



HP Visual User Environment
User's Guide



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Edition 2

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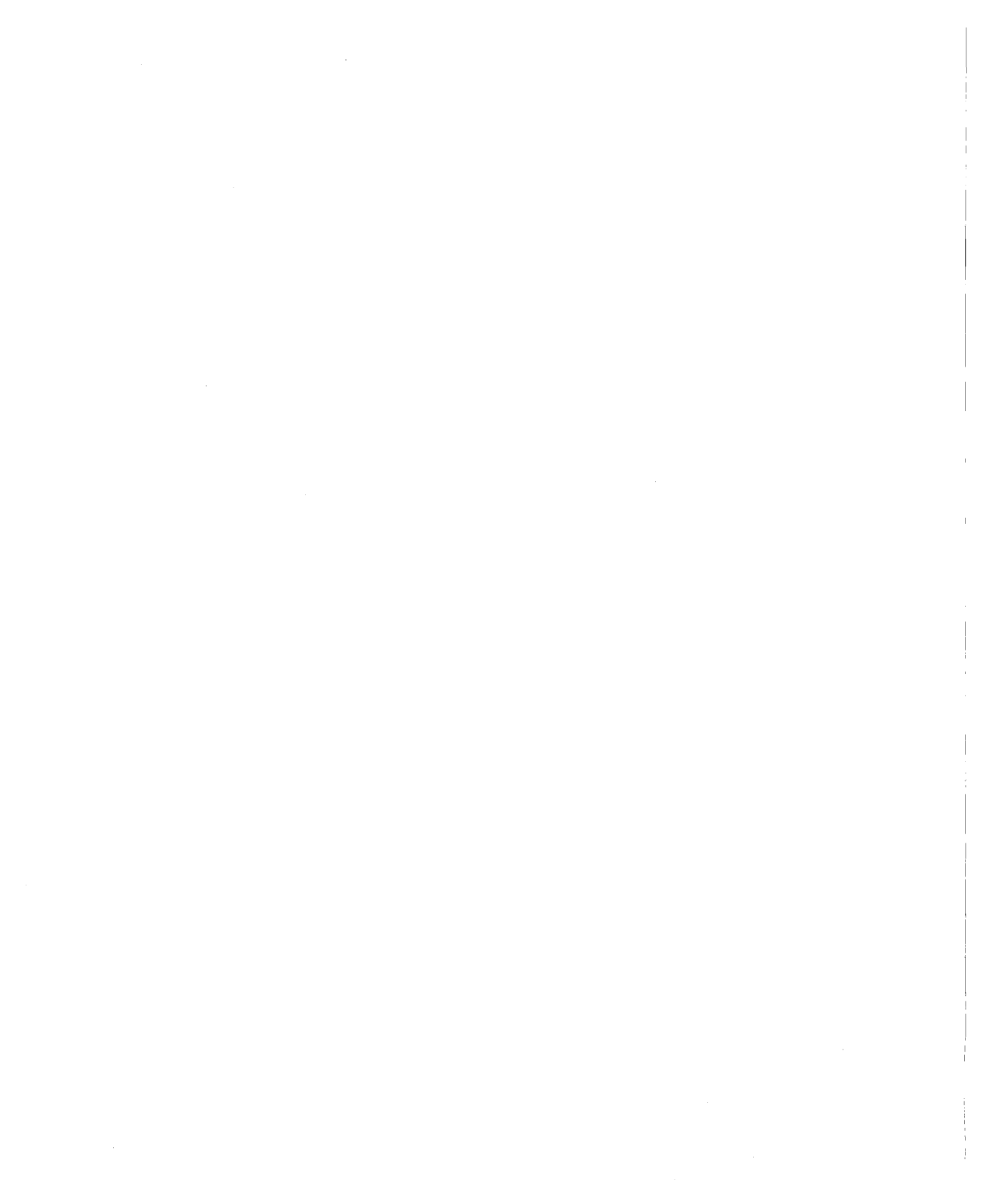
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Glossary

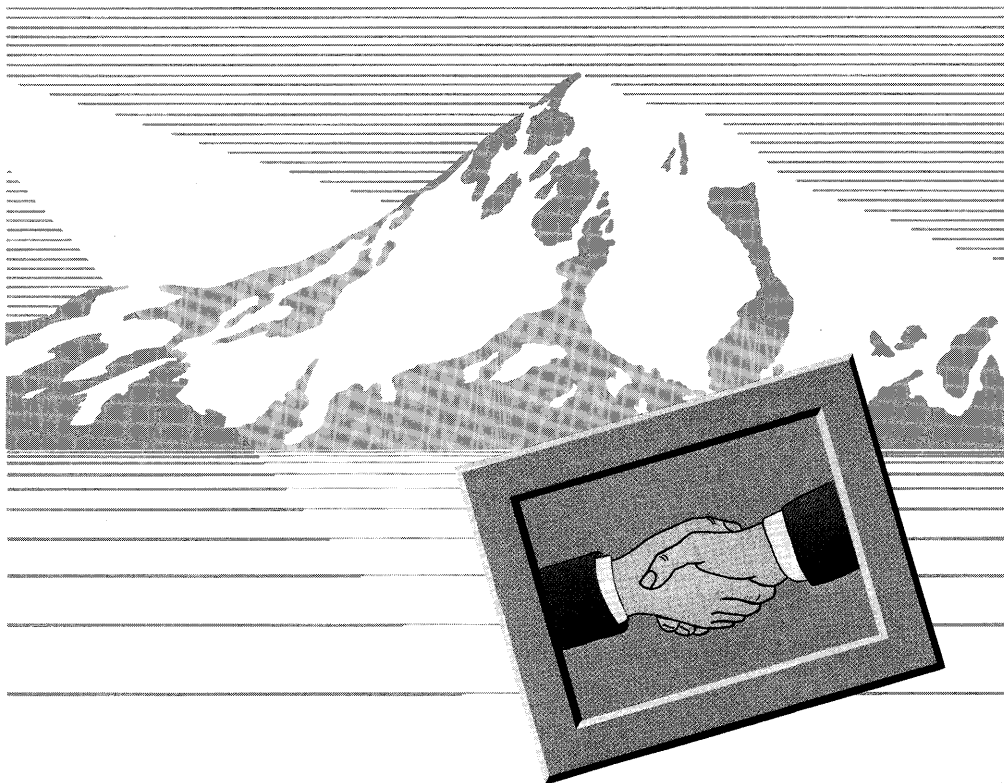
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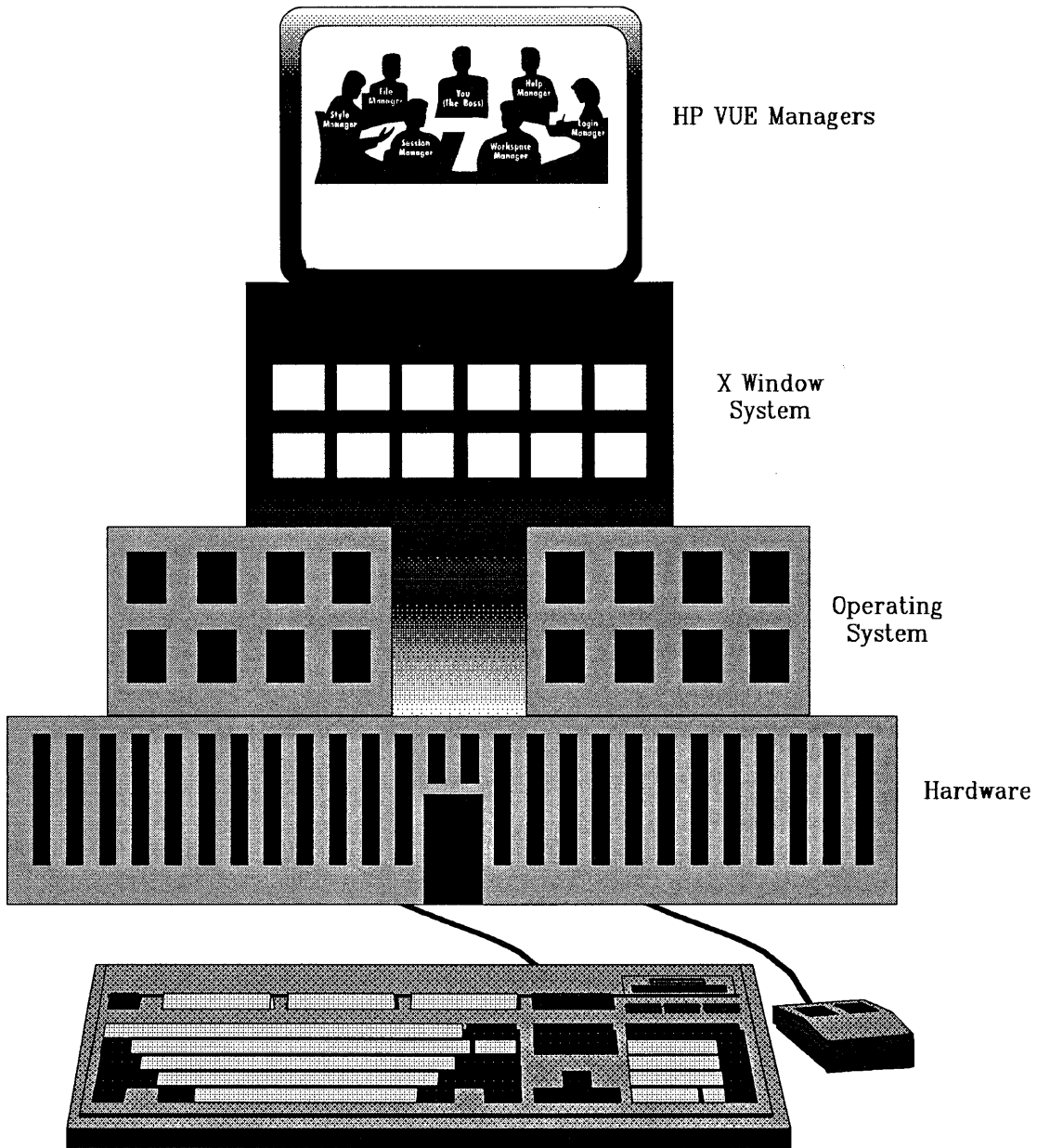


About HP VUE

Are You Ready?

- Is your workstation hardware properly set up and running, and is HP VUE installed on your workstation?
- Are you familiar with a text editor? The *vuepad* editor included in HP VUE is described in Appendix A.
- Are you administering a system or customizing your HP VUE environment? If so, then you will need the *HP Visual User Environment System Administration Manual* (HP part number B1171-90044).





An Overview of HP VUE

If you're not quite sure how the HP Visual User Environment (HP VUE) fits into your workstation "picture," read on; otherwise, skip the rest of this chapter. Chapter 2 provides you with a 20-minute tutorial; the chapters after that provide task-related information.

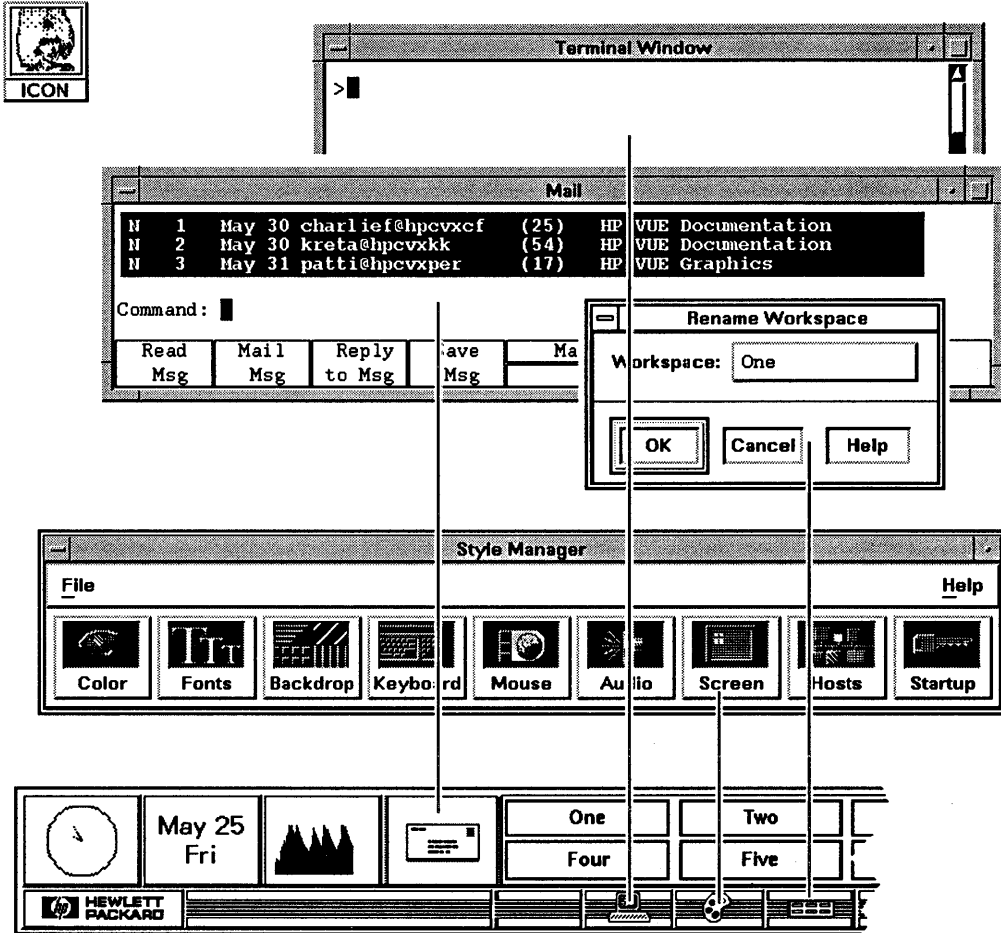
Your Workstation and HP VUE

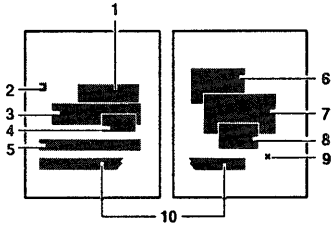
Think of your workstation as a large corporation. Like a large corporation, your workstation has different levels of organization, each with its assigned duties.

The **workstation hardware** does all the processing—the computing—in the **system processing unit** (SPU), stores data and programs on the **disk drive**, and provides you with **input devices** (the keyboard and mouse) and an **output device** (the display). Your workstation hardware takes orders from the **operating system**—the software commands that control how the hardware processes data.

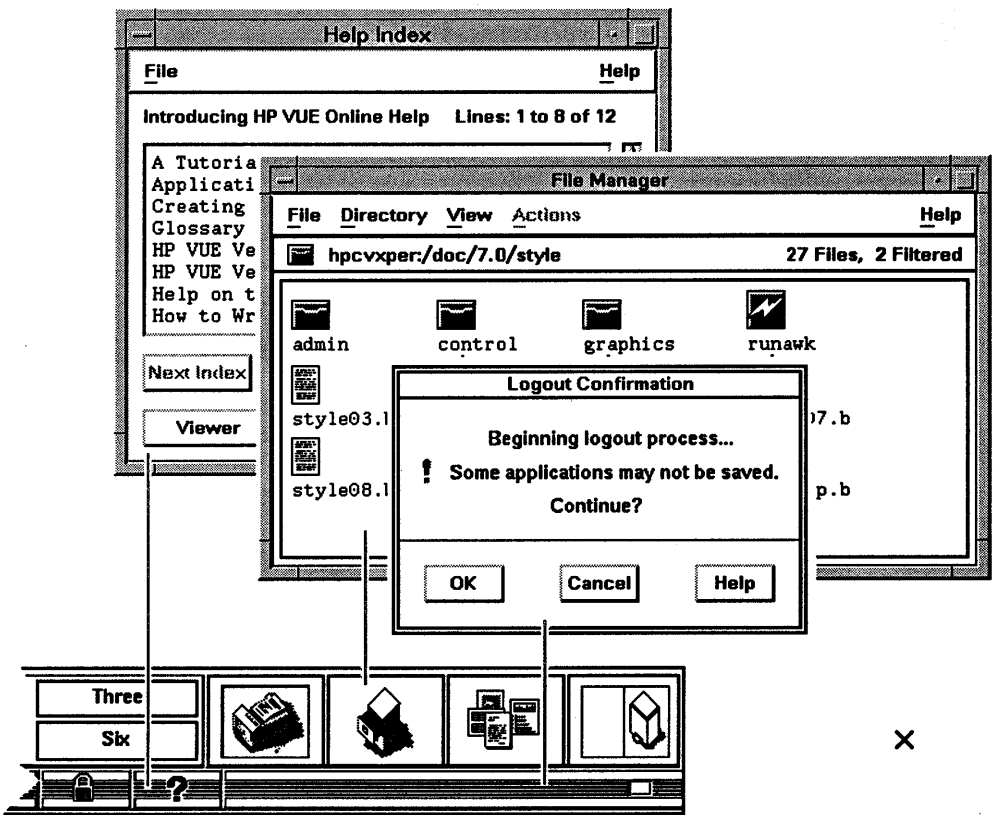
The operating system, in turn, takes orders from the X Window System (X), an industry standard set of software commands that provides both the "windows" on your display and the common language through which applications from different places can talk to each other. X, for its part, takes orders from HP VUE. HP VUE is the **user interface**. It draws a graphical layer over the complexities of the rest of the organization, enabling you to control your workstation by directly manipulating graphical "objects" instead of by typing commands at a command-line prompt.

A Look at HP VUE





- 1. Terminal Emulation Window (Chapter 4).
- 2. Window Icon (Chapter 4).
- 3. Electronic Mail (Chapter 4).
- 4. Rename Workspace Dialog Box (Chapter 4).
- 5. Style Manager (Chapter 7).
- 6. Help Manager Index (Chapter 5).
- 7. File Manager (Chapter 6).
- 8. Logout Confirmation Dialog Box (Chapter 3).
- 9. Pointer.
- 10. Workspace Manager (Chapter 4).



The Six HP VUE Managers

Your workstation is a large organization, and you're the boss. The components that make up HP VUE are your management team, each dedicated to controlling specific functions.

- Login Manager** The login manager heads your security force, allowing only authorized personnel to enter your workstation's file structure.
- Session Manager** The session manager is in charge of the crew of software programs that set up your work session. Coming in early and leaving late, the session manager is seldom seen, but always on the job, ensuring everything runs just the way you like.
- Workspace Manager** The workspace manager is your chief of staff, attending to the operation of the workspaces and the myriad of tasks that occur during every work session.
- File Manager** The file manager handles the physical organization of your file structure, performing file management tasks and making your life as boss easier.
- Style Manager** The style manager takes care of the routine workspace maintenance, perhaps repainting a workspace in a different color, or speeding up the mouse double-click time on Monday (or slowing the mouse down on Friday).
- Help Manager** The help manager controls the reference library and access to information about HP VUE and its components.

HP VUE and Applications

To operate at its full potential, an application needs to talk to the HP VUE managers. Depending on the application, it may be able to talk to all the HP VUE managers, or just a few.

For more information on HP VUE and applications, see "Running Applications" in chapter 4 and "Creating Your Own File Types and Action Definitions" in chapter 8. For the full story, see the *HP Visual User Environment System Administration Manual* (HP Part No. B1171-90044).

That's all the background you need to operate the HP Visual User Environment. Now, experiment, experience, and enjoy!

Using HP VUE Tutorials

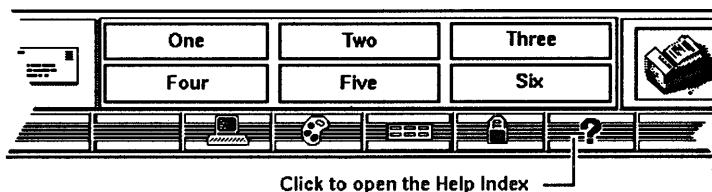
There are two types of tutorials for HP VUE:

- Chapter 2 contains printed tutorials.
- The HP VUE Help Manager contains on-line tutorials.

Both types of tutorials guide you through typical HP VUE activities. You can use either or both.

To start working through the on-line tutorials:

1. First, examine the first five printed tutorial modules in chapter 2. They introduce the mouse and keyboard, explain how to manipulate windows, and show you how to log in.
2. Click the help button in the workspace manager.



3. Click the [Viewer] button in the Help Index Window. If necessary, move the Help Viewer window out of the way of the Help Index window.
4. Click **A Tutorial for New Users** in the Help Index window.
5. Read the text in the Help Viewer window.
6. Continue through as many of the on-line tutorials as you'd like.

Where to Find Additional Information

To order any of the manuals listed here, call:

- HP Direct at 1-800-538-8787.
- Your HP Sales Representative.

and ask for the part numbers listed for the manuals.

The following books provide additional information about HP VUE.

To Learn More About ...	Read ...	Part Number
Preliminary configuration and updating to HP VUE 2.01 on HP-UX 7.* systems.	<i>HP Visual User Environment Installation Guide</i>	B1171-90006
Preliminary configuration for HP VUE on HP-UX 8.* systems.	<i>HP Visual User Environment Configuration Guide</i>	B1171-90041
Preliminary configuration for HP VUE on other operating systems.	<i>HP Visual User Environment Configuration Guide</i> for your operating system.	—
Administering and customizing the HP VUE environment.	<i>HP Visual User Environment System Administration Manual</i>	B1171-90044
Writing applications for HP VUE	<i>HP Visual User Environment Programmer's Guide</i>	B1171-90024
Running the X Window System without HP VUE; reference pages for the X Window System	<i>Using the X Window System</i>	B1171-90043

These books provide additional information about the OSF/Motif environment, the X Window System, widgets, and widget programming:

<i>OSF/Motif Style Guide</i>	B1171-90032
<i>OSF/Motif Programmer's Reference</i>	B1171-90033
<i>OSF/Motif Programmer's Guide</i>	B1171-90034
<i>The X Window System: OSF/Motif Edition</i>	ISBN 0-13-497074-8
<i>Mastering OSF/Motif Widgets</i>	5010-7168

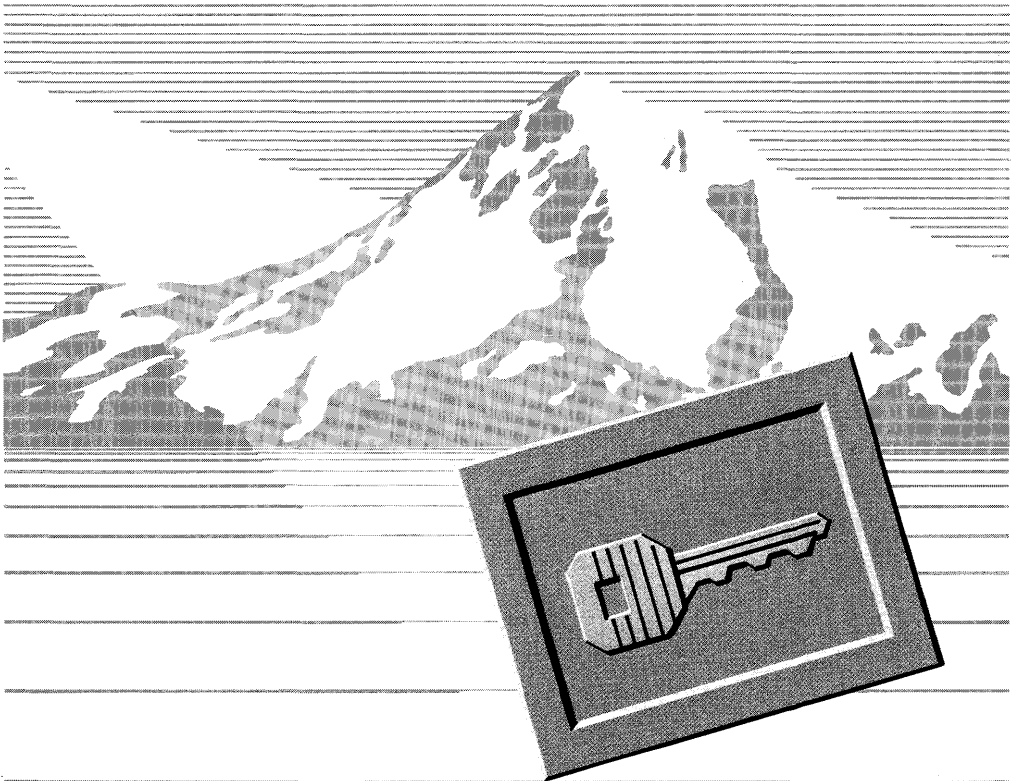
The following books about the X Window System and OSF/Motif are also available:

- *Introduction to the X Window System* by Oliver Jones. Prentice Hall, Englewood Cliffs, NJ:1989.
- *The X Window System in a Nutshell*. O'Reilly and Associates, Newton, MA:1990.
- *Xlib Programming Manual for Version 11* by Adrian Nye. O'Reilly and Associates, Newton, MA:1990.
- *Xlib Reference Manual for Version 11* edited by Adrian Nye. O'Reilly and Associates, Newton, MA:1990.
- *X Window System User's Guide OSF/Motif Edition* by Valerie Quercia and Tim O'Reilly. O'Reilly and Associates, Newton, MA:1991.
- *X Protocol Reference Manual* O'Reilly and Associates, Newton, MA:1990.
- *X Window Systems Programming and Applications with Xt* by Douglas A. Young. Prentice Hall, Englewood Cliffs, NJ:1990.
- *OSF/Motif User's Guide*. Prentice-Hall, Englewood Cliffs, NJ:1990.
- *Advanced X Window Applications Programming* by Eric F. Johnson and Kevin Reichard. MIS Press, Portland, OR:1990.

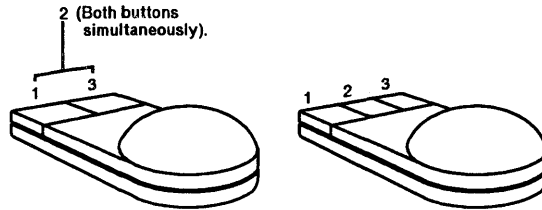
Getting Started

The first few modules in this chapter show you some basics, and the rest walk you step-by-step through an HP VUE session, from login to logout. Stepping through the modules should take around 20 minutes. If you need to stop, follow the steps in the last module, “Logging Out.”

Your workstation’s speed and memory determine how fast actions are performed. If you don’t see a window open immediately, for example, *wait* a few seconds!

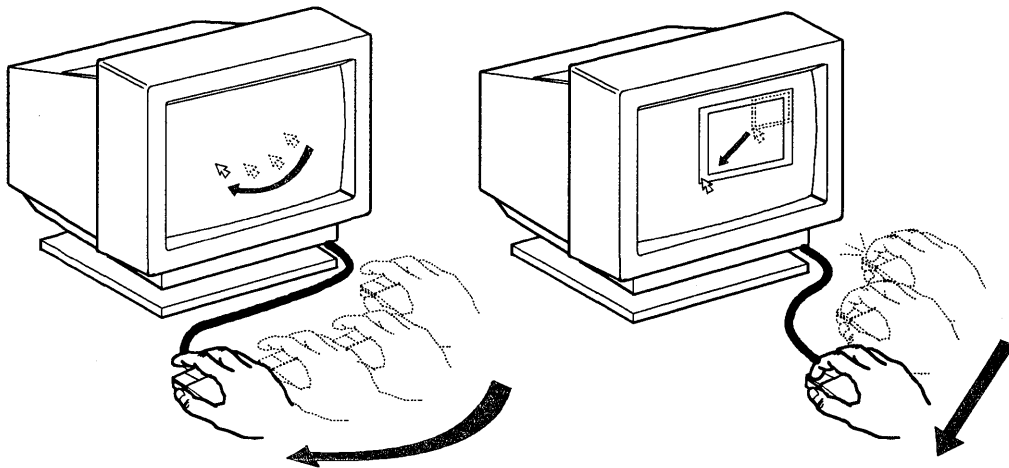


Module 1: Using a Mouse



To click: press and release a mouse button quickly (usually mouse button 1).

To double-click: press and release a mouse button twice quickly (usually mouse button 1).






















To move the pointer:

Move the mouse.

To drag an object:

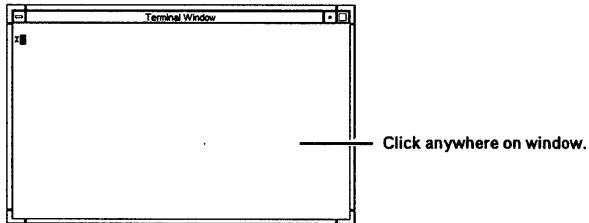
1. Move the pointer over the object.
2. Press and hold down the mouse button.
3. Move the mouse.
4. Release the mouse button.

Module 2: Recognizing Pointer and Cursor Shapes

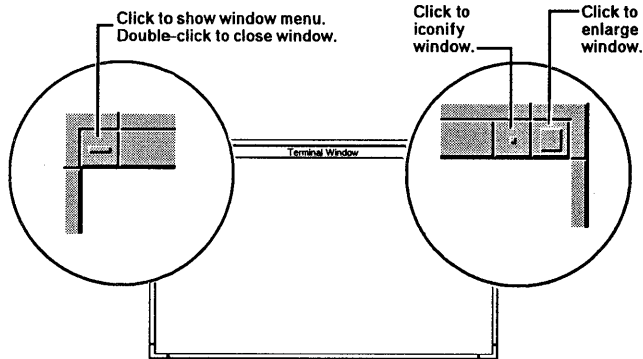
Pointers (Mouse)	Cursors (Keyboard)
Working: 	Inserting:   
Moving: 	Selecting:  
Pointing:  	
Resizing:        	
Help: 	
Grabbing: 	

Module 3: Working with Windows

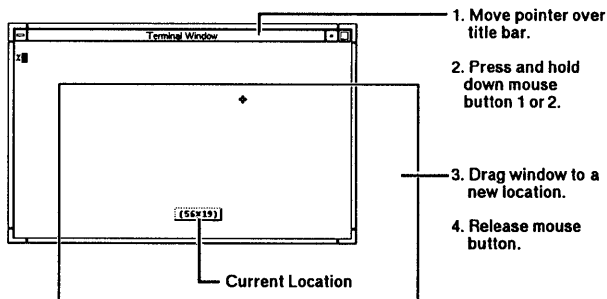
To make a window active:



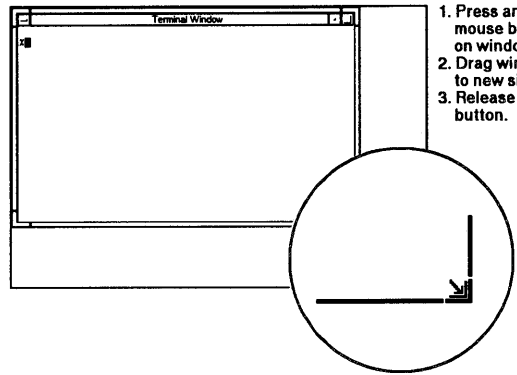
To use window buttons:



To move a window:

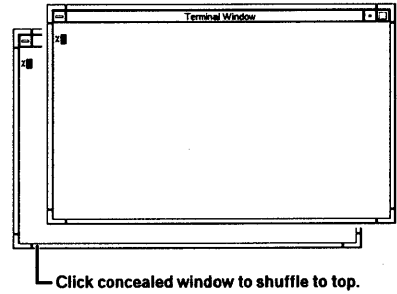


To resize a window:

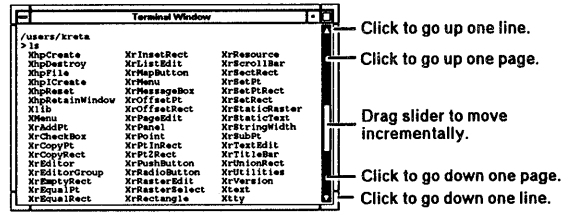


1. Press and hold down mouse button 1 or 2 on window frame.
2. Drag window frame to new size.
3. Release the mouse button.

To shuffle windows:



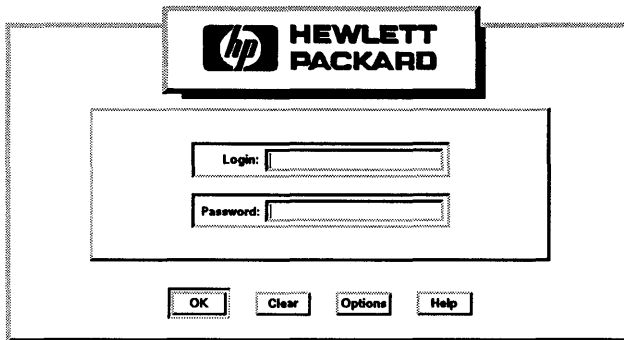
To use a scroll bar:



Module 4: Logging In

To start HP VUE, you must identify yourself as a valid user by typing your login name and password (if any).

If you do not have a login and password, ask your system administrator for a login account.



The image shows a login dialog box for HP VUE. At the top, there is a logo for Hewlett-Packard with the text "HEWLETT PACKARD". Below the logo, there are two text entry fields: "Login:" and "Password:". At the bottom of the dialog box, there are four buttons: "OK", "Clear", "Options", and "Help".

1. Type your login.
2. Press **Enter**.
3. Type your password (if any). Your password is secret and does not appear.
4. Press **Enter** or click **[OK]**.

If you mistype your name or password, a dialog box opens letting you know the login was incorrect. If this occurs, point to the **[OK]** button in the dialog box and click mouse button 1.

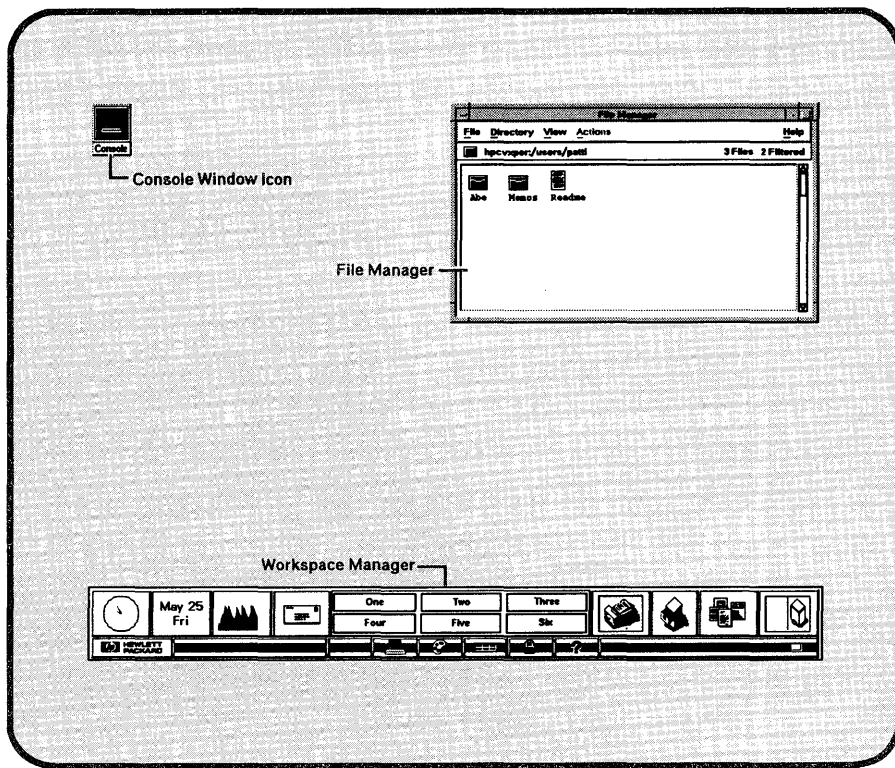
To edit the **Login** text entry box, see the Tips below or click **[Clear]** and start again.

