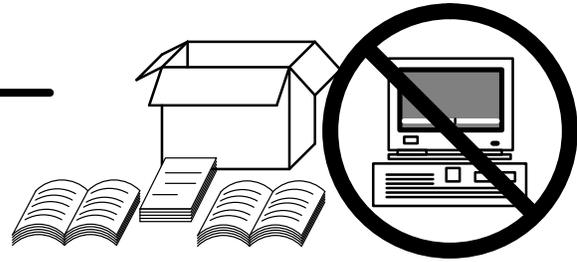


2

BEFORE YOU BEGIN



2.1 TERMS

The following is a list of terms used throughout this manual as well as the other PSCAD modules.

2.1.1 Interface Objects

Interface objects are items which appear on the workstation's monitor through which the user controls the application, and through which the user receives information about the various states of the application.

Interface objects include items such as "buttons", "menus", and so on.

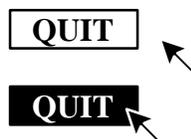
2.1.2 The Pointer and Mouse

The *pointer* is a small arrow on the workstation's monitor which is used to select and manipulate the various interface objects which appear on the monitor. The pointer is logically connected to a *mouse*, or any other pointing device. When the mouse is moved in a particular direction by a particular distance, the pointer is, in turn, moved on the monitor a corresponding distance in the corresponding direction.

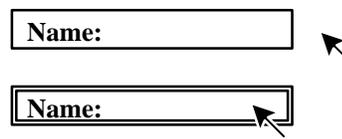
The pointer may sometimes define the "keyboard focus". That is, when the pointer is positioned in a particular window on the screen, any typing done on the keyboard is sent to that window. The window manager may instead use a "click to type" mode, in which a mouse button must be "clicked" inside the window to "activate it" so that it receives keyboard input.

2.1.3 Highlighting

The term, "highlighting" refers to the way an interface objects's appearance changes when the pointer moves onto it:



Inversion Highlighting



Border Highlighting

Some interface objects, such as "buttons" make use of inversion highlighting. Other interface objects, such as "input boxes" make use of border highlighting. "Selection" interface objects may use both highlighting methods, the former to indicate which item the pointer is on, the latter to indicate which item is currently selected.

2.1.4 Dragging and Clicking

The term “dragging” is used to refer to the movement of the mouse, and hence the screen pointer, with one of the mouse buttons depressed. The pressing of the mouse button begins the dragging operation, the releasing of the button ends the operation.

This is different from “clicking”, where a mouse button is pressed and released in a very short period of time, without moving the mouse.

2.1.5 Disabled Objects

In certain modes of operation, it is desirable for certain features to be temporarily inaccessible. Such objects are “disabled”, and are recognized by the greyed-out text or graphics displayed inside them:

ICON

Enabled

ICON

Disabled

2.1.6 Icons

“Icons” are miniature representations of larger windows, and are useful for organisation in situations where the screen would otherwise be very cluttered.

The most prominent instance of “icons” is in the window system as a whole. One usually “iconifies” some of the lesser used applications to make room on the screen for working with other applications.

Although all window managers should provide the capability to iconify applications, the process is somewhat “clumsy” with some window managers. For this reason, all the modules which are started from the PSCAD FILEMANAGER module provide an **ICON** button, which iconifies them into the FILEMANAGER process icon area.

2.2 BASIC INTERFACE OBJECTS

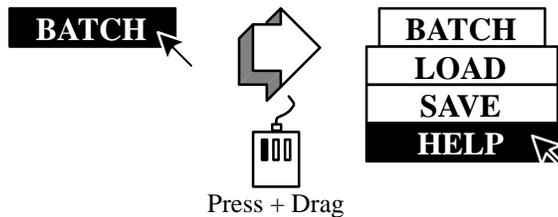
2.2.1 Buttons



Buttons generally appear as boxes containing centred, capitalised text. When the left mouse button is *clicked* while the pointer is on the button, the indicated action is performed. Note that the mouse button must be both pressed and released while the pointer is inside the box. If the cursor is moved out of the box while the mouse button is down, the action will not take place. This allows buttons to be distinguished from “menu buttons”, which maps the associated menu when the mouse button is pressed.

Typically, buttons for procedures with significant consequences (such as **QUIT**) will result in the appearance of a “verifier” appearing, giving the user a “second chance” if the button was selected by mistake.

