1.   INTRODUCTION

Sketch is a drawing program for the Xerox Lisp environment that enables you to interactively construct figures from a combination of text and graphics. Figures drawn with Sketch can be placed in TEdit documents, providing a mixture of text and graphics in the same document. This manual was produced using TEdit and Sketch.

A sketch consists of *sketch elements* such as text, lines, curves, boxes, circles, and ellipses. Each element has one or more positions (called *control points*) that determine its location and shape, and a set of properties such as *brush* that determine how it looks. A sketch is viewed in one or more *sketch windows* that provide a region and scale. Within a window, you can edit a sketch by adding or deleting elements, or by changing the locations of control points or the values of properties. Figure 1-1 is a simple example of a sketch.
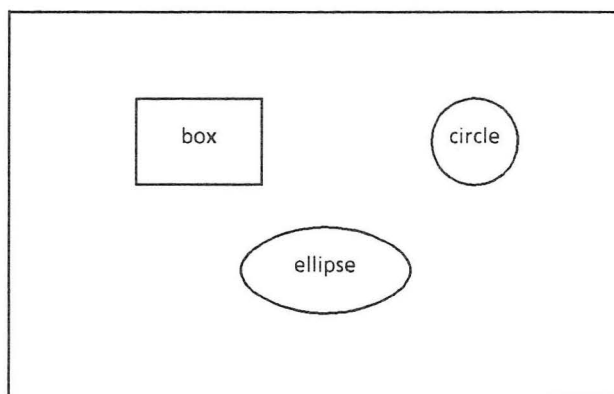

Figure 1-1. A simple sketch

Using this Manual

The first six chapters of this manual are organized to guide you through the various stages of creating a sketch, from loading the program to illustrating a document with your finished sketch.

To use this manual, you should be somewhat familiar with using your Xerox machine, and have some experience using a mouse/keyboard configuration. If you are new to the Xerox environment, read the user's guide for your workstation before attempting to use Sketch.

If you have never used Sketch before, read all of Chapter 1, Introduction, and Chapter 2, Getting Started. Then try creating a simple sketch. Continue by skimming through Chapter 3, Using the Sketch Command Menu. This will give you an idea of what you can do with the Sketch program.

If you used previous releases of Sketch, you might wish to skip Chapters 1 and 2, and begin with Chapter 3, Using the Sketch

Command Menu. New features have been added for the Lyric release.

Sketch Terminology

The definitions listed here are intended to help you use this guide without confusion. For a more complete list of Sketch-related terminology, see the glossary at the end of this manual.

background menu   Refers to the Lisp menu that appears when you press the right mouse button while the mouse cursor is in the background and not in any window. When you have loaded Sketch, it will be added as one of the options on this menu.

caret   The small, blinking symbol that indicates where text will appear when it is typed and tells you which window is currently active. You position the caret by moving the mouse cursor to the desired window, and pressing the left mouse button.

control point   The position on a sketch that determines its location and shape.

command menu   This refers to the Sketch command menu that is attached to the Sketch window.

cursor   Refers to the mouse cursor, the small pointing arrow that tracks the movement of the mouse and lets you reposition the caret.

Exec   The Lisp executive window is where you interact with the system, and where the caret will appear each time you start Lisp.

element   Piece of a sketch such as a line, circle, box, text, etc..

button   A button on the two- or three-button mouse. Throughout this manual, this word is always used as a noun or an adjective, never a verb.

left-button menu   The menu invoked by putting the mouse cursor in the black title bar of a TEdit window and pressing the left mouse button.

number pad menu   A small pop-up menu (see definition below) that permits you to select a numerical value for something, such as the size in screen points for a line elements. You select the appropriate options, the correct option is echoed on the left side of the number pad menu, and then you select "OK" to confirm that the selection is correct.

pop-up menu   A menu that appears in the screen's active area, i.e., where the cursor was, and allows you to select options for change, addition, or deletion.

prompt region   This term refers to the small white prompt window above the Sketch window's black title bar.

prompt window   The black Lisp window that displays system or program prompts. When you press the left mouse button to highlight a command in the Sketch command menu, an explanation of its function is displayed in this Lisp window until you release the mouse button. Once you release the mouse button, the same information is printed in the Sketch window's prompt region.

right button menu   This Lisp menu appears whenever you press the right button with the cursor in the black title bar of the window, or at the top of a window with no title bar. One of the commands, **Redisplay**, can be used for refreshing your Sketch window.

title bar   The black bar containing the window's title that appears at the top of the Sketch window. When you name your Sketch file, the title will be displayed here.

Stylistic Conventions

Word Usage

select   Throughout this manual, this term is used to mean the following:

> Move the mouse cursor over the menu command, press the mouse button until the command is highlighted, then release the mouse button.

In every case, the correct mouse button to press is indicated. The term applies to selecting menu items, commands, control points, numbers (in number pad menus) and Sketch elements.

displayed   When you select elements to be changed, their control points will will displayed, that is, marked with small boxes so that you can select them. Once you do, the boxes will darken, indicating that the selection has taken place.

highlighted   When you select a command or item from a menu, the word becomes inverted or darkened. Throughout this manual, the term "highlighted" is used to indicate that selection process.

press   When you are instructed to "press a mouse button", assume that you should subsequently release the same button unless otherwise instructed. Where appropriate, you will be told to "press and hold" the mouse button until some action takes place.

sweep out   In this manual you are frequently asked to define a region of the screen by dragging the mouse cursor across the screen until the area you choose is outlined. This procedure is used to create Sketch windows, define a region of the Sketch window that will become a bit image, or take a snapshot of an bitmap from your display screen.

Command and Menu Names

All menu commands and menu titles are bolded and written as they appear in the menu or submenu. For example:

> Select the **Change** command. The **Change text how?** pop-up menu will appear.

Whenever you are asked to notice something that is happening in a Lisp menu rather than one specific to the Sketch program, the word "Lisp" will be used.

Keys and Key Names

References to keyboard keys are written in all capital letters. Instructions that ask you to press two or three keys at one time are indicated as follows:

> "Press CONTROL-E"

This means that you should press the CONTROL key and the E key together, and subsequently release them together.

When the key being named has no marking, the name of the key will be spelled out, such as the space bar, the backspace key.

On some Xerox machines, the CONTROL key is labeled PROP'S (for PROPERTIES), but has the same function as the CONTROL key.

<RETURN> is used to indicate that you should press a carriage return..