



NXPAIN

User's manual
a pixel-art editor for the ZX Spectrum Next



Contents

- | | |
|---|--|
| 1. Getting started
what you need, and a first picture in a minute | 7. Layers |
| 2. The screen
what every part of the editor is for | 8. Selection, copy and paste
moving, turning and scaling a piece of the picture |
| 3. Controls
mouse, keyboard and shortcuts | 9. Zoom and moving around |
| 4. The menus
every item, one by one | 10. Symmetry |
| 5. Drawing tools
8 buttons, 18 modes | 11. Undo and redo |
| 6. Colours and the palette
primary, secondary, transparency, the colour editor | 12. Files
NXI pictures, NPR projects, Quick Save |
| | 13. Tips and limits |
| | 14. Quick reference |

ABOUT THIS MANUAL

This manual describes NXPaint **0.7**. Every picture in it is a screenshot of the editor itself, running in the CSpect emulator; the sample picture on the canvas is the title screen of *Next Hexagon*. The editor is still being developed, so some details can change in later versions.

1. Getting started

NXPaint is a pixel-art editor that runs directly on the ZX Spectrum Next. It is made for game graphics: screens, sprites, icons, tiles and user-interface pieces, drawn straight in the Next's 256-colour Layer 2 mode, so what you see is exactly what the machine will show.

What it can do

- A 256 × 192 picture in **three layers**, with a see-through colour so the layers can be stacked.
- **Eight tools with eighteen modes**: pencil, spray, dither, eraser, magic eraser, fill, replace colour, gradient, line, polyline, curve, outlined and filled rectangles and ellipses, text, and rectangle, ellipse and lasso selections.
- Brush size from 1 to 8 pixels; spray and dither intensity from 1 to 8.
- The full **256-colour palette** on screen at once, and a colour editor for the Next's 9-bit colours.
- **Zoom** 1×, 2×, 4× and 8×, and a full-screen view of the whole picture.
- **Copy, cut and paste**, with the pasted piece moved, turned and scaled before it is placed.
- **Symmetry**: draw mirrored left/right or up/down.
- **Undo and redo**, six steps back.
- Loading and saving **NXI** pictures, **Quick Save** to numbered files, and **NPR** projects that keep all three layers.
- Works with a **Kempston / K-Mouse** mouse, and with the keyboard alone.

What you need

- A **ZX Spectrum Next** with NextZXOS (core 3.0 or later). The basic machine with 1 MB of memory is enough.
- The file **nxpaint.nex** on the SD card. Start it from the NextZXOS browser; there is nothing to install.
- A **mouse** (Kempston / K-Mouse) is recommended – best with three buttons and a wheel. Everything except the right and middle buttons can also be done from the keyboard.
- In an emulator: CSpect with the Next ROM and an SD card image, for example `CSpect.exe -zxnext -nextrom -s28 -mmc=sdcard.img`. Click into the window so the emulator takes the mouse, or use the keyboard.

A first picture in a minute

1. Start **nxpaint.nex**. You get an empty canvas with the **pencil** selected and white as the drawing colour.
2. Click a colour in the **palette** at the bottom with the left button. That is your main (primary) colour.
3. Draw on the canvas with the left button held down.
4. Click the **rectangle** or **ellipse** button and drag a shape on the canvas. Click the same button once more and the next shape is **filled**.
5. Made a mistake? Click the ← arrow at the top right (undo).
6. Save with **FILE ▶ SAVE NXI**: type a name, press **ENTER**, choose a folder in the file browser and press **SPACE**.

2. The screen



The editor with a rectangular selection made and copied, so that the COPY and PASTE buttons show.

- 1 **Menu bar** – FILE, EDIT, TOOLS, LAYERS, SYM and ABOUT. The SYM label also shows the symmetry mode.
- 2 **Undo / Redo** – the two arrows at the top right.
- 3 **View ▲ ▼** – moves the canvas up and down, 8 rows a click.
- 4 **Toolbar** – eight tools. Clicking the active tool again switches its mode.
- 5 **Size / intensity** – ▲ ▼ and the value: S1–S8 is the brush size, I1–I8 the spray or dither intensity.
- 6 **COPY / PASTE** – appear only while there is a selection, or something in the clipboard.
- 7 **Layers 1, 2, 3** – which layer you draw into, whether it is visible (V/H) and locked (L/U).
- 8 **Canvas** – the picture itself. At 1× zoom it shows 256 × 128 of the 256 × 192 picture.
- 9 **Palette** – all 256 colours. A white frame marks the primary colour, a red frame the secondary one.