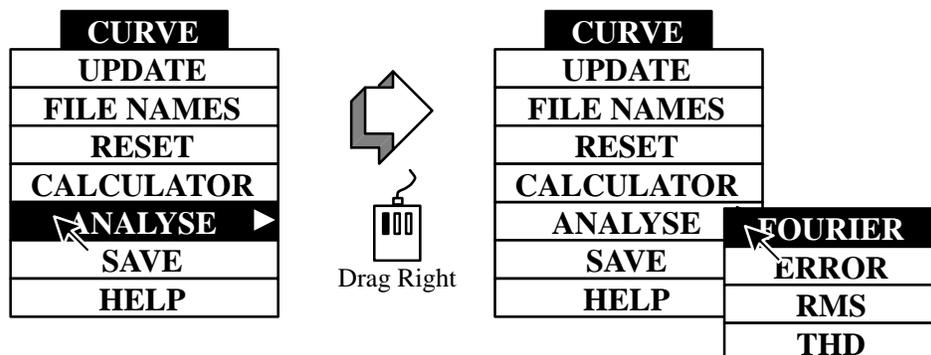
2.2.2 Menus and Menu Buttons



A “menu button” is similar in appearance to a regular button. Pressing and holding the first mouse button while the pointer is on a menu box produces a menu below the menu button.

While the menu is visible, moving the pointer up and down the menu, highlights menu items whenever the pointer is inside the item. Releasing the mouse button with the pointer on one of the items causes the associated action to be performed. Releasing the mouse button with the pointer outside the menu causes the menu to vanish, and no operation is performed.

A menu may contain items with a right–pointing arrow in it. Moving the pointer over the arrow causes a sub–menu to appear, further qualifying the original menu item. This sub–menu behaves in a manner identical to the first menu; it too may contain further sub–menus, and so on:

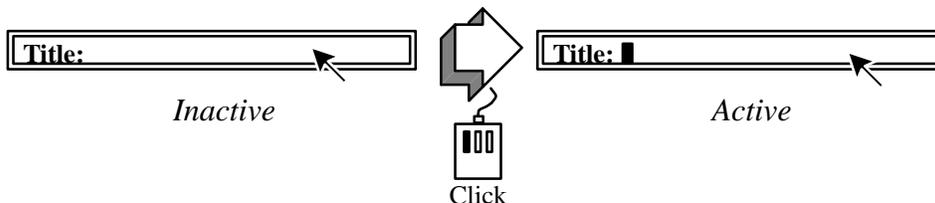


2.2.3 Input Box

Title: Test Case #1

The input box allows the user to enter a text string via the keyboard. The text displayed in an input box is a combination of the “prompt” and the “data”. The prompt (if there is one) identifies the input box; the data is user-supplied.

It is possible to type into an input box only if it is “active”. To activate an input box, click the left mouse button while the pointer is inside the input box. This results in a text cursor appearing at the end of the data:



Note: The pointer does not need to be inside the input box while data is being entered.

At this point, the user may begin typing. After entering the text, pressing the “Return key” (↵) deactivates the input box and registers the new information. If, instead, the “Esc” key is pressed, the input box is still deactivated, but the original contents of the input box are restored.

2.2.4 Selection Interface Objects

Selection interface objects allow the user to select one or more choices from a group of related options. Unlike buttons and menus, selection interface objects do not cause actions to be executed, but control the way future actions are performed. All of the selection interface objects “border highlight” when the pointer is moved onto them.

2.2.4.1 Selection Toggles



Note: In some cases, the text is replaced with graphics.

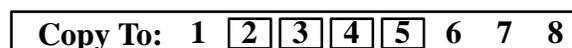
A selection toggle allows the user to select one choice from a group of related options. It appears as a box containing centred, mixed case text. Clicking the first mouse button with the pointer on a selection toggle will cause it to toggle to its next state. Clicking with the third mouse button will toggle it to its previous state.

2.2.4.2 Exclusive Selection Boxes



Exclusive selection boxes differ from selection toggles in that all choices are visible to the user at once. One item in the group will be “border highlight” to indicate it is the currently selected option. Clicking on a different option will change the current selection to that option.

2.2.4.3 Inclusive Selection Boxes



Inclusive selection boxes differ from exclusive selection boxes in that more than one option may be selected at once. Clicking the first mouse button on an option will select or deselect that option depending on its previous state.

2.3 HELP



2.3.1 Requesting Help

On–line help is a standard feature in all of the PSCAD modules. It can be obtained in several ways:

- General help for the module can be requested by selecting the **HELP** button at the top of the module.
- Help on an error or warning message can be requested from the **HELP** button which appears in the message box at the bottom of the module at the time when the message is generated.
- Specific help for various menus can often be requested from **HELP** items at the bottom of those menus.
- Specific help for various form–based features can often be requested from a **?** box at the bottom–left corner of the form.

Note: While the help information is visible, all other program features are temporarily disabled.

