

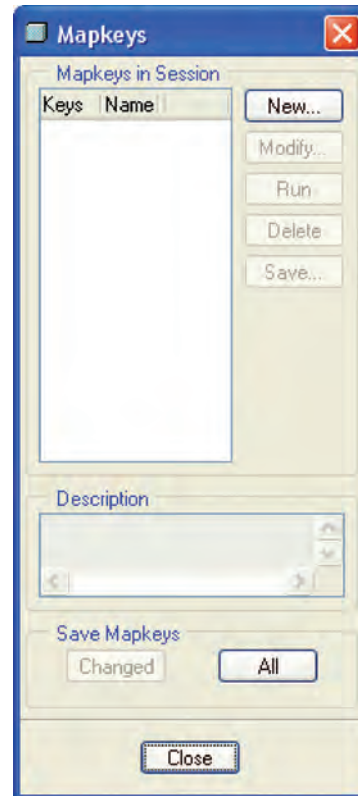
MAPKEYS

A certain task you perform on the software would require a number of menu picks, icon clicking, button clicking inside dialog boxes, etc. If there is a task you perform repeatedly and it's done with the same sequence of mouse clicking each time, we expedite all the menu picking and mouse clicking by setting up a **mapkey**, also known as a hot key or macro. A mapkey is a sequence of key strokes from the keyboard.

For example, if you want to verify all instances in a Family Table, you would normally follow the menu picks TOOLS > FAMILY TABLE, select the verify icon, then click the buttons Verify, Close, and OK. If you set up a mapkey defined with key strokes, **vft** for instance, then to perform the Family Table instance verification task, all you have to do is strike the vft key sequence on the keyboard. The system will run through all the menu picks and button clicking for you, which saves time, especially if the menu picking is for a lengthier task. Mapkeys can also perform a series of tasks. You could set up a mapkey to verify the Family Table, save the model, and then erase it from the session!

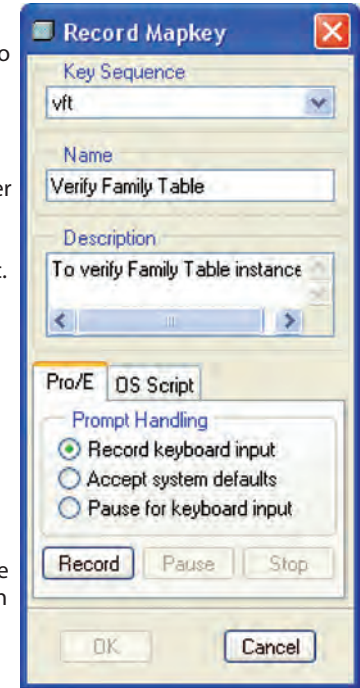
Mapkeys can be defined with any number of key strokes (recommended at least two) using a combination of letters, numbers and special characters. To use one of the function keys on top of the keyboard, use the syntax **\$F6** to use the **F6** function key. The \$ character is used here so the system understands you mean the function key F6, not the letter F followed by the number 6.

To create or edit mapkeys, click TOOLS > MAPKEYS to access the Mapkeys dialog box, shown at right.



To create a new mapkey, click the **New** button. The **Record Mapkey** dialog box will appear. This will allow you to define a key sequence and then record the actions (series of menu picking) to tell the system what actions will be executed upon striking that key sequence. It is a good practice to enter a name and a description for your new mapkey. This will make it easy to identify it and remember what it does, especially if you end up setting many mapkeys. Click the **Record** button and, click by click, perform the task(s) steps. You can use pull-down menus, icons, etc. Note that if you click an icon as a step in the recording, and then that icon is removed later, the mapkey won't work. So it's always a good idea to use pull-down menus.

If the task must be interrupted to allow a user's input, select the **Pause** button and then define a prompt for what needs to be input. For example, if you set up a mapkey to initiate a drawing from a template, you would need to pause the task to allow a user to enter a drawing name. After defining the prompt, click **Resume** to continue recording. When all task steps have been recorded, click the **Stop** button and then hit **OK**. The mapkey will be listed in the Mapkeys dialog.



If you close Mapkeys dialog right away, the mapkey will be effective only during your current session. If you want to keep the mapkey permanently, use the **Save Mapkeys** portion in the dialog to save the mapkey(s) you created/modified. You will then be prompted to save config.pro (where mapkeys will be stored). Save it as discussed earlier.