The picture is always **256 × 192 pixels** with one byte (a palette index) per pixel – exactly a Layer 2 screen. Because the toolbar and the palette take 64 rows of the screen, the canvas shows 128 rows at a time: use the ▲ ▼ buttons (3) to see the rest, or **FILE ► VIEW IMAGE** to see the whole picture without the editor around it (any key or mouse button brings the editor back).

WHERE IS THE COLOUR I AM USING?

There is no separate colour box and no status line: the current colours are marked straight in the palette – the **white frame** is the primary colour (left button), the **red frame** the secondary colour (right button).

3. Controls

Mouse

BUTTON	WHAT IT DOES
left	clicks buttons and menus; on the canvas draws with the primary colour; in the palette picks the primary colour
right	on the canvas draws with the secondary colour (with every tool that uses a colour); in the palette picks the secondary colour; on a layer button marks the layer for the LAYERS menu
middle	at 1× zoom: picks the colour under the pointer. When zoomed in: drag to move the picture (a click without moving still picks the colour)
wheel	over the canvas: zoom in and out (1×, 2×, 4×, 8×), centred on the pointer
left twice on one colour	a second click on the colour cell that is already chosen opens the colour editor

Keyboard instead of a mouse

The keyboard can always stand in for the mouse – handy in an emulator that has not captured the mouse:

O P Q A	move the pointer left, right, up, down. Held down it speeds up: 1 pixel a frame, then 2, then 4.
SPACE	the left mouse button (click, or hold and move to draw). Not while typing text.

The right and middle buttons have no key; the colour picker has **B** instead, and the picture can be moved with **CAPS SHIFT** +

O **P** **Q** **A**

Shortcuts

KEYS	WHAT THEY DO
W / S	zoom in / out, centred on the pointer (the pointer must be over the canvas)
B	picks the colour under the pointer as the primary colour
CAPS SHIFT + O P Q A	move the zoomed picture (only when zoomed in)
CAPS SHIFT + SYMBOL SHIFT + S	Quick Save (on the Next keyboard: EXTEND + S)
C X V	with the SELECT tool: copy, cut, paste
DELETE (CAPS SHIFT + O)	with the SELECT tool: erase the selected area

Typing text and names

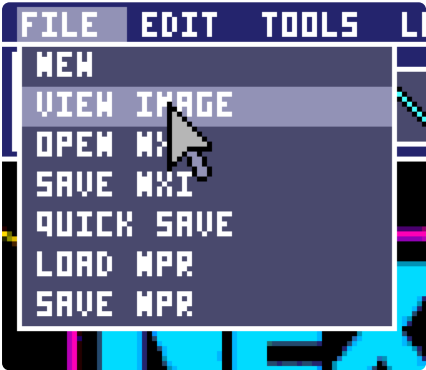
The text tool and the file-name box take **A–Z** (always capitals), **0–9** and **space** (the name box takes no spaces), up to 16 characters. Each key gives a short click.

<div>DELETE</div> <div>(CAPS SHIFT + 0)</div>	deletes the character left of the text cursor
<div>←</div> <div>→</div> <div>(CAPS SHIFT + 5 / 8)</div>	move the text cursor
<div>ENTER</div>	confirms: places the text, or confirms the file name

A key does not repeat when held; press it again for the next letter. There is no key to cancel – use the CANCEL button.

4. The menus

Click a menu name to open it. While a menu is open, moving to another name opens that one instead. Click an item to run it; a click anywhere outside the menu closes it.



FILE	
NEW	starts a new picture after the question "UNSAVED WORK LOST!" (YES / NO). All three layers are cleared and the tools reset; the palette stays as it is.
VIEW IMAGE	the whole 256 × 192 picture, without the editor. Any key or button returns.
OPEN NMI	loads a picture (chapter 12)
SAVE NMI	saves the picture under a name you choose
QUICK SAVE	saves a numbered copy without asking
LOAD NPR	loads a project (all layers)
SAVE NPR	saves a project



EDIT	
UNDO / REDO	the same as the arrows at the top right
CUT	copies the selection and erases it from the layer
COPY	copies the selection to the clipboard
PASTE	pastes the clipboard (chapter 8)
DELETE	erases the selection without copying it



TOOLS

PENCIL, ERASER, FILL, LINE, RECT, ELLIPSE, TEXT, SELECT – the same eight tools as the toolbar. Choosing one here keeps the mode it had; to change the mode, click the tool's button. TEXT chosen from the menu does not open the text panel – click on the canvas where the text should start.



