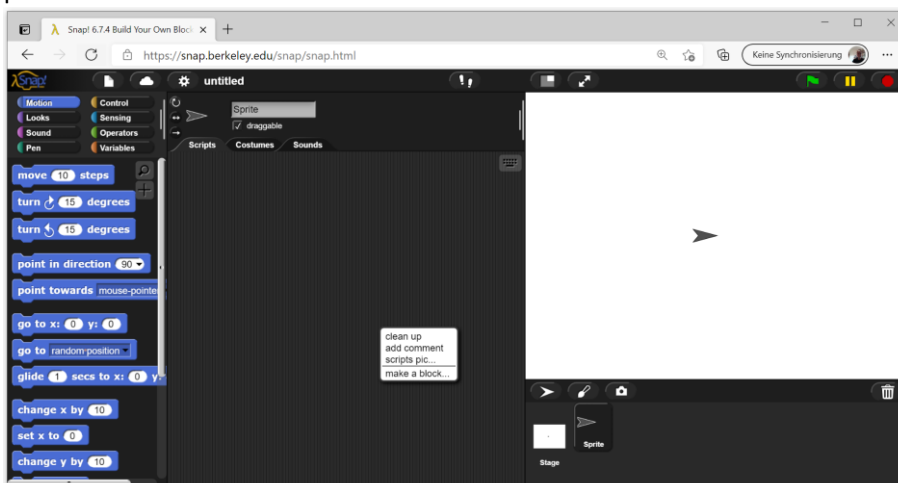


Starting SciSnap!

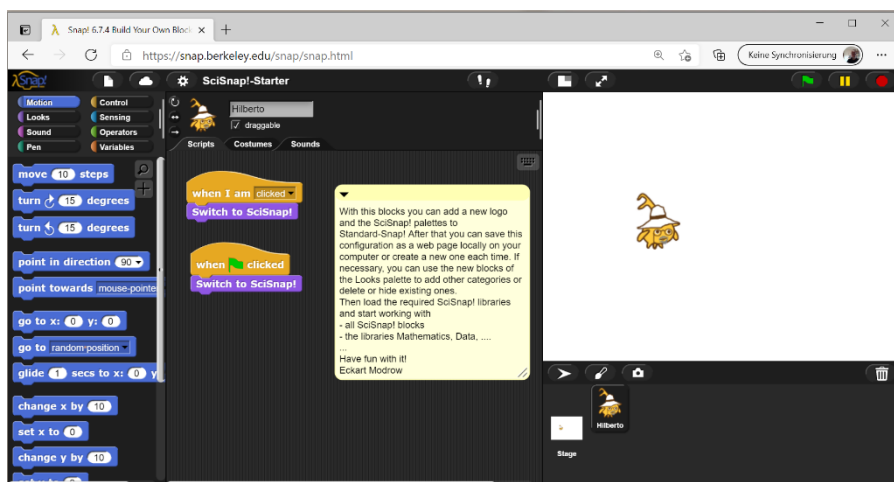
1. Get the file *SciSnap.zip*, e.g. from <http://emu-online.de/SciSnap.zip>. Unzip it. You will have the following files:

Name	Typ
Readme.de.txt	Textdokument
Readme.en.txt	Textdokument
SciSnap!.xml	XML Dokument
SciSnap!AllLibraries.xml	XML Dokument
SciSnap!ComplexNumbersLibrary.xml	XML Dokument
SciSnap!DataLibrary.xml	XML Dokument
SciSnap!FullMathLibrary.xml	XML Dokument
SciSnap!GlobalBlocks.xml	XML Dokument
SciSnap!GraphPadLibrary.xml	XML Dokument
SciSnap!ImagePadLibrary.xml	XML Dokument
SciSnap!IntervalSetsLibrary.xml	XML Dokument
SciSnap!LinearAlgebraLibrary.xml	XML Dokument
SciSnap!MathPadLibrary.xml	XML Dokument
SciSnap!NeuralNetPadLibrary.xml	XML Dokument
SciSnap!NumericalMathLibrary.xml	XML Dokument
SciSnap!PlotPadLibrary.xml	XML Dokument
SciSnap!PredicateSetsLibrary.xml	XML Dokument
SciSnap!SQLLibrary.xml	XML Dokument
SciSnap!-Starter.xml	XML Dokument
SciSnap!StatisticsLibrary.xml	XML Dokument
Starting SciSnap!.pdf	Microsoft Edge PDF Document

