Smart DFM by pentalogix

Favorite Commands Toolbar

PentaLogix Software – Adding "Favorite Commands" Toolbar Buttons

PentaLogix Software - Adding "Favorite Command" Toolbar Buttons

Introduction

The PentaLogix family of software products includes a number of standard toolbars. However, not all available commands are mapped to an existing toolbar button. You can use the new "Favorite Commands" toolbar to create your own custom buttons for commands that you use frequently. This application note will show you how to add a couple of buttons to the Favorite Commands toolbar. This application note describes how to add the toolbar buttons using ViewMate Deluxe. However, the process is identical for all editors provided by PentaLogix.

Displaying the "Favorite Commands" Toolbar

To display the "Favorite Commands" toolbar, select "View->Toolbars" and ensure that the "Favorite Commands" menu item is checked as shown below. If there is no check mark next to the "Favorite Commands" menu item, click on it to activate it.
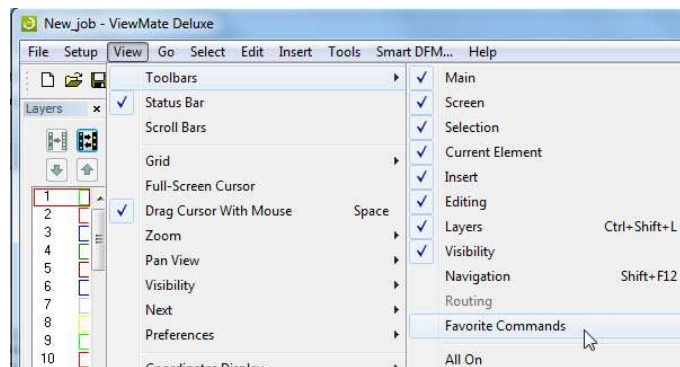

Figure 1 – Make the "Favorite Commands" toolbar visible

The "Favorite Commands" toolbar should be displayed as shown in the figure below (yellow highlighting has been added to the figure). Note that by default, only one toolbar button, which is mapped to the "Setup->Visibility and Display …" command is available.
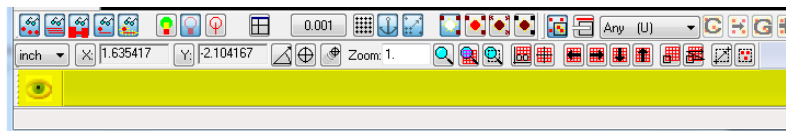

Figure 2 – "Favorite Commands" toolbar with default button

If you hover over the button, you will notice that tooltip text has been added for your convenience. Notice also that you can access the first 9 buttons that you add with a shortcut "(Alt+X) where X is the toolbar button number.

Figure 3 – Tooltip text is automatically added to buttons

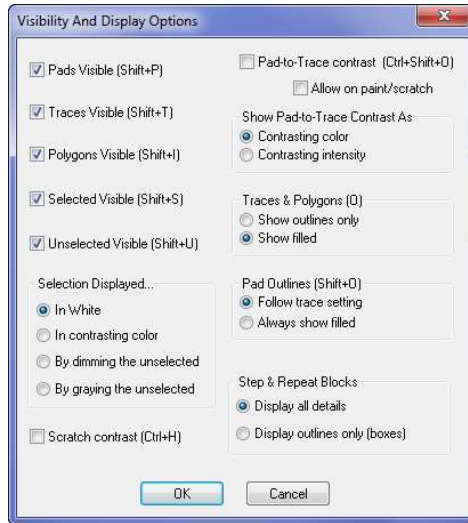Clicking on the "Visibility and Display" button brings up the expected dialog as shown below:

Figure 4 – Clicking on the "Visibility and Display" button displays the expected dialog

Adding a New Button to the Favorite Commands Toolbar

To add a new button to the toolbar, right click on the first button and then click on the "Add A New Button" menu item as shown below:
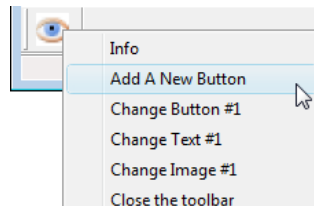