LAYERS

Each item works on the **active layer** and on all layers **marked** with the right button (chapter 7).

MERGE	merges them into the lowest of them
LOCK	locks / unlocks them
VISIBLE/HIDEN	shows / hides them
CLEAR	erases them, after a question



SYM

SYM OFF, **SYM L/R** (mirrored left–right) and **SYM U/D** (mirrored up–down). The current mode has a > in front of it, and the menu's name shows it too: **SYM-O** off, **SYM-V** left/right, **SYM-H** up/down (chapter 10).



ABOUT

VERSION shows the name and version of the program. Close it with **CLOSE**



5. Drawing tools



The top of the screen: menu, view arrows, the eight tools, size control, layers.

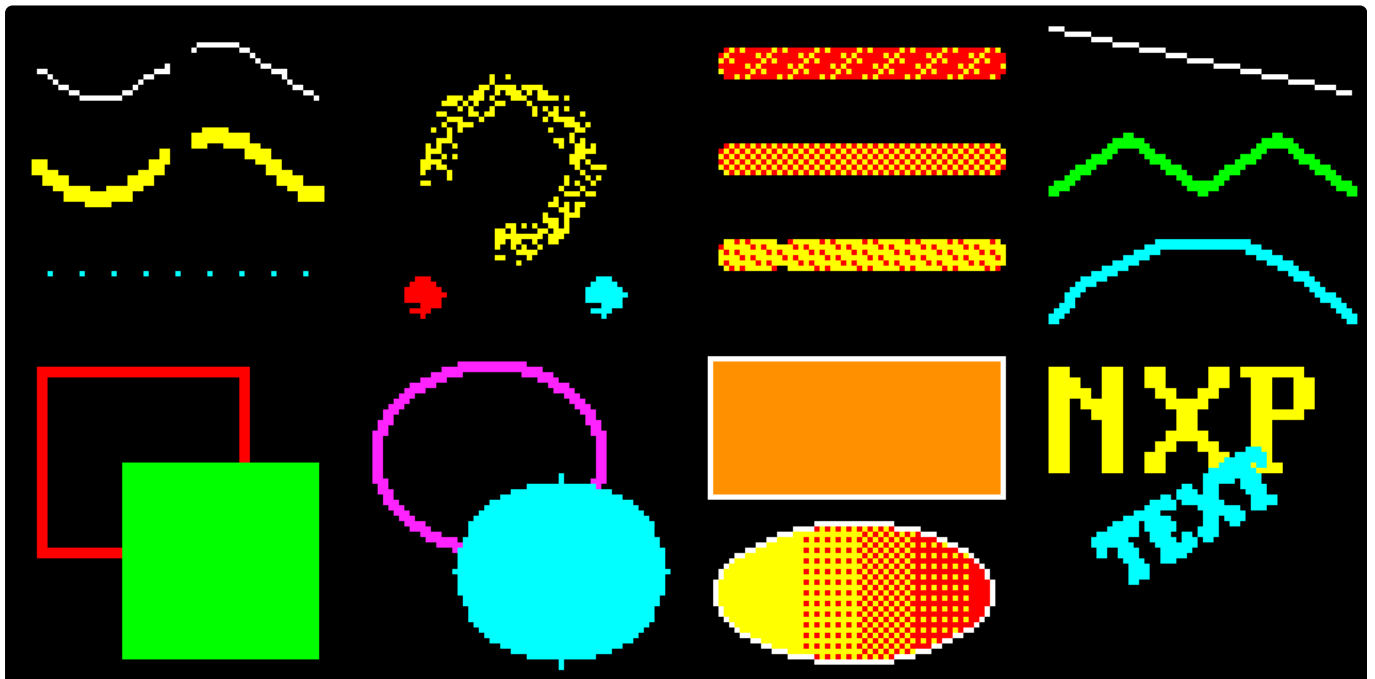
Rules all tools share

- **Left button** draws with the primary colour, **right button** with the secondary one. The eraser always draws transparency; text always uses the primary colour; a gradient always runs from the primary to the secondary colour.
- **Modes:** click the tool that is already active and it switches to its next mode; the icon changes with it.
- **Brush size** S1–S8 is a square of that many pixels. It is used by the pencil, spray, dither, eraser, lines and curves, and the outlines of rectangles and ellipses. Fills, filled shapes, the magic eraser, text and selections ignore it.
- While you drag a shape, a **dashed white outline** shows where it will go; the shape is drawn when you let go.
- You always draw into the **active layer**. A **locked** layer cannot be drawn on; drawing on a **hidden** layer shows it again.
- Every finished stroke or shape is one step for **undo**.

SIZE AND INTENSITY



▲ ▼ change the value from 1 to 8. With **Spray** or **Dither**, click the value itself to switch between **S** (size) and **I** (intensity). Spray and dither each remember their own intensity.



What the tools can do – every pixel here was drawn with NXPaint's own tools; each piece is explained on the following pages.

The tools one by one



PENCIL

PENCIL → SPRAY → DITHER

SYMMETRY



Pencil



Freehand drawing. A click puts one dot of the brush size, a drag a continuous line.



