2. GETTING STARTED

This chapter tells you how to load, start, and stop Sketch. It also provides a brief overview of Sketch's command menu. To follow the procedures described here, you should be familiar with the terminology described in the previous chapter.

If you are new to Sketch, you should read this chapter before attempting to use the command menu.

Loading Sketch

Unless your personal initialization (init) file has been edited to include Sketch, you will need to load Sketch each time you reload a sysout.

From a Fileserver

To get Sketch into your Xerox Lisp environment, load the SKETCH.LCOM file. See the user's guide for your workstation for loading instructions. The necessary files will be loaded along with Sketch, and each will be listed in the Exec window as it is loaded. The process might take one or two minutes. If the Exec window turns black during the load, press any key or mouse button to continue the loading process. When finished, Sketch will be added to the background menu as one of the options, as shown in the sample below.

Figure 2-1. The background menu

From Floppies

If you are a standalone user, follow the procedure for loading Sketch from floppies in the user's guide for your machine.

Dependencies

Loading Sketch will load several other files (SKETCHOPS, MATMULT, SKETCHELEMENTS, SKETCHEDIT, SKETCHOBJ, SKETCHBMELT, and SCALEBITMAP). TEdit is also loaded by Sketch if you don't have it in your system already.

Using Sketch

This section describes some of the basic procedures for using Sketch.

Opening a Sketch Window

Once Sketch has been loaded, you can open a Sketch window in several ways. The most common method uses the Lisp background menu, and allows you to shape a Sketch window. Move the cursor so that it is over the background, i.e., not in any window, press the right mouse button, and select the **Sketch** option from the menu that appears. The cursor will change to  . Move the cursor to any corner of the region where you want the Sketch window to be. Press the left mouse button. Holding the left button down, move the cursor to the corner diagonally opposite and release the button. While the left button is down, the region will be outlined in grey. When you release the button, an empty Sketch window will appear. Continue to use this method of opening the window until you are more familiar with Sketch.

Selecting a submenu (accessible through the small grey arrow next to the **Sketch** command) will permit you to use other options for opening a Sketch window, and these are described below.

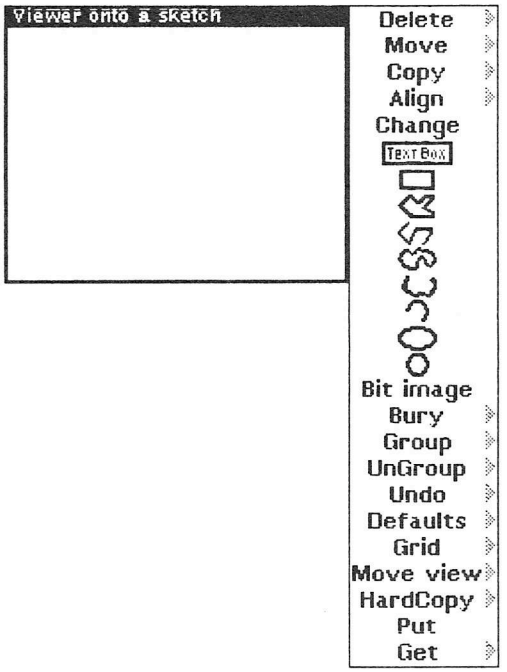


Figure 2-2. An empty Sketch window

Selecting **Sketch** and moving the cursor out through the grey arrow will invoke a second menu. From this menu you can choose to open a page-sized sketch, a landscaped sketch, or retrieve a sketch from a file. The chosen option will be invoked once you release the right mouse button.

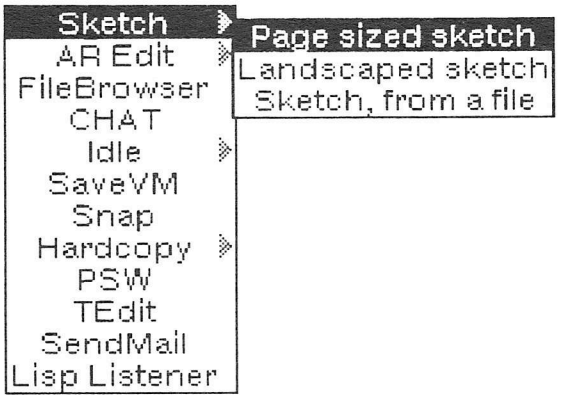


Figure 2-3. The Sketch option and its submenu

Selecting **Page-sized sketch** produces a Sketch window on your screen that corresponds to an 8 ½ inch by 11 inch page.

