Swirls Lesson 7: The Menu

a: availability display	M: multiple rfid associate
A: absent without notification	n: new square dancer
B: go back (reset dance)	o: make all (not) available
c: current squares display	p: present display
d: display name style	q: quit (no save)
e: edit display	r: roll up squares
E: edit rfid association	s: setup display
f: slower autoscrolling	t: total dancers/clear mesg
F: faster autoscrolling	T: click+tag dancer
h: newest to oldest history	u: use history display
H: oldest to newest history	w: write
I: info on rfid association	W: write+save dance counts
l: decrease program level	x: save using w then exit
L: increase program level	X: save using W then exit

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  leftmouse       : avail on/off
  ctrl-leftmouse  : skip tip once
uck, ctrl-leftmouse : must once
  avail off, S    : skip alternate tips - last selected dancer
  avail on, S     : remove all skips - last selected dancer
       +          : increase fontsize
       -          : decrease fontsize
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By this time the tutorial has introduced you to

q quit (lesson 1)

w write Swirls database (lesson 1)

p the Present display (lesson 2)

s the Setup display (lesson 3)

n the New Dancer display (lesson 4)

r rolling up a new tip (Squares Display) (lesson 5)

e how to edit people's information (lesson 6)

So how to remember all this? Try typing m or clicking the rightmouse button and you'll get the menu. This is an active menu as clicking on a button will invoke the associated action. It also serves as a memory aid. Hovering the mouse pointer over a button will show a popup with a bit of help for that button (as of Swirls version 9).

Pressing m a second time, or clicking the rightmouse button for the second time, will clear the menu from the screen.