
LEONARD'S Sketch (C) v0.1 User's Summary Guide

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LEONARD'S Sketch is an object-oriented drawing tool having :

- basic features of a CAD drawing package
- basic features of a simple desktop publishing program

It is supplied with a number of files .OGF you can load for editing . In particular, files DOCxxx.OGF are complement of this summary guide, and they are created with LEONARD itself.

The program was written with Actor (Actor is a Registered mark of the Whitewater Group, Inc.) and ObjectGraphics (ObjectGraphics is a Trade mark of the Whitewater Group, Inc.) It is for non-commercial use only. BOK Technologies, Inc. authorizes you to use, copy and freely distribute this release version 0.1 of LEONARD's Sketch provided that :

- 1) No fee is charged for use . Because this release v0.1 is a demonstration version, and is not to be sold.
- 2) LEONARD's Sketch is not modified in any way

Because LEONARD's Sketch v0.1 is distributed free of charge, I cannot provide any technical support. Your comments and suggestions are always welcome .

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A - Installation Notes ----- LEONARD run only in Standard mode under Windows 3. A mouse is required .

B- Functions ----- LEONARD provides a full set of commands to create, manipulate, and save complex graphic images and text . These commands are selected through pull-down menus, pop-up menus, and graphic tool palettes .

C- Description of Menus ----- 1- File Menu
----- LEONARD supports the opening, saving, and printing file through a familiar Windows File menu .
New : Open a new file
Open : Open an existed OGF file
Save : Save images in file . The backup file has extension ~GF .
Save As : Save images under a new file name

Print : Print the file
Printer Setup: Change setting of current default printer
Exit : Exit the program
About : About the program

2- Edit Menu

Move back : Move the "selected objects" back to their previous position .
Cut : Cut the "selected objects" and keep them in LEONARD's Clipboard .
Copy : Copy the "selected objects" and keep them in LEONARD's Clipboard .
Paste : Paste from LEONARD's Clipboard .
Duplicate : Duplicate the "selected objects"
Erase : Erase the "selected objects"
Select All : All objects of the file become the "selected objects"
Deselect : Deselect the current "selected objects"
Erase All : Erase all objects of this file

Windows's Clipboard Submenu

Cut : Cut the "selected objects" and keep them in Window's Clipboard under Bitmap format .
Copy : Copy the "selected objects" to Window's Clipboard .
Paste : Paste from Window's Clipboard .
See : See the Window's Clipboard .

Paste from File : Paste from an OGF file

NOTE : ---- There are 2 clipboards in this program : LEONARD Clipboard and Windows Clipboard .

3- Display Menu

Actual Size : Show objects in Actual Size which is different from Zoom size or Fit in Window size
Zoom : There is a checkmark when objects is showing in zoom size .
Fit in Window : Shrink objects to fit the current working window

Settings Submenu

Dimensions : Setting unit : inches or centimeters
Setting the number of steps (or precision) per unit . This number must be a multiple of 20 .
Grid : Set up the X and Y increments of the grid . This feature allows to draw, and manipulate objects with precision .
An "active grid" constrains placement of objects to fall on multiples of those increments.

Selecting "Show Grid" menu displays the grid in the drawing area as a collection of dots that represent the grid points.

NOTE :

If the unit setted in Dimensions is inches, then the X and Y increments must be at least 5 . To see the difference of grid density, you vary these X and Y values .

Zoom factor : Set up a zoom percentage . Example :
- Zoom factor 100 % represents a normal size

Increments for DIRECTION keys :

Set up the X and Y increments for the use of DIRECTION keys (Arrow Left, Arrow Right, Arrow Up, Arrow Down) . Each time you press an Arrow key, the "selected objects" will be moved by the X and Y increments .

Show Menu

This menu shows or hides the corresponding object .

Rulers : Show rulers

etc ...

Grid : Show the grid points

4- Arrange Menu

This menu allows to arrange the positions of objects in an orderly way . It is activated (or ungrayed) only when there are the "selected objects" .

