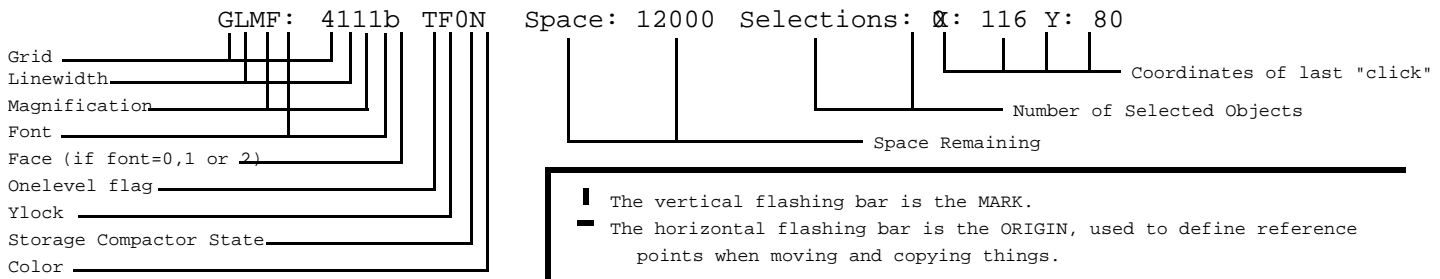


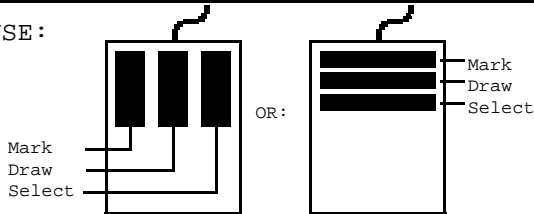
STATUS DISPLAY:

AT THE TOP, YOU ARE SHOWN THE STATUS OF SIL IN THE FOLLOWING FORMAT:



! The vertical flashing bar is the MARK.  
- The horizontal flashing bar is the ORIGIN, used to define reference points when moving and copying things.

THE MOUSE:



MOUSE BUTTONS PLUS SHIFT AND/OR CONTROL KEYS:

- Shift Mark: Move the origin (horizontal flashing bar) to here.
- Control Mark: Move selected object to here (same as mark, control-X).
- Control/Shift Mark: Same as Control Mark except attached lines are not pulled.
- Control Draw: Copy selected object here (same as mark, control-C).
- Control Select: Select this object, but don't deselect previous one.
- Shift Select: Select everything in the area between here and the last mark.
- Control/Shift Sel: Deselects the object pointed to.
- Shift Draw: Delete just the object pointed to.
- Control/Shift Draw: Undelete (same as control-U).

BASIC MOUSE BUTTONS:

- Mark: Remember this point, but take no action.
- Draw: Draw a line from here to the last mark.
- Select: Select the object pointed to (shown halftone).

When you select something, the origin goes at its upper left corner (upper left corner of the area if you use shift-select). You can also put the origin where you want it, using shift-mark.

COMMANDS (Control Characters):

- ^A: Display text from an 'Alternate text file' one line at a time (text appears in place of STATUS).
- ^B: Draw a box. The origin and the mark define the corners with shift down, draws a background).
- ^C: Copy. Everything selected is copied so that the origin is at the cursor.
- ^D: Delete all selected items.
- ^E: Magnify display. The last two marks define the corners of the area to be magnified.
- ^Fn: Change to new Font, Face, or Color.
- ^Gn: Set Grid to 2\*\*n
- ^Hc: Expand the (font 4) macro c at the mark.
- ^I: Input a file (name is requested). Edit with BS, ^Q, confirm with CR.
- ^Jn: Jam a new text Font, Face, or Color into selected item. (n=0-2, b/i, or color)
- ^K: Reinitialize SIL (requires confirmation if picture changed).
- ^Lc: Define the group of selected objects to be the (font 4) macro c.
- ^N: Complement the onelevel flag.
- ^O: Output to a file (name is requested).
- ^P: Write the current picture ("put it") on the file SIL.TEMP.
- ^Q: Quit (requires confirmation if picture changed).
- ^R: Delete all font 4 macro definitions (as well as any uses of them in the picture).
- ^S: Show. Copy the area around the origin into the cursor. Allows precise copying or moving.
- ^T: Turn "ticks" on and off.
- ^U: Undelete the last group of things deleted with control-D or 'Shift Draw' (up to 5 levels).
- ^Vn: View all items of a given text Font, Face, or Color, or macro definitions of fonts 4-9.
- ^Wn: Set the width of lines to n (0-9).
- ^X: Xlate (move) all selected objects so that the origin is at the mark.
- ^Y: If Ylock is false, make it true and set YINC to the distance (in y) between the origin and the mark. Subsequent CR's will move the mark down by this amount. Used for precise leading.
- ^Z: Hardcopy mode switch on/off. In 'Hardcopy' mode, text characters are spaced according to printing widths.
- BS: Edit the 1 selected string. You are restricted to BS, ^W, ^Q, and append to the END of the string (see Add Text).
- ^\_: Moves the STATUS DISPLAY to the screen location of the last mouse button action.

Add Text: (non-control characters)

If you start typing, text goes into the picture at the mark. You may edit with BS (backspace character), ^W (backspace word), and ^Q (backspace line). Terminate with ESC, CR, or by pushing any mouse button (DEL to abort).

COLOR

- The three commands to use are:
- ^J: to Jam a new color
  - ^F: to select a new color
  - ^V: to select all items of a color

The available default colors are:

D for DarkBrown	
R for Red	
O for Orange	
Y for Yellow	
L for Lime	
G for Green	
T for Turquoise	
C for Cyan	
A for Aqua	
V for Violet	
U for UltraViolet	
M for Magenta	
P for Pink	
S for Smoke	
N for Neutral	
W for White	

Fonts: Printing-font Alto-font (standard for logic design)

Font 0: Helvetical0B Helvetical0N

Font1: Helvetica7B Helvetica7B

Font2: Helvetica7BI Helvetica7B

Font3: Gates32 (for logic) or Template64 (for diagrams)

Font 4 is user-defined macros (saved with picture on file)

Font 5-9: Library macros for logic design

To print:

Sil/P file1 file2 . . . Makes Sil.press

Sil/H file1 file2 . . . Makes Sil.press and invokes Empress.run for p

Sil/H file1 . . Host/H 4/C sends sil.press to printer host to make

Sil/H Out.press/F file1 . . Makes Out.press from files etc.

Sil/Initialize sil. Must be used when fonts and library files are ch

Other commands are available for controlling color content of press f