Sketchlet Tutorial
Screen Poking
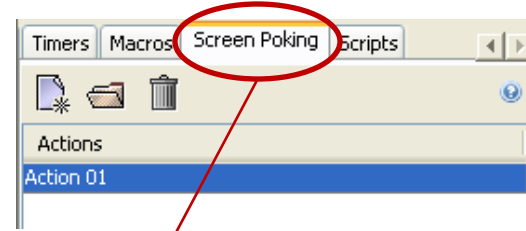
sketchlet.sf.net

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Screen Poking Actions

- **Screen poking** is an action of generating synthetics 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

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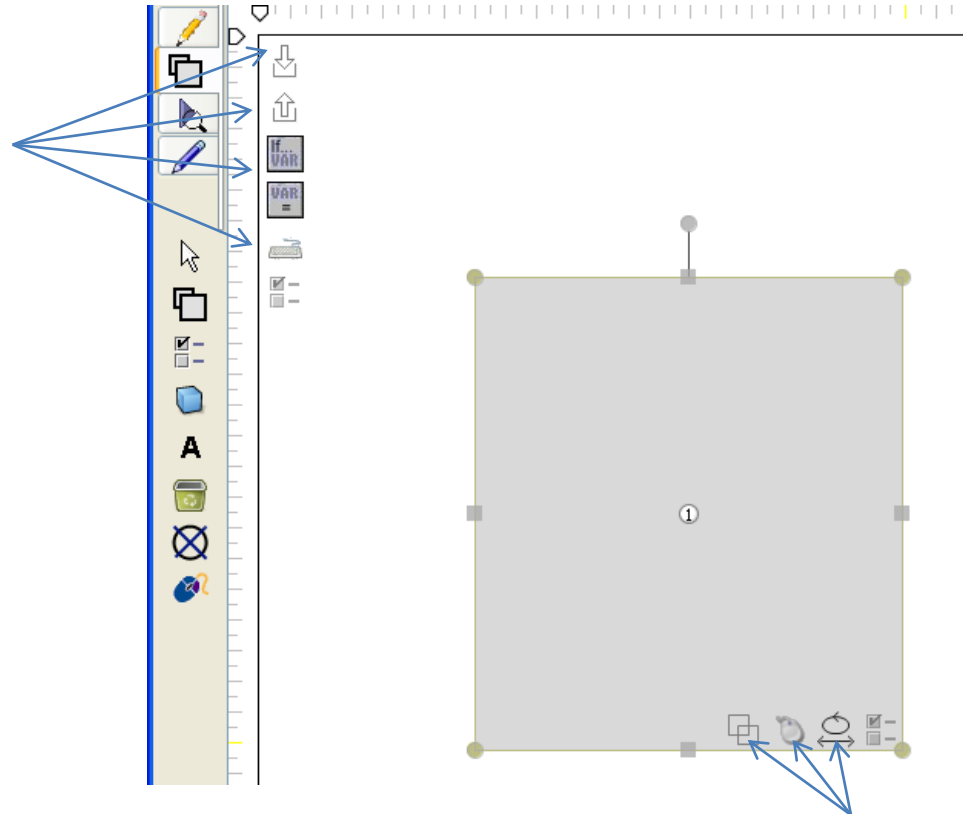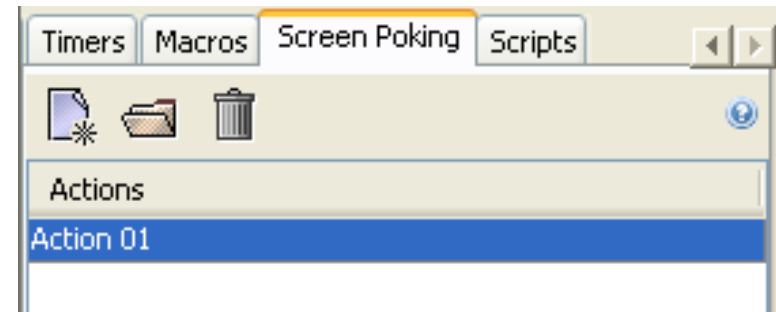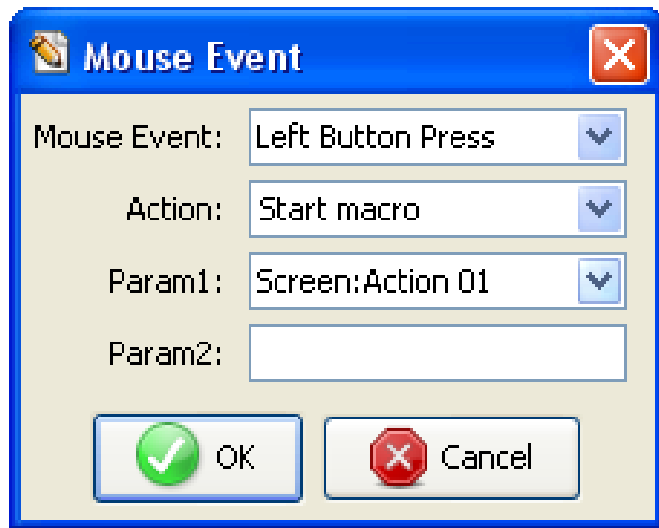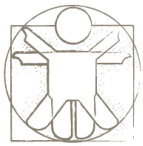
Anchors for connecting region events (region overlap, discrete mouse events, continues mouse events) by drag-and-drop of variables, timers and macros. You can also double-click on these icons to open current settings for these events and properties.

Connecting Screen Poking Actions and Events

- Drag-and-drop on event anchor icons

Directly Specify in Settings