IMPORTANT :

All commands of this menu act on the "selected objects" .

Bring to Front : Bring the "selected objects" in front of objects which cover them .

Note : Objects in front cover objects that are behind them .

Send to Back : Send the "selected objects" to back .

Group : Group the "selected objects" into "pictures" (groups of graphics or other pictures) so that they may be treated as a single unit.

Ungroup : Separates any pictures in the selection into individual objects.

Alignment : Align all "selected objects" : to grid, left, right, center, ...

4- Transform Menu

This menu allows to obtain the transformation of the "selected objects" relative to horizontal, vertical axis, or to origin .

IMPORTANT :

All commands of this menu act on the "selected objects" .

Reflection submenu

This submenu allows to obtain a reflection of the "selected objects" relative to different basis .

Horizontal :

Vertical :

Diagonal :

Horizontal <-> Vertical:Turn 90 degree the "selected objects"

Mirror submenu

This submenu allows to obtain a mirror of the "selected objects" relative to different basis .

Horizontal :

Vertical :

Diagonal :

NOTE : ---- In this version, there is no reflection effect on Bitmap and Text.

5- Object's Data

This menu allows to access to Data of the "selected objects" .

Data :

Each object has a number of fields describing its position, width, length, and description . You can change informations of these fields which appears in the Object's Data dialog box .

Object's Data dialog box

This dialog box appears if the "selected objects" contain 2 or more objects . It has the following fields :

Move to

The 2 edit boxes below "Move to" allows to enter new position for the "selected objects" .

Number of objects

This is the number of objects in the "selected objects"

Width and Length :

The width and the length of the region bounding

by the "selected objects"

The list box

This list box contains the name of objects in the "selected objects" .

NOTE:

The program will flash the object currently selected in the list box .

Data button

This button allows to access to data of the object selected in the list box . When you push this button, a second dialog box will appear . This dialog box contains data of the object . For example, if the object is a Rectangle then the corresponding dialog box contain fields : Move to, width, length, the list box containing the coordinates of the 4 corners, the description . If the object is a Polygon, Polyline, Bezier Curve, then the dialog box will be :

Data dialog box for Polygon, Polyline, Bezier Curve

This dialog box contains the following fields :

Move to

(Same as before)

A list box

Contains the vertices of the polygon, polyline or Bezier curve .

X =, Y =

The 2 edit boxes contain data of the current selected vertice in the list box .

Insert Button

This button allows to insert new vertice to the object .

Hint :

Enter data in the 2 edit boxes, and push Insert button

Append Button

This button allows to append new vertice to the object .

Hint :

Enter data in the 2 edit boxes, and push Append button

Change Button

This button allows to change new data for the current

selected vertice in the list box .

Hint :

Enter data in the 2 edit boxes, and push Change button

Delete Button

This button allows to delete the current selected vertice in the list box .

Hint :

Click the vertice in the list box, and push Delete

Description edit box

This edit box allows to give a description of the object .

6- Font & Style Menu

This menu allows to change text Font and text Style .
In this version, LEONARD allows to use only 3 fonts.

Roman : Change text font to Roman font
Modern : Change text font to Modern font
Script : Change text font to Script font

Normal : Normal style
Bold, etc ...

NOTE : ---- In this version, only Roman, Modern and Script fonts are available.

