RSIL USER'S GUIDE

By

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March, 1981

RSIL Uₛₑᵣ'ₛ Gᵤᵢᵈₑ

RSIL means Rotated Simple Illustrator and is used to create diagrams, organiz
charts, forms, or a variety of other illustrations with special fonts (
builds pictures composed of variable-width horizontal and vertical line
or rotated text. The RSil program requires an Extended Memory Alto (128
is a derivative of the Sil program, and for any unanswered questions you
the Sil manual.

RSil can be used to create illustrations in both portrait and landscape
Portrait is the default mode and will be used for most illustrations. L
generally used with rotated fonts (R270), which means that there must be
rotated printer fonts. To orient the cursor in this direction (landscap
typed in (see Summary).

At this point it should be explained that ^ means Look and is a command
(CTRL) on the left side of the keyboard. ^ must be pressed down at the
as the specified keyboard character.

Starting up the System

To run RSil, you should have these files on your disk:

             RSil.run
             MakePortraitRSil.cm
             MakeLandscapeRSil.cm
             RunPortraitRSil.cm
             RunLandscapeRSil.cm
             RSil PortraitUser.cm
             RSilLandscapeuser.cm
             Bravo 7.5 or higher (but not BravoX)

The .cm files are needed only if you want to switch between two user.cm
for RSil. Bravo (or any other text editor) should be included on the di
establish the user.cm font file and for any font changes.

Insert your disk into a disk drive with the switch in the Load position
Flip the switch to the Ready position; when a yellow light appears on t
press the   boot" button in on the back of the keyboard. Following this
Executive will appear.

Operations at the Executive Level

Operations in Executive are started by a flashing vertical bar following
bracket (>). RSil is a subsystem and is called up in Executive by typing

                            rsil(CR)

After several seconds, the RSil program will appear on the screen. A si
line of text and numbers will appear at the top of the display. It typi
this:

GLMF: 4111   TF0N   Hard   Space: 5289   Selection:0   X: 0 Y: 0

Briefly, these mean:

   G   is the current Grid. The cursor and all objects lie on points tha
         multiples of the grid spacing. The standard grid is 4.

         ^G1 will change the line of numbers, to 2211 back to 1411, ^G3 to
         8111, and so on up to ^G10. , 1

   L   is the current width for any Lines added to the picture.

         ^W2 will change the line of numbers^W3 2212,3 and so on up to
         ^W9.

   M   is the current Magnification (6, 9, etc.) as set by ^E, which is
         the Summary below.

   F   is the current Font, and they are numbered 0 through 6 (seven fon
         total see user.cm slice on page 6).

T, F, 0, and N concern macro expansions and are of no interest to the a
general illustration user.

Hard means the file is in hardcopy mode and will print out that way; Ha
toggled to Soft with a ^Z (see Summary). Space indicates the number of
space remaining in the storage pool for objects. Do not let Space go to

Selection indicates how many objects or lines are currently selected.

X and Y are the horizontal and vertical coordinates of the cursor at th
last click of the left mouse button.

These status line numbers will change as you start working in RSil.

Summary of RSil Keyboard Commands

A required number is designated by n and is needed to specify font, wid
spacing, number of copies, and so on. Those commands that require a num
letter) typed in will appear as a message on the status line. For insta
^W. The message on the status line will read ^W=. Type in the desired w
number (1 through 9) and the message will disappear. When this happens
RSil is ready and has the correct (desired) line width.

^B: Draws a box. The mark and the origin define the corners of the bo
        box is selected and previously selected objects are deselected.

^ShiftB: Draws a background that can be colored using the ^J command.

^C: Copies all selected items so that the position of the origin goes

^D: Deletes all selected items from the picture. Can be undeleted fiv
        with a ^U.

^E: Expands a rectangular area defined by the origin and mark.

^Fn: Sets the current font to n (0 through 6) or replaces a color.

^Gn: Sets the current grid to n (0 through 7).

^I: Means input from and a filename is now requested in order for the
        to be called onto the screen.