Tips



To edit a text entry box such as the **Login** box, click the box to display the insertion cursor, then use **[Backspace]**, **[Delete char]**, **[Insert char]**, or left and right arrow keys.

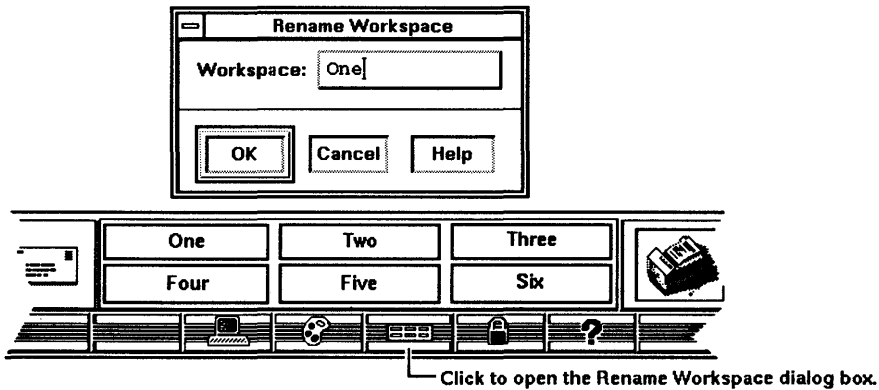
Your first workspace should look similar to this:



Module 5: Renaming a Workspace

HP VUE comes with six workspaces, which is like having six separate displays on which to organize your work. Each workspace must have a unique name.

1. Move the pointer over the Rename Workspace button in the workspace manager.
2. Click mouse button 1 to open the Rename Workspace dialog box.
3. Move the pointer over the text entry box to the right of **Workspace**.
4. Double-click mouse button 1 to highlight the name and display the text insertion cursor.



5. Type **Main**. The word **One** is erased as you type.
6. Press **Return** or click **[OK]** to rename the button in the workspace manager and close the Rename Workspace dialog box.

Tips



Once logged into HP VUE, you can edit a text entry box, like the one for a new workspace name, by:

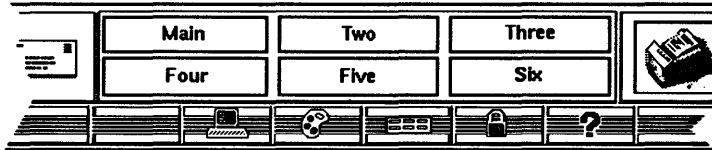
- Dragging to highlight characters.
- Double-clicking to highlight a word.
- Triple-clicking to highlight all words.

Once highlighted, characters or words are replaced as you type.

Module 6: Switching Workspaces

2

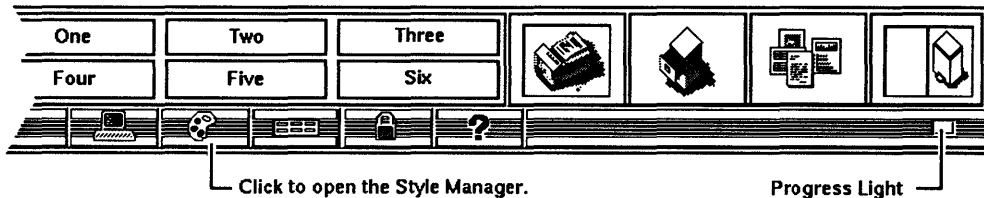
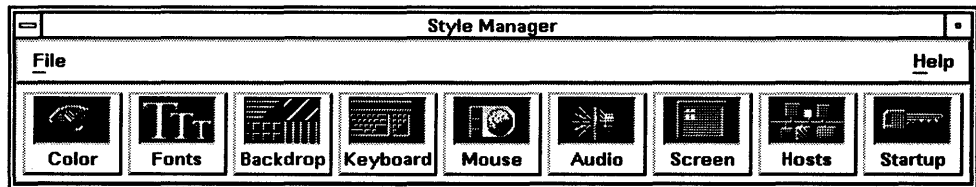
1. Move the pointer over the **Two** button in the workspace manager.
2. Click mouse button 1 to switch to your second workspace.



Module 7: Opening the Style Manager

You can use the style manager's dialog boxes to tailor your workspace to fit your needs and preferences.

1. Move the pointer over the style manager button in the workspace manager.
2. Click mouse button 1 to open the style manager.



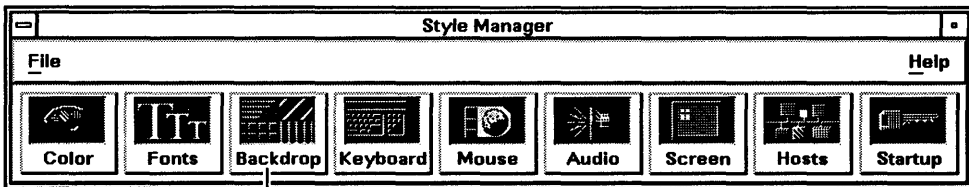
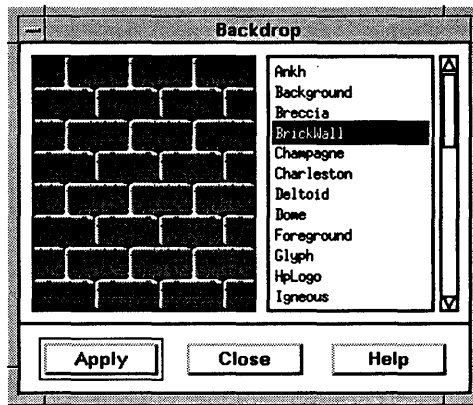
To let you know HP VUE is working on your command, the progress light in the lower right corner of the workspace manager blinks, and your pointer turns into an hourglass (⌚) while over the workspace manager.

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Module 8: Changing a Workspace Backdrop Pattern

You can choose a backdrop for your workspace from a list of patterns in the Backdrop dialog box. To make a workspace easy to recognize, you can choose a different pattern for each workspace.

1. Click the Backdrop button in the style manager to open the Backdrop dialog box.
2. Click **BrickWall** in the list to display this pattern in the viewing area.



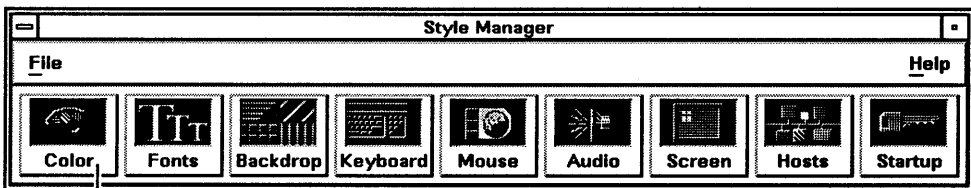
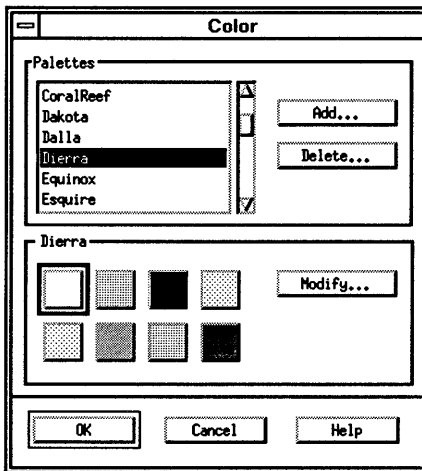
Click to open the Backdrop dialog box.

3. Click [Apply] to fill the workspace background with the pattern.
4. Click [Close] to close the Backdrop dialog box.

Module 9: Changing Workspace Colors

You can change workspace colors by selecting a palette in the Color dialog box. The selected palette is used for all workspaces. Because display type determines colors and palettes available, the Color dialog box shown in this module may be different from the one on your display.

1. Click the Color button with mouse button 1 to open the Color dialog box.
2. If you have a color display, click **Dierra** in the **Palettes** list to change workspace colors. If you have a black and white (monochrome) display, click **WhiteBlack**.



Click to open the Color dialog box.

3. Click [OK] to close the Color dialog box.

Module 10: Choosing from a Menu

In HP VUE, all menus work the same:

1. Move the pointer over a menu name in the menu bar—for example, **File** in the Style Manager.
2. Click mouse button 1 to display the menu.
3. Click your menu choice—for example, **Exit**.

Tips



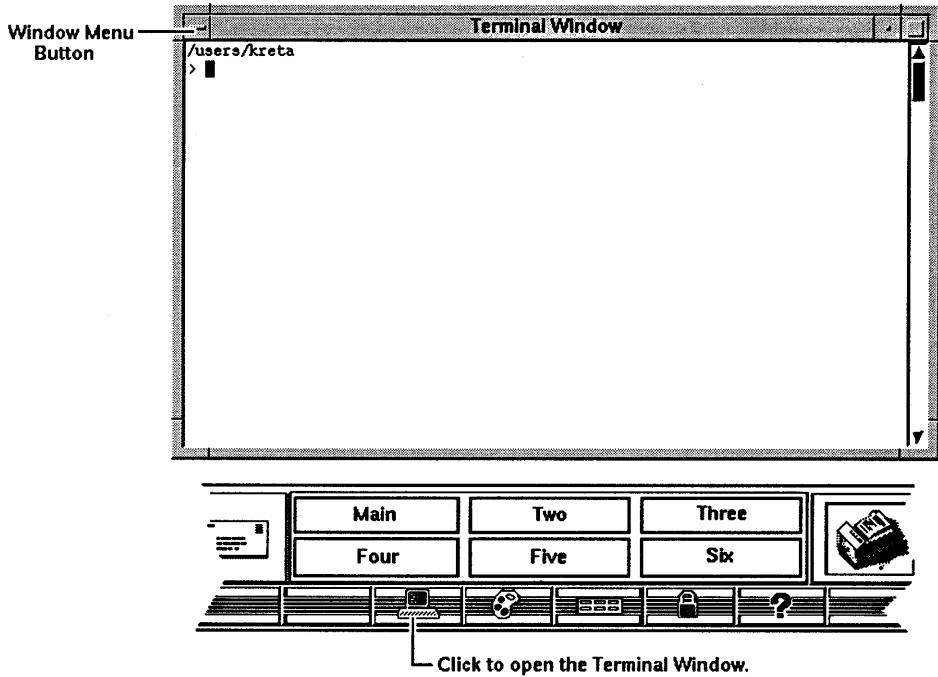
Other ways to choose from a menu:

- Dragging through a menu.
 1. Move your pointer over the menu name.
 2. Press and hold down mouse button 1.
 3. Drag through the menu items until your choice highlights.
 4. Release mouse button 1.
- Using a mnemonic key, an underlined character in a menu item. For example, the “H” is the mnemonic in the **On Help ...** item in the style manager’s Help menu. A menu must be displayed to use a mnemonic.
 1. Move your pointer over the menu name.
 2. Click mouse button 1 to display the menu.
 3. Press the mnemonic key on the keyboard to choose the item, for example **(H)** to choose **On Help ...**
- Using accelerator keys, a sequence of characters. The menu doesn’t have to be displayed to use an accelerator. Accelerators are listed to the right of some menu items, for example, **<Ctrl>H** in the style manager’s Help menu.
 1. Click the window to make it active.
 2. Press the character sequence to choose the item, for example, **(CTRL) (H)** to choose **On Help ...** without displaying the menu.

Module 11: Opening and Closing a Terminal Window

2

1. Click the terminal button to open a terminal window.

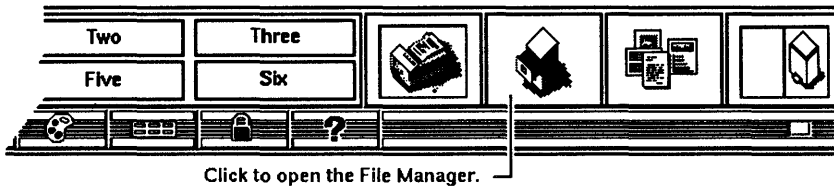
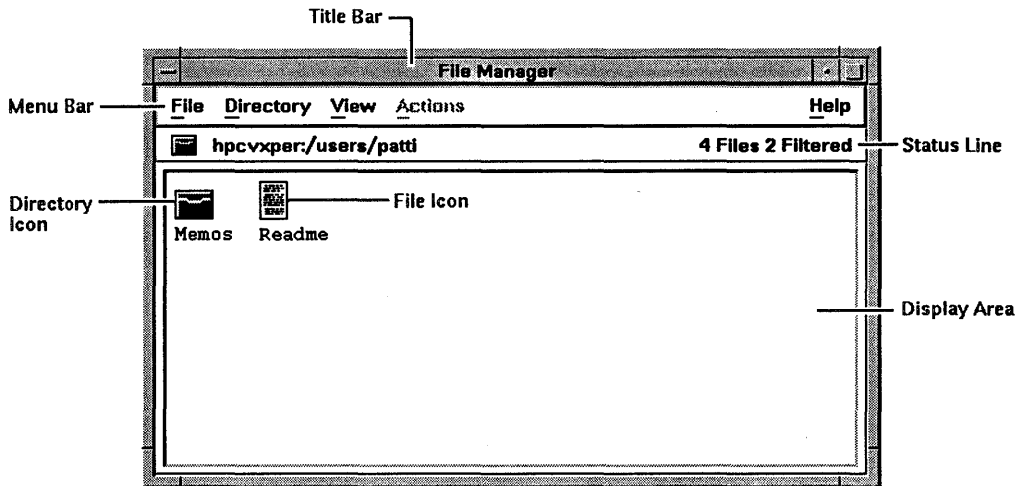


2. Press **Return** to redisplay the command-line prompt, which may be a `%`, a `$`, a `>` or another special character.
3. Double-click the window menu button to close the window.

Module 12: Opening the File Manager

Manage the information you store in your workstation with the file manager. Your workstation uses **files** to hold data. **Directories** are “folders” that hold files *and* other directory folders.

1. Click the file manager button to open the file manager.



Note

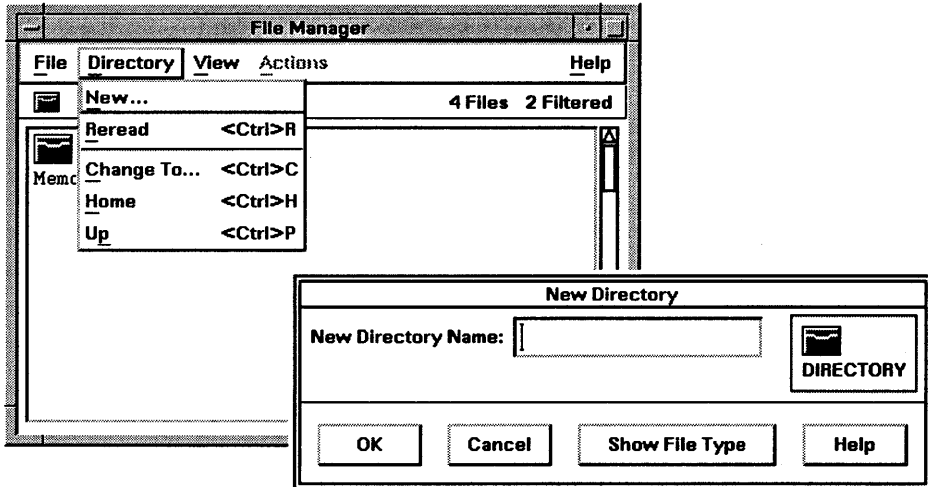


Your workstation shows different files than those pictured. The file manager displays your **home directory**, the directory in which you are placed after you log in.

Module 13: Creating a Directory

2

1. Choose **New ...** from the **Directory** menu to open the New Directory dialog box.
2. Click the **New Directory Name** box to display the text insertion cursor.



3. Type **Abe**.
4. Press **Return** or click **[OK]**.

Note

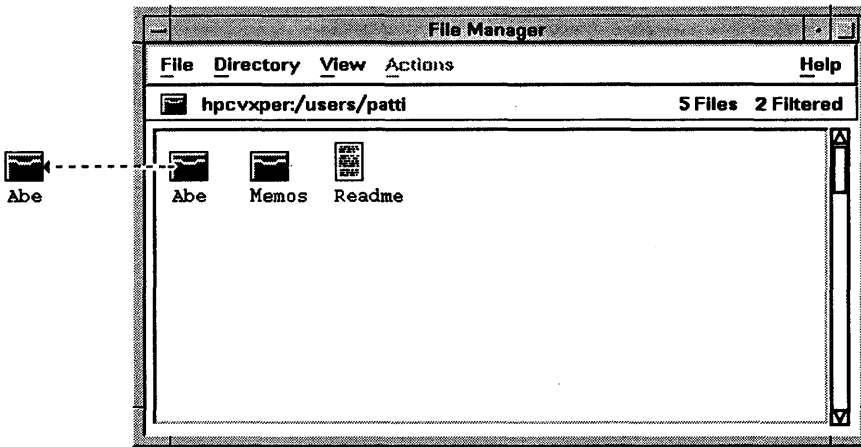


File or directory names must be single words, containing no spaces or tabs, and unique to the directory in which they are contained.

Module 14: Opening Another File Manager

You can open another file manager that shows a different directory's contents.

1. Move the pointer over the **Abe** directory icon.
2. Press and hold down *mouse button 2*.
3. Drag the **Abe** directory over the workspace background.



4. Drop the directory (release mouse button 2).

Tips



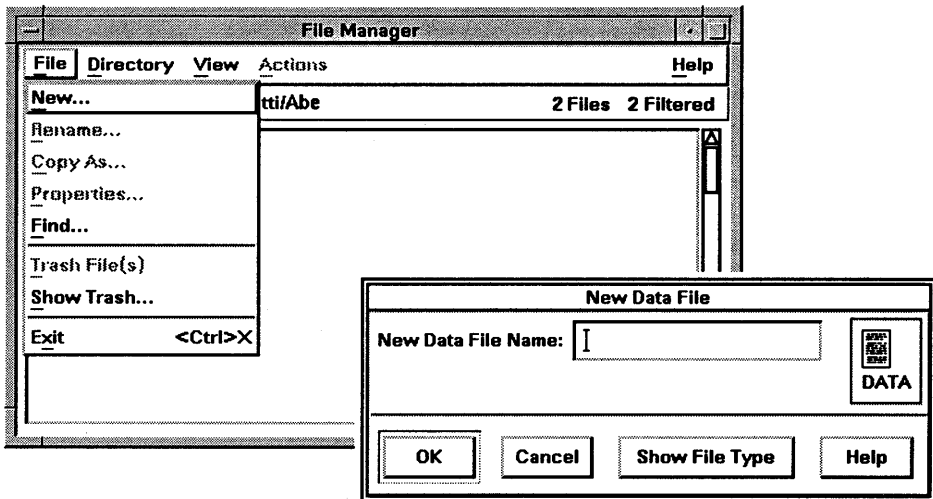
Other ways to open a file manager:

- Click the file manager button in the workspace manager.
 - Click a directory icon, then choose **Open New View** from the file manager **Actions** menu.
 - Drag and drop the current directory icon (located in the file manager status line) over the workspace background.
-

Module 15: Creating a File

You can use the file manager to create a new file in a directory.

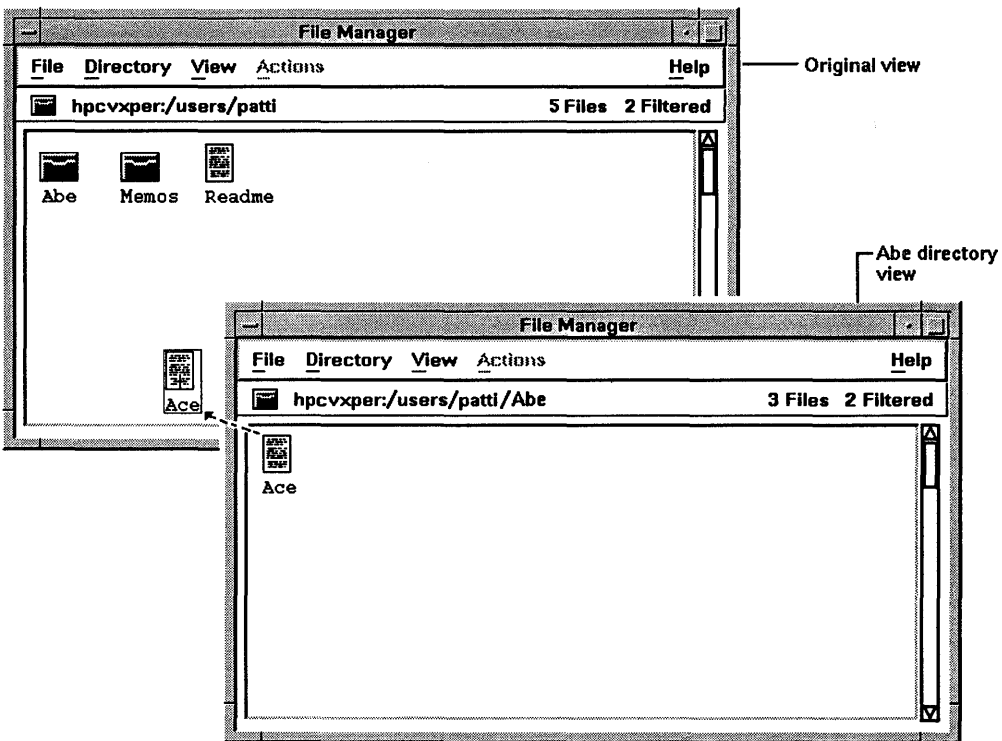
1. Choose **New ...** from the **File** menu in the `/users/YourHome/Abe` file manager to open the New Data File dialog box.
2. Click the **New Data File Name** box.



3. Type **Ace**.
4. Press **Return** or click **[OK]**.

Module 16: Copying a File

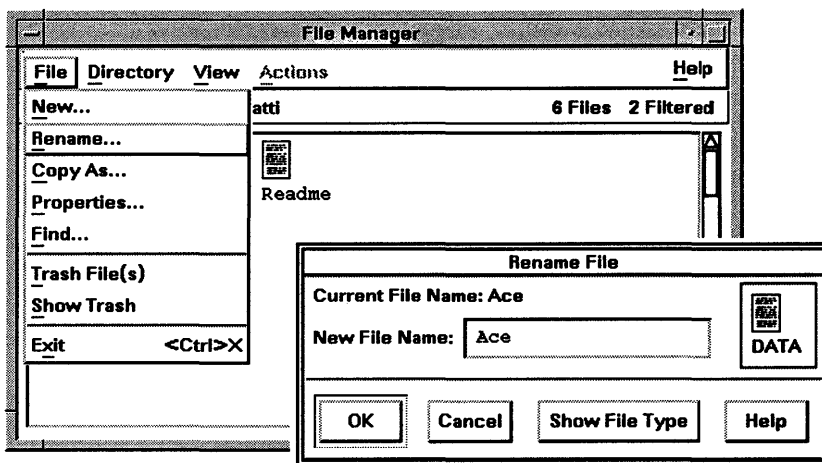
1. If your two file manager views overlap, move the **Abe** directory view below the original view so you can see their display areas.
2. Move the pointer over the **Ace** file in the **Abe** directory view.
3. Press and hold down **CTRL**.
4. Press and hold down *mouse button 2*.
5. Drag the **Ace** file over an empty area in the original view's display area.



6. While still holding down **CTRL**, drop the file (release mouse button 2). If you release **CTRL** before mouse button 2, the file is moved instead of copied.
7. Release **CTRL**.

Module 17: Renaming a File

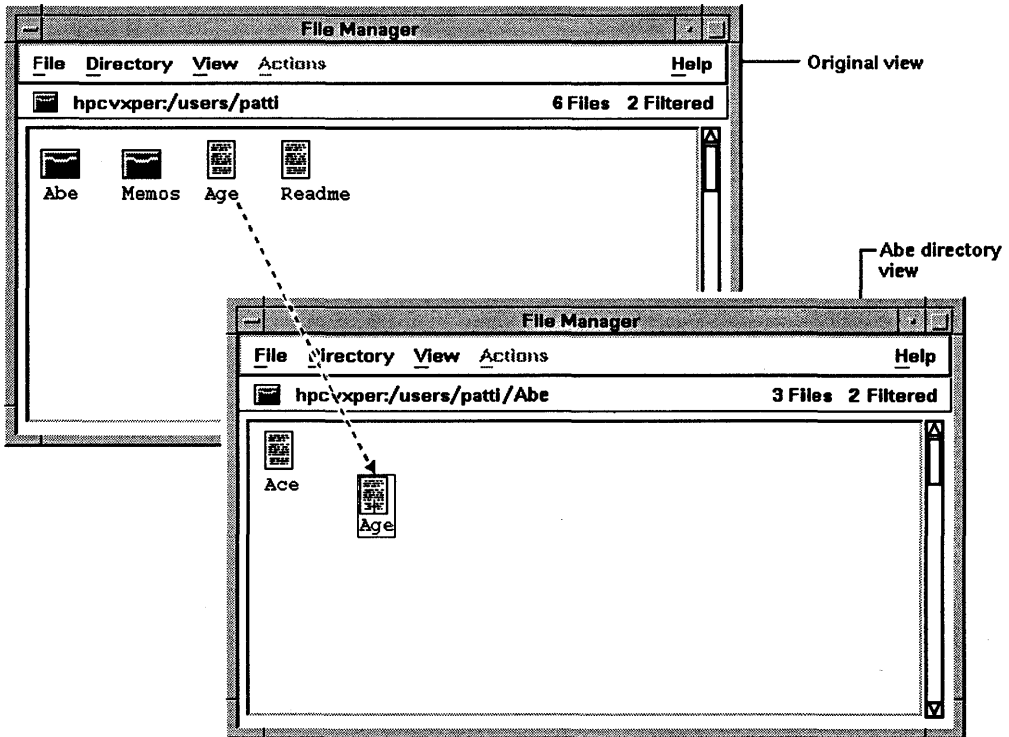
1. If your original view's display area contains many files and directories so that **Ace** does not appear at first, drag the scroll bar's slider down until **Ace** shows in the display area.
2. Click the **Ace** file in the original view.
3. Choose **Rename ...** from the **File** menu to display the **Rename File** dialog box.



4. Double-click the **New File Name** box.
5. Type **Age**.
6. Press **Return** or click **[OK]**.

Module 18: Moving a File

1. Press and hold down *mouse button 2* on the *Age* file in the original file manager.
2. Drag the file to the *Abe* directory file manager display area, ensuring that it is over an empty area.

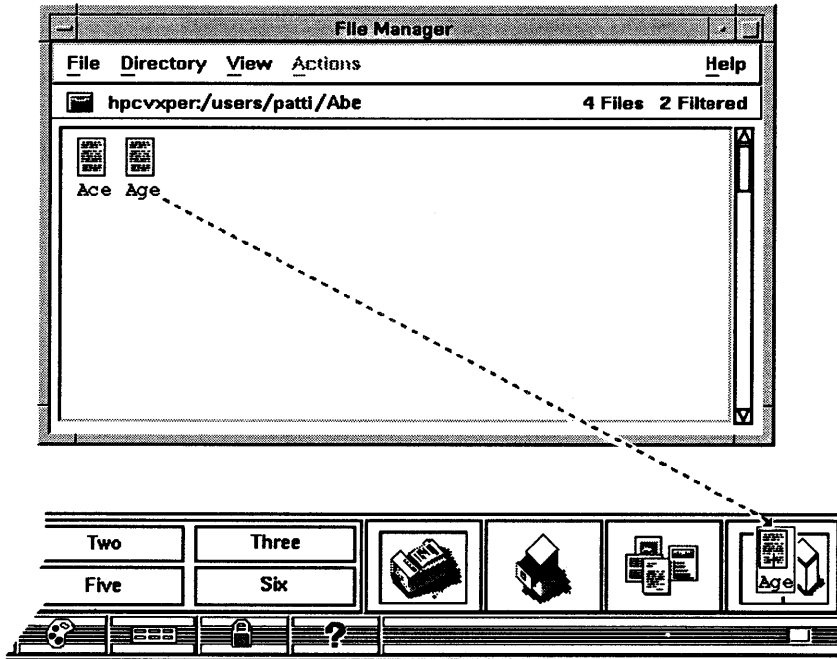


3. Drop the file (release mouse button 2).

Module 19: Removing a File

2

1. Press and hold down mouse button 2 over the **Age** file in the **Abe** directory view.
2. Drag the file over the trash can.



3. Drop the file. The file is removed from the file manager display area.

You can also remove a file by clicking it with mouse button 1, then choosing **Trash File(s)** from the file manager's **File** menu.

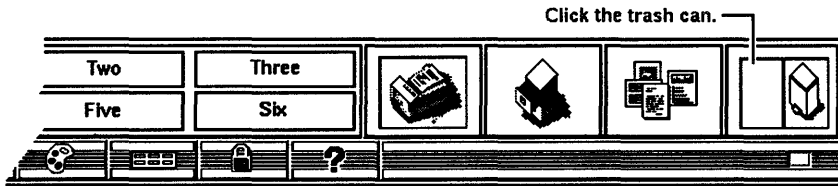
Caution



You can restore files or directories for a limited time only. They will be *permanently* removed when you log out.

2 Module 20: Restoring a File

1. Click the trash can in the workspace manager to open the Trash Can window.
2. Click the `/users/YourHome/Abe/Age` file name in the Trash Can list area.



3. Choose **Restore** from the Trash Can window's **Edit** menu. The file is restored in the file manager display area.
4. Choose **Exit** from the Trash Can window's **File** menu.

Restored files are returned to the directory from which they were removed.

Caution

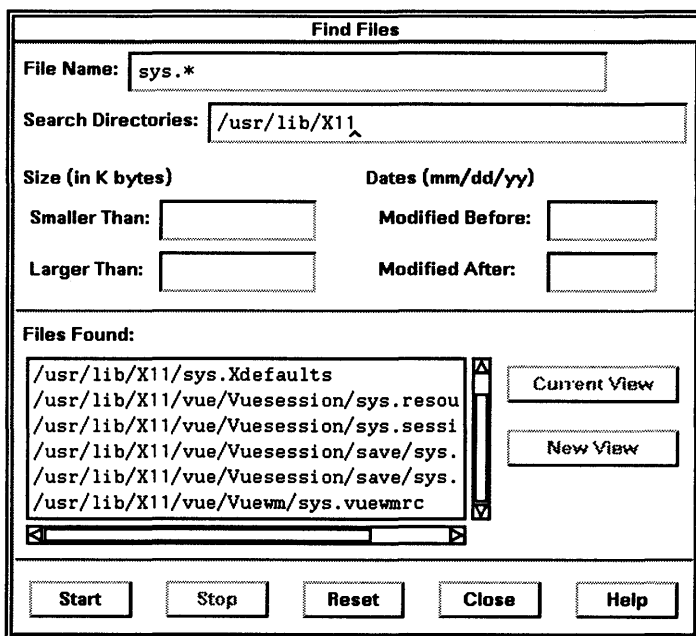


You can restore files or directories for a limited time only. They will be *permanently* removed when you log out.

Module 21: Finding a File

You can search your directories to find specific files or groups of files with names that have characters in common.

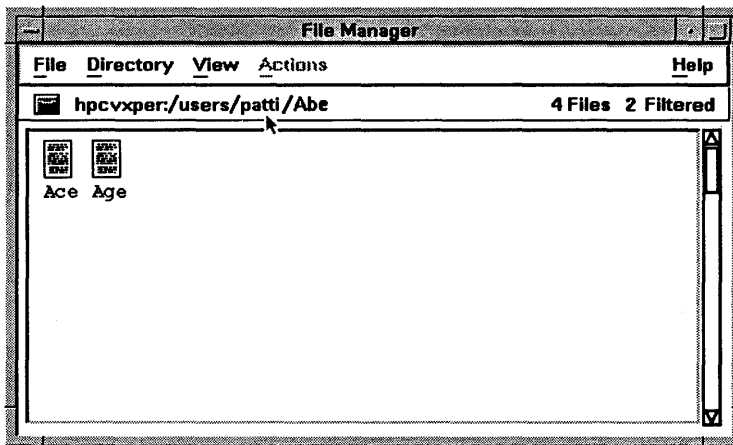
1. Choose **Find ...** from the **File** menu in the **Abe** directory view to display the Find Files dialog box.
2. Click the **File Name** box to the left of the "*" to display the text insertion cursor.
3. Type **sys.** in the box, so that the contents of the box is **sys.***. The * stands for "any sequence of characters." Thus, the target of the search will be files that have names starting with **sys.**
4. Click the **Search Directories** box and remove the "." (period).
5. Type **/usr/lib/X11** (that's "X one one," not "X el el").
6. Click [**Start**] in the dialog box to list all files that begin with "sys.". The files found are preceded by their complete directory path.
7. After the files show in the **Files Found** box, click [**Close**].



2 Module 22: Going Up the Directory Tree (Hierarchy)

You can go up in your directory tree to view a “parent” directory folder, a directory containing the current directory.

1. Double-click the *YourHome* segment in */users/YourHome/Abe* in the file manager’s status line.



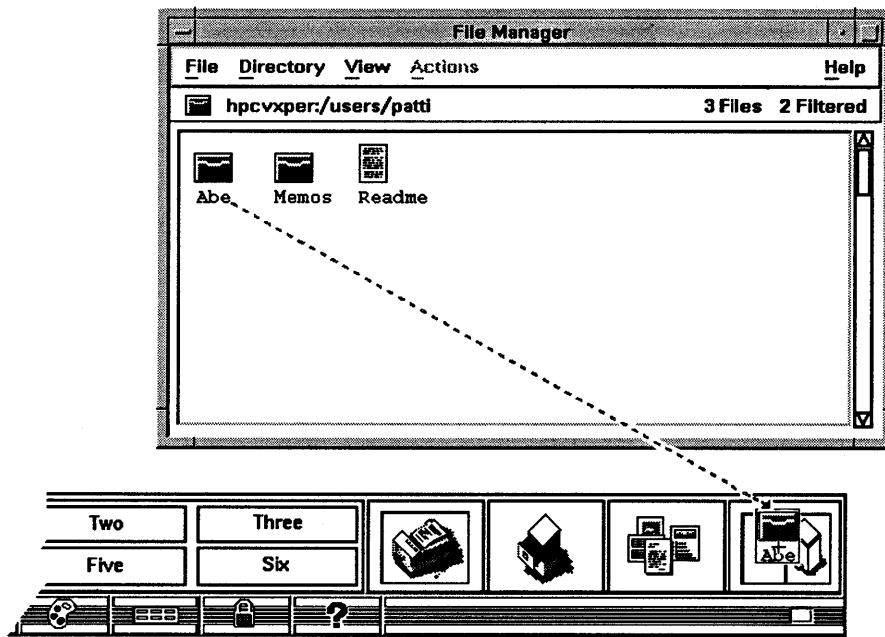
Your two file managers should now be identical.

