## **TABLE OF CONTENTS**

1. Introduction		1-1	
	Using This Manual		1-1
	Sketch Terminology		
	Stylistic Convent	ions	1-3
		Word Usage	1-3
		Command and Menu Names	1-4
		Key and Keynames	1-4
2 Cotti	ma Ctartod		2-1
Z. Gettii	ng Started		2-1
	Loading Sketch	From a Fileserver	2-1
		From Floppies	2-1
		Dependencies	2-2
	Using Sketch	Dependences	2-2
	- Jang Jaccen	Opening a Sketch Window	2-2
		Using the Sketch Command Menu	2-2
		Accessing Submenus	2-4
		Pop-Up Menus	2-4
		Selecting Elements	2-5
	Ending a Sketch		2-6
		Saving a Sketch	2-6
		Closing a Sketch Window	2-7
3. Using	the Sketch Com	mand Menu	3-1
	Introduction		3-1
	Delete		3-1
	Move		3-3
	Сору		3-5
	Align		3-11
	Change		3-17
	Техт Вох		3-19
			3-23
	~		3-29
	<u> </u>		3-29
	රත		3-31
	<u>४</u> ८८ १८		3-31
	2		3-33

	0		3-35
	0		3-37
	Bit Image		3-39
	Bury		3-41
	Group		3-43
	Ungroup		3-45
	Undo		3-47
	Defaults		3-49
	Grid		3-55
	Move view		3-57
	Hardcopy		3-61
	Put		3-63
	Get		3-65
4. Man	ipulating the Sket		4-1
		Using the Sketch Display	4-1
		Scrolling a Window	4-3
		Moving the Region Viewed	4-4
		Expanding or Shrinking an Image	4-5
		Opening a Second Window onto a Sketch	4-5
		Opening a Page-Sized Sketch Window	4-5
		Cleaning Up the Display	4-5
	Finding Your Wa	y Around in a Sketch	4-6
		Finding Your Way Home	4-6
		Getting an Overview of the Sketch	4-6
		Restoring a View on the Sketch	4-6
		Returning to a View on the Sketch	4-7
		Forgetting a View	4-7
		Opening a Coordinate Display Window	4-7
5. Usin	g Sketch With TEd	it	5-1
	Putting Sketches	into Documents	5-1
		Using SHIFT-Selection	5-1
		Using the COPY Key	5-1
		Using SHIFT-Snap	5-2
	Formatting Sketch	hes in Documents	5-2
		Changing the Size of a Sketch	5-2
		Centering a Sketch	5-2

		Paginating Sketches	5-3
6. Using Bit	tmaps with Ske	etch	6-1
	Using Bitmaps in S	Sketches	6-1
		Freezing Pup-up Menus	6-2
		Editing a Bitmap	6-3
		Putting a Border Around a Bitmap	6-5
7 Program	mer's Interfac	e to Sketch	7-1
7. Piogram		e Programmer's Interface	7-1 7-1
	Creating Sketch E		7-1
	Manipulating Ske		7-5
		terrements	7-6
	Sketch Viewers	No ita-in a Chatala Viennana	7-0
		Monitoring Sketch Viewers	7-8
		Line or Brush Properties	
		Changing Elements Like the Change Command Does	7-12
		Clearing Out the Interactive Editing Change	7-12
		Moving and Copying Sketch Elements	7-13
		Writing Move Functions	7-13
		Examples of Constraining Moves	7-15
		Prompting the User for Element Positions	7-15
		Letting the User Select a Collection of Elements	7-16
	Sketch Element Properties		7-16
		Control properties	7-17
		Graphic properties	7-17
		Text properties	7-17
		Angle properties	7-17
		BitMap properties	7-17
		Specifications of data structures for Sketch properties	7-19
	Sketch Utilities		7-20
		Saving a Sketch on a File	7-20
		Changing the Sketch Command Menu	7-20
		Making an Image Object from a Sketch	7-20
	Sketch Streams		7-20
Glossary			GLOSSARY-1
Index			INDEX-1

## LIST OF FIGURES

1-1.	A simple sketch	1-1
2-1.	The background menu	2-1
2-2.	An empty Sketch window	2-3
2-3.	The Sketch option and its submenu	2-3
2-4.	The Lisp prompt window	2-4
2-5.	Accessing sub-submenus in Sketch	2-5
2-6.	The Aspect menu for changing a Sketch box element	2-5
2-7.	Sketch elements with control points displayed	2-6
3-1.	Result of the Move elements subcommand	3-6
3-2.	Result of using the Move Point subcommand	3-6
3-3.	Result of using the Move points subcommand	3-7
3-4.	Copying an element with a two-point transformation	3-12
3-5.	Copying an element with a three-point transformation	3-13
3-6.	Selecting the Copy w/2pt trans subcommand	3-13
3-7.	Scaling with a two-point transformation	3-14
3-8.	Rotating with a two-point transformation	3-15
3-9.	Stretching with a three-point transformation	3-15
3-10.	Reflecting with a three-point transformation using the Copy command	3-16
3-11.	A three-point transformation using the <b>Copy</b> command	3-16
3-12.	The effect of using Align	3-17
3-13.	Control points aligned with the Space evenly in X subcommand	3-18
3-14.	Effect of using the <b>Space evenly in X</b> subcommand followed by the <b>Space evenly in Y</b> subcommand	3-18
3-15.	The pop-up menu for changing text	3-19
3-16.	The pop-up menu for changing a text box	3-20
3-17.	The pop-up menu for changing a text box's thickness	3-20
3-18.	The number pad menu for entering line thickness	3-20
3-19.	The menu that allows you to change the filling mode	3-21
3-20.	The menu of available filling modes	3-21
3-21.	Some examples of fillings over a filled box	3-21
3-22.	Some examples of text boxes	3-23
3-23.	A Text box and a box	3-27
3-24.	Example of polygon with the control points highlighted	3-30
3-25.	Some examples of curves	3-31
3-26.	Some examples of closed curves	3-32
3-27.	The control points of an arc	3-33
3-28.	The aspect menu for changing an arc	3-34

## LIST OF FIGURES

3-29.	The control points for an ellipse	3-35
3-30.	Two examples of circles with the control points displayed	3-37
3-31.	A sketch and a bitmap with control points displayed	3-39
3-32.	The pop-up menu for changing a sketch converted to a bit image	3-39
3-33.	An example of an enlarged (zoomed) bit image	3-40
3-34.	The Bury command and its submenu of commands	3-41
3-35.	The result of <b>Bury</b> applied to text box number 3	3-41
3-36.	The result of the Bring to top subcommand applied to text box number 1	3-42
3-37.	The result of the Reverse order subcommand applied to four text boxes but not the line	3-42
3-38.	How grouping affects a collection of Sketch elements	3-43
3-39.	A sample list of Sketch events to undo	3-47
3-40.	A sample pop-up menu that appears when you select Undo?	3-48
3-41.	The menu for the Text subcommand	3-50
3-42.	The <b>Defaults</b> command's <b>Text Box</b> options	3-50
<u>3-43.</u>	Changing the direction of arcs	3-51
3-44.	The options for new arrowheads	3-52
<u>4-1.</u>	A sketch and its coordinate system	4-1
4-2.	A sketch and its home view	4-2
4-3.	A scrolled view	4-2
4-4.	A zoomed view	4-3
4-5.	Zooming in with the Move view command	4-4
4-6.	Zooming out with the Move view command	4-5
6-1.	The menu for editing bitmaps	6-3
6-2.	The pop-up menu for the bitmap editor window	6-4
6-3.	A sample bitman editor window	<i>C A</i>