

Frequently Asked Questions

- **How do I quit using Pen or Eraser?**

Click the Pen icon on the dock, find the already darkened Pen option, click it again to quit. It's the same with the Eraser, a click on the already darkened Eraser option will do. After you've switched from Pen to Eraser, exiting Eraser also means exiting Pen.

Note: All ink will be cleared after you exit Canvas Mode.

- **What can I do with the Jump History?**

The Jump History will list up to 10 names of functions or global variables that have recently been jumped to, providing a clear record of your moves. It also supports a second time Click-Jump, basically you can go wherever you want.

- **Why is nothing happening when I click the "Return" button.**

The "Return to Last Location" button will take you back to the location where you made your last jump. It only works after you've clicked on at least one name of a function or global variable. You can open Jump History to see if there's any record.

- **What if there're overloaded functions in my code? What will happen when I click on one of them?**

The application automatically detects all the overloaded functions and creates a list of their names. When you click on one of the overloaded functions, said list will be displayed in a window for you to choose. Click to make the jump.

- **How to change syntax color?**

Go to Settings>Appearance, you'll find a list of identifier names under "Syntax Color" from the language you're currently using in Display Mode. Click on the one you would like to change and move the sliders on the right to change its RGB values, the result will be displayed at the same time. You can always go back to the default color by clicking the reset button.