

View Graphics Instantly
WordPerfect Magazine
By Roger Gagon

You've been assigned to create the company newsletter, and despite the fact that you've missed your deadline by several weeks, it's coming along quite nicely. Now you just need to spice it up with some of those clip art images you've seen other people using. After locating the graphics directories, you discover that your company has hundreds of graphic files to choose from. But how do you go about looking at them?

Why Use a Macro?

If you try using the Look option in the List Files (F5) screen to look at a graphic, you'll only see lines of computer code on your screen. This is because WordPerfect documents and graphics use a different file format. The Look option is limited to text viewing and doesn't support graphical viewing.

If you try retrieving a graphic file directly into a document, you'll get an Error: Incompatible file format message. A graphic file can only be retrieved into a graphics box; not directly into a document. To retrieve a graphic, you need to press Graphics (Alt-F9), (1) Figure, (1) Create, (1) Filename, type the filename, and press (Enter). After retrieving a graphic into a graphics box, you can then press (9) Edit to look at the graphic. But if you have hundreds of graphics to browse through, this process can get tedious in a hurry.

Save yourself some time by using the included GRVIEWER.WPM macro. All you do is run the macro, specify a graphics directory and highlight the graphic you want to look at. The macro then displays the image with a menu of options (see figure below). If you need to browse through clip art often, this macro can save you time and hassle down the road.



Using the Macro

To use the macro, press Macro (Alt-F10), type "grviewer" and press (Enter). At the Directory for graphics: prompt, you can either enter the path to the directory containing graphics or press (Enter) to

accept the default graphics directory. The default graphics directory is the one specified in Setup (Shift-F1), (6) Location of Files, (6) Graphic Files.

After you press (Enter), the macro displays all the files in the specified directory. Cursor to the first graphic you wish to look at and press (Enter). The macro displays the selected graphic on-screen with a menu of options:

- Next. You can press (1) Next, (Down Arrow) or (Page Down) to view the next graphic in the current directory. One of the benefits of this macro is that it skips over any files in the directory that are not graphic files. It does this by checking the file extension of each filename. If the filename is not a valid graphics file extension such as .WPG, .CGM, .EPS, .PCX or .TIF, the macro skips the file. If the macro is at the last graphic in the directory when you press (1) Next, the macro returns to the List Files screen.
- Previous. You can press (2) Previous, (Up Arrow) or (Page Up) to view the previous graphic in the current directory. If the macro is at the first graphic in the directory when you press (2) Previous, the macro returns to the List Files screen.
- Select. When you've found the graphic you want to use, press (3) Select and the macro retrieves the graphic into a figure box and quits, leaving you in the Definition: Figure screen. If you want to use a different box type, you can press Graphics (Alt-F9) and select another box type: (2) Table Box, (3) Text Box or (4) User Box. You can also use any of the other options on this menu to size, position or edit the graphic.
- Delete. As you browse through your collection of clip art, you may decide to delete some of the images you know you'll never use. Just press (3) Delete or the (Delete) key and at the Delete filename? No (Yes) prompt press (Y) Yes.
- Return to List Files. Pressing List (F5) or (4) Return to List Files takes you back to List Files so you can highlight another graphic in the directory. You can also highlight a subdirectory and press (Enter) to change directories or highlight the parent directory and press (Enter) to exit out of the current directory. Note: Once the macro is running, you can't change the drive letter.
- Quit. Pressing (5) Quit ends the macro and returns you to the document screen without selecting any graphic.

How the Macro Works

The first line of the macro turns the display off. Line 2 tells the macro to go to label Quit on line 66 if the macro is canceled or if an error occurs while the macro is running. Lines 3-4 initialize three variables with some macro commands to be used later.

Line 5 prompts you to enter the path of the directory containing graphics, then stores your entry in variable Dir. Lines 6-12 check the first letter of your entry to see if it is the letter A, B or D, indicating a floppy disk drive or CD-ROM drive. If it is, lines 9-10 replace two of the variables set on lines 3-4 with different macro commands, tailored for reading files from a floppy drive.

Line 13 creates a figure box and goes into the List Files screen to select a graphic. Line 14 turns the display back on so you can see the filenames on your screen.

The end of line 14 calls label List on line 15, which might seem pointless since macro execution would proceed to line 15 anyway. The reason for including it is a bit technical, but it's a good tip in macro programming. Normally, an {ON CANCEL} command tells the macro what to do if Cancel (F1) is pressed to cancel a macro. However, if Cancel (F1) is pressed while the macro is paused, the {ON CANCEL} command doesn't respond unless the {PAUSE} command is in a subroutine that has been called using the {CALL} command. In other words, without calling label List, if you were to press Cancel (F1) while the macro was paused on line 17 in the List Files screen, the macro would simply quit, leaving you in the List Files screen. By calling the subroutine (in this case, the rest of the macro) that contains the {PAUSE} command, the {ON CANCEL} on line 2 can step in when the macro is cancelled and call label Quit on line 66 to return you to the document screen.

Lines 18-20 check to see if you've selected another directory from the List Files screen. If you have, the macro moves to that directory and returns macro execution to label List again so you can highlight a graphic in the newly selected directory.

Lines 22-26 check the file extension of the file you select. If it's a valid graphics file extension (.WPG, .CGM, .PCX, .EPS or .TIF) then macro execution proceeds to label Rtrv on line 27. If it's not a valid file extension, macro execution is directed to one of three places (line 15, 38 or 45), depending on what's stored in variable Skipto. (Notice on line 21 that the word List is assigned to variable Skipto, telling the macro to go to label List at this point. More on this later.)

Lines 27-28 retrieve the selected graphic into the figure box, replacing any graphic that may have been there previously. The 9 near the end of line 28 then displays the image in the Graphics: Edit screen.

Lines 29-33 display the menu at the bottom of the screen that you see in the figure above. Lines 34-37 evaluate the key you press from this menu and send macro execution to one of the labels on line 38, 45, 52, 54 or 66. If 1, n, N, (Down Arrow) or (Page Down) is pressed, label Next (lines 38-44) moves to the next graphic. If 2, p, P, (Up Arrow) or (Page Up) is pressed, label Prev (lines 45-51) moves to the previous graphic. Notice that on lines 40 and 47, label Skipto (mentioned earlier) is reassigned.

When line 44 or 51 returns macro execution to line 22 to check the file extension, if the file extension isn't valid, macro execution can be returned to label Next or Prev to check the next or previous graphic. This makes it possible for the macro to quickly pass over any group of files with invalid file extensions, moving up or down in the list, until it finds the next valid one.

Lines 52-53 retrieve the selected graphic and terminate the macro. Lines 54-61 first confirm that you want to delete the graphic. If you answer Yes, line 58 deletes the highlighted graphic. Lines 62-63 return to List Files so you can select another graphic or change directories.

Since the {List}{List} command, which returns to List Files and highlights the last file selected, doesn't work with floppy drives, lines 64-65 are used to return to the last file highlighted if you happen to be viewing graphics on a floppy disk. This little routine is called on lines 39, 46, 58 and 63, any time you need to return to the List Files screen