

# **VMS Workstation Software SIGHT User's Guide**

Order Number: AA-KZ94B-TE

This manual describes how to use the SIGHT interactive graphics editor on VMS Workstation Software Systems.

**Operating System and Version:** VMS Version 5.0 or later

**Software Version:** SIGHT, Version 4.1

**Digital Equipment Corporation**

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**June, 1989**

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# 1

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## Introduction to SIGHT

SIGHT is an easy-to-use application that lets you create drawings on a VAXstation. You store these drawings in files. You can print the files, make them into slides, or transfer them to other VAXstations. SIGHT lets you create drawings containing text and detailed graphics, using a mouse or a tablet subsystem. You need no programming experience to use SIGHT.

With SIGHT, you can do the following:

- Draw geometric or freehand shapes
- Vary line width to add dimension or boldness
- Mix colors to create your own color selections
- Use patterns to fill shapes or create special effects
- Outline shapes to create different designs
- Incorporate shapes from files into a drawing
- Insert text of different font types into a drawing
- Modify colors and attributes
- Move, enlarge, reduce, stretch, rotate, or copy objects

**NOTE:** Because SIGHT accesses many font files, you might experience problems if the FILLM quota for your process is too low. Digital recommends a FILLM quota of 100. For very detailed drawings you might need to increase the FILLM quota beyond 100.

---

### 1.1 Using a Mouse

You use a mouse to select menu items, tools, and objects (shapes or text), and to mark points (locations) in the drawing area. To select a *menu item* or *tool*, use the mouse to move the pointer on the screen to the menu item or tool you want to select. That menu item or tool becomes highlighted. Then press and release the left button on the mouse.

To select an *object* or a *point* in the drawing area, move the pointer to the object or the point. Then press and release the left button on the mouse. Pressing and releasing the mouse button is called *clicking on* an object or point.

You can also use a puck or a stylus instead of a mouse. If you use a puck, press and release the button numbered 1. If you use a stylus, press and release the button on the barrel.

This user's guide assumes you are using a mouse.

---

## 1.2 The SIGHT Screen

The SIGHT screen is divided into two areas. The left side and the top of the screen is the *menu area*. You select items from menus SIGHT displays in the menu area. The rest of the screen is the *drawing area*. You create objects in the drawing area.

---

## 1.3 Menus

SIGHT is a menu-driven application. You use the menus to create and edit objects in the drawing area. SIGHT has three types of menus:

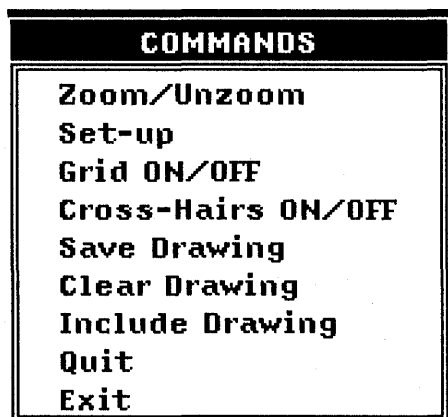
- Text menu
- Bar menu
- Box menu

---

### 1.3.1 Text Menu

A text menu contains two or more lines of text. Each line represents a menu or a function you can select. Text menus appear in the left-hand menu area and also as pop-up menus when you select certain items from a bar menu. (See Section 1.3.2 for bar menus.) When you select an item from a text menu, SIGHT places a check mark next to that item to indicate the current selection. Text menus are similar to the setup menus provided with the VMS Workstation Software (VWS). Figure 1-1 shows a text menu:

Figure 1-1 A Text Menu



---

### 1.3.2 Bar Menus

Bar menus are horizontal menus displayed in the menu area at the top of the screen. Two menus, the SHAPE menu and the TEXT menu, contain items for changing attributes—the physical appearance of objects. The SHAPE menu lets you change shape attributes such as fill pattern, outline

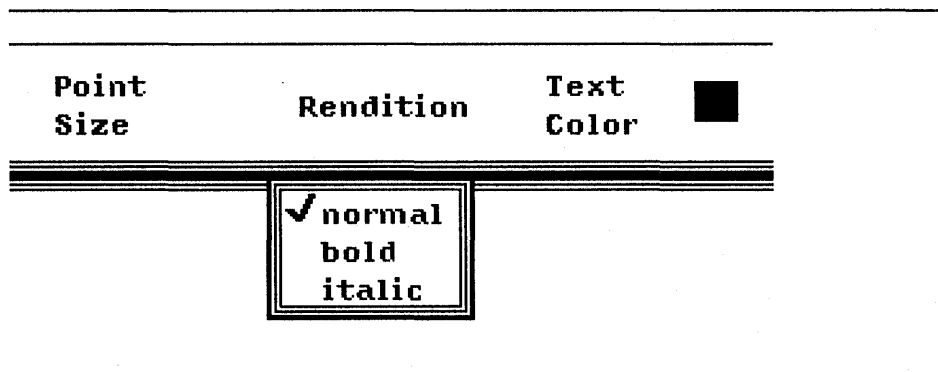


color, and line width. SIGHT displays the current value of the shape attribute for each menu item beside that item. The TEXT menu lets you change text attributes such as point size, rendition, and text color. SIGHT displays the current value of the text attribute for Font, Point Size, and Rendition as part of the *Font style* message in the bottom right of the menu. SIGHT displays the current value of Text Color beside that menu item.

The SET-UP menu contains items for changing the physical appearance of the drawing area. For example, you can select *Grid Scale* from the SET-UP menu to have SIGHT display the drawing area as a network of dots.

When you select an item from a bar menu, SIGHT displays a pop-up text menu or a pop-up box menu. (See Section 1.3.3 for box menus.) Figure 1-2 shows a bar menu with a pop-up text menu:

**Figure 1-2 A Bar Menu with a Pop-up Text Menu**



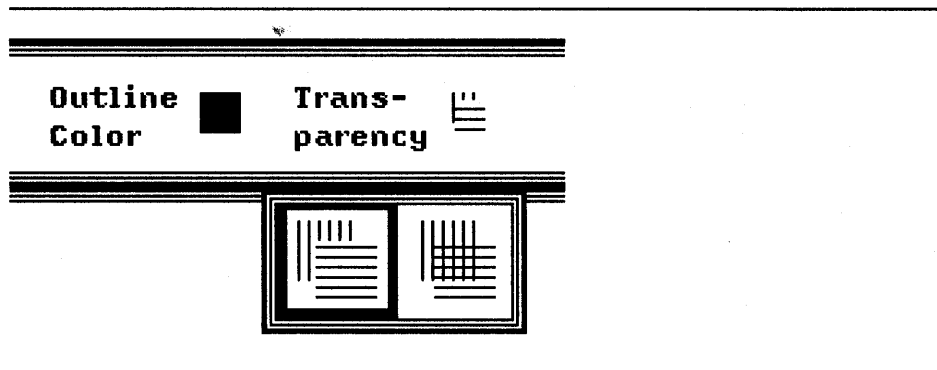
### 1.3.3 Box Menus

Box menus are pop-up menus that display values for:

- Shapes
- Text Color
- Mix Color

Except for Mix Color, each item is a value for the attribute you are creating or editing. (See Chapter 5 for information about Mix Color.) You select an item from a box menu after you select an attribute you want to change from a bar menu. When you select an item from a box menu, SIGHT places a box around that item to show it is the current selection. Figure 1-3 show a box menu selected from a bar menu:

Figure 1-3 A Box Menu Selected from a Bar Menu



## 1.4 Objects

SIGHT is an object-oriented graphics editor that performs all operations on an entire object. You cannot manipulate an object on a per pixel basis, but must select the entire object to manipulate it.

