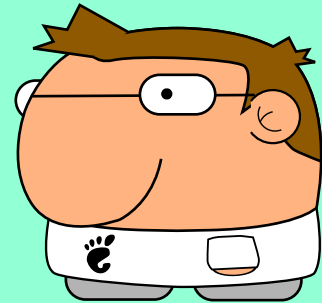


Tutorial

Welcome to the TBO tutorial. I'm going to explain to you how to use
this fabulous comic editor.

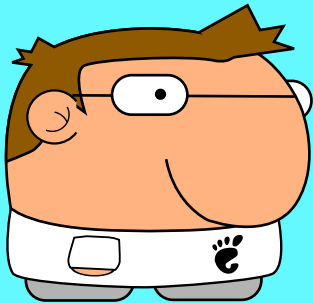
In this editor there are three basic things that together make
your comic.

In every comic there is at least one page, in each page
usually there are frames and in each frame usually there are the "objects",
doodles, bubbles, text, etc.



When you run TBO a new document with a page and a size will be open.
If you want another page size you can click on File->New, and you
can choose the size of the new comic.

With the toolbar buttons you can add, delete or move between pages.

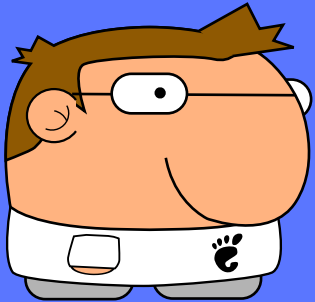


Try to add a page and
then to delete it

Now that you can control the pages lets go to a more complex thing, the frames.

You can only draw frames in page mode, which is the standard mode. To draw a frame you have the button "new frame" (f) which will be active, select it and draw a frame.

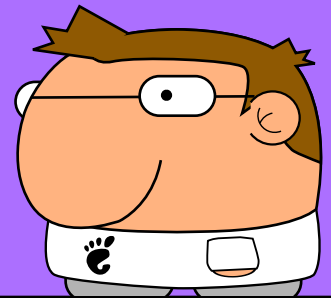
You can draw as many frames as you want to build your scene. To delete a frame select it and then press the Delete key, or use the menu Edit->Delete.



To select use the "selection tool" (s): an arrow.
Once you have this tool selected you can click over the frames
to select them.

When a frame is selected it will appear as a yellow dotted frame,
with a small square at the bottom right. If you drag this square you can
resize the frame. If you click in the frame and drag it you
can move it in the page.

In the tool panel (right) there are different options to modify your frame.



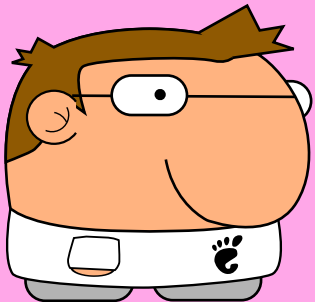
Now that you can control the frame and the page edition mode, let's go to the frame edition mode.

To do this make a double click over a frame. If you move the mouse over a frame you should see a message.

When you make the double click you are in the frame edition mode and all other things will disappear.

Now you'll see "doodle" (d), "text" (t), "bubbles" (b) and "external image" insertion.

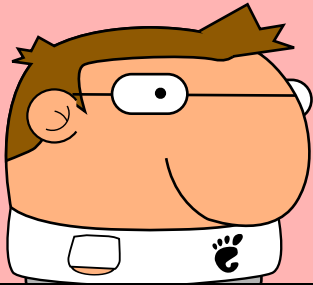
To go back to page mode press Escape.



To add a new doodle press the doodle button and in the sidebar you'll see the available doodle list. To add one to your scene you only need to drag it to the desired position.