Figure 5 – Adding a new button to the toolbar

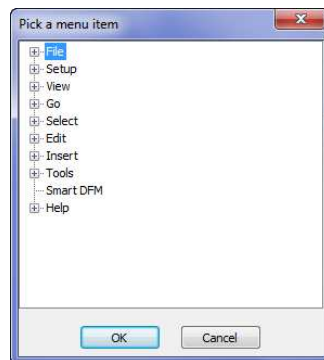In response, ViewMate Deluxe displays the "Pick a menu item" dialog as shown below:

Figure 6 – "Pick a menu item" dialog

The entries in the "Pick a menu item" dialog correspond to the available ViewMate Deluxe main menu items. You can click on the "+ sign next to any of the main menu items to show the available submenus. One of the commands that you will use frequently to clean up spacing violations is the "Edit->Edit Traces->Drag Chamfer" command. There is no convenient shortcut for this command. However, you can quickly add it to the new "Favorite Commands" toolbar.

- ➢ Click on the "+" sign next to the "Edit" menu item.
- ➢ Scroll down the list and click on the "+" sign next to the "Edit Traces" menu item.
- ➢ Click on the "Drag Chamfer" menu item.
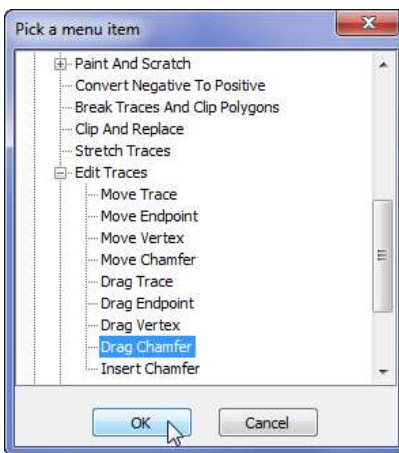- ➢ Finally, click on "OK" as shown below:

Figure 7 – Adding "Edit->Edit Traces->Drag Chamfer" toolbar button

ViewMate Deluxe confirms your new toolbar selection as shown below:
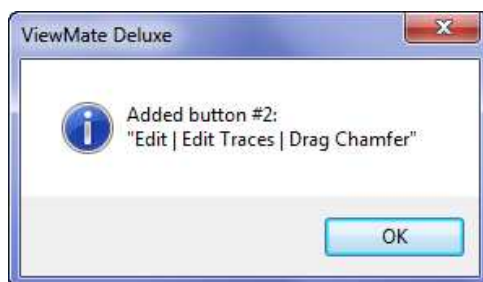

Figure 8 – Confirmation that the new toolbar button has been added

Click on "OK" to add the button. Notice that the button is added and that by default the "image" associated with the new button is simply the button number. Notice also that the shortcut for this button is "Alt+2".

Figure 9 – "Edit->Edit Traces->Drag Chamfer" button added

Adding an Image to the New Button

You can enhance the new toolbar button by adding an image to it. The bitmap size is 24 x 24 pixels. You need to create a bitmap image (a .bmp file) and store it in a temporary directory. You can get an image associated with this bitmap by clicking on the following link:

DragChamfer.bmp

Unzip the file and save it to a temporary directory on your desktop. To add the image to the new button, perform the following steps:

> Right click on the new button and select "Change Image #2" as shown below:
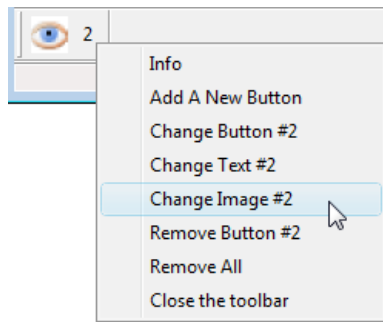

