



# SQUEAK



## Etoy Quickstart Guide

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### Squeak World

#### Sketch

Any painted object, before it is named, is a sketch. It is good practice to name your sketches after painting and keeping them.

#### Handles

The colored icons surrounding an object. Each of these allow for different manipulation and change to that object. Each handle is also supplied with balloon help to inform you of its function.

#### Navigator Tab

When opened it contains options for navigating, collaborating, publishing (saving), painting, sound, and creating new projects.

#### Watcher

Watchers (simple and detailed) can be found in an object's viewer by clicking on the small menu to the left of its property. A watcher can be added to a project to track a particular property of an object.

#### Project

A project is the "hyper-document" in Squeak. Projects are created, projects are published (saved) and projects are shared and exchanged. In word processing, we create documents; in Squeak we create projects.

#### Painting Supplies

A collection of painting tools and colors is found here to create objects. Use these tools to make paintings that become scriptable objects.

#### Viewer

The viewer shows categories of properties and instructions for the object, represented by tiles. Clicking the yellow exclamation point in the viewer will run that particular instruction one time (holding the exclamation point will repeat the action). Values of properties such as "x," "y" and "heading" are also shown in the object's viewer. There are several categories in the viewer. Clicking on the green arrowheads next to any category (i.e., "basic") will toggle between the categories. Adding panes to the viewer will reveal additional categories.

#### Script

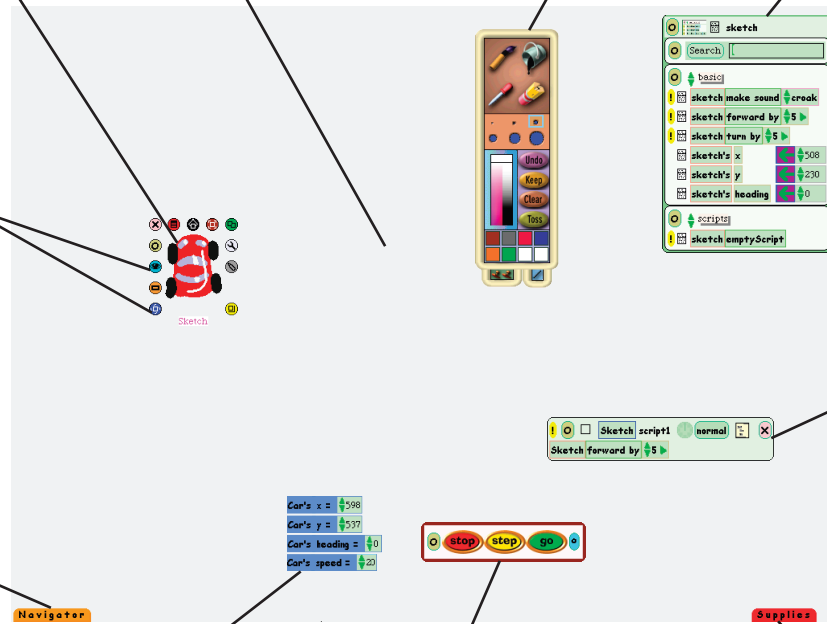
Objects can be sent messages and instructions by combining tiles and running them inside of a "Scriptor". Before a script is created for an object, the "Scripts" category in the viewer only contains an "empty script". It is good practice to name your scripts as you create them. Scripts can be dismissed or hidden by clicking on the tan circle to the right of the exclamation point.

#### Stop Step Go Buttons (All Scripts tool)

The set of Stop Step Go Buttons will run (and stop) all scripts in a project. The Stop Step Go Buttons (tool) will also show \*all\* scripts in a project. All scripts can be viewed by clicking the small blue button next to "Go." This will expand the buttons into the "All Scripts Tool".

#### Supplies Tab

When opened it contains an assortment of objects and tools for object creation, deletion, scripting, and script control.