2. Exit one of the file managers by choosing **Exit** from its **File** menu.

Module 23: Removing a Directory

As with files, you can remove directories, but *be careful*. When you remove a directory, any files or other directories it contains are removed also.

1. Drag the Abe directory over the trash can.



2. Drop the directory. If the directory is not empty, a warning dialog box appears. Click [OK] if you want to remove the directory.
3. Close the last file manager view.

Caution

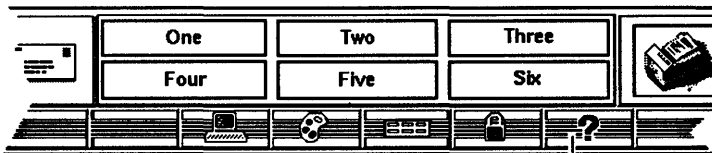
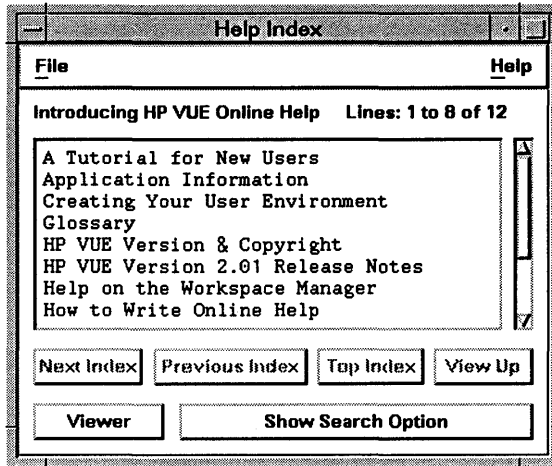


You can restore files or directories for a limited time only. They will be *permanently* removed when you log out.

Module 24: Opening the Help Manager Index

You can get an index to topics on which you can get on-line help.

1. Click the help button to open the Help Index window.



Click the help button to open the Help Index.

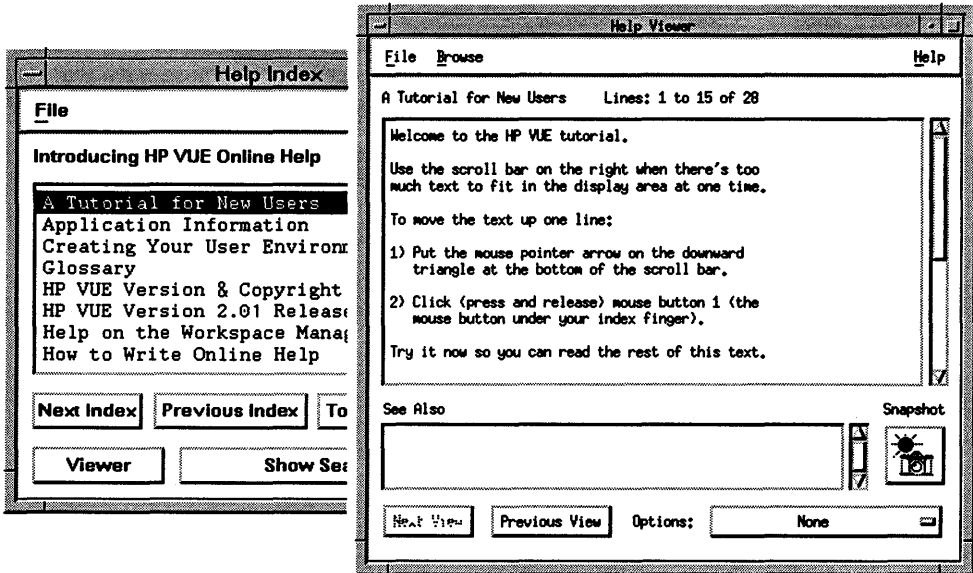
Tips



- Choose On Application ... from a window's Help menu to get information about that window.
- Click the [Help] button in a dialog box to get information about that dialog box.

Module 25: Selecting and Viewing a Help Topic

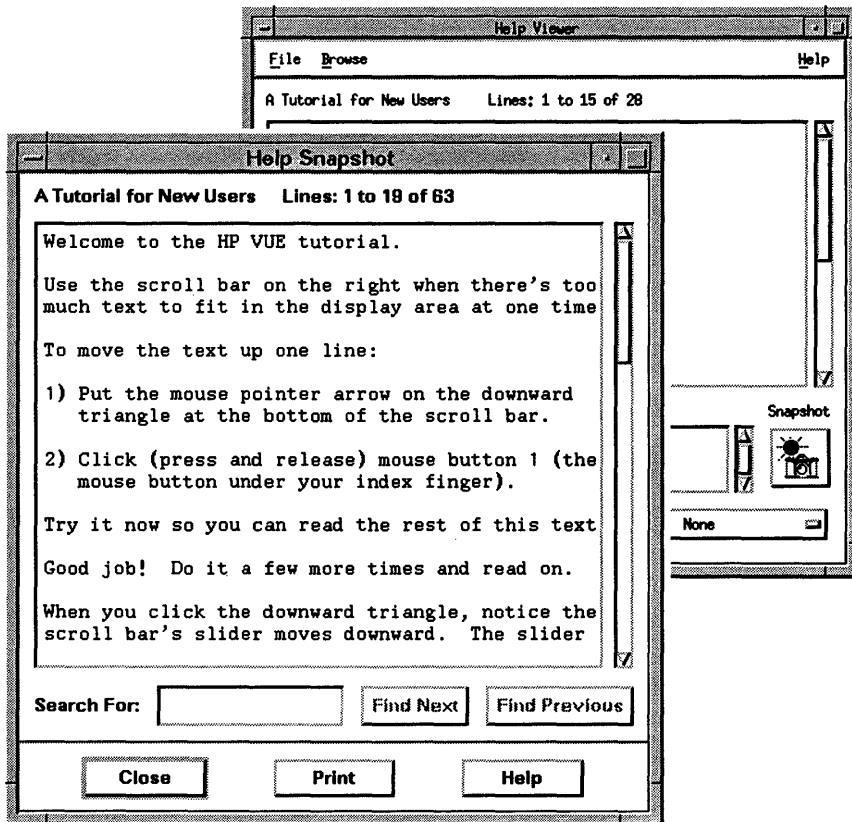
1. Click **A Tutorial for New Users** in the Help Index's list of topics.
2. Click **[Viewer]** to open the Help Viewer window that displays the information.



Module 26: Making a Copy of Help Text

You can keep help information handy on your workspace by taking a “snapshot” of the Help Viewer window.

1. Click the camera in the Help Viewer window to take a “snapshot” copy of the help text.

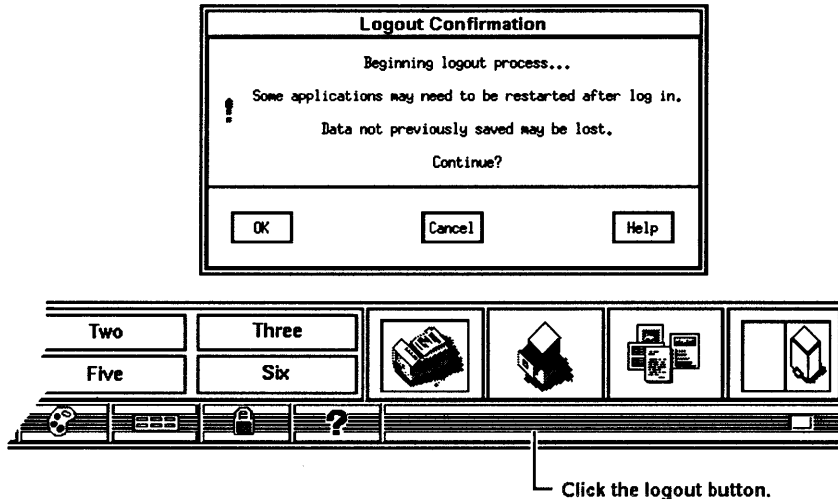


2. Click [Close] in the Help Snapshot dialog box.
3. Close the Help Viewer window using the File menu.
4. Close the Help Index window using the File menu.

Module 27: Logging Out

At the end of your work session, log out to return to the login screen.

1. Click the logout button (the ribbed area surrounding the progress light) to begin the logout process.



2. Click [OK] in the Logout Confirmation dialog box to return to the login screen.

Caution



In real working sessions, always save open data files before logging out. Some files, especially those for applications running in terminal windows, aren't saved by the logout process, and you will lose unsaved data.



Managing Your Session

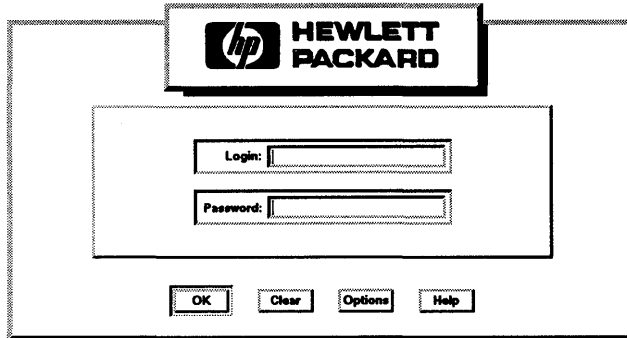
Your **session** is the time between logging in and logging out. This chapter explains logging in, logging out, and the login options that affect your session.



Logging In

Unless your workstation has been reconfigured, the login screen should appear on your display whenever you are *not* logged into a work session. Think of the login screen as your starting point.

3



Logging into an HP VUE Work Session

Most of the time when you log in, you will want to start an HP VUE work session.

To log in and start an HP VUE work session:

1. Click the Login box.
2. Type your login name.
3. Press **Return**.
4. Type your password.
5. Press **Return** or click [OK].

Logging into a Fail-Safe Session

On occasion, logging in might not go as expected, and you are left at the login screen.

When this happens, you can log into a “fail-safe” session. You can then use a terminal emulator window or an editor to correct the configuration problem.

To log into a fail-safe session:

1. Click [Options].
2. Choose **Fail-safe Session**.
3. Click the **Login** box.
4. Type your login name.
5. Press **Return**.
6. Type your password.
7. Press **Return** or click [OK].

Logging in Without Windows (HP-UX Only)

Occasionally, you may want to bypass HP VUE at login. When you log in without windows, a command-line prompt appears on the display, but no HP VUE and no windows.

To log in without windows:

1. Click [Options] on the login screen.
2. Choose **No Windows**.
3. Type your login name at the login prompt.
4. Press **Return**.
5. Type your password.
6. Press **Return**.

When you log out, the login screen will reappear.

Correcting Login Mistakes

To correct an entry, use the **Backspace**, **Insert**, **Delete char**, and arrow keys to edit the box. Or start the login over by clicking **[Clear]**.

Getting Help Logging In

To get help logging in, click the login screen's [Help] button.

The help dialog box that appears will refresh your memory. For more information, log in, then click the help manager question mark [?]. You'll find login information organized neatly under **Applications/HP Visual User Environment/Login Manager**.

You can print a copy of any help text by choosing **Print** from the help viewer's **File** menu.

Changing Languages

You can change the language of your HP VUE session at login.

To change the language of your session:

1. Click [Options] on the login screen.
2. Click **Languages**.
3. Click the language you want.
4. Login as usual.

Why and How Often to Restart the X Server

The **X server** is the program that handles communication between applications and your workstation display. Over time, the amount of space the server uses for memory may increase. Restarting the server releases this "borrowed" memory back to the workstation and returns the X server to its original size.

To restart the X server:

1. Click [Options] on the login screen to display the Options menu.
2. Click **Restart Server**.

Once you've restarted the server (it'll take a minute or so), the login screen reappears and you can log in as usual.

How often you restart the X server depends entirely on the applications you use. If your applications don't require the server to borrow memory for them, you may never have to restart the server. As a guideline, if you notice the performance of your workstation getting slower, restart the X server.

Securing Your System

While computer viruses garner their share of the news, less exotic security risks are potentially just as damaging. For instance, if you don't log out or lock up, any passerby can take over *your* keyboard, view your personal data files, and copy or print sensitive information.

The following table lists some common situations and how to eliminate security risks:

If you ...	You should ...
Need more security than just a login name.	Create a password using the Password application.
Briefly leave your workstation.	Lock up by clicking the workspace manager lock.
Leave your workstation for a long time.	Log out by clicking the workspace manager logout button.
Want to restrict remote access to your workstation.	Delete unnecessary host names from your access list using Hosts in the style manager.
Think your password isn't secret.	Change your password using the Password application.

Creating and Changing Your Password

Your password is a secret countersign known only to you and your workstation. You should create a password for yourself when you or your system administrator create your user account.

The requirements for a valid password depend on the operating system your workstation is running.

For HP-UX:

- The password must contain at least six characters.
- At least two characters must be alphabetic.
- At least one character must be a number (0-9) or a special character (/, ?, !, or other punctuation mark).
- A new password must differ from your previous password by at least three characters.
- The password is case-sensitive, so `?Secret` is different from `?secret`.
- The password can also be as long as you want, but only the first eight characters are checked.

For other operating systems, consult your system administrator.

To create or change a password:

1. Click the applications directory button on the workspace manager to display the applications directory.
2. Double-click the `system_apps` folder to open that subdirectory.
3. Double-click the `sys_admin` folder.
4. Double-click the `PASSWORD` icon to start that application. (The application is different for different operating systems. Follow the procedure for that application.)

Locking and Unlocking Your HP VUE Session

If you leave your workstation unattended, you don't have to log out. You can lock your session by clicking the lock icon on the workspace manager. To unlock your session, type your password and press **Return**.

Displaying the Copyright Message

You can display a copyright message for HP VUE from the login screen.

To display the copyright message:

1. Click [Options] on the login screen.
2. Click Copyright.

To remove the copyright message, click [OK] at the bottom of the copyright dialog box.

3

Logging Out

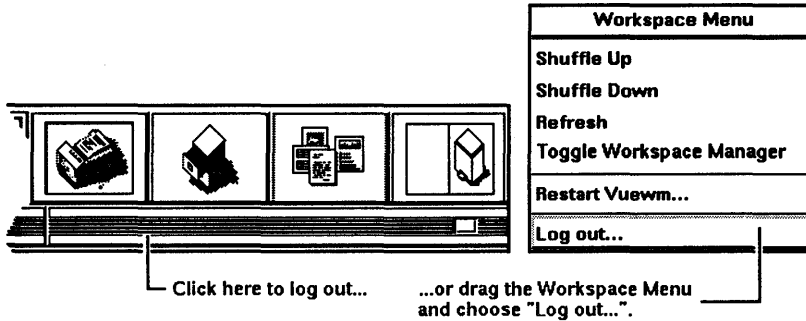
Before logging out, *always save open data files*. Data from some applications, as well as some applications themselves, cannot be saved by the logout process (because they don't talk to the session manager).

Caution



Unsaved data, especially from applications running in terminal windows, isn't saved by the logout process and will be lost!
Some applications may need to be restarted.

To end an HP VUE session, click the logout button on the workspace manager or choose **Log out ...** from the workspace menu (Press mouse button 1 with the pointer over the workspace backdrop).



Confirming Your Logout

Depending on the settings in the style manager's Session Startup dialog box, a confirmation dialog box may appear asking you to confirm that you want to logout.

Click the dialog box's [OK] button to confirm logging out. Click [Cancel] to avoid logging out.

Restarting or Restoring Your Session

Alternatively, a query dialog box may appear asking you whether you want to restart the current session or restore the home session at next login.

Restarting means that, the next time you log in, the session that appears is the previous session (minus applications in terminal windows). Think of restarting as beginning where you left off.

Restoring means that, the next time you log in, the session that appears is the session you previously designated as your "home" session in the style manager's Startup dialog box. Think of restoring your session as beginning every session at the same place, no matter where you leave off.

Click **[Restart Current]** to begin your next session where you left off this one. Click **[Restore Home]** to begin your next session with your home session, your preferred starting place.

See “Specifying How You want Your Next Session to Start” in chapter 7 for more information.

Canceling a Session

At some time or other, it may be necessary for you to cancel a session without using the normal HP VUE logout procedure. For example, this could happen if you made a mistake while trying to customize your system (this is covered in chapter 8) and somehow deactivated both the logout button in the workspace manager and the Log out ... button in the workspace menu.

To cancel a session:

1. If possible, close all your terminal emulator windows.
2. Perform the appropriate server reset procedure for your system. Generally, for HP-UX systems, hold down **[Shift]** and **[Ctrl]** and press **[Reset]**. For other systems or keyboards, check the appropriate documentation for resetting the server.

The system will return to the login screen without saving your current session.

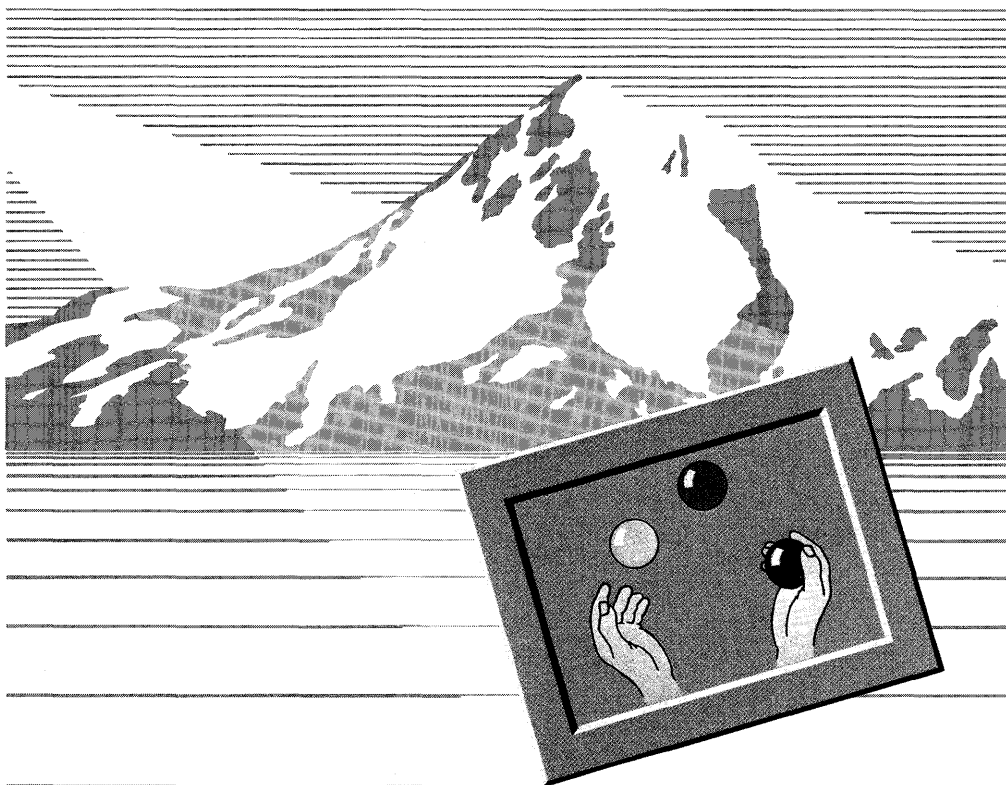
Shutting Down the System

Procedures for shutting down your workstation are covered in the *HP Visual User Environment Configuration Guide*.



Managing Your Workspaces

This chapter covers managing your HP VUE workspaces through direct manipulation.



Using the Workspace Manager

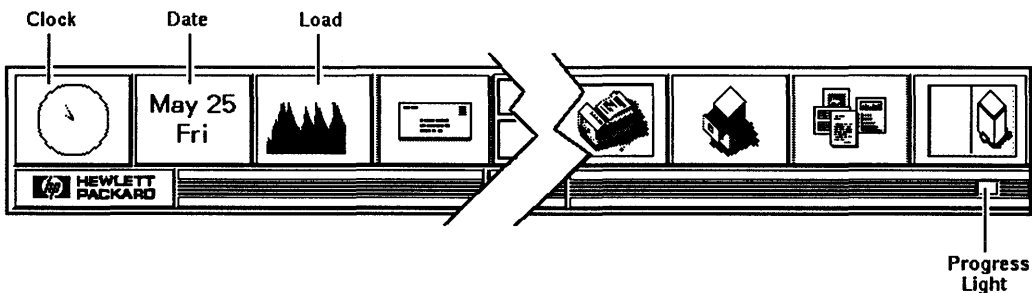
The workspace manager provides a central location for indicators and frequently required functions, typically information and services you require in every workspace.

Reading Workspace Manager Indicators

The workspace manager, sometimes called the “front panel,” contains the following indicators:

- Clock Displays the current workstation time.
- Date Displays the current workstation date.
- Load Indicates how hard your workstation is working.
- Progress Light Blinks to indicate an activity in progress, typically an application starting or window opening.

Clicking the progress light begins the logout process. Clicking the other indicators has no meaning.

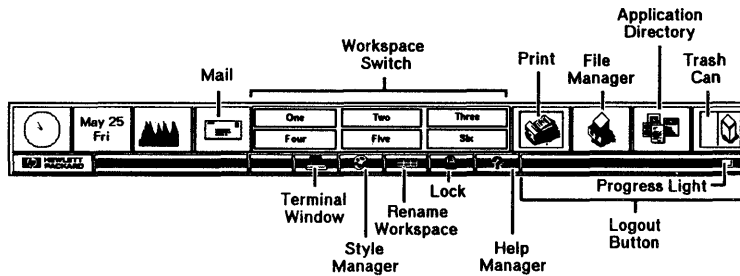


To modify workstation time or date, see the *HP Visual User Environment Configuration Guide*.

Starting Workspace Manager Services

The workspace manager comes with a selection of services.

Mail	Displays a dialog box for specifying a mail destination when you drop a file icon on the mail icon. Starts the <code>elm</code> electronic mail program on HP-UX systems.
Workspace Switch	Switches workspaces.
Print	Prints a file when you drop that file icon on the print icon.
File Manager	Starts a file manager view of your home directory.
Applications Directory	Starts a file manager view of applications available on your workstation.
Trash Can	Removes a file when you drop the file icon on the trash icon.
Terminal Window	Starts a terminal window, providing access to the command-line prompt.
Style Manager	Starts the style manager.
Rename Workspace	Displays the dialog box you use to rename your workspaces.
Lock	Locks your workstation screen, preventing keyboard and mouse input.
Help Manager	Starts the help manager.
Logout Button	Begins the logout process. The progress light is part of this button.



4

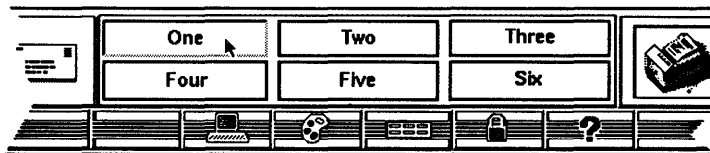
To start any service, click its button on the workspace manager. The progress light starts blinking.

Clicking the button for the file manager gives you a new file manager view each time you click. Clicking the terminal window gives you a new terminal window and command-line prompt each time you click. Clicking the button for mail, the help manager, the style manager, or the trash can gives you a single instance of the service regardless of how many times you click the button.

To modify what services appear in the workspace to better suit your needs, see “Customizing the Workspace Manager Layout” in chapter 8 or the *HP VUE System Administration Manual*.

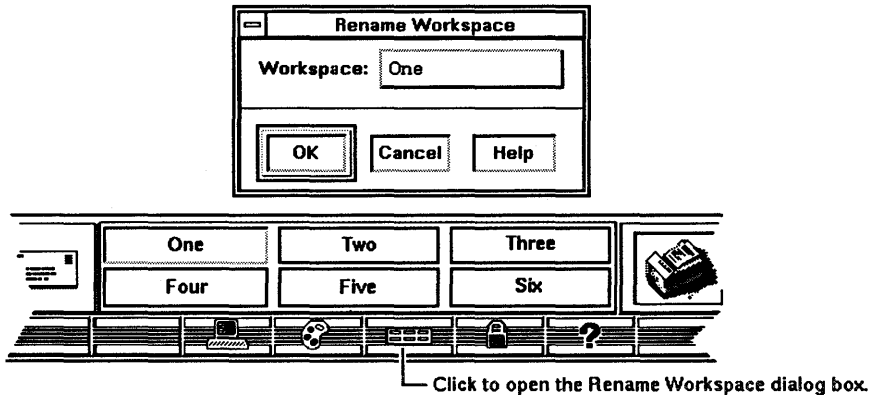
Switching Workspaces

To switch to a different workspace, click a workspace button.



Renaming a Workspace

By default, the six HP VUE workspaces are named One, Two, Three, Four, Five, and Six. While these are hardly original, they are easily changed.



To rename a workspace:

1. Switch to the workspace you want to rename.
2. Click the rename workspace button.
3. Double-click the **Workspace** box to select the text.
4. Type the new name of the workspace.
5. Press **Return** or click [OK].

Adding and Removing Workspaces

See "Adding and Removing Workspaces" in chapter 8.

Hiding the Workspace Manager

If you're really strapped for workspace "real estate," press mouse button 1 with the pointer over the workspace background. When the workspace menu displays, choose **Toggle Workspace Manager** to change the workspace manager into an icon.

Repeat the action, or double-click the icon, to change the icon back into the workspace manager.

Logging Out from the Workspace Manager

You can log out of your HP VUE session using either the workspace manager or the workspace menu.

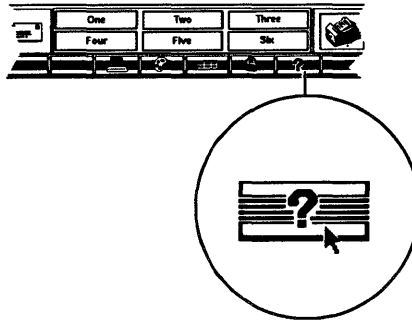
To log out using the workspace manager:

1. Save all open data files. Unsaved files may be lost during logout, and some applications may need to be restarted when you log in again.
2. Click the ribbing on the lower right of the workspace manager, the area around the progress light. You will notice it "push in" like a push button.
3. Click [OK] to answer the Logout Confirmation dialog box.

You can also log out by choosing **Log out ...** from the workspace menu (Press mouse button 1 on the workspace backdrop).

Getting Help on the Workspace Manager

Although the workspace manager doesn't have its own help button or a Help menu, help on the workspace manager is readily available.



1. Click the help manager [?].
2. When the help index appears, click **Help** on the **Workspace Manager**.

Choosing Commands from the Workspace Menu

Workspaces have a popup workspace menu. The workspace menu contains commands that are important but not required frequently enough to put them in the workspace manager.

Workspace Menu
Shuffle Up
Shuffle Down
Refresh
Toggle Workspace Manager
Restart VUEWM...
Log out...

To choose from the workspace menu:

1. Move the pointer over the workspace background (not over a window or icon).
2. Press *and hold down* mouse button 1 to display the workspace menu.
3. Drag the pointer to the item you want to choose.
4. Release mouse button 1 to choose the command.

Shuffle Up Takes the bottommost window in a stack of overlapping windows and moves it to the top of the stack.

4 Shuffle Down Takes the topmost window in a stack of overlapping windows and moves it to the bottom of the stack.

Refresh “Repaints” the screen should the video display become unreadable.

Toggle Workspace Manager Turns the workspace manager into an icon. When selected a second time, it restores the workspace manager.

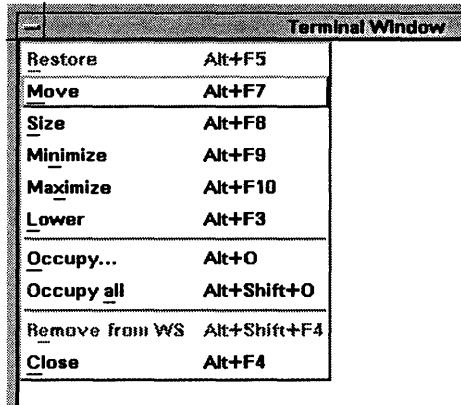
Restart Vuemw ... Stops and then restarts Vuemw (the workspace window manager application) after you have customized workspace manager configuration files.

Log out ... Begins the logout process, the same as pressing the ribbing around the progress light in the workspace manager.

Menu items followed by “ ... ” open a dialog box.

Using the Window Menu

Each application window has a window menu in the upper left corner of the window frame. The window menu provides easy access to services that control the behavior of the window.



Typical services include:

Restore	Turns an icon back into a window.
Move	Interactively moves the window.
Size	Interactively changes the size of the window.
Minimize	Turns the window into an icon.
Maximize	Enlarges the window to its greatest allowable size.
Lower	Puts the window on the bottom of the stack of overlapping windows on the workspace.
Occupy ...	Opens a dialog box to select the workspaces in which the window should appear.
Occupy all	Displays the window in all workspaces.
Remove from WS	Removes the window from the current workspace.
Close	Closes the window, removing it from all workspaces.

Choosing **O**ccupy ... opens the Workspace Presence dialog box. The workspaces that a window currently occupies are highlighted.

To add the window to another workspace, click the name of the workspace in the **Workspaces** list, then click **[OK]**. To put the window in all workspaces, select **A**ll Workspaces if it isn't already selected, then click **[OK]**. You can also choose **O**ccupy All from the window menu.

To delete a window from a workspace, click the name of a highlighted workspace in the **Workspaces** list, then click **[OK]**.

Using Menu Mnemonics and Accelerators

An underlined character in a menu item, usually the first character, is a **mnemonic**. A key sequence listed to the right of a menu item is an **accelerator**. Mnemonics and accelerators provide you with quick keyboard access to menu operations.

Using Menu Mnemonics

Once the menu is displayed, you can choose a menu item by pressing the key corresponding to the mnemonic character. (You don't have to use the mouse.)

For example, you can click the window menu button of an application, then press **(m)** to choose **M**ove from the menu. Pressing the arrow keys moves the window. Pressing *and holding down* **(Ctrl)** and then pressing an arrow key moves the window an even greater distance.

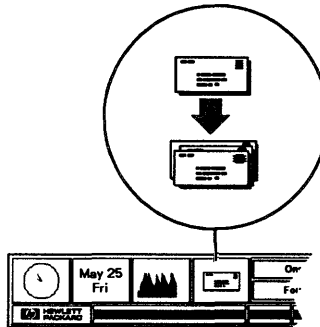
Using Menu Accelerators

With accelerators, you choose menu items without having to display the menu first.

Thus, you could choose **M**ove from the window menu of the active window by pressing **(Alt)+F7** (**(Extend char)+f7** on HP keyboards). Move the window with the arrow keys or mouse.

Sending and Receiving Mail

The mail icon in the workspace manager changes to indicate that you have new mail.



The mail icon has two other functions:

- Drop a file icon onto it to mail the file.
- Click the mail icon to start the mail program. Different operating systems use different mail programs. (The default mail program is `elm` for HP-UX systems .)

To mail a file:

1. Use mouse button 2 to drag a file icon from the file manager display area. Drop it onto the mail icon.
2. Type the subject and destination into the displayed dialog box.
3. Click [OK] to send the file.

To read mail using `elm` (HP-UX systems):

1. Click the mail icon to start `elm`.
2. When `elm` appears, click [Read Msg] at the bottom of the window.
3. Use the buttons at the bottom of the `elm` window to control the mailer's operation.

To send mail using elm (HP-UX systems):

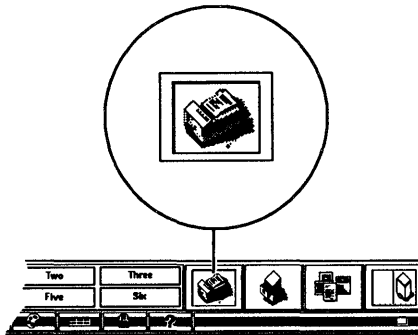
1. Click the mail icon to start `elm`.
2. When `elm` appears, click [Mail Msg] at the bottom of the window.
3. Follow the prompts that appear below the `elm` command line.

For more information on `elm`, see the `elm` man page in the help index (click **Man Page**, then **Standard HP-UX Commands**, then search for `elm`).

4

Printing

To print from the workspace manager, use mouse button 2 to drag a file icon from a file manager display area and drop it onto the printer.

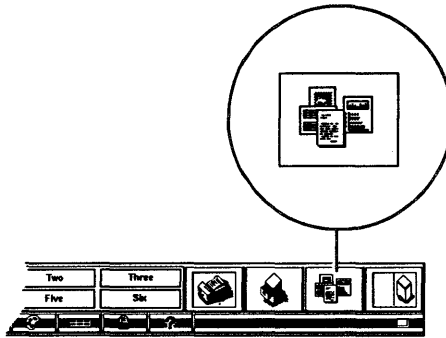


You can customize the print action to suit your specific needs. See “To modify the PRINT definition” in Chapter 8.

Click the printer button on the workspace manager to open a window showing the status of printers connected to your workstation. To close the window, double-click the window menu button.

Running Applications

The applications directory gives you easy access to the applications available on your workstation.



To get to an application in the application directory:

1. Click the applications directory button to display a file manager view of the application directory.
2. Double-click the folder (if any) containing the application you want to run. On occasion, you may need to open several levels of folders before you get to the application icon.

Once you have the application icon in view, you can start the application in several ways:

- Double-click the application icon.
- Drop a file icon on the application icon.
- Drop the application icon on the workspace backdrop.

You can also start some applications using just the file icons:

- Drop the file icon on the workspace backdrop. If the file type has a default application, the application will start.
- Select a file then choose the application from the file manager's Actions menu.

For example, if your workstation were set up to take full advantage of the benefits of the application directory, you could start a `vi` editing session in any of the following ways:

- Double-click the `vi` icon.
- Drop a text file on the `vi` icon.
- Drop the `vi` icon on the workspace backdrop.
- Drop a `vi` text file icon onto the workspace backdrop.
- Select a `vi` text file and then:
 - Choose **EDIT** from the file manager's **Actions** menu. (You can do this if your system is configured so that the default **EDIT** action is `vi`).
 - Choose **VI** from the file manager's **Actions** menu. (You can do this if your system administrator has added **VI** to the **Actions** menu.)

Using the applications directory is covered in more detail in Chapter 6. To add to the applications in the application directory, see “Creating Your Own Action Definitions” in Chapter 8.

