

Contents

Kirutma User Manual	1
Table of contents	1
1. Getting started	2
2. The interface	2
3. Navigating the canvas	3
4. Drawing tools	4
5. Selecting and editing objects	5
6. Layers panel	6
7. Properties panel	7
8. Pages	8
9. Assets: styles, components, and library	9
10. Files and documents	10
11. Import and export	10
12. Keyboard shortcuts	11
13. Tips and troubleshooting	12
Appendix: What's in v1.0	13

Kirutma User Manual

Version 1.0.0

Kirutma is a desktop design application for creating layouts and vector graphics on an infinite canvas. This guide covers everything you need to get started, work efficiently, and save or export your designs.

Table of contents

1. Getting started
 2. The interface
 3. Navigating the canvas
 4. Drawing tools
 5. Selecting and editing objects
 6. Layers panel
 7. Properties panel
 8. Pages
 9. Assets: styles, components, and library
 10. Files and documents
 11. Import and export
 12. Keyboard shortcuts
 13. Tips and troubleshooting
-

1. Getting started

Install the app

Download Kirutma from your release page or installer package. See [DISTRIBUTION.md](#) for build and install details.

Home screen

When you launch Kirutma, the home screen offers:

- **New file** — start a blank document
- **Open file...** — browse for an existing `.kirutma` document
- **Recent files** — quick access to files you opened recently (with **Clear** to reset the list)

Keyboard shortcuts on the home screen:

Action	Shortcut
New file	Ctrl+N (Mac: ⌘N)
Open file	Ctrl+O (Mac: ⌘O)

Return to the home screen

Click the **Kirutma** logo in the top-left of the menu bar. If you have unsaved changes, you will be asked to confirm before leaving the editor.

2. The interface

The editor is organized into familiar regions:

Menu bar (File · Edit · View · Object · Help)		
Toolbar (tools · zoom · snapping · pixel grid)		
Left panel Layers / Pages / Assets	Infinite canvas	Right panel Properties
Page tabs		

Menu bar

Menu	Main actions
File	New, Open, Open Recent, Save, Save As, Import Image, Export PNG/SVG
Edit	Undo, Redo, Duplicate, Copy, Paste
View	Zoom to Selection, Zoom to Fit
Object	Group, Ungroup, Create Component, Detach Instance
Help	Keyboard Shortcuts

The file name appears next to the logo. Click it to rename the document. A dot (•) indicates unsaved changes.

Toolbar

- **Tool buttons** — switch between Move, Frame, shapes, Pen, Text, Hand, and Scale
- **Frame presets** — when the Frame tool is active: iPhone 15, Tablet, Desktop, or Custom
- **Zoom controls** — zoom out, percentage (click to reset to 100%), zoom in, zoom to selection, zoom to fit
- **Snapping** — toggle object and grid snapping
- **Pixel grid** — toggle a pixel alignment grid on the canvas

Panel toggles

Icons in the top-right of the menu bar show or hide the **Layers** (left) and **Properties** (right) panels.

3. Navigating the canvas

The canvas is infinite — you can pan and zoom freely.

Action	How
Pan	Select Hand (H) and drag, or hold Space and drag
Zoom in	Ctrl++ (Mac: ⌘+), toolbar +, or scroll/pinch
Zoom out	Ctrl+- (Mac: ⌘-), toolbar -, or scroll/pinch
Zoom to 100%	Ctrl+0 (Mac: ⌘0) or click the zoom percentage
Zoom to selection	Shift+1 or toolbar selection icon
Zoom to fit	Shift+0 or toolbar fit icon

Snapping helps align objects to edges and the pixel grid. Turn it on or off from the toolbar.

Pixel grid overlays a grid for precise alignment. Useful when designing at exact pixel sizes.

4. Drawing tools

Press a letter key to switch tools quickly (when not typing in a text field).

Tool	Key	What it does
Move	V	Select, move, and transform objects
Frame	F	Draw a frame (artboard/container)
Rectangle	R	Draw a rectangle
Ellipse	O	Draw an ellipse or circle
Triangle	3	Draw a triangle
Polygon	P	Draw a polygon (adjust sides in Properties)
Star	S	Draw a star (adjust points and inner radius in Properties)
Pen	D	Draw vector paths with anchor points
Line	L	Draw a straight or curved line
Text	T	Click to place a text box
Hand	H	Pan the canvas
Scale	K	Scale objects from a corner handle

Drawing shapes and frames

1. Select a shape or frame tool.
2. Click and drag on the canvas to define size.
3. Hold **Shift** while dragging to constrain proportions (square, circle, etc.).

Frame presets

With the **Frame** tool active, choose a preset before drawing:

Preset	Size
iPhone 15	393 × 852
Tablet	820 × 1180
Desktop	1440 × 900
Custom	Drag any size

Pen tool

1. Select **Pen** (D).
2. Click to place anchor points; click again to add segments.
3. Adjust curve handles by dragging control points on the path.
4. Close a path or finish the shape from the Properties panel.