### 1.4.1 Creating Objects

To create a shape, select a shape tool from the TOOLS menu and draw the shape. You can use the tools to draw different types of shapes or to draw the same shape different ways. To create text, select the Text tool (T) from the TOOLS menu and then type the text. For more information on creating objects, see Chapter 3.

### 1.4.2 Selecting Objects to Edit

To edit an object, you must first select it using one of the selection tools on the bottom row of the TOOLS menu. You can make three kinds of selections:

- A single object
- A group of objects within a region
- The last (most recently selected) object

#### Selecting a Single Object

To select a single object in the drawing area, select the Single Object selection tool at the bottom left of the TOOLS menu. Move the pointer into the drawing area until the pointer is over the object you want to select. Then click on the object. SIGHT draws a rectangle of dashes around it. The rectangle is called a *selection rectangle*; it identifies the object you selected.

In complex drawings, objects can overlap. When they overlap, it might be unclear which object will be selected. SIGHT is designed to select the object on top or in the foreground. If you cannot determine which object is on top or in the foreground, move the pointer to a part of the object that is not overlapping any other one. Then click on that point.

Sometimes you might not be able to select an object because it is completely hidden by another one. To select the hidden object, click on the top object and then select *Push Behind* from the EDIT menu. SIGHT moves the top object to the background. If several objects are hiding the one you want to select, keep using *Push Behind* to move the objects to the background until you can select the one you want. (See Chapter 4 for more information about reordering objects.)

### Selecting a Group of Objects Within a Region

To select a group of objects within a region of the drawing area, do the following:

- 1 Select the Region selection tool from the TOOLS menu. The Region selection tool is the rectangle of broken lines, at the bottom center of the menu.
- 2 Move the pointer into the drawing area.
- 3 Define the region containing the objects you want to select.

To define a region, do the following steps:

- a. Click on the first of two points that will become one corner of the region.

The selection rectangle appears. Use it to identify the objects in the region you are selecting. The area inside the selection rectangle is the region. The objects completely inside the region are the ones selected.

- b. Click on the opposite corner of the region.

The selection rectangle resizes to include only those objects that lie completely within the region you defined.

If no object lies within the region you defined, SIGHT beeps to indicate that no object was selected. If the objects you intended to select do not lie completely within the region, SIGHT does not select them. You must select them again.

When you select a region containing both shapes and text, you can manipulate both the shapes and the text by selecting tools from the EDIT menu. However, you can change only the attributes of the shapes by selecting tools from the SHAPE menu. You cannot change the text attributes of a group of objects.

## Introduction to SIGHT

### **Selecting the Last (Most Recently Selected) Object**

To select the last (most recently selected) object, select the Last Object selection tool (*LAST*) from the TOOLS menu, at the bottom right. SIGHT then draws a selection rectangle around the object you drew or edited last.

Sometimes the last object might become undefined. This can happen when you finish editing many objects within a region or if you deleted the object. SIGHT beeps if you select the Last Object (*LAST*) selection tool and no object is currently defined.

## 2

## Creating Objects

When you create an object, you either draw a shape or enter text in the drawing area. Every object you create also has attributes. You can use the default attributes or change the them before you create the object. See Chapter 4 for information about attributes.

### 2.1 Creating Shapes

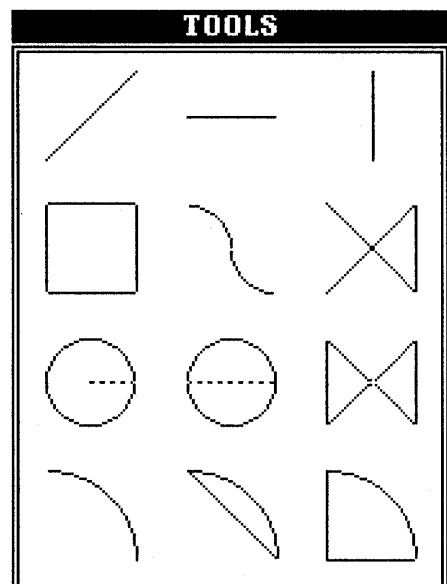
To create a shape, you select a shape tool from the TOOLS menu and then draw the shape. You can also delete a partially drawn shape.

#### 2.1.1 Selecting a Shape Tool

The TOOLS menu contains twelve shape tools you can use to draw shapes. To select a shape tool, move the pointer to the tool you want and click on it. SIGHT draws a box around the shape tool to show it is currently selected.

Figure 2-1 shows the shape tools you can select:

**Figure 2-1 Shape Tools on the TOOLS Menu**



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### 2.1.2 Drawing the Shape

To perform most of the drawing operations in SIGHT, you click the mouse button to begin the operation and click the mouse button again to end the operation. You use this method when you draw most shapes and manipulate—move, copy, enlarge, reduce, stretch, and rotate—them. With certain types of shapes (such as polygons and arcs) you must click the mouse button to define the points of the object.

You can draw the following shapes with SIGHT:

- Horizontal lines
- Vertical lines
- Diagonal lines
- Rectangles
- Open Polygons
- Closed Polygons
- Freehand lines
- Open arcs
- Closed arcs
- Pie slices
- Rings
- Circles

---

#### 2.1.2.1 Horizontal Lines

To draw a horizontal line, follow these steps:

- 1 Select the Horizontal Line tool from the TOOLS menu.
- 2 Move the pointer to a point in the drawing area and click on that point
- 3 Move the pointer to the right or the left to draw the line.
- 4 When you finish drawing the line, click on the end point.

---

#### 2.1.2.2 Vertical Lines

To draw a vertical line, do the following steps:

- 1 Select the Vertical Line tool from the TOOLS menu.
- 2 Move the pointer to a point in the drawing area and click on that point
- 3 Move the pointer up or down to draw the line.
- 4 When you finish drawing the line, click on the end point.

---

### 2.1.2.3 Diagonal Lines

You can draw diagonal lines at any angle. To draw a diagonal line, follow these steps:

- 1 Select the Diagonal Line tool from the TOOLS menu.
- 2 Move the pointer to a point in the drawing area and click on that point.
- 3 Move the pointer in any direction to draw the line.
- 4 When you finish drawing the line, click on the end point.