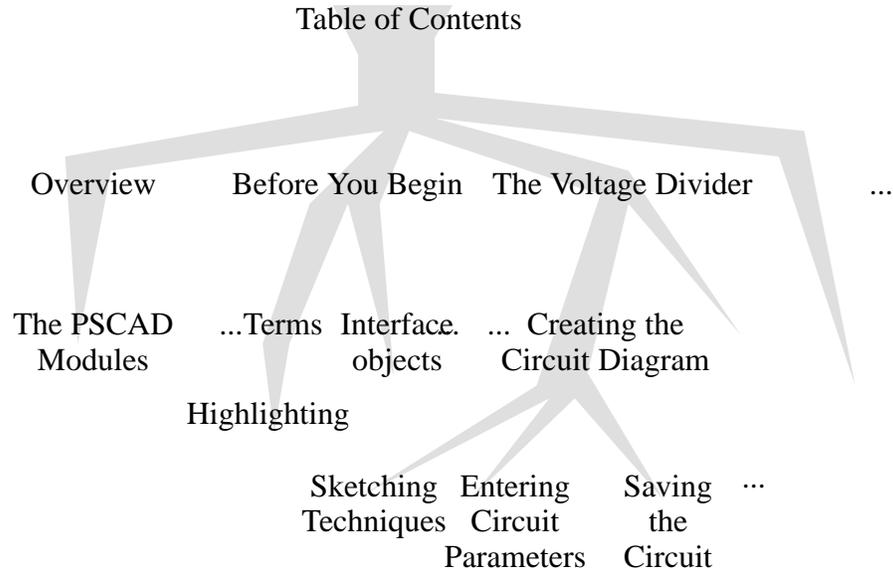
The following will appear on the screen when help is requested:

QUIT	INDEX	BACK	BOOKMARK	HELP
<p>– <i>Help text displayed in this area</i> –</p>				

2.3.2 Getting Around

2.3.2.1 Topics

The on-line documentation for a particular module is organised into “topics”. These topics can be pictured as a sort of tree (computer scientists picture trees upside down!). For example this manual could be visualised as follows:



A “page” refers to what’s visible on the help screen at one time.

On-line help is organised such that each topic is represented by one “page” of information. A given page of help text will usually make reference to a number of related topics. These references will be in the form of “hot links”, which are underlined (and on color systems, shown in a different color from the text). Moving the pointer onto a hot link causes the cursor to change.

When the module has been iconified, it will appear in the Process Area in the FileManager Module.

When the module has been iconified, it will appear in the Process Area in the FileManager Module.

Clicking the left mouse button while the cursor is on a hot link changes the Help display to the indicated topic.

2.3.2.2 Table Of Contents

In the above diagram, the “Table of Contents” could be referred to as the “root” of the tree. The **INDEX** button changes the Help display to the root of the “topic tree”.

2.3.2.3 Help On Help

Another topic which can be requested via an action box is “help on help”. The **HELP** button provides access to on-line documentation corresponding to the information covered in this chapter.

2.3.2.4 Definitions

Some topics are too trivial to warrant an entire help screen. Such instances are treated as “definitions”; clicking on a hot link which is documented as a definition causes an output box containing the definition to be visible for the duration of the button–press.

If different dimensioning of the EMTDC library is required, please contact the Manitoba HVDC Research Centre for assistance.



If different dimensioning of the EMTDC library is required, please contact the Ma Manitoba HVDC Research Centre ass

Manitoba HVDC Research Centre
400 – 1619 Pembina Hwy,
Winnipeg, Manitoba, Canada, R3T 2G5
Phone: (204) 989–1240
Fax: (204) 453–5074

2.3.2.5 Backing Up

As the user moves from one topic to another, a record is maintained of all the topics explored thus far. The **BACK** button steps backwards through this record, allowing the user to return to previous help screens. This record is maintained even after exiting help, making it is possible to “try out” features while reading the documentation, as follows:

- Exit help
- Try out the feature
- Click on **HELP**
- Click on **BACK**

The topic displayed before exiting help returns to the help window and further reading of the documentation is possible.

See also:

- 2.3.3 *Exiting Help*
- 2.3.4 *Bookmarks*

2.3.3 Exiting Help

Clicking on the **QUIT** button causes the help information to disappear, restoring the screen to its appearance before help was requested. No user verification is necessary, since no data is lost.

See also:

- 2.3.2.5 *Backing Up*
- 2.3.4 *Bookmarks*

2.3.4 Bookmarks

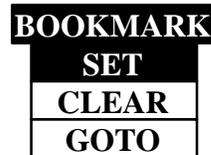


Note: Bookmarks are retained even after exiting help.

At some point in perusing the on-line documentation, a user may wish to refer back to a particular topic. Setting a “bookmark” at that point allows the user to return to that page later, regardless of what topic is being displayed.

The **BOOKMARK** menu provides features for setting, clearing, and gaining access to bookmarks.

2.3.4.1 Setting a Bookmark



This help item creates a bookmark at the current help page.

2.3.4.2 Clearing a Bookmark



If the currently-displayed help page has a bookmark reference, that bookmark will be cleared.

2.3.4.3 Returning to a Bookmark



To return to a bookmark, select this menu item. It will update the help display to contain a list of all the bookmarked topics. Simply click on the desired topic in this list, and the display will revert to that topic.