GTK+ 2.0 Tutorial for Lisp

Version 0.0

Short Contents

Table of Contents

1 Introduction

The `cl-cffi-gtk` library is a Lisp binding to GTK+ (GIMP Toolkit) which is a library for creating graphical user interfaces. Gtk+ is licensed using the LGPL which has been adopted for the `cl-cffi-gtk` library with a preamble that clarifies the terms for use with Lisp programs and is referred as the LLGPL.

This work is based on the `cl-gtk2` library which has been developed by Kalyanov Dmitry and already is a fairly complete Lisp binding to GTK+. The focus of the `cl-cffi-gtk` library is to document the Lisp library much more complete and to do the implementation as consistent as possible. Most informations about GTK+ can be gained by reading the C documentation. Therefore, the C documentation from `www.gtk.org` is included into the Lisp files to document the Lisp binding to the GTK+ library. This way the calling conventions are easier to determine and missing functionality is easier to detect.

At this time the Lisp library is developed using SBCL 1.0.53 on a Linux system with the version GTK+ 2.24 of the C library. In addition the library is tested on windows with SBCL 1.0.54 and the version GTK+ 2.24.

The GTK+ library is called the GIMP toolkit because GTK+ was originally written for developing the GNU Image Manipulation Program (GIMP), but GTK+ has now been used in a large number of software projects, including the GNU Network Object Model Environment (GNOME) project. GTK+ is built on top of GDK (GIMP Drawing Kit) which is basically a wrapper around the low-level functions for accessing the underlying windowing functions (Xlib in the case of the X windows system), and gdk-pixbuf, a library for client-side image manipulation.

GTK+ is essentially an object oriented application programmers interface (API). Although written completely in C, GTK+ is implemented using the idea of classes and callback functions (pointers to functions).

A third component is called GLib which contains replacements for standard calls, as well as additional functions for handling linked lists, etc. The replacement functions are used to increase the portability of GTK+, as some of the functions implemented here are not available or are non standard on other Unixes such as g_strerror(). Some also contain enhancements to the libc versions, such as g_malloc() that has enhanced debugging utilities.

In version 2.0, GLib has picked up the type system which forms the foundation for the class hierarchy of GTK+, the signal system which is used throughout GTK+, a thread API which abstracts the different native thread APIs of the various platforms and a facility for loading modules.

As the last component, GTK+ uses the Pango library for internationalized text output.

This tutorial describes the Lisp interface to GTK+. It is based on the official GTK+ 2.0 Tutorial of the C implementation.

2 Getting Started

2.1 A Simple Window

The first thing to do is to download the `cl-cffi-gtk` source and to install it. The latest version is available from the repository at github.com/crategus/cl-cffi-gtk. The `cl-cffi-gtk` library can be loaded with the command (`asdf:operate 'asdf:load-op :cl-gtk-gtk`) from the Lisp prompt. The library is developed with the Lisp SBCL 1.0.53 on a Linux system and GTK+ 2.24. In addition the library is tested on Windows with SBCL 1.0.54 and GTK+ 2.24 for Windows.

Information about the installation can be obtained with the function `cl-cffi-gtk-build-info`. This is an example for the output, when calling the function from the Lisp prompt after loading the library:

```
* (cl-cffi-gtk-build-info)

cl-cffi-gtk version: 0.0.0
cl-cffi-gtk build date: 21:54 3/25/2012
GTK+ version: 2.24.6
GLIB version: 2.30.0
Machine type: X86
Machine version: Intel(R) Pentium(R) M processor 1.73GHz
Software type: Linux
Software version: 3.0.0-16-generic
Lisp implementation type: SBCL
Lisp implementation version: 1.0.53
```

The `cl-cffi-gtk` source distribution also contains the complete source to all of the examples used in this tutorial. To begin the introduction to GTK+, the output of the simplest program possible is shown in Figure 2.1 and the Lisp code in Example 2.2.
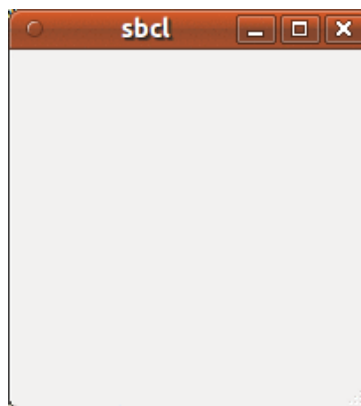

Figure 2.1: A Simple Window

The program creates a 200 x 200 pixel window. The window has the title default "sbcl". The window can be sized and moved. Because no special action is implemented to close the window, depending on the operating system the program might hang. First in Example 2.1 the C program of the GTK+ 2.0 Tutorial is presented to show the close connection between

the C library and the implementation of the Lisp binding. The code of the Lisp program is
shown in Example 2.2.

Example 2.1: A simple window in the programing language C

```
#include <gtk/gtk.h>

int main( int    argc,
          char *argv[] )
{
    GtkWidget *window;

    gtk_init (&argc, &argv);

    window = gtk_window_new (GTK_WINDOW_TOPLEVEL);
    gtk_widget_show  (window);

    gtk_main ();

    return 0;
}
```

Example 2.2: A Simple Window in the programing language Lisp

```
(defun example-simple-window ()
  (within-main-loop
    (let (;; Create a toplevel window.
          (window (gtk-window-new :toplevel)))
      ;; Show the window.
      (gtk-widget-show window))))
```

The program can be loaded into a Lisp session. But at first the package must be changed
to :gtk after loading the library, so all symbols of the library are available.

The macro within-main-loop is a wrapper about a GTK+ program. The functionality
of the macro corresponds to the C functions gtk_init() and gtk_main() which initialize
and start a GTK+ program. Both functions have corresponding Lisp functions with the
names gtk-init and gtk-main, but these functions are not used in this tutorial. gtk-
init is automatically called when loading the Lisp library cl-cffi-gtk and the function
gtk-main is called from the macro within-main-loop.

Only two further functions are needed in this simple example. The window is created
with the function gtk-window-new. The keyword :toplevel tells GTK+ to create a toplevel
window. The second call gtk-widget-show displays the new window.

2.2 More about the Lisp binding to GTK+

Example 2.3 shows a second implementation of the simple program shown in Figure 2.1 and
Example 2.2. The second implementation uses the fact, that all GTK+ widgets are internally
represented in the Lisp binding through a Lisp class. The class gtk-window represents the
required window, which corresponds to the C class GtkWindow. An instance of the Lisp

class `gtk-window` can be created with the function `make-instance`. Furthermore, the slots of the window class can be given new values to overwrite the default values. These slots represent the properties of the C classes.
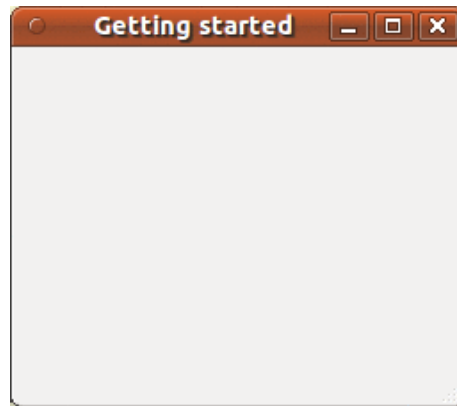
Figure 2.2: Getting started

In Example 2.3 the property `type` with the keyword `:toplevel` creates again a toplevel window. In addition a title is set assigning the string `"Getting started"` to the property `title` and the width of the window is a little enlarged assigning the value `250` to the property `default-width`. The result is shown in Figure 2.2.

The keyword `:toplevel` is one of the values of the enumeration type `GtkWindowType` in C. In the Lisp binding this enumeration is implemented as `gtk-window-type` with the two possible keywords `:toplevel` for `GTK_WINDOW_TOPLEVEL` and `:popup` for `GTK_WINDOW_POPUP`. Most windows are of the type `:toplevel`. Windows with this type are managed by the window manager and have a frame by default. Windows with type `:popup` are ignored by the window manager and are used to implement widgets such as menus or tooltips.

Example 2.3: Getting Started

```
(defun example-simple-window-2 ()
  (within-main-loop
    (let (;; Create a toplevel window with a title and a default width.
          (window (make-instance 'gtk-window
                                  :type :toplevel
                                  :title "Getting started"
                                  :default-width 250)))
      ;; Show the window.
      (gtk-widget-show window))))
```

The Example 2.3 shows, that the Lisp function `gtk-window-new` is not really needed. The function `gtk-window-new` is internally implemented simply as

```
    (defun gtk-window-new (type)
      (make-instance 'gtk-window :type type))
```

To set the title of the window or to change the default width of a window the C library knows accessor functions to set the corresponding values. In C the title of the window is set with the function `gtk_window_set_title()`. The corresponding Lisp function is `gtk-`

window-set-title. Accordingly, the default width of the window can be set in C with
the function gtk_window_set_default_size(), which sets both the default width and the
default height. In Lisp this function is named gtk-window-set-default-size. As we have
seen, these Lisp accessor functions are not really needed when creating a window, but the
functions are provided to allow the user to translate a C program more easy to Lisp.

At last, in Lisp it is possible to use the accessors of the slots to get or set the value
of a widget property. The properties default-width and default-height of the Lisp
class gtk-window have the Lisp accessor functions gtk-window-default-width and gtk-
window-default-height. With these accessor functions the C function gtk_window_set_
default_size() is implemented the following way in the Lisp library

```
(defun gtk-window-set-default-size (window width height)
  (setf (gtk-window-default-width window) width
        (gtk-window-default-height window) height))
```

As a second example the Lisp implementation of the C function gtk_window_get_
default_size() is shown

```
(defun gtk-window-get-default-size (window)
  (values (gtk-window-default-width window)
          (gtk-window-default-height window)))
```

In distinction to the C function gtk_window_get_default_size(), which is imple-
mented as

```
void gtk_window_get_default_size (GtkWindow *window,
                                  gint *width, gint *height)
```

the Lisp implementation does not modify the arguments width and height, but returns
the values.

2.3 Hello World in GTK+

Now a program with a button is presented. The output is shown in Figure 2.3. Again the
C program from the GTK+ 2.0 Tutorial is shown first in Example 2.4 to learn more about
the differences between a C and a Lisp implementation.
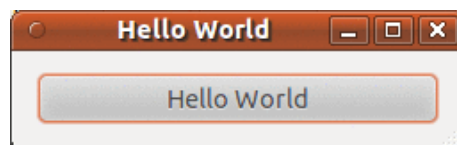
Figure 2.3: Hello World

Example 2.4: Hello World in the programing language C

```
#include <gtk/gtk.h>

/* This is a callback function. The data arguments are ignored
 * in this example. More on callbacks below. */
static void hello( GtkWidget *widget,
                   gpointer   data )
{
```

```
    g_print ("Hello World\n");
}

static gboolean delete_event( GtkWidget *widget,
                              GdkEvent  *event,
                              gpointer   data )
{
    /* If you return FALSE in the "delete-event" signal handler,
     * GTK will emit the "destroy" signal. Returning TRUE means
     * you don't want the window to be destroyed.
     * This is useful for popping up 'are you sure you want to quit?'
     * type dialogs. */

    g_print ("delete event occurred\n");

    /* Change TRUE to FALSE and the main window will be destroyed with
     * a "delete-event". */

    return TRUE;
}

/* Another callback */
static void destroy( GtkWidget *widget,
                     gpointer   data )
{
    gtk_main_quit ();
}

int main( int   argc,
          char *argv[] )
{
    /* GtkWidget is the storage type for widgets */
    GtkWidget *window;
    GtkWidget *button;

    /* This is called in all GTK applications. Arguments are parsed
     * from the command line and are returned to the application. */
    gtk_init (&argc, &argv);

    /* create a new window */
    window = gtk_window_new (GTK_WINDOW_TOPLEVEL);

    /* When the window is given the "delete-event" signal (this is given
     * by the window manager, usually by the "close" option, or on the
     * titlebar), we ask it to call the delete_event () function
     * as defined above. The data passed to the callback
     * function is NULL and is ignored in the callback function. */
```

```
    g_signal_connect (window, "delete-event",
                      G_CALLBACK (delete_event), NULL);

    /* Here we connect the "destroy" event to a signal handler.
     * This event occurs when we call gtk_widget_destroy() on the window,
     * or if we return FALSE in the "delete-event" callback. */
    g_signal_connect (window, "destroy",
                      G_CALLBACK (destroy), NULL);

    /* Sets the border width of the window. */
    gtk_container_set_border_width (GTK_CONTAINER (window), 10);

    /* Creates a new button with the label "Hello World". */
    button = gtk_button_new_with_label ("Hello World");

    /* When the button receives the "clicked" signal, it will call the
     * function hello() passing it NULL as its argument.  The hello()
     * function is defined above. */
    g_signal_connect (button, "clicked",
                      G_CALLBACK (hello), NULL);

    /* This will cause the window to be destroyed by calling
     * gtk_widget_destroy(window) when "clicked".  Again, the destroy
     * signal could come from here, or the window manager. */
    g_signal_connect_swapped (button, "clicked",
                              G_CALLBACK (gtk_widget_destroy),
                              window);

    /* This packs the button into the window (a gtk container). */
    gtk_container_add (GTK_CONTAINER (window), button);

    /* The final step is to display this newly created widget. */
    gtk_widget_show (button);

    /* and the window */
    gtk_widget_show (window);

    /* All GTK applications must have a gtk_main(). Control ends here
     * and waits for an event to occur (like a key press or
     * mouse event). */
    gtk_main ();

    return 0;
}
```

Now, the Lisp implementation is presented in Example 2.5. One difference is, that the function make-instance is used to create the window and the button. Another point is,

that the definition of separate callback functions is avoided. The callback functions are short, implemented through Lisp `lambda` functions and are passed as the third argument to the function `g-signal-connect`. More about signals and callback functions follows in the next section.

In Example 2.5 a border with a width of `12` is added to the window setting the property `border-width` when creating the window with the function `make-instance`. The C implementation uses the function `gtk_container_set_border_width()` which is available in Lisp as `gtk-container-set-border-width`. The property `border-width` is inherited from the C class `GtkContainer`, which in the Lisp library is represented through the Lisp class `gtk-container`. Therefore, the accessor function has the prefix `gtk_container` in C and `gtk-container` in Lisp. In addition Lisp knows the accessor function `gtk-container-border-width` to set or to get the property `border-width`.

Example 2.5: Hello World in the programming language Lisp

```lisp
(defun example-hello-world ()
  (within-main-loop
    (let (;; Create a toplevel window, set a border width.
          (window (make-instance 'gtk-window
                                 :type :toplevel
                                 :title "Hello World"
                                 :default-width 250
                                 :border-width 12))
          ;; Create a button with a label.
          (button (make-instance 'gtk-button :label "Hello World")))
      ;; Signal handler for the button to handle the signal "clicked".
      (g-signal-connect button "clicked"
                        (lambda (widget)
                          (declare (ignore widget))
                          (format t "Hello world.~%")
                          (gtk-widget-destroy window)))
      ;; Signal handler for the window to handle the signal "destroy".
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      ;; Signal handler for the window to handle the signal "delete-event".
      (g-signal-connect window "delete-event"
                        (lambda (widget event)
                          (declare (ignore widget event))
                          (format t "Delete Event Occured.~%")
                          t))
      ;; Put the button into the window.
      (gtk-container-add window button)
      ;; Show the window and the button.
      (gtk-widget-show window))))
```

An attentive reader notes that in distinction to the C implementation the function `gtk-widget-show` is not called for every single widget, which are in Example 2.5 the window and the button. The C library knows the function `gtk_widget_show_all()`, which shows the widget and all child widgets in one call. In the Lisp implementation the function `gtk-widget-show` is implemented using a keyword `:all`, which defaults to the value `T`. With the default value `T` the Lisp function `gtk-widget-show` internally calls the C function `gtk_widget_show_all()`.

Three more functions are used in Example 2.5. The function `gtk-widget-destroy` takes as an argument any widget and destroys it. In the above example this function is called by the signal handler of the button. When the button is clicked by the user, the signal "clicked" is catched by the signal handler, which causes a call of the function `gtk-widget-destroy` for the toplevel window. Now the toplevel window receives the signal "destroy", which is handled by a signal handler of the toplevel window. This signal handler calls the function `gtk-main-quit`, which stops the event loop and finishes the application.

A second signal handler is connected to the toplevel window to catch the signal "delete-event". The signal "delete-event" occurs, when the user or the window manager tries to close the window. In this case, the signal handler prints a message on the console. Because the value `T` is returned from the signal handler the window is not closed, but the execution of the application is continued. To close the window, the user has to press the button in this example.

At last, the function `gtk-container-add` is used to put the button into the toplevel window. Chapter 3 [Packing Widgets], page 17 shows how it is possible to put more than one widget into a window.

2.4 Introduction to Signals and Callbacks

GTK+ is an event driven toolkit, which means Gtk+ will sleep until an event occurs and control is passed to the appropriate function. This passing of control is done using the idea of "signals". (Note that these signals are not the same as the Unix system signals, and are not implemented using them, although the terminology is almost identical.) When an event occurs, such as the press of a mouse button, the appropriate signal will be "emitted" by the widget that was pressed. This is how GTK+ does most of its useful work. There are signals that all widgets inherit, such as "destroy", and there are signals that are widget specific, such as "toggled" on a toggle button.

To make a button perform an action, a signal handler is set up to catch these signals and call the appropriate function. This is done in the C GTK+ library by using a function such as

```
gulong g_signal_connect( gpointer      *object,
                         const gchar   *name,
                         GCallback     func,
                         gpointer      func_data );
```

where the first argument is the widget which will be emitting the signal, and the second the name of the signal to catch. The third is the function to be called when it is caught, and the fourth, the data to have passed to this function.

The function specified in the third argument is called a "callback function", and is for a C program of the form

```
void callback_func( GtkWidget *widget,
                    ... /* other signal arguments */
                    gpointer   callback_data );
```

where the first argument will be a pointer to the widget that emitted the signal, and the last a pointer to the data given as the last argument to the C function `g_signal_connect()` as shown above. Note that the above form for a signal callback function declaration is only a general guide, as some widget specific signals generate different calling parameters.

This mechanism is realized in Lisp with a similar function `g-signal-connect` which has the arguments `widget`, `name`, and `func`. In distinction from C the Lisp function `g-signal-connect` has not the argument `func_data`. The functionality of passing data to a callback function can be realized with the help of a `lambda` function in Lisp.