6- Utilities Menu

Free Memory : Give the remaining free Dynamic Memory (memory of LEONARD) and Windows memory
Program Manager : Bring Program Manager window in front .
Control Panel : Run the Control Panel program
Calculator : Run the Calculator program
Clock : Run the Clock program
Clipboard : Show the Window's Clipboard

D- The LEONARD's Windows -----

LEONARD contains :

- 1) A toolbox with different shapes : Line, Rectangle, ...
- 2) Pen style box with different styles : solid, dash, dot, ...
- 3) Linesize box with different sizes for borders of shapes
- 4) 'Change' button
- 5) Palette with 16 colors
- 6) Patterns box
- 7) Text orientation box
- 8) Mouse position box
- 9) "Growing direction" box
- 10) Grid box
- 11) Redraw Screen box

1) Shapes's Toolbox

This box contains in order of appearance :

- the arrow : this is the tool used to select objects .
(See Section : The "Selected Objects" for details about the different methods to select objects)
- the 2 overlapped squares : used to zoom in the image .
- the line : to create a line .
- the rectangle : to create a rectangle
- the round rectangle : to create a round rectangle
- the circle : to create a circle or an ellipse .
- the polyline : to create a polyline . When you are ready to complete the polyline, double-click the mouse button or click once the polyline icon in shapes's toolbox .
- the polygon : to create a polygon . When you are ready to complete the polygon, double-click the mouse button or click once the polygon icon in shapes's toolbox .
- the B_zier curve . The curve must have at least 4 points. To build a B_zier, you create at least 4 points by clicking the left mouse button . A small black square appears each time to click the left mouse button . When you are ready to complete the curve, double-click the mouse button .
- the arc : to create an arc .
- the chord : to create a chord .
- the pie : to create a pie form .
- the A : to create text .
- the rubber band ruler : used to measure . Click, drag and you will see in the mouse position box the distance .

2) Pen style box

This box allows to set the border style of graphic objects .

3) Linesize box

This box allows to set the width of border of graphic objects .

4) 'Change' button

This button allows to change attributes like :

- a) Pen style, Linesize, Color, Brush of a graphic object .
- b) Font & Style, and Orientation of a text object .

IMPORTANT

To change attributes of an object :

Step 1 :

Select the object

Step 2 :

Click the 'Change' button

Step 3 :

Click the attribute desired in the corresponding box or select an option in menu Font & Style .
(Then LEONARD will make the change) .
Go to Step 2 to change another attribute .

NOTE

To change the color of brush of a graphic object :
First, click the color desired, then go to Step 1 .

5) Color palette box

This box allows to set :
a) the color of the border of a graphic object .
b) the color of brush of a graphic object .
c) the color of a text object .

6) Patterns box

This box allows to fill the inside (the brush) of a graphic object .

7) Text orientation box

This box allows to change the orientation of a text object .

IMPORTANT

Only text object having Vector Font (like Roman, Modern, Script) can be oriented .

8) Mouse position box

It shows mouse position, size of the object under construction, and the distance .

Line 1 shows :

Coordinate X of the cursor

Line 2 shows :

Coordinate Y of the cursor

Line 3 shows :

The width of a shape under construction (when dragging) or

The Width of the "selected objects"

Line 4 shows :

The height of a shape under construction (when dragging) or

The height of the "selected objects"

Line 5 shows :

The distance when drawing a Line, a Polyline or a Polygon .

It is measured between the Start point

(the point where we begin to press the left mouse

button) and the End point (the point where

we release the mouse button)

The distance between the 'Begin drag point' and the

'End drag point'

9) The "growing direction" box

When pushed, the first icon (small arrow) allows to build a shape (like Rectangle, Circle) which will grow from its center to outside .

When pushed, the second icon (great arrow) allows to build a shape (like Rectangle, Circle) which will grow from "Begin drag point" to "End drag point" .

10) The Grid box

When pushed, the grid box activates the "Snap to grid" mechanism . The increments of X and Y of the grid can be redefined in submenu "Settings Grid" . The grid is showed with the submenu "Show Grid" .

11) The Redraw Screen box

This box allows to redraw the entire screen . You should use this box regularly when drawing .

E- The "Selected objects"

The description of this paragraph is in the file DOC2.OGF .
You must use LEONARD to consult or print it .

F- Other useful notes

The description of this paragraph is in the file DOC3.OGF, DOC4, DOC5 and DOC6.OGF.
You must use LEONARD to consult or print it .