

# The KDE Screen Ruler Handbook

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### **Abstract**

KDE Screen Ruler can be used to measure objects on the screen.

# Chapter 1

## Introduction

KDE Screen Ruler is a very simple application, with only one aim in life. To measure distances on your screen.

To start KDE Screen Ruler, choose Graphics → More Applications → KDE Screen Ruler from your K menu.

Clicking with the left mouse button on the KDE Screen Ruler will turn the cursor to a cross with four arrows and enables you to drag KDE Screen Ruler around the screen.

When you move the mouse over KDE Screen Ruler, your cursor will turn into an elongated arrow, with a circle at one end. As you move the cursor, KDE Screen Ruler will display how far from the point marked 0 the circle on the end of the cursor currently is. KDE Screen Ruler will also display the HTML color code of the color currently under the circle. This is very useful for picking out colors from an image. If you move the mouse far enough that the arrow cursor is no longer touching KDE Screen Ruler, the cursor will revert to normal, allowing you to carry on working with your other applications.

You can change the orientation using the context menu, described in the next chapter.

## Chapter 2

# Menu Reference

Clicking with the right mouse button on the ruler will pop up a context menu, with the following entries:

**Orientation** This submenu contains entries that allow you to change the orientation of KDE Screen Ruler

**Orientation** → **North (N)** Turns KDE Screen Ruler so the ruler is horizontal, and the measurements are on the top (North) of the ruler

**Orientation** → **East (E)** Turns KDE Screen Ruler so the ruler is vertical, and the measurements are on the right (East) of the ruler

**Orientation** → **South (S)** Turns KDE Screen Ruler so the ruler is horizontal, and the measurements are on the bottom (South) of the ruler

**Orientation** → **West (W)** Turns KDE Screen Ruler so the ruler is vertical, and the measurements are on the left (West) of the ruler

**Orientation** → **Turn Right (R)** Turns the ruler 90 Degrees to the right. For example, if it is oriented South, it will rotate to be oriented West.

**Orientation** → **Turn Left (L)** Turns the ruler 90 Degrees to the left. For example, if it is oriented West, it will rotate to be oriented South.

**Length** This submenu contains entries that allow you to change the length of KDE Screen Ruler

**Length** → **Short (Ctrl+S)** Makes KDE Screen Ruler short - about 385 pixels long.

**Length** → **Medium (Ctrl+M)** Makes KDE Screen Ruler a medium length - about 640 pixels long.

**Length** → **Tall (Ctrl+T)** Makes KDE Screen Ruler long - about 960 pixels in length.

**Length** → **Full Screen Width (Ctrl+F)** Makes KDE Screen Ruler the same size as your screen width.

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**Choose Color... (Ctrl+C)** Displays the standard KDE color picker dialog, where you can choose the background color for KDE Screen Ruler.

**Choose Font... (F)** Displays the standard KDE font dialog where you can choose the font for KDE Screen Ruler.

### Help

**Help** → **KDE Screen Ruler Handbook (F1)** Invokes the KDE Help system starting at the KDE Screen Ruler help pages. (this document).

**Help** → **What's This? (Shift+F1)** Changes the mouse cursor to a combination arrow and question mark. Clicking on items within KDE Screen Ruler will open a help window (if one exists for the particular item) explaining the item's function.

**Help** → **Report Bug...** Opens the Bug report dialog where you can report a bug or request a 'wishlist' feature.

**Help** → **About KDE Screen Ruler** This will display version and author information.

**Help** → **About KDE** This displays the KDE version and other basic information.

**Quit (Ctrl+Q)** Quits KDE Screen Ruler

## Chapter 3

# Credits and Licenses

KDE Screen Ruler

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## Appendix A

# Installation

KDE Screen Ruler is part of the KDE project <http://www.kde.org/> .

KDE Screen Ruler can be found in the kdegraphics package on <ftp://ftp.kde.org/pub/kde/> , the main FTP site of the KDE project.

In order to compile and install KDE Screen Ruler on your system, type the following in the base directory of the KDE Screen Ruler distribution:

```
% ./configure
% make
% make install
```

Since KDE Screen Ruler uses **autoconf** and **automake** you should have no trouble compiling it. Should you run into problems please report them to the KDE mailing lists.