---

### 2.1.2.4 Rectangles

You draw rectangles by moving the pointer from one corner to the opposite corner of the rectangle. To draw a rectangle, follow these steps:

- 1 Select the Rectangle tool from the TOOLS menu.
- 2 Move the pointer to the point where you want to start one corner of the rectangle and click on that point.
- 3 Move the pointer to the point where you want the opposite corner to be.
- 4 Move the pointer up or down the drawing area to increase the width of the rectangle.
- 5 When you finish drawing the rectangle, click on the end point.

---

### 2.1.2.5 Open Polygons

An open polygon is a multisided, open figure. To draw an open polygon, do the following steps:

- 1 Select the Open Polygon tool from the TOOLS menu.
- 2 Move the pointer to the point at which you want to start the open polygon and click on that point.
- 3 Move the pointer to draw one side of the open polygon and click on that point.
- 4 Draw as many sides of the open polygon as you want, clicking on a point to complete each side.
- 5 When you finish drawing the last side of the open polygon, click on the end point twice.

---

### 2.1.2.6 Closed Polygons

A polygon is a multisided, closed figure. To draw a closed polygon, do the following steps:

- 1 Select the Polygon tool from the TOOLS menu.
- 2 Move the pointer to the point at which you want to start the closed polygon and click on that point.
- 3 Move the pointer to draw one side of the closed polygon and click on that point.
- 4 Draw as many sides of the closed polygon as you want, clicking on a point to complete each side.

## Creating Objects

- 5 When you finish drawing the last side of the closed polygon, click on the end point twice.

---

### 2.1.2.7 Freehand Lines

To draw freehand lines, do the following steps:

- 1 Select the Freehand Line tool from the TOOLS menu.
- 2 Move the pointer to where you want to start the drawing and click on that point.
- 3 Move the pointer in the direction of the line you want to draw.
- 4 When you finish drawing, click on that point.

---

### 2.1.2.8 Open Arcs

To draw an open arc, do the following steps:

- 1 Select the Arc tool from the TOOLS menu.
- 2 Move the pointer to the starting point of the open arc and click on that point.
- 3 Move the pointer to the end point of the open arc and click on that point.
- 4 Move the pointer to change the degrees of the open arc. When you finish drawing the open arc, click on that point.

---

### 2.1.2.9 Closed Arcs

Closed arcs are similar to open arcs. The only difference is that SIGHT closes the arc automatically when you finish drawing it. To draw a closed arc, do the following steps:

- 1 Select the Closed Arc tool from the TOOLS menu.
- 2 Move the pointer to the starting point of the closed arc and click on that point.
- 3 Move the pointer to the endpoint of the closed arc and click on that point.
- 4 Move the pointer to change the degrees of the closed arc. When you finish drawing the closed arc, click on that point. SIGHT closes the arc.

---

### 2.1.2.10 Pie Slices

To draw a pie slice, do the following steps:

- 1 Select the Pie Slice tool from the TOOLS menu.
- 2 Move the pointer to the center of the pie slice and click on that point.
- 3 Move the pointer to the edge of the pie slice and click on that point.
- 4 Move the pointer to change the size of the pie slice. When you finish drawing the pie slice, click on that point.



---

### 2.1.2.11 Rings

The starting point of a ring is a point on the circumference of the ring. To draw a ring, do the following steps:

- 1 Select the Ring tool from the TOOLS menu.
- 2 Move the pointer to where you want the circumference of the ring to be and click on that point.
- 3 Move the pointer to draw the ring.
- 4 When you finish drawing the ring, click on the end point.

---

### 2.1.2.12 Circles

The starting point of a circle is the center of the circle. To draw a circle, do the following steps:

- 1 Select the Circle tool from the TOOLS menu.
- 2 Move the pointer to where you want the center of the circle to be and click on that point.
- 3 Move the pointer to draw the circle.
- 4 When you finish drawing the circle, click on that point.

---

## 2.1.3 Canceling a Partially Drawn Shape

Sometimes while you are drawing a shape, you might decide you do not want to finish it. Instead of completing the shape and then deleting it, you can cancel it.

To cancel a partially drawn shape, hold down **CTRL** and press **C** (**CTRL/C**). **SIGHT** cancels the shape and then returns the drawing area to the state it was in before you began drawing the shape.

**NOTE:** Pressing **CTRL/C** does not cancel text.

---

## 2.2 Creating Text

When you create text, you enter new text. You can also set margins and tabs, center text, and read text files.

---

### 2.2.1 Entering New Text

To create text for a drawing, do the following:

- 1 Select the Text tool (**T**) from the TOOLS menu.  
SIGHT displays the **TEXT** menu above the drawing area, replacing the **SHAPE** menu.
- 2 Move the pointer into the drawing area and position it where you want the first letter to appear. Then click on that point.

## Creating Objects

SIGHT displays a triangle, called a *text cursor*, at that point. SIGHT also displays the OPTIONS menu, which you can use for setting tabs and margins and for reading text files.

### 3 Type the text you want.

Each letter appears to the right of the text cursor. Then the text cursor moves to the right.

### 4 When you finish typing, select *No More Changes* from the EDIT menu.

You can use the arrow keys and the keypad to edit text. The editing keys function the same way as in EDT. The editing keypad is the numeric keypad on the keyboard. Each key has two functions. To use the alternate function, press [PF1] first and then press the function key. Table 2-1 shows the keypad keys, their functions, and their alternate functions:

**Table 2-1 Editing Keys**

Key	Function	Alternate Function
PF4	Delete line	Undelete line
-	Delete word	Undelete word
,	Delete character	Undelete character
0	Move to start of line	Open line
1	Move to start of word	
2	End of line	
3	Move by character	
4	Advance	End of text
5	Backup	Beginning of text
.	Select	Deselect
PF2	Keypad diagram	

If you need help with the editing keys, press [PF2]. To leave HELP and return to your SIGHT session, press the space bar.

### 2.2.2 Setting Margins and Tabs

SIGHT displays the OPTIONS menu when you click on the point where you are going to type the first letter of the new text. You can set margins and tabs by selecting *Set Ruler* from the OPTIONS menu. When you select *Set Ruler*, SIGHT displays a ruler, which contains two vertical arrows and a triangle, in the top part of the drawing area. The vertical arrows are the margin symbols. SIGHT sets the left margin to correspond to the point where you specified the first letter of text to begin. SIGHT sets the right margin at the far right of the drawing area. The triangle, which appears in the upper left of the ruler, is the tab symbol. SIGHT sets one tab to the far left of the drawing area.

---

### 2.2.2.1 Setting Margins

To set margins, do the following steps:

- 1 Select *Set Ruler* from the **OPTIONS** menu.
- 2 Set the left margin by doing the following:
  - a. Click on the left-hand margin symbol.  
The pointer merges into the margin symbol.
  - b. Move the margin symbol to the left or right.
  - c. Position the arrow where you want the left margin to be and click on that point.  
The pointer reappears. The triangle in the drawing area, where the text will appear, moves to the new left margin.
- 3 Set the right margin by doing the following:
  - a. Click on the right-hand margin symbol.  
The pointer merges into the margin symbol.
  - b. Position the margin symbol where you want the right margin to be and click on that point.  
The pointer reappears.
- 4 Select *Set Ruler* again or *No More Changes* from the **Edit** menu to leave the ruler.

