

Esc	Reset all brush attributes to their defaults. If you don't know what's going on, this will usually take care of it.
u	Undo
Ctrl z	Undo
a	Redo (<i>or undo's an undo</i>)
Ctrl a	Redo
A	Again. Repeats the last brush stroke.
. (<i>period</i>)	Sets the brush to the single pixel preset.
, (<i>comma</i>)	Activates the turkey baster (<i>color selection</i>) tool.
b	Activates the brush selector tool.
B	Activates a previously selected custom brush
d	Activates the natural drawing tool
h	Opens the custom brush selector options panel
v	Activates the linear tool.
f	Activate the flood fill tool.
r	Activate the unfilled rectangle tool.
R	Activate the filled rectangle tool.
c	Activate the unfilled ellipse tool.
C	Activate the filled ellipse tool.
q	Applies a fill to the entire image or selected area.
w	Applies a paint like effect to the entire image or selected area.
e	Activates the adjustable paint fill effects.
p	Open the fill settings panel.
o	Open the brush settings panel.
k	Open the plugin options panel.
i	Open the optipustics panel.
l	Toggles the union skin (l)ight table.
x	Flip a custom brush horizontally.
y	Flip a custom brush vertically.
z	Rotate a custom brush 90 degrees.
n	Center the image under the cursor. Used with zooming.
+	Increase brush size
-	Decrease brush size
[Cycle the drawing color through the current gradient backward.
]	Cycle the drawing color through the current gradient forward.
>	Go to the first frame of the animbrush.
<	Reverse the direction of the animbrush.
{	Shrink brush key
}	Grow brush key
"	Store brush
\	Alpha on off.
 	Invert alpha.
;	Blur alpha
K	Clear buffer. The buffer is cleared to the current secondary color.
j	Swaps the current buffer with the swap buffer.
J	Copies the current buffer to the swap buffer.
S	Copy swap buffer to alpha.
W	Copy alpha to swap buffer.
^	Toggle FX buffer on and off.
&	Use emboss mode with the FX buffer
*	Use opaque watercolor mode with the FX buffer
(Use translucent watercolor mode with FX buffer
)	Use shadow mode with FX buffer
F1	Custom brush Color mode (<i>Custom brushes are drawn normally</i>)

F2 Custom brush Matte mode (*Custom brushes are drawn as a single color with the shape defined by the brushes key*)

F3 Zoom to 100%

F4 Zoom to fit window

F5 Steps to 1

F6 Opacity to 100%

F7 Opacity to 50%

F8 Opacity to 25%

Space Stop animation.

Numeric keys and Shift-numeric keys Select paint mode.

Shift Used with HVL color selector to change to a saturation selector

Shift Used with Lasso tool. Alt-Left-Mouse-Button adds to alpha, Alt-Right-Mouse-Button subtracts from alpha.

Alt Used with Panto paint mode. Hold and drag to select the panto offset.

Alt Used with the custom brush selector tool. Holding alt while selecting a brush picks up a sequence of brushes from an animation.

Alt Used with anim brushes. Holding alt while painting with an anim brush causes frames to advance as the brushes are pasted down.

CTRL+ALT Drag the buffer around with Left Mouse Button or zoom with Right Mouse Button.

CTRL+SHIFT Drag the buffer around with Left Mouse Button or zoom with Right Mouse Button.

CTRL Use to drag the alpha channel around with the mouse.

CTRL Used with the HVL color selector to change the overall saturation of the color selector tool. This is different than using shift with the color selector.

CTRL + Magnify by 25%

CTRL - Minify by 25%

CTRL C Copys everything or the 'selection' as a brush.

CTRL L Toggle for when your working on a light or dark background with the union skin feature.

CTRL S Save

CTRL Arrow keys Used to nudge the alpha channel in any direction by one pixel at a time.

Left Arrow key Next frame.

Right Arrow key Previous frame.

? Activates a custom cursor instead of the crosshair provided by windows

Case sensitive.