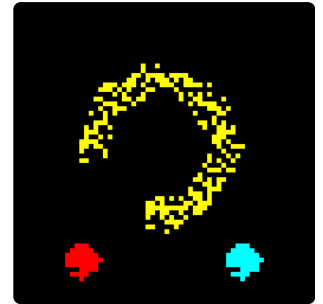
Spray

Sprinkles random dots over the brush area for as long as the button is held – hold longer in one place for a denser cloud. Intensity I1–I8 sets how many dots fall at a time.

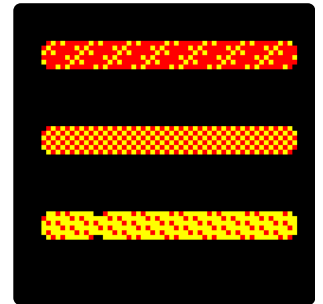


Dither

Paints a regular chequer pattern of the **two** chosen colours: shading without new colours. Intensity sets the share of the drawing colour – I4 is half and half, I8 the solid colour. With the right button the two colours swap roles. The pattern is tied to the picture, so strokes that overlap fit together.



Spray.



Dither (yellow over red) at intensity I2, I4 and I6.



ERASER

ERASER → MAGIC ERASER



Eraser



Like the pencil, but it paints **transparency**: what is in the layers below shows through again. Either button. Uses the brush size and symmetry.



Magic eraser

A click erases the whole connected area of the colour you click – like a fill with transparency. Other areas of the same colour that do not touch it stay.



Pencil lines (S1, S3) and dots, cut through with the eraser.



FILL

FILL → REPLACE COLOUR → GRADIENT



Fill



A click fills the connected area of the clicked colour (in the active layer) with the drawing colour. The pointer turns into an hourglass while it works.



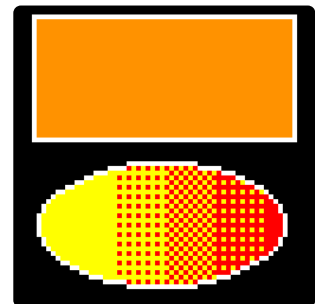
Replace colour

A click takes the colour under the pointer and replaces **every** pixel of that colour in the whole active layer, connected or not.



Gradient

Press where the gradient starts, drag to where it ends, let go. The connected area under the starting point is filled with a transition from the **primary** colour (at the start) to the **secondary** colour (at the end), drawn as a dither of the two – no new colours are made. The gradient runs across or down, whichever is closer to the direction you dragged. A click without dragging makes a top-to-bottom gradient.



A filled rectangle, and a gradient inside an ellipse outline.



LINE

LINE → POLYLINE → CURVE

SYMMETRY



Line

Drag from one end to the other. A click alone puts a dot.