---

### 2.2.2.2 Setting Tabs

The triangle in the left-hand corner of the ruler sets the tabs.

To set tabs, do the following steps:

- 1 Move the pointer to the tab symbol and click on it.  
The pointer turns into a tab symbol and moves under the original tab symbol.
- 2 Move the new tab symbol to where you want a tab to be and click on that point. (Make sure the tab symbol is touching the ruler line before you click on the point.)  
A tab symbol appears at that point and the pointer reappears.
- 3 Set as many tabs as you want. To set the tabs, move the pointer to the left-hand tab symbol and repeat the process over again.
- 4 Select *Set Ruler* again or *No More Changes* from the **Edit** menu to leave the ruler.

---

### 2.2.2.3 Deleting Tabs

To delete a tab, move the pointer to the tab symbol you want to delete and click on it. The pointer merges into the tab symbol. Then move the tab symbol under the left-hand tab symbol and click on that point. The tab symbol disappears and the pointer reappears.

## Creating Objects

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### 2.2.3 Reading Text Files

You can read the contents of an ASCII text file into the text you are creating. To read a text file, do the following steps:

- 1 Select the Text tool (*T*) from the TOOLS menu.
- 2 Position the text marker at the point in the drawing where you want the text file inserted.
- 3 Select *Read Text File* from the OPTIONS menu.

SIGHT prompts you for the file name.

- 4 Enter the filename.

SIGHT reads the text file and displays it in the drawing area with the current text attributes.

SIGHT ignores control characters in the text file. When it encounters a page break in the text file, SIGHT stops reading the text file.

# 3

## Editing Objects

---

After you draw an object—either a shape or text—you can edit it by using the items on the EDIT menu. SIGHT lets you perform four kinds of editing activities:

- Positioning objects
- Sizing objects
- Copying and deleting objects
- Changing text

When you select an object to edit, SIGHT places a *selection rectangle* around it. A selection rectangle is a rectangle of dashes; it identifies the object you selected. You can perform an editing operation on one or more objects as long as you place them all within the selection rectangle.

When you edit an object, SIGHT places a *definition rectangle* around it. A definition rectangle has solid lines; it shows you the object you are editing. The shape of the definition rectangle changes with certain editing activities to show the new shape or new position of the object. When you complete one editing operation, SIGHT replaces the definition rectangle with a new selection rectangle around the object. You can perform another editing operation on the object without selecting that object again.

To edit an object, you have to select it first by using one of the three *selection tools* at the bottom of the TOOLS menu. From left to right on the TOOLS menu, the selection tools you can use are:

- Single Object—lets you select one object
- Region—lets you select a group of objects
- Last Object—lets you select the last object you created

The rest of this chapter describes the editing operations you can perform on objects and tells you how to end an editing operation.

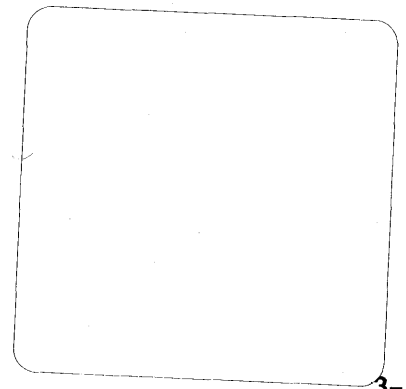
---

### 3.1

## Positioning Objects

SIGHT lets you position objects by:

- Moving objects
- Rotating objects
- Reordering objects



## Editing Objects

---

### 3.1.1 Moving Objects

You can move objects to other positions on the drawing area. To move an object, do the following steps:

- 1 Select a selection tool from the TOOLS menu.
- 2 Move the pointer to the object you want to move and click on it.  
SIGHT places a selection rectangle around the object.
- 3 Select *Move* from the EDIT menu.
- 4 Move the pointer to the selection rectangle and click on a corner of it.  
SIGHT places a definition rectangle around the object.
- 5 Using the pointer, move the definition rectangle to another location on the drawing area and click the mouse.

A selection rectangle replaces the definition rectangle. Then SIGHT redraws the object inside the selection rectangle.

---

### 3.1.2 Rotating Objects

You can rotate an object to reposition it at any angle you want on the drawing area. To rotate an object, do the following steps:

- 1 Select a selection tool from the TOOLS menu.
- 2 Move the pointer to the object you want to rotate and click on it.  
SIGHT places a selection rectangle around the object.
- 3 Select *Rotate* from the EDIT menu.
- 4 Move the pointer to the selection rectangle and click on a corner of it.  
SIGHT places a definition rectangle around the object.
- 5 Using the pointer, rotate the definition rectangle to the angle you want and then click the mouse.

A selection rectangle replaces the definition rectangle. Then SIGHT redraws the object inside the selection rectangle.

---

### 3.1.3 Reordering Objects

Sometimes objects you are drawing might overlap one another. You can reorder the objects by repositioning them on the drawing area. Reordering objects lets you move background objects into the foreground and foreground objects into the background. You can reorder a single object or a group of objects.

SIGHT provides three menu items for reordering objects:

- *Push Behind*—lets you move an object from the foreground into the background
- *Pop in Front*—lets you move an object from the background into the foreground

- *Select Behind*—lets you retrieve an object from behind another one

To reorder objects, do the following:

- 1 Select a selection tool from the TOOLS menu.
- 2 Move the pointer to the object you want to reorder and click on it. SIGHT places a selection rectangle around the object.
- 3 Select *Push Behind*, *Pop in Front*, or *Select Behind* from the EDIT menu. SIGHT reorders the object to reflect your menu item.

---

## 3.2 Sizing Objects

SIGHT lets you change the size of objects by enlarging, reducing, and stretching them.

---

### 3.2.1 Enlarging Or Reducing Objects

You can enlarge or reduce the size of an object by using the Enlarge/Reduce item. When you enlarge or reduce an object, SIGHT resizes it proportionately to maintain its original shape.

To enlarge or reduce an object, do the following steps:

- 1 Select a selection tool from the TOOLS menu.
- 2 Move the pointer to the object you want to enlarge or reduce and click on it. SIGHT places a selection rectangle around the object.
- 3 Select *Enlarge/Reduce* from the EDIT menu.
- 4 Move the pointer to the selection rectangle and click on a corner of it. SIGHT places a definition rectangle around the object.
- 5 Move the pointer away from the object to enlarge it or toward the center of the object to reduce it.
- 6 When the definition rectangle is as large or as small as you want, click the mouse.

A selection rectangle replaces the definition rectangle. Then SIGHT redraws the object inside the selection rectangle.

---

### 3.2.2 Stretching Objects

You can change the size and shape of an object by stretching it. Stretching an object is useful for making ellipses from circles.

To stretch an object, do the following steps:

- 1 Select a selection tool from the TOOLS menu.
- 2 Move the pointer to the object you want to stretch and click on it.

## Editing Objects

SIGHT places a selection rectangle around the object.

