

# kArmTI v1.27, Quick Start - Part III - Keyboard and Keypad

## 1. Introduction

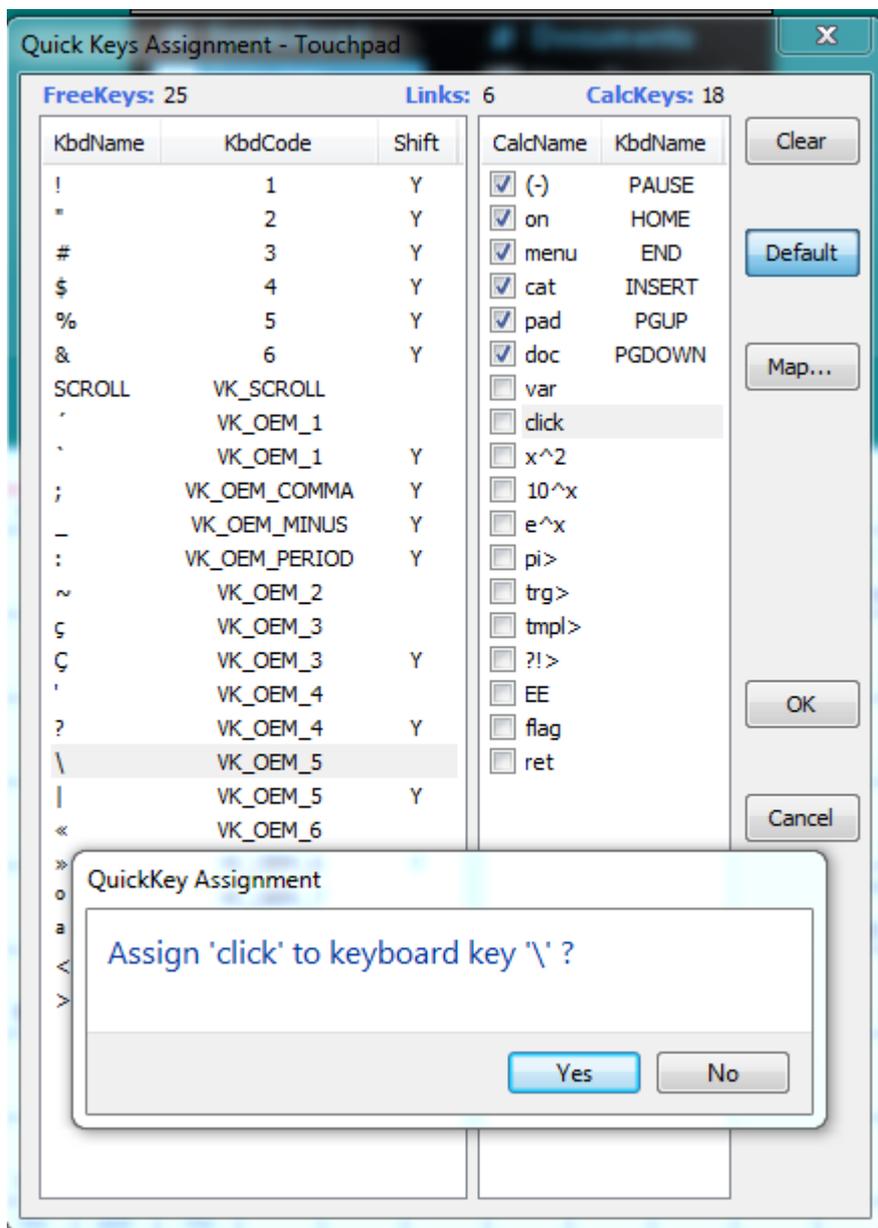
In this third part we'll learn how to improve the experience on using the pc-keyboard when interfacing to the kArmTI emulator as a substitute for its keypad.

As all of you probably know keyboards layout change wildly from country to country. So, unless the program (kArmTI in this case) takes that into account, the probability that you get the wrong result when pressing a given key is quite high.