Figure 10 – Changing the image associated with the new toolbar button

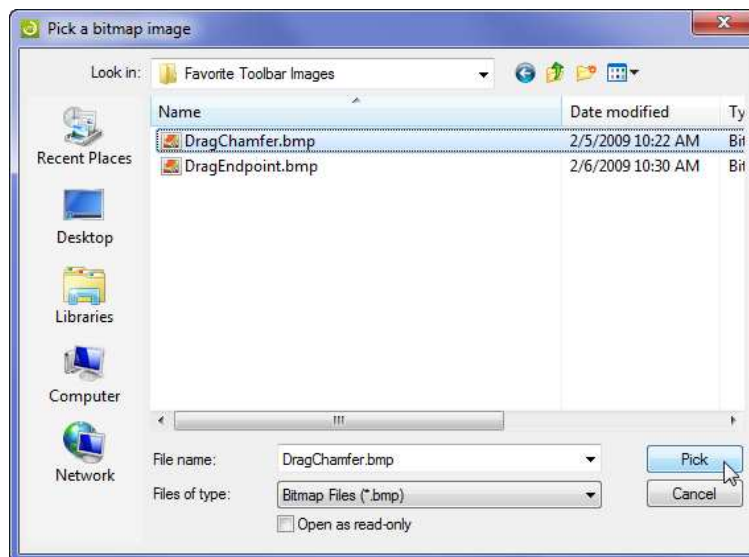> Navigate to the desired bitmap image and click on it.

Figure 11 – Click on the bitmap image you wish to assign to the new toolbar button

> Click on the "Pick" button to add the image to the new button.
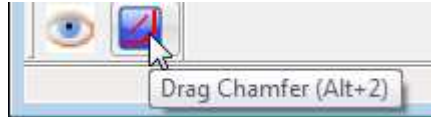
Notice the final result as shown below:

Figure 12 – New image associated with the new toolbar button.

If you decide to make images for the toolbar buttons you will need to use software that can create and edit .bmp images. There are many such programs available. You can also download many free images from the web. Some of these are in other graphic formats such as .png. You need to be able to convert these images to .bmp format. We use a screen capture program called "HyperSnap" (in fact this is the program that was used to create the graphic images in this application note). HyperSnap is available from a company called Hyperionics:

www.hyperionics.com

You can open the .png file in HyperSnap and then choose "File->Save As" and save to a .bmp format.

Changing the Text of a New Button

If you don't wish to take the time to make graphic images for your buttons, you can still customize each button by changing the text of the button.

- ➢ Right click on the "Drag Chamfer" button and click on the "Add A New Button" menu item.
- ➢ Navigate to a desired menu item and click on it.
- ➢ Click on the "OK" button.
- ➢ ViewMate Deluxe adds the new button. The button has a text value of "3".
- ➢ Right click on the new button and click on "Change Text #3".
- ➢ Enter the new text and click on "OK".

I have add a button that maps to the "Edit->Edit Traces->Drag Endpoint" command. To remember what this button does, I renamed it "Drag EndPt".

Figure 13 a and b – Added a new button and changed text to "Drag EndPt"