- 3 Select *Stretch* from the EDIT menu.
- 4 Move the pointer to the selection rectangle and click on a corner of it. SIGHT places a definition rectangle around the object.
- 5 Move the pointer to stretch the definition rectangle.
- 6 When the definition rectangle is stretched to the size you want, click the mouse.

A selection rectangle replaces the definition rectangle. Then SIGHT redraws the object inside the selection rectangle.

---

### 3.3 Copying and Deleting Objects

You can copy and delete both shapes and text.

---

#### 3.3.1 Copying Objects

You can copy an object that already appears in the drawing area. To copy an object, do the following steps:

- 1 Select a selection tool from the TOOLS menu.
- 2 Move the pointer to the object you want to copy and click on it. SIGHT places a selection rectangle around the object.
- 3 Select *Copy* from the EDIT menu.
- 4 Move the pointer to the selection rectangle and click on a corner of it. SIGHT places a definition rectangle around the object.
- 5 Using the pointer, move the definition rectangle to another location on the drawing area and click the mouse.

A selection rectangle replaces the definition rectangle. Then SIGHT draws a copy of the object inside the selection rectangle.

---

#### 3.3.2 Deleting Objects

You can delete an object from the drawing area. To delete an object, do the following steps:

- 1 Select a selection tool from the TOOLS menu.
- 2 Move the pointer to the object you want to delete and click on it. SIGHT places a selection rectangle around the object.
- 3 Select *Delete* from the EDIT menu. SIGHT displays a menu and prompts, *Really delete object(s)?*.
- 4 Select *Yes* to delete the object. Select *No* if you do not want to delete the object.



## 3.4 Changing Text

You can change text by altering its wording, centering it, and resetting margins and tabs. You can also add text by reading text files.

When you select text to change, SIGHT displays the OPTIONS menu. You can use the OPTIONS menu for centering text, resetting margins and tabs, and reading text files. (See Chapter 2 for information on resetting margins and tabs, and reading text files.)

### 3.4.1 Altering Words in Text

To alter words in text, do the following steps:

- 1 Select the Single Object or the Last Object selection tool from the TOOLS menu.
- 2 Move the pointer to the text you want to edit and click on that point. SIGHT displays the text cursor to indicate where the new text will appear on the drawing area.
- 3 If the text cursor is not where you want it, use the arrow keys to move it to the location you want.
- 4 Edit the text.
- 5 When you finish editing the text, select *No More Changes* from the EDIT menu.

You can use the arrow keys and the editing keypad to change the text. The editing keys function the same way as in EDT. The editing keypad is the numeric keypad on the keyboard. Each key has two functions. To use the alternate function, press **PF1** and then press the function key. Table 3-1 shows the keypad keys and their functions:

**Table 3-1 Editing Keys**

Key	Function	Alternate Function
PF4	Delete line	Undelete line
-	Delete word	Undelete word
,	Delete character	Undelete character
0	Move to start of line	Open line
1	Move to start of word	
2	End of line	
3	Move by character	
4	Advance	End of text
5	Backup	Beginning of text
.	Select	Deselect
PF2	Keypad diagram	

## Editing Objects

If you need help with the editing keys, press **[PF2]**. To leave HELP and return to your SIGHT session, press the space bar.

---

### 3.4.2 Centering Text

Center Line on the OPTIONS menu lets you center a line of text within the margins of the drawing area.

To center text, do the following steps:

- 1 Select the text you want to center.
- 2 Make sure your margins are set correctly. (If you want to change them use Select Ruler.)
- 3 Select *Center Line* from the OPTIONS menu. SIGHT centers the text within the margins of the drawing area.

---

### 3.5 Ending an Editing Session

After you select and edit an object, the selection rectangle remains around it. You can then perform another editing operation on the object without selecting it again.

When you have made all the edits you want, select *No More Changes* from the EDIT menu to end the editing session. By selecting *No More Changes*, you can leave SIGHT or select other objects to edit.

You can also end an editing session by selecting another tool from the TOOLS menu. (You can also select the same tool you were using before.) When you select another tool, you end the current editing session and immediately begin a drawing operation.

Sometimes SIGHT might prompt, *Finish Layout Operation*. This prompt tells you that you began an operation, such as enlarging or rotating an object, that requires you to click the mouse a second time to complete it. You must complete the operation before you can select another tool.

---

## 4 Using Attributes

Each object has its own set of attributes and each attribute has its own set of associated values. For example, a shape has a fill pattern attribute. Fill pattern values include cross hatching and vertical lines. Text has a Font attribute, which includes the values of Courier, Times, and Helvetica. You should select attributes for an object before you draw it. Once you draw the object, it assumes the attributes you selected.

After you create an object, the values you selected for the attributes remain the current ones until you select new values or leave SIGHT.

---

### 4.1 Shape Attributes

Each shape can have the following attributes:

- Fill Pattern
- Fill Color
- Pen
- Outline Pattern
- Outline Color
- Transparency

SIGHT sets shape attributes to their default values when you enter SIGHT. You can identify the default values by looking at the SHAPE menu that appears above the drawing area. The SHAPE menu contains the names of the shape attributes you can select. Beside the name of each shape attribute is a box containing the default value of the attribute. (If the current Fill Pattern or Attribute value is *blank*, no box appears beside the attribute name.)

To select a shape attribute, do the following:

- 1 Move the pointer to an item in the SHAPE menu.

SIGHT highlights the menu item.

- 2 Click the mouse.

SIGHT displays a pop-up menu that contains values for the attribute. A box surrounds the current value.

- 3 Move the pointer to the value you want to select and click the mouse.

The pop-up menu disappears and the new value appears on the SHAPE menu as the current value.

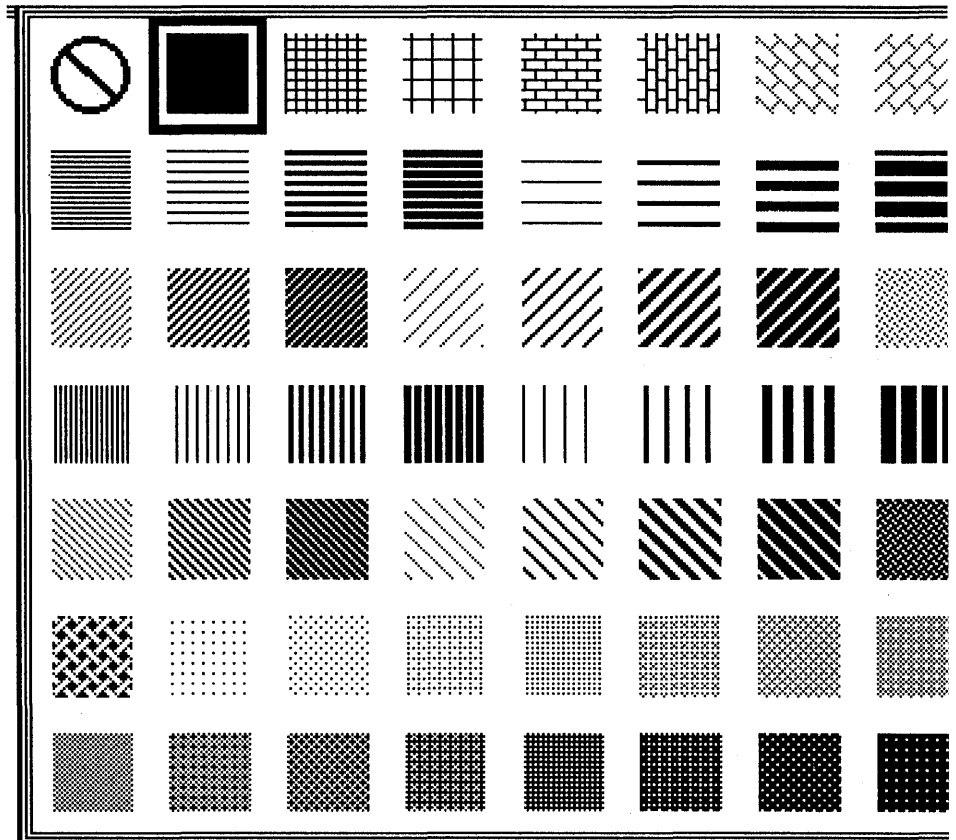
The rest of this section describes shape attributes.