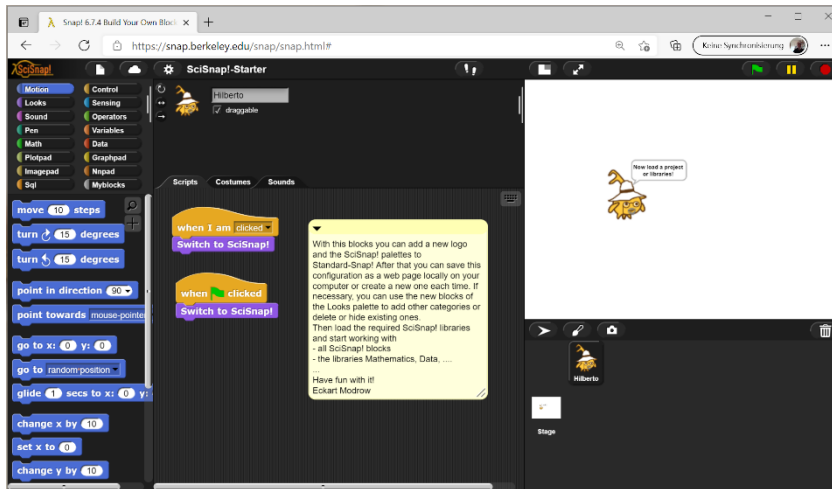
2. Load *Snap!*, e.g. from <https://snap.berkeley.edu/snap/snap.html>. You will have the following picture:



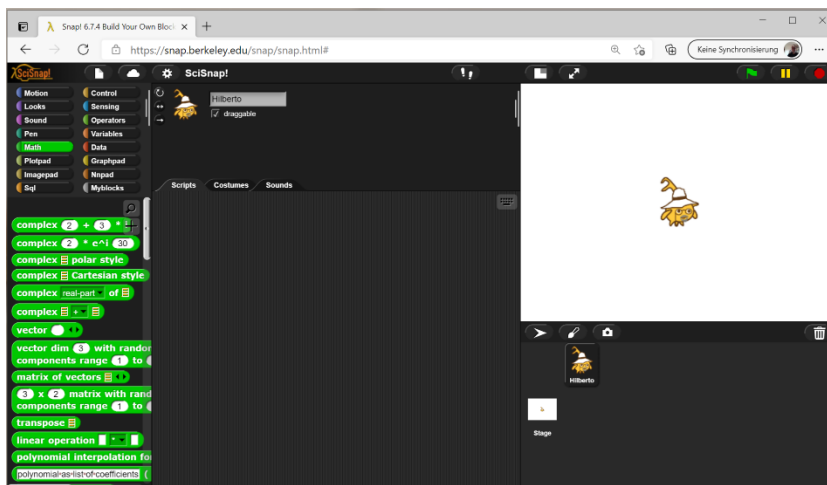
3. Drag the *SciSnap!-starter.xml* file from the *SciSnap* folder to the *Snap!* window or import it from the File menu. You will have the following picture:



4. Click on the "*When I am clicked*" block → You should see additional palettes and a changed logo for Snap!.



5. Using the open file dialog, open the *SciSnap!.xml* file from the *SciSnap!* folder. You will have the following picture:



6. Start working and save your result under a suitable name.

Note:

7. In the readme files in the *SciSnap!* folder as well as in the script "*Programming with SciSnap!*" it is described how to speed up the startup process by using the favorites bar.