

# RSIL USER'S GUIDE

By

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RSIL means Rotated Simple Illustrator and is used to create diagrams, organization charts, forms, or a variety of other illustrations with special fonts (RSIL builds pictures composed of variable-width horizontal and vertical lines and rotated text). The RSil program requires an Extended Memory Alto (128K). RSil is a derivative of the Sil program, and for any unanswered questions you should consult 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. Landscape is generally used with rotated fonts (R270), which means that there must be rotated printer fonts. To orient the cursor in this direction (landscape) type the character 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 time the specified keyboard character is typed.

### 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
RSil Landscapeuser.cm
Bravo 7.5 or higher (but not BravoX)
```

The .cm files are needed only if you want to switch between two user.cm files for RSil. Bravo (or any other text editor) should be included on the disk to 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 the keyboard, 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 a right 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 single line of text and numbers will appear at the top of the display. It typically looks like 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 that are multiples of the grid spacing. The standard grid is 4.

**^G1** will change the line of numbers to 8111, **^G2** back to 4111, **^G3** to 1111, and so on up to **^G0**, 1

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

**^W2** will change the line of numbers to 22123 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 fonts total see user.cm slice on page 6).

**T**, **F**, **O**, and **N** concern macro expansions and are of no interest to the average general illustration user.

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

**Selection** indicates how many objects or lines are currently selected.

**X** and **Y** are the horizontal and vertical coordinates of the cursor at the time of the 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, width, spacing, number of copies, and so on. Those commands that require a number (letter) typed in will appear as a message on the status line. For instance, ^W. The message on the status line will read ^W=. Type in the desired width 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 box. The 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 to the origin.
- ^D: Deletes all selected items from the picture. Can be undeleted five times 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 picture to be called onto the screen.
- ^Jn: Jams (places) a new text font into all selected text strings. ^J (bold), ^Jb (bold and italic), ^Ji (italic), ^Jc (cyan), ^Jr (red), ^Jg (green), ^Jm (magenta), ^Jb (black) and italic (i). Bold and italic can be "undone" with a ^ShiftJ. Colors (red, cyan, green, etc.) can be put in with a ^Jr (red), ^Jc (cyan), ^Jg (green), ^Jm (magenta), ^Jb (black) forth. The available colors and their letter designations are contained in a 1-page file found on <altodocs>SilSummary.press.
- ^K: Kills (erases) entire picture. It requires confirmation (CR or DEL) if the picture has changed. If the picture already has a filename it can be recalled with ^I(CR); if not, ^K is permanent after confirming.
- ^O: Means output from and a filename is now requested in order for the picture to be written or filed. Type the filename followed by a CR. If the picture has already been filed using ^I, the filename will be recalled. It can be confirmed with just a CR.
- ^P: Makes a "snapshot" of the file you are currently working on; do it occasionally will save your work if RSil crashes. The file can then be recalled from Executive by typing ^P.

rsil rsil.temp(CR)

- ^Q:** This quits RSil. It requires confirmation (a CR) if the picture has 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 used as a positioning aid. The array of ticks is for guidance only, and will not appear 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, to view an illustration, a ^Vr will select or highlight all those items that are colored red.
- ^Wn:** Sets the line width (1 through 9).
- ^X:** Moves selected objects so that the origin is at the mark, then the origin of the origin and mark are interchanged.
- ^Z:** Toggles from hardcopy to softcopy mode. Hardcopy allows you to get a realistic on-screen picture of how the page will look when printed.
- ^\_:** Moves the status line to the location of the mark.
- ^Shift\_n:** Toggles the cursor from portrait to landscape mode or from landscape to portrait. The status line will read Screen Mode (0,1)=. 0 = portrait mode 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 RSil and eliminate the residue.

## Fonts and Text Input

Font 1 is the default font; the status line appears in Font 0, so don't make it too large (an 18-point font) or too small to see clearly (an 8-point font). If a character is typed that is not a ^ character or a space, ADD TEXT mode is entered and will say so on the status line. Character strings in the current font can be added to the picture at the mark (first mouse button). Strings are terminated by the ^ character or the DO key or by clicking any mouse button. Each text string is a separate line and individual letters or words within a completed string cannot be edited; however, there are several commands available to edit the text that is 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 portrait mode and one unique to the landscape mode. Both user.cm's can be identical in content, but many users find that they prefer mostly rotated fonts in landscape mode and unrotated fonts in portrait mode. The various fonts available can be mixed in any fashion desired (some rotated, some not), but it is best to make the standard font (font 0) unrotated for portrait mode and rotated for landscape mode. This is done when you call up RSil from Executive you can tell instantly which mode you are in. The larger special templates (Template64, Gates32, etc.) should be put in font 6 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 change to your user.cm), in Executive type

```
bravo/n user.cm(CR)
```

When the file user.cm appears on the display, scroll to the listing [RSIL] and, to avoid confusion, set up your user.cm in the portrait mode first. A typical user.cm 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 filed, return to 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, v  
 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 when type a /h(CR). RSil will automatically exit to Executive, call up Executive subsystem used to manipulate press files), and make the hardcopy. For more than one copy, type ^O/h/n(CR) or ^O/h n/c(CR) where n is the number of copies desired.

### In Executive

- 1 With this method, store your file, exit RSil with a ^Q(CR), and in Executive 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.rsil(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 mouse 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 pulled along with the object.

### DRAW (Center Mouse Button)

Draw Draws a horizontal or vertical line from the starting point to 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 previously selected objects will not deselect.
- Shift-Select                Selects all objects that lie within a rectangular area marked 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 close to a text string, and the text string will select instead of the line. In this case, select the text string and move it away from the line; then the line can be selected properly.