## 2. QuickKeys

kArmTI includes a facility named 'QuickKeys' which eases the mapping between the national pc-keyboard and the emulator keypad matrix (referred to below as the CalculatorKeys).

To get to the QuickKeys dialog, press F4, and you'll see the following picture:



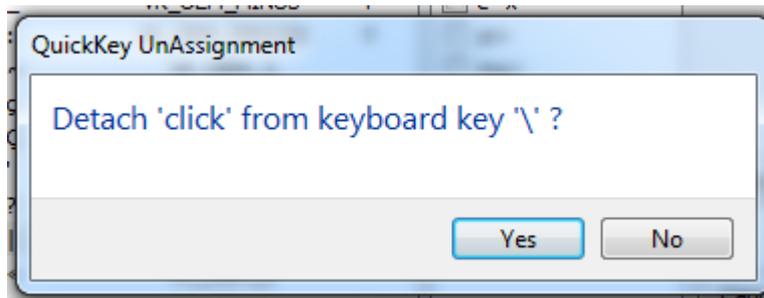
This dialog provides on the left a list with all the available pc-keyboard keys that maybe used to map to the calculator keys. That map is shown on the list on the right hand side.

### 2.1 Make an Assignment

- a. Select a FreeKey on the left list and a Calckey on the list on the right.
- b. Double-click on the Calckey and the assignment dialog will popup, letting you establish the connection between the two keys. In the example show the Calckey 'click' is being assigned to the pc-keyboard key '\'.

### 2.2 Make an UnAssignment (Detach)

Simply double-click on the Calckey and similarly a popup will be shown, now allowing to perform the reverse operation.



### 2.3 The QuickKeys Map

To ease the assign/detach tasks, a graphic overview map can be shown by pressing the check-button 'map..'. The map is rather self-explanatory and besides it also shows you the national identity of the keyboard layout.



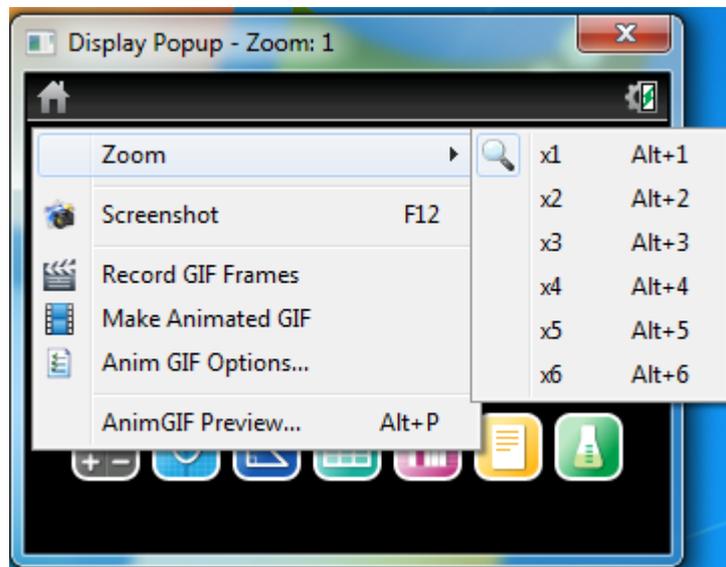
# kArmTI v1.27, Quick Start - Part IV - Animated GIF

## 1. Introduction

Another tool included in kArmTI is a way to quickly, within the same application, perform a series of screen captures and merge that frame series into a single animated-gif which can be played with any internet browser. I personally find it a quite convenient way of making a presentation about a given sequence of events. Do not expect a lot of functionality, in kArmTI, because there are already much more powerful tools to do that.