Using the New Toolbar Buttons

Open a file in ViewMate Deluxe. Press "Alt+2" or click on the "Drag Chamfer" button. Notice that the cursor changes to indicate the tool that you've selected. Click on a chamfer and drag it to a new location:
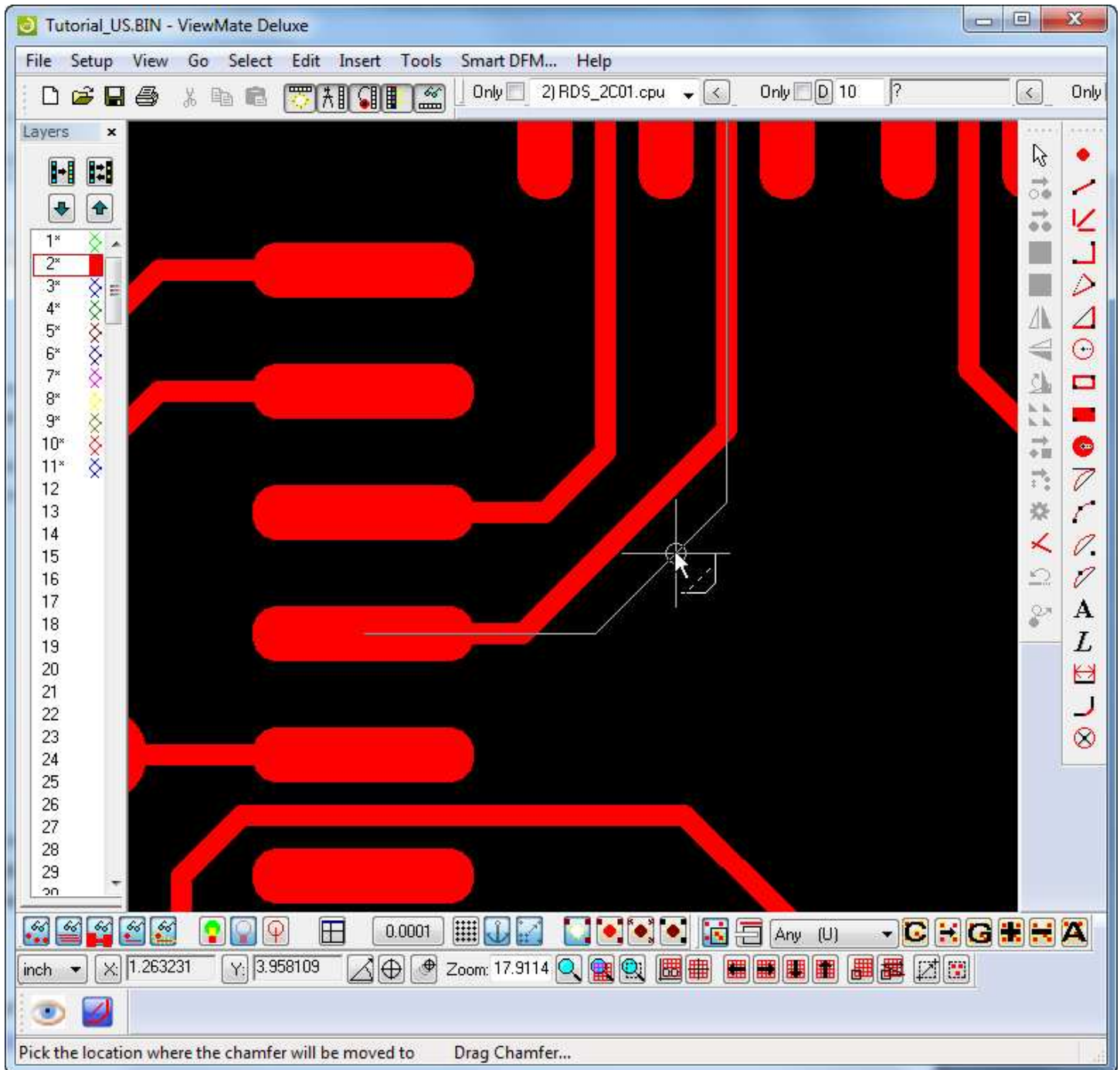

Figure 14 – New toolbar button performs as expected

Additional "Edit Traces" Button Images

You can get two additional images by clicking on the following links:

Drag EndPoint.bmp

Drag Vertex.bmp

Notes

The toolbar buttons can be mapped to any menu entity: either a command or a submenu. Buttons mapped to a submenu will cause the whole submenu to be displayed when the button is pushed.

For example, if you add a toolbar button to activate the "Edit->Edit Selection->Polygons" submenu, then when you click on the button you will see the appropriate submenu. You can now click on a command in the submenu to use it.
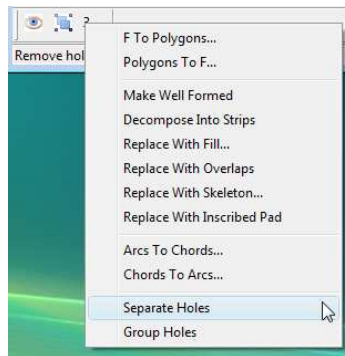

Figure 15 – You can map a toolbar button to an existing "Submenu"

Although one can map any menu command to a button, it is not advisable to map commands that are state commands (checkmarks or radio buttons). Although the toolbar button will activate the command as expected, it will not reflect the state of the command (by showing depressed or not). An example of such a command is "View/Scroll Bars".

Summary

Hopefully, this brief tutorial will help you to get started with the new "Favorite Commands" toolbar. Please feel free to contact us at support@pentalogix.com for further information.