Selecting **Landscaped sketch** produces a window on your screen that corresponds to the same size page (8½ by 11) turned horizontally.

Selecting the third option, **Sketch, from a file**, reads a file name and opens a Sketch window onto the file that it contains. The Sketch prompt region will display the message "Sketch file name: " followed by a flashing caret. Type the name of the file

in this prompt bar, and press <RETURN>. The prompt bar will disappear, and a Sketch window will open.

If you are unsure which of these options to select, look at the Lisp prompt window before you release the right mouse button. A description of the option will be printed there while the option is still highlighted.

If you wish to abort the Sketch selection process altogether, move the cursor outside the Lisp background menu, then release the mouse button.

Using the Sketch Command Menu

Select commands from this menu just as you would in a Lisp menu. That is, move the mouse cursor into the menu and press the left mouse button until the desired option is highlighted (darkened). While the left mouse button is still held down, the Lisp prompt window will print a description of what the command does. For example, if you select **Bury** from the menu, the Lisp prompt window will look as follows:

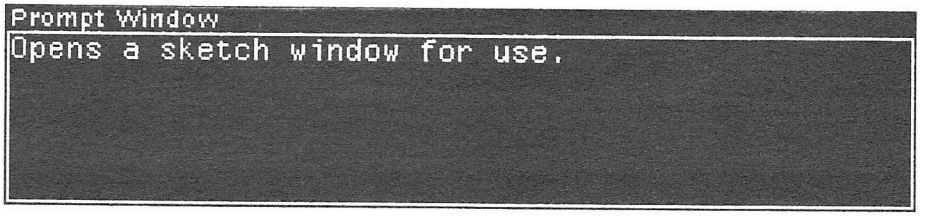


Figure 2-4. The Lisp prompt window

At the bottom of the Sketch command window you will see the **Put** and **Get** commands. These two commands are similar to the **Put** and **Get** commands used in TEdit's left button menu. The are described in detail in Chapter 3, Using the Sketch Command Menu.

Accessing Submenus

Some commands on the Sketch command menu are followed by small grey arrows, indicating that a submenu exists. Move the cursor out to the right through the grey arrow to invoke the submenu, and highlight the option you wish to use. When you release the right mouse button, the option is selected. To abort the process, move the cursor to the left until the option is no longer highlighted.

A number of the submenus also provide you with other options, i.e., a third level of options, and you can select these in exactly the same way.

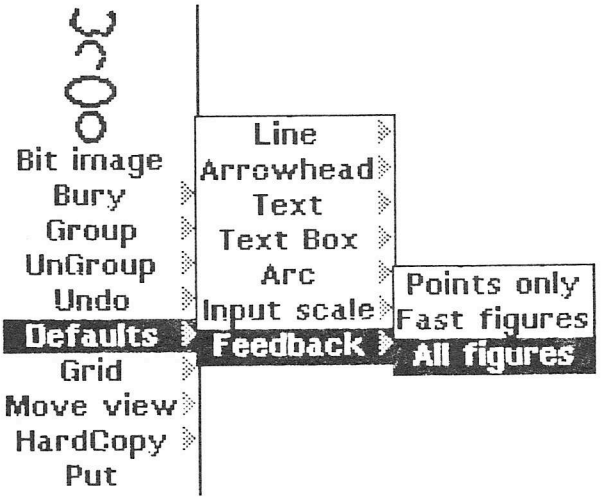


Figure 2-5. Accessing sub-submenus in Sketch

If you change your mind, merely move the cursor back to the left into the Sketch command menu until the submenu option is no longer highlighted.