## 2. Recording GIF-Frames

Direct to the point, how can we do that? I've decided to concentrate most of the animated-gif features on a secondary display. This display can be seen by pressing F11. Its size can also be adjusted controlling the zoom factor, which, btw, looks better when zoom equals either 1 or 4. So, let's press F11 to show the secondary 'Display Popup'. Right-clicking on it brings up a context menu that allows you to control the zoom factor and to make screenshots (F12).



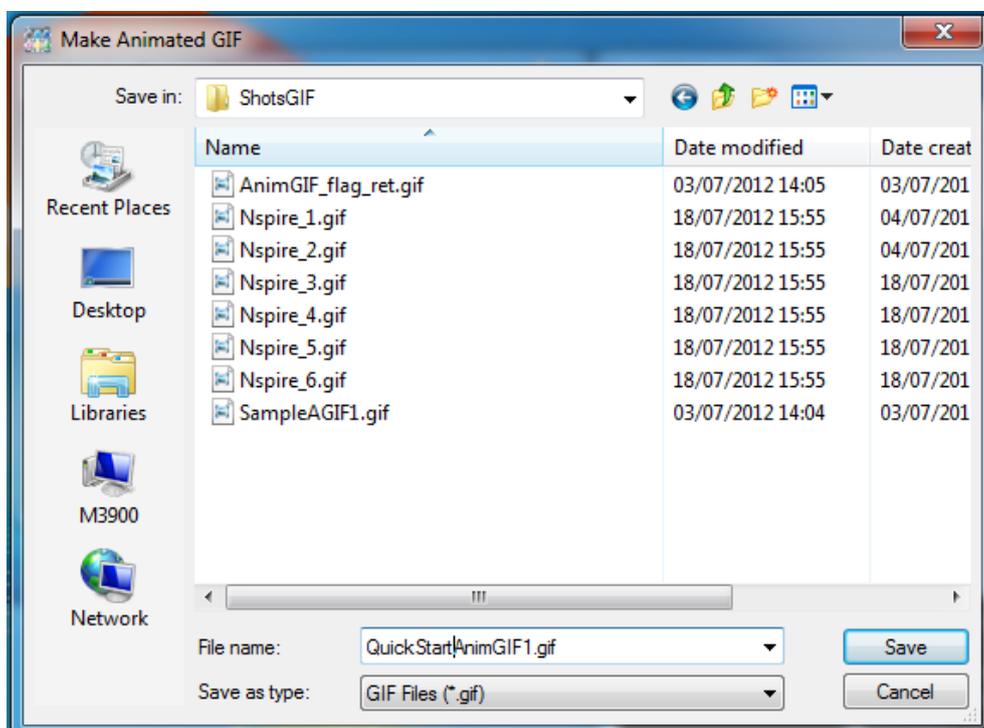
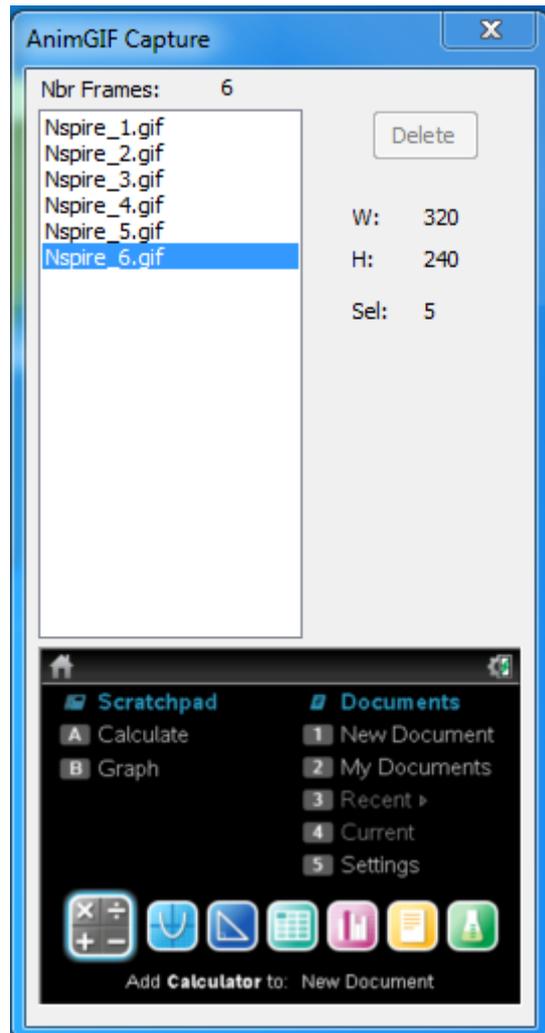
In normal use F12 places the screenshot in the Clipboard, so that you can paste it anywhere you like with a compatible application. I thought about giving it another use. What about placing these screenshots directly on disk, allowing us to re-use them as a single frames of an animated-gif movie.