As an example the following code shows a typical C implementation which is used in the Hello World program.

```
g_signal_connect (window, "destroy", G_CALLBACK (destroy), NULL);
```

This is the corresponding callback function which is called when the event "destroy" occurs.

```
static void destroy (GtkWidget *widget, gpointer data)
{
    gtk_main_quit ();
}
```

In the corresponding Lisp implementation we simply declare a `lambda` function as a callback function which is passed as the third argument.

```
(g-signal-connect window "destroy"
                  (lambda (widget)
                    (declare (ignore widget))
                    (gtk-main-quit)))
```

If it is necessary to have a separate function which needs user data, the following implementation is possible

```
(defun separate-event-handler (widget arg1 arg2 arg3)
  [ here is the code of the event handler ] )
```

```
(g-signal-connect window "destroy"
                  (lambda (widget)
                    (separate-event-handler widget arg1 arg2 arg3)))
```

If no extra data is needed, but the callback function should be separated out than it is also possible to implement something like

```
(g-signal-connect window "destroy" #'separate-event-handler)
```

Furthermore, the C function

```
gulong g_signal_connect_swapped (gpointer    *object,
                                 const gchar *name,
                                 GCallback   func,
                                 gpointer    *callback_data);
```

is not implemented in Lisp. Again this functionality is already present with the help of `lambda` functions in Lisp.

2.5 An Upgraded Hello World

Figure 2.4 and Example 2.7 show a slightly improved Hello World with better examples of callbacks. This will also introduce the next topic, packing widgets. First, the C program is shown in Example 2.6.

Figure 2.4: Upgraded Hello World

Example 2.6: An upgraded Hello World in the programming language C

```c
#include <gtk/gtk.h>

/* Our new improved callback.  The data passed to this function
 * is printed to stdout. */
static void callback( GtkWidget *widget,
                      gpointer   data )
{
    g_print ("Hello again - %s was pressed\n", (gchar *) data);
}

/* another callback */
static gboolean delete_event( GtkWidget *widget,
                              GdkEvent  *event,
                              gpointer   data )
{
    gtk_main_quit ();
    return FALSE;
}

int main( int   argc,
          char *argv[] )
{
    /* GtkWidget is the storage type for widgets */
    GtkWidget *window;
    GtkWidget *button;
    GtkWidget *box1;

    /* This is called in all GTK applications. Arguments are parsed
     * from the command line and are returned to the application. */
    gtk_init (&argc, &argv);

    /* Create a new window */
    window = gtk_window_new (GTK_WINDOW_TOPLEVEL);
```

```
/* This is a new call, which just sets the title of our
 * new window to "Hello Buttons!" */
gtk_window_set_title (GTK_WINDOW (window), "Hello Buttons!");

/* Here we just set a handler for delete_event that immediately
 * exits GTK. */
g_signal_connect (window, "delete-event",
                    G_CALLBACK (delete_event), NULL);

/* Sets the border width of the window. */
gtk_container_set_border_width (GTK_CONTAINER (window), 10);

/* We create a box to pack widgets into.  This is described in detail
 * in the "packing" section. The box is not really visible, it
 * is just used as a tool to arrange widgets. */
box1 = gtk_hbox_new (FALSE, 0);

/* Put the box into the main window. */
gtk_container_add (GTK_CONTAINER (window), box1);

/* Creates a new button with the label "Button 1". */
button = gtk_button_new_with_label ("Button 1");

/* Now when the button is clicked, we call the "callback" function
 * with a pointer to "button 1" as its argument */
g_signal_connect (button, "clicked",
                    G_CALLBACK (callback), (gpointer) "button 1");

/* Instead of gtk_container_add, we pack this button into the invisible
 * box, which has been packed into the window. */
gtk_box_pack_start (GTK_BOX(box1), button, TRUE, TRUE, 0);

/* Always remember this step, this tells GTK that our preparation for
 * this button is complete, and it can now be displayed. */
gtk_widget_show (button);

/* Do these same steps again to create a second button */
button = gtk_button_new_with_label ("Button 2");

/* Call the same callback function with a different argument,
 * passing a pointer to "button 2" instead. */
g_signal_connect (button, "clicked",
                    G_CALLBACK (callback), (gpointer) "button 2");

gtk_box_pack_start(GTK_BOX (box1), button, TRUE, TRUE, 0);
```

```
    /* The order in which we show the buttons is not really important, but I
     * recommend showing the window last, so it all pops up at once. */
    gtk_widget_show (button);

    gtk_widget_show (box1);

    gtk_widget_show (window);

    /* Rest in gtk_main and wait for the fun to begin! */
    gtk_main ();

    return 0;
}
```

The Lisp implementation in Example 2.7 tries to be close to the C program. Therefore, the window and the box are created with the functions `gtk-window-new` and `gtk-hbox-new`. Various properties like the title of the window, the default size or the border width are set with the functions `gtk-window-set-title`, `gtk-window-set-default-size` and `gtk-container-set-border-width`. As described for Example 2.5 the function `gtk-widget-show` is called only once for the main window, because the default implementation of the Lisp function `gtk-widget-show` is to show all child widgets.

Example 2.7: Upgraded Hello world

```
(defun example-upgraded-hello-world ()
  (within-main-loop
    (let ((window (gtk-window-new :toplevel))
          (box (gtk-h-box-new nil 6))
          (button  nil))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      (gtk-window-set-title window "Hello Buttons")
      (gtk-window-set-default-size window 250 75)
      (gtk-container-set-border-width window 12)
      (setq button (gtk-button-new-with-label "Button 1"))
      (g-signal-connect button "clicked"
                        (lambda (widget)
                          (declare (ignore widget))
                          (format t "Button 1 was pressed.~%")))
      (gtk-box-pack-start box button :expand t :fill t :padding 0)
      (gtk-widget-show button)

      (setq button (gtk-button-new-with-label "Button 2"))
      (g-signal-connect button "clicked"
                        (lambda (widget)
                          (declare (ignore widget))
```

```
                                    (format t "Button 2 was pressed.~%")))
            (gtk-box-pack-start box button :expand t :fill t :padding 0)
            (gtk-container-add window box)
            (gtk-widget-show window))))
```

The second implementation in Example 2.8 makes even more use of a Lisp style. The window is created with the Lisp function `make-instance`. All desired properties of the window are initialized by assigning values to the slots of the class. Alternatively, the initialization of the variable `box` with the function `make-instance` is shown. In future examples of this tutorial the style shown in Example 2.8 is preferred. Furthermore, the C code is no longer presented for comparison.

Example 2.8: Second implementation of an Upgraded Hello World

```
(defun example-upgraded-hello-world-2 ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                  :type :toplevel
                                  :title "Hello Buttons"
                                  :default-width 250
                                  :default-height 75
                                  :border-width 12))
          (box (make-instance 'gtk-h-box
                              :homogeneous nil
                              :spacing 6)))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      (let ((button (gtk-button-new-with-label "Button 1")))
        (g-signal-connect button "clicked"
                          (lambda (widget)
                            (declare (ignore widget))
                            (format t "Button 1 was pressed.~%")))
        (gtk-box-pack-start box button :expand t :fill t :padding 0))
      (let ((button (gtk-button-new-with-label "Button 2")))
        (g-signal-connect button "clicked"
                          (lambda (widget)
                            (declare (ignore widget))
                            (format t "Button 2 was pressed.~%")))
        (gtk-box-pack-start box button :expand t :fill t :padding 0))
      (gtk-container-add window box)
      (gtk-widget-show window))))
```

A good exercise for the reader would be to insert a third "Quit" button that will exit the program. You may also wish to play with the options to `gtk-box-pack-start` while reading the next section. Try resizing the window, and observe the behaviour.

3 Packing Widgets

3.1 Packing Boxes

When creating an application, it is necessary to put more than one widget inside a window. The first Hello world example only used one widget so it could simply use the function `gtk-container-add` to "pack" the widget into the window. But when you want to put more than one widget into a window, how do you control where that widget is positioned? This is where packing comes in.

Most packing is done by creating boxes. These are invisible widget containers that can pack widgets into, which come in two forms, a horizontal box, and a vertical box. When packing widgets into a horizontal box, the objects are inserted horizontally from left to right or right to left depending on the call used. In a vertical box, widgets are packed from top to bottom or vice versa. You may use any combination of boxes inside or beside other boxes to create the desired effect.

To create a new horizontal box of the type `GtkHBox`, the function `gtk-hbox-new` or the call (`make-instance 'gtk-hbox`) is used, and for vertical boxes of the type `GtkVbox` the function `gtk-vbox-new` or the call (`make-instance 'gtk-vbox`). The `gtk-box-pack-start` and `gtk-box-pack-end` functions are used to place widgets inside of boxes. The `gtk-box-pack-start` function starts at the top and works its way down in a `GtkVBox`, and packs left to right in a `GtkHBox`. The function `gtk-box-pack-end` does the opposite, packing from bottom to top in a `GtkVBox`, and right to left in a `GtkHBox`. The widgets, which are packed into a box, can be containers, which are composed of other widgets. Using the functions for packing widgets in boxes allows to right justify or left justify the widgets. The functions can be mixed in any way to achieve the desired effect. Most of the examples in this tutorial use the function `gtk-box-pack-start`.

By using boxes, GTK+ knows where to place the widgets so GTK+ can do automatic resizing and other nifty things. A number of options control as to how the widgets should be packed into boxes. This method of packing boxes gives the user a quite a bit of flexibility when placing widgets.

3.2 Details of Boxes

Because of the flexibility, packing boxes in GTK+ can be confusing at first. A lot of options control the packing of boxes, and it is not immediately obvious how the options all fit together. In the end, however, basically five different styles are available.

A horizontal box is created with the function `gtk-hbox-new` and a vertical box with the function `gtk-vbox-new`. Alternatively, a box is created with the function `make-instance`. Vertical and horizontal boxes have the properties `homogeneous` and `spacing`. The property `homogeneous` controls whether each widget in the box has the same width in a `GtkHBox` or the same height in a `GtkVBox`. The second argument `spacing` controls the amount of space between children in the box.

Figure 3.1 shows an examples of packing buttons into horizontal boxes. The buttons have a small spacing of 3. Each line of the example contains one horizontal box of the type `GtkHBox` with several buttons. The first button represents the call of the function `gtk-box-pack-start` and the following buttons represent the arguments of the function. The first

two arguments are `box` for the box and `child` for the child widgets to put into the box. In
the examples the child widget is a button. The further arguments of `gtk-box-pack-start`
are in C `expand`, `fill` and `padding`. In the Lisp binding to GTK+ these arguments are
defined as the keywords `:expand` and `:fill`, which both have a default value of `T`, and
`:padding` with a default value of `0`.
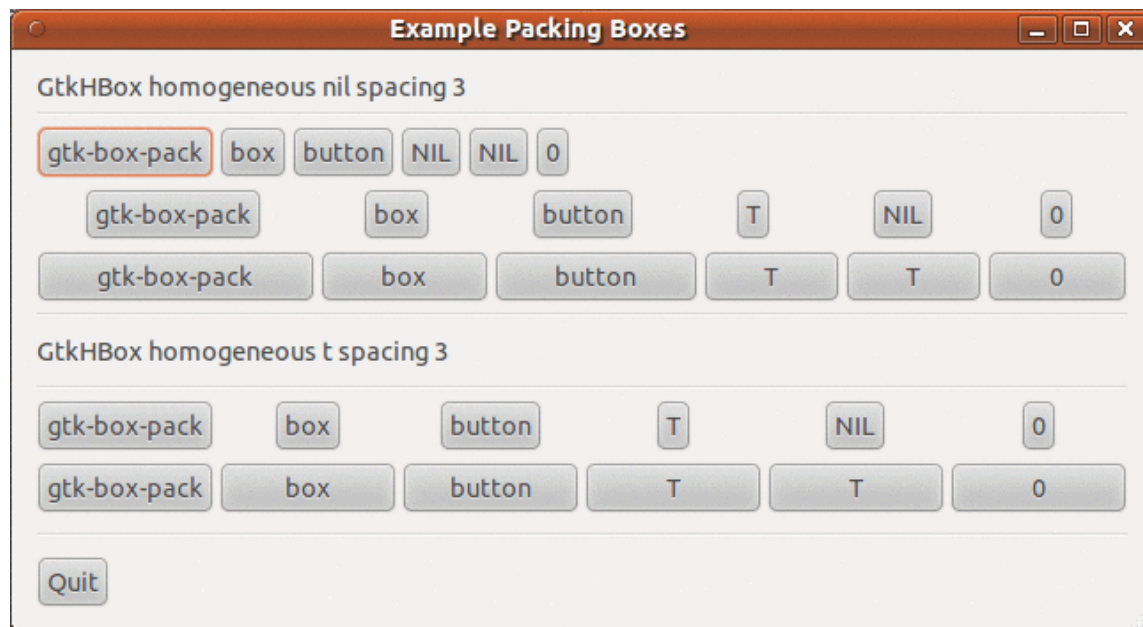
Figure 3.1: Example Packing Boxes with a spacing of 3

The keyword argument `:expand` to the functions `gtk-box-pack-start` and `gtk-box-pack-end` controls whether the widgets are laid out in the box to fill in all the extra space
in the box so the box is expanded to fill the area allotted to it (`T`); or the box is shrunk to
just fit the widgets (`NIL`). Setting expand to `NIL` allows to do right and left justification
of the widgets. Otherwise, the widgets expand to fit into the box. The same effect can be
achieved by using only one of the functions `gtk-box-pack-start` or `gtk_box_pack_end`.

The keyword argument `:fill` to the `gtk-box-pack` functions control whether the extra
space is allocated to the objects themselves (`T`), or as extra padding in the box around these
objects (`NIL`). It only has an effect if the keyword argument `expand` is also `T`.

The difference between spacing (set when the box is created) and padding (set when
elements are packed) is, that spacing is added between objects, and padding is added on
either side of a child widget.

The code for Figure 3.1 is shown in Example 3.1. The function `example-packing-boxes`
takes an optional argument `spacing`, which has the default value `0` and controls the spacing
of the buttons in the boxes.

Example 3.1: Example Packing Boxes

```
(defun make-box (homogeneous spacing expand fill padding)
  (let ((box (make-instance 'gtk-hbox
                            :homogeneous homogeneous
```

```
                                             :spacing spacing)))
        (gtk-box-pack-start box
                             (gtk-button-new-with-label "gtk-box-pack")
                             :expand expand
                             :fill fill
                             :padding padding)
        (gtk-box-pack-start box
                             (gtk-button-new-with-label "box")
                             :expand expand
                             :fill fill
                             :padding padding)
        (gtk-box-pack-start box
                             (gtk-button-new-with-label "button")
                             :expand expand
                             :fill fill
                             :padding padding)
        (gtk-box-pack-start box
                             (if expand
                                 (gtk-button-new-with-label "T")
                                 (gtk-button-new-with-label "NIL"))
                             :expand expand
                             :fill fill
                             :padding padding)
        (gtk-box-pack-start box
                             (if fill
                                 (gtk-button-new-with-label "T")
                                 (gtk-button-new-with-label "NIL"))
                             :expand expand
                             :fill fill
                             :padding padding)
        (gtk-box-pack-start box
                             (gtk-button-new-with-label (format nil "~A" padding))
                             :expand expand
                             :fill fill
                             :padding padding)
        box))

(defun example-packing-boxes (&optional (spacing 0))
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :title "Example Packing Boxes"
                                 :type :toplevel
                                 :border-width 12
                                 :default-height 200
                                 :default-width 300))
          (vbox (make-instance 'gtk-vbox
                               :homogeneous nil
```

```
                                          :spacing 6))
        (button (make-instance 'gtk-button
                                  :label "Quit"))
        (quitbox (make-instance 'gtk-hbox
                                  :homogeneous nil
                                  :spacing 0)))
    (g-signal-connect button "clicked"
                      (lambda (widget)
                        (declare (ignore widget))
                        (gtk-widget-destroy window)))
    (g-signal-connect window "destroy"
                      (lambda (widget)
                        (declare (ignore widget))
                        (gtk-main-quit)))
    (gtk-box-pack-start vbox
                        (make-instance 'gtk-label
                                       :label
                                       (format nil
                                       "GtkHBox homogeneous nil spacing ~A"
                                               spacing)
                                       :xalign 0
                                       :yalign 0)
                        :expand nil
                        :fill nil
                        :padding 0)
    (gtk-box-pack-start vbox
                        (make-instance 'gtk-h-separator)
                        :expand nil
                        :fill t
                        :padding 0)
    (gtk-box-pack-start vbox
                        (make-box nil spacing nil nil 0)
                        :expand nil
                        :fill nil
                        :padding 0)
    (gtk-box-pack-start vbox
                        (make-box nil spacing t nil 0)
                        :expand nil
                        :fill nil
                        :padding 0)
    (gtk-box-pack-start vbox
                        (make-box nil spacing t t 0)
                        :expand nil
                        :fill nil
                        :padding 0)
    (gtk-box-pack-start vbox
                        (make-instance 'gtk-h-separator)
```

```
                                :expand nil
                                :fill t
                                :padding 0)
        (gtk-box-pack-start vbox
                                (make-instance 'gtk-label
                                                :label
                                                (format nil
                                                "GtkHBox homogeneous t spacing ~A"
                                                        spacing)
                                                :xalign 0
                                                :yalign 0)
                                :expand nil
                                :fill nil
                                :padding 5)
        (gtk-box-pack-start vbox
                                (make-instance 'gtk-h-separator)
                                :expand nil
                                :fill t
                                :padding 0)
        (gtk-box-pack-start vbox
                                (make-box t spacing t nil 0)
                                :expand nil
                                :fill nil
                                :padding 0)
        (gtk-box-pack-start vbox
                                (make-box t spacing t t 0)
                                :expand nil
                                :fill nil
                                :padding 0)
        (gtk-box-pack-start vbox
                                (make-instance 'gtk-h-separator)
                                :expand nil
                                :fill t
                                :padding 5)
        (gtk-box-pack-start quitbox button :expand nil :fill nil :padding 0)
        (gtk-box-pack-start vbox quitbox :expand nil :fill nil :padding 0)
        (gtk-container-add window vbox)
        (gtk-widget-show window))))
```

3.3 Packing Using Tables

Tables are another way of packing widgets and can be extremely useful in certain situations.
Using tables a grid is created that widgets can placed in. The widgets may take up as many
spaces as specified. Tables can be created with the function `gtk-table-new`. The function
takes three arguments which set the properties of a table. Alternatively, the table is created
with the function `make-instance`.

