



# Sketchify Tutorial

## Screen Poking

[sketchify.sf.net](http://sketchify.sf.net)

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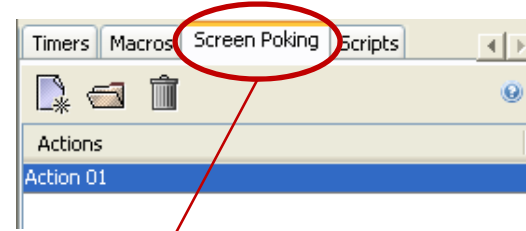


# Screen Poking Actions

- **Screen poking** is an action of generating synthetic mouse and keyboard events computationally
- You can define a sequence of mouse and keyboard events, and execute on any sketch and region event



# Defining Screen Poking Actions



Selecting available screen actions in relation to the captured screen

List of actions

Captured Screen

The screenshot shows the 'Action 01' configuration window in Microsoft PowerPoint. At the top, there are buttons for 'Save', 'Capture Screen', and 'Paste Image', along with a text field for the action name 'Action 01'. Below this is the 'Actions' section, which contains a table of actions:

Action	Parameters	Description
Click Left Mouse Button	180,83	Clicks mouse button (optionally move mouse cursor to given coordinates)
Pause Action	200	Pause for given time (in ms)

Below the table are buttons for 'Remove', 'Move Up', 'Move Down', and 'Test'. A context menu is open over the 'Click Mouse Button Here' action, showing options: 'Left Button', 'Right Button', 'Middle Button', 'Release Mouse Button Here', 'Paste Text...', 'Press Key(s)...', 'Capture a part of the screen', and 'Pause...'. A red arrow points from the 'Screen Poking' tab in the top right to the 'Click Mouse Button Here' option in the context menu. Another red arrow points from the 'List of actions' text to the table. A third red arrow points from the 'Captured Screen' text to the 'Drawing Tools' ribbon in the background, which shows a 'Screen Image' dropdown menu.

## Screen Poking Acti



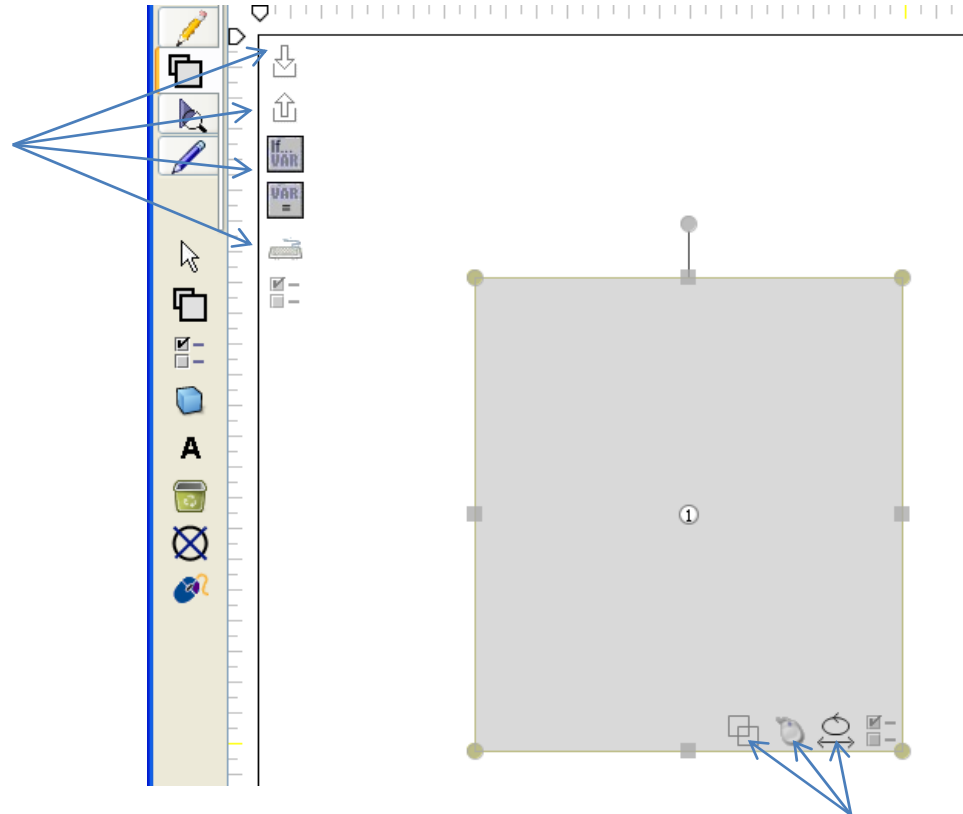
# Calling Screen Poking Actions

- Screen poking actions can be called:
  - On active region mouse events
  - On sketch events (entry or exit)
  - On variable updates ("On Variable Update" actions)
  - On keyboard events
  - From other macros, as one of the commands
- Drag-and-Drop on any sketch or region event
- Directly specify in settings



# Drop Event Anchors

Anchors for connecting sketch events (on entry, on exit, on variable update, on keyboard event) by drag-and-drop of variables, timers and macros. You can also double-click on these icons to open current settings for these events and properties.



Anchors for connecting region events (region overlap, discrete mouse events, continues mouse events) by drag-and-drop of variables, timers and macros. You can also double-click on these icons to open current settings for these events and properties.



# Connecting Screen Poking Actions and Events

- Drag-and-drop on event anchor icons