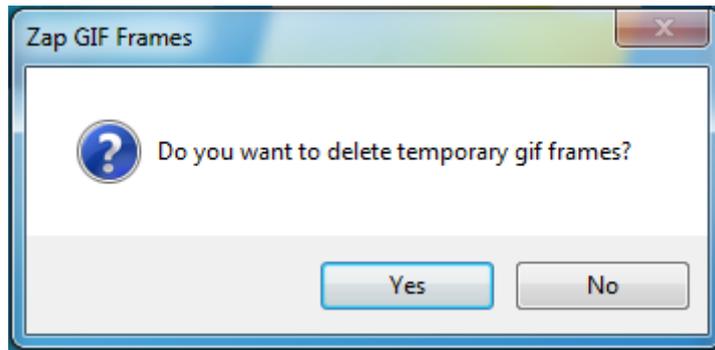
To achieve that, before taking screenshots with F12, the menu item 'Record GIF Frames' must first be checked. The check result brings about yet another popup 'AnimGIF Capture' dialog which will somehow help during the Animated-GIF construction, in the sense that not only does it registers the frames that are being captured, but also presents of preview of each frame in the bottom part. The initial intention was to add some basic frame editing facilities, that's why we can still see a disabled 'Delete' button to account for future expansion. Not working at this very moment, yet!

Back to business. From the moment 'Record GIF Frames' menu item is checked, every screenshot manually taken, by pressing F12, will be placed in the frames list (and also on disk). Say, we capture six frames from any calculator image sequence we want record. The 'AnimGIF Capture' will look like the picture on your right-hand side. Make sure a 'ShotsGIF' folder has been created beforehand, because kArmTI expects it to exist. You may change the folder's name later if you like, see point 5 below.

### 3. Making our demo AnimGIF movie

We are only a step away of making our first AnimGIF. Go ahead and try it, select menu item 'Make Animated GIF'. A file Save dialog will allow you to select the Animated-gif file name. Choose 'QuickStartAnimGIF1.gif' and click 'Save'. A MessageBox will prompt you whether you want to delete the temporary gif-frames or keep them. Choose the default action, say 'Yes'.