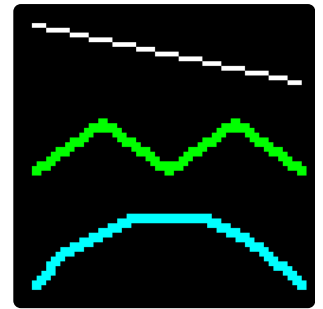
Polyline

The first drag draws the first segment. After that every click (or drag) adds a segment from the last end point to where you let go. The polyline ends when you change tool or click anything outside the canvas – a toolbar button, the palette, a menu. The whole polyline is one undo step.

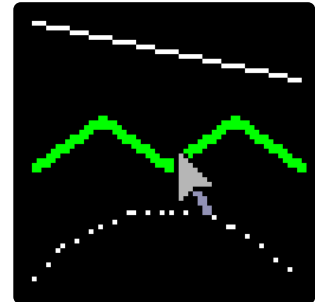


Curve

Two steps: first drag from the start to the end of the curve. Then press again and drag – the pointer is now the point the curve bends towards, and a dashed preview follows it. Let go to draw the curve.



Line, polyline (S2) and curve.



The second step of a curve: the dashed preview follows the pointer.



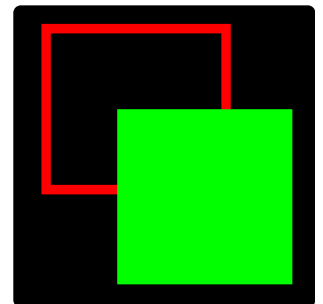
RECT · ELLIPSE

OUTLINE → FILLED

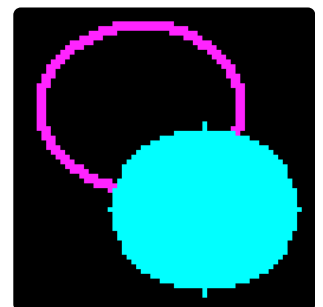
SYMMETRY



Drag from one corner of the shape to the opposite one. **Outline** draws the edge in the brush size; **Filled** draws a solid shape in the drawing colour (the brush size does not matter). The ellipse fits into the rectangle you drag.



Outlined and filled rectangle.



Outlined and filled ellipse.



TEXT

Clicking the button opens the **text panel** over the toolbar. Type the text (A–Z, 0–9, space, up to 16 characters), then:

- **S** < > sets the size from 1.0 to 4.0 in steps of 0.1;
- **A** < > turns the text in steps of 10°;
- **PASTE** shows a preview of the text on the canvas;
- press on the canvas and drag to place it: the text follows the pointer (in steps of 4 pixels) and stays where you let go – press **PASTE** to see it there again;
- **OK** or **ENTER** draws the text into the layer, **CANCEL** throws it away.

Text is drawn in the primary colour, only the letters themselves – no background. Turned text has slightly thicker strokes.



Text at size 2.0, and turned text.



The text panel: typed "HELLO NEXT", size 1.2, turned by 10°; the preview sits on the picture until OK.



SELECT

RECTANGLE → ELLIPSE → LASSO

Marks a part of the active layer for copying, cutting or deleting – see chapter 8. **Rectangle** and **ellipse** are dragged like the shapes; **lasso** is drawn freehand round the area and closes itself when you let go. Selecting works even on a locked layer.



A lasso selection round the ship.

6. Colours and the palette



The palette: 32 × 8 cells, one for each of the 256 colours. Here yellow is the primary colour (white frame, bottom right) and cyan the secondary one (red frame, top right).

- **Left click** on a cell = primary colour, **right click** = secondary colour. At the start the primary colour is white and the secondary black.
- The cell number is $row \times 32 + column$: the top left cell is colour 0, the bottom right colour 255.
- **Picking from the picture:** the middle button (at 1× zoom) or the **B** key takes the colour under the pointer as the primary colour. It reads the **active layer** only, not what the other layers show.

Transparency

Colour **227** (hex **E3**, a magenta) is the editor's **see-through colour**. Empty layers are full of it, the eraser paints it, and wherever a layer has it, the layer below shows through. Where no layer has anything, the canvas is black. You can pick this cell in the palette like any other colour and paint transparency with any tool. Black (colour 0) is an ordinary colour.

The colour editor



Click a palette cell that is **already chosen** once more, and the **EDIT COLOR** window opens for that colour (its number is in the title, in hex).

- **R, G, B** – red, green and blue, each 0–7 (the Next's 9-bit colour), with – and +.
- **OLD** and **NEW** show the colour before and after.
- The change shows on the canvas at once; **SAVE** keeps it, **CANCEL** puts the old colour back.

