

# Sketchlet Tutorial

## Screen Poking

[sketchlet.sf.net](http://sketchlet.sf.net)

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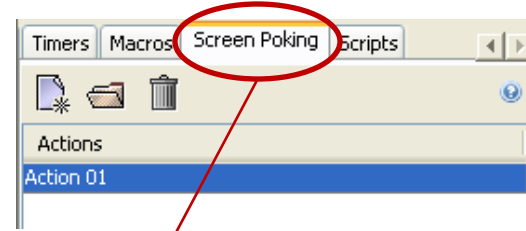


# Screen Poking Actions

- **Screen poking** is an action of generating synthetic mouse and keyboard events computationally
- You can define a sequence of mouse and keyboard events, and execute on any sketch and region event



# Defining Screen Poking Actions



Selecting available screen actions in relation to the captured screen

List of actions

Captured Screen

**Action 01**

Save Capture Screen Paste Image name: Action 01

Actions

Mouse and Keyboard Actions

Action	Parameters	Description
Click Left Mouse Button	180,83	Clicks mouse button (optionally move mouse cursor to given coordinates)
Pause Action	200	Pause for given time (in ms)

Remove Move Up Move Down Test

Screen Images

Move Mouse Cursor Here

Click Mouse Button Here

- Left Button
- Right Button
- Middle Button

Press Mouse Button Here

Release Mouse Button Here

Paste Text...

Press Key(s)...

Capture a part of the screen

Pause...

Update Variable...

- On active region mouse events
- On sketch events (entry or exit)
- On variable updates ("On Variable Update" actions)
- On keyboard events
- From other macros, as one of the commands
- Drag-and-Drop on any sketch or region event
- Directly specify in settings

Drop Event Anchors

Sketchify Tutorial - Macros and Times.ppt [Compatibility Mode] - Microsoft PowerPoint

Font Paragraph Drawing Editing

Screen Poking Acti



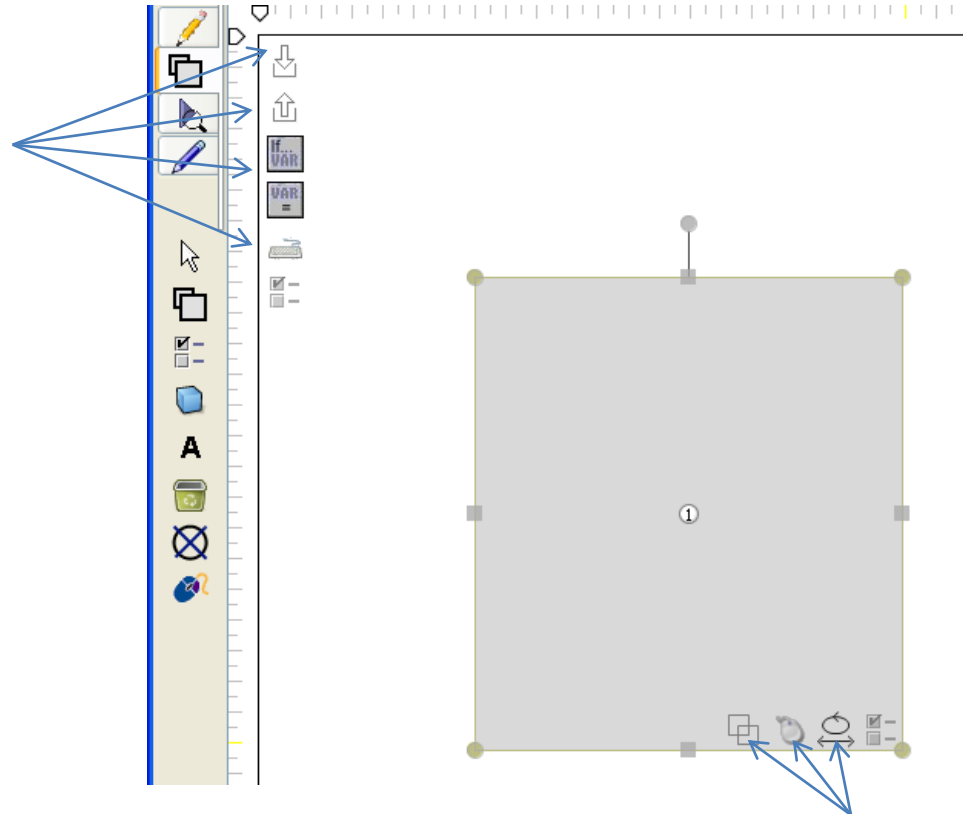
# Calling Screen Poking Actions

- Screen poking actions can be called:
  - On active region mouse events
  - On sketch events (entry or exit)
  - On variable updates ("On Variable Update" actions)
  - On keyboard events
  - From other macros, as one of the commands
- Drag-and-Drop on any sketch or region event
- Directly specify in settings



