

Using The Menus

When you run Sauna, the first thing that will be displayed is a window which identifies the program version. To clear this window from the screen, click the Done button. After clearing the version window, the computer screen will be similar to this picture:

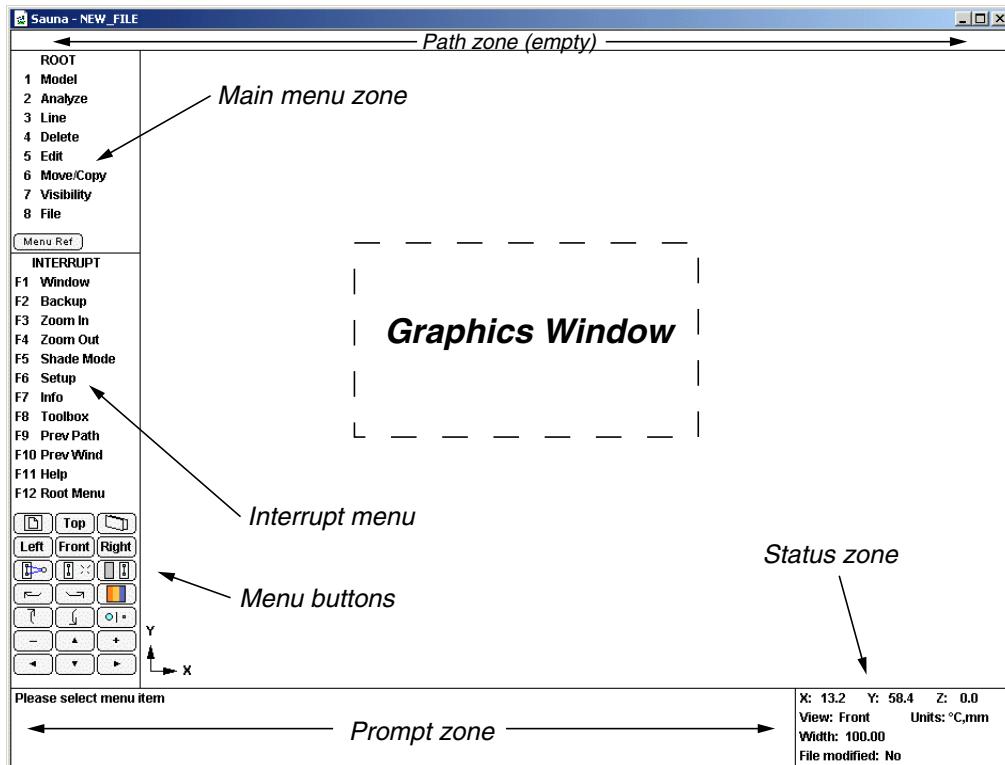


Figure 2-1: Sauna screen layout

If you look at the above figure, you will see that Sauna divides the screen into these 7 areas:

- **Main menu zone.** The menu entitled "ROOT" is located in the main menu zone. The main menu zone contains different menus and selections according to the type of operation being performed. Since you have just started to use the program, the main menu zone contains the beginning, or Root, menu. Notice that there is a Menu Ref button just below the menu. If you click on this button, a window will pop up with a complete description of the menu selections.
- **Interrupt menu.** Unlike the main menu zone, the same Interrupt menu is always visible on the screen. With the Interrupt menu you have immediate access to the most frequently used commands. For example, at any time you can select <F12 Root Menu> to return to the Root menu and start a new set of commands.
- **Menu buttons.** The menu buttons provide shortcuts to the most commonly used Sauna commands.

- **Prompt zone.** The message "Please select menu item" is displayed in the prompt zone above. At other times, the prompt zone will display a message asking you to type in data.
- **Path line.** At the very top of the screen is the path line. At the Root menu level the path line is empty. As you use the menus to enter commands, the path line will list the string of commands, or "path", that you have just entered.
- **Graphics window.** The graphics window is the largest area of the display. As you use Sauna to create thermal models, the 3D color representation of the model will be shown in this window.
- **Status zone.** The status zone contains information about the current model and graphics window.

Menu selections can be made by using the mouse or by using the keyboard.

Making menus selections with the mouse: If you look at the screen, you will see a small arrow known as the cursor. When you move the mouse, this cursor also moves. To select a menu item from either the main menu zone or the Interrupt menu, simply move the cursor over the desired menu item and click the left mouse button.

Making menu selections with the keyboard: Using the keyboard is also an efficient way to make menu selections. To choose from the main menu zone, just type the selection number. Do not hit the <Enter> key. To choose from the Interrupt menu, hit the appropriate function key.

A trial run

To get the feel of the menus, *select "Model"* from the Root menu by either clicking with the mouse or typing "1". This will cause the Model menu to be displayed in the main menu zone. Also, notice that the path line now shows "Root >".

Next, *select "Assembly"* from the Model menu. As before, a new menu will be displayed and the path line will be updated. *Select "Box"* from the Assembly menu and then *choose "Multi-Plate"* on the Box menu. This time a new menu is not displayed. Instead, the "Multi-Plate" selection is highlighted and the prompt zone shows this message:

Enter the width, height, and depth of the box

Normally you would type in the box dimensions and hit <Enter>. However, we'll stop here since this is just a trial run for using the menus. To return to the Root menu, *select <F12 Root Menu>* on the Interrupt menu. You will be back at the starting point. As you can see, using the menus is not at all difficult.

Trapping graphic elements and digitizing points

Before starting the introductory exercises, you also need to know how to select elements shown in the graphic zone and how to define new points.

As mentioned before, there is a small arrow on the screen known as the cursor. When it's appropriate to select an element shown on the screen, the program will prompt you with a message starting with the key word trap. For example, you might be prompted with this

message: "Trap a thermal resistor". To respond, use the mouse to position the cursor directly over a thermal resistor. Then, complete the trap by clicking the left mouse button. The trapped element will be redrawn with the verify color and line pattern. If you miss the element, or trap the wrong element type, you will hear a beep, indicating that a bad trap was made and that you should try again.

In a similar manner, you can use the cursor to indicate, or digitize, a new point. In response to the prompt: "Digitize a point", move the cursor to the desired location and click the left mouse button. A small box will be drawn on the screen to show the location of the digitized point.

That's all you need to know about trapping and digitizing. Now it's time to create a model.