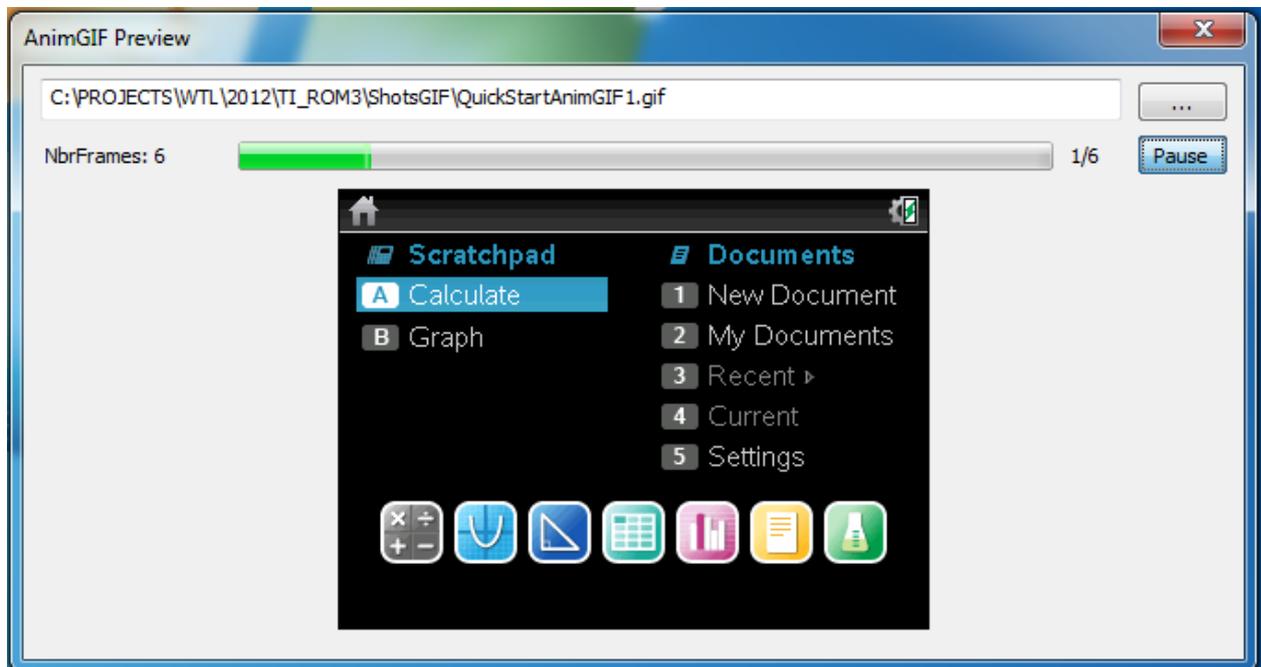




That's it. You've just made your first simple Animated-GIF using kArmTI.

#### 4. Playing the AnimGIF

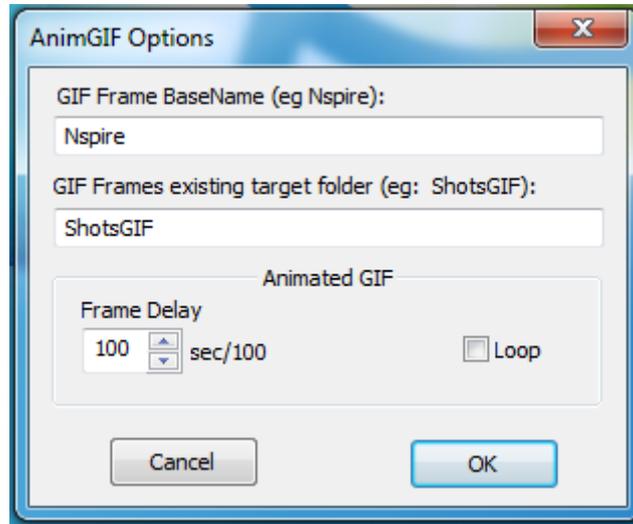
Playing the just-made artisanal AnimGIF can be done without leaving kArmTI. Select AnimGIF Preview... (Alt+P), and browse to the place where the 'QuickStartAnimGIF1.gif' was saved and open the file:



The AnimatedGIF movie starts playing. **That's it!**

## 5. Extra AnimGIF Options

The last point i would like to call your attention for has todo with the adjustment of some of the Animated GIF Options. Select the menu item 'Anim GIF Options...', to see the following dialog:



The first two fields are too easy, I'll skip them. Inside the 'Animated GIF' groupbox you can choose the inter-frame delay in centi-seconds, the default is set to 1sec.

On the right-side there's a 'Loop' checkbox that when checked forces the AnimGIF to be played in a loop.

And this ends our QuickStart introduction to the use of kArmTI. Hope you've enjoyed it and have some fun.

18July2012,  
SpiroH