**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.

**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.

**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.

**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 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.

Navigator Tab

New - Start a new project.

Share - Share the project with a friend.

Previous - Go to the previous project.

Next - Go to the next project.

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

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 - Checks for a newer version of the project.

Tell! - Tell a friend about your project.

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

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

Hide Tabs - Remove the tabs from the screen.

Painting - Opens painting supplies.

Sound - Adjust the sound volume.

Undo - Undo the last command.

Quit - Quit Squeak.
**Painting Supplies**

- **Paintbrush**
- **Eraser**
- **Color Picker**
- **Paint Bucket**

**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.

**Object Catalog**

Find objects using alphabetic, text, or category searching.

**Squeak Scripting**

- **Edit name**
- **Options Menu**
- **Add category pane**
- **Remove viewer from screen**
- **Remove pane**
- **Search for methods**
- **Previous/Next category**
- **Run command once**
- **New Menu**
- **Drag from here to obtain an assignment phrase**

**Viewer**

- **Search**
- **Previous/Next category**
- **Run command once**
- **New Menu**

**Control Buttons**

- **Stop**
- **Run paused scripts once**
- **Run all scripts**

**Ticking clock state**

- **Script name**
- **The Scriptee**
- **Tiles to code**
- **When the script runs**
- **Test for yes or no**
- **Destroy script**

**Script**

- **Pause ticking scripts**

**When the script runs**

- **Stop**
- **Go**