# Drop Event Anchors

Anchors for connecting sketch events (on entry, on exit, on variable update, on keyboard event) by drag-and-drop of variables, timers and macros. You can also double-click on these icons to open current settings for these events and properties.

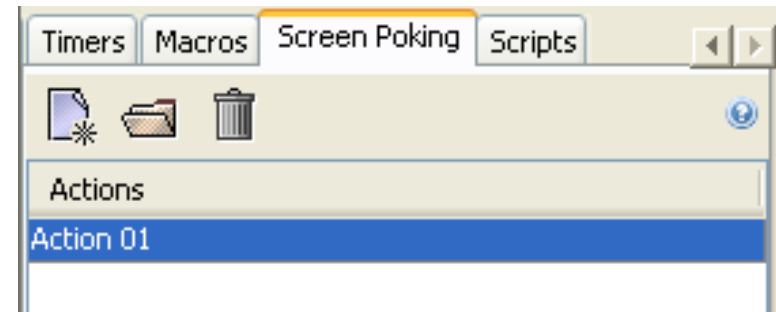
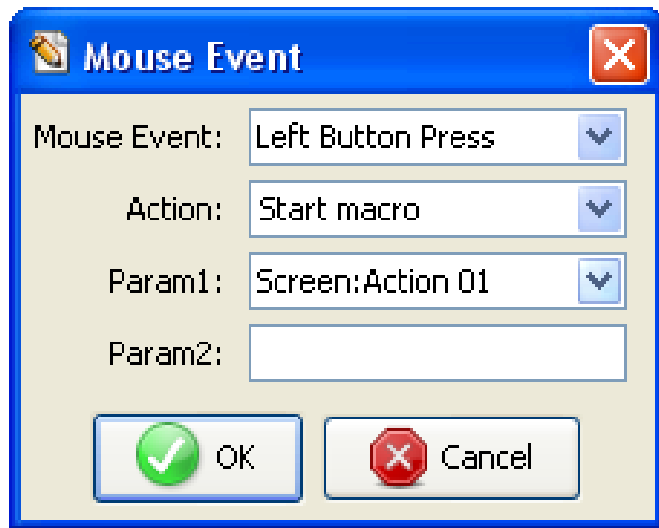


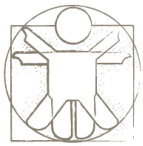
Anchors for connecting region events (region overlap, discrete mouse events, continues mouse events) by drag-and-drop of variables, timers and macros. You can also double-click on these icons to open current settings for these events and properties.



# Connecting Screen Poking Actions and Events

- Drag-and-drop on event anchor icons





# Directly Specify in Settings

The screenshot shows a settings panel with four tabs: "On Entry", "On Exit", "On Variable Updates", and "On Keyboard Events". The "On Entry" tab is selected. Below the tabs is a list of macro actions. The first action is "Start macro" and the second is "Macro 1". To the right of the list are icons for adding, removing, and reordering items. At the bottom, there is a "Repeat:" dropdown set to "1", and buttons for "Complete Blocks", "Reset", and "Test". A checkbox for "highlight execution" is also present.

The screenshot shows a table with columns for "Image", "Mouse Event", "Action", "Param1", and "Param2". The "Mouse Events" category is selected in the left sidebar. The first row is highlighted and shows "Left Button Press" for the Mouse Event, "Start macro" for the Action, and "Macro 1" for Param1.

Image	Mouse Event	Action	Param1	Param2
Properties	Left Button Press	Start macro	Macro 1	
Move & Rotate	Left Button Press	Variable update		
Mouse Events				
Overlap & Touch				
Embedded Sketch				