Line tool

Draw a line between two points. In Properties you can set:

- **Path** — straight or curved

- **Bend** — curve amount (for curved lines)
- **Dash** — solid or dashed
- **Start / End** — arrow or dot endpoints

Text tool

1. Select **Text** (T).
2. Click on the canvas to place text.
3. Edit content, font, size, weight, alignment, and line height in the **Properties** panel.

5. Selecting and editing objects

Select one object

- Click it with the **Move** tool (V).

Select multiple objects

- **Shift+click** to add or remove from selection
- Drag a **marquee** (selection box) on empty canvas with the Move tool

Move, resize, and rotate

With objects selected:

- **Move** — drag inside the selection
- **Resize** — drag corner or edge handles
- **Rotate** — drag the rotation handle, or set **Rotation** in Properties
- **Constrain proportions** — hold **Shift** while resizing

Align multiple objects

Select two or more layers. The Properties panel shows alignment buttons:

- Align left, horizontal center, right
- Align top, vertical center, bottom

You can also bulk-edit **Opacity** and **Fill** when multiple compatible shapes are selected.

Group and ungroup

Action	Menu	Shortcut
Group	Object ▢ Group	Ctrl+G (Mac: ⌘G)
Ungroup	Object ▢ Ungroup	Ctrl+Shift+G (Mac: ⇧⌘G)

Groups keep related objects together in the Layers panel.

Duplicate, copy, paste, delete

Action	Shortcut
Duplicate	Ctrl+D (Mac: ⌘D)
Copy	Ctrl+C (Mac: ⌘C)
Paste	Ctrl+V (Mac: ⌘V)
Delete	Delete

Copy and paste work within Kiritma and with the system clipboard for supported content.

Undo and redo

Action	Shortcut
Undo	Ctrl+Z (Mac: ⌘Z)
Redo	Ctrl+Shift+Z (Mac: ⌘⇧Z)

Context menu

Right-click on the canvas or a layer to open a shortcut menu with Copy, Paste, Duplicate, layer ordering, visibility, lock, and Delete.

6. Layers panel

Open the left panel and select the **Layers** tab.

Layer list

- Layers mirror the object hierarchy on the active page
- **Click** a layer to select it on the canvas
- **Double-click** a name to rename
- **Eye icon** — show or hide the layer
- **Lock icon** — prevent accidental edits

Search

Use the search box at the top to filter layers by name.

Reorder layers

Drag a layer row up or down to change stacking order (what appears in front or behind).

Layer context menu

Right-click a layer for:

- Copy, Paste, Duplicate
 - Create Component (frames and groups)
 - Detach Instance / Reset Overrides (component instances)
 - Bring Forward, Send Backward
 - Hide / Show, Lock / Unlock
 - Delete
-

7. Properties panel

The right **Properties** panel shows settings for the selected layer(s). If nothing is selected, it prompts you to select a layer.

Transform (all objects)

Property	Description
X, Y	Position on the canvas
W, H	Width and height (where applicable)
Rotation	Angle in degrees
Opacity	0–100% transparency

Fill (shapes, frames, vectors)

- **Color** — color picker and hex field
- **Style** — apply a saved color style
- **Gradient** — enable linear gradient with start, end, and angle

Stroke

- **Color** and **Weight** for outline thickness

Corner radius

Rectangles and frames support **Radius** for rounded corners.

Polygon and star

- **Sides** — number of polygon sides
- **Points / Inner** — star point count and inner radius

Drop shadow

Available on vector shapes, rectangles, frames, ellipses, polygons, and stars:

- Toggle **Shadow** on or off
- Adjust **X offset**, **Y offset**, **Blur**, and **Color**

Text properties

- **Content** — edit the text body
- **Size, Font, Weight**
- **Align** — left, center, right
- **Style** — apply a saved text style
- **Line H** — line height

Images

- View source dimensions
- **Replace image...** — swap the image file

Component instances

When a component instance is selected:

- **Source** — which component it comes from
 - **Detach** — break the link and edit freely
 - **Reset overrides** — restore default component appearance
-

8. Pages

Each document can contain multiple pages (like artboards or screens in one file).

Page tabs

Page tabs run along the bottom of the editor:

- **Click** a tab to switch pages
- **Double-click** a tab name to rename
- **+** button — add a new page
- **x** on a tab — delete that page (confirmation required; at least one page always remains)

Pages panel

In the left panel, open the **Pages** tab for an alternate view of your page list.

9. Assets: styles, components, and library

Open the left panel and select the **Assets** tab.

Color styles

Reusable color swatches for your document.

1. Click **+** to add a color style
2. Name it and set its color
3. Apply from the Properties panel (**Fill** ▾ **Style**) or click a style to apply to the selection

Text styles

Reusable typography presets (font, size, weight, line height).

1. Add a text style with **+**
2. Edit name and properties
3. Apply from **Properties** ▾ **Style** on text layers

Components

Turn repeated design elements into reusable components.

Create a component

1. Select a **frame** or **group**
2. Choose **Object** ▾ **Create Component**, or right-click the layer ▾ **Create Component**

Place an instance

- Click a component in the Assets panel to insert it at the center of the canvas

Detach an instance

- Select the instance ▾ **Object** ▾ **Detach Instance**, or use the Properties panel / layer context menu

Reset overrides

- Restore an instance to match its source component after local edits

Symbol library

The **Library** section includes built-in icons and symbols (buildings, signs, stamps, and more).