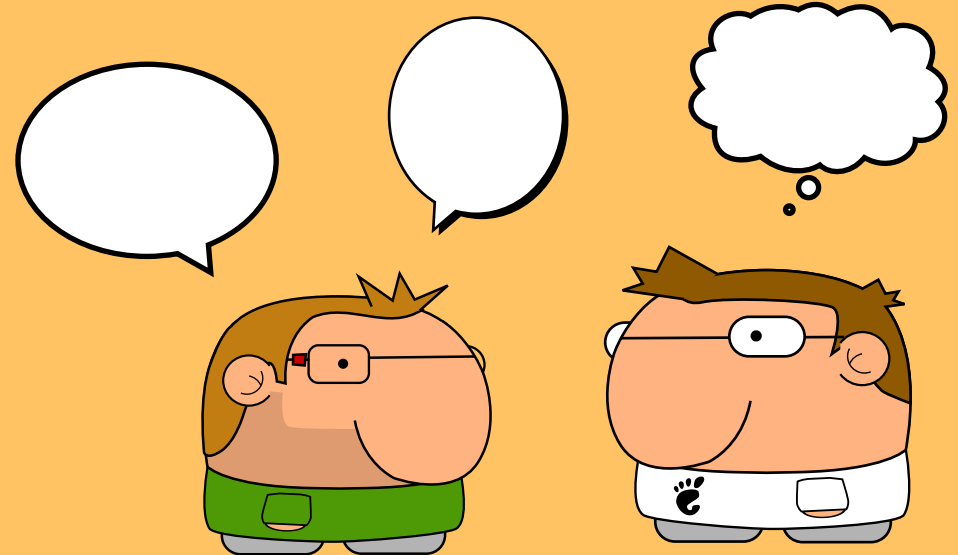
The "doodle" selection is similar to the frames selection. You can move it, resize it and delete it in the same way. Also you can rotate the doodle using the top left circle.

In the Edit menu you can view the TBO options to modify the scene, once you have a doodle selected, and you can view the key bindings too.



Tip: use keys ">" and "<" to scale when you have an object selected.

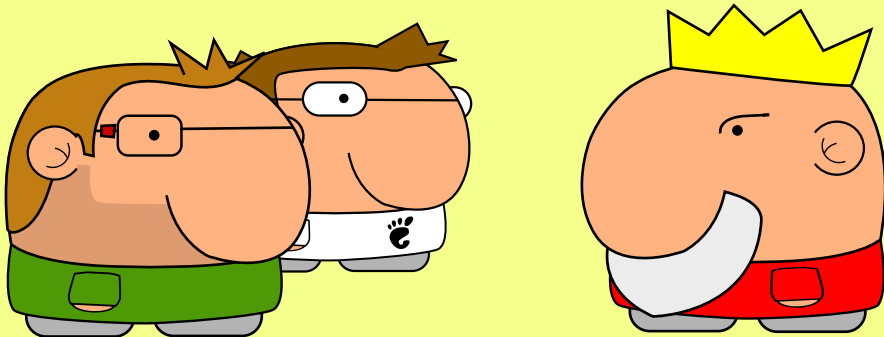
"Bubbles" are exactly the same as doodles.
Drag the bubble to the space you want and modify it as you want.



The text tool is a little different. Once you have this tool selected, you can click in the drawing zone to add a text object. Once this object is added, in the right sidebar you'll see that you can select the font and color. Also there is the text box where you should write the text.

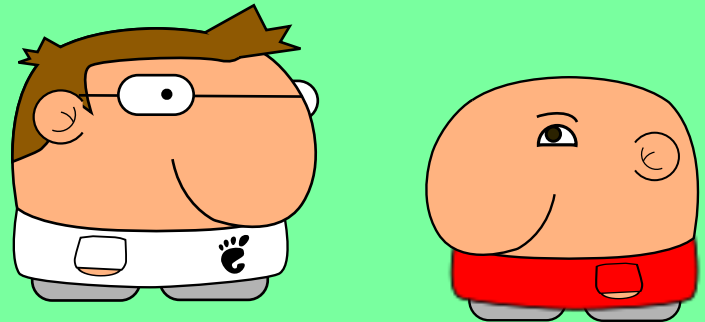
Once you are out of the text edition mode, the text is the same as an object and you can modify it in the same way.

If you want to edit some text, you should pickup the text tool and click over the text you want to change. The current text will appear in the sidebar text box and you can modify it there.



To add an external image there is the "image" tool. Click over this tool and you can add a .png file that will be a new object in your scene.

External images are linked so if you share a .tbo source file with another person, or if you move the source image, it's possible that the program doesn't find the source image and it won't appear correctly.



End of the tutorial.
From now on it's up to your
imagination.

For any question / suggestion / patch
/ greetings, etc, you can contact
dani@danigm.net or go to the TBO page
<https://github.com/danigm/TBO>.