The first argument of `gtk-table-new` is the number of rows to make in the table, while the second is the number of columns. The last argument `homogeneous` has to do with how the boxes of the table are sized. If `homogeneous` is `T`, the table boxes are resized to the size of the largest widget in the table. If `homogeneous` is `NIL`, the size of a table boxes is dictated by the tallest widget in its same row, and the widest widget in its column. The rows and columns are laid out from `0` to `n`, where `n` is the number specified in the call to `gtk-table-new`. For `rows = 2` and `columns = 2`, the layout is shown in Figure 3.2. Note that the coordinate system starts in the upper left hand corner.

```
    0           1           2
  0+----------+----------+
   |          |          |
  1+----------+----------+
   |          |          |
  2+----------+----------+
```

Figure 3.2: Layout of a 2 x 2 table

To place a widget into a box, the function `gtk-table-attach` can be used. The arguments are listed in Table 3.1. The first argument `table` is the table you have created and the second `child` the widget you wish to place in the table. The left and right attach arguments specify where to place the widget, and how many boxes to use. If you want a button in the lower right table entry of a 2 x 2 table, and want it to fill that entry only, `left-attach` is = 1, `right-attach` = 2, `top-attach` = 1, `bottom-attach` = 2. Now, if you wanted a widget to take up the whole top row of a 2 x 2 table, you would use `left-attach` = 0, `right-attach` = 2, `top-attach` = 0, `bottom-attach` = 1.

Table 3.1: Arguments of the function `gtk-table-attach`

`table`   The GtkTable to add a new widget to.

`child`   The widget to add.

`left-attach`
               The column number to attach the left side of a child widget to.

`right-attach`
               The column number to attach the right side of a child widget to.

`top-attach`
               The row number to attach the top of a child widget to.

`bottom-attach`
               The row number to attach the bottom of a child widget to.

`:xoptions`
               Used to specify the properties of the child widget when the table is resized. The default value is `'(:expand :fill)`.

`:yoptions`
               The same as xoptions, except this field determines behavior of vertical resizing. The default value is `'(:expand :fill)`.

`:xpadding`

> An integer value specifying the padding on the left and right of the widget being added to the table. The default value is `0`.

`:ypadding`

> The amount of padding above and below the child widget. The default value is `0`.

The arguments `:xoptions` and `:yoptions` are of the enumeration type `GtkAttachOptions` and used to specify packing options. The packing options can be OR'ed together to allow multiple options. In the Lisp binding a list of options is used to combine multiple options. Possible values of the enumeration type `GtkAttachOptions` are listed in Table 3.2.

Padding is just like in boxes, creating a clear area around the widget specified in pixels and is controlled with the arguments `:xpadding` and `:ypadding`.

Table 3.2: Valus of the enumeraton type `GtkAttachOptions`

`:fill`	If the table box is larger than the widget, and `:fill` is specified, the widget will expand to use all the room available.
`:shrink`	If the table widget was allocated less space then was requested (usually by the user resizing the window), then the widgets would normally just be pushed off the bottom of the window and disappear. If `:shrink` is specified, the widgets will shrink with the table.
`:expand`	This will cause the table to expand to use up any remaining space in the window.

In the Lisp binding the arguments :xoptions, :yoptions, :xpadding, and :ypadding of the function `gtk-table-attach` are defined as keyword arguments with default values. In the C library this is realized with a second function `gtk_table_attach_defaults()`. In the Lisp binding the function `gtk-table-attach-defaults` is a second equivalent implementation of `gtk-table-attach`, when using the default values of the keyword arguments.

The functions `gtk-table-set-row-spacing` and `gtk-table-set-col-spacing` places spacing between the rows at the specified row or column. The first argument of the functions is a `GtkTable`, the second argument a row or a column and the third argument the spacing. Note that for columns, the space goes to the right of the column, and for rows, the space goes below the row.

You can also set a consistent spacing of all rows and columns with the functions `gtk-table-set-row-spacings` and `gtk-table-set-col-spacings`. Both functions take a `GtkTable` as the first argument and the desired spacing `spacing` as the second argument. Note that with these calls, the last row and last column do not get any spacing.

3.4 Table Packing Example

Figure 3.3 is a window with three buttons in a 2 x 2 table. The first two buttons are placed in the upper row. A third, quit button, is placed in the lower row, spanning both columns. The code of this example is shown in Example 3.2.
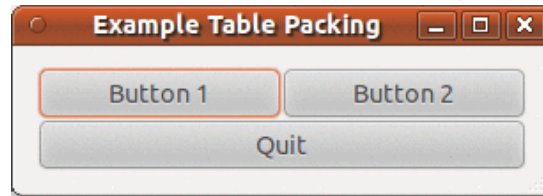
Figure 3.3: Table packing

Example 3.2: Table Packing

```
(defun example-table-packing ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :type :toplevel
                                 :title "Example Table Packing"
                                 :border-width 12
                                 :default-width 300))
          (table (make-instance 'gtk-table
                                 :n-columns 2
                                 :n-rows 2
                                 :homogeneous t))
          (button1 (make-instance 'gtk-button
                                   :label "Button 1"))
          (button2 (make-instance 'gtk-button
                                   :label "Button 2"))
          (quit (make-instance 'gtk-button
                                :label "Quit")))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      (g-signal-connect quit "clicked"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-widget-destroy window)))
      (gtk-table-attach table button1 0 1 0 1)
      (gtk-table-attach table button2 1 2 0 1)
      (gtk-table-attach table quit    0 2 1 2)
      (gtk-container-add window table)
      (gtk-widget-show window))))
```

Figure 3.4 is an extended example to show the possibility to increase the spacing of
the rows and columns. This is implemented through two toggle buttons which increase and
decrease the spacings. Toggle buttons are described in Section 5.2 [Toggle Buttons], page 31
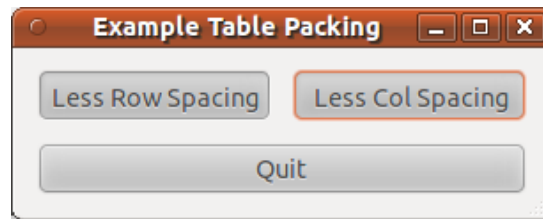later in this tutorial. The code of Figure 3.4 is shown in Example 3.3.

Figure 3.4: Table packing with more spacing

Example 3.3: Table Packing with more spacing

```
(defun example-table-packing-2 ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :type :toplevel
                                 :title "Example Table Packing"
                                 :border-width 12
                                 :default-width 300))
          (table (make-instance 'gtk-table
                                 :n-columns 2
                                 :n-rows 2
                                 :homogeneous t))
          (button1 (make-instance 'gtk-toggle-button
                                  :label "More Row Spacing"))
          (button2 (make-instance 'gtk-toggle-button
                                  :label "More Col Spacing"))
          (quit (make-instance 'gtk-button
                               :label "Quit")))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      (g-signal-connect button1 "toggled"
        (lambda (widget)
          (if (gtk-toggle-button-get-active widget)
              (progn
                (gtk-table-set-row-spacings table 12)
                (gtk-button-set-label widget "Less Row Spacing"))
              (progn
                (gtk-table-set-row-spacings table 0)
                (gtk-button-set-label widget "More Row Spacing")))))
      (g-signal-connect button2 "toggled"
        (lambda (widget)
          (if (gtk-toggle-button-get-active widget)
              (progn
                (gtk-table-set-col-spacings table 12)
                (gtk-button-set-label widget "Less Col Spacing"))
```

```
          (progn
            (gtk-table-set-col-spacings table 0)
            (gtk-button-set-label widget "More Col Spacing")))))
(g-signal-connect quit "clicked"
                  (lambda (widget)
                    (declare (ignore widget))
                    (gtk-widget-destroy window)))
(gtk-table-attach table button1 0 1 0 1)
(gtk-table-attach table button2 1 2 0 1)
(gtk-table-attach table quit    0 2 1 2)
(gtk-container-add window table)
(gtk-widget-show window))))
```

4 Widget Overview

5 Button Widget

5.1 Normal Buttons

We have almost seen all there is to see of the button widget. The button widget is pretty simple. There is however more than one way to create a button. You can use the the function `gtk-button-new-with-label` or the function `gtk-button-new-with-mnemonic` to create a button with a label, use `gtk-button-new-from-stock` to create a button containing the image and text from a stock item or use `gtk-button-new` to create a blank button. It is then up to you to pack a label or pixmap into this new button. To do this, create a new box, and then pack your objects into this box using the function `gtk-box-pack-start`, and then use the function `gtk-container-add` to pack the box into the button.
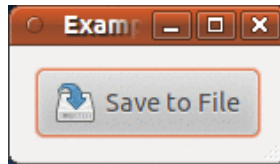

Figure 5.1

Figure 5.1 is an example of using `gtk-button-new` to create a button with an image and a label in it. The code to create a box is shown in Example 5.2 and breaken up from the rest so you can use it in your programs. The main program which uses this subroutine is shown in Example 5.1.

The `image-label-box` function could be used to pack images and labels into any widget that can be a container.

Figure 5.2 shows more buttons, which are created with standard functions and with the function `make-instance`. To get buttons which show both a label and an image the global setting of the property `gtk-button-images` has to be set to the value `T`. The code of Figure 5.2 is shown in Example 5.3.

Example 5.1: A button with an image and a label

```
(defun example-button ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                  :title "Example Cool Button"
                                  :type :toplevel
                                  :border-width 12))
          (button (make-instance 'gtk-button))
          (box (image-label-box "save.png" "Save to File")))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      (gtk-container-add button box)
      (gtk-container-add window button)
```

```
        (gtk-widget-show window)))))
```

Example 5.2: Code to create a button with an image and a label

```
(defun image-label-box (filename text)
  (let ((box (make-instance 'gtk-hbox
                            :homogeneous nil
                            :spacing 0
                            :border-width 3))
        (label (make-instance 'gtk-label
                              :label text))
        (image (gtk-image-new-from-file filename)))
    (gtk-box-pack-start box image :expand nil :fill nil :padding 3)
    (gtk-box-pack-start box label :expand nil :fill nil :padding 3)
    box))
```


Figure 5.2: More Examples to create buttons

Example 5.3: More buttons

```
(defun example-buttons ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :title "Example Buttons"
                                 :type :toplevel
                                 :default-width 250
                                 :border-width 10))
          (vbox1 (make-instance 'gtk-v-box :spacing 5))
          (vbox2 (make-instance 'gtk-v-box :spacing 5))
          (hbox  (make-instance 'gtk-h-box :spacing 5)))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      ;; Set gtk-button-images to T. This allows buttons with text and image.
      (setf (gtk-settings-gtk-button-images (gtk-settings-get-default)) t)
      ;; These are the standard functions to create a button.
      (gtk-box-pack-start vbox1
```

```
                                  (gtk-button-new-with-label "Label"))
        (gtk-box-pack-start vbox1
                                  (gtk-button-new-with-mnemonic "_Mnemonic"))
        (gtk-box-pack-start vbox1
                                  (gtk-button-new-from-stock "gtk-apply"))
        ;; Create some buttons with make-instance.
        (gtk-box-pack-start vbox2
                                  (make-instance 'gtk-button
                                            :image-position :right
                                            :image
                                            (gtk-image-new-from-stock "gtk-edit"
                                                                    :button)
                                            :label "gtk-edit"
                                            :use-stock t))
        (gtk-box-pack-start vbox2
                                  (make-instance 'gtk-button
                                            :image-position :top
                                            :image
                                            (gtk-image-new-from-stock "gtk-cut"
                                                                    :button)
                                            :label "gtk-cut"
                                            :use-stock t))
        (gtk-box-pack-start vbox2
                                  (make-instance 'gtk-button
                                            :image-position :bottom
                                            :image
                                            (gtk-image-new-from-stock
                                                                "gtk-cancel"
                                                                :button)
                                            :label "gtk-cancel"
                                            :use-stock t))
        (gtk-box-pack-start hbox vbox1)
        (gtk-box-pack-start hbox vbox2)
        (gtk-container-add window hbox)
        (gtk-widget-show window))))
```

5.2 Toggle Buttons

Toggle buttons are derived from normal buttons and are very similar, except toggle buttons
always are in one of two states, alternated by a click. Toggle buttons can be depressed,
and when clicked again, the toggle button will pop back up. Toggle buttons are the basis
for check buttons and radio buttons, as such, many of the calls used for toggle buttons are
inherited by radio and check buttons.

Toggle buttons can be created with the functions `gtk-toggle-button-new`,
`gtk-toggle-button-new-with-label`, and `gtk-toggle-button-new-with-mnemonic`.
The first function creates a blank toggle button, and the last two functions, a toggle button

with a label widget already packed into it. The `gtk-toggle-button-new-with-mnemonic` variant additionally parses the label for '_'-prefixed mnemonic characters.

To retrieve the state of the toggle widget, including radio and check buttons, a construct as shown in the example below is used. This tests the state of the toggle button, by accessing the active field of the toggle widget's structure. The signal of interest to us emitted by toggle buttons (the toggle button check button, and radio button widgets) is the "toggled" signal. To check the state of these buttons, set up a signal handler to catch the toggled signal, and access the property `active` to determine the state of the button. A signal handler will look something like:

```
(g-signal-connect button "toggled"
   (lambda (widget)
     (if (gtk-toggle-button-get-active widget)
         (progn
           ;; If control reaches here, the toggle button is down
         )
         (progn
           ;; If control reaches here, the toggle button is up
         )))))
```

To force the state of a toggle button, and its children, the radio and check buttons, use this function `gtk-toggle-button-set-active`. This function can be used to set the state of the toggle button, and its children the radio and check buttons. Passing in your created button as the first argument, and a `T` or `NIL` for the second state argument to specify whether it should be down (depressed) or up (released). Default is up, or `NIL`.

Note that when you use the `gtk-toggle-button-set-active` function, and the state is actually changed, it causes the "clicked" and "toggled" signals to be emitted from the button. The current state of the toggle button as a boolean `T` or `NIL` value is returned from the function `gtk-toggle-button-get-active`.

In Example 3.3 the usage of toggle buttons is shown.

5.3 Check Buttons

Check buttons inherit many properties and functions from the toggle buttons above, but look a little different. Rather than being buttons with text inside them, they are small squares with the text to the right of them. These are often used for toggling options on and off in applications.

The creation functions are similar to those of the normal button: `gtk-check-button-new`, `gtk-check-button-new-with-label`, and `gtk-check-button-new-with-mnemonic`. The `gtk-check-button-new-with-label` function creates a check button with a label beside it.

Checking the state of the check button is identical to that of the toggle button. Figure 5.3 shows toggle buttons and Example 5.4 the code to create toggle buttons.

5.4 Radio Buttons

Radio buttons are similar to check buttons except they are grouped so that only one may be selected or depressed at a time. This is good for places in your application where you need to select from a short list of options.

Creating a new radio button is done with one of these calls: `gtk-radio-button-new`, `gtk-radio-button-new-with-label`, and `gtk-radio-button-new-with-mnemonic`. These functions take a list of radio buttons as the first argument or `NIL`. When `NIL` a new list of radio buttons is created. The newly created list for the radio buttons can be get with the function `gtk-radio-button-get-group`. More radio buttons can then be added to this list. The important thing to remember is that `gtk-radio-button-get-group` must be called for each new button added to the group, with the previous button passed in as an argument. The result is then passed into the next call to `gtk-radio-button-new` or the other two functions for creating a radio button. This allows a chain of buttons to be established. Example 5.4 creates a radio button group with three buttons.

You can shorten this slightly by using the following syntax, which removes the need for a variable to hold the list of buttons:

```
(setq button
      (gtk-radio-button-new-with-label (gtk-radio-button-get-group button)
                                       "Button"))
```

Each of these functions has a variant, which take a radio button as the first argument and allows to omit the `gtk-radio-button-get-group` call. In this case the new radio button is added to the list of radio buttons the argument is already a part of. These functions are: `gtk-radio-button-new-from-widget`, `gtk-radio-button-new-with-label-from-widget`, and `gtk-radio-button-new-with-mnemonic-from-widget`.

It is also a good idea to explicitly set which button should be the default depressed button with the function `gtk-toggle-button-set-active`. This is described in the section on toggle buttons, and works in exactly the same way. Once the radio buttons are grouped together, only one of the group may be active at a time. If the user clicks on one radio button, and then on another, the first radio button will first emit a "toggled" signal (to report becoming inactive), and then the second will emit its "toggled" signal (to report becoming active).
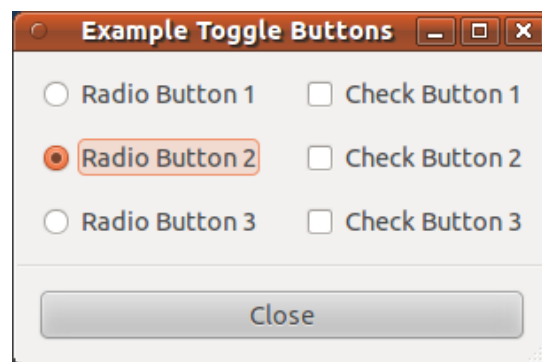

Figure 5.3

Example 5.4: Radio and Toggle Buttons

```
(defun example-toggle-buttons ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :title "Example Toggle Buttons"
```

```
                                   :type :toplevel))
     (vbox (make-instance 'gtk-vbox
                           :homogeneous nil
                           :spacing 0))
     (hbox (make-instance 'gtk-hbox
                           :homogenous nil
                           :spacing 0)))
;; Handler for the signal "destroy"
(g-signal-connect window "destroy"
                  (lambda (widget)
                    (declare (ignore widget))
                    (gtk-main-quit)))
;; Create three radio buttons and put the buttons in a vbox
(let ((vbox (make-instance 'gtk-vbox
                           :homogenous nil
                           :spacing 12
                           :border-width 12))
      (button (gtk-radio-button-new-with-label nil "Radio Button 1")))
  (gtk-box-pack-start vbox button :expand t :fill t)
  (setq button
        (gtk-radio-button-new-with-label
                                   (gtk-radio-button-get-group button)
                                   "Radio Button 2"))
  (gtk-toggle-button-set-active button t)
  (gtk-box-pack-start vbox button :expand t :fill t)
  (setq button
        (gtk-radio-button-new-with-mnemonic
                                   (gtk-radio-button-get-group button)
                                   "_Radio Button 3"))
  (gtk-box-pack-start vbox button :expand t :fill t
  ;; Put the vbox with the radio buttons in a hbox
  (gtk-box-pack-start hbox vbox :expand nil :fill nil))
;; Create three check buttons and put the buttons in a vbox
(let ((vbox (make-instance 'gtk-vbox
                           :homogenous nil
                           :spacing 12
                           :border-width 12)))
  (gtk-box-pack-start vbox
                      (gtk-check-button-new-with-label "Check Button 1")
                      :expand t :fill t :padding 0)
  (gtk-box-pack-start vbox
                      (gtk-check-button-new-with-label "Check Button 2")
                      :expand t :fill t :padding 0)
  (gtk-box-pack-start vbox
                      (gtk-check-button-new-with-label "Check Button 3")
                      :expand t :fill t :padding 0)
  ;; Put the vbox with the buttons in a hbox
```

```
        (gtk-box-pack-start hbox vbox :expand nil :fill nil))
;; Put the hbox in a vbox
(gtk-box-pack-start vbox hbox :expand nil :fill nil)
;; Add a separator to the vbox
(gtk-box-pack-start vbox
                    (make-instance 'gtk-h-separator)
                    :expand nil :fill nil :padding 0)
;; Add a quit button to the vbox
(let ((vbox-quit (make-instance 'gtk-vbox
                                :homogeneous nil
                                :spacing 12
                                :border-width 12))
      (button (make-instance 'gtk-button :label "Close")))
  (gtk-box-pack-start vbox-quit button :expand nil :fill nil)
  (gtk-box-pack-start vbox vbox-quit :expand nil :fill t)
  (g-signal-connect button "clicked"
                    (lambda (button)
                      (declare (ignore button))
                      (gtk-widget-destroy window))))
;; Put the vbox in the window widget
(gtk-container-add window vbox)
(gtk-widget-show window))))
```

6 Adjustments

6.1 Introduction

GTK+ has various widgets that can be visually adjusted by the user using the mouse or the keyboard, such as the range widgets, described in Chapter 7 [Range Widgets], page 41. There are also a few widgets that display some adjustable portion of a larger area of data, such as the text widget and the viewport widget `GtkViewport`.