1. Search or filter by category
 2. **Click** a symbol to insert it at the canvas center
-

10. Files and documents

Document format

Kirutma saves files with the **.kirutma** extension. These are portable documents that store your pages, layers, styles, components, and embedded images.

Save

Action	Menu	Shortcut
Save	File ▢ Save	Ctrl+S (Mac: ⌘S)
Save As	File ▢ Save As...	Ctrl+Shift+S (Mac: ⇧⌘S)

The first time you save a new file, you choose a name and location. After that, **Save** updates the same file.

An unsaved indicator (•) appears next to the file name when changes have not been saved.

Open

- **File ▢ Open...** or Ctrl+O (Mac: ⌘O)
- **File ▢ Open Recent** — pick from recently opened files
- From the home screen: **Open file...** or click a recent file

If a recent file no longer exists on disk, it is removed from the list when open fails.

New document

- **File ▢ New** or Ctrl+N (Mac: ⌘N)
- From the home screen: **New file**

If you have unsaved changes, you will be prompted before creating a new document or opening another file.

11. Import and export

Import an image

File ▢ Import Image...

The image is placed on the active page. Select it to move, resize, or replace the source from Properties.

Export PNG

Export renders your current selection (or all drawable content if applicable):

Menu item	Output
Export PNG (1x)	Standard resolution
Export PNG (2x)	Double resolution
Export PNG (3x)	Triple resolution

Files download as `kirutma-export.png`, `kirutma-export@2x.png`, or `kirutma-export@3x.png`.

Export is disabled when there is nothing to export.

Export SVG

File ▾ Export SVG...

Exports the selection as a vector SVG file (`kirutma-export.svg`).

12. Keyboard shortcuts

Open the full reference anytime: **Help ▾ Keyboard Shortcuts...** or `Ctrl+?` (Mac: `⌘?`).

Tools

Tool	Key
Move	V
Frame	F
Rectangle	R
Ellipse	O
Triangle	3
Polygon	P
Star	S
Pen	D
Line	L
Text	T
Hand	H
Scale	K

File

Action	Mac	Windows / Linux
New	⌘N	Ctrl+N
Open	⌘O	Ctrl+O
Save	⌘S	Ctrl+S
Save As	⇧⌘S	Ctrl+Shift+S

Edit

Action	Mac	Windows / Linux
Undo	⌘Z	Ctrl+Z
Redo	⇧⌘Z	Ctrl+Shift+Z
Duplicate	⌘D	Ctrl+D
Copy	⌘C	Ctrl+C
Paste	⌘V	Ctrl+V
Delete	Delete	Delete
Group	⌘G	Ctrl+G
Ungroup	⇧⌘G	Ctrl+Shift+G

View

Action	Mac	Windows / Linux
Zoom in	⌘+	Ctrl++
Zoom out	⌘-	Ctrl+-
Zoom to 100%	⌘0	Ctrl+0
Zoom to selection	⇧1	Shift+1
Zoom to fit	⇧0	Shift+0
Pan	Space + drag	Space + drag
Constrain proportions	Shift + drag	Shift + drag
Keyboard shortcuts	⌘?	Ctrl+?

13. Tips and troubleshooting

General tips

- **Save often** — use Ctrl+S / ⌘S after major changes
- **Name your layers** — double-click in the Layers panel for clearer documents
- **Use frames** — group screen designs inside frames with presets for common device sizes
- **Styles and components** — define colors and text once, reuse everywhere
- **Export at 2x or 3x** — for sharp assets on high-density displays

Common issues

I can't save or open a file

- Ensure you have permission to read and write the chosen folder
- Check that the file is a valid .kirutma document and not corrupted

Export says “Nothing to export”

- Add drawable content to the canvas or adjust your selection

Create Component is disabled

- Select a **frame** or **group** first (not a single shape inside a group unless the group itself is selected)

Detach Instance does nothing

- Select a **component instance** (not the original component source)

Changes show as unsaved after Undo

- The unsaved indicator may remain after undo/redo even when content matches the last saved state. Use **Save** when you are ready to persist.

Leaving the editor

- Click the Kirutma logo to return home; confirm if prompted about unsaved changes

Getting help

For installation and distribution, see [DISTRIBUTION.md](#).

For launch and sharing materials, see [marketing/README.md](#).

Appendix: What's in v1.0

Included

- Infinite canvas with pan, zoom, snapping, and pixel grid
- Full drawing toolset (frames, shapes, pen, lines, text, images)
- Layers, pages, alignment, grouping
- Color styles, text styles, components
- `.kirutma` save/open and recent files
- PNG and SVG export
- Undo/redo and keyboard shortcuts

Not yet included

- Real-time collaboration
- Prototyping and interactive previews
- Auto layout constraints
- Plugin system
- Cloud sync or accounts

These may arrive in future releases. Feedback helps prioritize what comes next.

Kirutma — Design with frames, shapes, and text on an infinite canvas.