

FILE: PICTDOC

Compliments of FRESS

A File Retrieval and Editing SyStem

Release 9.1     2 MAY 79

## FRESS SKETCHPAD FUNCTIONS

### SKETCH <name>

This command loads and starts the IMLAC drawing package. The word LOAD will appear on the screen for a few minutes while this is done. The parameter <name> is the name of the picture; it must be 8 or fewer characters in length. If the picture is in the current FRESS file, it will be displayed and can be changed. If it does not exist, a new picture can be created and then added to the FRESS file. (To save time when working with several pictures, use window configuration 1B. This allows the Sketch program to remain in the IMLAC, so it will not be reloaded with each picture.)

### MPR <hit> <name>

This command creates a tag which refers to the picture <name>. The tag is displayed as

%T'<name>'

The picture itself can be displayed by taking the jump specified by the tag. Picture references can be deleted with the delete command.

### DPICT <name>

This command will delete the picture specified by <name> and all references (tags) to it.

### CPICT <oldname> <newname>

This command will change the name of a picture from <oldname> to <newname>. The name will be changed in all of the references (tags) to the picture as well.

### LPICT

This command will list the names of all the pictures in the current file.

### SPICT <name> <size>

This command sets the size at which a picture specified by <name> will be displayed. The choices for <size> are N



for normal scale, Q for quarter scale, H for half scale, or D for double scale. Normal size is the size of the picture when it was originally drawn. If a picture is changed by using the SKETCH command, the size will be reset to normal.

COP ICT <name> <file1> <file2>

Copy the picture specified by <name> from <file1> to <file2>. The current file is unchanged. If the picture <name> already exists in <file2>, the copy will not be done.

PPICT <name>

This command adds the picture specified by <name> to a file for CALCOMP output. The file is called PLOTPICT and has a filetype of FREESP. To actually plot the pictures in the file, the following command should be issued from CMS:

```
PLOTPICT <your account number>
  then wait for the message
  UNIT 180 ATTACHED
hit Break
  wait for the > and type
BEGIN
```

After the pictures have been plotted, the PLOTPICT file will be erased.



## IMLAC DRAWING PACKAGE

### List of commands

MOVE  
DRAW LINES  
DRAW CURVE  
INPUT TEXT  
DELETE LINE  
DELETE CURVE  
DELETE TEXT  
RELOCATE CURVE  
RELOCATE TEXT  
EDIT TEXT  
RETURN  
QUIT

Light pen tracking or a light pen hit will occur while either the foot switch or pen switch is depressed, and the light pen is pointed at the display.

Fine movement of the tracking cross can be done with the arrow function keys. They will move the cross up, down, left, or right one raster unit.

A character or function key typed on the keyboard can be repeated by pressing both the REP key and the character or function key.

Commands can be entered by a light pen hit on the menu with both the foot and pen switches depressed or by typing the underlined letters. A command can be exited by entering a new command.

Return will replace an existing picture or add a new picture to the current FRESS file and then return to FRESS mode.

Quit will leave an existing picture in the current FRESS file unchanged and then return to FRESS mode. If the picture was a new picture, it will not be added to the current FRESS file.

Move - The tracking cross can be moved to specify a position on the screen.

Draw Lines - Starting from the X Y position of the last function, a line will be drawn to the current X Y position of the cross. The line will be drawn when both the foot switch and pen switch are depressed or when a function key is pressed.



Function key HOME means draw an unconstrained line.  
This is the same as when both the foot and pen switches are pressed.  
Function key 0 means move the cross, i.e. draw an invisible line.  
Function key 2 means draw a dotted line.  
Function key 4 means draw a vertical line, i.e. use only the Y position of the cross.  
Function key 5 means draw a horizontal line, i.e. use only the X position of the cross.  
Function key 6 means draw a dotted vertical line.  
Function key 7 means draw a dotted horizontal line.  
(Function key 7 is hidden just above the right hand shift key.)

Draw Curve - Continuous incremental lines will be drawn as the tracking cross is moved.

Function key 0 means delete the last increment.  
Function key 2 means change from solid curves to dotted curves or vice versa.

Input Text - A cursor will appear at the current position and lines of text can be input from the keyboard. Carriage return will start a new line directly below the current line. A maximum of 240 characters can be input in one block.

DEL will delete the character marked by the cursor.  
The arrows (i.e. cursor function keys) will move the cursor forward one character, back one character, up one line, or down one line.  
ESC will return to move mode.

Edit Text - The text block to be changed is indicated by lightpenning anywhere on the text block. The cursor will appear at the beginning of the text block and the same editing commands as input text can be used. The command must be re-entered to edit another text block.

Delete Line, Delete Text, Delete Curve - Lines, text blocks, or curves can be deleted by lightpenning anywhere on the line, text block or curve to be deleted.

Relocate Text, Relocate Curve - The text block or curve to be moved is indicated by lightpenning anywhere on the text block or curve. The cross will appear at the beginning of the text block or curve and the entire text block or curve will follow the





tracker. Both commands must be re-entered to move another text block or curve.

