7.   THE USER INTERFACE

This chapter covers the basics of using the window system NoteCards is built on top of. Read this chapter if you are a new user of the system or you need to understand how to manipulate windows, icons, and use the functions on the background menu. For a lower-level introduction to mouse-button and keyboard use, read Chapter 5, NoteCards Basics.

This chapter explains:

Where to find system menus.

What these menus do.

The Window Menu

The NoteCards window system allows you to interactively manipulate the windows on the screen, moving them around, changing their shape, etc. by selecting various operations from the window menu.


```
Close
Snap
Paint
Clear
Bury
Redisplay
Hardcopy»
Move
Shape
Shrink
```
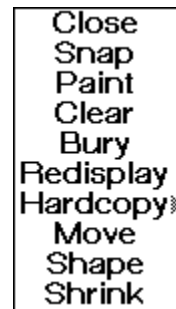
Figure 7-1. The window menu.

When you press and hold down the right mouse button in a window's title bar, as shown in Figure 7-2, that window will come to the top and a menu of window operations will appear. In some cases, you can hold down the right mouse button anywhere in the window to access the window menu.
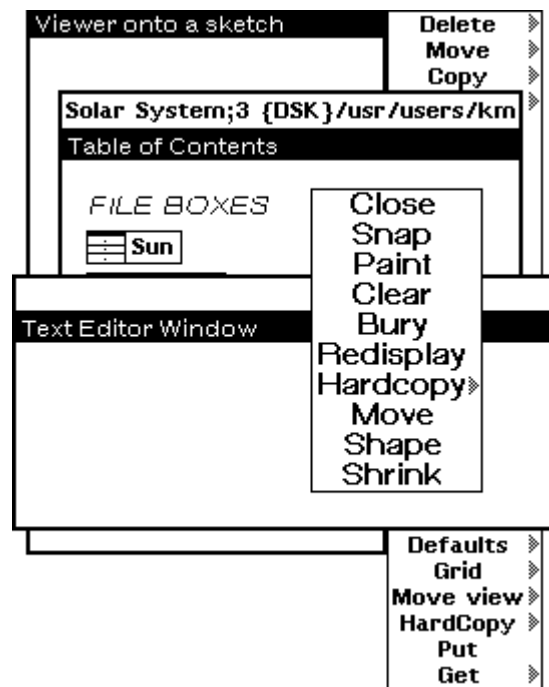
Figure 7-2. The window menu being accessed from a TEdit-window title bar. Note how the TEdit window has been brought to the top of all the windows.

Close

Closes a window, i.e., removes it from the screen. If you have modified the contents of the window, the system may ask you to confirm, by pressing the left mouse button, that you want to close the window and lose your changes. Pressing the right or middle mouse button cancels the close operation.
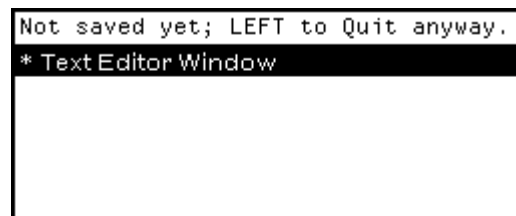
Figure 7-3. A TEdit window requesting you to confirm the **Close** command.

Snap

Prompts for a region on the screen and makes a new window whose image is a snapshot of the image currently in that region. Useful for saving some particularly choice image before the window image changes.

Figure 7-4. The mouse cursor prompting you to sweep out a new size and shape for a window.

Most of the images presented as figures in this manual are screen snaps.

When making a snap, it is possible to change corners and change the snap shape from a different side of the ghost frame. In the middle of a snap process, while you still have the left mouse button down, simultaneously press and hold down the right mouse button.

When you do this, the forceps cursor ( ) will appear. Move this cursor to the corner of the ghost frame you want to move and still holding the left mouse button down, release the right mouse button. You will now be able to adjust the snap from the corner you just selected.

Paint

Switches to a mode in which the cursor can be used like a paint brush to draw in a window. This can be useful for making notes on a window or touching up snaps. While the left key is down, pixels are blackened. While the middle key is down, they are erased. The right button pops up a command menu that allows you to change the brush size, shape, shade, mode, and to quit the paint utility.

Figure 7-5. Paint command menu.

Set Mode

Brings up the menu shown in Figure 7-6.

Figure 7-6. The Mode menu for Paint.