## Using Attributes

### 4.1.1 Fill Pattern

You can use Fill Pattern to fill in a shape. SIGHT provides 56 Fill Pattern values for you to choose from. The Fill Pattern values are the same as those for Outline Pattern. Figure 4-1 shows the Fill Pattern values:

Figure 4-1 Examples of Fill Pattern Values



### 4.1.2 Fill Color

You can use Fill Color to fill in a shape. If you have a 4- or 8-plane workstation, you can select from sixteen colors on the Fill Color menu. The first and last menu items are White and Black respectively. (The color items are the same as those available on the Outline Color menu.) If you have a bitonal workstation, you can select only Black and White.

---

### 4.1.3 Pen

You can use Pen to change the width of the line used in drawing a shape. You can select an item from the Pen menu when you want to use any of the shape tools on the TOOLS menu. You cannot use Pen if you select the Text tool (*T*) from the TOOLS menu. Figure 4-2 shows examples of line widths:

**Figure 4-2 Examples of Line Widths**



---

### 4.1.4 Outline Pattern

You can use Outline Pattern to fill in the outline of a shape. SIGHT provides 56 Outline Pattern values for you to choose from. The Outline Pattern values are the same as those available for Fill Pattern. For examples of Outline Pattern values, refer back to Figure 4-1.

---

### 4.1.5 Outline Color

You can use Outline Color to color the outline of a shape. If you have a 4- or 8-plane workstation, you can select from sixteen colors on the Outline Color menu. The first and last menu items are White and Black respectively. (The color items are the same as those available on the Fill Color menu.) If you have a bitonal workstation, you can select only Black and White.

---

### 4.1.6 Transparency

You can use Transparency when overlapping shapes. If you select Transparency, the fill patterns and outline patterns of the overlapped shapes are visible through the fill pattern and outline pattern of the top shape. If you select Nontransparency, the fill pattern and outline pattern of the shape on top blocks out those of the shapes it overlaps.

---

## 4.2 Text

SIGHT sets text attributes to their default values when you enter SIGHT. You can identify default and current values by looking at the TEXT menu, which contains the names of the text attributes you can select. Beside the Text Color item is a box containing the default value of the attribute. SIGHT displays the message *Font style* on the bottom right of the TEXT menu. The message is displayed in the current font, point size, and

## Using Attributes

rendition. Before you begin entering or changing text, make sure the font, point size, and rendition values are the ones you want.

If you want different values, you can change them by using the Font, Point Size, and Rendition menus. When you change a font, point size, or rendition value, the message *Font style* changes to reflect the new selection.

The TEXT menu does not appear on the screen when you first enter SIGHT. Instead SIGHT displays the SHAPE menu. To access the TEXT menu, select the Text tool (*T*) from the TOOLS menu. The TEXT menu then replaces the SHAPE menu above the drawing area.

The TEXT menu lets you change the following text attributes:

- Font
- Point Size
- Rendition
- Text Color
- Format

To select a Text attribute, do the following:

- 1 Select the Text tool (*T*) from the TOOLS menu.

SIGHT displays the TEXT menu above the drawing area, replacing the SHAPE menu.

- 2 Move the pointer to an item in the menu.

SIGHT highlights the menu item.

- 3 Click the mouse.

SIGHT displays a pop-up menu that contains values for the text attribute.

- 4 Move the pointer to the value you want to select and click the mouse.

The pop-up menu disappears and the new value appears on the TEXT menu as the default value.

The rest of this section describes text attributes.

---

### 4.2.1 Font

The Font attribute lets you specify a font for the text. SIGHT provides the following fonts:

- Courier
- Times
- Helvetica

Figure 4-3 shows examples of the three fonts you can use:

**Figure 4-3 Fonts Available with SIGHT**

---

**Current Font**

*Current Font*

Current Font

1 2 3 4 5 6 7 8 9 0

---

Although you can use more than one font on a line of text, you should use only one font on each line.

Not all point sizes are available with each font. SIGHT beeps to warn you if the font and the point size you select are incompatible.

---

## 4.2.2 Point Size

The Point Size attribute determines the size of the font. Point size is determined by measuring from the baseline of a line to the baseline of the line below it. One point equals 1/72 inch.

Figure 4-4 shows some of the point sizes available with SIGHT:

**Figure 4-4 Point Sizes Available with SIGHT**

---

12 point

14 point

18 point

24 point

---

**NOTE:** Do not use different point sizes on the same line of text.

---

## 4.2.3 Rendition

The Rendition attribute lets you control the appearance of text. SIGHT provides three values:

- Normal
- Bold

## Using Attributes

- Italic

Figure 4-5 shows an example of each Rendition value:

**Figure 4-5 Rendition Values Available with SIGHT**

---

Normal

**Bold**

*Italic*

---

---

### 4.2.4 Text Color

If you have a 4- or 8-plane workstation, the Text Color attribute lets you select the color of the text. You can use any color or combination of colors.

If you select a new color for the text while you are editing, the text color will not change until you leave the TEXT menu.

#### **Format**

The Format attribute lets you left justify or center all lines of text in the drawing. The default is Left Justify. You must select Center from the Format menu to change it.



# 5

---

## SIGHT Commands

The COMMANDS menu offers seven commands for editing drawings and two for leaving SIGHT. You can select the commands any time during a SIGHT session. The commands are:

- Zoom/Unzoom
- Set-up
- Grid ON/OFF
- Cross-Hairs ON/OFF
- Save Drawing
- Clear Drawing
- Include Drawing
- Quit
- Exit

The rest of this chapter describes how to use each command.

---

### 5.1

## Zoom/Unzoom

Zoom/Unzoom lets you view a detail of a drawing and then return to the full drawing area. Zooming in on a detail is useful when you want to work on a small part of the drawing.