GOOD TO KNOW

Changing a colour changes it everywhere it is used – in all layers, and also in the editor's own buttons if they use the same colour. Palette changes are not undone by UNDO and stay after NEW, but they are saved with the picture (NXI) and the project (NPR).

7. Layers

The picture has **three layers**, each a full 256 × 192 picture. Layer **1** is at the bottom, layer **3** on top. Where a layer is transparent, the layers below it show through.



Layer 1 active, layer 2 hidden, layer 3 locked and marked.

Each layer has a button at the top right. Its left half (the number) and its right half (two letters) do different things:

click the number	makes it the active layer – the one you draw into (light grey button)
click V / H	V isible / H idden
click L / U	L ocked / U nlocked
right click	marks the layer (green number) for the LAYERS menu

The LAYERS menu

Every item works on the active layer **together with all marked layers**. So to merge layers 2 and 3, make 2 active, mark 3 with the right button, and choose MERGE.

- **MERGE** – the layers are merged into the lowest of them; what was on the upper ones is drawn over it and they become empty.
- **LOCK** and **VISIBLE/HIDEN** – switch the lock and the visibility of each of them.
- **CLEAR** – erases them, after the question below.



CANNOT BE UNDONE

MERGE and CLEAR cannot be undone with UNDO. A lock only stops the drawing tools: CLEAR, cut, delete, paste and text still change a locked layer.

8. Selection, copy and paste

- 1. Choose **SELECT** and its shape (rectangle, ellipse, lasso) and mark an area of the active layer. It stays marked with a dashed border, and an orange **COPY** button appears.
- 2. Copy it: the **COPY** button, **EDIT** ▶ **COPY** or **C**. Cut it: **EDIT** ▶ **CUT** or **X**. Erase it: **EDIT** ▶ **DELETE** or **DELETE**. After copying a blue **PASTE** button appears.
- 3. Paste: **V**, **EDIT** ▶ **PASTE** or the **PASTE** button. The piece appears in the place of the selection – or, with nothing selected, under the pointer (from the PASTE button: in the top left corner).
- 4. Place it, turn it, scale it – see below – and confirm with **OK**.

The clipboard stays filled when you change tool or layer, so you can copy from one layer and paste into another. It holds anything up to the whole picture.



Pasting: the copied "Next" at scale 0.7, turned 20°, dragged to a new place.

The paste bar

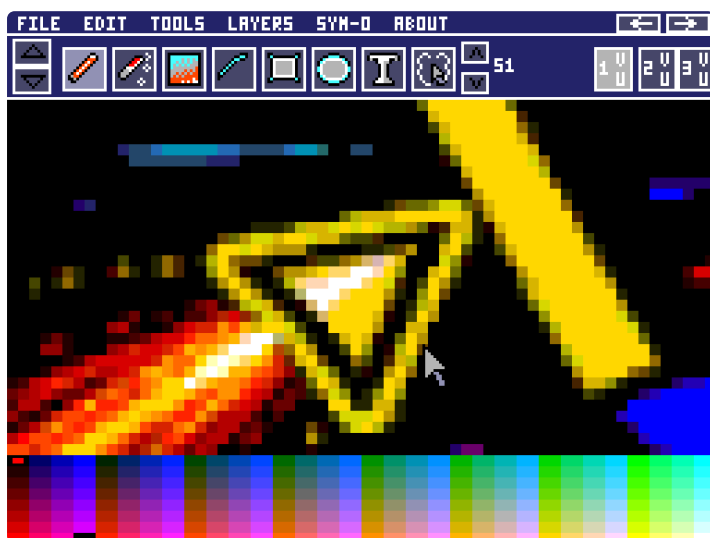
drag the piece	press inside it and drag it where it should go
S < >	scale from 0.1 to 4.0 in steps of 0.1
A < >	turn in steps of 10° (0–350°)
LIVE PREVIEW	on: a turned or scaled piece is shown whole when you let go; off: only its outline
OK / CANCEL	draws the piece into the active layer (can be undone) / throws it away

While pasting, only the paste bar and the middle button (moving the picture) work; menus and tools wait until you press OK or CANCEL.