Pop-Up Menus

Sketch provides pop-up menus for some of the procedures you select. These menus are not attached to any other menu, but instead appear in the same area of the Sketch window where the cursor is located. For example, if you have created a Sketch element that you wish to change, select the **Change** command. Then select the control points belonging to the element you want to change. If the element consists of a box, a menu will appear asking which aspect you want to change. Select the desired aspect by pressing either the left or the right mouse button, then releasing.

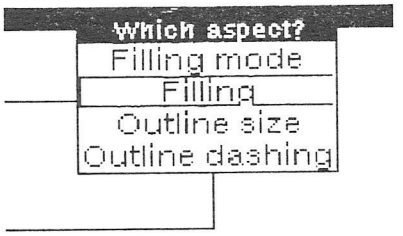


Figure 2-6. The Aspect menu for changing a Sketch box element

Choosing any of the options in the menu shown will invoke yet another pop-up menu.

Remember that when you are selecting options from a pop-up menu, you can press any mouse button.

Selecting Elements

Selecting any of the following commands will cause Sketch elements to be displayed with their associated control points: **Delete, Move, Copy, Align, Change, Bury, Group**.

Note: The **Ungroup** command only displays elements if you have previously grouped them.

When you select one of these commands, the Sketch program will display the elements and their control points. The control points look like small boxes, as shown in the figure below. When you select one of the control points, you can perform some operation on the Sketch element that it represents. You can then use the capabilities offered by these commands to alter the sketch.

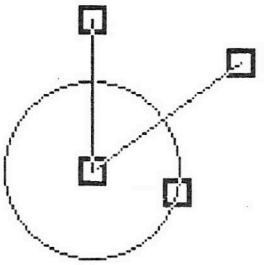


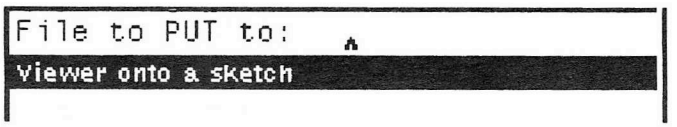
Figure 2-7. Sketch elements with control points displayed

Ending a Sketch Session

The following procedures tell you how to end a Sketch session. The first step is to give the Sketch a name and save it in a file.

Saving a Sketch

To save a sketch, first select the **Put** command from the Sketch command menu. The message "File to PUT to:" will appear in the Sketch prompt region above the Sketch window's black title bar as shown below.



Type the name of the file that you want the sketch saved in. When finished, press <RETURN>. The name of the new file will be printed in the black Lisp prompt window. When the file is finished, the message "Done" will appear in the sketch's prompt region after the "File to PUT to:" message .

If you got this sketch from a file, or if you have saved it before, that file name will appear in the small window with the caret at the end. If you want to use the same file name, just press <RETURN>. If you want to change the file name, type the new name; the old one will be automatically erased. You can also backspace over part of the file name. Once you have saved your sketch, you can close the window as described below.

Naming the Saved File

When you save a Sketch, you are asked for the name of a file to save it in. Use the same convention you would for naming a Tedit file. However, it's advisable to use the extension ".sketch" so that you can easily differentiate Sketch files from others you might have. Thus, you might name your Sketch

{eris}<xmachine>keyboard.sketch

Closing a Sketch Window

When you have saved your Sketch file, you can close the Sketch window. Move the cursor into the title bar of the Sketch window, press the right button, and select the **Close** command from the Lisp command menu that will appear. If you have made changes to the sketch without saving the file, the message "Unsaved changes, close anyway?" will be printed in the white prompt region above the Sketch window, and the cursor will change to a small box representing the mouse with the left button highlighted (). If you still want to close the window, press the left button, and the window will close. If you decide that you would like to save the changes, press either the middle or the right button, and follow the instructions for saving a sketch in the above section.

If your Sketch window was created by editing an existing Sketch in a TEdit file, closing the Sketch window invokes a menu asking whether you want the changes put into the file. Select **Yes** to put the changes into the TEdit document. If you select **No**, none of your changes will be saved. For more information about using Sketch with TEdit files, see Chapter 5, Using Sketch with TEdit.