To use Zoom/Unzoom, follow the steps below:

- 1 Select *Zoom/Unzoom* from the COMMANDS menu.  
A check mark appears next to "Zoom" on the COMMANDS menu.
- 2 Move the pointer to a point just outside the detail you want to zoom in on and click on that point.
- 3 Move the pointer to enclose the detail in a definition rectangle. Then click on the detail.

The area you selected appears in the *Zoomed-Drawing window*. You can use any of the items on the EDIT menu to edit the detail.

- 4 To display the full drawing again, select *Zoom/Unzoom* from the COMMANDS menu.

---

### 5.2 Set-up

When you select Set-up from the COMMANDS menu, a pop-up SET-UP menu appears above the drawing area. The menu displays three items:

- Grid Scale
- Drawing Size
- Mix Colors

---

#### 5.2.1 Grid Scale

Grid Scale lets you select the size of the grid displayed on the drawing area. You can select Centimeters or Inches. Centimeters places the grid intersection every half centimeter; Inches places the grid intersections every quarter inch. Centimeters is the default.

To change the grid scale, do the following steps:

- 1 Select *Set-up* from the COMMANDS menu.  
SIGHT displays the SET-UP menu.
- 2 Select *Grid Scale* from the SET-UP menu.  
SIGHT displays a pop-up menu containing the set-up items.
- 3 Select *Centimeters* or *Inches*.

The new selection remains in effect until you change it or leave the current SIGHT session.

---

#### 5.2.2 Drawing Shape

Drawing Shape lets you select the size you want the drawing to be when it is printed.

- Portrait—produces a vertical drawing that is 7-1/2x10 inches (19x25 centimeters)
- Landscape—produces a horizontal drawing that is 10x7-1/2 inches (25x19 centimeters)
- Square—produces a square drawing that is 10x10 inches (25x25 centimeters)

Square is the default.

To change the drawing shape, do the following steps:

- 1 Select *Set-up* from the COMMANDS menu.  
SIGHT displays the SET-UP menu.
- 2 Select *Drawing Shape*  
SIGHT displays a pop-up menu with the Drawing Shape items.
- 3 Select *Portrait*, *Landscape*, or *Square*.

The new selection remains in effect until you change it or leave the current SIGHT session.

---

### 5.2.3 Mix Colors

Mix Colors lets you change any of the colors that appear on the color menus.

**NOTE:** Mix Colors is valid only for color systems. If you try to mix colors on a bitonal (black and white) system, SIGHT beeps.

To mix a color, do the following steps:

- 1 Select *Set-up* from the COMMANDS menu.

SIGHT displays the SET-UP menu.

- 2 Select *Mix Colors* from the SET-UP menu.

SIGHT displays a color menu. The menu is called a *color map*. The colors on the color map are used as color values for shape and text attributes.

- 3 Select a color from the color map.

SIGHT displays another menu. The color you selected appears in two boxes at the top of the menu. Three sliders, or white bars, are on the menu. Each slider represents one of the three primary video colors: red, green, and blue. The sliders are calibrated from 0 to 100. The number to the left of each slider indicates what percent of that primary color is contained in the color you selected. For example, if you selected Red from the color menu, the red slider is on 100 and the green and blue sliders are on 0.

- 4 Move the pointer to a slider and click on the slider.

- 5 Move the slider by dragging the pointer.

The color in the right-hand box changes to reflect the new color you are mixing. The color in the left-hand box remains unchanged because it represents the original color you selected.

For example, you select Red and want to change it to orange. Move the pointer to the green slider and click on the slider. Then move the slider halfway between 0 and 100. As you move the slider, the color in the right-hand box changes from red to orange.

- 6 When you are satisfied with the new color, click on the slider.

- 7 To replace the old color with the new one, move the pointer to KEEP and click on KEEP.

SIGHT adds the new color to the color map. That color then becomes available as a color value for shape and text attributes.

- 8 If you decide not to save the new color, move the pointer to CANCEL and click on CANCEL.

The color map remains unchanged.

---

### 5.3 Grid ON/OFF

Grid OFF/ON lets you line up shapes on grid lines. It forces the following shapes to fall on the intersection of the grid lines:

- Lines
- Corners of rectangles
- Vertices of polygons
- End points of arcs
- Center points of circles
- Starting point of text

Grid ON/OFF does not affect the positioning of the following shapes:

- The radii of circles
- The diameters of rings
- The radii of arcs
- Freehand lines

To turn on the grid, select *Grid ON/OFF* from the COMMANDS menu. SIGHT displays the grid on the drawing area. The grid remains on until you turn it off or leave SIGHT.

To turn off the grid, select *Grid ON/OFF* from the COMMANDS menu. The grid disappears from the drawing area.

---

### 5.4 Cross-Hairs ON/OFF

Cross-hairs are two lines that appear on the drawing area to help you position shapes. You can use Cross-Hairs ON/OFF to:

- Position the selection box when you select objects to edit
- Position the selection box when you use Zoom/Unzoom
- Line up objects vertically or horizontally as you draw them

To turn on the cross-hairs, select *Cross-Hairs ON/OFF* from the COMMANDS menu. Whenever you move the pointer in the drawing area, the cross-hairs appear. The cross-hairs remain on until you turn them off or leave SIGHT.

To turn off the cross-hairs, select *Cross-Hairs ON/OFF* from the COMMANDS menu.

---

## 5.5 Save Drawing

Save Drawing lets you save a file without leaving a SIGHT session. To save a drawing, select *Save Drawing* from the COMMANDS menu. SIGHT does one of two things:

- Prompts for the name of the file you want to save  
Respond to the prompt by entering the file name. If you do not specify a file type, SIGHT adds the UIS file type to the file name you entered.
- Automatically saves the file to a default file name if you did one of the following:
  - Specified a file name at the DCL command level when you invoked SIGHT
  - Saved a drawing and specified a file name during a previous SIGHT session

After saving the file, SIGHT resumes the current session.

If you save drawings more than once during a SIGHT session, you can use the up and down arrow keys to recall previously entered file names. Using the two arrow keys, which saves time, is similar to the DCL feature to recall command lines.

---

## 5.6 Clear Drawing

Clear Drawing deletes all objects on the drawing area. To clear a drawing, select *Clear Drawing* from the COMMANDS menu. SIGHT prompts, *Really clear drawing?* Select YES or NO. If you select YES, SIGHT clears the drawing.

---

## 5.7 Include Drawing

Include Drawing lets you copy a SIGHT file into the drawing you are creating or editing. Include Drawing can save you time by letting you copy frequently used symbols or figures into a drawing so you do not have to redraw them.

To copy a SIGHT file into a drawing, select *Include Drawing* from the COMMANDS menu. SIGHT prompts for the name of the file to copy. Enter the file name. If you do not add a file type, SIGHT adds the UIS file type to the file name you entered. SIGHT then copies the file into the drawing.

If you copy drawings more than once during a SIGHT session, you can use the up and down arrow keys to recall previously entered file names. Using the two arrow keys, which saves time, is similar to the DCL feature to recall command lines.

