

**XEROX LISP
DOCUMENTATION TOOLS**

A User's Guide to Sketch

XEROX

This document is intended for a wide range of audiences, from the beginner with no experience using Lisp or other graphics packages, to the experienced Lisp programmer who wishes to customize the Sketch program.

If you are an experienced Lisp programmer, you may wish to proceed directly to Chapter 7, Programmer's Interface to Sketch.

Because of the breadth of application, you should carefully select the chapters or sections you need. Their contents are described below.

Chapter 1, Introduction, describes the terminology and stylistic conventions used in the manual. It also explains how to access and use Sketch and Lisp menus.

Chapter 2, Getting Started, tells you how to load, start, and stop Sketch. It also provides a brief introduction to Sketch's command menu and how to use it.

Chapter 3, Using the Sketch Command Menu, explains how to use the Sketch command menu with all its associated submenus and pop-up menus. Each command begins on a separate page, to make information easier to access.

Chapter 4, Manipulating the Sketch, tells you how to move the Sketch or parts of Sketches.

Chapter 5, Using Sketch with TEdit, explains how to use sketches in documents. This chapter assumes you have read the *User's Guide to TEdit*, and the first four chapters of this manual.

Chapter 6, Using Bitmaps in Sketches, is for the more advanced Sketch user. It explains how to use, edit and manipulate bitmaps in sketches.

Chapter 7 contains the Programmer's Interface to Sketch, which is divided into the following sections:

Section 1 provides an introduction for the programmer.

Section 2 contains a description of the functions required to create Sketch elements.

Section 3 contains the functions used for manipulating Sketch elements.

Section 4 describes Sketch viewers and their properties.

Section 6 describes Sketch element properties.