## Supplies

# Supplies Tab



**Object Catalog** - Browse the catalog of available contents.



**All Scripts** - View and control all scripts running in your project.



**Trash** - Discard an object.



**Sticky Pad** - Transparent rectangles can be torn off and used for measuring.



**Text** - Text that you can edit.



**Sound** - Tool for making sound recordings.



**Rectangle** - Creates a square or rectangle.



**RoundRect** - Creates a rectangle with rounded corners.



**Ellipse** - Creates a circle or ellipse.



**Star** - Creates a star-shaped object.



**Curve** - A rounded shape.



**Polygon** - A straight-sided figure with any number of sides.



**Button** - A scriptable button.



**NextPage** - Takes you to the next page.



**PreviousPage** - Takes you to the previous page.



**Holder** - A place for holding alternative pictures, such as in an animation.



**Playfield** - A place for assembling parts or staging an animation.

## Supplies Flap



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## Navigator

# Navigator Tab



**New** - Start a new project.



**Find** - Find a project. Hold button down for more options.



**Share** - Share the project with a friend.



**Escape Browser/Browser Reentry** - Toggles from full screen to having Squeak in a web browser.



**Previous** - Go to the previous project.



**Next** - Go to the next project.



**Hide Tabs** - Remove the tabs from the screen.



**Publish it!** - Saves your project to the hard drive or to a server to share it.



**Painting** - Opens painting supplies.



**Newer?** - Checks for a newer version of the project.



**Sound** - Adjust the sound volume.



**Tell!** - Tell a friend about your project.



**Undo** - Undo the last command.



**Quit** - Quit Squeak.

## Navigator Flap

### Navigator

NEW Share < PREV NEXT > PUBLISH IT! Newer? Tell! FIND Browser Reentry Hide tabs Undo QUIT



# Painting Supplies

Paintbrush  
Eraser  
Color Picker  
Paint Bucket

Tools  
Brush Size  
Color  
Previous Colors  
Stamps  
Shapes

Undo  
Keep  
Clear  
Toss

Color Picker  
no color

Toss - Remove painting supplies  
Clear - Erase contents of painting window  
Keep - Finish and keep painting object  
Undo - Undo the last action



# Object Handles

- Copy** - Makes a copy of your object.
- Debug** - Advanced tools for programmers.
- Color Picker** - Pick a color for the object.
- Menu** - Contains many useful tools for objects.
- Move** - Moves your object inside the container.
- Pick Up** - Lifts the object out of the container.
- Repaint** - Lets you repaint your object.
- Rotate** - Rotates the object.
- Resize** - Changes the size of your object.
- Tile** - Brings up a tile with the object's name.
- Trash** - Moves the object to the trash.
- Viewer** - Opens a viewer for the object.

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# Object Catalog

Find objects using alphabetic, text, or category searching.

alphabetic find categories ?

sound

SoundRecorder

alphabetic find categories ?

Basic 1 Basic 2 3-D Collaborative

Demo Games Graphics Multimedia

presentation Scripting

Text Tools Useful

Keyboard ScorePlayer

WaveEditor SoundRecorder

Same Scamper ScorePlayer Scripting

Scrolling Text Slider SlimeMold

SoundRecorder Stack Star Status

Storyboard String



# Squeak Scripting

Edit name  
Options Menu  
Add category pane  
Remove viewer from screen

**Viewer**

Remove pane  
Search for methods  
Previous/Next category  
Run command once  
New Menu  
Drag from here to obtain an assignment phrase

Ticking clock state  
Script name  
The Scriptee  
Tiles to code

When the script runs  
Test for yes or no  
Destroy script

Pause ticking scripts  
Run paused scripts once  
Run all scripts

**Script**

**Control Buttons**

Welcome to **Squeakland**  
come play and learn with us

What is Squeak? Community Contact Us  
Deep Squeak  
Media  
Kids Play  
School Stuff  
What is Squeak?

FAQ  
What is Squeak?  
Introduction  
School stuff  
Community links  
Download Squeak  
hackers/programmers  
Deep Squeak

Squeakland  
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Who's Behind Squeak  
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