Edit.Menu

COLLABORATORS

	TITLE : Edit.Menu		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Edit.Menu

1.1 Menu: Edit

```
Cut
 Copy & delete the selected area.

Copy
 Copy the selected area to the paste buffer.

Paste
 Paste the last selected area to the selected position.


Erase
 Erase the selected area.


Undo
 Undo the last Copy/Paste/Erase/Drop/Range operation.
```

1.2 Edit/Cut

```
        This option removes the marked section of tiles and fills the  ←
           area with the
default tile. The cut area is copied to the paste buffer.

  Use
        Undo
        to restore the track to it's previous state before the last cut.

  For more information see  Mode/Mark
```

1.3 Edit/Copy

This option makes a copy of the marked area and places it in the ←
                        paste
buffer.

   Use
                  Undo
                  to restore the track to it's previous state before the last copy.

   For more information see Mode/Mark

1.4 Edit/Paste

This option allows you to place the contents of the paste buffer ←
                        over
a section of the track, thus replacing it.

   After selecting this option click on the desired area of the track to paste
the buffer to. You can repeat this process many times to copy a repetitive
area of a track.

   Use
                  Undo
                  to restore the track to it's previous state before the last paste ←
                        .

1.5 Edit/Erase

This will clear the marked area and fill it with the default ←
                        tile. The area
will not be copied to the paste buffer.

   Use
                  Undo
                  to restore the track to it's previous state before the last erase ←
                        .

   For more information see Mode/Mark

1.6 Edit/Undo

   Undo the last cut/copy/paste/erase or drop command. Selecting the undo
option again will redo the last undo. Use this option if you make a mistake
but it only works on tiles, nothing else. Also note that if you use the
drag mode when dropping tiles only the last tile dropped will undo not the
entire operation.