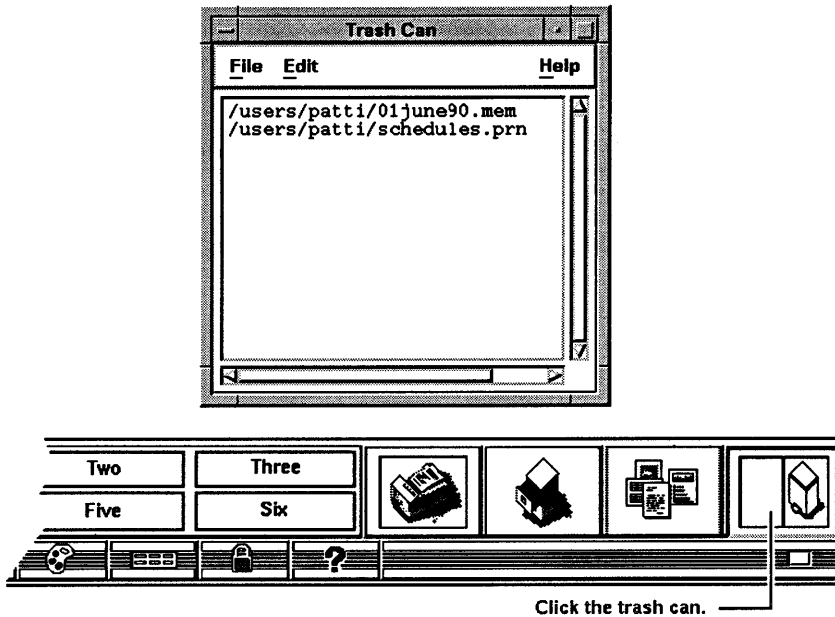
Removing Files to the Trash Can

To remove a file, use mouse button 2 to drag the file icon from a file manager display area and drop it onto the trash can.

By default, when the trash can deletes a file, it removes it from the workspace but not from the workstation. You can restore “removed” files from the trash can until you log out. At logout, removed files are permanently deleted.

To restore a removed file from the trash can:

1. Click the trash can to display the Trash Can window. You can also choose **Show Trash** from the file manager **File** menu.
2. Click the file you want to restore.
3. Choose **Restore** from the Trash Can window's **Edit** menu.

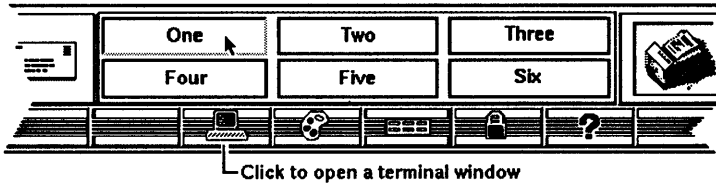


To permanently delete a removed file:

1. Click the trash can to display the Trash Can window. You can also choose **Show Trash** from the file manager File menu.
2. Click the file you want to permanently delete.
3. Choose **Remove** from the Trash Can window's Edit menu.

Using a Terminal Window

HP VUE terminal windows provide you with access to the command-line prompt, and through it, operating system commands. Terminal windows also provide you with the ability to select and copy text from one window to another.



Copying Text

HP VUE terminal windows allow you to copy blocks of text.

To copy text in a terminal window:

1. Put the pointer over the first character in the text you want to copy.
2. Press *and hold down* mouse button 1.
3. Drag the pointer over the text you want to copy. The text is highlighted.
4. Release mouse button 1. A copy of the highlighted text is now in an internal storage area.
5. Position the pointer where you want to insert the clipboard text.
6. Click mouse button 2.

Additional copies of the highlighted text can be pasted by repeating steps 5 and 6.

Resizing Window Contents

With some operating systems, when you resize a terminal window by pressing mouse button 1 on the window frame and dragging the pointer, applications running in the window (such as the shell that supplies the command-line prompt) may not realize that you have resized the window. To inform the contents of a terminal window that the window is a different size, type the following at the command-line prompt of the resized window:

```
eval 'resize' 
```

(that's eval space left quote resize left quote)



Getting Help

The Help Manager informs you about HP VUE and its operation, and accesses the online man pages used for system administration and programming.



How to Get Help

You can get help on any HP VUE application in the following ways:

- Ask the workspace manager for the help index.
- Choose an item from an application's Help menu.
- Click a [Help] button in a dialog box.

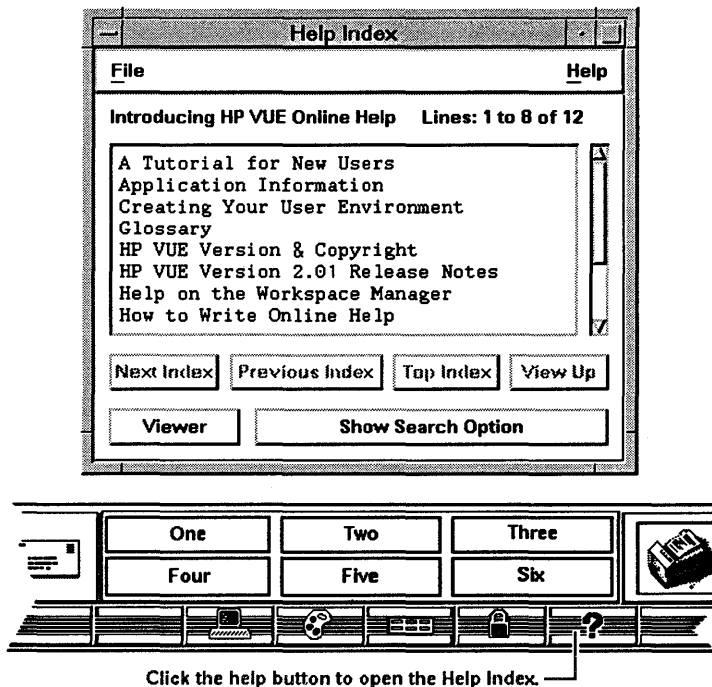
To learn ...	Do this ...
What an object is and how to use it.	Choose On Item from the application's Help menu, then click the ? pointer on the object.
About an application.	Choose On Application from the application's Help menu.
About a dialog box.	Click [Help] in that dialog box.
By doing a tutorial.	Click [?] in the workspace manager. In the Help Index window, click [Viewer] and A Tutorial for New Users .
The date and version of an application.	Choose On Version from the application's Help menu.
The mnemonic and accelerator keys for an application.	Choose On Keys from the application's Help menu.
How to operate an application step by step.	Choose On Application from the applications' Help menu, then click the Using topic in the See Also section of the Help Viewer.
About glossary terms and definitions.	Choose Glossary View from the help viewer's Options menu.
Operating system or programming reference information.	Choose Man Page Search from the help viewer's Options menu.

Asking the Workspace Manager for the Help Index

Asking the workspace manager for the help index gives you the most generic help. The index starts at the top level of help topics and is organized in a topic-subtopic hierarchy like the table of contents in a book.

To get the help index from the workspace manager:

1. Click the help button [?] on the workspace manager.
2. When the index appears, click a topic.
3. Click [Viewer] in the index to view information about the topic.



If you're looking for help on a specific application, you'll find it under the Applications topic.

Choosing an Item from a 'Help' Menu

The main window of each HP VUE application has a **Help** menu on its menu bar.

The Help Menu Explained

Most HP VUE **Help** menus look similar:

Menu Item	Description
On Item	Context-sensitive help on an application's graphical objects.
On Application	General help on a window, the counterpart of [Help] in a dialog box.
On Help	Instructions for operating the help manager.
5 On Keys	Mnemonic and accelerator keys for the application.
On Version	Date and version information for the application.

Using a Help Menu

A **Help** menu works just like any other HP VUE menu. To choose an item, either drag down through the menu and release mouse button 1 on the item, or click the menu title then click the item.

To avoid choosing, press **[Esc]** or move the pointer off the menu before ending the drag or clicking.

Clicking a **[Help]** Button in a Dialog Box

When you click **[Help]** in a dialog box, you receive general help about that dialog box, the equivalent of **On Application** in a **Help** menu.

Getting Help on Help

You can get step-by-step help on operating the help manager from any HP VUE application by choosing **On Help** from the application's **Help** menu.

Using the Help Manager

The help manager has three windows:

Help Viewer Displays help text for your viewing.

Help Index Displays the index of help topics from which to choose.

Help Snapshot Makes a copy of a help text to keep in your workspace.

While each window has a different function, you operate them similarly.

Viewing Help Text

To view help text without using the index:

1. Choose **On Item**, **On Application**, or **On Keys** from the **Help** menu of an application, or click **[Help]** in a dialog box.
2. Click topics in the **See Also** box to view related information.

To view help text using the index:

1. Click a topic in the help index.
2. Click **[Viewer]** to open the help viewer. The text for that topic will be in the viewer display area.

If the viewer is already in workspace, clicking a topic in the index changes the viewer text to that of the new topic.

Displaying the Help Index

To display the help index from the workspace manager, click the help button (**[?]**) on the workspace manager.

To display the index from the help viewer, choose **Index ...** from the **Browse** menu.

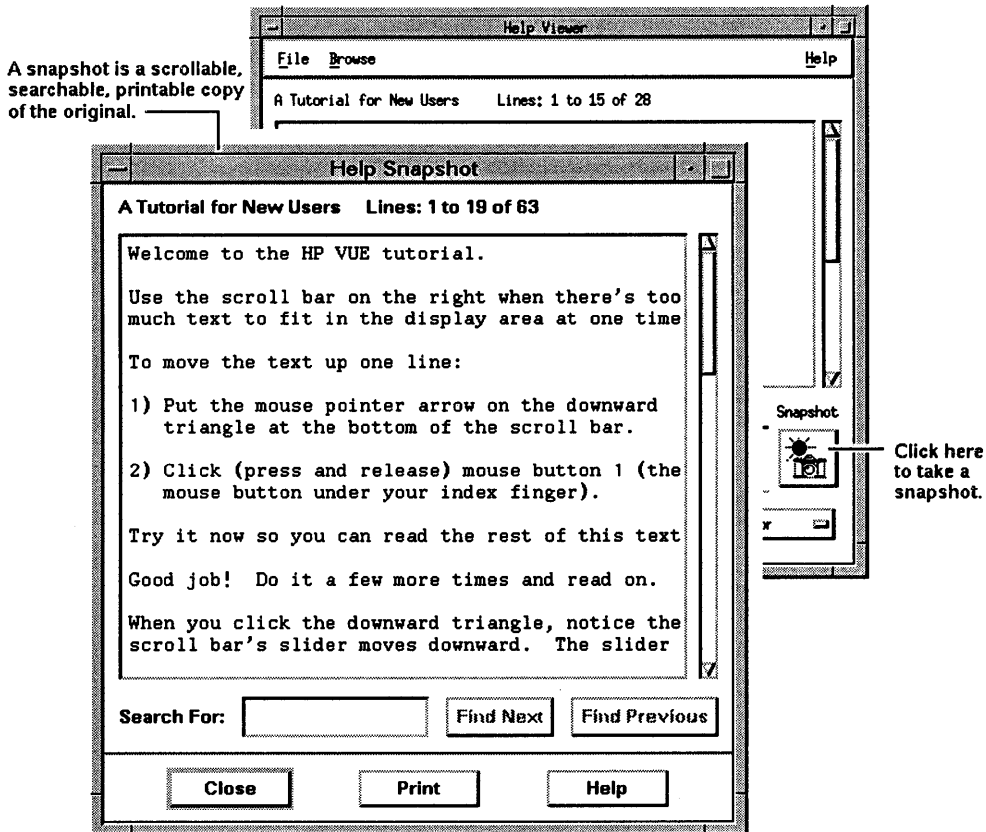
Use the scroll bar to view a list of topics too big to fit in the index display area.

Viewing More Than One Help Text at a Time

A snapshot keeps help text available without the other help windows cluttering your workspace.

To take a snapshot of a help text, click [Snapshot] in the help viewer.

Like text in the viewer, you can scroll a snapshot, search for a word, or print the text.

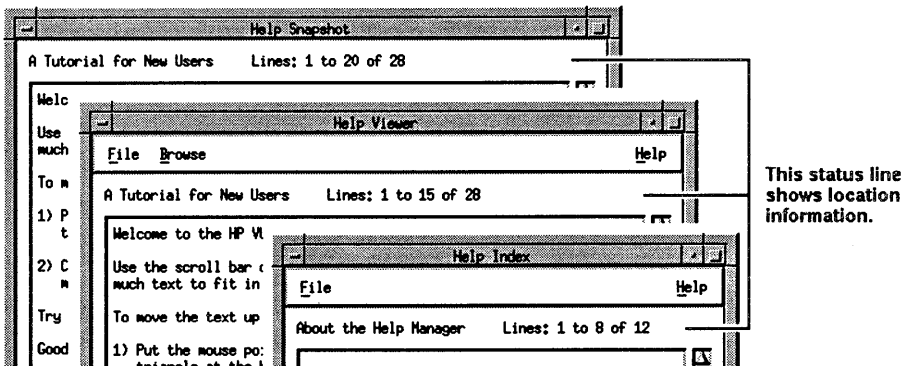


To remove a snapshot from the workspace, click [Close].

Getting Status Information

Each help window shows the topic name, the lines displayed, and the total number of lines. This information is always in view on the status line above the window's display area.

The topic name is above and to the left of the display area. The lines displayed are above and to the right. The total lines are above and to the far right.



In the index, each line is equal to a different subtopic, so the total number of lines tells you the number of subtopics.

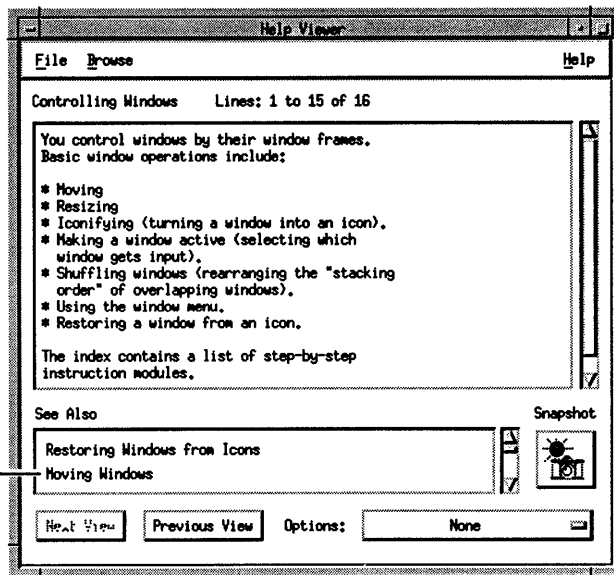
Scrolling through a display area changes the line numbers, telling you how far you've gone in a topic or list of subtopics.

Notice also that the size of the scroll bar slider is inversely proportional to the number of lines; the larger the topic, the smaller the slider.

Getting More Information

Click a topic in the help viewer's **See Also** list to get more information on a topic or to view related topics. For example, each help topic on a window or dialog box has a **See Also** topic explaining the step-by-step operation.

"See Also" topics give more information.



The See Also list is your most direct way of finding help information.

Getting Access to HP LaserRom Documentation

Using the HP VUE help manager, you can access HP LaserRom online documentation if you have that product available to your workstation. (The *HP Visual User Environment System Administration Manual* describes how to configure the the system to access the HP LaserRom.)

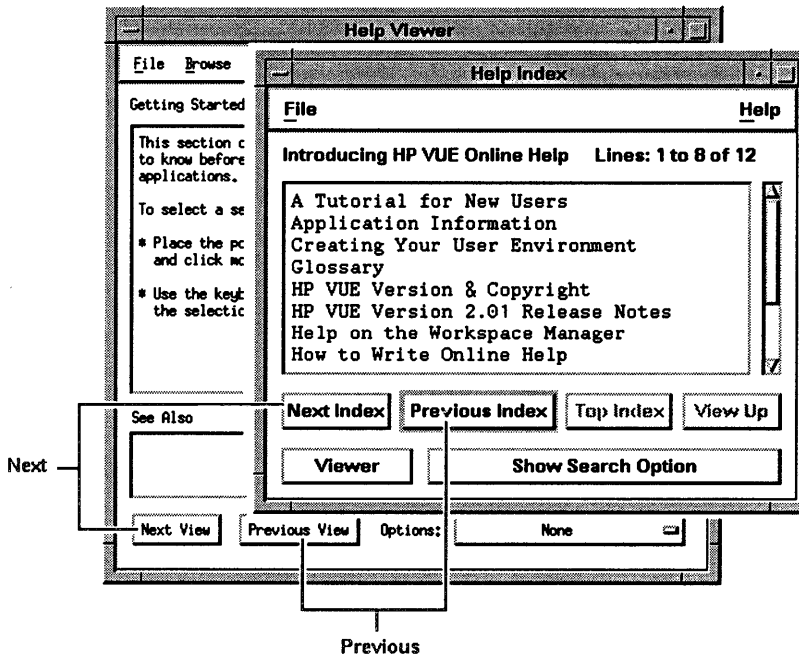
To access HP LaserRom documentation:

1. Click the help [?] on the workspace manager to display the help index.
2. Click [Viewer] to display the help viewer.
3. Choose HP LaserRom/UX from the Browse menu.

Going Back and Forth Between Texts

On occasion, you may want to go back to a previously viewed topic, then return to the topic you're currently viewing.

You can backtrack through the topics you've viewed using [Previous View] and [Next View] in the viewer or [Previous Index] and [Next Index] in the index.



Click [Previous View] or [Previous Index] to go back to a previously viewed topic. Click [Next View] or [Next Index] to go forward to a more recently viewed topic.

Searching for a Word

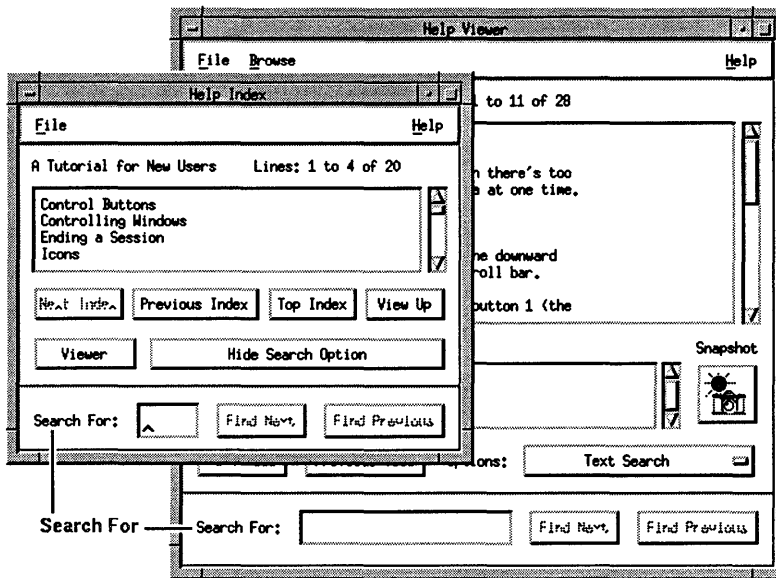
You can search for a word (or series of characters) in the display area of any help manager window.

To display the 'Search for' box for the viewer:

1. Click or drag the Options button (usually it reads [None]).
2. Choose Text Search.

To display the Search for box for the index, click [Show Search Option]. In the snapshot, the Search for box is always present.

5



To search for a word:

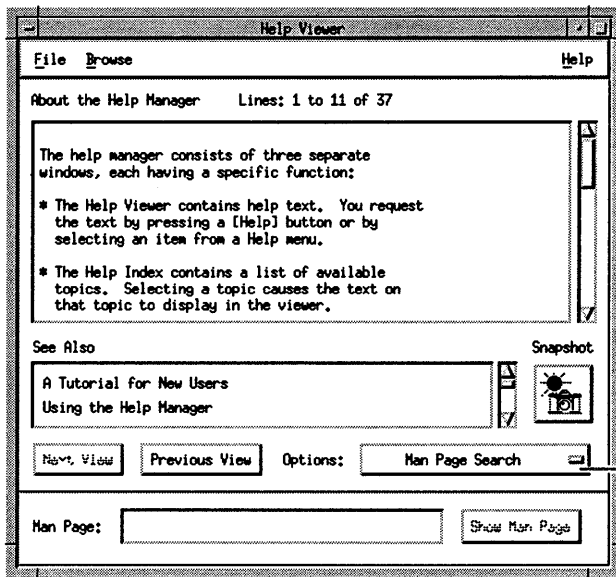
1. Click the Search for box in the appropriate help window.
2. Type the word (or series of characters). If you mistype, edit with **Backspace** or **Delete char**.
3. Press **Return**.

The next matching word appears highlighted in the text. The text in the display area scrolls if necessary to bring the word into view. Pressing **Return** again continues the search, finding additional occurrences.

You can also click **[Find Next]** to do the same thing. Clicking **[Find Previous]** searches the text from the current location to the beginning, the opposite of **[Find Next]** and **Return**.

Searching for a Man Page

A man page is an online reference to operating system commands and other technical information. Choose **[Man Page Search]** from the Help Viewer's Options menu, to search for online reference information.



Use "Man Page Search" for online reference information.

To search for a man page:

1. Click or drag the help viewer's **Options** menu (usually it reads **[None]**).
2. Choose **[Man Page Search]**.
3. Click the **Man Page** box.
4. Type the exact name of the man page. To edit, use **Backspace** or **Delete char**.
5. Click **[Show Man Page]** to start the search.

If you have a large number of man pages on your workstation, it may take the help manager a noticeable amount of time to search them.

The help manager displays a message if it can't find the requested man page. Make sure you've typed the man page name exactly as you expect the help manager to find it.

Man page text displays in the viewer's display area. Drag the corner of the window frame to enlarge the window if the text is too big.

5

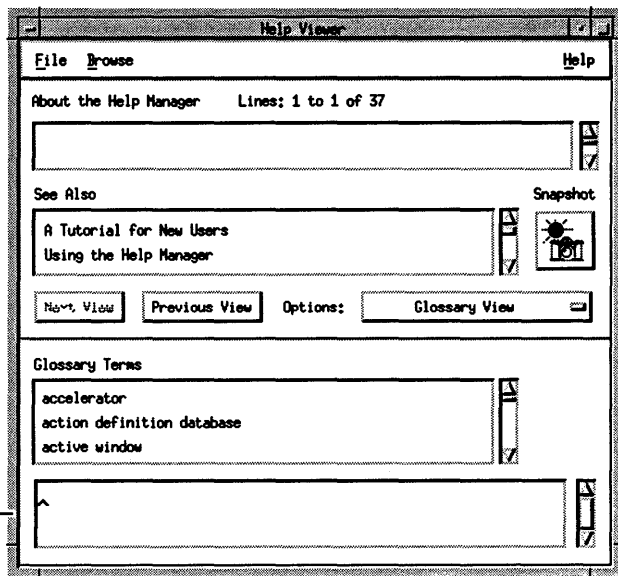
Like any text in a help manager display area, you can search for a word. See "Searching for a Word" above.

Looking Up a Glossary Definition

Use **[Glossary View]** from the Help Viewer's **Options** menu to select a term and view its definition.

To display **[Glossary View]**:

1. Click or drag **Options** (usually it reads **[None]**)
2. Choose **[Glossary View]**.



Click a glossary term to view a definition.

To view a definition, click the word in the **Glossary Terms** box you want defined. You can scroll the **Glossary Terms** box to view the complete list of available words.

Printing Help Text

You can print both viewer and snapshot text. The entire text of the topic prints, not just the text visible in the display area.

To print viewer text:

1. Click the **File** menu.
2. Choose **Print**.

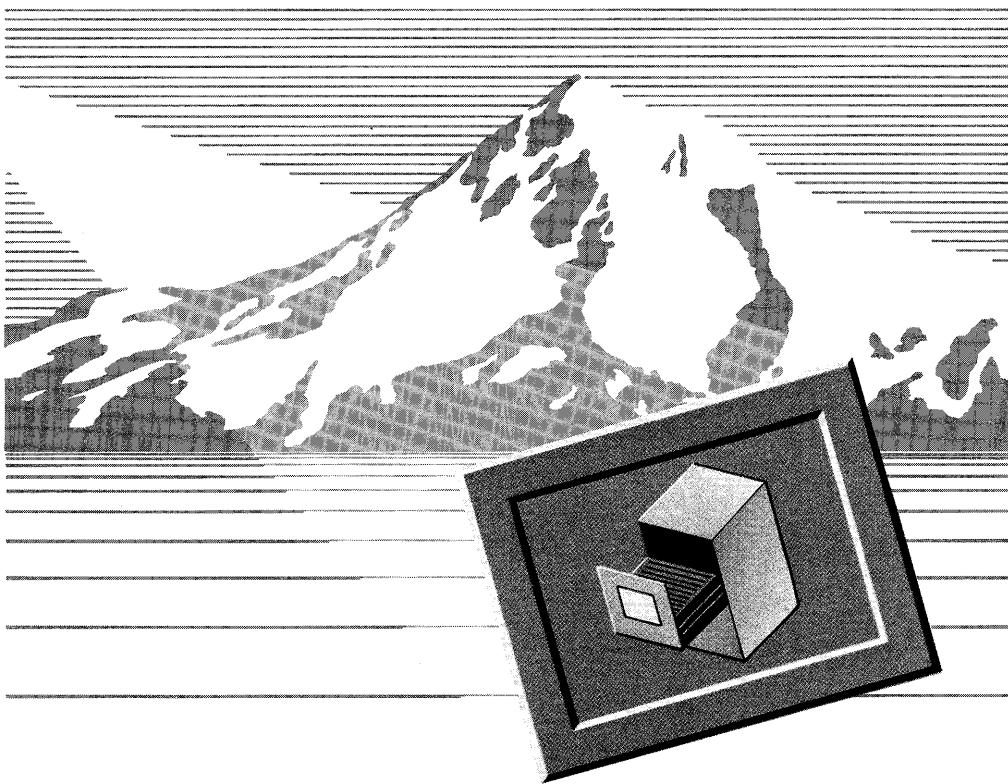
To print snapshot text:

Click **[Print]** in the snapshot window.



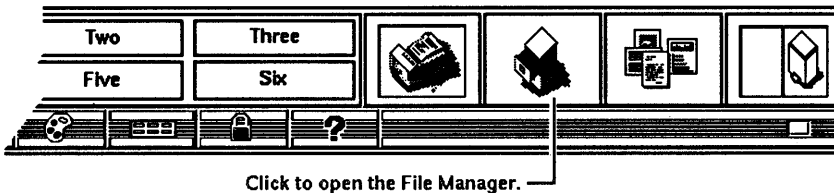
Managing Your Files

The HP VUE file manager aids you in organizing and managing the information you store in your workstation. The workstation uses files as named “containers” to hold data. Directories, or “folders,” are special files that hold regular files *and* other folders.



Getting a File Manager View

You can always get a file manager view from the workspace manager by moving the pointer on the file manager button and clicking mouse button 1.



Once one file manager is in your current workspace, you can get other file managers in the following ways:

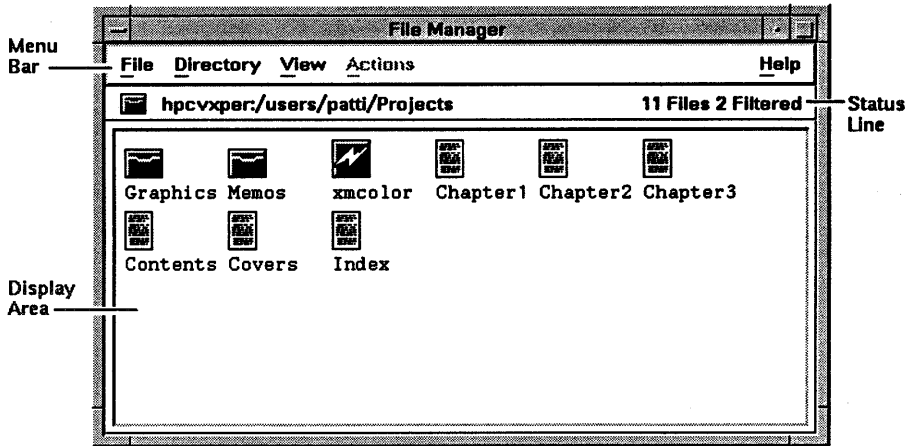
- By pressing the file manager button again.
- By selecting a directory icon and then choosing **Open New View** from the **Actions** menu.
- By choosing **New** from the **View** menu.
- By clicking [**New View**] after finding files with the **Find Files** dialog box.
- By dropping a directory icon on the workspace background.

6

What a File Manager View Tells You

Besides the standard window frame, each file manager view has the following components:

- Menu bar with pulldown menus.
- Status line.
- Display area.

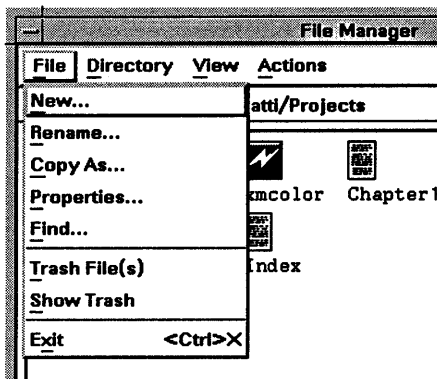


The Menu Bar with Pulldown Menus

The file manager menu bar provides a central location for file and directory management actions. These actions are grouped into five menus.

File Menu

The **File** menu contains actions for creating, finding, and removing files, including:



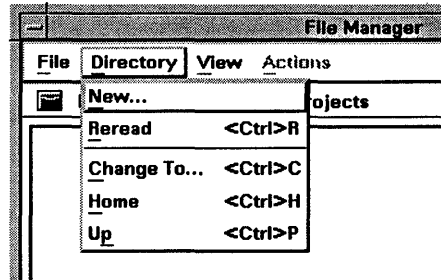
- New ...** Creates a file of 0 length. (See chapter 8 to use this feature to create actions.)
- Rename ...** Renames an existing file.
- Copy As ...** Copies a file to a new file name.
- Propert-
ties ...** Sets owner, group, and read, write and execute permissions.

- Find ...** Searches for a file or directory.
- Trash
File(s)** Removes selected files or directories.
- Show
Trash ...** Opens the Trash Can window so you can see and restore removed files and directories.
- Exit** Closes this file manager view.

Directory Menu

The **Directory** menu contains actions applicable to creating, changing, and viewing directories, including:

6

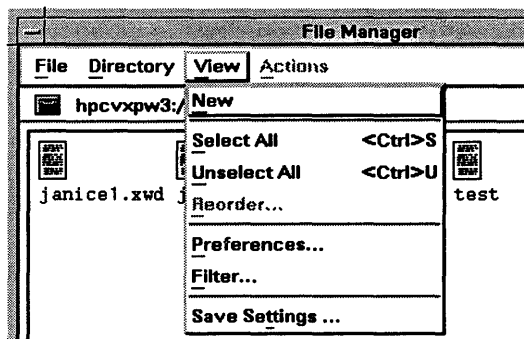


- New ...** Creates an empty directory.
- Reread** Rereads the current file and directory property information into the file manager display area.
- Change To ...** Switches the view to a directory you specify.
- Home** Switches the view to your home directory.

Up Switches the view to the parent directory, the directory containing the currently viewed directory.

View Menu

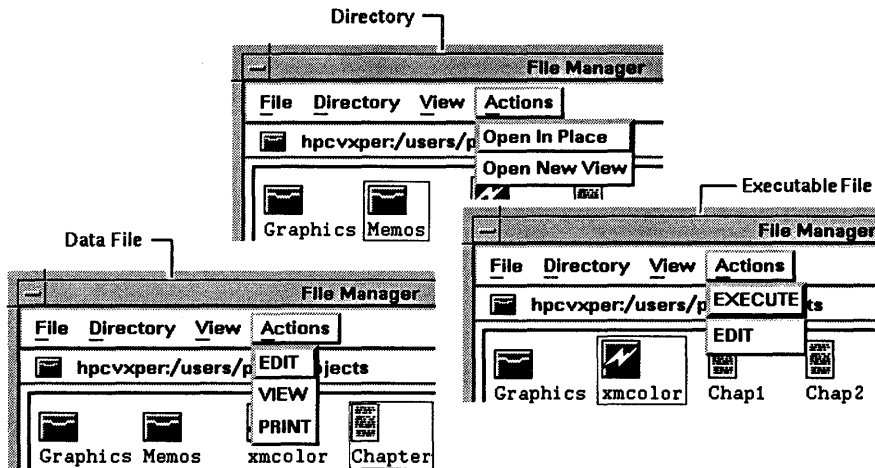
The **View** menu contains actions that affect your view of the files and directories contained in a file manager display area, including:



- | | |
|--------------------------|---------------------------------------------------------------------------------------------|
| New | Opens a new file manager viewing the current directory. |
| Select All | Selects all files and directories in the current view. |
| Unselect All | Unselects all files and directories in the current view. |
| Reorder ... | Puts selected files and directories in an order you specify to execute them as a group. |
| Preferences ... | Sets the order in which files and directories listed are viewed. |
| Filter ... | Sorts files and directories, displaying only those that pass through the “filter” criteria. |
| Save Settings ... | Saves the current preferences, filter, and window size. |

Actions Menu

The contents of the **Actions** menu are context-sensitive and change to reflect possible actions for the file or directory selected. If no file or directory is selected, the **Actions** menu is grayed out.



6

Data (usually text) file default actions available are:

- EDIT** Displays the selected file in an editor window.
- VIEW** Displays the selected file in a File Viewer dialog box.
- PRINT** Prints the selected file.

Executable file default actions available are:

- EXECUTE** Starts the executable file, such as a script.
- EDIT** Displays the executable file in an editor window.

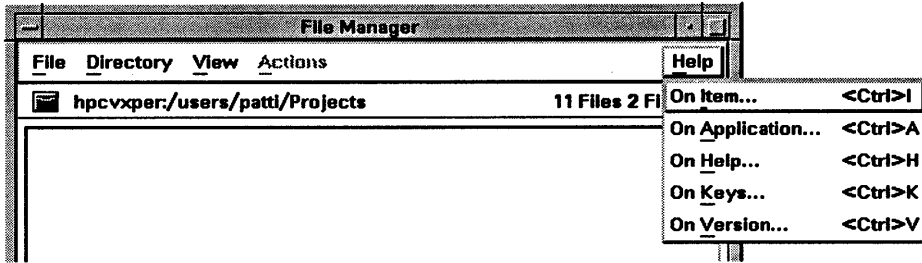
Directory default actions available are:

- Open In Place** Displays the contents of the selected directory in the current file manager view.
- Open New View** Displays the contents of the selected directory in a new file manager view.

6-6 Managing Your Files

Help Menu

The Help menu provides you with help on the file manager. Among the types of help available are the following:



On Item ... Context-sensitive help on any file manager graphical object.

On Application ... Information about the current file manager view itself.

On Help ... Information on operating the help manager.

On Keys ... The mnemonic and accelerator keys that operate the file manager.

On Version ... The version and date of the file manager.

Status Line

The status line is immediately below the menu bar. Aside from the information the line provides, you can double-click segments of the path to view that directory. You can also drag the current directory icon to an action icon to perform the action on the current directory, or to the workspace background to open another file manager view of the current directory.

