

Javdraw-Main Menus

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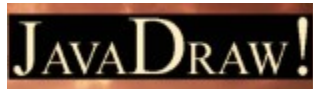
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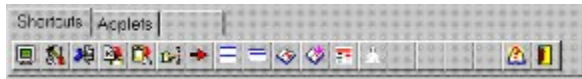
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ShortCut Menu

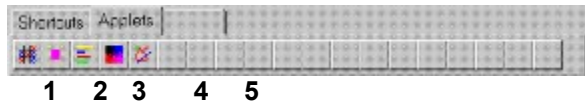


1 2 3 4 5 6 7 8 9 10 11 12 13

14 15

- 1 ... show java compiler output
- 2 ... show ascii table
- 3 ... cut
- 4 ... copy
- 5 ... paste
- 6 ... search
- 7 ... search again
- 8 ... windows; tile
- 9 ... windows; cascade
- 10 ... set bookmarks
- 11 ... goto bookmarks
- 12 ... find procedures
- 13 ... start ghostwriter
- 14 ... show help topics
- 15 ... exit JavaDraw!

Applettmenu:



- 1 ... source code of applet tictactoe.java
- 2 ... source code of applet blink.java
- 3 ... source code of applet chart.java
- 4 ... source code of applet colors.java
- 5 ... source code of draw.java

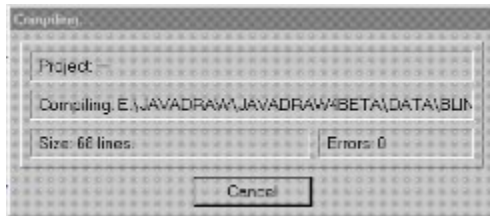
SpeedButton Menu



1	2	3
4	5	6

- 1 ... creates a new java-file in editor
- 2 ... opens an existing java-file in editor
- 3 ... compile java-file
- 4 ... save java-file in editor
- 5 ... close java-file
- 6 ... start compiled java-file (*.class) as applet in specified HTML-Browser

CompileMenu



1. Compile

Compiles the java-file in the editor to a class-file using the specified java-compiler.
For example `blink.java < compile > blink.class` .

[Related topics:](#)

[Options](#)

ProjectMenu



1.New:

Create a new Javaworld Project-File (*.jdp).

Open:

Open an existing JavaworldProject-file.

Add:

Creates a new file in the project

Add file:

Adds an existing java-file to the project

Remove:

Removes a file from the project.

Save:

Saves the project-file

Close

Close the project-file

Overview:

This will show you the structure of the project-file

EditMenu

Cut:

This removes highlighted text from your document and puts it in the Clipboard. The text may then be pasted from the Clipboard.

Delete:

This removes highlighted text from your document .

Copy:

This takes a copy of highlighted text in your document and puts it in the Clipboard . The text may then be pasted from the Clipboard.

Paste:

This inserts the contents of the Clipboard in your document. The information remains in the clipboard, so you can use Paste to insert the same information repeatedly.

Format source-code:

This function automatically formats your source-code. After that you can better read it.

FileMenu

1. New:

Opens a new window for editing. The new document will be referred to as "Noname.java".

2. Open:

Open an existing file for editing. The file will appear in its own window.

3. Save:

Saves the current document. If you have not saved this file before, this option has the same effect as choosing Save As from the File menu.

4. Save as:

Saves the current document with a new name.

5. Close:

Closes the current document. If the document has been changed since the last time it was saved, you will be asked if you want to save the changes.

6. Close all

This function will close all open files. If the document has been changed since the last time it was saved, you will be asked if you want to save the changes.

7. Exit:

Leaves JavaDraw!. If any documents have been changed since the last time they were saved, you will be asked if you want to save the changes.

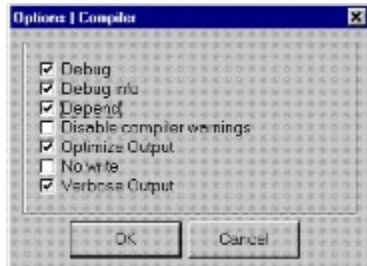
8. HistoryList

Shows the files that you have opened the last five times

OptionsMenu

1. Compiler

Here you can set the options how your java-file should be compiled.



2. Directories:

Compiler Location:

Temp-Directory:

Output-Directory:

HTML-Browser-Location:

Help-Directory:

3. Colours:

Here you can select the colours for the Intelligent Editor

4. Language:

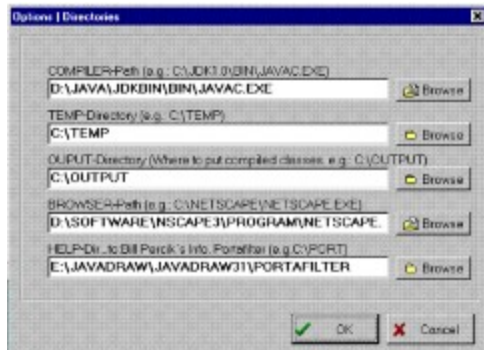
Select your language here.

You can choose between german and english language

5. Font:

Select here the Font, FontSize ... to set up your intelligent editor

Set Directories



CompilerPath:

Set here the location where your java-compiler is located

TempDirectory:

Set here the location to store any temporary files JavaDraw! creates. These will normally be deleted when you exit JavaDraw!.

OutputDirectory:

Set here the directory for compiled java-files (class-files). JavaDraw! will put your class files in this directory.

HTML-BrowserPath:

Set here the location of your HTML-Browser. With the browser-software you can start and test your created JavaSoftware.

JavaHelpDirectory:

JavaDraw! includes the complete and great Information Portafilter by Bill Bercik (<http://www.dippybird.com>). The default directory is: portafilter.

SearchMenu

Search:

This command lets you search for text in your documents.
The text you want to search for.

1. Search again:

Press the F3 key to continue this option

2. Replace (not implemented):

3. Set bookmark:

This command lets you set a bookmark in the source-code

4. Goto bookmark:

With this command you can jump to your bookmarks.

StartMenu

1. View:

Shows compiled java-file in the appletviewer.

2. Run:

Starts standalone java-applications.

3, Start (in Browser)

Starts the java-applet in the specified Html-browser.

4. Parameter:

Here you can set the parameter for the applet.

ToolsMenu

Browser:

Starts the specified HTML-browser.

Ascii table:

This is a useful function to get the ascii value for a key.

Find procedures:

This function find any procedures that you use in your source code. The procedures will be listed in a list box. There you can select and jump.

Ghostwriter:

Starts the Ghostwriter-function. This function lets you easily create other functions and sourcecode-bodies.

WindowsMenu

Output:

Shows the Output of the specified Java-compiler.

JavaDraw! uses the Windows Multiple Document Interface (MDI). This means that you can have several documents open for editing on the screen at the same time. The Window Menu provides some easy ways to manage them.

Cascade

Overlaps all open documents from the top left to the bottom right of the screen, so that the title bars of all documents are visible.

Tile

Arranges all open documents from top to bottom across the screen. The height of each document window will be reduced so they all fit in the screen.

Arrange Icons

Reduces all documents to icons, and lines them up from left to right along the bottom of the screen.

