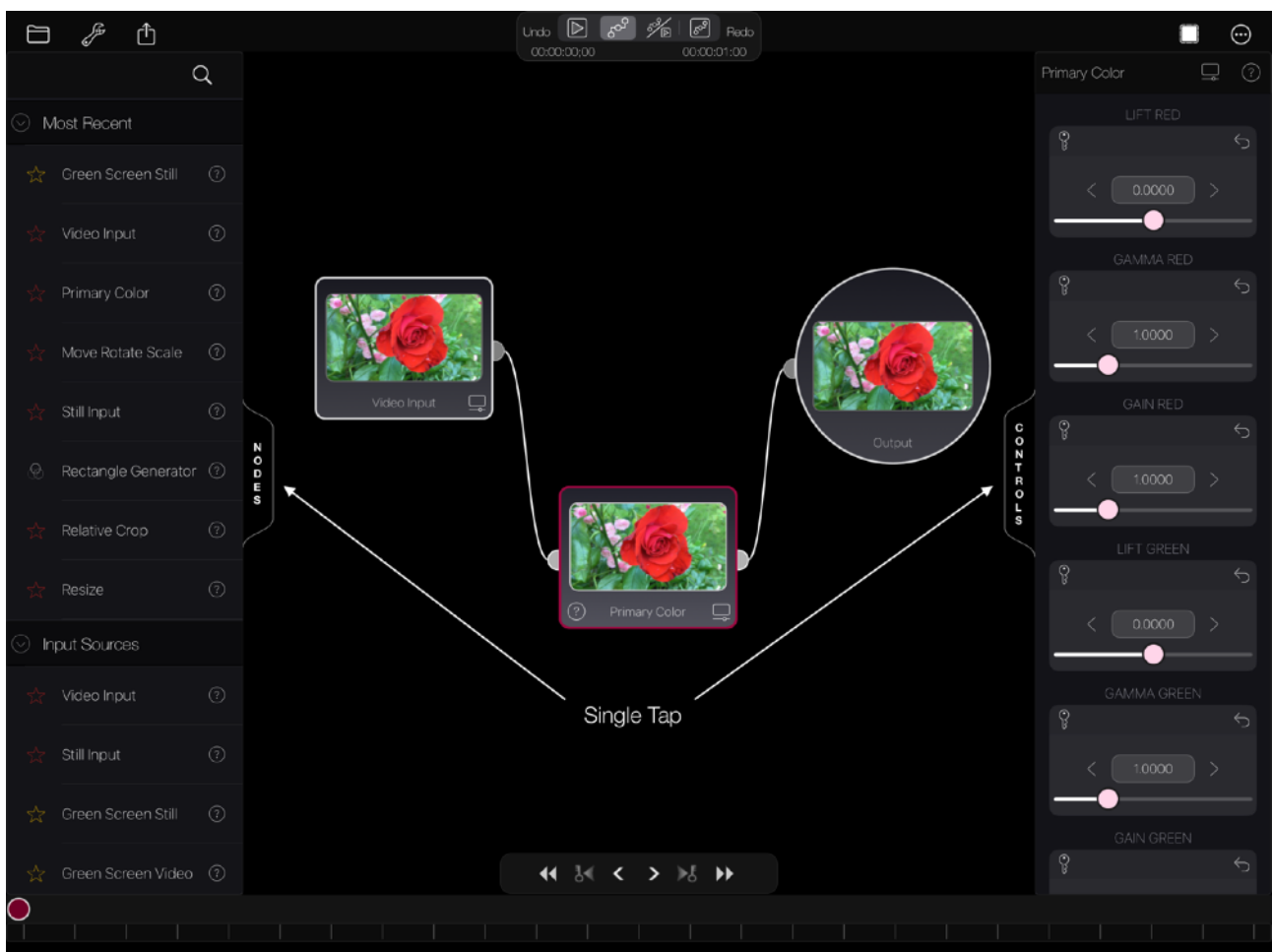


FLOWGRAPH NODES AND CONTROLS

Tapping on the 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 SINGLE TAP IN ANY VIEW

A two finger single tap will hide / show the play controller. In the main player it will also hide all UI elements.

PLAYER SCROLLVIEW

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

NODES WITH CONTOUR ADDING

THIS INCLUDES CUTOUT, SHAPE, PATH, GARBAGE MASK, GREEN SCREEN STILL

When the these nodes are 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.