Obviously, an application needs to be able to react to changes the user makes in range widgets. One way to do this would be to have each widget emit its own type of signal when its adjustment changes, and either pass the new value to the signal handler, or require it to look inside the data structure of the widget in order to ascertain the value. But you may also want to connect the adjustments of several widgets together, so that adjusting one adjusts the others. The most obvious example of this is connecting a scrollbar to a panning viewport or a scrolling text area. If each widget has its own way of setting or getting the adjustment value, then the programmer may have to write their own signal handlers to translate between the "output" of one widget's signal and the "input" of another's adjustment setting function.

GTK+ solves this problem using the object `GtkAdjustment`, which is not a widget but a way for widgets to store and pass adjustment information in an abstract and flexible form. The most obvious use of `GtkAdjustment` is to store the configuration parameters and values of range widgets, such as scrollbars and scale controls. However, since `GtkAdjustment` is derived from `GObject`, they have some special powers beyond those of normal data structures. Most importantly, they can emit signals, just like widgets, and these signals can be used not only to allow a program to react to user input on adjustable widgets, but also to propagate adjustment values transparently between adjustable widgets.

You will see how adjustments fit in when you see the other widgets that incorporate them: Progress Bars, Viewports, Scrolled Windows, and others.

6.2 Creating an Adjustment

Many of the widgets which use adjustment objects do so automatically, but some cases will be shown in later examples where you may need to create one yourself. An adjustment can be created with the function `gtk-adjustment-new` which has the arguments `value`, `lower`, `upper`, `step-increment`, `page-increment`, and `page-size`.

The argument `value` is the initial value you want to give to the adjustment, usually corresponding to the topmost or leftmost position of an adjustable widget. The argument `lower` specifies the lowest value which the adjustment can hold. The argument `step-increment` specifies the "smaller" of the two increments by which the user can change the value, while `page-increment` is the "larger" one. The argument `page-size` usually corresponds somehow to the visible area of a panning widget. The argument `upper` is used to represent the bottom most or right most coordinate in a panning widget's child. Therefore it is not always the largest number that `value` can take, since `page-size` of such widgets is usually non-zero.

6.3 Using Adjustments the Easy Way

The adjustable widgets can be roughly divided into those which use and require specific units for these values and those which treat them as arbitrary numbers. The group which treats the values as arbitrary numbers includes the range widgets (scrollbars and scales, the progress bar widget, and the spin button widget). These widgets are all the widgets which are typically "adjusted" directly by the user with the mouse or keyboard. They will treat the lower and upper values of an adjustment as a range within which the user can manipulate the value of the adjustment. By default, they will only modify the value of an adjustment.

The other group includes the text widget, the viewport widget, the compound list widget, and the scrolled window widget. All of these widgets use pixel values for their adjustments. These are also all widgets which are typically "adjusted" indirectly using scrollbars. While all widgets which use adjustments can either create their own adjustments or use ones you supply, you will generally want to let this particular category of widgets create its own adjustments. Usually, they will eventually override all the values except the value itself in whatever adjustments you give them, but the results are, in general, undefined (meaning, you'll have to read the source code to find out, and it may be different from widget to widget).

Now, you are probably thinking, since text widgets and viewports insist on setting everything except the value of their adjustments, while scrollbars will only touch the value of the adjustment, if you share an adjustment object between a scrollbar and a text widget, manipulating the scrollbar will automagically adjust the viewport widget? Of course it will! Just like this:

```
(let (;; A viewport creates its own adjustments
      (viewport (gtk-viewport-new))
      ;; use the adjustment from the viewport for the scrollbar
      (vscrollbar (gtk-vscrollbar-new (gtk-viewport-get-vadjustment))))
  ... )
```

6.4 Adjustment Internals

Ok, you say, that's nice, but what if I want to create my own handlers to respond when the user adjusts a range widget or a spin button, and how do I get at the value of the adjustment in these handlers? To answer these questions and more, let's start by taking a look at the Lisp class representing `GtkAdjustment` itself:

```
(define-g-object-class "GtkAdjustment" gtk-adjustment
  (:superclass gtk-object
   :export t
   :interfaces nil
   :type-initializer "gtk_adjustment_get_type")
  ((lower
    gtk-adjustment-lower
    "lower" "gdouble" t t)
   (page-increment
    gtk-adjustment-page-increment
    "page-increment" "gdouble" t t)
```

```
(page-size
 gtk-adjustment-page-size
 "page-size" "gdouble" t t)
(step-increment
 gtk-adjustment-step-increment
 "step-increment" "gdouble" t t)
(upper
 gtk-adjustment-upper
 "upper" "gdouble" t t)
(value
 gtk-adjustment-value
 "value" "gdouble" t t)))
```

The slots of the class are `lower`, `page-increment`, `page-size`, `step-increment`, `upper`, and `value` represent the properties of the C class `GtkAdjustment`. The slots can be accessed with the corresponding accessor functions. Alternativly, the C accessor functions like `gtk_adjustment_get_value()` and `gtk_adjustment_set_value()` are availabe in the Lisp binding through e. g. `gtk-adjustment-get-value` and `gtk-adjustment-set-value` for the property `value`.

As mentioned earlier, an adjustment object is a subclass of `GObject` just like all the various widgets, and thus it is able to emit signals. This is, of course, why updates happen automagically when you share an adjustment object between a scrollbar and another adjustable widget; all adjustable widgets connect signal handlers to their adjustment's "value-changed" signal, as can your program.

The various widgets that use the adjustment object will emit this signal on an adjustment whenever they change its value. This happens both when user input causes the slider to move on a range widget, as well as when the program explicitly changes the value with `gtk-adjustment-set-value`. So, for example, if you have a scale widget, and you want to change the rotation of a picture whenever its value changes, you would create a callback like this:

```
(defun cb-rotate-picture (adj picture)
  (set-picture-rotation picture (gtk-adjustment-get-value adj))
  ... )
```

and connect it to the scale widget's adjustment like this:

```
(g-signal-connect adj "value-changed"
                  (lambda (widget)
                    (cb-rotate-picture widget picture)))
```

What about when a widget reconfigures the upper or lower fields of its adjustment, such as when a user adds more text to a text widget? In this case, it emits the signal "changed". Range widgets typically connect a handler to this signal, which changes their appearance to reflect the change - for example, the size of the slider in a scrollbar will grow or shrink in inverse proportion to the difference between the lower and upper values of its adjustment.

You probably won't ever need to attach a handler to this signal, unless you're writing a new type of range widget. However, if you change any of the values in an adjustment directly, you should emit this signal on it to reconfigure whatever widgets are using it, like this (`g-signal-emit-by-name adj "changed"`).

7 Range Widgets

7.1 Introduction

The category of range widgets includes the ubiquitous scrollbar widget and the less common scale widget. Though these two types of widgets are generally used for different purposes, they are quite similar in function and implementation. All range widgets share a set of common graphic elements, each of which has its own X window and receives events. They all contain a "trough" and a "slider" (what is sometimes called a "thumbwheel" in other GUI environments). Dragging the slider with the pointer moves it back and forth within the trough, while clicking in the trough advances the slider towards the location of the click, either completely, or by a designated amount, depending on which mouse button is used.

As mentioned in Chapter 6 [Adjustments], page 37 above, all range widgets are associated with an adjustment object, from which they calculate the length of the slider and its position within the trough. When the user manipulates the slider, the range widget will change the value of the adjustment.

7.2 Scrollbar Widgets

These are your standard, run-of-the-mill scrollbars. These should be used only for scrolling some other widget, such as a list, a text box, or a viewport (and it's generally easier to use the scrolled window widget in most cases). For other purposes, you should use scale widgets, as they are friendlier and more featureful.

There are separate types for horizontal and vertical scrollbars. There really is not much to say about these. You create them with the functions `gtk-hscrollbar-new` and `gtk-vscrollbar-new`. These functions take one argument which can be an adjustment or `NIL`, in which case one will be created for you. Specifying `NIL` might actually be useful in this case, if you wish to pass the newly-created adjustment to the constructor function of some other widget which will configure it for you, such as a text widget.

7.3 Scale Widgets

Scale widgets are used to allow the user to visually select and manipulate a value within a specific range. You might want to use a scale widget, for example, to adjust the magnification level on a zoomed preview of a picture, or to control the brightness of a color, or to specify the number of minutes of inactivity before a screensaver takes over the screen.

7.4 Creating a Scale Widget

As with scrollbars, there are separate widget types for horizontal and vertical scale widgets. (Most programmers seem to favour horizontal scale widgets.) Since they work essentially the same way, there is no need to treat them separately here. The following functions create vertical and horizontal scale widgets, respectively: `gtk-vscale-new` and `gtk-vscale-new-with-range`, or `gtk-hscale-new` and `gtk-hscale-new-with-range`.

The adjustment argument can either be an adjustment which has already been created with `gtk-adjustment-new`, or `NIL`, in which case, an anonymous adjustment is created with all of its values set to `0.0` (which is not very useful in this case). In order to avoid

confusing yourself, you probably want to create your adjustment with a `page-size` of `0.0` so that its upper value actually corresponds to the highest value the user can select. The `-new-with-range` variants take care of creating a suitable adjustment. (If you're already thoroughly confused, read the section on adjustments again for an explanation of what exactly adjustments do and how to create and manipulate them.)

7.4.1 Functions and Signals

Scale widgets can display their current value as a number beside the trough. The default behaviour is to show the value, but you can change this with this with the function `gtk-scale-set-draw-value`, which takes as the first argument a widget of type `GtkScale` and as the second argument `draw-value`, which is either `T` or `NIL`, with predictable consequences for either one.

The value displayed by a scale widget is rounded to one decimal point by default, as is the value field in its adjustment. You can change this with the function `gtk-scale-set-digits`. The first argument is a widget of type `GtkScale` and the second argument `digits`, where `digits` is the number of decimal places you want. You can set digits to anything you like, but no more than 13 decimal places will actually be drawn on screen.

Finally, the value can be drawn in different positions relative to the trough with the function `gtk-scale-set-value-pos`. The first argument is again a scale widget. The second argument `pos` of the function is of the enumeration type `GtkPositionType`.

`GtkPositionType`   [Enumeration]

Describes which edge of a widget a certain feature is positioned at, e.g. the tabs of a `GtkNotebook`, the handle of a `GtkHandleBox` or the label of a `GtkScale`.

`:left`   The feature is at the left edge.

`:right`   The feature is at the right edge.

`:top`   The feature is at the top edge.

`:bottom`   The feature is at the bottom edge.

If you position the value on the "side" of the trough (e.g., on the top or bottom of a horizontal scale widget), then it will follow the slider up and down the trough.

All the preceding functions are defined in 'gtk.scale.lisp'. You should look over the files of all widgets that interest you, in order to learn more about their functions and features.

7.5 Common Range Functions

The Range widget class is fairly complicated internally, but, like all the "base class" widgets, most of its complexity is only interesting if you want to hack on it. Also, almost all of the functions and signals it defines are only really used in writing derived widgets. There are, however, a few useful functions that are defined in 'gtk.range.lisp' and will work on all range widgets.

7.5.1 Setting the Update Policy

The "update policy" of a range widget defines at what points during user interaction it will change the value field of its adjustment and emit the "value-changed" signal on this adjustment. The update policies, defined in 'gtk.enumerations.lisp' as type GtkUpdateType, are:

GtkUpdateType   [Enumeration]
    Used by GtkRange to control the policy for notifying value changes.

    :continuous
            This is the default. The "value_changed" signal is emitted continuously,
            i.e., whenever the slider is moved by even the tiniest amount.

    :discontinuous
            The "value_changed" signal is only emitted once the slider has stopped
            moving and the user has released the mouse button.

    :delayed   The "value_changed" signal is emitted when the user releases the mouse
            button, or if the slider stops moving for a short period of time.

7.6 Getting and Setting Adjustments

Getting and setting the adjustment for a range widget "on the fly" is done, predictably, with the functions gtk-range-get-adjustment and gtk-range-set-adjustment.

gtk-range-get-adjustment returns the adjustment to which range is connected.

gtk-range-set-adjustment does absolutely nothing if you pass it the adjustment that range is already using, regardless of whether you changed any of its fields or not. If you pass it a new adjustment, it will unreference the old one if it exists (possibly destroying it), connect the appropriate signals to the new one, and call the function gtk-range-adjustment-changed, which will (or at least, is supposed to ...) recalculate the size or position of the slider and redraw if necessary. As mentioned in the section on adjustments, if you wish to reuse the same adjustment, when you modify its values directly, you should emit the "changed" signal on it.

7.7 Key and Mouse bindings

All of the GTK+ range widgets react to mouse clicks in more or less the same way. Clicking button-1 in the trough will cause its adjustment's page_increment to be added or subtracted from its value, and the slider to be moved accordingly. Clicking mouse button-2 in the trough will jump the slider to the point at which the button was clicked. Clicking button-3 in the trough of a range or any button on a scrollbar's arrows will cause its adjustment's value to change by step_increment at a time.

Scrollbars are not focusable, thus have no key bindings. The key bindings for the other range widgets (which are, of course, only active when the widget has focus) are do not differentiate between horizontal and vertical range widgets.

All range widgets can be operated with the left, right, up and down arrow keys, as well as with the Page Up and Page Down keys. The arrows move the slider up and down by step_increment, while Page Up and Page Down move it by page_increment.

The user can also move the slider all the way to one end or the other of the trough using the keyboard. This is done with the Home and End keys.

7.8 Example

Figure 7.1: Range Widgets

Example 7.1 is a somewhat modified version of the "range controls" test from 'testgtk.c'. It basically puts up a window with three range widgets all connected to the same adjustment, and a couple of controls for adjusting some of the parameters mentioned above and in the section on adjustments, so you can see how they affect the way these widgets work for the user.

You will notice that the program does not call g-signal-connect for the "delete-event", but only for the "destroy" signal. This will still perform the desired function, because an unhandled "delete-event" will result in a "destroy" signal being given to the window.