Changing the paint mode changes the way the bits in the brush combine with the existing bits in the snap.
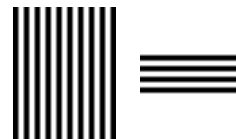

Figure 7-7. The vertical bars show a sample bit map pattern from a snap. The horizontal bars are the pattern in the example brush.
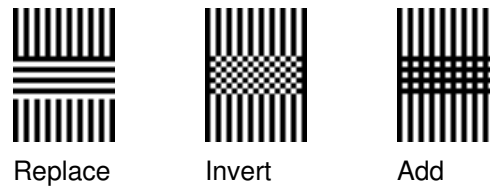
Replace   Invert   Add

Figure 7-8. The snap and brush patterns shown in
Figure 7-7 combine as shown here.

Set Shade

Pops up a menu which allows you to choose one of a preexisting
set of shades or specify your own 4x4 shade. New shades are
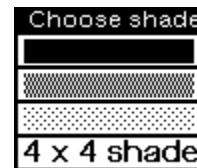added to the "Choose shade" menu.
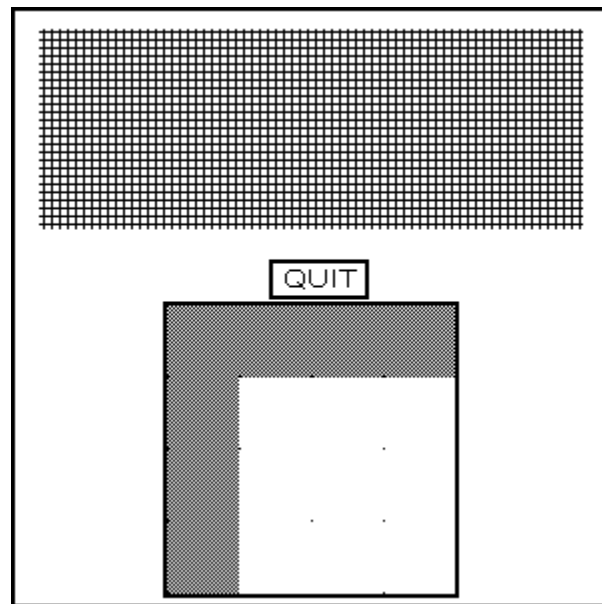

Figure 7-9. The "Choose shade" menu.

Figure 7-10. The 4x4 shade tool.

Set Shape

Pops us the menu below which allows you to set the shape of the
mouse cursor.

Figure 7-11. The shape menu.

Set Size

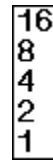Brings ut the following menu which sets the cursor brush size.

Figure 7-12. The size menu.

Quit

Quits the paint program.

Clear

Clears the window. Sets all pixels in the window to white.

Bury

Places the window under all other windows which it covers or overlaps, thereby exposing any windows that it was hiding.

Redisplay

Clears the window and rewrites the window contents to the window.

Hardcopy

Sends the contents of the window to the printer. If the window is associated with a text, sketch, or graph editor the editor's contents are printed. In the case of TEdit and Sketch, this means that the associated TEdit file, if there is one, is printed. If the window is not associated with an editor a bit-map image of the window is sent to the printer.

To save the image in a PostScript, Interpress, or Press formatted file, or to send it to a non-default printer, use the submenu of the **Hardcopy** command. When the mouse is moved off to the right of the **Hardcopy** menu item, a second pop-up menu appears giving the choices **To a file** or **To a printer**.
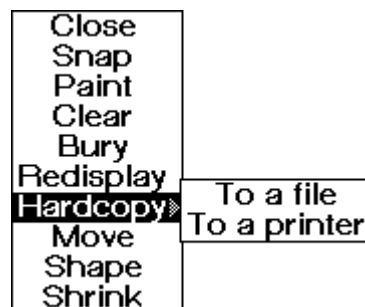

Figure 7-13. The Hardcopy submenu.

If **To a file** is selected, you are prompted to supply a file name, and the format of the file (PostScript or Interpress) from the "File type?" menu and the contents of the window is stored in that file, formatted for the printer type you specified.

Figure 7-14. The "File type?" menu.

The system provides the suffixes for these files. PostScript files have a "ps" suffix. Interpress files have an "ip" suffix. For example, given a file name of "Letter," the system stores a file with the name "Letter.ps" for a PostScript formatted file and "Letter.ip" for an Interpress formatted file. If you change the suffix for a formatted file from "ps" or "ip" to some other name, the system will prompt you to let it know the file type when you try to print the file. For a formatted file, select the **BINARY** response. For an unformatted file, select the **TEXT** response. You print a formatted file the same way you print an unformatted file, by using the **Hardcopy** option on the FileBrowser menu.