^Jn: Jams (places) a new text font into all selected text strings. ^J
        (b) and italic (i). Bold and italic can be   undone" with a ^Shif
        (red, cyan, green, etc.) can be put in with a ^Jr (red), ^Jc (cya
        forth. The available colors and their letter designations are con
        1-page file found on <altodocs>SilSummary.press.

^K: Kills (erases) entire picture. It requires confirmation (CR or DE
        picture has changed. If the picture already has a filename it can
        with ^I(CR); if not, ^K is permanent after confirming.

^O: Means output from and a filename is now requested in order for yo
        picture to be written or filed. Type the filename followed by a
        picture has already been filed using ^I, the filename will be ret
        can be confirmed with just a CR.

^P: Makes a   snapshot" of the file you are currently working on; doi
        occasionally will save your work if RSil crashes. The file can th
        recalled from Executive by typing

rsil rsil.temp(CR)

^Q: This quits RSil. It requires confirmation (a CR) if the picture h
        changed and not filed since it was last written out.

^S: Copies the area of the picture around the origin into the cursor.

^T: Toggles on (or off) an array of single point   ticks" that can be
        positioning aid. The array of ticks is for guidance only, and wil
        in the hardcopy.

^U: Undeletes and selects the set of objects last deleted with ^D or
        ^U can undelete five levels.

^V: View all items that are of a certain font or color. For instance,
        illustration, a ^Vr will select or highlight all those items that
        colored red.

^Wn: Sets the line width (1 through 9).

^X: Moves selected objects so that the origin is at the mark, then th
        of the origin and mark are interchanged.

^Z: Toggles from hardcopy to softcopy mode. Hardcopy allows you to ge
        realistic on-screen picture of how the page will look when printe

^_: Moves the status line to the location of the mark.

^Shift_n: Toggles the cursor from portrait to landscape mode or from la
        portrait. The status line will read Screen Mode (0,1)=. 0 = portr
        and 1 = landscape mode.

TAB   Occasionally, moving or copying text will leave bits and pieces,
           residue", on the display. Pressing the TAB key will refresh RSi
        eliminate the residue.

Fonts and Text Input

Font 1 is the default font; the status line appears in Font 0, so don't
too large (an 18-point font) or too small to see clearly (an 8-point fo
character is typed that is not a ^ character or a space, ADD TEXT mode is
and will say so on the status line. Character strings in the current fo
the picture at the mark (first mouse button). Strings are terminated by
or the DO key or by clicking any mouse button. Each text string is a sep
and individual letters or words within a completed string cannot be edi
changed; however, there are several commands available to edit the text
being keyed in:

```
BS key     backspace one character
^A         backspace one character
^W         backspace one word
^Q         backspace the entire string but don't leave the ADD TEXT mode
DEL        clears anything typed and returns to normal mode without
           modifying the picture
```

For those options available to edit completed text strings, see ^J.

Dual User.cm's

With RSil, you can create two separate user.cm's: one unique to the por
and one unique to the landscape mode. Both user.cm's can be identical i
but many users find that they prefer mostly rotated fonts in landscape
unrotated fonts in portrait mode. The various fonts available can be mi
fashion desired (some rotated, some not), but it is best to make the sta
(font 0) unrotated for portrait mode and rotated for landscape mode. Th
when you call up RSil from Executive you can tell instantly which mode
The larger special templates (Template64, Gates32, etc.) should be put
or 6.

Setting the Portrait Mode User.cm

To set up your user.cm's for the first time (and every time you make a
user.cm), in Executive type

                    bravo/n user.cm(CR)

When the file user.cm appears on the display, scroll to the listing [RS
confusion, set up your user.cm in the portrait mode first. A typical us
might look like this:

```
            [RSIL]
            0:HELVETICA10
            1:HELVETICA8
            2:HELVETICA12
            3:GATES32
            4:HELVETICA18
            5:HELVETICA10R270
            6:TIMESROMAN10R270
```

Put the user.cm file, press the DO key, and when the file has been file
Executive with a q(CR). In Executive, type

                    @MakePortraitRSil.cm(CR)

This is a command file that will first initialize RSil (RSil/i; RSil mu
  initialized" after changes to the user.cm). After this process is fin
come up in the RSil program. Quit (^Q) from RSil, and when you return t
Executive the command file will continue running and will copy the foll

               RSilPortraitUser.cm _ user.cm
               RSilPortraitFonts.cm _ rsil.fonts
               RSilPortraitFPS.cm _ rsil.fps

Then the command file finishes with RSil.run, and you are returned once
the RSil program with your portrait mode fonts ready to use.

