

SECTION FOUR: EDITS, ERRORS AND HELP

4.1 GETTING HELP FROM THE ON-LINE MANUAL

At the end of this Reference Manual, you'll find a Quick Reference Manual of just a few pages. These pages are also available to you within the DRAW program itself, so that if you're creating a document and need help, you can display the quick reference pages on your screen. To retrieve the Quick Reference Manual:

- a. Press LOOK ?

Any work in progress on the screen will be stored away temporarily; it'll come back unchanged when you're finished with the Manual.

Directions for bringing up successive pages of the Manual appear on its first page along with a table of contents. When you've finished with the Manual, press LOOK ? again. The Manual will be stored and your picture will return.

4.2 CORRECTING ERRORS IN THE CAPTION AREA

- a. To delete errors in the caption area, simply backspace (BS key). Each backspace deletes a single character.
- b. To delete the entire line, press RETURN. When you begin typing again, the deleted line will be replaced by the new line.

4.3 CORRECTING ERRORS IN THE MESSAGE AREA

If you make a typing error in the message area, simply backspace to the error and type in the correct letter(s). The backspace does not delete the letter from the screen however. Deleted characters will appear as the character preceded by a slash. For example, suppose you type:

Pricechart~~raw~~ (instead of ~~raw~~)

and you backspace four characters to the error. This is what it will look like:

Pricechart.eraw/w/a/r/e

The slashed characters tell you that you've backed up (deleted) to include the e. Then just retype the word as it should be. When you've finished, it'll look like this:

Pricechart.eraw/w/a/r/edraw

Press RETURN and everything's fine.

To eliminate a command message, such as Write PRESS file: Or Read picture from file: press:

CANCEL

RETURN

4.4 CORRECTING ERRORS IN THE PICTURE AREA

- a. To delete unwanted lines and captions:

Mark the large X in the menu area with the mouse. The cursor will take on the form of the symbol.

Position the X over the line you wish to delete in the picture area. Press a mouse button and the line will be deleted. (The keyboard command LOOK X will also bring up the delete symbol.)

- b. To undo deletions (to bring back the line), type:

LOOK U (for undo)

A second, third, or fourth LOOK U will continue to bring back previous deletions, one at a time.

- c. To delete a misplaced + (when locating points on a line or curve with the mouse), type:

LOOK A

A second, third, or fourth LOOK A will continue to delete previous mouse points, one at a time.

- d. To delete a line of text just placed in the picture area, :

Type LOOK A (deletes only the last line of text placed)

- e. To delete several lines at once:

SELECT the line(s) to be deleted using the empty box from the menu (see section, "Selecting Portions of Documents for Other Operations")

type LOOK D (for delete)

If you decide deleting those lines was a mistake, type:

LOOK U (for undo)

- f. To change the font of a line of text in the picture area:

Mark the font desired in the menu. The complement will change.

Mark the small paintbrush in the menu.

Apply the paintbrush to the line of text to be changed and press any mouse button.

4.5 REFRESHING THE SCREEN

After deleting an object, the screen may not show the illustration accurately. This happens whenever overlapping objects are deleted and part of the undeleted object is erased on the screen. To return the accurate representation of the illustration to the screen:

press TAB.

The picture area will vanish for a moment, then your refreshed picture will return line by line.

4.6 INTERPRETING MESSAGES

The following is an alphabetical listing of the messages you are most likely to see, an explanation of what they mean, and what to do about them.

- a. [Copy item-1] Sorry, not enough storage: the command has been aborted

Interpretation: No more memory available. You cannot add any more to this document. Things that use up memory quickly are: lots of heavy lines, curves, or text; heavy use the copy and transform commands; or lots of deletions and editing.

Action: Usually you can save your document with the LOOK W command. Try that first. A second measure you can take is to delete some of the lines from the drawing to give you a little room in the buffer. If you can't get any response, you must QUIT from DRAW (the document will be lost, unfortunately). When you re-enter DRAW to work on that document, you might want to set aside more memory by changing the default values of text or spline. See the section on "Changing Default Values." Very occasionally, the system won't respond to anything, so restart by pushing the restart button.