Example 7.1: Range Widgets

```
(defun example-range-widgets ()
  (within-main-loop
    (let* ((window   (make-instance 'gtk-window
                                    :type :toplevel
                                    :title "Example Range Widgets"))
```

```
      (box1     (make-instance 'gtk-vbox
                               :homogeneous nil
                               :spacing 0))
      (box2     (make-instance 'gtk-hbox
                               :homogeneous nil
                               :spacing 12
                               :border-width 12))
      (box3     (make-instance 'gtk-vbox
                               :homogeneous nil
                               :spacing 12))
      (adj1     (make-instance 'gtk-adjustment
                               :value 0.0
                               :lower 0.0
                               :upper 101.0
                               :step-increment 0.1
                               :page-increment 1.0
                               :page-size 1.0))
      (vscale   (make-instance 'gtk-v-scale
                               :update-policy :continuous
                               :digits 1
                               :value-pos :top
                               :draw-value t
                               :adjustment adj1))
      (hscale   (make-instance 'gtk-h-scale
                               :update-policy :continuous
                               :digits 1
                               :value-pos :top
                               :draw-value t
                               :width-request 200
                               :height-request -1
                               :adjustment adj1))
      (scrollbar (make-instance 'gtk-h-scrollbar
                               :update-policy :continuous
                               :adjustment adj1)))
  ;; Connect handler for the signal "destroy" to the main window.
  (g-signal-connect window "destroy"
                    (lambda (widget)
                      (declare (ignore widget))
                      (gtk-main-quit)))
  ;; Packing of the global widgets hscale, vscale, and scrollbar
  (gtk-container-add window box1)
  (gtk-box-pack-start box1 box2 :expand t :fill t :padding 0)
  (gtk-box-pack-start box2 vscale :expand t :fill t :padding 0)
  (gtk-box-pack-start box2 box3 :expand t :fill t :padding 0)
  (gtk-box-pack-start box3 hscale :expand t :fill t :padding 0)
  (gtk-box-pack-start box3 scrollbar :expand t :fill t :padding 0)
  ;; A check button to control whether the value is displayed or not.
```

```
(let ((box (make-instance 'gtk-hbox
                          :homogeneous nil
                          :spacing 12
                          :border-width 12))
      (button (make-instance 'gtk-check-button
                             :label "Display value on scale widget"
                             :active t)))
  (g-signal-connect button "toggled"
                    (lambda (widget)
                      (setf (gtk-scale-draw-value hscale)
                            (gtk-toggle-button-active widget))
                      (setf (gtk-scale-draw-value vscale)
                            (gtk-toggle-button-active widget))))
  (gtk-box-pack-start box button :expand t :fill t :padding 0)
  (gtk-box-pack-start box1 box :expand t :fill t :padding 0))
;; A ComboBox to change the position of the value.
(let ((box (make-instance 'gtk-hbox
                          :homogeneous nil
                          :spacing 12
                          :border-width 12))
      (combo (make-instance 'gtk-combo-box-text)))
  (gtk-combo-box-text-append-text combo "TOP")
  (gtk-combo-box-text-append-text combo "BOTTOM")
  (gtk-combo-box-text-append-text combo "LEFT")
  (gtk-combo-box-text-append-text combo "RIGHT")
  (gtk-combo-box-set-active combo 0)
  (g-signal-connect combo "changed"
     (lambda (widget)
       (let ((pos (intern (gtk-combo-box-get-active-text widget)
                          :keyword)))
         (gtk-scale-set-value-pos hscale pos)
         (gtk-scale-set-value-pos vscale pos))))
  (gtk-box-pack-start box
                      (make-instance 'gtk-label
                                     :label "Scale value position")
                      :expand nil :fill nil :padding 0)
  (gtk-box-pack-start box combo :expand t :fill t :padding 0)
  (gtk-box-pack-start box1 box :expand t :fill t :padding 0))
;; Another ComboBox for the update policy of the scale widgets.
(let ((box (make-instance 'gtk-hbox
                          :homogeneous nil
                          :spacing 12
                          :border-width 12))
      (combo (make-instance 'gtk-combo-box-text)))
  (gtk-combo-box-text-append-text combo "CONTINUOUS")
  (gtk-combo-box-text-append-text combo "DISCONTINUOUS")
  (gtk-combo-box-text-append-text combo "DELAYED")
```

```
    (gtk-combo-box-set-active combo 0)
    (g-signal-connect combo "changed"
       (lambda (widget)
         (let ((policy (intern (gtk-combo-box-get-active-text widget)
                                :keyword)))
           (setf (gtk-range-update-policy hscale) policy)
           (setf (gtk-range-update-policy vscale) policy))))
    (gtk-box-pack-start box
                        (make-instance 'gtk-label
                                                :label "Scale Update Policy")
                        :expand nil :fill nil :padding 0)
    (gtk-box-pack-start box combo :expand t :fill t :padding 0)
    (gtk-box-pack-start box1 box :expand t :fill t :padding 0))
  ;; Create a scale to change the digits of hscale and vscale.
  (let* ((box (make-instance 'gtk-hbox
                             :homogeneous nil
                             :spacing 12
                             :border-width 12))
         (adj (make-instance 'gtk-adjustment
                             :value 1.0
                             :lower 0.0
                             :upper 5.0
                             :step-increment 1.0
                             :page-increment 1.0
                             :page-size 0.0))
         (scale (make-instance 'gtk-h-scale
                                 :digits 0
                                 :adjustment adj)))
    (g-signal-connect adj "value-changed"
       (lambda (adjustment)
         (setf (gtk-scale-digits hscale)
               (truncate (gtk-adjustment-value adjustment)))
         (setf (gtk-scale-digits vscale)
               (truncate (gtk-adjustment-value adjustment)))))
    (gtk-box-pack-start box
                        (make-instance 'gtk-label
                                                :label "Scale Digits:")
                        :expand nil :fill nil :padding 0)
    (gtk-box-pack-start box scale :expand t :fill t :padding 0)
    (gtk-box-pack-start box1 box :expand t :fill t :padding 0))
  ;; Another hscale for adjusting the page size of the scrollbar
  (let* ((box (make-instance 'gtk-hbox
                             :homogeneous nil
                             :spacing 12
                             :border-width 12))
         (adj (make-instance 'gtk-adjustment
                             :value 1.0
```

```
                              :lower 1.0
                              :upper 101.0
                              :step-increment 1.0
                              :page-increment 1.0
                              :page-size 0.0))
       (scale (make-instance 'gtk-h-scale
                                :digits 0
                                :adjustment adj)))
   (g-signal-connect adj "value-changed"
      (lambda (adjustment)
        (setf (gtk-adjustment-page-size adj1)
              (gtk-adjustment-page-size adjustment))
        (setf (gtk-adjustment-page-increment adj1)
              (gtk-adjustment-page-increment adjustment))))
   (gtk-box-pack-start box
                       (make-instance 'gtk-label
                                       :label "Scrollbar Page Size:")
                       :expand nil :fill nil :padding 0)
   (gtk-box-pack-start box scale :expand t :fill t :padding 0)
   (gtk-box-pack-start box1 box :expand t :fill t :padding 0))
;; Add a separator
(gtk-box-pack-start box1
                    (make-instance 'gtk-h-separator)
                    :expand nil :fill t :padding 0)
;; Create the quit button.
(let ((box (make-instance 'gtk-vbox
                             :homogeneous nil
                             :spacing 12
                             :border-width 12))
      (button (make-instance 'gtk-button :label "Quit")))
   (g-signal-connect button "clicked"
                      (lambda (button)
                        (declare (ignore button))
                        (gtk-widget-destroy window)))
   (gtk-box-pack-start box button :expand t :fill t :padding 0)
   (gtk-box-pack-start box1 box :expand nil :fill t :padding 0))
(gtk-widget-show window))))
```

8 Miscellaneous Widgets

8.1 Labels

Labels are used a lot in GTK+, and are relatively simple. Labels emit no signals as they do not have an associated X window. If you need to catch signals, or do clipping, place it inside a `GtkEventBox` widget or a Button widget.

To create a new label, use `gtk-label-new` or `gtk-label-new-with-mnemonic`. The sole argument is the string you wish the label to display. To change the text of the label after creation, use the function `gtk-label-set-text`. The first argument is the label you created previously, and the second is the new string. The space needed for the new string will be automatically adjusted if needed. You can produce multi-line labels by putting line breaks in the label string.

To retrieve the current string, use `gtk-label-get-text`. The label text can be justified using `gtk-label-set-justify`. The first argument is the label and the second argument one of the following keyword of the enumeration type `GtkJustification` in Table 8.1.

Table 8.1: Keywords of the enumeration type `GtkJustification`

`:left`   The text is placed at the left edge of the label.

`:right`   The text is placed at the right edge of the label.

`:center`   The text is placed in the center of the label.

`:fill`   The text is placed is distributed across the label.
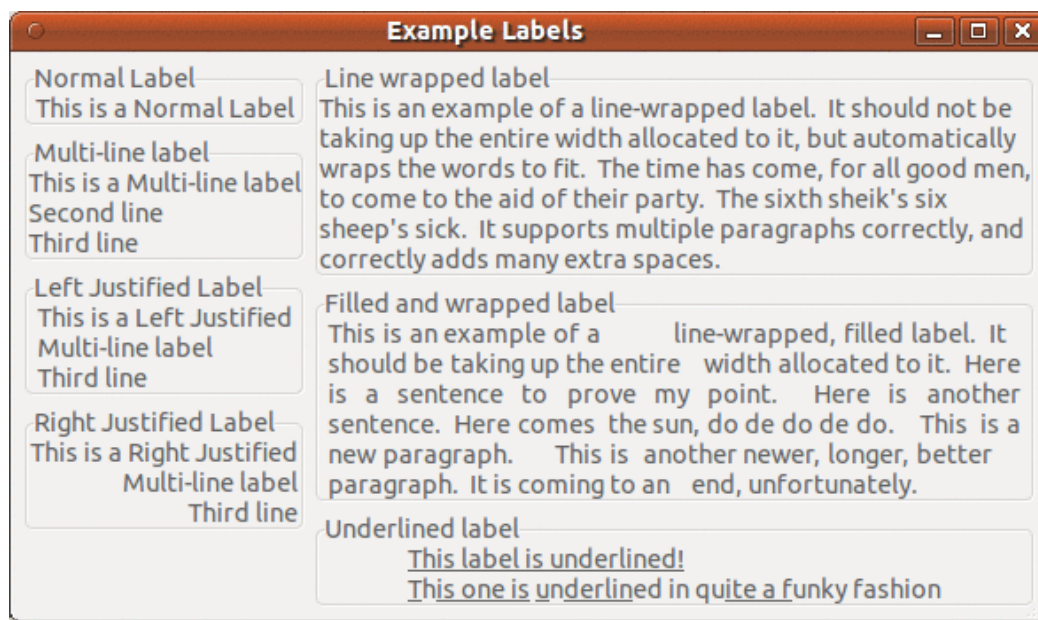
Figure 8.1: Lables

The label widget is also capable of line wrapping the text automatically. This can be activated using the function `gtk-label-set-line-wrap`. The first argument is the label and the second wrap argument take `T` or `NIL`.

If you want your label underlined, then you can set a pattern on the label with the function `gtk-label-set-pattern`. The pattern argument indicates how the underlining should look. It consists of a string of underscore and space characters. An underscore indicates that the corresponding character in the label should be underlined. For example, the string `"__ __"` would underline the first two characters and eight and ninth characters.

If you simply want to have an underlined accelerator ("mnemonic") in your label, you should use `gtk-label-new-with-mnemonic` or `gtk-label-set-text-with_mnemonic`, not `gtk-label-set-pattern`.

Figure 8.1 and Example 8.1 illustrate these functions. This example makes use of the frame widget to better demonstrate the label styles. You can ignore this for now as the frame widget is explained later on.

In GTK+ 2.0, label texts can contain markup for font and other text attribute changes, and labels may be selectable (for copy-and-paste). These advanced features won't be explained here.

Example 8.1: Labels

```
(defun example-labels ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                  :type :toplevel
                                  :title "Example Labels"
                                  :border-width 6))
          (vbox1 (make-instance 'gtk-vbox
                                  :homogeneous nil
                                  :spacing 6))
          (vbox2 (make-instance 'gtk-vbox
                                  :homogenous nil
                                  :spacing 6))
          (hbox (make-instance 'gtk-hbox
                                  :homogeneous nil
                                  :spacing 6)))
      ;; Connect a handler for the signal "destroy" to window.
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      ;; Create a Normal Label
      (let ((frame (make-instance 'gtk-frame
                                  :label "Normal Label"))
            (label (make-instance 'gtk-label
                                  :label "This is a Normal Label")))
        (gtk-container-add frame label)
        (gtk-box-pack-start vbox1 frame :expand nil :fill nil))
```

```
;; Create a Multi-line Label
(let ((frame (make-instance 'gtk-frame
                            :label "Multi-line label"))
      (label (make-instance 'gtk-label
                            :label
                            (format nil "This is a Multi-line label~%~
                                         Second line~%~
                                         Third line"))))
  (gtk-container-add frame label)
  (gtk-box-pack-start vbox1 frame :expand nil :fill nil))
;; Create a Left Justified Label
(let ((frame (make-instance 'gtk-frame
                            :label "Left Justified Label"))
      (label (make-instance 'gtk-label
                            :justify :left
                            :label
                            (format nil
                                    "This is a Left Justified~%~
                                     Multi-line label~%~
                                     Third line"))))
  (gtk-container-add frame label)
  (gtk-box-pack-start vbox1 frame :expand nil :fill nil))
;; Create a Right Justified Label
(let ((frame (make-instance 'gtk-frame
                            :label "Right Justified Label"))
      (label (make-instance 'gtk-label
                            :justify :right
                            :label
                            (format nil
                                    "This is a Right Justified~%~
                                     Multi-line label~%~
                                     Third line"))))
  (gtk-container-add frame label)
  (gtk-box-pack-start vbox1 frame :expand nil :fill nil))
;; Create a Line wrapped label
(let ((frame (make-instance 'gtk-frame
                            :label "Line wrapped label"))

      (label (make-instance 'gtk-label
                            :wrap t
                            :label
                            (format nil
                                    "This is an example of a ~
                                     line-wrapped label.  It should ~
                                     not be taking up the entire ~
                                     width allocated to it, but ~
                                     automatically wraps the words to ~
```

```
                                               fit.  The time has come, for all ~
                                               good men, to come to the aid of ~
                                               their party.  The sixth sheik's ~
                                               six sheep's sick.  It supports ~
                                               multiple paragraphs correctly, ~
                                               and correctly adds many extra ~
                                               spaces."))))
    (gtk-container-add frame label)
    (gtk-box-pack-start vbox2 frame :expand nil :fill nil))
  ;; Create a Filled and wrapped label
  (let ((frame (make-instance 'gtk-frame
                              :label "Filled and wrapped label"))
        (label (make-instance 'gtk-label
                              :wrap t
                              :justify :fill
                              :label
                              (format nil
                                      "This is an example of a ~
                                       line-wrapped, filled label.  It ~
                                       should be taking up the entire ~
                                       width allocated to it.  Here is ~
                                       a sentence to prove my point.  ~
                                       Here is another sentence.  Here ~
                                       comes the sun, do de do de do.  ~
                                       This is a new paragraph.  This ~
                                       is another newer, longer, better ~
                                       paragraph.  It is coming to an ~
                                       end, unfortunately."))))
    (gtk-container-add frame label)
    (gtk-box-pack-start vbox2 frame :expand nil :fill nil))
  ;; Create an underlined label
  (let ((frame (make-instance 'gtk-frame
                              :label "Underlined label"))
        (label (make-instance 'gtk-label
                              :justify :left
                              :use-underline t
                              :pattern
      "_____ _ _____ _ _____    __ _____ ___"
                              :label
                              (format nil
                                      "This label is underlined!~%~
                                       This one is underlined in quite ~
                                       a funky fashion"))))
    (gtk-container-add frame label)
    (gtk-box-pack-start vbox2 frame :expand nil :fill nil))
  ;; Put the boxes into the window and show the window
  (gtk-box-pack-start hbox vbox1 :expand nil :fill nil)
```

```
(gtk-box-pack-start hbox vbox2 :expand nil :fill nil)
(gtk-container-add window hbox)
(gtk-widget-show window))))
```

At last, Figure 8.2 shows some more possibilities with labels. The code is shown in Example 8.2.

Figure 8.2: More Labels

Example 8.2: More Labels

```
(defun example-more-labels ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :type :toplevel
                                 :title "Example More Labels"
                                 :default-width 300
                                 :border-width 6))
          (vbox1 (make-instance 'gtk-vbox
                                 :homogeneous nil
                                 :spacing 6))
          (vbox2 (make-instance 'gtk-vbox
                                 :homogeneous nil
                                 :spacing 6))
          (hbox (make-instance 'gtk-hbox
                                 :homogeneous nil
                                 :spacing 6)))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      (gtk-box-pack-start hbox
                          (make-instance 'gtk-label
                                         :label "Angle 90"
                                         :angle 90))
      (gtk-box-pack-start vbox1
```

```
                                (make-instance 'gtk-label
                                               :label "Angel 45"
                                               :angle 45))
        (gtk-box-pack-start vbox1
                                (make-instance 'gtk-label
                                               :label "Angel 315"
                                               :angle 315))
        (gtk-box-pack-start hbox vbox1)
        (gtk-box-pack-start hbox
                                (make-instance 'gtk-label
                                               :label "Angel 270"
                                               :angle 270))
        (gtk-box-pack-start vbox2 hbox)
        (gtk-box-pack-start vbox2
                                (make-instance 'gtk-h-separator))
        (gtk-box-pack-start vbox2
                                (gtk-label-new "Normal Label"))
        (gtk-box-pack-start vbox2
                                (gtk-label-new-with-mnemonic "With _Mnemonic"))
        (gtk-box-pack-start vbox2
                                (make-instance 'gtk-label
                                               :label "This Label is Selectable"
                                               :selectable t))
        (gtk-container-add window vbox2)
        (gtk-widget-show window))))
```

8.2 Arrows

Figure 8.3: Arrows

The arrow widget draws an arrowhead, facing in a number of possible directions and having a number of possible styles. It can be very useful when placed on a button in many applications. Like the label widget, it emits no signals.

There are only two functions for manipulating an arrow widget `gtk-arrow-new` and `gtk-arrow-set`. The first creates a new arrow widget with the indicated type and appearance. The second allows these values to be altered retrospectively. The type of an arrow can be one of the following values of the enumeration type `GtkArrowType` in Table 8.2.

Table 8.2: Keywords of the enumeration type `GtkArrowType` to indicate the direction in which a `GtkArrow` should point.

`:up`   Represents an upward pointing arrow.

:down   Represents a downward pointing arrow.

:left   Represents a left pointing arrow.

:right   Represents a right pointing arrow.

:none   No arrow.

These values obviously indicate the direction in which the arrow will point. The shadow type argument is of the enumeration type `GtkShadowType` and may take one of the the values in Table 8.3.

Table 8.3: Keyword of the enumeration type `GtkShadowType` used to change the appearance of an outline typically provided by a `GtkFrame`.

:none   No outline.

:in   The outline is bevelled inwards.

:out   The outline is bevelled outwards like a button. This is the default.

:etched-in
               The outline has a sunken 3d appearance.

:etched-out
               The outline has a raised 3d appearance.

Example 8.3 shows a brief example to illustrate the use of arrows in buttons. In addition, this example introduces the function `gtk-widget-set-tooltip-text`, which attaches a tooltip to the button widget. The tooltip pops up, when the mouse is over the button.

Example 8.3: Buttons with Arrows

```
(defun create-arrow-button (arrow-type shadow-type)
  (let ((button (make-instance 'gtk-button)))
    (gtk-container-add button
                       (make-instance 'gtk-arrow
                                      :arrow-type arrow-type
                                      :shadow-type shadow-type))
    (gtk-widget-set-tooltip-text button
                                 (format nil
                                         "Arrow of type ~A"
                                         (symbol-name arrow-type)))
    button))

(defun example-arrows ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :type :toplevel
                                 :title "Arrow Buttons"
                                 :default-width 250
                                 :border-width 12))
          (box (make-instance 'gtk-hbox
```

```
                                      :homogeneous t
                                      :spacing 0
                                      :border-width 6)))
            (g-signal-connect window "destroy"
                              (lambda (widget)
                                (declare (ignore widget))
                                (gtk-main-quit)))
            (gtk-box-pack-start box
                                (create-arrow-button :up :in)
                                :expand nil :fill nil :padding 3)
            (gtk-box-pack-start box
                                (create-arrow-button :down :out)
                                :expand nil :fill nil :padding 3)
            (gtk-box-pack-start box
                                (create-arrow-button :left :etched-in)
                                :expand nil :fill nil :padding 3)
            (gtk-box-pack-start box
                                (create-arrow-button :right :etched-out)
                                :expand nil :fill nil :padding 3)
            (gtk-container-add window box)
            (gtk-widget-show window))))
```

8.3 Progress Bars
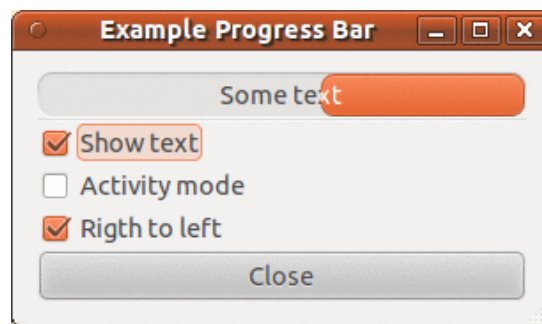
Figure 8.4: Progress Bar

Progress bars are used to show the status of an operation. They are pretty easy to use, as you will see with the code below. But first lets start out with the function **gtk-progress-bar-new** to create a new progress bar. Now that the progress bar has been created we can use it and set the fraction with the function **gtk-progress-bar-set-fraction**, which has two arguments. The first argument is the progress bar you wish to operate on, and the second argument is the amount "completed", meaning the amount the progress bar has been filled from 0-100%. This is passed to the function as a real number ranging from 0 to 1.