Figure 7-15. The "File Type?" menu requesting the file type of a file formatted for a particular printer type.

If you select **To a printer**, you are prompted to select a printer from the list of known printers, or to type the name of another printer.
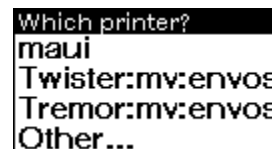

Figure 7-16. The "Which printer?" menu asking which printer you want to send to.

The topmost printer in the "Which printer?" menu is the default printer. If the printer selected is not the topmost printer on the list, indicating that it is not the default printer, you will be asked whether to make the printer you selected the new default printer.
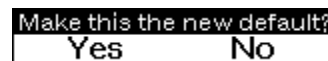

Figure 7-17. The "Make this the new default?" menu asking you whether you want to make the printer you selected the default printer.

Note, unless you are using only fully specified Interpress printer names or you have set the DEFAULTPRINTERTYPE variable from your initialization file, it is unadvisable to use the **Other...** option on the "Which printer?" menu shown in Figure 7-16, as using this option does not allow you to specify the printer type.

Move

Moves the window to a new screen location. When you select **Move** you are presented with a ghost frame which is the size and shape of the original of the window you are moving. You move the mouse to position the ghost frame where you want the window to appear and then you plant the window by clicking the left mouse button.
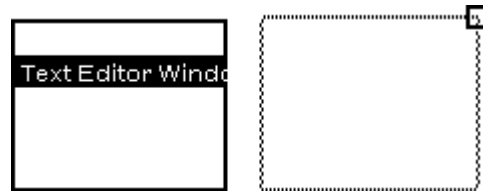
Figure 7-18. A TEdit window and its ghost frame.

Shape

Allows the user to specify a new size and shape for an existing window. You can use either the left or middle mouse buttons to shape a window.

Using the left mouse button allows you to change the size, shape, and location of a window. Once you have selected **Shape** from the window menu, position the cursor where you want the upper left corner of the window to be located, press and hold down the left mouse button, sweep out a new region for the window, and release the mouse button when the window has the size and shape you want.

Using the middle mouse button allows you to change the size and shape of a window by moving just one corner of the window. Select **Shape** from the window menu and position the mouse cursor at the corner you want to move. Press and hold down the middle mouse button and move the mouse cursor to the location you want that corner of the window to be at. A ghost frame will appear to indicate the new size and shape of the window.

When reshaping a window with either the left or middle mouse button it is possible to change corners and change the window shape from a different side of the window. In the middle of a shape process, while you still have the left or middle mouse button down, simultaneously press and hold the right mouse button down. When you do this, the forceps cursor ( ) will appear. Move this cursor to the window corner you want to move and still holding the left or middle mouse button down, release the right mouse button. You will now be able to reshape the window from the corner you just selected.

If you have too many windows on the screen and you are having problems accessing them, you probably want to try shrinking some windows.

Shrink

Removes the window from the screen and brings up its icon. The window can be restored by clicking the middle mouse button inside the window's icon, or by selecting **Expand** from the right button icon menu. Some icons are shown below.
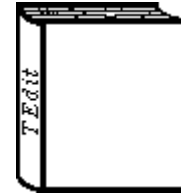

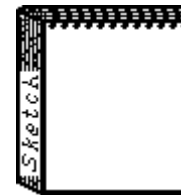Figure 7-19. TEdit-window shrink icons look like books.

Figure 7-20. Sketch-window shrink icons look like sketch pads.

Figure 7-21. FileBrowser-window shrink icons look like filing cabinet drawers.
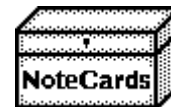

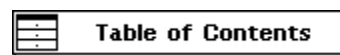Figure 7-22. The NoteCards MenuBox shrink icon looks like a recipe file box.

Figure 7-23. Notecard shrink icons look like link icons with an extra border.

The Icon Menu

Icons are a varient of windows and have a menu similar in form and function to the window menu.
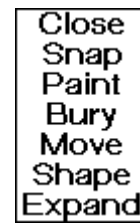
Figure 7-24. The icon menu.

