

Yap

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*Note: This CheatSheet assumes basic familiarity with PostScript.
See the PostScript CheatSheet for more information.*

Yap is a tool for displaying PostScript on the screen, thereby avoiding having to print out each new creation you make. It's extraordinarily simple to use, so I will keep this short. In addition, you can watch a brief ShowAndTell script showing Yap in action.

The ShowAndTell script (demonstration)

And now for the most important thing you will ever be told. Before you start this demonstration, you **MUST** put the Yap icon in the second to lowest place in your dock. This is the slot directly above where the recycler normally is. If you forget to do this, you are hosed and will probably have to reboot your machine. It stinks, but that's the way it is. If you want an explanation of why this happens, see the ShowAndTell section of the Presentation Lab. (It is in the Above and Beyond section.) At any rate, you would be wise to save all your work before running this demonstration. Good luck!

Look for the demo in the **~cs111/Labs/3-Graphics** directory. Double-click **Yap.st** to begin. (Don't forget the Yap icon in the dock!) This demo is geared toward the Graphics Lab, but it contains what you need to get started no matter what you are trying to accomplish.

The 5 easy steps to using Yap

1. Start the application.
2. Either:
 - A. Open a PostScript file (Choose **Open...** from the **Document** menu), or
 - B. Start a new file (Choose **New** from the **Document** menu).
3. Type and modify your PostScript code in the text window.
4. Choose **Execute** from the **Document** menu.
5. The image should appear in the Yap PostScript Output window. If it looks the way you want it to, you are finished! Otherwise return to step 3.

Using Yap with other applications

Yap is different than many other applications in that you cannot directly Copy&Paste the pictures you make. You must save your PostScript code in a file ending in .ps, then go to a drawing application that can import Postscript. We used TopDraw, so we will explain how to do it from there. Simply open a new document and choose **Import...** from the **Window** menu. Find and double-click your document. A window will appear; make sure the **Copy imported file into TopDraw file** and **Create new object for imported image** buttons are selected and click the **OK** button. Your document will appear as an object, ready for normal Copy&Paste operations.