TRANSPARENT PARTS OF THE PIECE

The preview lets transparent pixels show through, but a piece copied with the rectangle or ellipse is placed **with** its transparent pixels – they erase what is under them. Only a turned or scaled **lasso** piece leaves the background alone. To lay a shape over a picture, draw it into a layer of its own.

9. Zoom and moving around



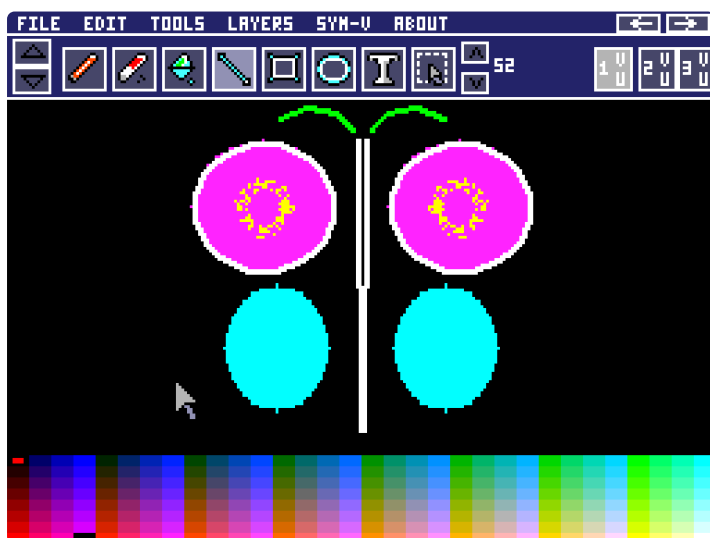
4× zoom on the ship of Next Hexagon.

- **Moving the zoomed picture:** drag with the middle button (the picture follows the mouse), or **CAPS SHIFT** + **O** **P** **Q** **A**.
- **At 1×** the picture is 64 rows taller than the canvas: the ▲ ▼ buttons at the top left move it 8 rows a click.
- **The whole picture:** FILE ▶ VIEW IMAGE.

Zoom in and out with the **mouse wheel** or **W** / **S** while the pointer is over the canvas. The zoom keeps the spot under the pointer in place.

ZOOM	PART OF THE PICTURE SHOWN
1×	256 × 128
2×	128 × 64
4×	64 × 32
8×	32 × 16

10. Symmetry



Drawn with SYM L/R – only the left half was drawn by hand. Note SYM-V in the menu bar.

The **SYM** menu draws everything twice at once, the second time mirrored:

- **SYM L/R** – mirrored left–right, about the middle of the picture (between columns 127 and 128). The menu shows **SYM-V**.
- **SYM U/D** – mirrored up–down, about the middle row. The menu shows **SYM-H**.
- **SYM OFF** – back to normal, **SYM-O**.

It works with the pencil, spray, dither, eraser, line, polyline, curve and the outlined and filled rectangles and ellipses. Fills, gradient, magic eraser, text, paste and selection are not mirrored. The axis is not drawn on the canvas.

11. Undo and redo

The arrows at the top right, or **EDIT ▶ UNDO / REDO**, go up to **six steps** back and forward. Undo also makes the layer it changed the active one. A new drawing step throws away what could have been redone.

CAN BE UNDONE	CANNOT BE UNDONE
every stroke of the pencil, spray, dither and eraser; line, polyline (as a whole), curve; rectangles and ellipses; fill, replace colour, gradient, magic eraser; placed text; paste, cut and delete	MERGE and CLEAR of layers; locking and hiding; palette changes. Loading a file and NEW empty the undo history.

12. Files

Files are opened and saved through the **NextZXOS file browser**, which takes over the screen for a moment (the editor's picture disappears and the border turns white). Move around it as usual; the line at the bottom says which key does what. Loading and saving show a small **LOADING IMAGE / SAVING IMAGE** window.

NXI pictures

FILE ▶ OPEN NXI – in the browser choose the file and press **ENTER** (**SPACE** or BREAK cancels). NXPaint reads:

- **NXI with a palette** (49 664 bytes): a 512-byte palette and the 256 × 192 picture. The editor keeps its own button colours readable, but the file's palette is kept for saving.
- **a bare 256 × 192 picture** (49 152 bytes), without a palette;
- files saved by older versions of NXPaint.

The picture is loaded into **layer 1**; layers 2 and 3 are emptied, all layers become visible and unlocked, the zoom goes back to 1× and the undo history is cleared.

