

The KDE Screen Ruler Handbook

Lauri Watts



The KDE Screen Ruler Handbook

Contents

1	Introduction	5
2	Menu Reference	6
3	Keyboard Handling	8
4	Credits and License	9

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 pixel distances on your screen. It is useful for working on layout of dialogs, web pages etc.

To start KDE Screen Ruler, choose **Applications** → **Graphics** → **More Applications** → **Screen Ruler** from your application 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 a red arrow. As you move the cursor, KDE Screen Ruler will display how far from the origin the cursor currently is.

You can resize the ruler by moving the mouse over the handle on the left or right edges of KDE Screen Ruler (the top or bottom edges when it is oriented vertically), holding down the left mouse button and dragging the handle.

You can change the orientation in two different ways:

- Clicking the middle mouse button switches the ruler from vertical to horizontal 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:

Rotate

Switches KDE Screen Ruler from vertical to horizontal orientation.

Scale

This option lets you set the ruler scale to **Right to Left (D)**, **Center Origin (C)**, **Offset (O)** and **Percentage**.

Changing the offset via the mousewheel is also possible when holding the left mouse button.

Opacity

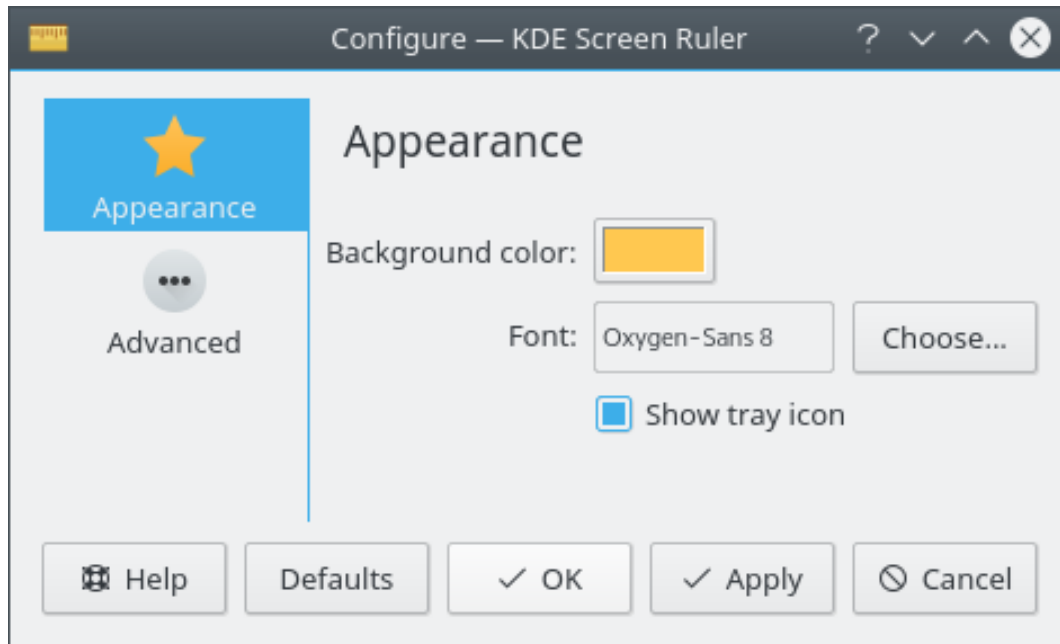
This menu item displays a slider to change the opacity of KDE Screen Ruler.

Configure Shortcuts...

The **Configure Shortcut** dialog allows you to assign shortcuts to KDE Screen Ruler actions, and configure the shortcuts already assigned.

For more information, read the section about the [Shortcuts](#) of the KDE Fundamentals.

Configure KDE Screen Ruler...



In this dialog you can change the background color and font and enable the tray icon.

Close (Ctrl+W)

Hides KDE Screen Ruler. It can be shown again using the icon in the system tray. The context menu displays this item only when **Show tray icon** is checked in the [settings dialog](#).

Quit (Ctrl+Q)

Quits KDE Screen Ruler

KDE Screen Ruler has the common KDE **Help** menu item, for more information read the section about the [Help Menu](#) of the KDE Fundamentals.

Chapter 3

Keyboard Handling

You can move the ruler using the arrow key buttons.

You can move the mouse cursor, and thus the indicator, by holding down **Alt** and using the arrow buttons.

Hold down **Shift** while doing one of those to move faster.

Chapter 4

Credits and License

KDE Screen Ruler

Copyright 2000, 2001 Till Krech till@snafu.de

Copyright 2009 Mathias Soeken msoeken@tzi.de

Thanks to Gunnstein Lye gl@ez.no for the initial port to KDE 2

Documentation Copyright Lauri Watts lauri@kde.org

This documentation is licensed under the terms of the [GNU Free Documentation License](#).

This program is licensed under the terms of the [GNU General Public License](#).