A progress bar may be set to one of a number of orientations using the function **gtk-progress-bar-set-orientation**. The second argument is the orientation and can take one of the values

The orientation argument may take one of the values of Table 8.4 to indicate the direction in which the progress bar moves.

Table 8.4: `GtkProgressBarOrientation` is an enumeration representing possible orientations and growth directions for the visible progress bar.

`:left-to-right`
         A horizontal progress bar growing from left to right.

`:right-to-left`
         A horizontal progress bar growing from right to left.

`:bottom-to-top`
         A vertical progress bar growing from bottom to top.

`:top-to-bottom`
         A vertical progress bar growing from top to bottom.

As well as indicating the amount of progress that has occurred, the progress bar may be set to just indicate that there is some activity. This can be useful in situations where progress cannot be measured against a value range. The function `gtk-progress-bar-pulse` indicates that some progress has been made. The step size of the activity indicator is set using the function `gtk-progress-bar-set-pulse-step`.

When not in activity mode, the progress bar can also display a configurable text string within its trough, using the function `gtk-progress-bar-set-text`.

You can turn off the display of the string by calling `gtk-progess-bar-set-text` again with `NIL` as second argument.

The current text setting of a progressbar can be retrieved with the function `gtk-progress-bar-get-text`.

Progress Bars are usually used with timeouts or other such functions (see section on Timeouts, I/O and Idle Functions) to give the illusion of multitasking. All will employ the `gtk-progress-bar-set-fraction` or `gtk-progress-bar-pulse` functions in the same manner.

Example 8.4 shows an example of the progress bar, updated using timeouts. This code also shows you how to reset the Progress Bar. The output of this example is in Figure 8.4.

Example 8.4: Progress Bar

```
(defstruct pbar-data
  pbar
  timer
  mode)

(defun progress-bar-timeout (pdata)
  (if (pbar-data-mode pdata)
      (gtk-progress-bar-pulse (pbar-data-pbar pdata))
      (let ((val (+ (gtk-progress-bar-get-fraction (pbar-data-pbar pdata))
                  0.01)))
        (when (> val 1.0) (setq val 0.0))
```

```
          (gtk-progress-bar-set-fraction (pbar-data-pbar pdata) val)))
   t)

(defun example-progress-bar ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                   :type :toplevel
                                   :title "Example Progress Bar"
                                   :default-width 300))
          (pdata (make-pbar-data :pbar (make-instance 'gtk-progress-bar)
                                   :mode nil))
          (vbox (make-instance 'gtk-vbox
                                 :border-width 12))
          (align (gtk-alignment-new 0.1 0.9 1.0 0.0))
          (table (gtk-table-new 2 3 t)))
      (setf (pbar-data-timer pdata)
            (g-timeout-add 100
                            (lambda ()
                              (progress-bar-timeout pdata))))
      (g-signal-connect window "destroy"
                          (lambda (widget)
                            (declare (ignore widget))
                            (g-source-remove (pbar-data-timer pdata))
                            (setf (pbar-data-timer pdata) 0)
                            (gtk-main-quit)))
      (gtk-box-pack-start vbox align)
      (gtk-container-add align (pbar-data-pbar pdata))
      (gtk-box-pack-start vbox (make-instance 'gtk-h-separator))
      (gtk-box-pack-start vbox table)
      (let ((check (gtk-check-button-new-with-mnemonic "_Show text")))
        (g-signal-connect check "clicked"
           (lambda (widget)
             (declare (ignore widget))
             (let ((text (gtk-progress-bar-get-text (pbar-data-pbar pdata))))
               (if (or (null text) (zerop (length text)))
                   (gtk-progress-bar-set-text (pbar-data-pbar pdata)
                                               "Some text")
                   (gtk-progress-bar-set-text (pbar-data-pbar pdata)
                                               "")))))
        (gtk-table-attach table check 0 1 0 1))
      (let ((check (gtk-check-button-new-with-label "Activity mode")))
        (g-signal-connect check "clicked"
           (lambda (widget)
             (declare (ignore widget))
             (setf (pbar-data-mode pdata)
                   (not (pbar-data-mode pdata)))
             (if (pbar-data-mode pdata)
```

```
                      (gtk-progress-bar-pulse (pbar-data-pbar pdata))
                      (gtk-progress-bar-set-fraction (pbar-data-pbar pdata)
                                                     0.0)))))
        (gtk-table-attach table check 0 1 1 2))
      (let ((check (gtk-check-button-new-with-label "Rigth to left")))
        (g-signal-connect check "clicked"
          (lambda (widget)
            (declare (ignore widget))
            (case (gtk-progress-bar-orientation (pbar-data-pbar pdata))
              (:left-to-right
                (setf (gtk-progress-bar-orientation (pbar-data-pbar pdata))
                      :right-to-left))
              (:right-to-left
                (setf (gtk-progress-bar-orientation (pbar-data-pbar pdata))
                      :left-to-right)))))
        (gtk-table-attach table check 0 1 2 3))
      (let ((button (gtk-button-new-with-label "Close")))
        (g-signal-connect button "clicked"
                          (lambda (widget)
                            (declare (ignore widget))
                            (gtk-widget-destroy window)))
        (gtk-box-pack-start vbox button))
      (gtk-container-add window vbox)
      (gtk-widget-show window)))))
```

8.4 Statusbars
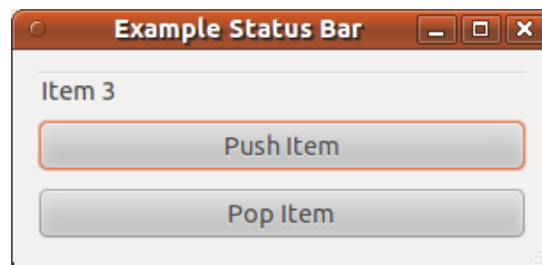
Figure 8.5: Statusbar

Statusbars are simple widgets used to display a text message. They keep a stack of the messages pushed onto them, so that popping the current message will re-display the previous text message.

In order to allow different parts of an application to use the same statusbar to display messages, the statusbar widget issues context Identifiers which are used to identify different "users". The message on top of the stack is the one displayed, no matter what context it is in. Messages are stacked in last-in-first-out order, not context identifier order.

A statusbar is created with a call to `gtk-statusbar-new`. A new context Identifier is requested using a call to the function `gtk-statusbar-get-context-id` with a short textual description of the context as the second argument.

There are three functions that can operate on statusbars: `gtk-statusbar-push`, `gtk-statusbar-pop`, and `gtk-statusbar-remove`. The first function, `gtk-statusbar-push`, is used to add a new message to the statusbar. It returns a message identifier, which can be passed later to the function `gtk-statusbar-remove` to remove the message with the given message and context identifiers from the stack of the statusbar. The function `gtk-statusbar-pop` removes the message highest in the stack with the given context identifier.

In addition to messages, statusbars may also display a resize grip, which can be dragged with the mouse to resize the toplevel window containing the statusbar, similar to dragging the window frame. The functions `gtk-statusbar-set-has-resize-grip` and `gtk-statusbar-get-has-resize-grip` control the display of the resize grip.

Example 8.5 creates a statusbar and two buttons, one for pushing items onto the statusbar, and one for popping the last item back off.

Example 8.5: Statusbar

```
(defun example-statusbar ()
  (within-main-loop
    (let* ((window (make-instance 'gtk-window
                                    :type :toplevel
                                    :title "Example Status Bar"
                                    :default-width 300
                                    :border-width 12))
           (vbox (make-instance 'gtk-vbox
                                    :homogeneous nil
                                    :spacing 3))
           (statusbar (make-instance 'gtk-statusbar))
           (id (gtk-statusbar-get-context-id statusbar "Example Status Bar"))
           (count 0))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      (gtk-box-pack-start vbox statusbar)
      (let ((button (gtk-button-new-with-label "Push Item")))
        (g-signal-connect button "clicked"
          (lambda (widget)
            (declare (ignore widget))
            (setq count (+ 1 count))
            (gtk-statusbar-push statusbar id (format nil "Item ~A" count))))
        (gtk-box-pack-start vbox button :expand t :fill t :padding 3))
      (let ((button (gtk-button-new-with-label "Pop Item")))
        (g-signal-connect button "clicked"
          (lambda (widget)
            (declare (ignore widget))
            (gtk-statusbar-pop statusbar id)))
        (gtk-box-pack-start vbox button :expand t :fill t :padding 3))
      (gtk-container-add window vbox)
```

```
        (gtk-widget-show window)))))
```

8.5 Text Entries
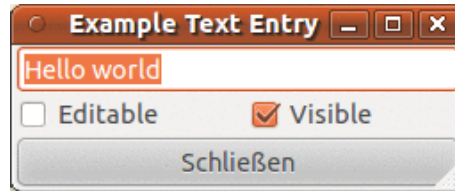
Figure 8.6: Text Entry

The entry widget allows text to be typed and displayed in a single line text box. The text may be set with function calls that allow new text to replace, prepend or append the current contents of the Entry widget.

Create a new Entry widget with the function `gtk-entry-new`. The function `gtk-entry-set-text` alters the text which is currently within the entry widget. The function `gtk-entry-set-text` sets the contents of the entry widget, replacing the current contents. Note that the class entry implements the editable interface which contains some more functions for manipulating the contents.

The contents of the entry can be retrieved by using a call to the function `gtk-entry-get-text`. This is useful in the callback functions described below.

If we do not want the contents of the entry to be changed by someone typing into it, we can change its editable state with the function `gtk-editable-set-editable`. This function allows us to toggle the editable state of the entry widget by passing in a `T` or `NIL` value for the editable argument.

If we are using the entry where we do not want the text entered to be visible, for example when a password is being entered, we can use the function `gtk-entry-set-visibility`, which also takes a boolean flag.

A region of the text may be set as selected by using the function `gtk-editable-select-region`. This would most often be used after setting some default text in an Entry, making it easy for the user to remove it.

If we want to catch when the user has entered text, we can connect to the activate or changed signal. Activate is raised when the user hits the enter key within the entry widget. Changed is raised when the text changes at all, e.g., for every character entered or removed.

Example 8.6 is an example of using an entry widget.

Example 8.6: Text Entry

```
(defun example-text-entry ()
  (within-main-loop
    (let* ((window (make-instance 'gtk-window
                                  :type :toplevel
                                  :title "Example Text Entry"
                                  :default-width 250))
           (vbox (make-instance 'gtk-vbox))
```

```
      (hbox (make-instance 'gtk-hbox))
      (entry (make-instance 'gtk-entry
                             :text "Hello"
                             :max-length 50))
      (pos (gtk-entry-get-text-length entry)))
(g-signal-connect window "destroy"
                  (lambda (widget)
                    (declare (ignore widget))
                    (gtk-main-quit)))
(g-signal-connect entry "activate"
                  (lambda (widget)
                    (declare (ignore widget))
                    (format t "Entry contents: ~A"
                            (gtk-entry-get-text entry))))
(gtk-editable-insert-text entry " world" pos)
(gtk-editable-select-region entry 0 (gtk-entry-get-text-length entry))
(gtk-box-pack-start vbox entry :expand t :fill t :padding 0)
(let ((check (gtk-check-button-new-with-label "Editable")))
  (g-signal-connect check "toggled"
    (lambda (widget)
      (declare (ignore widget))
      (gtk-editable-set-editable
                              entry
                              (gtk-toggle-button-get-active check))))
  (gtk-box-pack-start hbox check))
(let ((check (gtk-check-button-new-with-label "Visible")))
  (gtk-toggle-button-set-active check t)
  (g-signal-connect check "toggled"
    (lambda (widget)
      (declare (ignore widget))
      (gtk-entry-set-visibility
                              entry
                              (gtk-toggle-button-get-active check))))
  (gtk-box-pack-start hbox check))
(gtk-box-pack-start vbox hbox)
(let ((button (gtk-button-new-from-stock "gtk-close")))
  (g-signal-connect button "clicked"
                    (lambda (widget)
                      (declare (ignore widget))
                      (gtk-widget-destroy window)))
  (gtk-box-pack-start vbox button))
(gtk-container-add window vbox)
(gtk-widget-show window))))
```

8.6 Spin Buttons
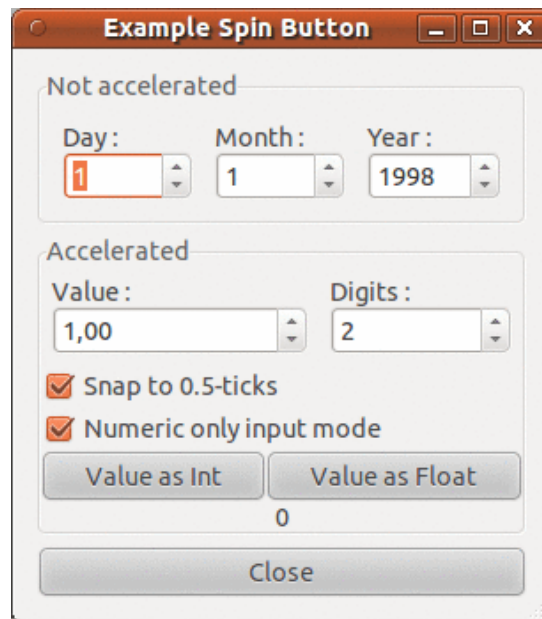
Figure 8.7: Spin Button

The spin button widget is generally used to allow the user to select a value from a range of numeric values. It consists of a text entry box with up and down arrow buttons attached to the side. Selecting one of the buttons causes the value to "spin" up and down the range of possible values. The entry box may also be edited directly to enter a specific value.

The spin button allows the value to have zero or a number of decimal places and to be incremented or decremented in configurable steps. The action of holding down one of the buttons optionally results in an acceleration of change in the value according to how long it is depressed.

The spin button uses an adjustment object to hold information about the range of values that the spin button can take. This makes for a powerful spin button widget.

Recall that an adjustment object is created with the function `gtk-adjustment-new`, which has the arguments `value`, `lower`, `step-increment`, `page-increment`, and `page-size`. These properties of an adjustment are used by the spin button in the following way:

`value`   initial value for the Spin Button

`lower`   lower range value

`upper`   upper range value

`step-increment`

   value to increment/decrement when pressing mouse button 1 on a button

`page_increment`

   value to increment/decrement when pressing mouse button 2 on a button

`page_size`

   unused

Additionally, mouse button 3 can be used to jump directly to the upper or lower values when used to select one of the buttons. A spin button is created with the function `gtk-spin-button-new`, which as the arguments `adjustment`, `climb-rate`, and `digits`.

The `climb-rate` argument take a value between 0.0 and 1.0 and indicates the amount of acceleration that the spin button has. The `digits` argument specifies the number of decimal places to which the value will be displayed.

A spin button can be reconfigured after creation using the function `gtk-spin-button-configure`. The first argument specifies the spin button that is to be reconfigured. The other arguments are as specified for the function `gtk-spin-button-new`.

The adjustment can be set and retrieved independently using the two functions `gtk-spin-button-set-adjustment` and `gtk-spin-button-get-adjustment`.

The number of decimal places can also be altered using the function `gtk-spin-button-set-digits` and the value that a spin button is currently displaying can be changed using the function `gtk-spin-button-set-value`.

The current value of a spin button can be retrieved as either a floating point or integer value with the functions `gtk-spin-button-get-value` and `gtk-spin-button-get-value-as-int`.

If you want to alter the value of a spin button relative to its current value, then the function `gtk-spin-button-spin` can be used, which has the three arguments `spin-button`, `direction`, and `increment`. The argument `direction` is of the enumeration type `GtkSpinType`, which can take one of the values shown in Table 8.5.

Table 8.5: The values of the `GtkSpinType` enumeration are used to specify the change to make in `gtk-spin-button-spin`

`:step-forward`
> Increment by the adjustments step increment.

`:backward`
> Decrement by the adjustments step increment.

`:forward`   Increment by the adjustments page increment.

`:page-backward`
> Decrement by the adjustments page increment.

`:home`   Go to the adjustments lower bound.

`:end`   Go to the adjustments upper bound.

`:user-defined`
> Change by a specified amount.

`:step-forward` and `:step-backward` change the value of the spin button by the amount specified by increment, unless increment is equal to 0, in which case the value is changed by the value of `step-increment` in the adjustment.

`:page-forward` and `:page-backward` simply alter the value of the spin button by `increment`.

`:home` sets the value of the spin button to the bottom of the adjustments range and `:end` sets the value of the spin button to the top of the adjustments range.

`:user-defined` simply alters the value of the spin button by the specified amount.

We move away from functions for setting and retrieving the range attributes of the spin button now, and move onto functions that affect the appearance and behavior of the spin button widget itself.

The first of these functions is `gtk-spin-button-set-numeric`, which is used to constrain the text box of the spin button such that it may only contain a numeric value. This prevents a user from typing anything other than numeric values into the text box of a spin button.

You can set whether a Spin Button will wrap around between the upper and lower range values with the function `gtk-spin-button-set-wrap`. You can set a spin button to round the value to the nearest `step-increment`, which is set within the adjustment object used with the spin button. This is accomplished with the function `gtk-spin-button-set-snap-to-ticks`.

The update policy of a spin button can be changed with the function `gtk-spin-button-set-update-policy`. The possible values of policy are either `:always` or `:if-valid`. These policies affect the behavior of a Spin Button when parsing inserted text and syncing its value with the values of the adjustment.

In the case of `:if-valid` the spin button value only gets changed if the text input is a numeric value that is within the range specified by the adjustment. Otherwise the text is reset to the current value. In case of `:always` we ignore errors while converting text into a numeric value.

