

Notes and Sketches

Introduction

The HP 39G/40G has text and picture editors for entering *notes* and *sketches*.

- Each *aplet* has its own independent **Note view** and **Sketch view**. Notes and sketches that you create in these views are associated with the *aplet*. When you save the *aplet*, or send it to another calculator, the notes and sketches are saved or sent as well.
- **The Notepad** is a collection of notes independent of all *aplets*. These notes can also be sent to another calculator via the Notepad Catalog.

Aplet Note view

You can attach text *to an aplet* in its Note view.

To write a note in Note view

1. In an *aplet*, press **[SHIFT]NOTE** for the Note view.
2. Use the note editing keys shown in the following table.
3. Set Alpha lock (**A...Z**) for quick entry of letters. For *lowercase* Alpha lock, press **[SHIFT] A...Z**.
4. While Alpha lock is on:
 - To type a single letter of the opposite case, press **[SHIFT]letter**.
 - To type a single non-alpha character (such as **5** or **[**), press **[ALPHA]** first. (This turns off Alpha lock for one character.)

Your work is automatically saved. Press any other view key (**[NUM]**, **[SYMB]**, **[PLOT]**, **[VIEWS]**) or **HOME** to exit the Notes View.

Note edit keys

Key	Meaning
SPACE	Space key for text entry.
PAGE▼	Displays next page of a multi-page note.
A...Z	Alpha-lock for letter entry.
(SHIFT)A...Z	Lower-case Alpha-lock.
BKSP	Backspaces cursor and deletes character.
(DEL)	Deletes current character.
(ENTER)	Starts a new line.
(SHIFT)CLEAR	Erases the entire note.
(VAR)	Menu for entering variable names, and contents of variables.
(MATH)	Menu for entering math operations, and constants.
(SHIFT)CMDS	Menu for entering program commands.
(SHIFT)CHARS	Displays special characters. To type one, highlight it and press OK. To copy a character <i>without</i> closing the CHARS screen, press ECHO.

Aplet Sketch view

You can attach pictures *to an aplet* in its Sketch view ((SHIFT)SKETCH). Your work is automatically saved with the aplet. Press any other view key or (HOME) to exit the Sketch view

Sketch keys

Key	Meaning
STO►	Stores the specified portion of the current sketch to a graphics variable (G1 through G0).
NEWP	Adds a new, blank page to the current sketch set.
PAGE▼	Displays next sketch in the sketch set. Animates if held down.
TEXT	Opens the edit line to type a text label.
DRAW	Displays the menu-key labels for drawing (below).
DEL	Deletes the current sketch.
SHIFT CLEAR	Erases the entire sketch set.
-	Toggles menu-key labels on and off. If menu-key labels are off, - or any menu-key, toggles the menu-key labels on.

To draw a line

1. In an applet, press **SHIFT SKETCH** for the Sketch view.
2. In Sketch view, press **DRAW** and move the cursor to where you want to start the line
3. Press **LINE**. This turns on line-drawing.
4. Use the arrow keys to move the crosshairs (graphics cursor). Move the graphics cursor in any direction to the end point for the line.
5. Press **OK** to finish the line.

To draw a box

1. In Sketch view, press **DRAW** and move the cursor to where you want any corner of the box to be.
2. Press **BOX**. This turns on box-drawing.
3. Move the cursor to mark the opposite corner for the box. You can adjust the size of the box by moving the cursor.
4. Press **OK** to finish the box.

To draw a circle

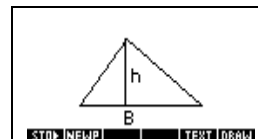
1. In Sketch view, press **DRAW** and move the cursor to where you want the center of the circle to be.
2. Press **CIRCL**. This turns on circle drawing.
3. Move the cursor the distance of the radius.
4. Press **OK** to draw the circle.

DRAW keys

Key	Meaning
DOT+ , DOT-	<i>Dot on, dot off.</i> Turns pixels on/off as crosshairs move.
LINE	Draws a line from the cursor's starting position to the point at which you press OK . You can draw a line at any angle by moving the cursor.
BOX	Draws a box from the cursor's starting position to the point at which you press OK .
CIRCL	Draws a circle. The cursor's starting position is the center of the circle. The cursor's ending position (when you press OK) defines the radius.

