

Sketchlet Tutorial

Widgets

sketchlet.sf.net

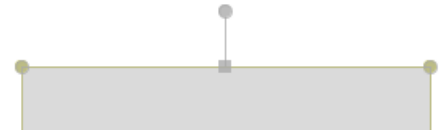
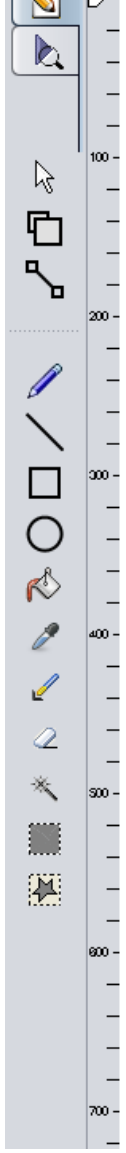
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Introduction

- Active regions can behave as GUI widget, such as button, checkbox, list or scrollbar
- Sketchlet also supports more advanced widgets, such as advanced visualization or games
- Developers can extend Sketchlet and add new widgets



- Appearance
- Widget**
 - GUI Controls
 - Button**
 - Check Box
 - Horizontal List
 - List
 - Numeric Keyboard
 - Progress Bar
 - Horizontal Radio List
 - Radio List
 - Scroll Bar
 - Table
 - Text Field
 - HTML, SVG
 - Graphs
 - Games
 - UML
- Region Image
- Copy Region
- Paste Image in Region
- Paste Text in Region
- Lock / Unlock
- 0° Reset
- Define Visible Area
- Define Trajectory
- Group
- Align
- Bring to Front
- Send Back
- Set as Background
- Remove Delete
- Properties



Button



The screenshot shows a software interface for creating a button widget. The main canvas displays a gray rectangular button with the word "Button" written in a handwritten font. Below the canvas is a toolbar with various icons. On the left side, there is a vertical toolbar with icons for selection, zoom, and other tools. The bottom part of the interface contains a panel with the following sections:

- Widget:** A dropdown menu showing "Button".
- Property Table:** A table with columns for Property, Value, and Description.
- Text/Items:** A panel for editing text and items.

Property	Value	Description
update variable	button	[out] A variable updated ...
value on pressed	pressed	A variable value on click
value on released	released	A variable value on click
caption	Button	A caption of the button



Text Field

The screenshot shows a software interface with a central canvas containing a gray rectangular text field. Inside the text field, the lowercase letters "abc" are written in a cursive font, followed by a vertical cursor line. Below the canvas is a toolbar with various icons and dropdown menus. At the bottom, there is a properties panel for the selected widget.

Widget: Text Field

Property	Value	Description
update variable	textfield	[in/out] A variable updated

Text/Items



Check Box

Tool: Name Shape Type

Widget: Check Box

Property	Value	Description
update variable	checkbox	[in/out] A variable updat...
value selected	true	A variable updated on cl...
value unselected	false	A variable updated on cl...
caption	Check Box	A caption of the check box

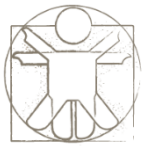
Text/Items



Scroll Bar

The screenshot displays a software development environment. At the top center, a scroll bar widget is shown with a left arrow, a central slider, the number '1', and a right arrow. Below the widget is a toolbar with 'Name', 'Shape', and 'Type' dropdown menus, and several icons. At the bottom, a configuration panel is visible with tabs for 'Graphics', 'Widget', 'Transformations', 'Region Events', and 'General'. The 'Widget' tab is active, showing a table of properties for the 'Scroll Bar' widget. To the right of the table is a 'Text/Items' panel.

Property	Value	Description
update variable	scrollbar	[in/out] A variable updated
min value	0	[in/out] Minimal value
max value	1	[in/out] Maximal value



Cascading UML Widget

1. Create a new region

2. Select the widget

3. Type or paste your code here

4. The image automatically appears in the region

Widget: UMLGraph / Class Diagram / Cascading UML

Property	Value	Description
dot parameters		Additional param...
resize region	true	Resize the region...

```
Car
  composed: Tyre[1 - 4], Engine[1 - 1], Body[1 - 1]
```

Pages

- Page 1
- Page 2
- Page 3
- Page 4

Global Objects

Variable Name	Value	Des
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Project Navigator Help

Advanced Profile (All Features) Active regions mode | x=704, y=334