For the options Close, Snap, Paint, Bury, Move, and Shape see the discussion above under the "Window Menu" heading.

Expand

Restores the window associated with the icon accessed and removes the icon image from the screen. You can also expend an icon by clicking the middle mouse button inside the icon.

The Background Menu

If the right button is pressed while the cursor is not in any window, the background menu appears.

Figure 7-25. The background menu.

TEdit

Opens a new TEdit window and starts a new TEdit session.

Sketch

Opens a new Sketch window and starts a new Sketch session.

Figure 7-26. The Sketch submenu options.
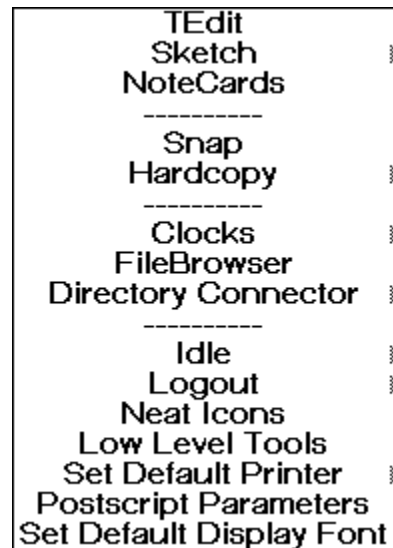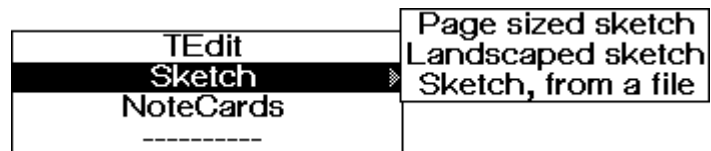
Page sized sketch

Allows you to start a sketch which will fit exactly on an 8 1/2 x 11 inch sheet of paper when held in the normal vertical or portrait position.

Landscaped sketch

Allows you to start a sketch which will fit exactly on an 8 1/2 x 11 inch sheet of paper when held in a horizontal or portrate position.

Sketch, from a file

Allows you to start a preexisting sketch which is stored in a file.

NoteCards

Opens the NoteCards MenuBox Icon which is the interface for a NoteCards session.

Snap

The same as the window menu command Snap described above.

Also, TEdit, Sketch, and NoteCards allow information to be shift-inserted at the current cursor position by selecting an area of the screen with the SHIFT key held down. To shift-insert the bitmap of a snap into an editor, position the cursor where you want the image to appear, hold the SHIFT key down, press and hold down the right mouse button in the background, and select **Snap** from the single item menu which appears. Finally, sweep out the area for the snap and release the mouse button and the SHIFT key. The snap will appear in the editor where the cursor was positioned. Note, sometimes it is necessary to scroll or redisplay the window for the snap to appear.

Hardcopy

Prompts for a region on the screen, and sends the bit map image to the default printer. Note that the region can cross window boundaries.

Like the window menu **Hardcopy** command discussed above, you can print to a file or specify a different printer than the default by using the **Hardcopy** submenu. See the discussion of the Hardcopy command under the "Window Menu" section above, for more detail.

Clocks

Starts an analog clock and places it on the screen. The Clocks submenu gives you access to a digital clock.

Figure 7-27. The Clocks option on the background menu.

For a complete discussion of this menu option, see Chapter 15, Other Tools.

FileBrowser

Opens a FileBrowser window which prompts you for a directory to browse.

For a complete discussion of this menu option, see Chapter 14, The FileBrowser.

Directory Connector

Opens a window which displays your currently connected directory, and allows you to change directories.

For a complete discussion of this menu option, see Chapter 15, Other Tools.

Idle

Enters idle mode, which blacks out the display screen to save the phosphor. Idle mode can be exited by pressing any key on the keyboard or mouse. This menu command has subitems that allow the user to interactively set idle options to erase the password cache (for security), to request a password before exiting idle mode, to change the timeout before idle mode is entered automatically, etc.
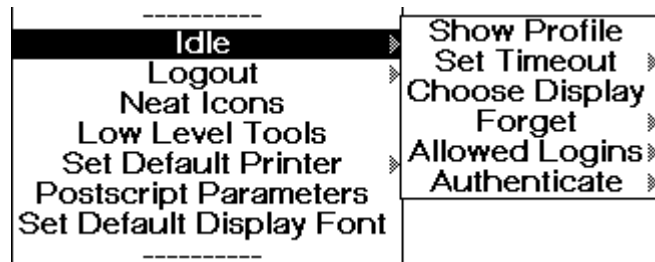

Figure 7-28. The **Idle** submenu.