FILE ▶ SAVE NXI – first a window asks for the **name** (up to 16 letters and digits; **.NXI** is added by itself). **ENTER** or **SAVE** goes on; then choose the folder in the browser and press **SPACE**.



- The file has the palette (512 bytes) and the picture (49 152 bytes) – what you **see**: the visible layers merged, with transparent places saved as colour 0 (black). Hidden layers are not saved.
- A file of the same name is **overwritten without asking**.

Quick Save

FILE ▶ QUICK SAVE or **CAPS SHIFT** + **SYMBOL SHIFT** + **S** saves straight away, with no questions, to a numbered file: **NXPAINT_01.NXI**, **NXPAINT_02.NXI**, ... After you open or save a picture, its name is used instead (for **ROBOT.NXI**: **ROBOT_01.NXI**, ...) and the numbering starts again. It saves into the folder of the last **SAVE NXI** – handy for keeping each stage of the work.

NPR projects

An NXI file keeps only the finished picture. A **project** (**FILE ▶ SAVE NPR / LOAD NPR**) keeps the work itself: all **three layers** separately, their visibility, locks and marks, the active layer, the tool, both colours and the whole

palette. Not kept: tool modes, brush size, zoom, symmetry and the clipboard. Saving and loading work like NXI.

A new picture

FILE ► NEW asks first. **YES** empties all layers, clears undo and the clipboard and sets the tools back: pencil, S1, white and black, 1× zoom, file name NXPAINT. The palette stays as it is.



NO ERROR MESSAGES

If a file cannot be loaded or saved (full card, wrong file...), the editor just returns without a message. After an important save, check the file is there.

13. Tips and limits

Tips

- **Work in layers.** Background in layer 1, figures in layer 2, details and text in layer 3 – then each can be erased or moved without spoiling the rest.
- **Shading without new colours:** Dither with two neighbouring colours, or Gradient inside a closed outline.
- **Recolouring:** Replace colour changes one colour in the whole layer at once; the colour editor changes it in the whole picture.
- **Quick Save often** – each press gives a new numbered file, so you can always go back further than six undo steps.
- **Copy between layers:** select and copy in one layer, click another layer's number and paste.
- **Exact pixels:** zoom to 4× or 8× and use the pencil at S1.
- **In an emulator** the keyboard (O P Q A, SPACE, W S) works even when the mouse is not captured.

Limits of version 0.7

- There is no **exit** item – leave the editor by resetting the machine. Save first.
- Files are overwritten without a question, and failed loads and saves give no message.
- MERGE and CLEAR of layers cannot be undone; undo goes six steps back.
- The colour picker reads only the active layer.
- A lock stops only the drawing tools, not CLEAR, cut, delete, paste or text.
- In the text panel the button **PASTE** means “show the preview”, not paste from the clipboard.
- Text has capitals, digits and space only.
- While you type a text or a file name, the letters O, P, Q and A also nudge the pointer – harmless.

14. Quick reference

Mouse

left	draw (primary colour), click, primary colour from the palette
right	draw (secondary colour), secondary colour from the palette, mark a layer
middle	pick a colour (1×), move the picture (zoomed)
wheel	zoom
second click on a colour	colour editor
active tool again	next mode

Tool modes

Pencil	Pencil → Spray → Dither
Eraser	Eraser → Magic eraser
Fill	Fill → Replace colour → Gradient
Line	Line → Polyline → Curve
Rect, Ellipse	Outline → Filled
Select	Rectangle → Ellipse → Lasso

Keyboard

O P Q A	move the pointer
SPACE	left button
W S	zoom in / out
B	pick a colour
CAPS + O P Q A	move the zoomed picture
CAPS + SYMB + S	Quick Save
C X V	copy / cut / paste (SELECT)
DELETE	erase the selection (SELECT); delete a character (text)
← →	text cursor
ENTER	place the text, confirm a name

At a glance

picture	256 × 192, 256 colours, 3 layers
transparent colour	227 (E3)
brush, intensity	1–8
zoom	1× 2× 4× 8×
undo	6 steps
files	.NXI picture, .NPR project

NXPaint 0.7 · © 2026 MB Maniax · This manual: October 2026.
Sample picture: title screen of *Next Hexagon* (Shrek / MB Maniax).