The syntax of the status line depends on the operating system your workstation is running. For example, on HP-UX workstations the status line looks like this:

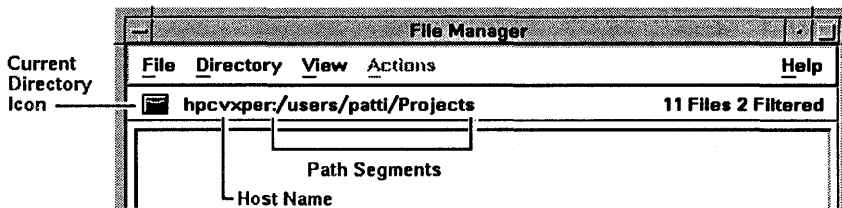
HostName: / PathSegment/ PathSegment/ PathSegment

whereas, on Domain/OS systems, it looks like this:

//HostName/PathSegment/PathSegment/PathSegment

Host Name

The host name (the first name in the status line) is the name of the workstation whose directory you are currently viewing.



Going Up the Directory Path

Following the host name, is the **path** of the directory being viewed. The path is made of segments similar to the branches of a genealogical tree. In a path, each segment (divided by a “/”) is a directory.

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Double-clicking a path segment shows that directory’s contents in the display area. Double-clicking the “/” after the host name shows the root directory’s contents.

The Meaning of “Files” and “Filtered”

On the right side of the status line are the number of files and filtered files that the current view contains.

The number of files represents the contents of the directory (including both files and subdirectories). The filtered number is the number of files and subdirectories contained in the directory, but that are not being viewed because they don’t match the criteria specified in the Filter Files dialog box (**View** menu). The file counts include the current directory (.) and the parent directory (..).

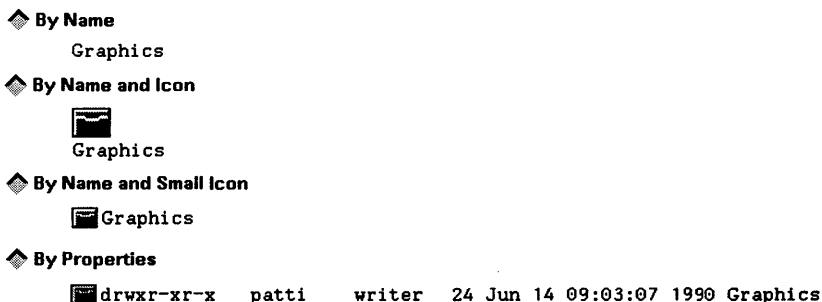
Display Area

The display area shows the contents (except for “filtered” files) of the current directory, the last segment of the status line path. The **View** menu affects how and what files and directories appear in the display area.

Changing the Appearance of the Display Area

You can view the contents of the current directory as either icons (with names) or as a non-graphic list of file names, using the Set Preferences dialog box (choose **Preferences ...** from the **View** menu).

The illustration below gives examples of what shows in the display area when an **Order** preference item is chosen.



Note

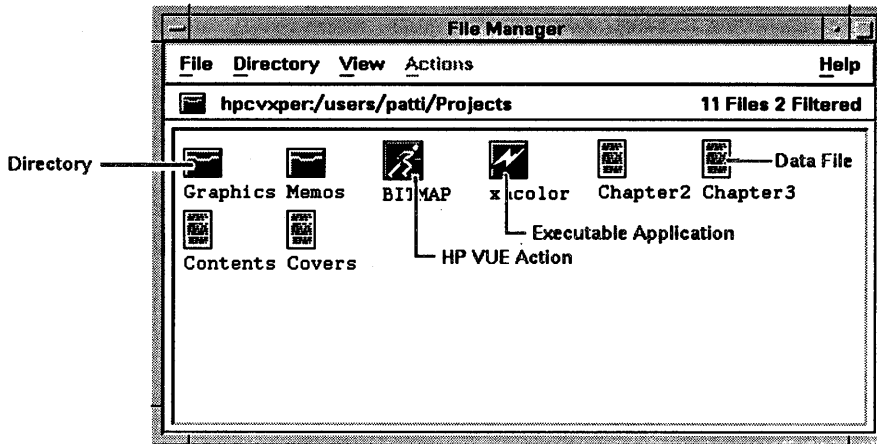


When you select **By Name**, you can use the “name” in the display area, the same way you use file and directory icons to perform actions, such as dragging and dropping.

While viewing only the file name (**By Name**) does not tell you all the information known about a file, it may very well tell you all you need to know.

Viewing a directory by property (**By Properties**), on the other hand, tells you the most information, which may be more than you want to know.

Viewing a directory by small or large icon (**By Name and Icon** or **By Name and Small Icon**) gives you the file names and icons that distinguish graphically between directories and types of files (see the illustration below).



Viewing a Large Directory

When the directory you are viewing is small, its contents fit in the display area. Large directories, however, have a scroll bar on the right side of the display area so you can scroll contents into view.

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Using the File Manager

Use file manager menus to do file management tasks. You can do some tasks by dragging a file or directory icon and dropping it in a particular location. Other tasks require you to select a file or directory (or multiple files and directories) first. These tasks are grayed out in the menus until a selection is made.

Selecting Files and Directories

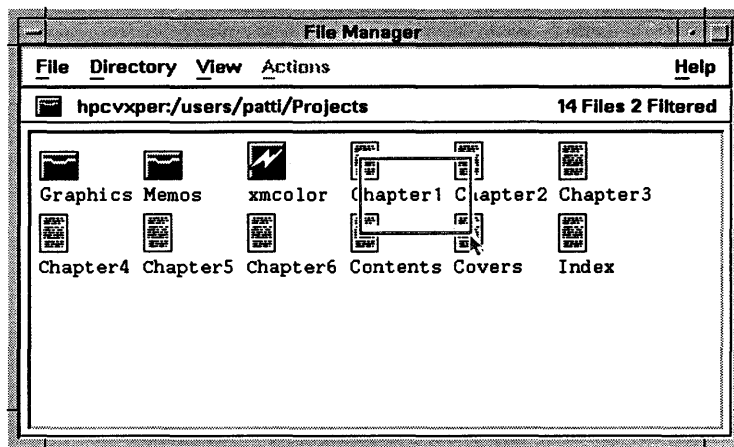
You can select any icon in the display area, any range of icons, or any combination of icons and ranges of icons.

Selecting a Single File or Directory

To select a single file or directory, click its icon with mouse button 1. The icon highlights as a visual cue that you have successfully selected it.

Selecting a Range of Files or Directories

A **range selection** means choosing two or more files or directories that are right next to each other (contiguous) in the file manager display area.



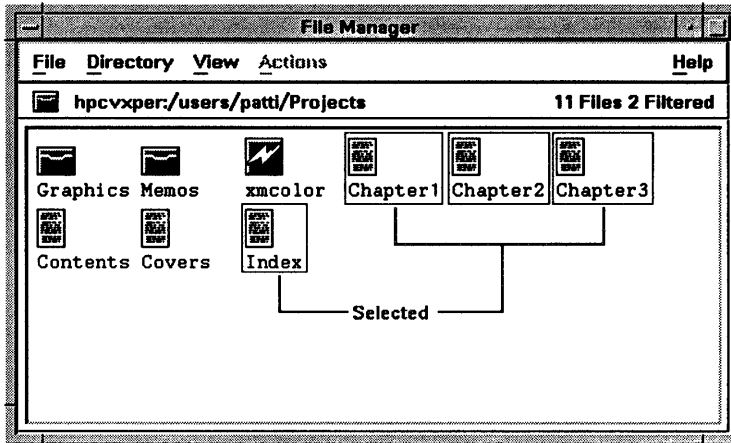
To select a range of files or directories:

1. Press and hold down mouse button 1 on the first or last icon in the range.
2. Drag the pointer to the other end of the range.
3. Release mouse button 1.

Selected files and directories highlight as a visual cue of their selection.

Selecting Files and Directories at Random

A **random selection** is the selection of two or more files or directories that are *not* next to each other (non-contiguous) in a file manager display area.



To select files or directories at random:

1. Select the first icon or range of icons.
2. Hold down **CTRL** and make your next selection.
3. Release **CTRL**.

6 To unselect randomly from a group of selected files or directories:

1. Move the pointer over the file or directory to unselect.
2. Hold down **CTRL** and click mouse button 1.
3. Release **CTRL**.

Selecting and Unselecting With the View Menu

You can select all files and directories in the display area by choosing **Select All** in the **View** menu.

To select almost all files and directories, select all, then randomly unselect the ones you don't want.

You can unselect all files and directories in the display area by choosing **Unselect All** in the **View** menu or by moving the pointer over an empty area in the display area and clicking mouse button 1.

Moving a File or Directory

You can perform actions on files and directories by dragging and dropping their icons. Where you drop an icon affects what happens.

Dropping an icon on ...	Does this ...
Another file manager view	Moves (transfers) the file or directory to that directory being viewed.
A directory icon	Moves (transfers) the file or directory into that directory.
The printer	Prints the file.
The trash can	Removes the file from the directory.
The workspace	Performs the default action on that file or directory. For example, a text file might open for editing, a directory would open for viewing.
An action icon	Performs the action on the file or directory.

To move a file or directory:

1. Move the pointer on the file or directory icon.
2. Press *and hold down* mouse button 2.
3. Drag the icon to the target location.
4. Release mouse button 2 to “drop” the icon on that location.

Copying a File

You can copy a file by dragging it to a target location: either another file manager or a directory icon. You can also copy a file by selecting **Copy As ...** from the **File** menu and typing a destination, including a path.

To copy a file with a mouse:

1. Set one file manager to display the file you want to copy. This is the source view.
2. Set a second file manager to display the directory to which you want to copy the file. This is the target view.
3. Move the pointer over the file you want to copy.
4. Press **CTRL**, *and while holding it down*, hold down mouse button 2.
5. Drag the file from the source view to an open area of the target view.
6. Release mouse button 2.
7. Release **CTRL**.

If you release **CTRL** before mouse button 2, a move is performed.

You can also copy a file by dragging its icon onto a directory icon.

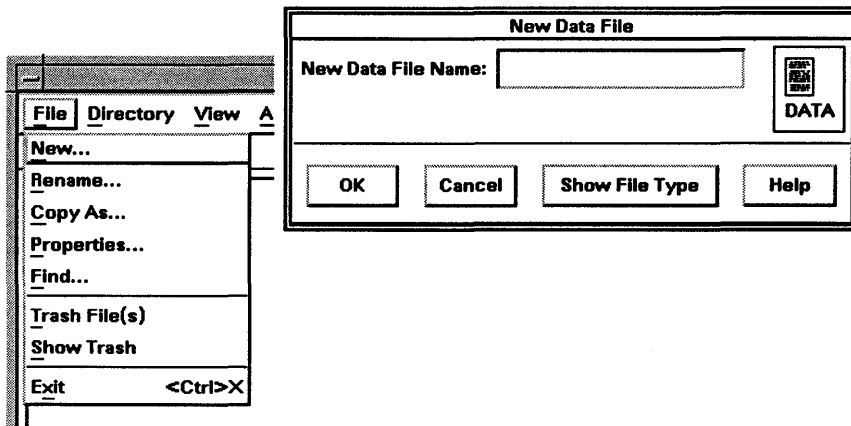
To copy a file using Copy As:

1. Click the file you want to copy.
2. Choose Copy As ... from the file manager File menu.
3. Click the New File Name box to display the text insertion cursor.
4. Remove the old name.
5. Type the new name.
6. Click [OK] or press **Return**.

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Creating Files and Directories

You can use the file manager to create a file or a directory, giving it a unique name. You can precede the name with a complete directory path to place it in a directory other than the current directory.



To create a file:

1. Open a file manager view of the directory that will contain the new file.
2. Choose **New ...** from the file manager **File** menu to display the New File dialog box.
3. Click the **New Data File Name** box to display the text insertion cursor.
4. Type the name.
5. Click **[OK]** or press **Return**.

This creates a file of 0 length, an “empty” file to which you can add text, for example.

To create a directory:

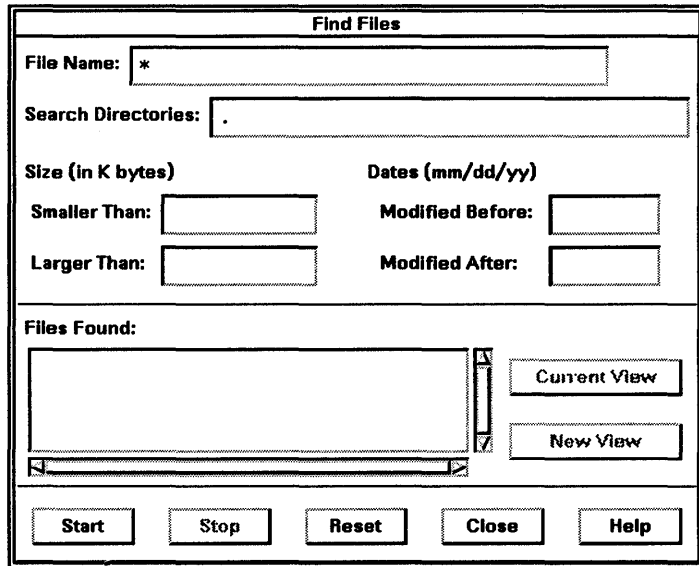
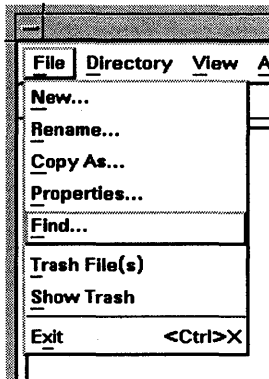
1. Open a file manager view of the directory that will contain the directory you are creating.
2. Choose **New ...** from the file manager **Directory** menu to display the New Directory dialog box.
3. Click the **New Directory Name** box to display the text insertion cursor.
4. Type the name of the new directory.
5. Click **[OK]** or press **Return**.

Finding a File or Directory

You can use the file manager to search for files and directories without knowing their locations or even their exact names. By default a search starts at the current directory and looks for all files and subdirectories in the current directory. However, you can change the scope of a search.

To find files or directories:

1. Open a file manager.
2. Choose **Find ...** from the **File** menu to open the Find Files dialog box.
3. Specify the scope of your search (see below).
4. Click **[Start]** or press **(Return)** to begin the search.



When the search starts, **[Start]** grays out as a visual cue that the search is underway. Files or directories found by the search display in the **Files Found** box.

Click **[Stop]** to cancel the search.

Specifying the Scope of a Search

To search for specific files:

1. Click the **File Name** box to display the text insertion cursor.
2. Type the file, directory, or the sequence of characters for which to search. See the table below for examples.
3. Click **[Start]** or press **(Return)** to start the search.

Tips for Searching By File Name	
*.c	finds all files in the specified directory tree that end in ".c".
sys.*	finds all files in the specified directory tree that start with "sys."
foo	finds all files in the specified directory tree that have "foo" in their names.
foo??bar	finds all files in the specified directory tree that start with "foo," end with "bar," and have any two characters in between.
[mM]ake	finds all "make" or "Make" files in the specified directory.

To search a specific directory:

1. Double-click the **Search Directories** box.
2. Type the directory path. By default, the current directory (.) and its subdirectories are searched.
3. Click **[Start]** or press **(Return)** to start the search.

You can specify an absolute path, one beginning with the root directory (/), or a relative path, one beginning with the current directory. To search more than one directory at a time, separate the search paths by a space or tab character. The more complete the path, the narrower the search.

To search by size:

1. To search for files or directories smaller than a certain size, click the **Smaller Than** box to display the text insertion cursor.
2. Type the *maximum* size of the files or directories you want to find.
3. Click **[Start]** or press **(Return)**.

To search for files larger than a certain size, follow the above steps using the **Larger Than** box instead of **Smaller Than**.

To search by modification date:

1. To search for files or directories modified or created before a certain date, click the **Modified Before** box to display the text insertion cursor.
2. Type the date files must be older than. Use mm/dd/yy.
3. Click [Start] or press **Return**.

To search for files or directories modified or created after a certain date, follow the above steps using the **Modified After** box instead of **Modified Before**.

Renaming a File or Directory

To change the name of a file or directory:

1. Open a file manager.
2. Click the file or directory you want to rename.
3. Choose **Rename ...** from the **File** menu to display the **Rename File** dialog box.
4. Click the **New File Name** box to display the text insertion cursor.
5. Type the new name of the file or directory. The name must be one word, *no spaces or tabs*, and unique to the directory in which it is contained.
6. Click [OK] or press **Return** to complete the renaming.

Click [Cancel] to avoid renaming.

Typing the name and clicking [Show File Type] shows you what icon will be associated with the new name.

Removing and Restoring a File or Directory

You can remove any of your files or directories by dropping them into the trash can. Once in the trash can, you can restore them, or you can remove them *permanently*.

Caution



You can restore files or directories for a limited time only. Files or directories that you drop in the trash can are *permanently* removed when you log out.

To drag a file or directory to the trash can:

1. Open a file manager.
2. Move the pointer over the file or directory icon (or a selected range of icons).
3. Press *and hold down* mouse button 2.
4. Drag the file or directory icon over the trash can. If the icon is a non-empty directory, the system displays a dialog box. To proceed with the removal, click [OK].
5. Drop the icon into the trash can (release mouse button 2).

To cancel a drag operation, press the **ESC** key *before releasing mouse button 2*.

To remove a file or directory using Trash File(s):

1. Open a file manager.
2. Click the file or directory you want to remove.
3. Choose **Trash File(s)** from the **File** menu.

Note that you can remove a range of files or directories (*be careful*) or a non-contiguous selection.

To avoid removing the file or directory, press **ESC** or move the pointer off the menu and click mouse button 1.

To restore a file or directory:

1. Click the trash can or choose **Show Trash** from the file manager's **File** menu to open the Trash Can window.
2. Click the file or directory you want to restore.
3. Choose **Restore** from the **Edit** menu.

Changing File or Directory Properties

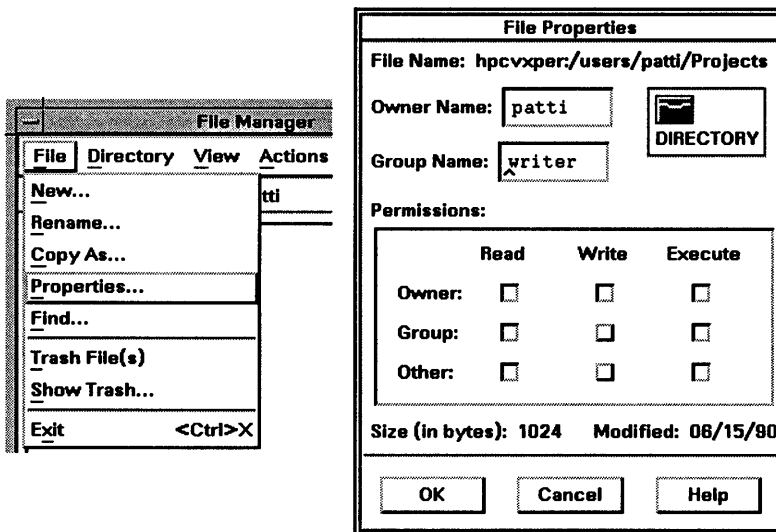
Files and directories have a number of attributes called **properties**. Properties give you the following information:

- | | |
|------------|--------------------------------------------------------------------------------------------------------------------------|
| Owner name | The login name of the person to whom the file or directory currently belongs. Usually this is the person who created it. |
| Group name | The name of a special group of users, all of whom have access to the file or directory. |

Read Permission Anyone with this permission can view and copy a file or directory.

Write Permission Anyone with this permission can modify a file or directory and can remove a file or directory if the parent directory gives write permission also.

Execute Permission Anyone with this permission can search a directory or execute a file (or a file in a directory, if the directory is executable also).



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The File Properties dialog box, which you use to change properties, also lists the size of the file or directory and the date on which it was last modified.

To change a file or directory property:

1. Open a file manager.
2. Click the file or directory whose properties you want to change.
3. Choose Properties ... from the File menu to display the File Properties dialog box.

4. Click the property you want to change. When clicked, unselected permissions become selected; and when clicked, selected permissions become unselected. For **Owner Name** or **Group Name**, use **[Backspace]** or **[Delete char]** to delete the old owner or group before typing the new owner or group.
5. Click **[OK]** to complete the change and close the dialog box.

To avoid making any modifications, click **[Cancel]**.

Updating a File Manager View of a Directory

While a file manager's view of the contents of a directory updates automatically to include most changes to files and directories, changes you make to properties (owner name, group name, permissions) are *not* automatically reflected. However, should you want to, you can update the file manager view yourself.

To update the file manager view:

Double-click the current directory icon (located in the status line under the menu bar, or choose **Reread** from the **Directory** menu.

Changing Directories

Using the file manager, you can navigate up or down your directory **tree**, your workstation's hierarchical directory and file structure.

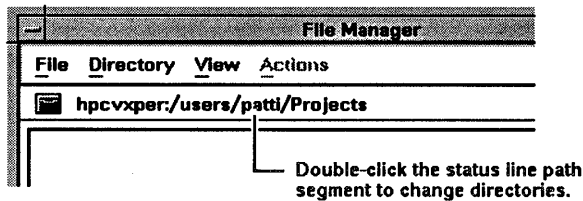
To go down the directory tree:

1. Open a file manager.
2. Double-click the directory icon or name to which you want to go.

The directory name is added to the path on the status line, and the display area shows the directory's contents.

To go up the directory tree:

Double-click the path segment (following host name on the file manager status line) to which you want to go. The segment highlights and the file manager display area changes to reflect the new view.



In Domain/OS systems, double-clicking // switches to the node entry directory.

To go to your root directory:

- Double-click the “/” after the host name in the status line (all operating systems except Domain/OS).
- Domain/OS systems: double-click the node name in the status line. To go to the node entry directory, double-click //.

To go up one level in the directory tree:

Choose Up from the file manager Directory menu.

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To go up the directory tree (another way):

1. Choose Filter from the file manager View menu to display the Filter Files dialog box.
2. Click Show Hidden Files if it isn't already selected.
3. Click Apply.
4. Click Close to remove the Filter Files dialog box.
5. Double-click the .. (parent) directory icon.

To go to your home directory:

Choose Home from the file manager Directory menu.

To change to a frequently used directory:

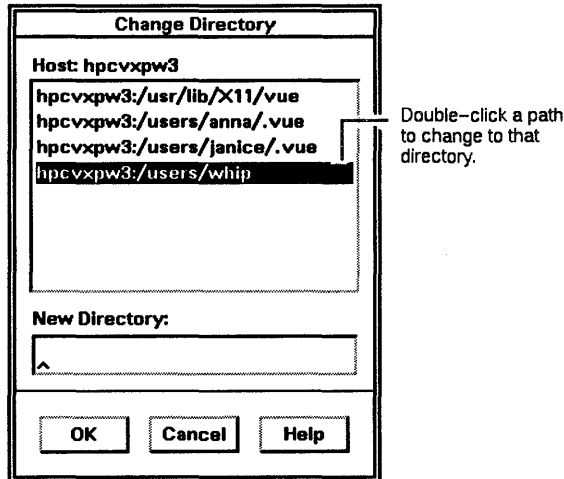
1. Choose Change To ... from the file manager Directory menu to display the Change Directory dialog box.

2. Type the name of a directory to which you frequently go. Use the complete path.
3. Click [OK] or press **Return** to change to that directory and close the dialog box.

The Change Directory dialog box preserves a list of directories you've changed to using it.

To change to a directory in the directory list:

1. Choose **Change To ...** from the file manager **Directory** menu to display the Change Directory dialog box.
2. Double-click a directory in the list box to have the file manager view change to that directory.



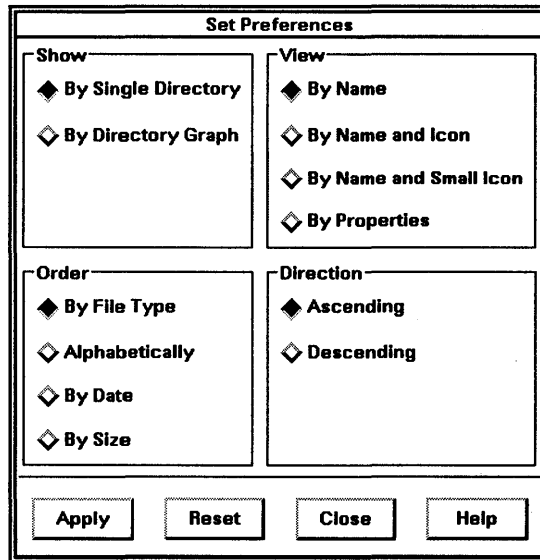
Changing Your View of a Directory

You can change your view of a directory by:

- Setting your viewing preferences.
- Filtering files and directories so only the ones you specify show.

To set viewing preferences:

1. Choose **Preferences ...** from the file manager **View** menu to display the **Set Preferences** dialog box.
2. Click the viewing preferences you want to set.
3. Click **[Apply]** to have the changes take effect or click **[Reset]** to return viewing preferences to their last applied settings.
4. Click **[Close]**.



Choose ...	To show ...
By Single Directory	The contents of the current directory.
By Directory Graph	The "tree" structure of the file system, starting at root (/).
By File Type	Directories first, action and executable files next, then data files.
Alphabetically	The contents of the current directory alphabetically.
By Date	The contents according to the date created or last modified.
By Size	The contents of the current directory in order of their sizes.

Choose ...	To show ...
By Name	The contents of the current directory by name only.
By Name and Icon	The contents of the current directory by name and icon.
By Name and Small Icon	The contents of the current directory by name and small icon.
By Properties	The contents of the current directory by icon, name, owner, group, and read, write, and execute permissions.
Ascending	The contents of the current directory in alphabetical order, or starting with the most recent date, or starting with the smallest file first (depending on the Order button selected).
Descending	The contents of the current directory in inverse alphabetical order, or starting with the oldest date, or starting with the largest file first (depending on the Order button selected).

To filter files and directories:

1. Choose **Filter ...** from the file manager **View** menu to display the **Filter Files** dialog box.
2. Enter the criteria that files and directories must match (or not match) to be displayed in the file manager view.
3. Click **[Apply]** to put these “filters” in effect or click **[Reset]** to return to the last applied filters.
4. Click **[Close]** to remove the **Filter Files** dialog box from the workspace.

The image shows a dialog box titled "Filter Files". At the top, there is a text field labeled "File Name:" containing an asterisk (*). Below this are two checkboxes: "Match the File Name" and "Show Hidden Files". Underneath, there are two columns of criteria. The left column is labeled "Size (in K bytes)" and contains two input fields: "Smaller Than:" and "Larger Than:". The right column is labeled "Dates (mm/dd/yy)" and contains two input fields: "Modified Before:" and "Modified After:". At the bottom of the dialog box, there are four buttons: "Apply", "Reset", "Close", and "Help".

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Use the following table to choose the criteria through which directory contents should be filtered.

To view ...	Do this ... then click [Apply]
Contents matching a character sequence.	Type the character sequence in the File Name box with Match the File Name selected.
Contents not matching a character sequence.	Type the character sequence in the File Name box with Match the File Name <i>not</i> selected.
The entire directory.	Type an asterisk (*) in the File Name box with Match the File Name and Show Hidden Files both selected.
Hidden 'dot' files.	Select Show Hidden Files .
Contents smaller than a certain size.	Type the size in the Smaller Than box. The size is in kilobytes.
Contents larger than a certain size.	Type the size in the Larger Than box. The size is in kilobytes.
Files modified or created before a certain date.	Type the date in the Modified Before box.
Files modified or created after a certain date.	Type the date in the Modified After box.

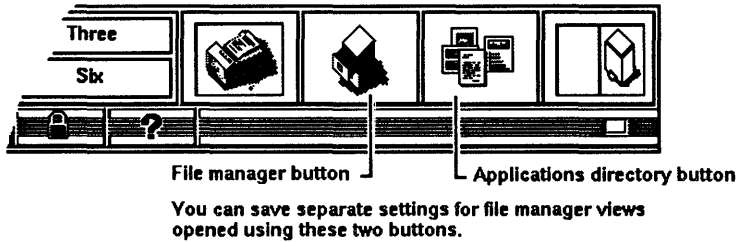
Saving File Manager Settings

Once you have set the window size, viewing preferences, and file filters for the file manager, you can save those settings. The saved settings will be in effect each time you start a new file manager view.

To save your file manager settings:

1. Choose **Save Settings ...** from the file manager **View** menu.
2. Confirm that you want the settings saved by clicking **[OK]** in the **Save Default Settings** confirmation box.

You can save different settings for regular file manager views (opened using the file manager button in the workspace manager) and views of the applications directory (opened using the applications directory button in the workspace manager).

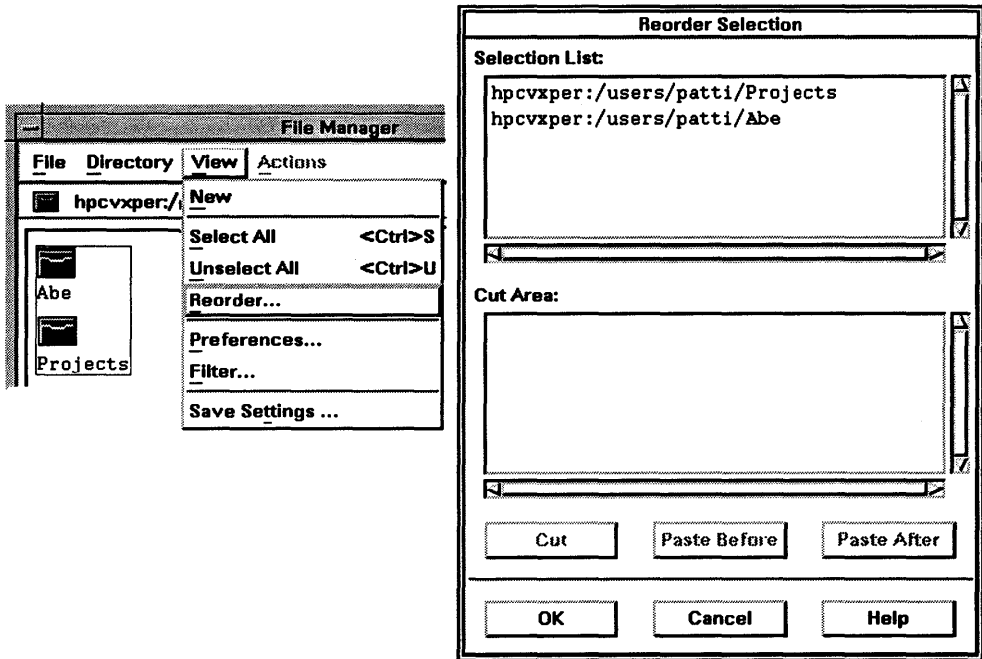


Changing the Order of Files

You can temporarily reorder files, putting them in the order in which you want them to “execute.” For example, you may want to print or compile files in an order other than alphabetically.

The Reorder Selection dialog box provides a temporary way to “cut and paste” files in an order you choose. When you drop the reordered group of selected files on a command icon, such as the printer or a compile executable file icon, they “execute” in the order in which you “cut and pasted” them.

Reordering is transparent and does not change how files are shown in a file manager display area.



To reorder selected files:

1. Select the files (must be two or more) on which you want to perform an action.
2. Choose Reorder ... from the View menu to open the Reorder Selection dialog box. The files selected in step 1 appear in the Selection List box.
3. Select the file(s) you want to put in a different place in the list. You can select files in the list the same way you select icons in a file manager display area.
4. Click [Cut] to move the file(s) to the Cut Area.
5. Click the file in the Selection List before or after which the cut file(s) should be placed.
6. Click [Paste Before] to put the cut file(s) before the selected file or click [Paste After] to put the cut file(s) after the selected file.
7. Click [OK].

To “execute” the files in the order in which you arranged them:

1. Move the pointer on one of the selected files in the file manager display area.
2. Press and hold down mouse button 2.
3. Drag the icon (representing all the files) over a command icon, such as an executable file or the printer.
4. Drop the icon (release mouse button 2).

The reordering is temporary; it lasts only while the files remain selected.

Using Actions

Actions lets you execute commands without having to type the command on a command line. An action may perform a single command or a series of commands. It can execute a shell script, an executable program, or an application.

You do not need to know how an action is implemented to use it (implementing actions is covered in chapter 8 of this manual and in the *HP Visual User Environment System Administration Manual*.) You just have to know the various ways of starting an action:

- Double-clicking a non-directory file icon or dropping it onto the workspace background does the default action for that file type. For example, double-clicking a directory icon opens a file manager view of that directory, and double-clicking a data file icon opens that file in an editor window.
- Selecting the file and then choosing an action from the file manager **Actions** menu does the selected action using that file.
- Actions can be associated with action icons. You can then invoke the action by double-clicking the action icon or by dropping a file icon onto the action icon.

Default Actions

The default action for a file depends on the type of the file.

The default action for a directory displays the contents of the directory. The default action for most data files is to load the file into an appropriate editor. For example, the default action for a text file displays the file in a text editor. Similarly, files containing graphics data are loaded into a graphics editor.

It is possible to create file types that have more specific default actions. For example, the default action for an encrypted text file could be to simply decrypt the file.

Using the Actions Menu

The **Actions** menu appears grayed out if no file or directory is selected, or if more than one file or directory is selected. To use the **Actions** menu, select *only one* file or directory.

The items that appear on the **Actions** menu depend on the file type of the selected file or directory.

Directory Actions

HP VUE comes with the following directory actions:

Open in Place	Displays the contents of the selected directory in the current file manager view.
Open New View	Displays the contents of the selected directory in a new file manager view.

Data File Actions

HP VUE comes with the following data file actions:

EDIT	Starts an editing session on the selected file. (You must have write permission for the file.)
VIEW	Opens a File Viewer window showing the selected file. (You must have read permission for the file.)
PRINT	Prints the contents of the selected file if your workstation is configured to print.

Executable File Actions

HP VUE comes with the following executable file actions:

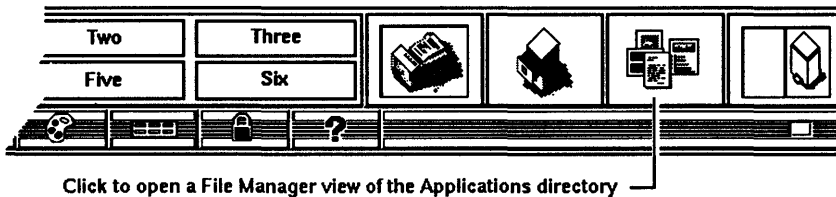
- EXECUTE** Starts the executable file. (You must have read and execute permission for the file.)
- EDIT** Starts an editing session on the selected file. (You must have read and write permissions for the file.)