- b. [Compute Regular Spline] Sorry, not enough storage: the command has been aborted

Interpretation: Same as above, but the system is telling you that it's been logjammed by lines or curves (not text).

Action: Same as above.

- c Done!

Interpretation: This means that the command you gave has been obeyed (such as Read font file: or Write picture on file:)

Action: None

- d. Illegal Transform Parameters

Interpretation: This means that you have asked the program to stretch or slant a figure in a way that is not possible.

Action: Press DELETE to remove all mouse points. Start over, making sure that the second three mouse points are put down in the same order as the first three.

e. Load font 0, 1, 3 ?

Interpretation: The system thinks you want to replace a font with another from your disk. It's asking you which default font you want to eliminate in order to make room for the new one.

Action: Answer with the number of the font to be replaced (type 0, 1, or 3). To eliminate the message, press DELETE and RETURN.

f. No such file!

Interpretation: You have asked for a file that can't be found.

Action: Check to make sure you haven't made a typing error. Or QUIT and check your file names in EXECUTIVE to make sure you've got it right.

g. Overwrite ? [yes no]

Interpretation: You already have a file by this name. Do you want to eliminate the old one and replace it with this document?

Action: Answer with a y or an n.

h. Quit ? [yes no]

Interpretation: Do you really want to quit (and lose any unfilled work that may be on the screen)? This is a safety feature to keep you from accidentally quitting.

Action: Answer with a y or an n.

i. Text positioning mode: (Center, Bottom, Left, Top, Right?)

Interpretation: How do you want the cursor to pick up a line of text? From the center, left, or right? With top or bottom aligned with grid row?

Action: Type in a c, b, l, t, or r. To eliminate the message, press DELETE and RETURN.

j. Read font file:

Interpretation: What font should be loaded in place of the one just eliminated?

Action: Type in the exact name of the font to be loaded. Exact names can be found in the listing of files at the EXECUTIVE. To eliminate the message, press DELETE and RETURN.

k. Read picture from file:

Interpretation: What file do you want brought up on the screen?

Action: Type in the exact name of the file and press RETURN. After you've created and filed several documents, it's tough to remember the names. We suggest you keep a list of file names handy so you don't need to refer to the EXECUTIVE.

l. Sorry, no room for more than xx text strings.

To get more space for text, start DRAW with switch/T (e.g. Draw 200/T)

Interpretation: You're out of memory because you've used a lot of text. See a more detailed explanation in the first entry in this section.

Action: Usually you can save your document with the LOOK W command. Try that first. A second measure you can take is to delete some of the lines of text to give you a little room in memory storage. If you can't get any response, you must QUIT from DRAW (the document will be lost, unfortunately). When you re-enter DRAW to work on that document, you might want to set aside more memory by changing the default values for text. See the section on "Changing Default Values." Very occasionally, the system won't respond to anything, so restart.

m. Sorry, no picture to print!

Interpretation: You've asked the program to make a Press File from a blank screen. It's telling you it won't write an empty

Action: None.

n. To get larger work space for curves, start DRAW with switch/S (e.g. DRAW xxx)

Interpretation: You're approaching the memory's capacity to draw curves.

Action: File the document (LOOK W), QUIT, then restart draw according to the instructions in "Changing Default Values."

o. Warning: line or curve (caption) #(xx) lies outside the printed page, on the top (bottom, left, right). It should be deleted before printing. Type any character to continue.

Interpretation: In response to your command to create a Press File, the system is telling you that some of your document lies outside the boundaries of an 8 1/2 x 11 inch printed page. It

tells you whether the offending portion is a line or text and in which direction it lies.

Action: You may choose to heed or ignore the warning. The document will print even if you do not delete the outlying portions. If you want to go back and delete them, the image on the screen remains editable. Make the necessary changes and make a press file again.

p. Write picture on file:

Interpretation: In response to your request to write a working file, the system is asking what you want to name it.

Action: Type in a name appended by .draw. Press RETURN. To eliminate the message, type DELEte and RETURN.

q. Write PRESS file:

Interpretation: In response to your request to write a Press file, the system is asking what you want to name it. (See section 6.2, "Naming DRAW Files" for definitions.)

Action: Type in a name appended by .press. Press RETURN. To eliminate the message, type DELEte and RETURN.