To label parts of a sketch

1. Press **TEXT** and type the text in the edit line. To lock the Alpha shift on, press **A...Z** (for uppercase) or **[SHIFT] A...Z** (for lowercase).
2. To make the label a smaller character size, turn off **BIG....** (**BIG** is a toggle between small and large font size). The smaller character size cannot display lowercase letters.
3. Press **OK**. Use the arrow keys to position the label where you want it.
4. Press **OK** again to affix the label.
5. Press **DRAW** to continue drawing, or press **[HOME]** to exit Sketch view.



To create a set of sketches

You can create a sequence of up to ten sketches. This allows for simple animation.

- After making a sketch, press **NEW** to add a new, blank page. You can now make a new sketch, which becomes part of the current set of sketches.
- To view the next sketch in an existing set, press **page▼**. Hold **page▼** down for animation.
- To remove the current page in the current sketch series, press **DEL**.

To store into a graphics variable

You can define a portion of a sketch inside a box, and then store that graphic into a graphics variable.

1. In the Sketch view, display the sketch you want to copy (store into a variable).
2. Press **STO►**. Highlight the variable name you want to use and press **OK**.
3. Draw a box around the portion you want to copy: move the cursor to one corner, press **OK**, then move the cursor to the opposite corner and press **OK**.

To import a graphics variable

You can copy the contents of a graphics variable into the Sketch view of an applet.

1. Open the Sketch view of the applet. The graphic will be copied here.
2. Press **VAR** **HOME**. Highlight Graphic, then press **►** and highlight the name of the variable (G1, etc.).
3. Press **VALUE OK** to recall the *contents* of the graphics variable.
4. Move the box to where you would like to copy the graphic, then press **OK**.

The Notepad

Subject to available memory, you can store as many notes as you want in the Notepad (**SHIFT** **NOTEPAD**). These notes are independent of any applet. The Notepad catalog lists the existing entries by name. *It does not include notes that were created in applets' Note views, but these can be imported.* See "To import a note" on page 14-197.

To create a note in the Notepad

1. Display the Notepad catalog.

[SHIFT] *NOTEPAD*.



2. Create a new note.

NEW.
A...Z
OK



3. Write your note.

See “Note edit keys” on page 14-192 for more information on the entry and editing of notes.



4. When you are finished, press **[HOME]** or an aplet key to exit Notepad. *Your work is automatically saved.*

Notepad Catalog keys

Notepad is a catalog and includes menu options for transmitting notes between calculators. The following table summarizes the Notepad menu keys and Delete (**[DEL]**) and Clear (**[SHIFT]** *CLEAR*) functions.

Key	Meaning
EDIT	Opens the selected note for editing.
NEW	Opens a new note, and asks for a name.
SEND	Transmits the selected note to another HP 39G/40G or PC.
RCV (receive)	Receives a note being transmitted from another HP 39G/40G or PC.
[DEL]	Deletes the selected note.

Key	Meaning (Continued)
[SHIFT] CLEAR	Deletes all notes in the catalog.

To import a note

You can import a note from the Notepad into an applet's Note view, and vice-versa. Suppose you want to copy a note named "Assignments" from the Notepad into the Function Note view:

1. In the Function applet, display the Note view (**[SHIFT] NOTE**).
2. Press **[VARS] HOME**, highlight Notepad in the left-hand list, then highlight the name "Assignments" in the right-hand list.
3. Press **VALUE OK** to recall the *contents* of "Assignments" into the Function Note view.

*Note: To recall the name instead of the contents, press **NAME** instead of **VALUE**.*

On the other hand, suppose you want to copy the Note view from the *current* applet into the note "Assignments" in the Notepad.

1. In the Notepad (**[SHIFT] NOTEPAD**), open the note "Assignments".
2. Press **[VAR] APLET**, highlight Note in the left-hand list, then press **[▶]** and highlight NoteText in the right-hand list.
3. Press **VALUE OK** to recall the *contents* of the Note view into the note "Assignments".