See Chapter 8 for information on creating your own file types and actions and adding actions to the applications directory.

Using Action Icons

Locating Action Icons

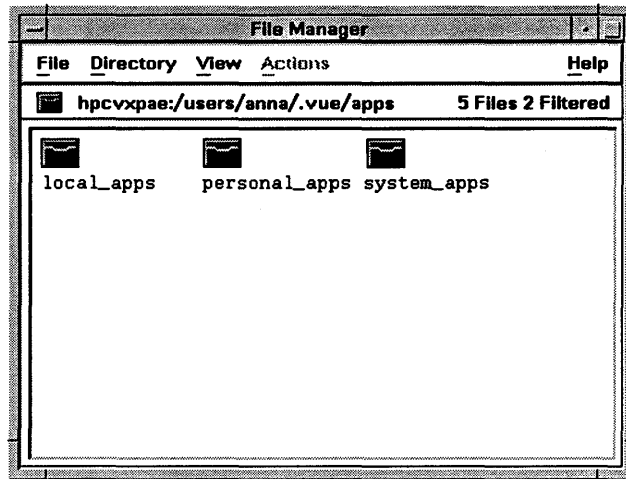
You can see the the action icons available on your workstation by clicking the applications directory button to open a file manager view of the applications directory. The applications directory is the `.vue/apps` subdirectory of your home directory.



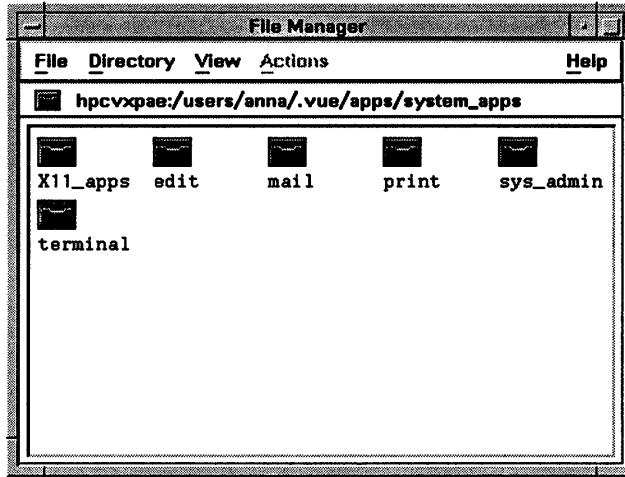
The display area shows you several folders (subdirectories) containing actions:

- **system_apps** contains actions supplied with HP VUE or actions that have been separately purchased and installed.
- **local_apps** contains actions provided by your system administrator for everyone using your workstation. This folder is present only if your system administrator created it.
- **personal_apps** contains your own personal actions. This folder is visible only if you have created personal actions.

- Your workstation may be configured to show additional folders of actions—for example, folders for games or other applications.



These folders may contain action icons and/or other folders. For example, **system-apps** contains a variety of folders, including a **print** folder for printing actions and an **edit** folder for editing actions.



Copying Actions

Like all other file manager icons, you can copy action icons to other directories (hold down the **CTRL** key while dragging it to its target location). For example, you may find it convenient to copy all of your most commonly used actions into a single folder.

6

Action icons take up very little space on your workstation, so do not be afraid to make as many copies of them as you wish.

Starting Actions Using Action Icons

The simplest way to start an action is to double-click the action icon. For example, if you have an action for a game, double-clicking the action icon starts the game. It may take a few seconds for the action to start; in the meantime, you should see the progress light in the corner of your workspace manager flash.

Some actions require “arguments”—that is, you must provide certain information in order to do the action. For example, a printing action requires a *file* argument; you must tell the system what file you want to print. Other actions require non-file arguments.

When you double-click an action that requires an argument, the action displays a dialog box that requests the information. For example, the BITMAP action ask you for the name of the file you want to edit and the width and height of the bitmap. After filling out the dialog box, click [OK] to start the action.

The following parameters are missing, and need to be supplied:

File To Edit:

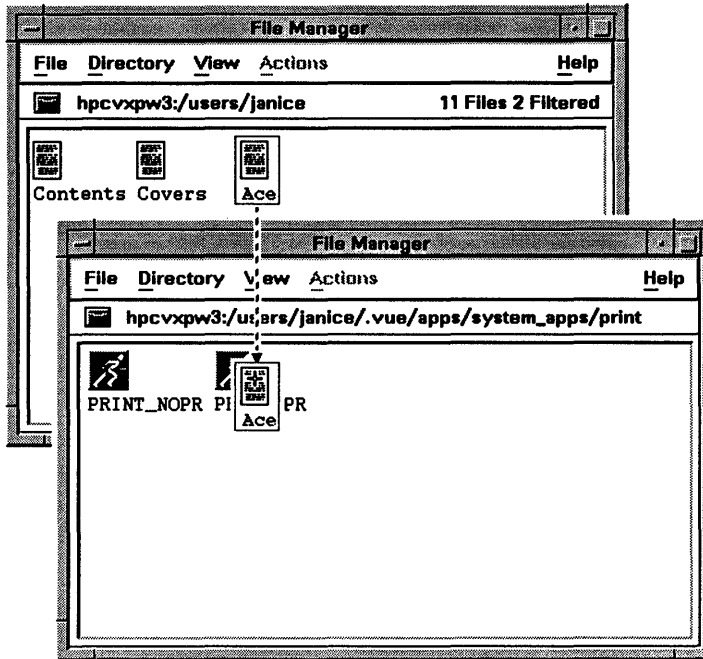
Width:

Height:

OK Cancel Help

Many actions require a “file” argument. If you enter a simple file name such as `myfile`, the action will look for this file (or create it) in the same folder where the action icon is located. If you want to supply the name of a file in a different folder, you must enter the full name of the file. For example, `/users/anna/chores/mylist`.

An alternative method for supplying a file argument to an action is to drop a file icon onto the action icon. This starts the action using the supplied file as an argument.



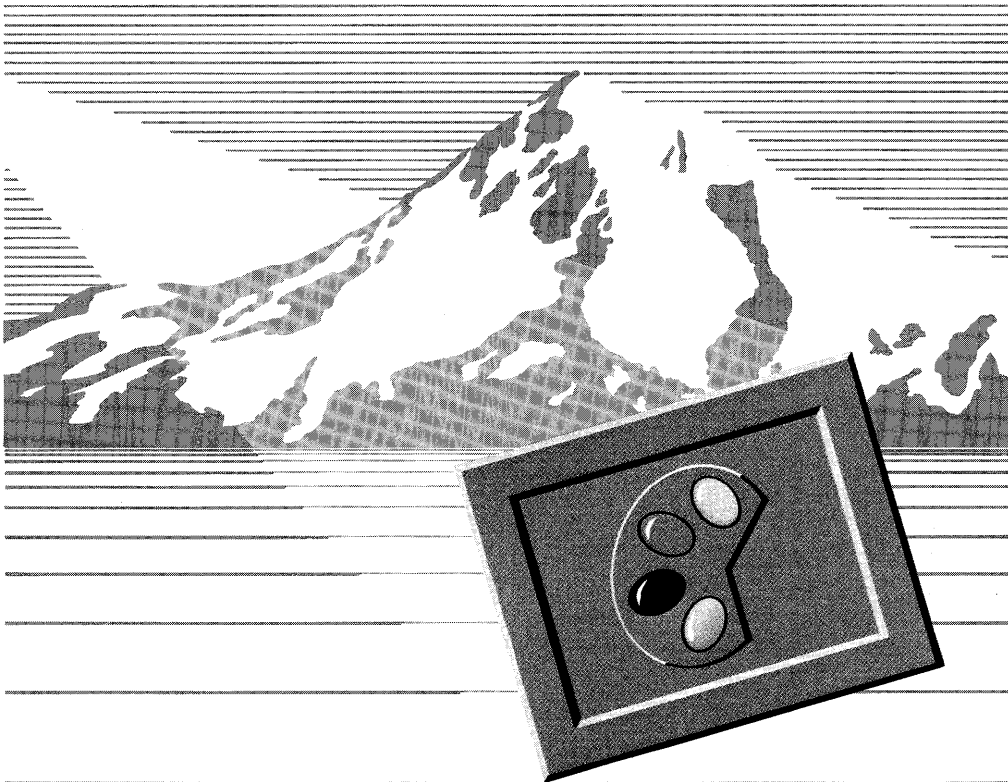
6

If an action requires both file and non-file arguments, the action displays the dialog box when you drop the file argument on it.

It is even possible to select several files and drag the entire group onto the action icon.

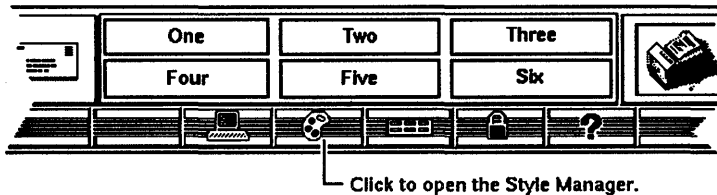
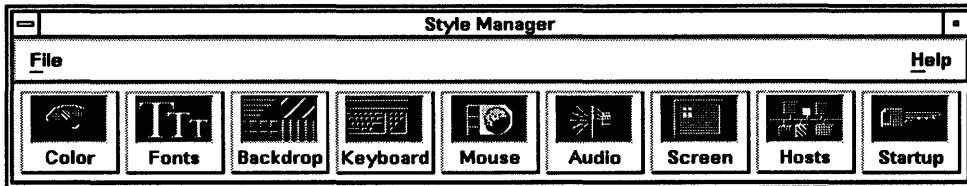
Tailoring Your Environment with Style

This chapter shows you how to customize your workstation with the style manager.



Opening and Closing the Style Manager

You can open the style manager from the workspace manager by moving the pointer on the style manager button in the workspace manager and clicking mouse button 1.



The style manager has a menu bar, containing two menus: **File** and **Help**. It also has nine push buttons, one for each part of your environment that you can change with the style manager. These push buttons open dialog boxes. To open a dialog box, move the pointer over one of the nine buttons, and click mouse button 1.

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Choose ...	To change ...
Color	Workspace colors and color palettes.
Font	Font sizes.
Backdrop	Workspace background patterns.
Keyboard	Key click volume or character repeat capability.
Mouse	Mouse button click settings, pointer acceleration, pointer movement threshold, or double-click speed.
Audio	Audio volume, tone, or duration.
Screen	Screen time-out interval.
Hosts	Which workstations on your network can display information on your workstation's screen.
Startup	How your next HP VUE session starts.

To close the style manager, choose **Exit** from the **File** menu.

Getting Help on the Style Manager

The **Help** menu provides you with help on the style manager. Among the types of help available are the following:

- On Item ...** Context-sensitive help on any style manager graphical object.
- On Application ...** Information about the style manager window.
- On Help ...** Information on operating the help manager.
- On Keys ...** The mnemonic and accelerator keys that operate the style manager.
- On Version ...** The version and date of the style manager.
- On Man Page ...** The style manager (*vuestyle*) man page.

To get help from the style manager window:

1. Click **Help** in the style manager menu.
2. Click your choice to open a Help window.

To get help from the style manager's dialog boxes:

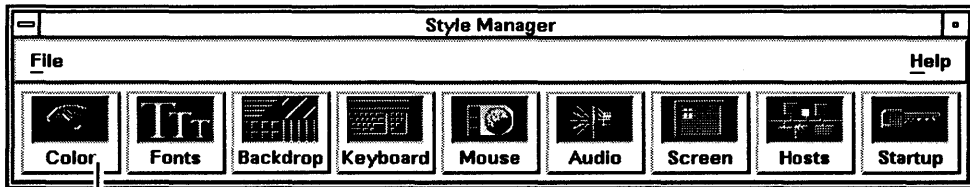
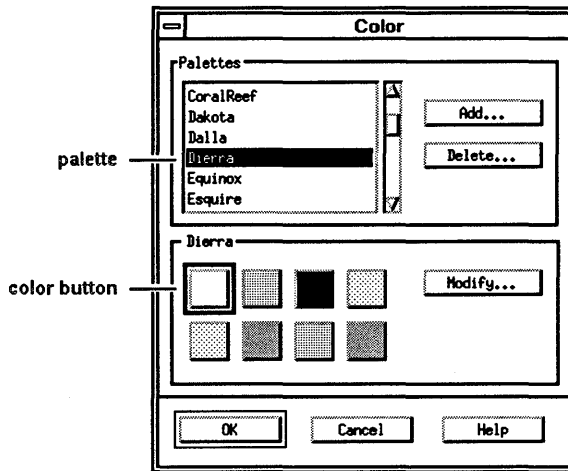
Each dialog box has a **[Help]** button in the lower right-hand corner. Click **[Help]** to get information about the dialog box in which you're working.

Changing Workspace Colors

Your display type determines the color palettes available. Each type has a specific number of **color buttons** that make up a color palette.

Type of Display	Number of Color Buttons
high color	8
medium color	4
low color	2
monochrome (black & white)	2

Illustrations in this guide are for a high-color display, with eight color buttons in the Color dialog box.



Click to open the Color dialog box.

To change workspace colors:

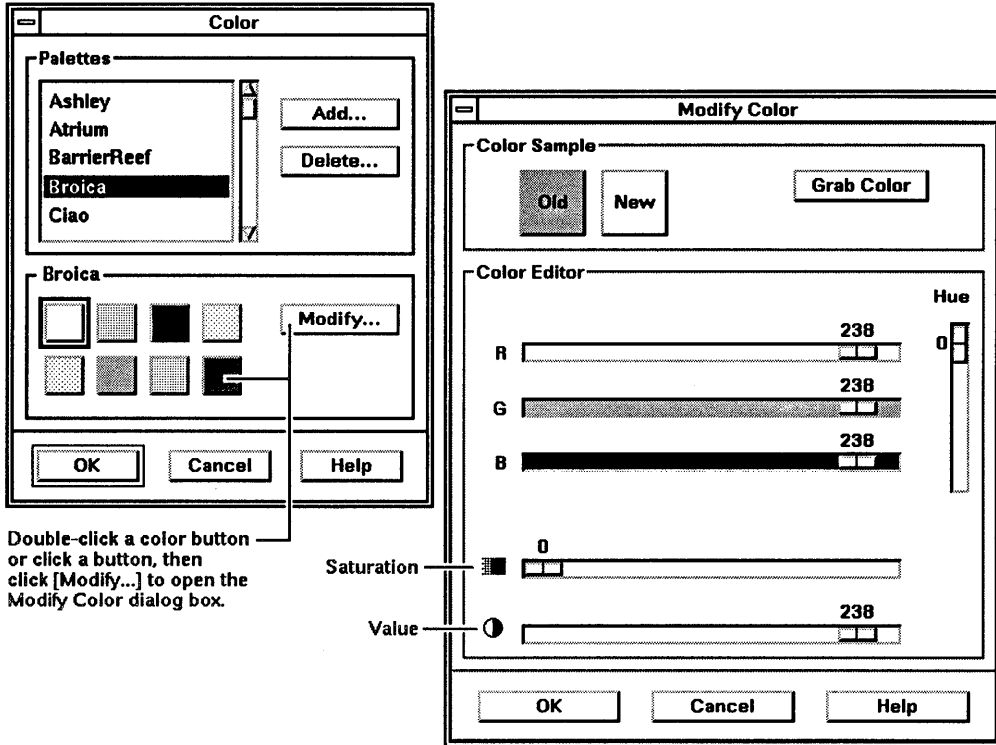
1. Click **Color** in the style manager to open the Color dialog box.
2. Click a palette to apply it to your workspace.
3. Click **[OK]** to close the dialog box.

Click **[Cancel]** to close the dialog box and return to the workspace colors you had before opening the dialog box.

If you have a color display, your workstation has more palettes than appear in the **Palettes** viewing area. You can use the scroll bar to see what's available. You can also scroll through the palette list by moving the pointer over a palette, holding down mouse button 1, and dragging through the list.

Modifying a Color Palette

If you have a color display, you can modify a palette's colors with the Modify Color dialog box.



The eight color buttons below the Palette list are the current palette's colors.

Use ...	To ...
Old	See the original color.
New	See the color as it's adjusted.
[Grab Color]	Choose a color from the workspace.
R	Change the amount of red (in decimal values).
G	Change the amount of green (in decimal values).
B	Change the amount of blue (in decimal values).
Hue	Change red, green, and blue proportions (in decimal values).
Saturation	Change the color's intensity (in decimal values).
Value	Change the color's brightness (in decimal values).
[OK]	Save changes and close the dialog box.
[Cancel]	Cancel changes and close the dialog box.
[Help]	Give you information about the dialog box.

To modify a color:

1. In the Color dialog box, click the palette name.
2. Double-click the color button (or, click the color button, then click [Modify ...]) to open the Modify Color dialog box.
3. Adjust the color by dragging the sliders.
4. Click [OK] in the Modify Color dialog box.
5. Repeat steps 2-4 to modify other colors in the palette.
6. Click [OK] to save the palette and close the Color dialog box.

For more accuracy in choosing slider values, click the slider, then use the right and left arrow keys to move the slider incrementally.

Moving the R(ed), G(reen), or B(lue) sliders sometimes moves the Hue, Saturation, or Value sliders automatically. Also, as you move the sliders, the New color updates your screen.

To grab a color from the workspace:

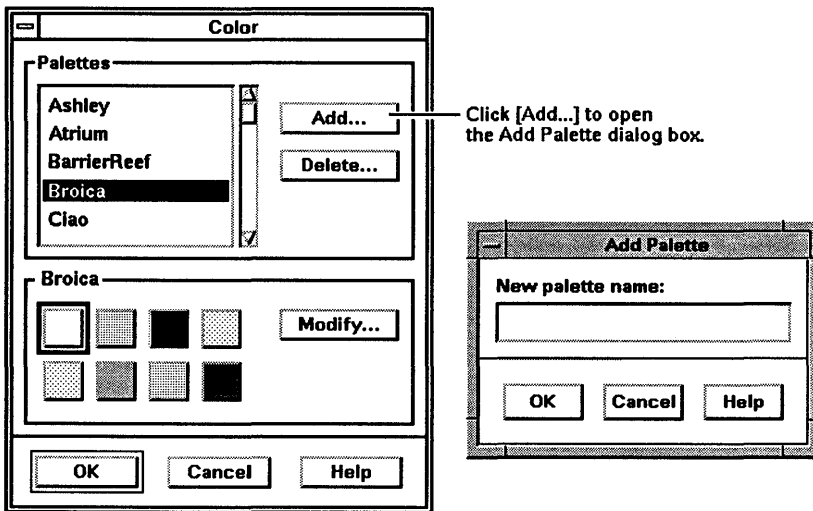
1. In the Color dialog box, click the palette name you want to modify.
2. Double-click the color button you want to modify (or, click the color button, then click [Modify ...]).
3. Click [Grab Color] to change the pointer into a cross hair.
4. Click a color in your workspace.
5. Click [OK] in the Modify Color dialog box.
6. Repeat steps 2-5 to modify other colors in the palette.
7. Click [OK] to save the palette and close the Color dialog box.

To avoid grabbing a color and return your pointer to its normal shape, press **Esc**.

Some workspace colors are generated by tiles (patterns) of two other colors. If you try to grab a tiled area, you will get only one of those colors.

Adding a Palette

If you have a color display, you can add a color palette to the list.

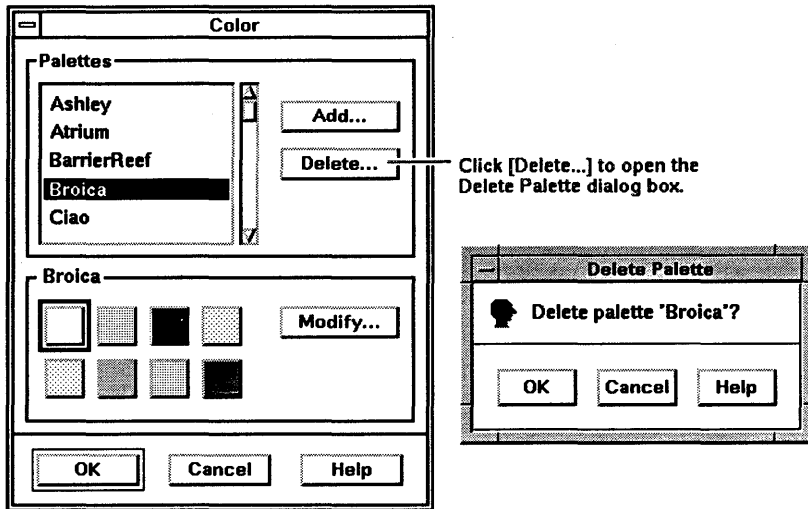


To add a palette:

1. In the Color dialog box, click any palette in the list.
2. Click [Add ...] to open the Add Palette dialog box.
3. Click the New palette name box to display the text insertion cursor.
4. Type the new palette name.
5. Click [OK] in the Add Palette dialog box.
6. Modify the palette colors, if desired.
7. Click [OK] in the Color dialog box.

Deleting a Palette

You can delete unused palettes from the palette list. However, you must keep at least one palette in the list or your display would be blank!



To delete a palette:

1. In the Color dialog box, click the palette you want to delete.
2. Click [Delete ...] to open the Delete Palette dialog box.
3. Click [OK] in the Delete Palette dialog box to confirm your choice.
4. Click [OK] in the Color dialog box.

Restoring a Palette

If you delete a palette, HP VUE renames it by preceding the original name with a `~`, and places it in your `$HOME/.vue/palettes` directory, the same directory in which the palettes you add are placed.

To restore a palette:

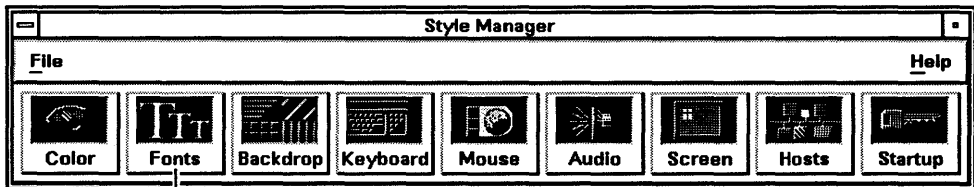
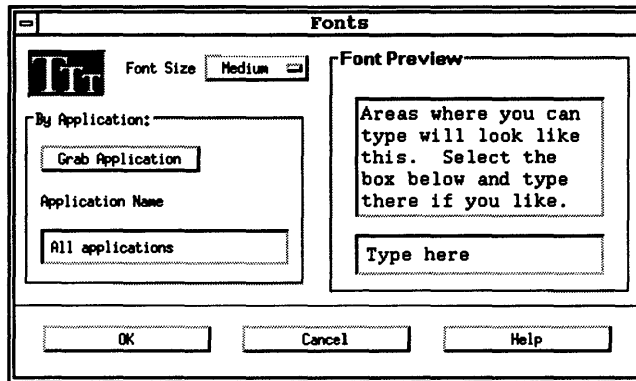
1. Change to your `$HOME/.vue/palettes` directory.
2. Rename the palette from `~PaletteName.vp` to `PaletteName.vp`.
3. If the style manager is open, close it.
4. Reopen the style manager to see the restored palette placed at the bottom of the **Palettes** list.

Changing Font Sizes

You can choose small, medium, or large fonts. Not all workspace fonts can be changed, because some applications don't talk to the style manager.

When you choose a font size, you must restart your HP VUE session (log out and log back in) to use the new font size.

To avoid having to log out and log back in, you can use the `Vuestyle*writeXrdbImmediate` resource, but the the new font size is used only in applications started *after* choosing the font size. See "Adding Resources to the Resource Database" in Chapter 8.



Click to open the Fonts dialog box.

Use ...	To ...
Font Size	Choose a font size.
[Grab Application]	Select the application for which you want the font size changed.
Application Name	Specify or confirm the application(s) for which the new font size will be used.
Font Preview	View or type text to show you the font size.
[OK]	Save changes and close the dialog box.
[Cancel]	Cancel changes and close the dialog box.
[Help]	Give you information about the dialog box.

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To change font sizes for all applications:

1. Click **Fonts** in the style manager to open the Fonts dialog box.
2. Click the **Font Size** option menu button to show the choices.
3. Choose **Small, Medium, or Large**.
4. Click **[OK]** in the Notice dialog box that opens after a font size is chosen.
5. Click **[OK]** in the Fonts dialog box.
6. Select **Resume current session** in the Session Startup dialog box (see “Specifying How You Want Your Next Session to Start” in this chapter).
7. Log out.
8. Log in.

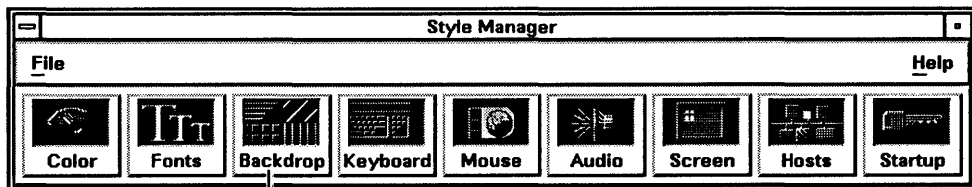
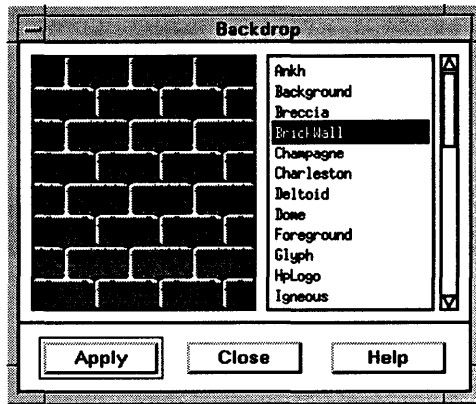
To change the font size for a specific application:

1. Click **Fonts** in the style manager to open the Fonts dialog box.
2. Click **[Grab Application]** to turn the pointer into a cross hair.
3. Click an application to display its name in the **Application Name** box.
4. Click a size from the **Font Size** menu.
5. Click **[OK]** in the Notice dialog box that opens after a font size is chosen.
6. Click **[OK]** in the Fonts dialog box.
7. Select **Resume current session** in the Session Startup dialog box (see “Specifying How You Want Your Next Session to Start” in this chapter).
8. Log out.
9. Log in.

You can also type the application name or class into the **Application Name** box instead of using **[Grab Application]**.

Changing Workspace Backdrop Patterns

Change the backdrop (background) pattern of each of your workspaces with the Backdrop dialog box. You must be in the workspace to change its backdrop pattern.



Click to open the Backdrop dialog box.

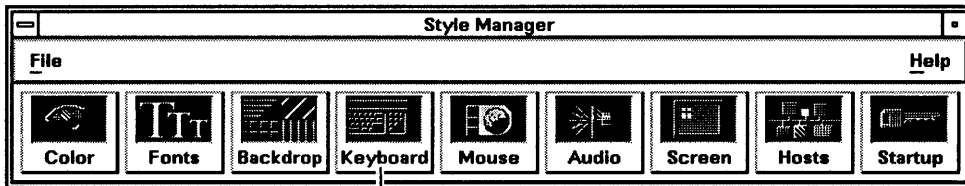
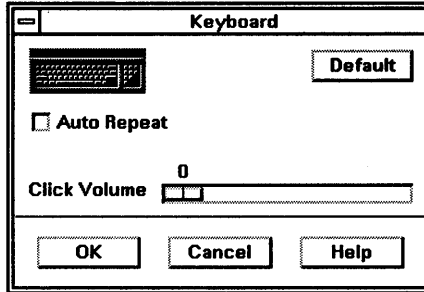
To change the backdrop pattern of the current workspace:

1. Click **Backdrop** in the style manager to open the Backdrop dialog box.
2. Click a backdrop name to show the pattern in the viewing area.
3. Click **[Apply]** to fill the workspace with the pattern.
4. Click **[Close]** to close the dialog box.

Your workstation has more patterns that don't show in the list. You can use the scroll bar to see what's available. You can also scroll through the backdrop list itself by moving the pointer over a name, holding down mouse button 1, and dragging through the list.

Modifying Your Keyboard's Behavior

Use the Keyboard dialog box to change your keyboard's key-click volume or have characters repeat as long as you hold down their keys.



Click to open the Keyboard dialog box.

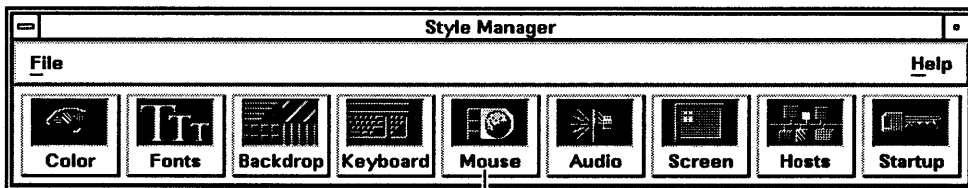
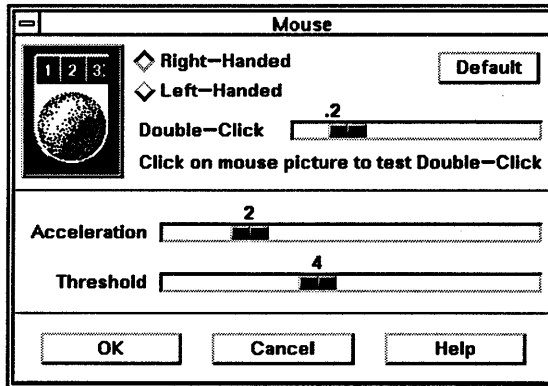
Use ...	To ...
[Default]	Return to the keyboard settings that came with your workstation.
Click Volume	Turn off key click (when at 0%) or change volume (up to 100%).
Auto Repeat	Have characters repeat while you hold down their keys.
[OK]	Save changes and close the dialog box.
[Cancel]	Cancel changes and close the dialog box.
[Help]	Give you information about the dialog box.

To modify your keyboard's behavior:

1. Click **Keyboard** in the style manager to open the Keyboard dialog box.
2. Make your choices.
3. Click [OK] or press **Return**.

Modifying Your Mouse's Behavior

Use the Mouse dialog box to change mouse button click settings, double-click speed, or pointer speed (acceleration and threshold).



Click to open the Mouse dialog box.

Use ...	To ...
[Default]	Return to the mouse settings that came with your workstation.
Right-Handed	Use standard settings for mouse button clicks.
Left-Handed ¹	Reverse standard settings for mouse button clicks.
Double-Click	Change double-click time from .1 to 1.0 seconds. To test, double-click the mouse picture in the dialog box.
Acceleration	Change mouse pointer speed. The slider values are multipliers that range from zero to 10. For example, at "2," the pointer moves twice as fast as the mouse when the mouse is moved. New speed works immediately.
Threshold	Change the distance the pointer moves at a slow speed in a short amount of time before the pointer moves at the "accelerated" rate. Threshold adjustments allow the mouse to be used for precise alignment when it is moved slowly, yet it can be set to travel across the screen quickly at the accelerated speed, when desired.
[OK]	Save changes and close the dialog box.
[Cancel]	Cancel changes and close the dialog box.
[Help]	Give you information about the dialog box.

¹ If you reverse mouse button settings, don't get caught in the "mouse trap." When **Left-Handed** is selected, mouse button 3 works for actions instead of *mouse button 1*. To escape the mousetrap, choose **Right-Handed** or click [Cancel] using mouse button 3.

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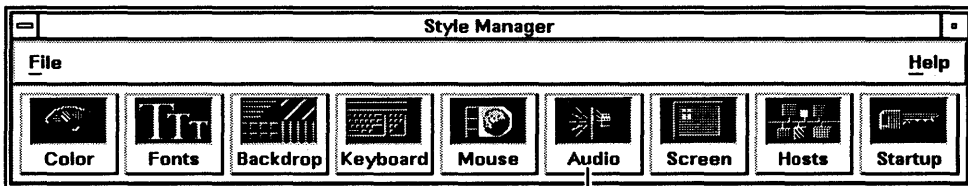
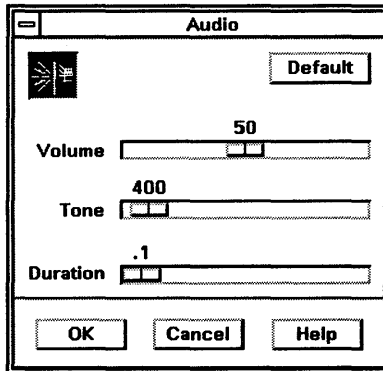
To modify mouse behavior:

1. Click **Mouse** in the style manager to open the Mouse dialog box.
2. Adjust the settings.
3. If you change **Double-Click**, click [OK] in the Notice dialog box that opens.
4. Click [OK] or press **Return** in the Mouse dialog box.
5. If you've changed **Double-Click**, select **Resume Current Session** in the Session Startup dialog box (see "Specifying How You Want Your Next Session to Start" in this chapter).
6. Log out.
7. Log in.

You can use the `Vuestyle*writeXrdbImmediate` resource to avoid having to log out and log back in after changing double-click speed. However, the new speed is used only in applications started after the speed is changed and [OK] is clicked. See “Adding Resources to the Resource Database” in Chapter 8).

Adjusting Audio

Change the volume, tone, and duration of your workstation’s beeper with the Audio dialog box.



Click to open the Audio dialog box.

Use ...	To ...
[Default]	Return to the audio settings that came with your workstation.
Volume	Turn off beeper sound (when at 0%) or change volume (up to 100%).
Tone	Change beeper tone (pitch) from 82 to 9000 Hertz.
Duration	Change beeper length from .1 to 2.5 seconds.
[OK]	Save changes and close the dialog box.
[Cancel]	Cancel changes and close the dialog box.
[Help]	Give you information about the dialog box.

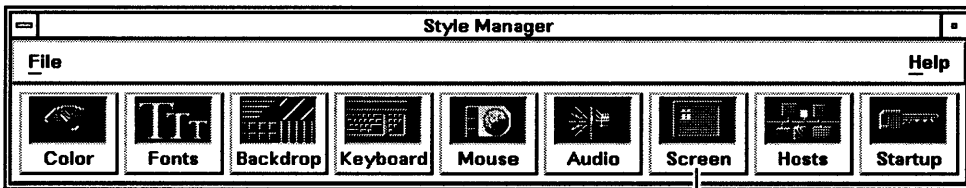
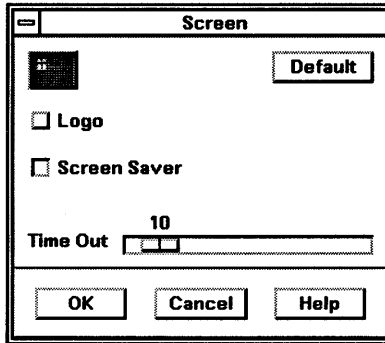
To modify audio:

1. Click **Audio** in the style manager to open the Audio dialog box.
2. Adjust the settings.
3. Click [OK] or press **Return**.

Specifying Screen Saver Time Out Intervals

If you have a color display, bright colors on the screen for long periods of time can “burn” into the picture tube. A **time out**—when the screen goes blank or displays an X logo—prevents this from happening.