If either shift key is pressed while NoteCards is in idle mode, the current user name and the amount of time spent idling are displayed in the prompt window. This information appears as long as the shift key is held down.

Show Profile

Displays the current idle profile in the system prompt window.

Set Timeout

Sets the amount of time that the machine will wait for a key stroke or mouse click before automatically going into idle mode.

When you select this option the system brings up a number pad on which you can enter the new idle time out. An idle time out of zero sets the machine so that it will never go into idle mode.
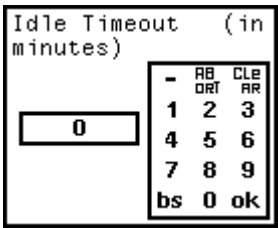

Figure 7-29. The number pad menu requesting a new idle timeout duration.

The submenu option **Never**, will set the machine so that it never goes into idle mode. We counsel against using this option as it can result in the phosphor on your screen being damaged.

Choose Display

Allows you to select what will be displayed on the blacked out screen when the machine is in idle mode. Selecting this option brings up the two-choice menu shown below.

Figure 7-30. The idle display menu.

Bouncing Box   Chooses the Envos logo as the idle display.

Figure 7-31. The **Bouncing Box** Envos logo.

Bouncing Username   Chooses the your username as the item to bounce around on the screen while in idle mode.

Forget

If set to "Don't" (or NIL), your password is not erased when idle mode is entered. Default is "Do" (or T(rue)) erase password. The initialization file distributed with the NoteCards system resets **Forget** to "Don't."

Figure 7-32. The **Forget** submenu.

Note: If the password is erased, any programs left running when idle mode is entered will fail if they try doing anything requiring passwords, such as accessing file servers.

Allowed Logins

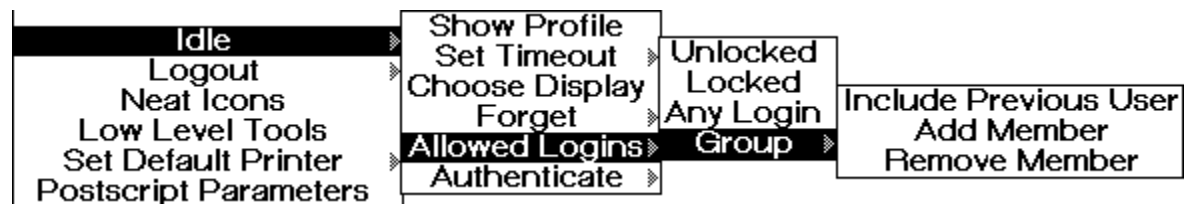Determines who can exit idle mode.

Figure 7-33. The "Allowed Logins" submenus.

Unlocked   Sets the system such that login is not required to exit idle mode. Initialization file value is "NIL."

Locked   Lets only the previous user exit idle mode. Initialization file value is "(T)."

Any Login   Require login, but let anyone exit idle mode. Login overwrites the previous user's user name and password each time idle mode is exited. Initialization file value is "(*)."

Group   Allow any members of a specified group to exit idle mode. Figure 7-33 shows the **Group** submenu which allows you to add and delete group members.

Authenticate

The value of this property determines what mechanism the system uses to check passwords.
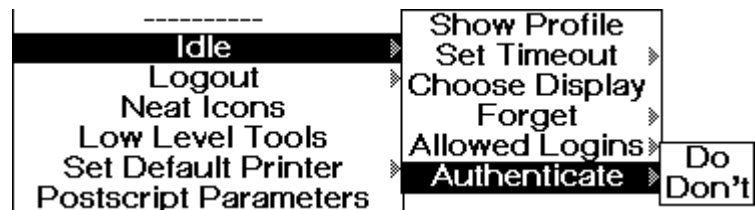

Figure 7-34. The Authenticate submenu.

If the value of this property is "Do" or "T(rue)," the Xerox network system protocol is used to do the authentication.

If the property value is "UNIX," the Sun Operating System is used to do the authentication. This option is set in the standard initialization file. See Appendix C for a complete discussion.

If the value of this property is "Don't" or NIL, the password is not checked. Any password is accepted.