Setting the Landscape Mode User.cm

You can now return to your user.cm and change it to reflect those fonts
want for landscape mode. Do this, return to Executive, and type

               @MakeLandscapeRSil.cm(CR)

The command file will run through exactly the same procedures that it d
creating the portrait mode fonts, and when it is finished you will have
user.cm's to work with Portrait and Landscape.

Switching from One Mode to Another

After setting up two user.cm's, when you are in portrait mode and want
your landscape user.cm, quit from RSil and in Executive type

               @RunLandscapeRSil.cm(CR)

When the command file has run through its routine, RSil is set up with
landscape user.cm. Similarly, to change from landscape to portrait, fro
type

               @RunPortraitRSil.cm(CR)

You can also switch from landscape to portrait, portrait to landscape,
RSil without switching user.cm's if you wish. In that case, typing the
re-orient the cursor is all that is needed.

Remember, when you change a font or fonts in your user.cm's, any file c
previously with an earlier user.cm font set will need that user.cm stor
order to be usable later on. For this reason, it might be a good idea t
user.cm fonts as little as possible.

RSil Hardcopy

To get one or more hardcopies of your RSil file, there are two methods
used:

In RSil

1 While still in RSil, type in a ^O. After the filename is typed or wh
   type a /h(CR). RSil will automatically exit to Executive, call up En
   subsystem used to manipulate press files), and make the hardcopy. Fo
   than one copy, type ^O/h/n(CR) or ^O/h n/c(CR) where n is the number
   copies desired.

In Executive

1 With this method, store your file, exit RSil with a ^Q(CR), and in E
   type

      rsil/h filename.rsil(CR)

1 For two or more copies, type

      rsil/h n/c filename.rsil(CR)

1 To copy two or more RSil files, type

      rsil/h filename1.rsil filename2.sil(CR)

   adding n/c to any file to get more than one copy.

1 To enter an RSil file from Executive, type

      rsil filename.rsil(CR)

1 If you are already in RSil, type

      ^I filename.rsil(CR)

Summary of RSIL Mouse-Keyboard Commands

Cursor:An arrow that moves with the mouse

Mark: A horizontal bar

Origin:A vertical bar that acts as a reference point

Most of these commands are accomplished with the dual combination of a
button and the Look and/or Shift keys on the keyboard.

MARK (Left Mouse Button)

Mark   Moves the mark to the current cursor position.

Look-Mark   Moves a selected object and pulls the attached lines.

Shift-Mark   Moves the origin to the current cursor position.

Look-Shift-Mark Same as Control-Mark except attached lines are not pulle
                  along with the object.

DRAW (Center Mouse Button)

Draw   Draws a horizontal or vertical line from the starting po
                  the point of the projected cursor.

Look-Draw   Repeats or copies all selected objects.

Shift-Draw   Will delete just the object pointed to.

Look-Shift-Draw Will undelete the object pointed to.

SELECT (Right Mouse Button)

Select   Selects the object or line pointed to with the cursor;
                is shown halftone and a previously selected object is
                deselected.

Look-Select   Allows many objects to be selected in sequence, as prev
                selected objects will not deselect.

Shift-Select   Selects all objects that lie within a rectangular area
                by the current cursor position and the mark.

Look-Shift-Select Deselects the object pointed to.

Occasionally, you will find it difficult to select a line if it is very
string, and the text string will select instead of the line. In this ca
select and move the text string away from the line; then the line can be
properly.