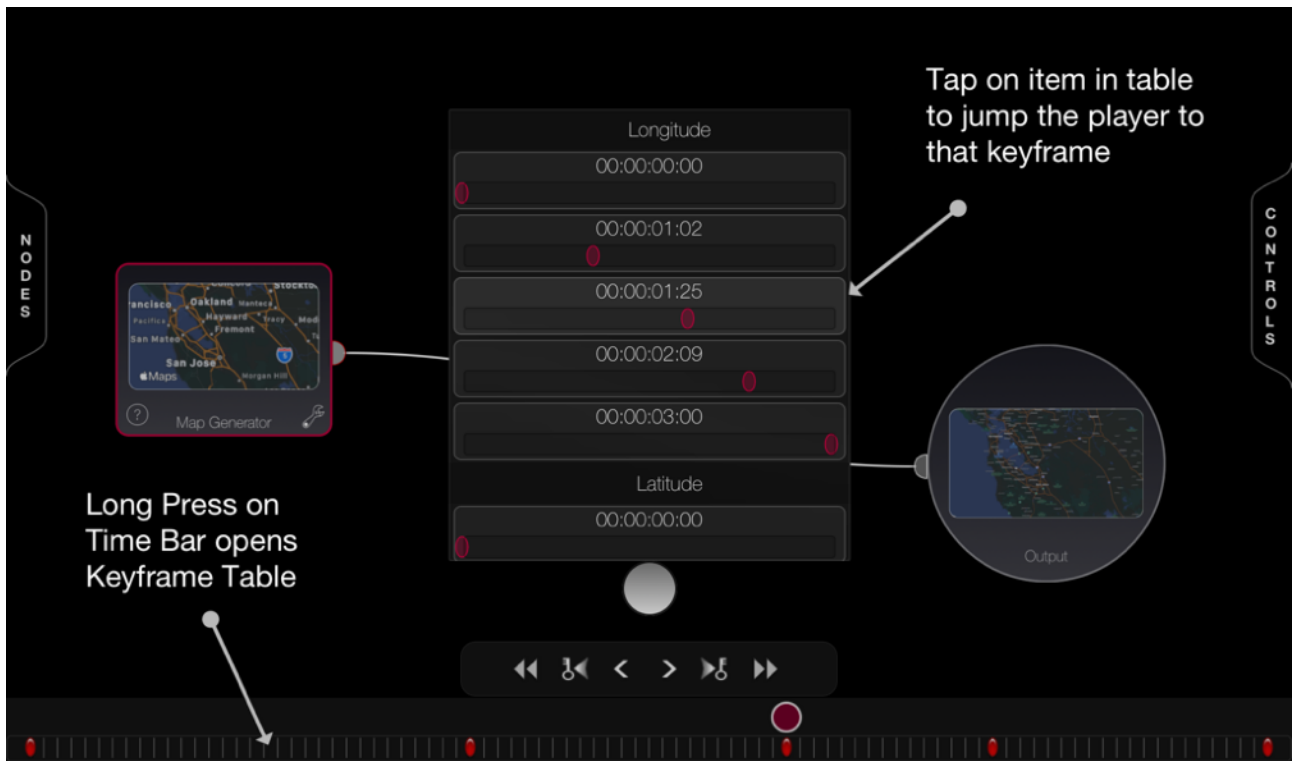
SHAPE NODE GESTURES

When the shape node is being edited, and you have selected a 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. When using the add point tool, long press on the edge of the contour, when you lift the new point will be added. You can then fine tune the tangents of the new point afterward. It is best to perform the long press on or just a bit inside the edge of the contour. To use the marquee tool, select the tool, touch down where you would like the selection to begin, and drag a rectangle until you have included all points you would like to select, then release. Zoom and pan in the view to manipulate the scroll view. You can pan the tool bar and the magnification box by touching down and panning them around the view.

TIME BAR

Long press on any timber with open the Keyframe Table. This table will display all keyframes in list form that are available for the selected node. Select an item in the table to jump to the keyframe in the player. The table can help you unravel which channels have keyframes, since the time-bar will only show where keyframes can be found, not which channel they belong to.

MoveMMoveMM



MOVE ROTATE SCALE GESTURES

