

New in Etoys



Since Etoys version 3.0 the user interface of Etoys has changed. In this chapter the new items will be explained. It mainly affects the loading and saving of projects.

There is a new navigation bar on top of the screen and a new starting screen with links to example projects and tutorials. There is also an integrated help function, called the Quick Guides.



Etoys versions

- You can download Etoys for all main operating systems.
- Etoys comes pre-installed with Sugar, the operation system of the XO laptop.
- Etoys-To-Go is a stand-alone version, which can be started directly from a USB stick without installation.
- Etoys can be downloaded at <http://www.squeakland.org>

Starting Screen

After starting Etoys you see three clouds. They will send you to different pages when you click on them. You'll also see an open script which controls the little car driving around on the screen.



By clicking on „project gallery“ you'll find a collection of example projects to experiment with.

At „Tutorials and Examples“ there is a presentation and two very interesting projects. These projects will help you to learn more about Etoys.



By clicking on the third cloud you can start a new project. The screen will be emptied for you to start creating.



You'll find the painting tool you need to accomplish project 1 in the navigation bar on top of the screen. Click on the icon with the paint brush and the palette.

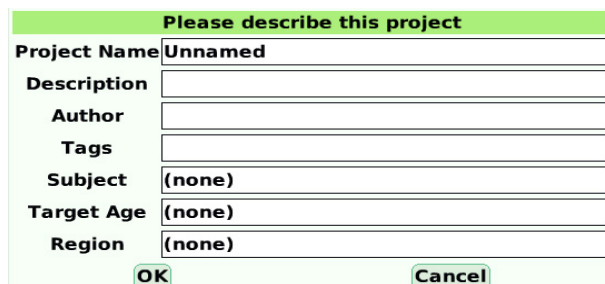


Saving



You can save your project on your computer, on a USB-stick or on the Squeakland Server. To be able to choose between these options, click on the save icon on the navigation bar. A window will open where you can describe your project more detailed, if you want. You should always choose a name for your project, the other fields can be left empty. Your project will be saved in the Etoys folder on your computer.

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The description of your project can help you to find a certain project later. In the field author you can fill in your name or nickname. In case you want to publish your project on the server, you shouldn't put in your full name.

Key words are the most important words you would use to describe your project. Subject, target age and region will give you a list to choose from. These information is useful when you are planning to publish your project on Squeakland. Other users can find your project when searching for the subject, age or region you selected. After clicking OK you can choose a place to save your project or log on at the Squeakland server.



Holding down the mouse button on the saving icon lets you:

- save the project with a new name,
- choose another folder on your computer,
- edit the project description.

You can quit Etoys using the exit button.



There are different ways to save your project:

- in the Etoys folder on your Computer or on your USB stick (Etoys-To-Go)
- privately at the Squeakland server
- publish on the Squeakland showcase

To be able to save on the Squeakland server, you need to register here:

<http://squeakland.org/showcase/account/>

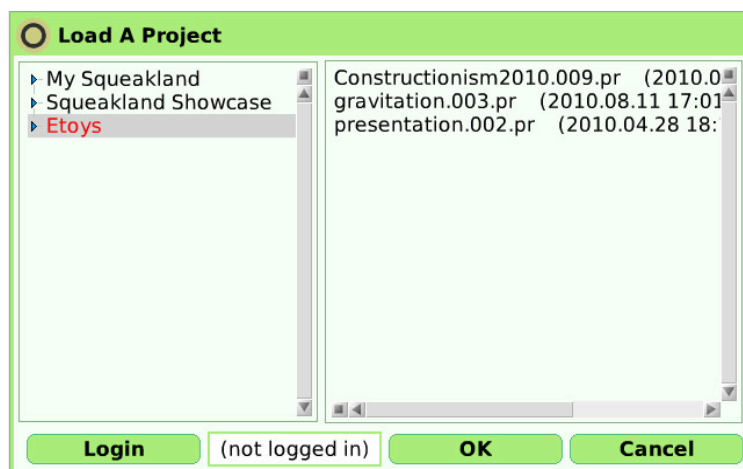
Discuss what you need to consider when registering online on the internet with your parents or teachers.



Loading

You can open a project by clicking on the load icon. Here the arrow is pointing out of the folder.

After clicking on the icon, in a window you will see the most important places where you find your projects: the Etoys folder on your computer, your private account on the Squeakland server and the public area of the Squeakland server. To download projects from the server, you need to log on with your user name and password. So you need to get these before on the Squeakland website.



Holding the mouse button on the load symbol gives you two more options: with find project on more places you can open projects from other folders on your computer and with find file you can open other files like pictures or movies.

Navigation Bar

In the navigation bar you'll find the other icons from the navigation flap and the supplies flap.



The question mark will open the integrated help in Etoys, the Quick Guides.

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Here you can see the current name of your project. You can change it here if you want.



The arrows allow you to switch between open projects.

The golden chest is the symbol for the supplies bin. Here you can find the script control, button and other useful artifacts. Click on the symbol to open and close the chest.



The globe in the flag is the symbol for all the different languages available. When you click on the symbol, you can choose a language. If you are playing around with different languages, it can happen that your computer cannot display the letters correctly. Then you can either teach your computer these letters by loading the appropriate font or you go back to a language your computer can master.



This symbol can be used to optimize the display of a project on your screen. If you are using an XO laptop, everything is fine, this is the standard configuration.

One click on the symbol will toggle between fullscreen and smaller window. By holding down the mouse button on the symbol you get options to choose how Etoys will scale the display on your screen.



This symbol is most important for older Etoys projects. Here you can switch the navigation bar on and off. In some older projects the navigation bar may be hiding parts of the project. To see them, you can switch the navigation bar off.

