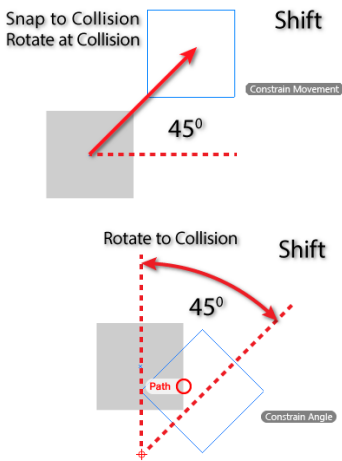


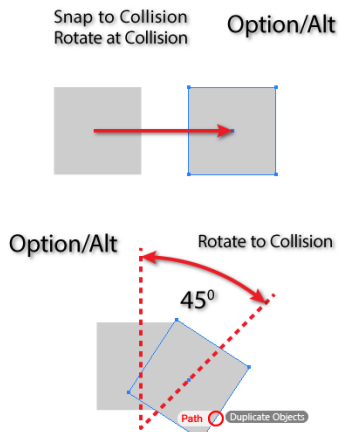


# COLLIDERSCRIBE

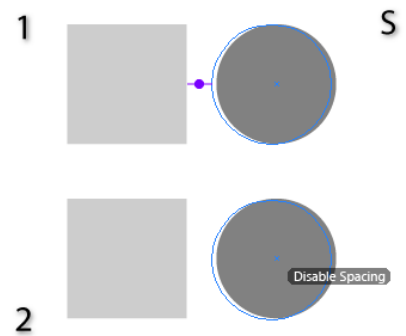
When dragging objects:  
 Shift - Constrain movement (Snap to Collision and Rotate at Collision tools) or rotation (Rotate to Collision tool) to 45° angles around the constrain angle.



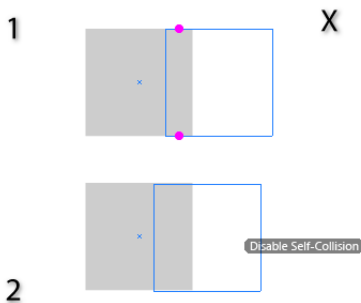
When dragging objects: Option+Alt - Duplicate objects.



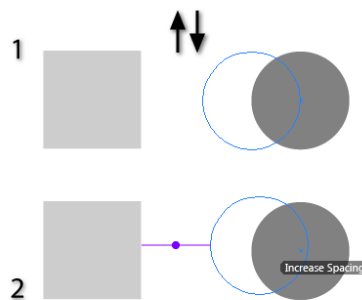
When dragging objects: S - Toggle collision spacing on and off.



When dragging objects: X - Disable self-collision preference.



When dragging objects: Up and Down Arrows - When spacing is enabled, increases and decreases spacing distance by the value in Illustrator's Keyboard Increment preferences.

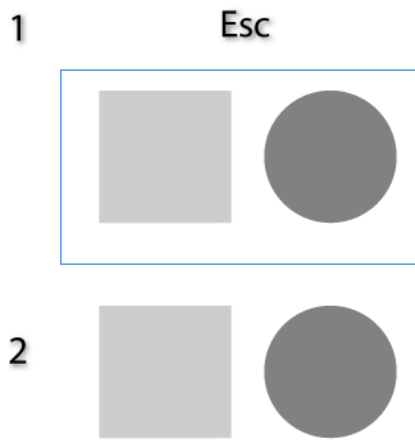
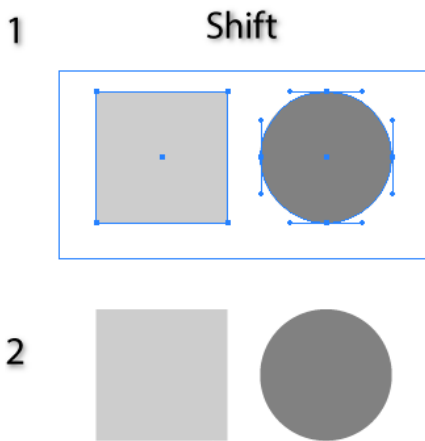




# COLLIDERSCRIBE

Snap to Collision and Rotate at Collision tools  
When marqueeing:  
Shift – Toggle the selection state.

Snap to Collision and Rotate at Collision tools  
When marqueeing: Esc – Cancels the marquee operation.



Rotate at Collision and Rotate to Collision tools  
When dragging objects:  
CMD/Ctrl – override snapping to anchor points and segment midpoints.

Rotate at Collision tool  
When dragging objects:  
Space – Use the alternate rotation orientation.

Rotate to Collision tool  
When dragging rotation center:  
Shift – constrain movement to 45° angles around the constrain angle.