Logout

Saves the NoteCards virtual memory working image to a file and returns the system to UNIX. This is the normal way to return to UNIX.
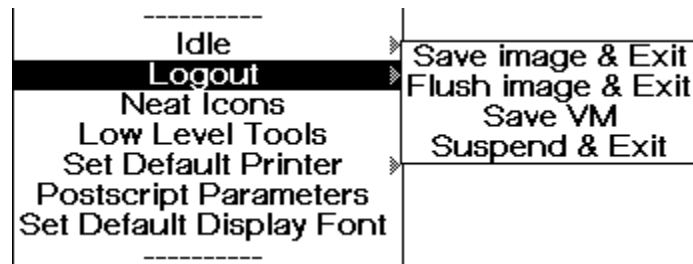

Figure 7-35. The Logout option and its submenu on the background menu.

Save image & Exit

The same as Logout.

Flush image & Exit.

Returns the system to UNIX without saving the working image. Use this option when you have saved all your work to files and you do not care if the system comes up in the same state it was in when you left it.

Save VM

Saves the NoteCards virtual memory working image to a file but does not return the system to UNIX. Use this option frequently if you are concerned about power failures or other problems which may cause your machine to crash.

Suspend & Exit

Suspends the NoteCards session and returns control to UNIX. You restart the NoteCards session by entering the command **fg** (foreground), at the UNIX prompt.

Low Level Tools

This menu option provides people extending the NoteCards system access to the Lisp executives, the process status window, and allows them to set the **Show TEdit Props** flag. The NoteCards user should never access these options except under the instruction of a developer or support person.

Set Default Printer

Allows you to specify which printers you want to print to and which one is the default.

For a complete discussion of this menu option, see Chapter 16, Printing.

Postscript Parameters

Allows you to control the way PostScript documents are printed.

For a complete discussion of this menu option, see Chapter 16, Printing.

Set Default Display Font

Brings up a series of menus which allow you to specify what fonts will be used on the screen. This is a particularly useful option if you are using a high resolution screen and want to increase font size or for people who are vision impaired.

Figure 7-36. The "Choose Font Profile to Update" menu.

To change a display font, select the **Set Default Display Font** background menu option and choose the font you want to change from the "Choose Font Profile to Update" menu. Each of the font options is discussed below. Once you have selected the font you want to modify, the "Please select a font:" menu will appear. Select the font family, size, and face you want then select **DONE**. **RESET** makes the menu display the current setting for the default display font you are modifying. **ABORT** terminates this operation and closed the "Please select a font:" menu.
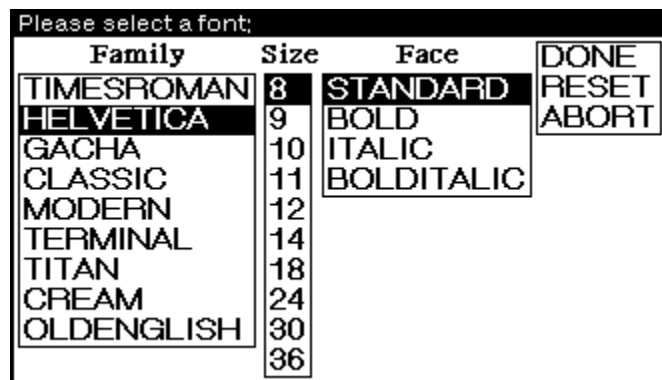

Figure 7-37. The "Please select a font:" menu.

If you choose a font which does not exist or the system is unable to find, the old font specification remains unchanged.

If the system is unable to find a font which you know to exist, check the setting of the display font directory list. This is done with the **Show Font Directories** subsubmenu option off the **Set Default Printer** background menu option. See Chapter 16, Printing, for a complete description of how to use this option.

FileBrowser Display Font

The font in which the information in the main display window is printed, initially 10-point Gacha.

FileBrowser Prompt Font

The font in which FileBrowser prompt messages are printed. Initially 8-point Gacha. Changing this value only affects new FileBrowsers created from the background menu. Existing FileBrowsers are unaffected.

Prompt Window Font

The font used to print information in the black system-prompt window.

Default Font

The starting font used in TEdit and Sketch windows as well as all other windows which do not have an explicitly specified font associated with them.

Note that the default font for NoteCards cards is specified from the "NoteCards System Parameters" menu. See Chapter 13, System Parameters for a complete discussion of how to specify this default font.

Menu Font

The font used in all system menus. The menu font is used in the window, icon, background, and other menus.

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