



Deluxe Pixel

Pixel art for retro machines, with the feel of Deluxe Paint III: real palettes, pixel shapes and colour cells, tile maps, sprites and animation, and exports your game can load as they are.

The guide: kage.games/deluxepixel_info
Scripting: kage.games/deluxepixel_luau
These keys: kage.games/deluxepixel_keys

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Keys and shortcuts

For version 2.17 and later

Before you start

- **Two colours, two buttons.** The left mouse button paints with the left colour, the right button with the right. Click or right-click a palette colour to choose them.
- **Changed your mind?** **Esc** cancels what's in progress, and **Ctrl** + **Z** (or **U**) undoes.
- **Can't find something?** The command palette, **Ctrl** + **Shift** + **P**, finds any command as you type its name.
- **Single keys** (like **D** for freehand) are ignored while you're typing in a box, or while a menu or dialog is open.
- **Animation** keys **1**, **2** and **4** step and play frames, as in Deluxe Paint.

How to read the keys

- **Ctrl** + **S**: hold the first, press the second.
- **R** / **Shift** + **R**: one for each half of the description (rectangle / filled).
- *click*, *drag* and *wheel* are the mouse.

The full guide explains every tool and window: press **F1** in Deluxe Pixel, or go to kage.games/deluxepixel_info. This list is also online, to print, at kage.games/deluxepixel_keys.

Drag and drop

Move a layer or map layer	<i>drag it onto another</i>
Move a palette colour / swap two	<i>drag it onto another / Ctrl while dropping</i>
Dab a palette colour on the mixer	<i>drop it on the mix</i>
Place a new object	<i>drag an Add icon onto the canvas</i>
Place a tile on the map	<i>drag it from the Tiles panel</i>
Copy pixels to another picture	<i>drag the selection onto its canvas</i>
New layer from a picture file	<i>drop it on a canvas</i>
Colours from a palette or picture file	<i>drop it on the Palette panel</i>
Open a file	<i>drop it anywhere else</i>

Script editor and debugger

Find and replace	Ctrl + F
Another cursor	Ctrl + D
Comment lines	Ctrl + /
Save / open	Ctrl + S / Ctrl + O
Autocomplete	Ctrl + Space
Breakpoint	F9
Debug, or continue	F5
Pause	F6
Step over / into / out	F10 / F11 / Shift + F11
Stop	Shift + F5

Tile maps

Flip / rotate the tile brush	X , Y / Z
Pick up a tile / a group of cells	<i>right-click / right-drag</i>
Clear brush: one cell / a group	Shift + <i>right-click</i> / Shift + <i>right-drag</i>
Open a cell's tile in the tile set	Alt + <i>click</i>
Swap between a map and its tile set	J
Map grid style / tile numbers	Ctrl + G / Shift + N
The active layer's grid	Shift + G
Put another map with this one	Ctrl + <i>click its tab</i>
Tiles panel: zoom	- / + or Ctrl + <i>wheel</i>
Tiles panel: swap two tiles	Shift <i>while dropping</i>
Tiles panel: add / drop a random tile	Ctrl + <i>click</i>
Quick stamp: keep the brush / bring it back	Ctrl + 1 to Ctrl + 9 / 1 to 9
Focus on the active layer	Ctrl + H
Play the level again / stop	F9 / Esc
Objects: finish a polygon / drop it	Enter or <i>double-click</i> / Esc
Objects: take the last point back	Backspace
Objects: delete / nudge the chosen one	Del / ← ↑ → ↓ (Shift 10 pixels)
Objects: snap to cells the other way	Ctrl
Objects: add / remove a point	<i>double-click a side</i> / Alt + <i>click a point</i>
Objects: turn in 15° steps	Shift <i>while rotating</i>

Tools

Freehand / dotted freehand	D / S
Airbrush	A
Line / curve	V / Q
Rectangle / filled	R / Shift + R
Circle / filled	C / Shift + C
Ellipse / filled	E / Shift + E
Polygon / filled	W / Shift + W
Fill / pick colour	F / ,
Select rectangle / lasso	M / L
Magic wand	Shift + M
Text	Shift + T , then <i>click</i>
Pointer (objects, transforms)	P
Finish polygon / remove last corner	Enter / Backspace
Cancel what's in progress	Esc

Files and editing

New image / open	Ctrl + N / Ctrl + O
Save / save as	Ctrl + S / Ctrl + Shift + S
Export (every format)	Ctrl + E
Print, or save as PDF	Ctrl + P
Command palette	Ctrl + Shift + P
Repeat the last filter / with options	Ctrl + F / Ctrl + Shift + F
Undo	Ctrl + Z or U
Redo	Ctrl + Y or Ctrl + Shift + Z
New layer	Ctrl + Shift + N
Rename a layer	<i>double-click it</i>
Stop running scripts	Esc

Brush

Pick up a brush	B , then drag a box
Built-in brush	.
Flip across / upside down	X / Y
Rotate 90°	Z
Outline in the left colour	O
Brush size	Ctrl + [/ Ctrl +]
Animated brush: flip, rotate every frame	X , Y / Z

Colours

Previous / next colour	[/]
Swap left and right colours	Shift + X
Left / right colour	<i>click / right-click a swatch</i>
Lock or unlock a colour (stencil)	Ctrl + <i>click a swatch</i>
Swap two colours when dragging one	Ctrl while dragging
Colour cycling in this canvas	Tab
Mixer: smudge / pick	Ctrl + drag / Alt + click
Mixer: fill a ramp	Shift + drag

Objects (Pointer)

Resize from the centre / keep proportions	Alt / Shift while dragging a handle
Rotate in 15° steps	Shift while rotating
Pose a 3D part: turn / tip	<i>drag across / drag down</i>
Pose a 3D part: move / roll / scale	Shift / Ctrl / Alt while dragging

Selection and clipboard

Select all / deselect	Ctrl + A / Ctrl + D or Esc
Invert selection	Ctrl + Shift + I
Add to / take away from the selection	Shift / Alt while selecting
Keep only the overlap	Shift + Alt while selecting
Move / copy the selected pixels	<i>drag / Alt + drag inside</i>
Nudge the selection	← ↑ → ↓ (Shift 8 pixels)
Cut / copy	Ctrl + X / Ctrl + C
Paste as brush / as new image	Ctrl + V / Ctrl + Shift + V
Delete what's selected	Del or Backspace
Selection to brush	Ctrl + B
Transform (Pointer): apply / put back	Enter / Esc
Transform: keep straight, snap the centre	Shift

View and canvases

Zoom in / out	<i>wheel or</i> + / -
Fit to window / actual pixels	Ctrl + 0 / Ctrl + 1
Pan	<i>middle-drag or</i> Space + drag
Pixel grid / show transparency	G / T
Sprite and tile grid	Shift + G
New view of this image	Ctrl + T
Previous canvas, or spare page	J
Close canvas	Ctrl + W
Open the guide	F1

Animation

Previous / next frame	1 / 2
Play / stop	4