interface

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COLLABORATORS

	TITLE : interface		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Contents

Chapter 1

interface

1.1   CYCAS DEMO - Help - User-Interface

About the user-interface: Show Interface

The drawing area is colored grey in the original CYCAS
colorsetup. To the right of the drawing area, at the
top, there is the "main menu" – list. Choosing an item
such as "Project" or "Symbol" from the main menu list
will cause a set of options to appear below the main
menu items; this set of items is called the "function
list"; notice that selecting each main menu item results
in a different set of functions in the function list. If
this sounds confusing, just run the program and try it.

Directly beneath the drawing area, to the left, is the
"coordinate display".

Underneath it, you find the "help bar" indicating each
step of input for each function and stating what it
expects or needs. This box (combined with the input box)
allows for exact measurements to be used as the input
method, as opposed to mouse clicks (you did try the
examples, didn't you? :-).).

Along the bottom edge of the drawing area, there is the
"view menu". It contains   the options you need   for
displaying the graphics in the drawing area at different
gauges and sizes. The view menus' most common function
is probably "Zoom" (detail enlargement).

Below the view menu, and just to the right of the help-
bar, the "input box" is positioned. Here you enter the
figures or text as required, according to the function.
The input boxs' standard background color is mint; if
the input of data is possible then the background color
turns grey.

All the way down on the right side, you find "Undo"
(work that one out for yourself :-)). Underneath it is
the "Snap" button. When Snap is active, your pointer

looks like a little square, otherwise your pointer is a
crosshair. Working with Snap activated enables precise
input from the word go.