To redisplay your workspace during a time out, move the mouse or strike a key.



Click to open the Screen dialog box.

Use ...	To ...
[Default]	Return to the screen settings that came with your workstation.
Logo	Display an X logo during a time out instead of a blank screen.
Screen Saver	Turn screen saver on or off.
Time Out	Choose the time interval (from 1 to 120 minutes) from the last pointer move or keystroke to when the screen blanks out or displays an X logo.
[OK]	Save changes and close the dialog box.
[Cancel]	Cancel changes and close the dialog box.
[Help]	Give you information about the dialog box.

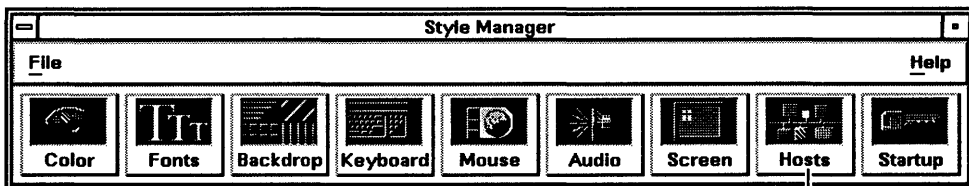
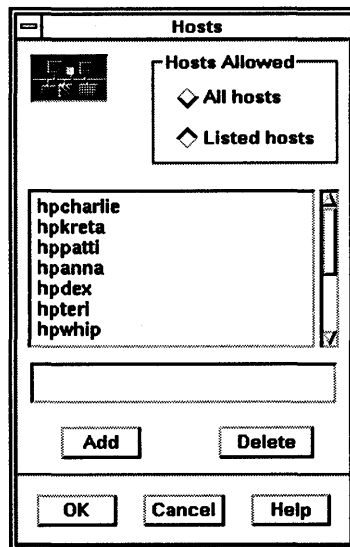
7

To modify screen saver:

1. Click **Screen** in the style manager to open the Screen dialog box.
2. Adjust the settings.
3. Click **[OK]** or press **Return**.

Allowing Hosts to Show Information on Your Workstation

A **host** is a workstation on the network, and a **host name** is the name by which that workstation is known. If you are on a network, you can control which hosts can display information on your workstation by adding them to a list in the Hosts dialog box.



Click to open the Hosts dialog box.

Select ...	To ...
All hosts	Permit any host to display information.
Listed hosts	Permit only listed hosts to display information.
[Add]	Add a host name to the list.
[Delete]	Delete a host name from the list.
[OK]	Save changes and close the dialog box.
[Cancel]	Cancel changes and close the dialog box.
[Help]	Give you information about the dialog box.

To add a host to the list:

1. Click **Hosts** in the style manager to open the Hosts dialog box.
2. Click the box above **[Add]** to display the text insertion cursor.
3. Type the host name.
4. Click **[Add]** to add the host to the list.
5. Click **[OK]**.

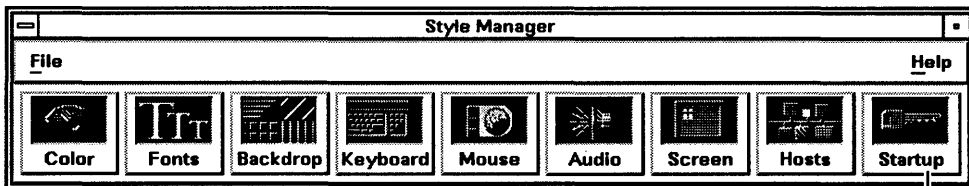
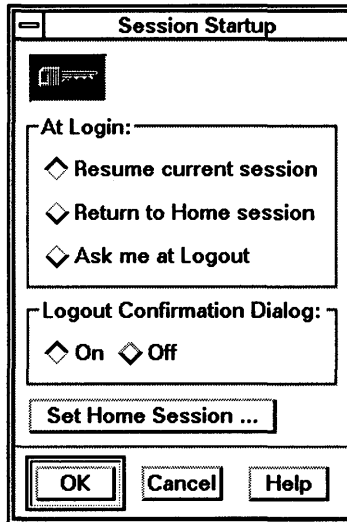
To delete a host from the list:

1. Click **Hosts** in the style manager to open the Hosts dialog box.
2. Click the host name you want to delete.
3. Click **[Delete]**.
4. Click **[OK]**.

The name is removed from the list, but remains in the text box to give you a chance to add it back. Click **[Add]** ... to add it back to the list.

Specifying How You Want Your Next Session to Start

Each time you log into HP VUE, you begin a session; the session lasts until you log out.



Click to open the Session Startup dialog box.

Select ...	To ...
Resume current session	Start your next session the way you left your last one, including any setting, client, or resource modifications.
Return to Home session	Start the session you've designated as the one you can always go back to, no matter what modifications you've made.
Ask me at Logout	Have your workstation ask you when you logout how you want your next session to start.
Logout Confirmation Dialog	When set to On, your workstation displays a dialog box asking you to confirm that you want to log out.
[Set Home Session ...]	Make your current session your home session. You may want to do this when you've modified colors or backdrops, for example.
[OK]	Save changes and close the dialog box.
[Cancel]	Cancel changes (except if you've set a new home session) and close the dialog box.
[Help]	Give you information about the dialog box.

Your Current and Home Sessions

Whenever you are logged into HP VUE, you are working in a *current session*. By default, when you log out, HP VUE will save your current session and restore it the next time you log in.

HP VUE also lets you save a *home session*. The home session is a known state you can always return to, regardless of what you do during the current session.

To save the current session as your home session:

1. Set up your current session the way you want your home session to come up.
2. Click **Startup** in the style manager.
3. Click **[Set Home Session ...]**, and click **[OK]** in the displayed warning dialog box.

Choosing Which Session to Return To

To modify session startup:

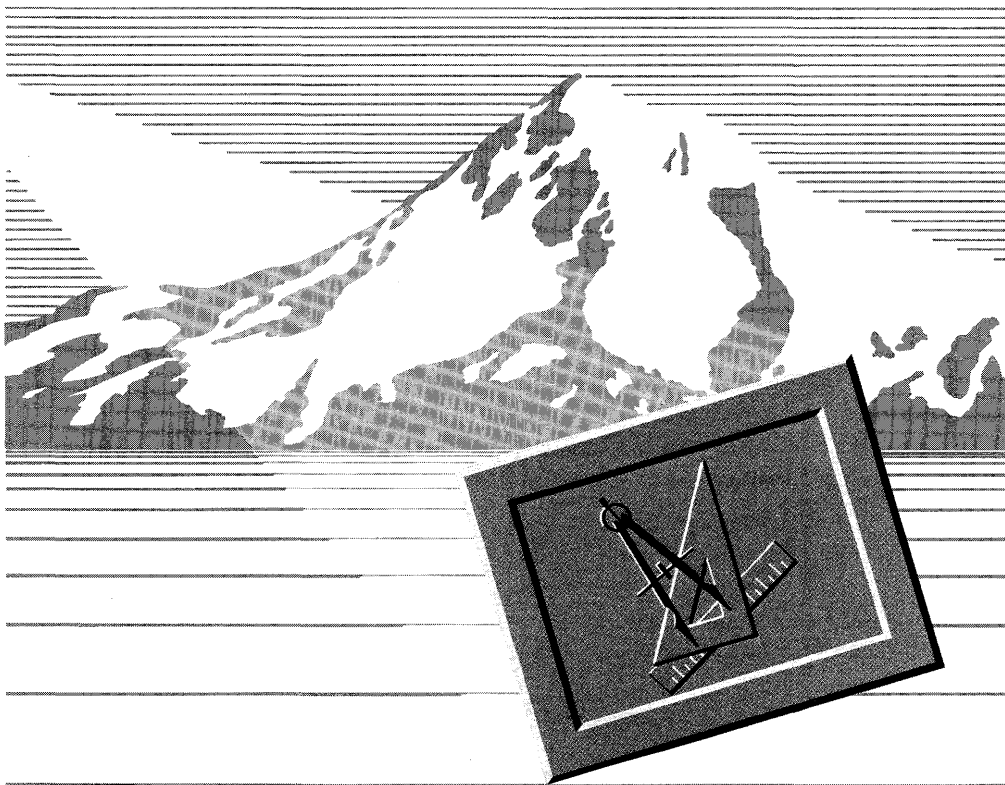
1. Click **Startup** in the style manager to open the **Session Startup** dialog box.
2. Make your choices.
3. Click **[OK]** or press **[Return]**.

If you select **Ask me at Logout**, then **Logout Confirmation Dialog** is automatically set to **On**. If you set **Logout Confirmation Dialog** to **Off**, the dialog box automatically selects **Resume current session**.

Advanced Customizing

Using HP VUE's graphical interface, you can directly customize much of your workspace appearance and behavior. Other elements require you to edit ASCII configuration files. This chapter is about editing those files.

Customizing HP VUE is covered in much more detail in the *HP Visual User Environment System Administration Manual*.



Watch Out for These “Gotchas”

Before you begin editing any configuration file, make a backup copy of the file and store it in a safe place. That way you have something to return to in case something—shall we say “unexpected”—happens.

As you edit a configuration file, watch out for these “gotchas.”

- The operating system is case sensitive. A file named `sys.vuewrc` is not the same file as `sys.VUEwrc`.
- The number “1” (one) is not the same as the lower case “l” (el). They look similar to us, but the workstation will have no problem telling them apart. If you’re typing `/usr/lib/X11`, you need to type “X one one,” not “X el el.”
- The number “0” (zero) is not the same as upper case “O” (oh) for the same reason.

Adding Resources to the Resource Database

At login, the HP VUE managers establish an internal database of resources to control their appearance and behavior.

There are two ways to add and modify resources in the resource database:

- Using the built-in `RES_EDIT` action.
- Using the X Window System command `xrdb`. The `xrdb` command reads an ASCII text resource file into the internal resource database.

You can find a list of resources for each HP VUE manager in the man page for that manager in the help index (click **Command Reference (Man Pages)**, then **Standard Operating System Commands**, then search for *vuemanager*). For more information on resources in general and how to use them, see the *HP Visual User Environment System Administration Manual*. For information on `xrdb` see the `xrdb` man page.

Using RES_EDIT to Change Resources

To change resources using the RES_EDIT action:

1. Open a view of your `system_adm/X11_apps` folder:
 - a. Display the applications directory (click the applications directory button in the workspace manager).
 - b. Double-click `system_apps`, then `X11_apps`, to switch to the subdirectory containing the RES_EDIT action icon.

2. Double-click the RES_EDIT action icon.

The action uses `xrdb` to create a temporary file containing the contents of the current resource database contained in your X server. It then runs your default editor with the temporary file.

3. Edit the file to contain the resources you want. You can add new resources, or modify or remove existing resources.
4. Save the file you are editing.
5. Exit the editor. If the editor is running in an `hpterm` window, close the window.

The action writes the contents of the temporary file to the resource database and then removes the temporary file.

Using 'xrdb' to Change Resources

To add resources to the resource database using 'xrdb':

1. Create a resource file in your home directory using an ASCII text processor.
2. Add one line to the file for each resource you want to set.
3. Save the resource file and exit your text processor.
4. Type `xrdb -nocpp -merge vuedefs` at the command-line prompt of a local terminal window.

To have the new resources effect subsequent sessions, log out saving your current session, then log back in.

For example, you can create a `vuedefs` resource file to:

- Select an active window by moving the pointer into it without clicking.
- Add the iconbox.
- Make font changes and changes to the mouse double-click time take effect on newly started applications (without having to logout first).

To achieve this, your `vuedefs` file would contain the following lines:

```
Vuewm*keyboardFocusPolicy: pointer
Vuewm*useIconBox: True
Vuestyle*writeXrdbImmediate: True
```

You would merge `vuedefs` into the resource database by typing the following command in a terminal window:

```
xrdb -nocpp -merge vuedefs 
```

To see the changes, restart the workspace manager and the style manager.

Caution



Adding some resources to your `vuedefs` might impair the usefulness of some HP VUE managers. For example, adding color resources to your `vuedefs` file will impair the operation of the style manager's Color dialog box.

Customizing the Workspace Manager Layout

The layout of the workspace manager is specified in the `vuewmrc` file. To customize the layout, you must have a `vuewmrc` file in the `.vue` folder of your home directory.

Getting a `vuewmrc` File

Use a file manager to view your “hidden” `.vue` folder:

1. Open a file manager view of your home directory.
2. Choose **Filter ...** from the **View** menu.
3. Click **[Show Hidden Files]** if the button isn't already selected.
4. Click **[Apply]** to change the file manager view to show hidden files.
5. Double-click the `.vue` icon to view its contents.

If you don't find a `vuewsrc` file, copy the system `vuewsrc` file to `.vue`:

1. Open a second file manager view.
2. Change to the `/usr/lib/X11/vue/Vuewm` folder.
3. Drag a copy of `sys.vuewsrc` to your `.vue` folder.
4. Choose **Rename ...** from the **File** menu.
5. Edit the **New File Name** box to rename the file `vuewsrc`.
6. Click **[OK]**.

Change the write permission so that you can modify `vuewsrc`:

1. Click `vuewsrc` if the file isn't already selected.
2. Choose **Properties ...** from the **File** menu.
3. Click the write permission for **Owner** to make `vuewsrc` writable (so you can modify it in your text processor).
4. Click **[OK]** to close the File Properties dialog box.

Understanding the Workspace Manager Syntax

The `vuewsrc` file uses the keyword `FrontPanel` for the workspace manager "front panel." All `FrontPanel` rows have the same syntax.

FrontPanel Description

```
FrontPanel PanelName
{
  Row RowName
  "Name" [buttontype] [bitmaps] [width×height] function
  "Name" [buttontype] [bitmaps] [width×height] function
}
```

Workspace Manager Examples

Files in the the directory `/usr/lib/X11/vue/examples/Vuewm` contain examples of other workspace managers. If you are thinking about customizing your workspace manager, you may want to examine these files for ideas. The `README` file in the directory contains a description of each file.

Removing a Control from the Workspace Manager

To remove a control, delete the line in `vuewmrc` that creates that control for your display resolution. You may need to adjust the size of other elements in compensation, for example, by adding more ribbing.

After you modify `vuewmrc`, restart the workspace manager by choosing **Restart Vuewm ...** from the workspace menu.

Adding Applications and Indicators to the Workspace Manager

You can add an application to the workspace manager by creating an application bitmap, then adding an application push button to the workspace manager. You can add an indicator by adding an indicator button to the workspace manager.

Creating an Application Bitmap

Many commercial applications come with bitmaps for icons and other uses. If the application you're adding falls into this category, you need only know the name of the bitmap and where it is located to proceed.

If the application you're adding doesn't have its own bitmap, you must create a bitmap to use as the icon on the workspace manager push button. One way to do this is to use the bitmap editor included in your application directory. To start the editor:

1. Click the application directory push button in the workspace manager.
2. Double-click the `system_apps` icon.
3. Double-click the `X11_apps` icon.
4. Double-click the `BITMAP` icon.
5. Type the name of your new bitmap in the **File To Edit** entry box in the dialog box that appears.
6. Type the width of the bitmap in the **Width** entry box.
7. Type the height of the bitmap in the **Height** entry box.
8. Click [OK].

The size you make your bitmap depends on the resolution of your display and the workspace manager row you want to put it in.

Display Resolution	Bitmap Size	Workspace Manager Row
High (1280×1024)	88×70	top
High (1280×1024)	65×28	bottom
Medium (1024×768)	72×55	top
Medium (1024×768)	51×22	bottom

Also, the workspace manager adds a two-pixel wide frame around bitmaps, so when figuring bitmap width and height, your bitmap should be 4 pixels smaller than the allotted space.

For more information on using bitmap, see the `bitmap` man page in the help manager (click **Man Pages**, then **Standard HP-UX Commands**, then search for `bitmap`). The `bitmap` client is also covered in the manual *Using the X Window System*.

Once you have created the bitmap file, you must place it in a directory where the workspace manager can find it. The default location for workspace manager bitmaps is `/usr/lib/X11/bitmaps/Vuewm`. You can specify a different location by using the absolute path when you specify the bitmap file in your `vuewmrc` file.

Adding an Application to the Workspace Manager

Once you have a bitmap, you need to select the right place in `vuewmrc` to insert the application push button.

To add an application to the workspace manager top row, insert the push button line after the `{` following `Row Top` but before the `}` before `Row Bottom`. Items appear on the workspace manager in the sequence in which they are listed in the `FrontPanel` specification.

To add an application to the workspace manager:

1. Make a backup copy of `vuewsrc`.
2. Call up `vuewsrc` in your favorite ASCII text processor.
3. Search for the line `FrontPanel LargeFrontPanel` if your display has a resolution of 1280x1024. If your display has a resolution of 1024x768, search for the line `FrontPanel MediumFrontPanel`.
4. To add an application, insert the push button line at the appropriate location in `vuewsrc`.
5. Save the `vuewsrc` and exit your text processor.
6. To see your change, drag the workspace menu and choose `Restart Vuewm . . .`

For example, in a high resolution display, to replace the blank ribbing to the left of the terminal window with an application, replace this line:

```
vuewrib [H] =65
```

with this line:

```
MyAppName [T] @/path/myappbitmap.bm =65x28 f.exec "application &"
```

Adding and Removing Workspaces

The workspace manager keeps the number of workspaces internally in the resource database. However, you can add to or delete workspaces from the resource database by including the following line in your personal `vuedefs` resource file:

```
Vuewm*ResolutionColor*workspaceList: Name1 Name2 Name3 NameN
```

Values for <i>Resolution</i> Include	Values for <i>Color</i> Include
	Mono
LowRes	LowColor
MedRes	MedColor
HighRes	HighColor

ResolutionColor is a compound word composed of a resolution value and a color value. For example, a high resolution workstation (1024×768) with a 256-color screen would be *HighResHighColor*.

To find the *ResolutionColor* for your workstation, open a terminal window and type:

```
xrdb -q Return
```

When the contents of the resource database print in the terminal window, look for the *Vuewm*ResolutionColor*workspaceList* line and use the *ResolutionColor* value in your *vuedefs* file.

You can have a minimum of one workspace; the maximum depends on the amount of memory on your workstation.

To change the number of workspaces:

1. Create a *vuedefs* resource file in your home directory using an ASCII text processor.
2. Type the following line into your resource file:

```
Vuewm*ResolutionColor*workspaceList: Name1 Name2 Name3 NameN
```

where each *Name* is the unique name of a workspace. The number of names you enter will be the number of workspaces in your workspace manager.

3. Save the resource file and exit your text processor.
4. Type the following at the command-line prompt of a local terminal window:

```
xrdb -nocpp -merge vuedefs Return
```

To see the results of your modification, restart the workspace manager (drag the workspace (root) menu and choose *Restart Vuewm ...*).

Customizing Your HP VUE Menus

To customize an existing menu, or invent a new menu, you must have a `vuewmrc` file in the `.vue` directory folder of your home directory.

Use a file manager to view your `.vue` folder. If you don't find a `vuewmrc` file, copy the system `vuewmrc` file to `.vue`. See "Getting a `vuewmrc` File" above.

Understanding Menu Syntax

All `vuewmrc` menus have the same syntax.

Menu Description

Menu *MenuName*

```
{  
  "Item One" [mnemonic] [accelerator] function  
  "Item Two" [mnemonic] [accelerator] function  
}
```

Adding or Removing Items from Menus

Adding or removing items from any of the `vuewmrc` menus is only a matter of inserting or deleting a line into the appropriate menu.

To add an item to the workspace menu:

1. Make a backup copy of `vuewmrc`.
2. Call up `vuewmrc` in your favorite ASCII text processor.
3. Search for the line `Menu VueRootMenu`.
4. Insert your addition to the menu anywhere after the opening `{` but before the closing `}`. Items appear in the workspace menu in the sequence in which they are listed in `VueRootMenu`.
5. Save `vuewmrc` and exit your text processor.
6. To see your change, drag the workspace menu and choose **Restart**
`Vuewm`

For example, if you want the first item of your workspace menu to start `emacs`, insert this line at the top of the `VueRootMenu` list:

```
"Start emacs" f.exec "emacs &"
```

To add an item to the window menu:

1. Make a backup copy of `vuewsrc`.
2. Call up `vuewsrc` in your favorite ASCII text processor.
3. Search for the line `Menu VueWindowMenu`.
4. Insert your addition to the menu anywhere after the opening `{` and before the closing `}`. Items appear in the window menu in the sequence in which they are listed in `VueWindowMenu`.
5. Save `vuewsrc` and exit your text processor.
6. To see your change, drag the workspace menu and choose `Restart Vuewm`

To remove an item from the workspace menu:

1. Make a backup copy of `vuewsrc`.
2. Call up `vuewsrc` in your favorite ASCII text processor.
3. Search for the line `Menu VueRootMenu`.
4. Delete the line (any line between the opening `{` and closing `}`) you want to remove.
5. Save the `vuewsrc` and exit your text processor.
6. To see your change, drag the workspace menu and choose `Restart Vuewm`

To remove an item from the window menu:

1. Make a backup copy of `vuewsrc`.
2. Call up `vuewsrc` in your favorite ASCII text processor.
3. Search for the line `Menu VueWindowMenu`.
4. Delete the line (any line between the opening `{` and closing `}`) you want to remove.
5. Save the `vuewsrc` and exit your text processor.
6. To see your change, drag the workspace menu and choose `Restart Vuewm`

Making Your Own Workspace Menus

You can invent custom menus for your unique workspace environment by first creating a menu definition in `vuewsrc` and then binding the appearance of the menu to a keystroke or mouse button action.

To make a custom menu:

1. Make a backup copy of `vuewsrc`.
2. Call up `vuewsrc` in your favorite ASCII text processor.
3. Move the insertion cursor to the first blank line *above* the line `# Key Binding Descriptions`.
4. Insert a blank line.
5. Type a comment line for maintenance purposes describing your custom menu.
6. On the second line, type the `Menu` keyword followed by a space and the name of your new menu.
7. On the third line, type an open `{`.
8. On the fourth line, type your first menu item.
9. On the fifth line, type your next menu item.
10. On the line following your last menu item, type a closing `}`.
11. Bind the menu to a keystroke or mouse button action (see "Customizing Mouse and Key Bindings" later in this chapter).
12. Save the `vuewsrc` and exit your text processor.
13. To see your change, drag the workspace menu and choose `Restart Vuewm . . .`

For example, if you want to add a VIP Menu for your very important programs, the menu definition might look something like the following:

```
# MyVIP menu description for frequently used text and spreadsheet files.
```

```
Menu MyVIPMenu
{
"VIP Menu" f.title
"Letters" f.exec "emacs /users/mylogin/letters/ &"
"Reports" f.exec "emacs /users/mylogin/reports/ &"
"1990 Budget" f.exec "spread /users/mylogin/budget/bud90.wks &"
"1991 Budget" f.exec "spread /users/mylogin/budget/bud91.wks &"
"5 Year Plan" f.exec "spread /users/mylogin/5yrplan/5yrmaster.wks &"
}
```

You can find a complete list of menu functions in the `vuewrc (4)` man page in the help index (click **Man Pages**, then **Formats of Important System Files**, then search for `vuewrc`). For more information on customizing `vuewrc` menus, see the *HP Visual User Environment System Administration Manual*.

Creating Your Own File Types and Action Definitions

HP VUE includes a file type database and an actions database. The file type database is used by HP VUE to classify files into different types. For example, the file manager uses file types to display different icons for data files and executable files.

You can then create action definitions in an actions database and associate the definition with certain file types. **VIEW** and **EDIT** in the file manager's **Actions** menu are examples of HP VUE action definitions.

You can create personal file types and action definitions by creating a file types database and an actions database in your `.vue/types` folder. You can also create executable actions based on your action definitions, storing their icons in your `.vue/types/tools` folder for easy access.

Examples of File Types and Action Definitions

Files in the the directory `/usr/lib/X11/vue/examples/types` contain examples of file types and action definitions. If you want to customize your database by adding new file types and actions, you may want to examine these files for ideas. The `README` file in the directory contains a description of each file.

Examining the System Files

Another way to learn about creating personal file types and action definitions is to examine the system files. The system files are located in either `/usr/lib/X11/vue/types` or `/usr/local/lib/X11/vue/types`.

Caution

Except for `user-prefs.ad`, do *not* copy `*.ft` and `*.ad` files to your home directory. Personal copies of these files take precedence over the system copies, blocking you from receiving improvements made in future releases.

Modifying an Action

Many HP VUE actions are made by associating (mapping) a general action to a more specific action. For example, the general action `PRINT` is associated by default with the specific action `PRINT_PR`, the equivalent of the operating system command `pr | lp`. To modify an action like `PRINT`, therefore, you simply associate it with a different specific action.

To modify the `PRINT` definition:

1. Copy `/usr/lib/X11/vue/types/user-prefs.ad` to `$HOME/.vue/types/login.ad`. You can use any name for the file as long as the name ends with the extension `.ad`.
2. Choose **Properties ...** from a file manager **File** menu.
3. Click the write permission for **Owner** to make `login.ad` writable (so you can modify it in your text processor).
4. Click **[OK]** to close the File Properties dialog box.
5. Start your text processor and open `login.ad`.
6. Delete the print action that appears after `MAP` on the `PRINT` definition.
7. Type any valid print action in its place.
8. Save the file and exit your text processor.
9. Reread the database of action definitions:
 - a. Click on the **Applications Directory** button in the workspace manager to display a file manager view of the applications directory.
 - b. Double-click `system_apps` to switch to the system-apps directory.
 - c. Double-click `sys_admin` to switch to that directory.
 - d. Double-click `REREAD_DB` to execute the reread-database action.

Valid Print Actions	Equivalent Command	Description
PRINTER_INFO	lpstat -d -r -u	Displays printer status.
PRINT_PR	pr <i>filename</i> lp	Paginates, then prints a file.
PRINT_NOPR	lp <i>filename</i>	Prints a file without paginating.

To view a complete list of valid print actions, open a view of your `.vue/apps/system_apps/print` folder. To modify other action definitions, follow a similar process.

Creating Your Own File Types

To create your own file types, create file type definitions in an ASCII text file, `login.ft`, in `$HOME/.vue/types`. You can use any name for the file as long as the name ends with the extension `.ft`.

Syntax for File Types

File type definitions have the following syntax:

```
# Description
FileTypeName FileTypePattern Mode LIcon SIcon ActionList
```

To improve readability, you can use the backslash character `\`, as in the following syntax, to make the definition span several lines. Note, however, that the `\` *must* be the last character on the line, that is, *not followed by any spaces, tabs or other characters*.

```
# Description
FileTypeName \
FileTypePattern \
Mode \
LIcon \
SIcon \
ActionList
```


Description	A comment describing your file type. Comments must begin with a # in the left margin.
FileTypeName	The name of this file type, used in the action database files to specify this file type.
FileTypePattern	The distinguishing naming convention that identifies a file of this type.
Mode	A single- or multi-character expression specifying the file properties pertaining to this file type. Single characters include: directory, executable, readable, writable. Multi-character expressions are composed of single characters linked by ! (boolean “not”) and & (boolean “and”).
LIcon	The bitmap you’ll use for this file type in the file manager’s By Name and Icon viewing preference.
SIcon	The bitmap you’ll use for this file type in the file manager’s By Name and Small Icon viewing preference.
ActionList	The list of actions that appear in the file manager’s Actions menu when you select a file of this type. Separate actions in the list with commas.

The following conventions apply:

- Each file type definition *must* be on a separate line.
- If you use the \ to span several lines with a file type definition, *make sure* the \ is the last character on the line.
- The first action in the action list is the default action (invoked by double-clicking or dropping the icon on the workspace backdrop).
- Each task in the action list *must* have a corresponding entry in an action database file.
- Do *not* put spaces or tabs in the mode expression.

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Choosing a Good File Type Pattern

File type patterns are checked using the complete path of the file, starting with the host name.

The easiest file type patterns to create are one or two character “dot” extensions to the file name where the host, path, and file name are specified by the “wild card” *. This avoids excessive heart palpitations when files are “lost” because the hostname was inadvertently left off the path. A * at the beginning of the file type pattern says “match any path”. Many files such as C language header files (which end in .h) and C source code files (which end in .c) already use this convention. Their file type patterns would be *.h and *.c.

The order in which you list the file types is important, because when the database is searched, the first match is used. Thus, if the filename patterns for two different file types overlap, you must specify the more specific one first. For example, *.bm must be listed before *.b*.

The following list shows various file type patterns and what they match on HP-UX systems:

- *.c** Matches any file ending in .c.
- hostname:*.c** Matches any file on *hostname* ending in .c.
- */filename.c** Matches files on any host, any path named *filename.c*.
- *:path/*.c** Matches any files on any host with the specified path (or subdirectory underneath path) and ending in .c.

Creating a File Type Definition

When creating a new file type definition, use an existing file type definition as a template. You can view file type definitions by opening a file manager view of /usr/lib/X11/vue/types/, selecting vue.ft, and choosing VIEW from the Actions menu.

To create a login.ft file:

1. Open a file manager view of your .vue/types folder.
2. Choose **New ...** from the file manager’s **File** menu.
3. Click the **New Data File Name** entry box to display the insertion cursor.
4. Type the name of the file: *login.ft*.
5. Click [OK] or press **Return**.

To create a file type definition:

1. Open *login.ft* in your text processor.
2. Start your description by typing # in the left margin and then your comment.
3. On the next line, type the file type name, pattern, mode, large icon, small icon, and action list.
4. Save *login.ft* and exit your text processor.
5. Reread the database of file types definitions:
 - a. Click on the Applications Directory button in the workspace manager to display a file manager view of the applications directory.
 - b. Double-click **system_apps** to switch to the system-apps directory.
 - c. Double-click **sys_admin** to switch to that directory.
 - d. Double-click **REREAD_DB** to execute the reread-database action.

For example, suppose you have a spreadsheet program that produces data files with the extension of *.wks*. You could create the following file type definition:

```
# File type definition for my spreadsheet *.wks files
SPREADSHEET \
  *.wks \
  !d \
  wks.l.bm \
  wks.s.bm \
  EDIT
```

Once you create a file type, you can use it in an action definition.

Creating Your Own Action Definitions

Action definitions are contained in action database files and can be associated with file types. Each definition can also have a corresponding executable file icon (in the appropriate `.../types/tools` folder) and appear in the file manager Actions menu when you select a file of the associated file type.

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Syntax for Action Definitions

Each action definition is on a separate line in a file ending in the extension *.ad*. Keep your personal action definitions in a *login.ad* file in your `.vue/types` folder. Keep the executable action icon in your `.vue/types/tools` folder.

An action definition has one of the following syntaxes:

```
size
# Description
ACTIONNAME FileTypes LIcon SIcon COMMAND WinType ExecHost ExecString
ACTIONNAME FileTypes LIcon SIcon MAP ACTIONNAME
```

- Description** A description for your action definition. The line must begin with a # in the left margin.
- ACTION-NAME** The name of the action. This will appear as a choice in the Actions menu and as the label of the executable action icon.
- FileTypes** The file types that you want associated with this definition. Separate file types with a comma (,) or a pipe (|).
- LIcon** The bitmap you'll use for the definition in the file manager's By Name and Icon viewing preference.
- SIcon** The bitmap you'll use for the definition in the file manager's By Name and Small Icon viewing preference.
- COMMAND** Executes a command or application.
- WinType** Starts the appropriate type of terminal window.
- ExecHost** The host on which to execute the action. Use %LocalHost% for your workstation.
- ExecString** The command to execute.
- MAP** Associates a generic action with a specific action.
- ACTION-NAME** The name of the specific action to associate with this general action definition.
- WinTypes* can have one of the following values:
- NO-STDIO** No window created; command creates its own window.
- TERMINAL** Creates a temporary terminal window that closes when the command finishes executing.
- PERM-TERMINAL** Creates a permanent terminal window that does not close when the command finished executing.

SHARED-OUTPUT Uses the shared output window. (SHARED-OUTPUT is not implemented on Domain/OS).

OUTPUT-ONLY Creates an output-only window.

ExecHost can have one of the following values:

<i>host</i>	Executes the command on this host.
%LocalHost%	Executes the command on your local workstation.
%DataHost%	Executes the command on the host where the data files are located; your workstation, if no %DataHost% is specified.
%DatabaseHost%	Executes the command on the host on which the action was defined.
%"prompt"%	Prompts for a host on which to execute the command.

To improve readability, you can use the backslash character \, as in the following syntax, to make the action definition span several lines. Note, however, that the \ *must* be the last character on the line, that is, *not followed by any spaces, tabs or other characters.*

```
# Description
ACTIONNAME \
  FileType \
  LIcon \
  SIcon \
  :
```

The following conventions apply:

- An action definition file *must* end in .ad.
- Each action definition *must* be on a separate line.
- If you use the \ to span several lines with a definition, *make sure* the \ is the last character on the line.
- Each file type in the definition *must* have a corresponding entry in the file type database.

Creating an Action Definition

When creating a new action definition, use an existing definition as a template. To view action definitions, open a file manager view of `/usr/lib/X11/vue/types/`, select an appropriate `.ad` file, and choose **VIEW** from the Actions menu.

To create an action definition:

1. Create a file called *login.ad* in your `$HOME/.vue/types` directory. It really doesn't matter what you call the file, as long as the extension is `.ad`. Here, your login name is used.
2. Create a variable for the action's large icon and give it the name of the bitmap to use by typing: `set ACTION_L=bitmap` To use the standard HP VUE bitmap, type `set ACTION_L=action.l.bitmap`.
3. Create a variable for the action's small icon and give it the name of the bitmap to use by typing: `set ACTION_S=bitmap` To use the standard HP VUE bitmap, type `set ACTION_S=action.s.bitmap`.
4. Type a comment, beginning with a `#` in the left margin.
5. On the next line, type the ActionName, FileTypes, large icon, small icon, ExecHost, and the rest of the action definition.
6. Save *login.ad* and exit your text processor.
7. Repeat steps 4 and 5 for each additional action you want to create.
8. Reread the database of action definitions:
 - a. Click on the Applications Directory button in the workspace manager to display a file manager view of the applications directory.
 - b. Double-click `system_apps` to switch to the system-apps directory.
 - c. Double-click `sys_admin` to switch to that directory.
 - d. Double-click `REREAD_DB` to execute the reread-database action.

Caution



When creating an action definition for a shell script, the last command does not execute when in background (followed by an ampersand (&)). If you must use an ampersand after the last command, follow the command with the line `sleep 5`.

To create an executable action icon:

1. Open a file manager view of `$HOME/.vue/types/tools`.
2. Choose **New ...** from the file manager's **File** menu.
3. Type the name of your action definition in the **New Data File Name** box.
4. Select the file.
5. Choose **Properties** from the **File** menu.
6. Click the execute permissions to make the file executable.
7. Click **[OK]**.