Finally, you can explicitly request that a spin button update itself with the function `gtk-spin-button-update`.

```
(defun example-spin-button ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                   :type :toplevel
                                   :title "Example Spin Button"
                                   :default-width 300))
          (vbox (make-instance 'gtk-vbox
                                   :homogeneous nil
                                   :spacing 6
                                   :border-width 12))
          (vbox1 (make-instance 'gtk-vbox
                                    :homogeneous nil
                                    :spacing 0
                                    :border-width 6))
          (vbox2 (make-instance 'gtk-vbox
                                    :homogeneous nil
                                    :spacing 0
                                    :boder-width 6))
          (hbox (make-instance 'gtk-hbox))
          (frame1 (make-instance 'gtk-frame
                                    :label "Not accelerated"))
          (frame2 (make-instance 'gtk-frame
                                    :label "Accelerated"))
```

```
        (label (make-instance 'gtk-label
                              :label "0")))
    (g-signal-connect window "destroy"
                      (lambda (widget)
                        (declare (ignore widget))
                        (gtk-main-quit)))
    (let ((vbox (make-instance 'gtk-vbox))
          (spinner (make-instance 'gtk-spin-button
                                  :adjustment
                                  (make-instance 'gtk-adjustment
                                                 :value 1.0
                                                 :lower 1.0
                                                 :upper 31.0
                                                 :step-increment 1.0
                                                 :page-increment 5.0
                                                 :page-size 0.0)
                                  :climb-rate 0
                                  :digits 0
                                  :wrap t)))
      (gtk-box-pack-start vbox
                          (make-instance 'gtk-label
                                         :label "Day :"
                                         :xalign 0
                                         :yalign 0.5)
                          :expand nil)
      (gtk-box-pack-start vbox spinner :expand nil)
      (gtk-box-pack-start hbox vbox :padding 6))
    (let ((vbox (make-instance 'gtk-vbox))
          (spinner (make-instance 'gtk-spin-button
                                  :adjustment
                                  (make-instance 'gtk-adjustment
                                                 :value 1.0
                                                 :lower 1.0
                                                 :upper 12.0
                                                 :step-increment 1.0
                                                 :page-increment 5.0
                                                 :page-size 0.0)
                                  :climb-rate 0
                                  :digits 0
                                  :wrap t)))
      (gtk-box-pack-start vbox
                          (make-instance 'gtk-label
                                         :label "Month :"
                                         :xalign 0
                                         :yalign 0.5)
                          :expand nil)
      (gtk-box-pack-start vbox spinner :expand nil)
```

```
            (gtk-box-pack-start hbox vbox :padding 6))
        (let ((vbox (make-instance 'gtk-vbox))
              (spinner (make-instance 'gtk-spin-button
                                      :adjustment
                                      (make-instance 'gtk-adjustment
                                                     :value 1.0
                                                     :lower 1998.0
                                                     :upper 2100.0
                                                     :step-increment 1.0
                                                     :page-increment 100.0
                                                     :page-size 0.0)
                                      :climb-rate 0
                                      :digits 0
                                      :wrap t)))
          (gtk-box-pack-start vbox
                              (make-instance 'gtk-label
                                             :label "Year :"
                                             :xalign 0
                                             :yalign 0.5)
                              :expand nil)
          (gtk-box-pack-start vbox spinner :expand nil :fill t)
          (gtk-box-pack-start hbox vbox :padding 6))
        (gtk-box-pack-start vbox1 hbox :padding 6)
        (gtk-container-add frame1 vbox1)
        (gtk-box-pack-start vbox frame1)
        (setq hbox (make-instance 'gtk-hbox))
        (let ((vbox (make-instance 'gtk-vbox))
              (spinner1 (make-instance 'gtk-spin-button
                                       :adjustment
                                       (make-instance 'gtk-adjustment
                                                      :value 1.0
                                                      :lower -10000.0
                                                      :upper  10000.0
                                                      :step-increment 0.5
                                                      :page-increment 100.0
                                                      :page-size 0.0)
                                       :climb-rate 1.0
                                       :digits 2
                                       :wrap t))
              (spinner2 (make-instance 'gtk-spin-button
                                       :adjustment
                                       (make-instance 'gtk-adjustment
                                                      :value 2
                                                      :lower 1
                                                      :upper 5
                                                      :step-increment 1
                                                      :page-increment 1
```

```
                                                 :page-size 0)
                                   :climb-rate 0.0
                                   :digits 0
                                   :wrap t)))
(gtk-box-pack-start vbox
                    (make-instance 'gtk-label
                                   :label "Value :"
                                   :xalign 0
                                   :yalign 0.5)
                    :fill t)
(gtk-box-pack-start vbox spinner1 :expand nil)
(gtk-box-pack-start hbox vbox :padding 6)
(g-signal-connect spinner2 "value-changed"
   (lambda (widget)
     (declare (ignore widget))
     (gtk-spin-button-set-digits
                     spinner1
                     (gtk-spin-button-get-value-as-int spinner2))))
(setq vbox (make-instance 'gtk-vbox))
(gtk-box-pack-start vbox
                    (make-instance 'gtk-label
                                   :label "Digits :"
                                   :xalign 0
                                   :yalign 0.5)
                    :expand nil)
(gtk-box-pack-start vbox spinner2 :expand nil)
(gtk-box-pack-start hbox vbox :padding 6)
(gtk-box-pack-start vbox2 hbox :padding 6)
(let ((check (make-instance 'gtk-check-button
                            :label "Snap to 0.5-ticks"
                            :active t)))
  (g-signal-connect check "clicked"
    (lambda (widget)
      (gtk-spin-button-set-snap-to-ticks
                           spinner1
                           (gtk-toggle-button-get-active widget))))
  (gtk-box-pack-start vbox2 check))
(let ((check (make-instance 'gtk-check-button
                            :label "Numeric only input mode"
                            :active t)))
  (g-signal-connect check "clicked"
    (lambda (widget)
      (gtk-spin-button-set-numeric
                           spinner1
                           (gtk-toggle-button-get-active widget))))
  (gtk-box-pack-start vbox2 check))
(gtk-container-add frame2 vbox2)
```

```
        (setq hbox (make-instance 'gtk-hbox))
        (let ((button (gtk-button-new-with-label "Value as Int")))
          (g-signal-connect button "clicked"
            (lambda (widget)
              (declare (ignore widget))
              (gtk-label-set-text
                      label
                      (format nil "~A"
                              (gtk-spin-button-get-value-as-int spinner1)))))
          (gtk-box-pack-start hbox button))
        (let ((button (gtk-button-new-with-label "Value as Float")))
          (g-signal-connect button "clicked"
            (lambda (widget)
              (declare (ignore widget))
              (gtk-label-set-text
                          label
                          (format nil "~A"
                                  (gtk-spin-button-get-value spinner1)))))
          (gtk-box-pack-start hbox button))
        (gtk-box-pack-start vbox2 hbox)
        (gtk-box-pack-start vbox2 label))
      (gtk-box-pack-start vbox frame2)
      (let ((button (make-instance 'gtk-button
                                     :label "Close")))
        (g-signal-connect button "clicked"
                          (lambda (widget)
                            (declare (ignore widget))
                            (gtk-widget-destroy window)))
        (gtk-box-pack-start vbox button))
      (gtk-container-add window vbox)
      (gtk-widget-show window))))
```

8.7 Color Selection
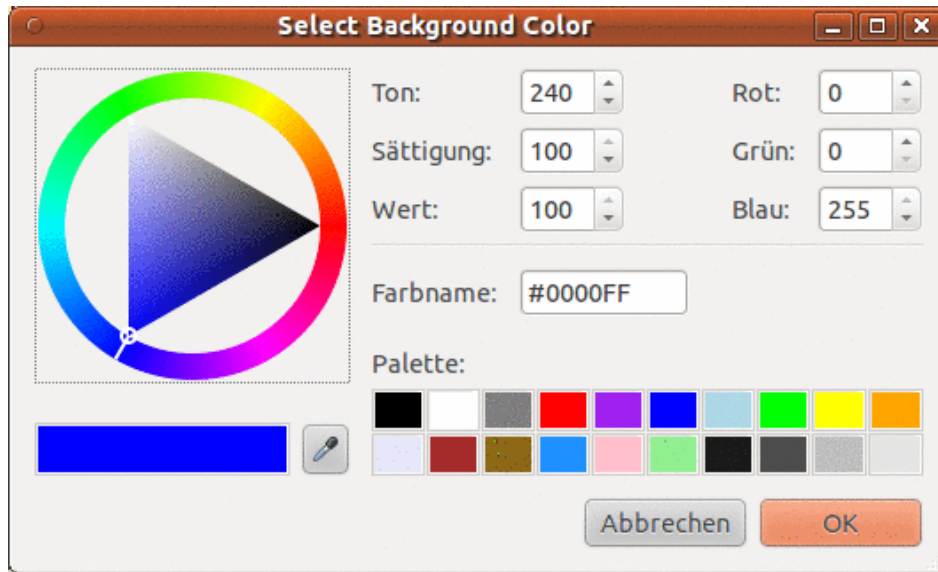
Figure 8.8: Color Selection Widget

The color selection widget is a widget for interactive selection of colors. This composite widget lets the user select a color by manipulating RGB (Red, Green, Blue) and HSV (Hue, Saturation, Value) triples. This is done either by adjusting single values with sliders or entries, or by picking the desired color from a hue-saturation wheel/value bar. Optionally, the opacity of the color can also be set.

The widget comes in two flavors `GtkColorSelection` and `GtkColorSelectionDialog`. A `GtkColorSelection` widget is created with `(make-instance 'gtk-color-selection)` or the function `gtk-color-selection-new`. The function `gtk-color-selection-new` does not have an argument. The most common color selection is the dialog created with `(make-instance 'gtk-color-selection-dialog)` or the function `gtk-color-selection-dialog-new`. This function takes one argument, which is a string and specifies the title of the dialog window.

The color selection widget currently emits only one signal, "color-changed", which is emitted whenever the current color in the widget changes, either when the user changes the color or if the color is set explicitly through the function `gtk-color-selection-set-current-color` or the accessor function `gtk-color-selection-current-color`.

The color selection widget supports adjusting the opacity of a color (also known as the alpha channel). The opacity control is disabled by default. Calling the function `gtk-color-selection-set-has-opacity-control` with the argument `has_opacity` set to `T` enables opacity. Likewise, `has_opacity` set to `NIL` will disable opacity.

You can set the current color explicitly by calling `gtk-color-selection-set-current_color` with an argument `color` of type `GdkColor`. Setting the opacity (alpha channel) is done with `gtk-color-selection-set-current-alpha`. The alpha value should be between 0 (fully transparent) and 65535 (fully opaque). When you need to query the current settings, typically when the "color-changed" signal is received, you can use the functions `gtk-color-selection-get-current-color` and `gtk-color-selection-get-current-alpha`.

The simple example demonstrates the use of the `ColorSelectionDialog`. The program displays a window containing a drawing area. Clicking on it opens a color selection dialog, and changing the color in the color selection dialog changes the background color.

Example 8.7: Color Selection Widget

```
(let ((color (make-gdk-color :red 0
                             :blue 65535
                             :green 0)))

  (defun drawing-area-event (widget event area)
    (declare (ignore widget))
    (let ((handled nil))
      (when (eql (gdk-event-type event) :button-press)
        (let* ((colorseldlg (make-instance 'gtk-color-selection-dialog
                                           :title "Select Background Color"))
               (colorsel
                 (gtk-color-selection-dialog-color-selection colorseldlg)))
          (setq handled t)
          (gtk-color-selection-set-previous-color colorsel color)
          (gtk-color-selection-set-current-color colorsel color)
          (gtk-color-selection-set-has-palette colorsel t)
          (g-signal-connect colorsel "color-changed"
             (lambda (widget)
               (declare (ignore widget))
               (let ((color (gtk-color-selection-current-color colorsel)))
                 (gtk-widget-modify-bg area :normal color))))
          (let ((response (gtk-dialog-run colorseldlg)))
            (gtk-widget-destroy colorseldlg)
            (if (eql response :ok)
                (setq color (gtk-color-selection-get-current-color colorsel))
                (gtk-widget-modify-bg area :normal color)))))
      handled))

  (defun example-color-selection ()
    (within-main-loop
      (let ((window (make-instance 'gtk-window
                                   :title "Example Color Selection"
                                   :default-width 300))
            (area (make-instance 'gtk-drawing-area)))
        (g-signal-connect window "destroy"
                          (lambda (widget)
                            (declare (ignore widget))
                            (gtk-widget-destroy window)))
        (gtk-widget-modify-bg area :normal color)
        (gtk-widget-set-events area :button-press-mask)
        (g-signal-connect area "event"
```

```
                         (lambda (widget event)
                           (drawing-area-event widget event area)))
        (gtk-container-add window area)
        (gtk-widget-show window)))))
```

9 Container Widgets

9.1 Event Box
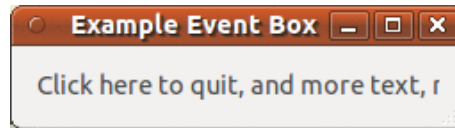
Figure 9.1: Event Box

Some GTK+ widgets do not have associated X windows, so these widgets just draw on
their parents. Because of this, they cannot receive events and if they are incorrectly sized,
they do not clip so you can get messy overwriting. If you require more from these widgets,
the `GtkEventBox` widget is for you.

At first glance, the `GtkEventBox` widget might appear to be totally useless. It draws
nothing on the screen and responds to no events. However, it does serve a function - it
provides an X window for its child widget. This is important as many GTK+ widgets do
not have an associated X window. Not having an X window saves memory and improves
performance, but also has some drawbacks. A widget without an X window cannot receive
events, and does not perform any clipping on its contents. Although the name `GtkEventBox`
emphasizes the event-handling function, the widget can also be used for clipping.

To create a new `GtkEventBox` widget, use the call (`make-instance 'gtk-event-box`) or
the function `gtk-event-box-new`. A child widget can then be added to this `GtkEventBox`
with the function `gtk-container-add`. With the function `gtk-widget-set-events` the
events are set for the event box which can be connected to with a signal handler. To create
the resources associated with an event box, the function `gtk-widget-realize` has to be
called explictely for the `GtkEventBox` widget.

Example 9.1 demonstrates both uses of a `GtkEventBox` widget - a label is created that
is clipped to a small box, and set up so that a mouse-click on the label causes the program
to exit. Resizing the window reveals varying amounts of the label.

In addition, Example 9.1 shows how to change the mouse pointer over a window. Every
widget has an associated window of type `GdkWindow`, which can be get with the function
`gtk-widget-window`. The function `gdk-window-set-cursor` sets a mouse pointer for this
`GdkWindow`. A new mouse pointer is created with the function `gdk-cursor-new`. The func-
tions takes one argument, which is a keyword for a predefined mouse pointer. In Example 9.1
the mouse pointer `:hand1` is choosen. This new mouse pointer is than associated to the
`GdkWindow` with the function `gdk-window-set-cursor`.

Example 9.1: Event Box

```
(defun example-event-box ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :type :toplevel
                                 :title "Example Event Box"
                                 :default-width 250
```

```
                                      :border-width 12))
        (eventbox (make-instance 'gtk-event-box))
        (label (make-instance 'gtk-label
                                :width-request 120
                                :height-request 20
                                :label
                                "Click here to quit, and more text, more")))
    (g-signal-connect window "destroy"
                      (lambda (widget)
                        (declare (ignore widget))
                        (gtk-main-quit)))
    (gtk-container-add window eventbox)
    (gtk-container-add eventbox label)
    (gtk-widget-set-events eventbox :button-press-mask)
    (g-signal-connect eventbox "button-press-event"
                      (lambda (widget event)
                        (declare (ignore widget event))
                        (gtk-widget-destroy window)))
    (gtk-widget-realize eventbox)
    (gdk-window-set-cursor (gtk-widget-window eventbox)
                           (gdk-cursor-new :hand1))
    (gtk-widget-show window))))
```

9.2 Alignment widget
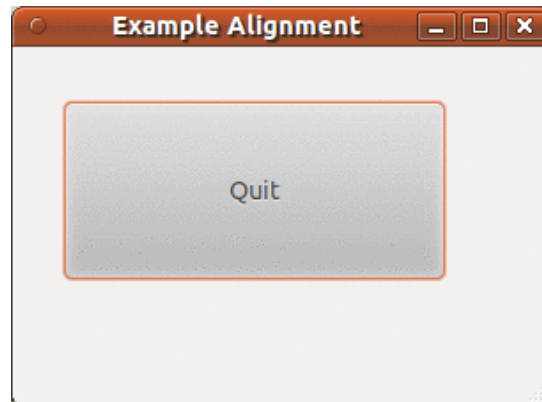
Figure 9.2: Alignment Widget

The alignment widget `GtkAlignment` allows to place a widget within its window at a position and size relative to the size of the `GtkAlignment` widget itself. For example, it can be very useful for centering a widget within the window.

The `GtkAlignment` widget has the four properties `xalign`, `yalign`, `xscale`, and `yscale`. The properties are floating point numbers, which can range from `0.0` to `1.0`. The `xalign` and `yalign` properties affect the position of the widget placed within the `GtkAlignment` widget. The `xscale` and `yscale` properties affect the amount of space allocated to the widget.

The properties are set when creating the `GtkAlignment` widget with the function `gtk-alignment-new`. For an existing GtkAlignment widget the properties can be set with the function `gtk-alignemt-set`. A child widget can be added to the `GtkAlignment` widget using the function `gtk-container-add`.

Example 9.2: Alignment Widget

```
(defun example-alignment ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :type :toplevel
                                 :title "Example Alignment"
                                 :default-width 300
                                 :default-height 200
                                 :border-width 12))
          (button (make-instance 'gtk-button
                                 :label "Quit"))
          (alignment (make-instance 'gtk-alignment
                                    :xalign 0.25
                                    :yalign 0.25
                                    :xscale 0.75
                                    :yscale 0.50)))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-widget-destroy window)))
      (gtk-container-add alignment button)
      (gtk-container-add window alignment)
      (gtk-widget-show window))))
```

9.3 Fixed Container
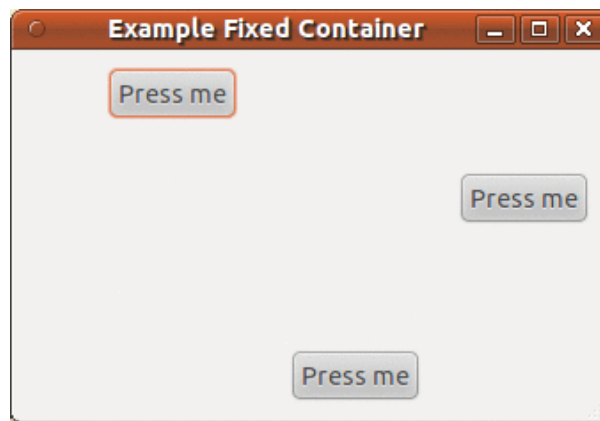
Figure 9.3: Fixed Container

The `GtkFixed` widget is a container widget which allows to place child widgets at a fixed position within the container, relative to the upper left hand corner. The position of the child widgets can be changed dynamically. Only a few functions are associated with the `GtkFixed` widget like `gtk-fixed-new`, `gtk-fixed-put`, and `gtk-fixed-move`.

The function `gtk-fixed-new` creates a new `GtkFixed` widget. `gtk-fixed-put` places a widget in the container fixed at the position specified by the arguments `x` and `y`. The function `gtk-fixed-move` allows the specified widget to be moved to a new position.