---

### 5.8 Quit

Quit lets you leave a SIGHT session without saving a file. To quit a SIGHT session, select *Quit* from the COMMANDS menu. SIGHT prompts, *Really quit?* Select YES or NO.

If you select YES , SIGHT ends the session without saving a file. If you select NO, SIGHT resumes the current session.

---

### 5.9 Exit

Exit lets you save a file and then leave the SIGHT session. To exit from SIGHT, select *Exit* from the COMMANDS menu. SIGHT does one of two things:

- Prompts for the name of the file you want to save  
Respond to the prompt by entering the file name. If you do not specify a file type, SIGHT adds the UIS file type to the file name you entered.
- Automatically saves the file to a default file name if you did one of the following:
  - Specified a file name at the DCL command level when you invoked SIGHT
  - Saved a drawing and specified a file name during a previous SIGHT session

After saving the file, SIGHT leaves the current session and returns you to the DCL prompt.

---

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## GLOSSARY

**application:** A computer program that meets a user's need. For example, an application program can do inventory or monitor a manufacturing process.

**default:** An assumed value supplied by SIGHT until you indicate another value.

**file type:** The part of a file specification that describes the nature or class of a file. The file type follows a period after the file name and consists of one to three characters. The default file type for a SIGHT file is UIS.

**mouse:** The round three-button device that is packaged with your workstation.

**selection rectangle:** A box that identifies an object you selected to edit.

**tablet:** A flat square device that along with the puck lets the user interact with the software.

**puck:** The square four-button device that is included with the optional tablet subsystem.

**select:** The action of enabling an item or object by clicking on that item or object.

**stylus:** The pen-shaped device that is included with the optional tablet subsystem.



# A

---

## A Sample Drawing Session

You can combine both shapes and text in a SIGHT drawing. One example of a drawing you can create is an organizational chart. To draw an organizational chart, do the following steps:

- 1 Select *Set-up* from the COMMANDS menu.

SIGHT displays the SET-UP menu above the drawing area.

- 2 Select *Drawing Shape* from the SET-UP menu. Then select *Landscape* from the pop-up menu that appears.

**NOTE::** The landscape drawing measures 10 inches by 7-1/2 inches (25 centimeters by 19 centimeters).

- 3 Select *Grid* from the COMMANDS menu.

SIGHT displays a grid on the drawing area. The grid helps align the shapes you draw.

- 4 Select the Rectangle tool from the TOOLS menu. (If you want to change the width of the lines that form the rectangle, select *Pen* from the SHAPE menu.)
- 5 Position the pointer where you want to begin drawing.
- 6 Draw the rectangles, horizontal lines, and vertical lines to create the outline of your organizational chart.

Many shapes in the organizational chart—such as boxes and lines—are the same. Instead of drawing each identical shape separately, you can copy a shape you already created. To copy a shape, do the following:

- a. Select the Single Object selection tool from the TOOLS menu.
- b. Move the pointer to the object you want to select and click on it. A selection rectangle appears around the object.
- c. Select *Copy* from the EDIT menu.
- d. Move the pointer to the object in the selection rectangle and click on the object. SIGHT surrounds the object with a definition rectangle, which is a rectangle with solid lines.
- e. Move the definition rectangle to where you want to place the new shape and click on that point. SIGHT copies the shape to the new location.

- 7 Continue drawing until you finish the lines and empty boxes.

- 8 Add text to the organizational chart.

- 9 When you finish entering the text, select *No More Changes* from the EDIT menu.



# B

---

## Restrictions

When you use SIGHT, be aware of the following restrictions:

- 1 SIGHT does not support editing UIS files it did not create. If you try to edit non-SIGHT files, SIGHT might behave unexpectedly.
- 2 If you select the thinnest line width for outlining shapes, the outlines might appear irregular or even invisible. For example, if you outline a rectangle with the thinnest line width, the sides of the rectangle might appear to have different widths. (The outline prints correctly. If you zoom in on that detail of the drawing, you will see that the outlines are drawn correctly.) If the apparent unevenness of the outlines is a problem, you can use the Draft-Mode option (see Appendix C).
- 3 While you edit text, the effect of any of the following actions might not be immediately visible:
  - Rotating the text
  - Scaling the text in a negative direction
  - Using the Put in Front and Put Behind items
  - Varying the text color

When you finish the editing session, either by typing `CTRL/Z` or by selecting another tool, the text will be correctly drawn with all modifications.

- 4 The size and position of text will be incorrect if you do either of the following:
  - Use Stretch while changing text
  - Stretch the text until it is inverted horizontally or vertically
- 5 When stretching an object, you cannot move the selection rectangle in one direction and then reverse the object. If you do, SIGHT experiences an error condition from which it cannot recover.
- 6 If you click on a point in the drawing area while the SET-UP menu is displayed, SIGHT begins drawing the last shape you selected. However, SIGHT does not display the SHAPE menu automatically, so you cannot see the current settings for the shape attributes.
- 7 SIGHT does not support copying a SIGHT\$DRAFT\_MODE drawing in a non-SIGHT\$DRAFT\_MODE editing session, and vice versa. If you do try to copy a SIGHT\$DRAFT\_MODE drawing in a non-SIGHT\$DRAFT\_MODE editing session, SIGHT might give you incorrect results.
- 8 If you use SIGHT on a four-plane color or intensity workstation, unexpected color changes might occur as different menus are displayed and erased. To correct the colors in an individual window, click on the window boundary.

## Restrictions

- 9 Under certain circumstances, this version of SIGHT might experience an error condition from which it cannot recover. If this happens, SIGHT displays a message indicating it will save the drawing in a file called SIGHT\_DUMP.UIS. SIGHT then exits after it saves the drawing. Depending upon the severity of the error, you might be able to recover the drawing by doing the following:

- 1 Invoking SIGHT
- 2 Selecting Include Drawing from the COMMANDS menu
- 3 Entering the file name SIGHT\_DUMP.UIS

You might also be able to recover the drawing by invoking SIGHT with the name of the file you want to recover:

```
SIGHT [file_name]
```



# C

---

## SIGHT Draft Mode

Use Draft Mode to save time and disk space when you print with a pen plotter. (Use the nondraft mode if you want the drawing to remain consistent across output devices.)

To use Draft Mode, type the following command at the DCL prompt before running SIGHT:

```
$DEFINE SIGHT$DRAFT_MODE TRUE
```

To cancel Draft Mode, type the same command, but change the TRUE value to FALSE.

Draft Mode has the following restrictions:

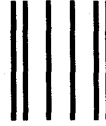
- It does not let you rotate ellipses.
- It makes wide lines appear jagged on the screen.



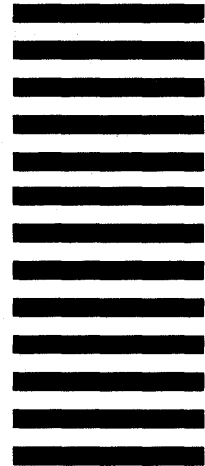


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