You can now drop a file of the associated type onto the executable icon to invoke the appropriate action.

You can make copies of executable action icons in different directories. That way, the action can be accessed from more than one directory.

To copy an executable action icon:

1. Open a file manager view of the directory containing the executable action icon.
2. Open a file manager view of the the destination directory.
3. Copy the executable action icon by dragging it to the destination directory (using **(Ctrl)+mouse button 2**).

Examples

You could turn the operating system `more` command into an action definition so that, when you dropped files on your **MORE** action, terminal windows would appear using the `more` command to view the files. Your `login.ad` action database would look like the following:

```
set ACTION_L=action.l.bm.
set ACTION_S=action.s.bm.

# This MORE views dropped files.
MORE          \
*             \
${ACTION_L}   \
${ACTION_S}   \
COMMAND      \
PERM-TERMINAL \
%LocalHost%  \
more %(File)Arg_1%
```

You could create a MORE action in *login.ad* that enabled you to double-click the MORE icon and have it prompt you for a file name with this action definition:

```
# This MORE views dropped files
# and prompts for files when double-clicked.
MORE      \
*         \
${ACTION_L} \
${ACTION_S} \
COMMAND  \
PERM-TERMINAL \
%LocalHost% \
more %(File)Arg_1"Enter file to display:"%
```

Or, if you had a spreadsheet program that produced data files with the extension of *.wks*, you could create the following action definition. Dropping a spreadsheet file on the action icon would start the spreadsheet with the file open in it.

```
# Action definition for my spreadsheet program.
SPREADSHEET \
*.wks       \
wks.big.bm \
wks.tiny.bm \
COMMAND    \
%LocalHost% \
sheets %(File)Arg_1%
```

Customizing Mouse and Key Bindings

HP VUE operations are equated with mouse button actions or keystrokes in the *vuewsrc* file in the *.vue* directory folder of your home directory.

Use a file manager to view your *.vue* directory. If you don't find a *vuewsrc* file, copy the system *vuewsrc* file to *.vue* (see "Getting a *vuewsrc* File" earlier in this chapter). Use the File Properties dialog box, if necessary, to make *vuewsrc* writable.

Understanding Mouse Button and Key Binding Syntax

* *Button Description*

```
Buttons BindingSet
{
  button context function
  button context function
  button context function
}
```

* *Key Description*

```
Keys BindingSet
{
  key context function
  key context function
  key context function
}
```

You can find a complete list of functions in the `vuewrc` man page in the help index (click **Man Pages**, then **Formats of Important System Files**, then search for `vuewrc`). For more information on customizing mouse button and key bindings, see the *HP Visual User Environment System Administration Manual*.

Customizing Mouse Button Bindings

Since mouse button 1 is used for selection and mouse button 2 is used for moving, if you need a special operation that requires a mouse button action, such as adding a custom menu to the workspace, bind the operation to a button 3 action.

To add an operation to mouse button 3:

1. Make a backup copy of `vuewrc`.
2. Call up `vuewrc` in your favorite ASCII text processor.
3. Search for the line `Buttons VueButtonBindings`.
4. Insert your addition to the button binding set anywhere after the opening `{` and before the closing `}`. The addition must be a unique binding.
5. Save the `vuewrc` and exit your text processor.

6. To see your change, drag the workspace menu and choose **Restart Vuewm**

For example, if you want to add a mouse button action to display the VIP menu from “Making Your Own Workspace Menus” above, change this line:

```
<Btn3Down> root f.menu VueRootMenu
```

to this:

```
<Btn3Down> root f.menu MyVIPMenu
```

Customizing Key Bindings

The procedure for customizing a key binding is very similar to customizing mouse button bindings:

To add a key binding:

1. Make a backup copy of `vuewmrc`.
2. Call up `vuewmrc` in your favorite ASCII text processor.
3. Search for the line `Buttons VueKeyBindings`.
4. Insert your addition to the key binding set anywhere after the opening `{` and before the closing `}`. The addition must be a unique binding.
5. Save the `vuewmrc` and exit your text processor.
6. To see your change, drag the workspace menu and choose **Restart Vuewm**

For example, if you want to add a `(Meta) (v)` keystroke action to display the VIP menu from “Making Your Own Workspace Menus” above, insert this line:

```
Meta<Key>V root f.menu MyVIPMenu
```

Each time you press the `(Meta)` key followed by `(v)` (the `(Meta)` key is immediately to the left of the space bar; `(Extend char)` on some keyboards) with the pointer on the workspace, your VIP menu will post to the workspace.

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The Vuepad Editor

The **vuepad** editor is an easy-to-learn text editor appropriate for small editing tasks such as writing memos and editing resource files. This appendix covers how to open, edit, and save files using **vuepad**.

Starting 'vuepad'

There are several ways to start **vuepad**:

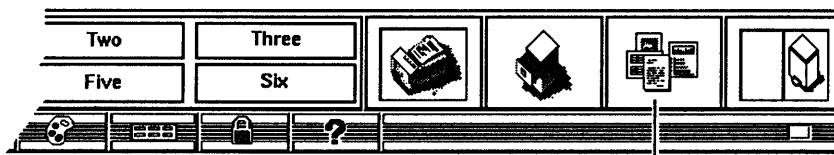
- Using the **vuepad** icon in the Applications directory.
- From a command line in a terminal emulator window.
- If **vuepad** is your default editor, **vuepad** starts when you double-click a data file, or when you select the data file and choose **EDIT** from the **Actions** menu. Making **vuepad** your default editor is covered later in this appendix.

Starting 'vuepad' Using Its Icon

The **vuepad** icon is located in the Applications directory.

To display the **vuepad** icon:

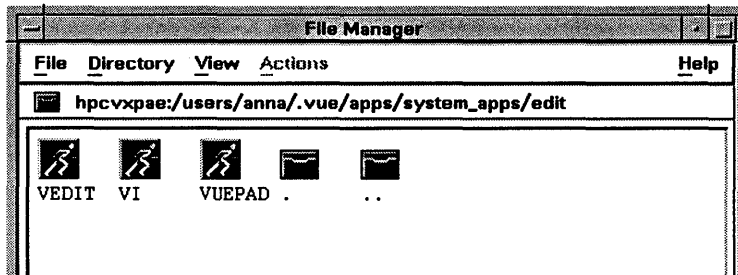
1. Click the applications directory button to display the applications directory.



Click to open a File Manager view of the Applications directory

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2. Double-click `system_apps`.
3. Double-click `edit`.



To start 'vuepad' with an empty tablet:

1. Display the `vuepad` icon in the Applications directory.
2. Double-click the icon.

To start 'vuepad' with a document in the tablet:

1. Display the `vuepad` icon in the Applications directory.
2. Get a file manager view of the directory containing the document.
3. Drag the document icon to the `vuepad` icon.

Creating Copies of the 'vuepad' Icon

You can create copies of the `vuepad` icon in directories where you frequently edit files. The copy behaves exactly like the icon in the Applications directory.

To make a copy of the icon:

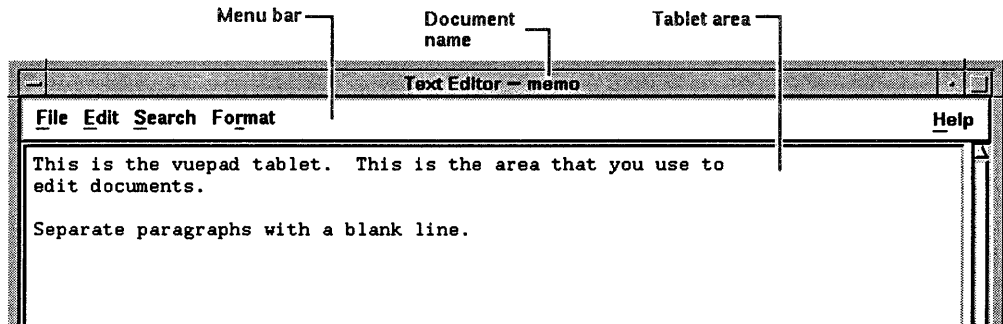
1. Open two file manager views:
 - a. Display the `VUEPAD` icon in the Applications directory in one file manager.
 - b. Display the target directory in the other file manager.
2. Hold down **CTRL** and mouse button 2 and drag a copy of the icon from the Applications directory to the target directory.

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The 'vuepad' Window

The vuepad window contains:

- Title bar. The title bar in the window frame shows the name of the current document.
- The menu bar. Use the menu bar to access the vuepad commands.
- The tablet. This is the editing area. Use the scroll bars to view different portions of the document.



Opening Documents

There are several choices in opening documents:

- You can open a new document or one that already exists.
- You can open the document in an existing vuepad window or in a new vuepad window.

To open a new document in a new 'vuepad' window:

Double-click the VUEPAD action icon in the Applications directory.

To open a new document in an existing ‘vuepad’ window:

Choose **New ...** from vuepad’s **File** menu. If you have unsaved changes in your current document, a dialog box asks you if you want to save the changes before it closes the current document and opens the new one. The window title is **Text Editor - (unnamed)** when you are working with a new document.

To open an existing document in a new ‘vuepad’ window:

1. Get a file manager view of the directory containing the document.
2. Display the vuepad icon.
3. Drag the document icon to the vuepad icon.

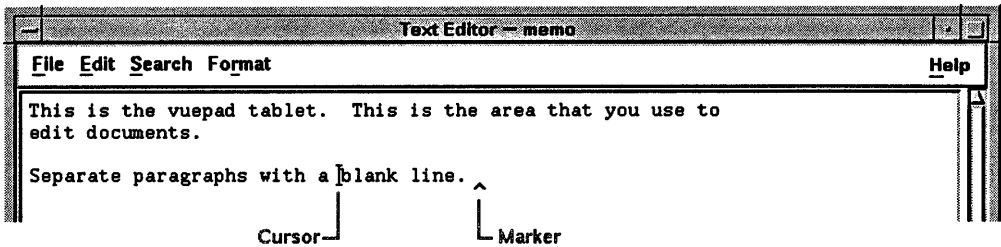
To open an existing document in an existing ‘vuepad’ window:

Use either of these methods:

- Using the **Open ...** menu command.
 1. Choose **Open ...** from the **File** menu.
 2. Use the **Open File** dialog box to select the file to be opened. (See the “Using the Open and Include Dialogs” section later in this appendix.)
- Drag a document icon to the tablet.
 1. Get a file manager view of the directory containing the document.
 2. Drag the document icon to the vuepad tablet.

Entering Text

Text is inserted at the current cursor position. Press **Return** to start a new line or use word wrap (see “Turning On/Off Word Wrap”). A marker shows the place where you last edited, inserted, or selected text.



Turning On/Off Word Wrap

When you use word wrap, words continue on the next line when the cursor nears the right edge of the tablet area.

When you save your document, you'll have a choice to add a **newline character** to the end of each word-wrapped line so that the printer will break lines at appropriate places. A newline character instructs the printer to break a line and start a new one.

If you don't use word wrap, you must press **Return** at the end of each line. Pressing **Return** automatically adds a newline character.

To turn on/off word wrap:

Choose **Word Wrap** from the **Edit** menu.

Caution



Don't use word wrap to edit configuration or resource files, such as `vuewsrc` or `/etc/inittab` or files you merge with the `xrdb` database. Some lines in those files cannot contain line breaks or newline characters.

Starting a New Paragraph

To start a new paragraph, create a blank line between the paragraphs by typing **Return** twice.

Moving the Cursor

There are two ways to move the cursor:

- By pointing to the new location and clicking mouse button 1.
- Using the cursor movement keys.

Cursor Movement Keys

Key	Moves the cursor ...
▲	Up one line.
▼	Down one line.
◀	Left one character.
▶	Right one character.
CTRL ▶	Right one word.
CTRL ◀	Left one word.
CTRL ▼	Beginning of the next paragraph.
CTRL ▲	Beginning of the previous paragraph.
▼ or Home ¹	Beginning of the current line.
f7 ²	End of the current line.
CTRL ▼ or CTRL Home ¹	Beginning of the document.
CTRL f7 ²	End of the document.

¹ On Domain/OS, Home is aLeftBar.

² On Domain/OS, f7 is aRightBar.

Scrolling the Tablet Contents

There are several ways to scroll the window if the document is longer or wider than the tablet's display area:

- Using the scroll bars.
- Moving the cursor past the edge of the tablet.
- Using the scrolling keys.

Scrolling Keys

Key	Scrolls the text ...
Prev or Pg Up	Up one page.
Next or Pg Dn	Down one page.
CTRL Prev or CTRL Pg Up	One page to the left.
CTRL Next or CTRL Pg Dn	One page to the right.

Editing Text

Character Editing

Use the following keys for simple editing.

Editing Keys

Key	Action
Back space	Delete the character before the cursor.
Delete char or Del	Delete the character following the insertion cursor.
CTRL Delete char	Delete all the characters from the cursor to the end of the current line.

Selecting a Block of Text

You select text to move, copy, or delete the text block. Selected text is highlighted.

To select a block of text:

1. Move the cursor to the beginning of the block.
2. You can now:
 - Hold down mouse button 1 and drag the cursor to the end of the text block. The text remains selected when you release the mouse button.
 - Double-click mouse button 1 to select one word.
 - Triple-click mouse button 1 to select the entire line.
 - Quadruple-click mouse button 1 to select the entire tablet.

To add to or remove text from the selected area:

Hold down **Shift** and mouse button 1 as you drag the cursor to the new ending point for the selection.

To unselect text:

Click mouse button 1 anywhere in the window.

Moving, Copying, Removing, and Clearing Text

Once text has been selected, it can be moved, copied, deleted, or cleared.

To move a block of text:

1. Select the text to be moved.
2. Choose **Cut** from the **Edit** menu. The text is erased from the screen and stored in a temporary “cut buffer.”
3. Move the cursor to the location where the text will be inserted.
4. Choose **Paste** from the **Edit** menu.

To copy a block of text:

1. Select the text to be copied.
2. Choose **Copy** from the **Edit** menu. A copy of the text is placed in the “cut buffer.”
3. Move the cursor to the location where the copy of the text will be inserted.
4. Choose **Paste** from the **Edit** menu.

To delete a block of text:

1. Select the text to be deleted.
2. Do one of the following:
 - Choose **Delete** from the **Edit** menu.
 - Press **Backspace**, **Delete char** (or **Del**).

Delete text when you want to remove lines of text. Deleted text is not put in the cut buffer, therefore, it cannot be pasted. However, you can recover the text with **Undo**.

To clear a block of text:

1. Select the text to be cleared.
2. Do one of the following:
 - Choose **Clear** from the **Edit** menu.
 - Press **Clear display**.

Clear text when you want to replace selected text with spaces or a block of selected text with a block of blank lines.

Undoing an Edit

The **Undo** operation reverses the last cut, paste, clear, delete, or include operation.

To use the undo command:

Choose **Undo** from the **Edit** menu.

Searching For and Replacing Text

To search the document for particular text:

1. Choose **Find ...** from the **Search** menu to display the Find dialog box.
2. Click the **Find:** box and type the text.
3. Click **[Find]** to find the first occurrence of the text.
4. To find additional occurrences:
 - Click **[Find]** again, or
 - Choose **Next** from the **Search** menu.

To replace text:

1. Choose **Replace ...** from the **Search** menu.
2. Click the **Find:** box and type the text to be replaced.
3. Click the **Replace With:** box and type the replacement text. Or, you can copy the find text to the **Replace With** box and edit it, using the following procedure:
 - a. Triple-click the text in the **Find:** box to select it.
 - b. Move the pointer to the **Replace With:** box and click mouse button 2 to paste it into the box.
 - c. Click the **Replace With:** box and edit its contents.
4. Click **[Find]** to find and highlight the first occurrence of the text after the current cursor position in the tablet.
5. If you want to replace the text, click **[Replace]**.
6. Repeat steps 4 and 5 until you've completed the replace operation.

Including a File in the Current Document

The **Include** command inserts the contents of the specified file at the current cursor position.

To include a file:

1. Choose **Include ...** from the **File** menu.
2. Use the **Include** dialog box to select the file to be inserted. For information on using this dialog box, see “Using the Open and Include Dialogs” later in this appendix.

Formatting the Document

Use the **Format** menu to format your completed document. The **Format** menu has the following choices:

- Settings ...** Opens a dialog box in which you can set margins and justification for a paragraph or for the entire document.
- Paragraph** Once settings are chosen, formats other selected paragraphs.
- All** Once settings are chosen, formats the entire document.

To format paragraphs:

1. Choose **Settings** from the **Format** menu.
2. Enter margins and choose justifications.
3. Place the cursor in the paragraph that you want to format.
4. Click [**Paragraph**] or choose **Paragraph** from the **Format** menu to apply the settings.

To format the entire document:

1. Choose **Settings** from the **Format** menu.
2. Enter margins and choose justifications.
3. Click [**All**] or choose **All** from the **Format** menu to apply the settings.

vuepad remembers your formatting choices so you can choose **Paragraph** or **All** from the **Format** menu after the **Settings** dialog box is closed.

Running the Spelling Checker

To check the spelling in your document:

1. Choose **Spell ...** from the **Search** menu. This runs the spelling checker and displays the **Spell** dialog box.
2. Click on an entry in the **Misspelled Words** list to highlight it and display it in the **Find** text box.
3. Enter the correctly spelled word into the **Replace With:** box. You can double-click the **Replace With:** box and type the word from the beginning. Or, you can copy the misspelled word and then edit it, using this procedure:
 - a. Select the word in the **Find** text box by double-clicking it.
 - b. Move the pointer to the **Replace With:** box and press mouse button 2.
 - c. Click the **Replace With:** box and edit its contents.
4. Click **[Find]** to find and highlight the first occurrence of the misspelled word.
5. If you want to replace the word, click **[Replace]**.
6. Repeat steps 4 and 5 until you've found all the occurrences of the misspelled word.
7. To correct additional words from the **Misspelled Words** list, return to step 2.

Printing the Document

Choose **Print** from the **File** menu. Your document prints as it appears in the tablet area to your workstation's printer.

The **Print** selection ties into the action data base through the file `/usr/lib/X11/vue/types/vuepad.ad`. To change **vuepad**'s print action, see the *HP Visual User Environment System Administration Manual* for information on actions.

Saving the Document

Saving a new (unnamed) document creates a new file. You can save an existing document to its original file or save the edited contents to a new file.

To save a new document:

1. Choose **Save ...** or **Save As ...** from the **File** menu. This displays the **Save As Dialog** dialog box.
2. If word wrap was used to create the document, make the following choice:
 - Add newline characters at word-wrapped line breaks. When printing to the screen or printer, newline characters break a line and begin a new one.
 - Don't add newline characters at word-wrapped line breaks.
Word-wrapped text prints to the screen or printer on one line.
3. Supply the path to the new file in the **Save File As:** box.
 - Click the box and then edit its contents.
 - Double-click the box and type the new path.
4. Click **[OK]**.

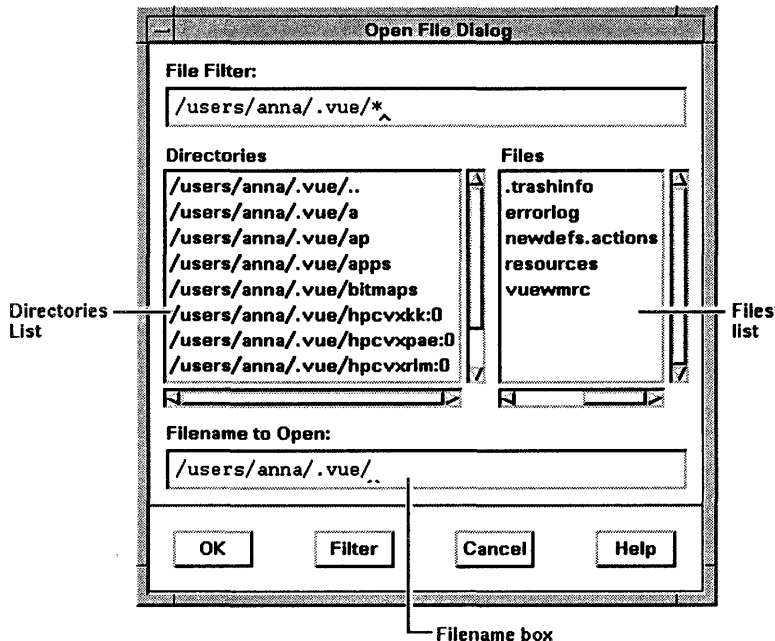
To save an existing document to its original file:

1. Choose **Save** from the **File** menu.
2. If word wrap was used to create the document, make the following choice:
 - Add newline characters at word-wrapped line breaks. When printing to the screen or printer, newline characters break a line and begin a new one.
 - Don't add newline characters at word-wrapped line breaks.
Word-wrapped text prints to the screen or printer on one line.
3. Supply the path to the new file in the **Save File As** box.
 - Click the box and then edit its contents.
 - Double-click the box and type the new path.
4. Click **[OK]**.

Using the Open and Include Dialogs

This section describes how to use the Open File and Include dialog boxes. These two dialog boxes are nearly identical and are used to choose:

- The document to open for editing.
- The file to include in the document you are currently editing.
- The file in which to save the contents of the tablet.



To use the dialog box:

1. Display it by choosing **Open ...** or **Include ...** from the **File** menu.
2. Examine the contents of **Filename box**. If it contains the directory path for the file you want (for example, you want to open file `/users/anna/.vue` and the selection box contains `/users/anna/`):
 - a. Click the file name in the **Files** list to append the file name to the path.
 - b. Click **[OK]**.
3. If the **Selection box** does not contain the directory path for the file you want, you have several choices:

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- Click the Filename box and edit its contents so that it contains the complete path to the file, including the file name.
- Double-click the Filename box and type the complete path to the file, including the file name.
- Use the File Filter to browse your file system and select the file. See the next procedure.

To browse your file system using the File Filter:

1. Click the File Filter box and type as much of the path as you know. Use the * character as a wild card. For example, you could enter `/doc/project1/*` if you knew the file was located in a subdirectory of `project1`.
2. Click [Filter]. The Directories list and Files list change to reflect the new filter.
3. Examine the Files list. If the file is in the Files list, proceed to step 5.
4. Continue adding subdirectories until the Files list contains the file you want to open.
 - To add an additional subdirectory to the File Filter, click a directory in the Directories list and click [Filter].
 - To remove a subdirectory from the file filter, click the parent directory in the Directories list. The parent directory is the path editing with two dots.
5. Click the file in the Files list box to append the file name to the path in the Filename box.
6. Click [OK].

Making Vuepad Your Default Editor Action

To make vuepad your default editor:

1. If you have not already done so, copy `/usr/lib/X11/vue/types/user-prefs.ad` to `/users/your_login/.vue/types`.
2. Edit the line that begins `EDIT_TEXT` so that it reads:


```
EDIT_TEXT * ${ACTION_L} ${ACTION_S} MAP VUEPAD
```
3. Reread the data base (open the `systems_apps/sys_admin` folder in your Applications directory and double-click the `REREAD_DB` icon.)



Glossary

acceleration

Mouse pointer velocity, relative to mouse movement.

accelerator

A key or sequence of keys (typically a modifier key and some other key) that provides a “shortcut,” for accessing functionality.

action database

An ASCII text file that defines “actions” specific to HP VUE file types.

active window

The window where what you type appears. If there is no active window, what you type is lost. Only one window can be active at a time. The active window is said to have the “keyboard focus.”

application

A software program used to perform work. Word processors, spreadsheets, and databases are examples of applications.

application font

The font displayed when text is typed in a window or text entry box. Also called user font.

application server

A workstation used solely to provide processing power for application.

arrow keys

Keys that can be enabled to control pointer movement.

bitmap

Generally speaking, an array of data bits used for graphic images. Strictly speaking, a pixmap of depth one (capable of representing 2-color images).

buffer

An area used for temporary storage.

button

A button on a mouse pointing device. Mouse buttons can be mapped to the keyboard. Also, a graphical image used frequently in dialog boxes that resembles real push buttons in appearance and behavior.

button binding

Association of a mouse button operation with a workspace manager function. For example, pressing button 3 on a window frame displays the window menu.

cancel

A push button that closes a dialog box without implementing any changes.

check button

A control used to select settings that are not mutually exclusive. Usually, the button is filled in (checked) when it is selected.

click

To press *and release* a mouse button. The term comes from the fact that pressing and releasing the buttons of most mice makes a clicking sound.

color set

A collection of colors that define the foreground, background, and shadow colors of a particular display element. A color palette consists of a collection of color sets.

computer hardware

The electronic and mechanical components of a computer system.

<Ctrl> key

The keyboard key, pronounced “control”, that is used as a modifier key. You hold down this key while pressing another key.

current session

The session to which you are logged in at a particular time.

cursor

An image used to locate the focus of keyboard input. The cursor can take several forms. The oblong box around a control is the selection cursor. An I-shaped image or a caret (^) are used as text entry cursors.

dialog box

Sometimes called a secondary window, the dialog box is called by the user from the main window. A dialog box contains controls and settings. To display an example of a dialog box, click the style manager button on the workspace, then click Color.

direct manipulation

Using the mouse to copy or otherwise handle files and directories, and do other operations like “push” buttons.

directory

An organizational unit of your workstation’s disk drive composed of files and subdirectories. A directory is analogous to a file folder containing letters (text files), which is contained in a filing cabinet (disk).

disk drive

A rotating magnetic disk upon which information can be stored and retrieved.

double-click

Pressing and releasing a mouse button twice in rapid succession.

drag

Pressing and holding down a mouse button while moving the mouse on your desktop (and the pointer on the screen).

drop

Releasing an icon that has been “dragged” to a new position. To drop the icon, release the mouse button.

DSL

The abbreviation for Disk System Loaded, the HP "Instant Ignition" product that comes with the software factory-installed on the disk drive.

entry box

An area used for text entry.

environment variable

An element of your workstation software that can be set to a value, then read by applications to influence their behavior. Such elements define characteristics such as **SHELL** (your default command interpreter), **MAIL** (where to look for electronic mail), and **TZ** (the local time zone).

file

An organizational unit of the disk drive composed of bytes of information.

file manager

The HP VUE application that allows you to manage your files and directories, and set viewing preferences.

file server

A computer whose primary task is to control the storage and retrieval of data from hard disks. Any number of other workstations can be linked to the file server in order to use it to access data. This means that less storage space is required on each individual workstation.

font

The style, size, and weight (regular, italic, or bold) of text characters.

graphical user interface

A form of communication between people and workstations using graphics-oriented software such as windows, menus, and icons, to ease the burden of the interaction.

help manager

The HP VUE application that provides online help.

highlight

A graphic technique to show the current selection or the location of the input focus.

\$HOME

The environment variable representing the home directory. This is the directory in which you are placed after you log in. Typically, this is */users/login*, where *login* is your login name. The home directory is where you keep all “your” files.

home session

A session stored explicitly using the style manager Startup dialog box, to which you can always return.

host

Another computer on the network. The term “host name” is the name by which the computer is known to other computers on the network.

hotspot

The area of a pointer that is defined as the “point” of the pointer.

icon

A small, graphic representation of an object on the workspace (typically an application window). Objects can be “iconified” (turned into icons) to clear a cluttered workspace and restored (returned to their original appearance) as needed. Processes executing in an object continue to execute when the object is iconified.

iconbox

The box created by the workspace manager that is used to store icons.

iconify

The act of turning a window into an icon.

indicator

A non-interactive icon, such as the clock, load indicator, etc.

input device

Any of several pieces of equipment used to give information to a system. Examples are the keyboard, a mouse, or a digitizer tablet.

input focus

When a program has input focus, it receives input from the keyboard and mouse.

keyboard binding

Association of a special key press with a workspace manager function. For example, pressing the special keys **Shift** + **Esc** displays the system menu of the active window.

login

Your login name, or simply “login”, is the name by which you are known to the workstation. This may be any group of characters, so long as it meets system rules.

login manager

The program that controls the initial startup of HP VUE, accepts the user’s login and password, and then starts the session manager.

login screen

The screen that accepts your login and password.

lower

To move a window to the bottom of the window stack on the workspace.

main window

See window.

maximize button

A window-frame push button used to enlarge the window to its maximum size.

menu

A list of action options that is displayed in the upper left corner of a window when you press the window menu button on the window frame. In a graphical user interface such as HP VUE, menus enable you to control workstation operation. Every window has a menu that enables you to control the size, shape, and position of that window.

menu bar

An area at the top of a window that contains the titles of the pull down menus for that application.

minimize

To turn a window into an icon. The terms minimize and iconify are interchangeable. The minimize button is a push button on the window frame that is used to minimize the window.

mnemonic

A single character (frequently the initial character) of a menu selection which, when the menu is displayed and the character is typed on the keyboard, initiates the selection.

modifier key

A key that, when pressed and held along with another key, changes the meaning of the other key. **CTRL**, **Extend char**, and **Shift** are examples of modifier keys.

mouse pointer

See pointer.

navigation keys

The keys that move the pointer. These are the four arrow keys and the tab key.

newline character

A character that can be added to the end of lines of text in a document. It tells the screen or printer to break a line and start a new one. You can add a newline character by pressing **Return** when editing a document or by choosing to add newline characters when saving a file created with the Vuepad editor.

operating system

The software that controls the file handling and file manipulating low-level functions of your workstation by talking directly to the hardware.

output device

A piece of hardware used for receiving messages from the workstation. The display screen of your workstation is an output device. The printer you use is another.

palette

A collection of color sets that creates an attractive color scheme for the display. Each palette has a unique name.

parent directory

The directory located immediately above a directory in a hierarchical file structure. A directory containing subdirectories is their parent directory.

password

A unique word known only to you (and possibly your system administrator) that acts as a security countersign, further identifying you to the computer.

point

To position the pointer or location cursor.

pointer

Sometimes called the "mouse pointer," the pointer shows the mouse location on the screen. The pointer's shape depends on its location. In the workspace, the pointer is an \times . On a window frame, the pointer is an arrowhead.

pointing device

A device that moves the pointer on the display screen. A pointing device is used with a graphical user interface, like HP VUE, that allows you to select and manipulate a graphical object by "pointing" to it. The mouse is probably the most familiar pointing device.

property

An attribute of a file or directory.

push button

A graphic control that simulates a real-life push button. Use the pointer and mouse to push the button and immediately start an action. Radio buttons come in sets of two or more. Each button represents a mutually exclusive selection. Radio buttons are typically used for setting states or modes.

remote host

A computer physically removed from your own that you can log in to.

resize

To change the height or width of a window.

resize handles

The frame part of the window that is used to change the height or width of the window.

resource

A component of the X Window System resource data base. Resources control the appearance and behavior of parts of the system.

restore

The act of changing an minimized (iconified) or maximized window back to its regular size. The terms restoring and normalizing are usually interchangeable.

root directory

The primary directory in a file hierarchy.

scroll bar

A graphical device used to change your viewpoint of data. A scroll bar consists of a slider, scroll area, and scroll arrows. A person changes the view by sliding the slider up or down in the scroll area or by pressing one of the scroll arrows.

session

The time between when you log in and when you log out.

session manager

The program that provides the ability to restore the previous or home session the next time the user logs in. When a user logs in, the session manager starts the workspace manager and other programs that were running during a previous session.

server

A program that controls all access to input devices (typically a mouse and a keyboard) and all access to output devices (typically a display screen). It is an interface between application programs you run on your workstation and the workstation input and output devices.

shell script

An executable ASCII text file usually containing system commands.

slider

One of the components of a scroll bar or slider bar. The slider is the object that is dragged along the scroll area to cause a change.

style manager

The HP VUE application that provides the ability to customize various aspects of your system, including colors, fonts, the keyboard and mouse, session startup and termination behavior, and access to other machines.

system administration

A variety of maintenance tasks usually performed by the system administrator in charge of the workstation. These tasks include monitoring disk space, creating a recovery system, making backups and otherwise maintaining the integrity of the data files, adding new users, maintaining network communication with remote hosts, shutting down the system, and modifying configuration files to improve workstation efficiency.

system font

The font used for window titles, menu bar labels, and button labels.

system processing unit

The part of the workstation hardware that does the actual computing. Generally, the "box" part of the workstation as opposed to the display.

terminal window

A terminal window is a window that emulates a complete display terminal. Terminal windows are typically used to "fool" non-client programs into believing they are running in their favorite terminal. When not running programs or executing operating system commands, terminal windows display the command-line prompt.

text cursor

See cursor.

text entry box

See entry box.

threshold

The distance the mouse pointer moves before accelerating.

title area

The area at the top of the window frame that contains a title or name for the window. The title area can be grabbed and dragged to move the window.

title bar

The title bar is the rectangular area between the top of the window and the window frame. The title bar contains the title of the window object; for example, "Terminal Window", "File Manager", or "Rename Workspace".

tree structure

A method of organizing files and directories into a hierarchical structure. This structure looks like an inverted tree with the "root" directory at the top, descending into multiple directory branches that end in clusters of files.

user font

See application font.

user interface

The medium through which users communicate with their workstations. The command-line prompt is one type of interface. The real-life oriented, graphical objects of HP VUE represent another type of interface, a graphical user interface.

window

A rectangular area of the screen used by HP VUE to contain a particular application. Client applications can have multiple windows, but one window is always the "main" window. The workspace manager provides the ability to move, resize, and shuffle windows, and also provides the window decorations such as the frame and title bar. Windows, which are also called "primary windows" or "main windows", can usually be iconified, and usually have a menu bar.

window frame

The area surrounding a window. A window frame can consist of a resize border, a window menu button, a title bar, and window control buttons.

window manager

The program that controls the size, placement, and operation of windows on the root window. The window manager includes the functional window frames that surround each window object as well as a window and workspace menus. If the window manager supports workspaces, it is called a workspace manager.

window menu

The menu that displays when you press the window menu button on a window frame. It lets you control the size, shape, and position of the window. The window menu button, which is the control button at the left side of the title bar in the window frame, allows you to display the window menu.

workspace

The workspace is what the “screen” (the flat viewing surface of the terminal) becomes when you start HP VUE. To a certain extent, you can think of the workspace as the screen. Although you can hide the workspace under terminal windows or other graphic objects, you can never position anything behind the workspace. All windows and graphic objects appear “stacked” on the workspace. Use the workspace switch to switch workspaces.

workspace manager

The program that controls the size, placement, and operation of windows on the workspace. The workspace manager includes the workspace manager itself (sometimes called the “front panel”) and the functional window frames that surround each window, program (`Vuewm`), as well as window and workspace menus.

workspace menu

The menu associated with the workspace. The workspace menu enables you to control the behavior of your environment. Also called the “root” menu.

workspace switch

The set of push buttons in the workspace manager that let you switch from one workspace to another.

workstation

A graphics-oriented computer.

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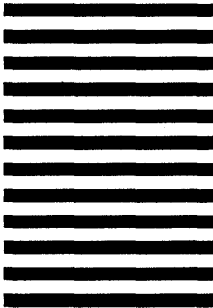


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