Normally, Fixed widgets do not have have their own X window. Since this is different from the behaviour of `GtkFixed` widgets in earlier releases of GTK+, the function `gtk-fixed-set-has-window` allows the creation of `GtkFixed` widgets with their own X window. The function has to be called before realizing the widget.

The following example illustrates how to use a fixed container.

Example 9.3: Fixed Container

```
(defun move-button (button fixed)
  (let* ((allocation (gtk-widget-get-allocation fixed))
         (width (- (gdk-rectangle-width allocation) 20))
         (height (- (gdk-rectangle-height allocation) 10)))
    (gtk-fixed-move fixed button (random width) (random height))))


(defun example-fixed ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                   :type :toplevel
                                   :title "Example Fixed Container"
                                   :default-width 300
                                   :default-height 200
                                   :border-width 12))
          (fixed (make-instance 'gtk-fixed)))
      (g-signal-connect window "destroy"
                        (lambda (window)
                          (declare (ignore window))
                          (gtk-main-quit)))
      (gtk-container-add window fixed)
      (dotimes (i 3)
        (let ((button (gtk-button-new-with-label "Press me")))
          (g-signal-connect button "clicked"
                            (lambda (widget)
                              (move-button widget fixed)))
          (gtk-fixed-put fixed button (random 300) (random 200))))
      (gtk-widget-show window))))
```

9.4 Layout Container

The Layout container is similar to the Fixed container except that it implements an infinite (where infinity is less than 2^32) scrolling area. The X window system has a limitation

where windows can be at most 32767 pixels wide or tall. The Layout container gets around this limitation by doing some exotic stuff using window and bit gravities, so that you can have smooth scrolling even when you have many child widgets in your scrolling area.

A Layout container is created using `gtk-layout-new` which accepts the optional arguments `hadjustment` and `vadjustment` to specify Adjustment objects that the Layout widget will use for its scrolling.

Widgets can be add and move in the Layout container using the functions `gtk-layout-put` and `gtk-layout-move`. The size of the Layout container can be set using the function `gtk-layout-set-size`.

The final four functions for use with Layout widgets are for manipulating the horizontal and vertical adjustment widgets: `gtk-layout-get-hadjustment`, `gtk-layout-get-vadjustment`, `gtk-layout-set-hadjustment`, and `gtk-layout-set-vadjustment`.

9.5 Frames
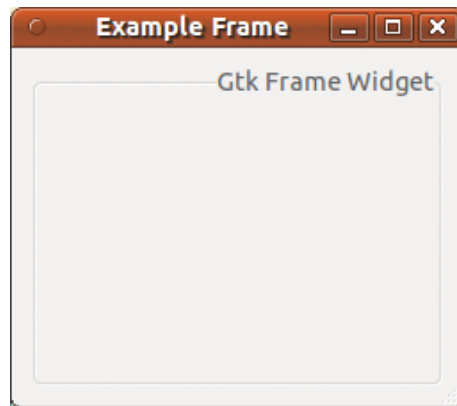
Figure 9.4: Frame Widget

Frames can be used to enclose one or a group of widgets with a box which can optionally be labelled. The position of the label and the style of the box can be altered to suit.

A Frame can be created with (`make-instance 'gtk-frame` or the function `gtk-frame-new`. The label is by default placed in the upper left hand corner of the frame. A value of Nil for the label argument will result in no label being displayed. The text of the label can be changed using the function `gtk-frame-set-label`.

The position of the label can be changed using the function `gtk-frame-set-label-align` which has the arguments xalign and yalign which take values between 0.0 and 1.0. xalign indicates the position of the label along the top horizontal of the frame. yalign is not currently used. The default value of xalign is 0.0 which places the label at the left hand end of the frame.

The function `gtk-frame-set-shadow-type` alters the style of the box that is used to outline the frame. The second argument is a keyword of the enumeration `GtkShadowType`. The possible values are listed in Table 8.3.

Example 9.4 illustrates the use of the frame widget.

Example 9.4: Frame Widget

```
(defun example-frame ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                   :type :toplevel
                                   :title "Example Frame"
                                   :default-width 250
                                   :default-height 200
                                   :border-width 12))
          (frame (make-instance 'gtk-frame
                                   :label "Gtk Frame Widget"
                                   :label-xalign 1.0
                                   :label-yalign 0.5
                                   :shadow-type :etched-in)))
      (g-signal-connect window "destroy"
                         (lambda (widget)
                           (declare (ignore widget))
                           (gtk-main-quit)))
      (gtk-container-add window frame)
      (gtk-widget-show window))))
```

9.6 Aspect Frames
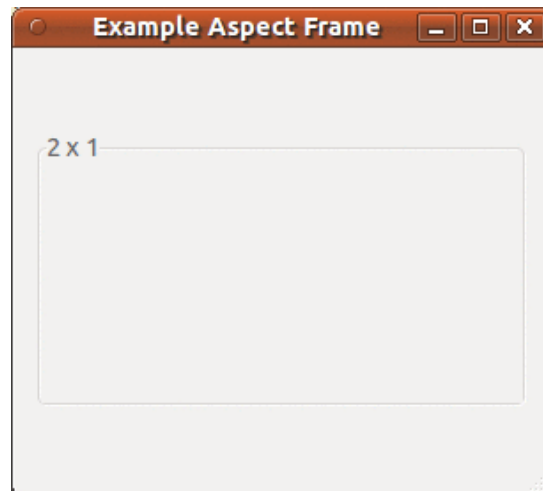
Figure 9.5: Aspect Frame Widget

The aspect frame widget is like a frame widget, except that it also enforces the aspect ratio (that is, the ratio of the width to the height) of the child widget to have a certain value, adding extra space if necessary. This is useful, for instance, if you want to preview a larger image. The size of the preview should vary when the user resizes the window, but the aspect ratio needs to always match the original image.

To create a new aspect frame use (make-instance 'gtk-aspect-frame or the function gtk-aspect-frame-new. xalign and yalign specify alignment as with Alignment widgets.

If obey_child is TRUE, the aspect ratio of a child widget will match the aspect ratio of the
ideal size it requests. Otherwise, it is given by ratio.

The options of an existing aspect frame can be changed with the function `gtk-aspect-`
`frame-set`.

As an example, the following program uses an AspectFrame to present a drawing area
whose aspect ratio will always be 2:1, no matter how the user resizes the top-level window.

Example 9.5: Aspect Frame Widget

```
(defun example-aspect-frame ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :type :toplevel
                                 :title "Example Aspect Frame"
                                 :default-width 300
                                 :default-height 250
                                 :border-width 12))
          (frame (make-instance 'gtk-aspect-frame
                                 :label "2 x 1"
                                 :xalign 0.5
                                 :yalign 0.5
                                 :ratio 2
                                 :obey-child nil))
          (area (make-instance 'gtk-drawing-area
                                 :width-request 200
                                 :hight-request 200)))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      (gtk-container-add window frame)
      (gtk-container-add frame area)
      (gtk-widget-show window))))
```

9.7 Paned Window Widgets
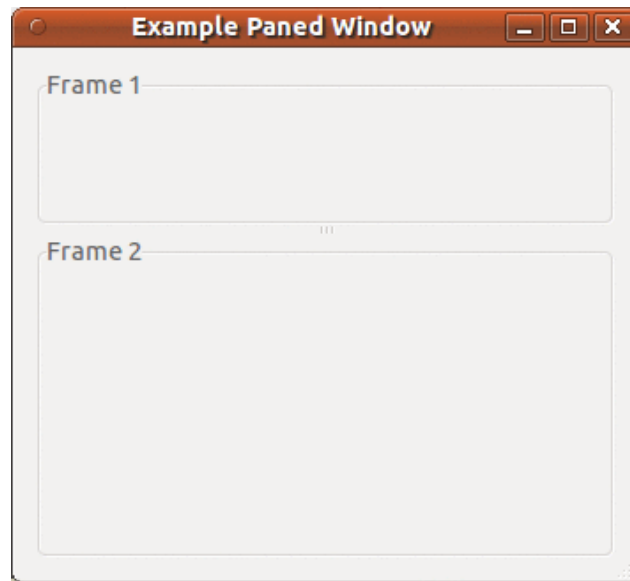
Figure 9.6: Paned Window Widgets

The paned window widgets are useful when you want to divide an area into two parts, with the relative size of the two parts controlled by the user. A groove is drawn between the two portions with a handle that the user can drag to change the ratio. The division can either be horizontal (`GtkHPaned`) or vertical (`GtkVPaned`).

To create a new paned window, call one of the functions `gtk-hpanded-new` or `gtk-vpaned-new`.

After creating the paned window widget, you need to add child widgets to its two halves. To do this, use the functions `gtk-paned-add1` an `gtk-paned-add2`. `gtk-paned-add1` adds the child widget to the left or top half of the paned window. `gtk-paned-add2` adds the child widget to the right or bottom half of the paned window.

Example 9.6 shows a simple example.

Example 9.6: Paned Window Widgets

```
(defun example-paned-window ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                 :type :toplevel
                                 :title "Example Paned Window"
                                 :border-width 12))
          (vpaned (make-instance 'gtk-v-paned))
          (frame1 (make-instance 'gtk-frame :label "Frame 1"))
          (frame2 (make-instance 'gtk-frame :label "Frame 2")))
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
```

```
                        (gtk-main-quit)))
    (gtk-widget-set-size-request window 350 300)
    (gtk-container-add window vpaned)
    (gtk-paned-add1 vpaned frame1)
    (gtk-paned-add2 vpaned frame2)
    (gtk-widget-show window))))
```

9.8 Viewports

It is unlikely that you will ever need to use the viewport widget directly. You are much more likely to use the scrolled window widget which itself uses the viewport.

A viewport widget allows you to place a larger widget within it such that you can view a part of it at a time. It uses adjustments to define the area that is currently in view.

A viewport is created with the function `gtk-viewport-new`. The function takes two arguments to specify the horizontal and vertical adjustments that the widget is to use when you create the widget. It will create its own if you pass `NIL` as the value of the arguments.

You can get and set the adjustments after the widget has been created using the one of the four functions `gtk-viewport-get-hadjustment`, `gtk-viewport-get-vadjustment`, `gtk-viewport-set-hadjustment`, and `gtk-viewport-set-vadjustment`.

The only other viewport function is `gtk-viewport-set-shadow-type` used to alter its appearance. The second argument is of type `GtkShadowType`. Possible values are listed in Table 8.3.

9.9 Scrolled Windows
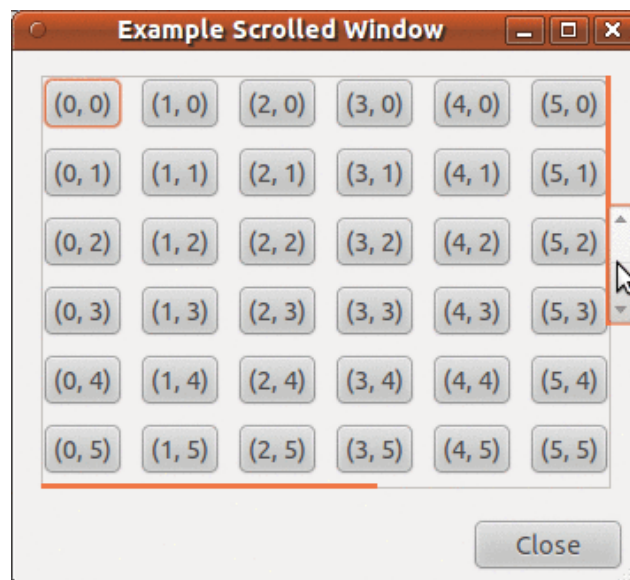
Figure 9.7: Scrolled Window

Scrolled windows are used to create a scrollable area with another widget inside it. You may insert any type of widget into a scrolled window, and it will be accessible regardless of the size by using the scrollbars.

The function `gtk-scrolled-window-new` is used to create a new scrolled window. Where the first argument is the adjustment for the horizontal direction, and the second, the adjustment for the vertical direction. These are almost always set to `NIL`.

The function `gtk-scrolled-window-set-policy` sets the policy to be used with respect to the scrollbars. The first argument is the scrolled window you wish to change. The second sets the policy for the horizontal scrollbar, and the third the policy for the vertical scrollbar.

The policy is of the enumeration type `GtkPolicyType` and may be one of `:automatic` or `:always`. `:automatic` will automatically decide whether you need scrollbars, whereas `:always` will always leave the scrollbars there. All possible values of `GtkPolicyType` are listed in Table 9.1.

Table 9.1: The values of the enumeration type `GtkPolicyType` determines when a scroll bar will be visible.

`:always`   The scrollbar is always visible.

`:automatic`
          The scrollbar will appear and disappear as necessary. For example, when all of a GtkCList can not be seen.

`:never`   The scrollbar will never appear.

You can then place your object into the scrolled window using the function `gtk-scrolled-window-add-with-viewport`.

Example 9.7 is a simple example that packs a table with 100 toggle buttons into a scrolled window. Try playing with resizing the window. You will notice how the scrollbars react. You may also wish to use the `gtk-widget-set-size-request` call to set the default size of the window or other widgets.

Example 9.7: Scrolled Window

```lisp
(defun example-scrolled-window ()
  (within-main-loop
    (let ((window (make-instance 'gtk-dialog
                                 :type :toplevel
                                 :title "Example Scrolled Window"
                                 :border-width 0
                                 :width-request 350
                                 :height-request 300))
          (scrolled (make-instance 'gtk-scrolled-window
                                   :border-width 12
                                   :hscrollbar-policy :automatic
                                   :vscrollbar-policy :always))
          (table (make-instance 'gtk-table
                                :n-rows 10
                                :n-columns 10
                                :row-spacing 10
                                :column-spacing 10
                                :homogeneous nil)))
```

```
(g-signal-connect window "destroy"
                  (lambda (widget)
                    (declare (ignore widget))
                    (gtk-main-quit)))
(gtk-box-pack-start (gtk-dialog-get-content-area window) scrolled)
(gtk-scrolled-window-add-with-viewport scrolled table)
(dotimes (i 10)
  (dotimes (j 10)
    (gtk-table-attach table
                      (make-instance 'gtk-button
                                     :label
                                     (format nil "(~d, ~d)" i j))
                      i (+ i 1) j (+ j 1))))
(let ((button (make-instance 'gtk-button
                             :label "Close"
                             :can-default t)))
  (g-signal-connect button "clicked"
                    (lambda (widget)
                      (declare (ignore widget))
                      (gtk-widget-destroy window)))
  (gtk-box-pack-start (gtk-dialog-get-action-area window) button)
  (gtk-widget-grab-default button))
(gtk-widget-show window))))
```

9.10 Button Boxes

Figure 9.8: Button Boxes

Button boxes are a convenient way to quickly layout a group of buttons. They come in both horizontal and vertical flavours. You create a new Button Box with one of the following functions `gtk-hbutton-box-new` or `gtk-vbutton-box-new`, which create a horizontal or vertical box, respectively.

Buttons are added to a Button Box using the usual function `gtk-container-add`.

Example 9.8 is an example that illustrates all the different layout settings for Button Boxes.

Example 9.8: Button Boxes

```
(defun create-bbox (horizontal title spacing layout)
  (let ((frame (make-instance 'gtk-frame
                              :label title))
        (bbox (make-instance (if horizontal
                                 'gtk-hbutton-box
                                 'gtk-vbutton-box)
```

```
                                :border-width 6
                                :layout-style layout
                                :spacing spacing)))
  (gtk-container-add bbox (gtk-button-new-from-stock "gtk-ok"))
  (gtk-container-add bbox (gtk-button-new-from-stock "gtk-cancel"))
  (gtk-container-add bbox (gtk-button-new-from-stock "gtk-help"))
  (gtk-container-add frame bbox)
  frame))

(defun example-button-box ()
  (within-main-loop
    (let ((window (make-instance 'gtk-window
                                  :type :toplevel
                                  :title "Example Button Box"
                                  :border-width 12))
          (vbox1 (make-instance 'gtk-vbox
                                  :homogeneous nil
                                  :spacing 0))
          (vbox2 (make-instance 'gtk-vbox
                                  :homogeneous nil
                                  :spacing 0))
          (hbox (make-instance 'gtk-hbox
                                  :homogeneous nil
                                  :spacing 0)))
      ;; Set gtk-button-images to T. This allows buttons with text and image.
      (setf (gtk-settings-gtk-button-images (gtk-settings-get-default)) t)
      (g-signal-connect window "destroy"
                        (lambda (widget)
                          (declare (ignore widget))
                          (gtk-main-quit)))
      ;; Create Horizontal Button Boxes
      (gtk-box-pack-start vbox1
                          (make-instance 'gtk-label
                                          :ypad 6
                                          :xalign 0
                                          :use-markup t
                                          :label
                                          "<b>Horizontal Button Boxes</b>")
                          :expand nil
                          :fill nil)
      ;; Create the first Horizontal Box
      (gtk-box-pack-start vbox2
                          (create-bbox t "Spread (spacing 12)" 12 :spread))
      ;; Create the second Horizontal Box
      (gtk-box-pack-start vbox2
                          (create-bbox t "Edge (spacing 12)" 12 :edge))
      ;; Create the third Horizontal Box
```

```
(gtk-box-pack-start vbox2
                    (create-bbox t "Start (spacing 6)" 6 :start))
;; Create the fourth Horizontal Box
(gtk-box-pack-start vbox2
                    (create-bbox t "End (spacing 6)" 6 :end))
(gtk-box-pack-start vbox1 vbox2)
;; Create Vertical Button Boxes
(gtk-box-pack-start vbox1
                    (make-instance 'gtk-label
                                   :ypad 12
                                   :xalign 0
                                   :use-markup t
                                   :label
                                   "<b>Vertical Button Boxes</b>")
                    :expand nil
                    :fill nil)
;; Create the first Vertical Box
(gtk-box-pack-start hbox
                    (create-bbox nil "Spread (spacing 12)" 12 :spread))
;; Create the second Vertical Box
(gtk-box-pack-start hbox
                    (create-bbox nil "Edge (spacing 12)" 12 :edge))
;; Create the third Vertical Box
(gtk-box-pack-start hbox
                    (create-bbox nil "Start (spacing 6)" 6 :start))
;; Create the fourth Vertical Box
(gtk-box-pack-start hbox
                    (create-bbox nil "End (spacing 6)" 6 :end))
(gtk-box-pack-start vbox1 hbox)
(gtk-container-add window vbox1)
(gtk-widget-show window))))
```

10 Menu Widget

Appendix A Tables

Appendix B Figures

Appendix C Examples

Appendix D Function and Variable Index