# **Writer's Notes -- Conventions**

This file includes notes on conventions for *Xerox LOOPS Library Modules Manual*, Lyric Beta Release. This manual is packaged with the *Xerox LOOPS Release Notes* and *Xerox LOOPS Reference Manual* to form one binder.

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#### **Directories and Files**

The directory {ERIS}<Doc>Loops>Lyric>Beta>LibMods> contains the files for the manual. This directory has the following subdirectories:

 {ERIS}<Doc>Loops>Lyric>Beta>LibMods>Z-ReleaseInfo> contains this file on writing conventions and a file on production details.

Filenames describe the contents of the file. For example, the filename

{ERIS}<Doc>Loops>Lyric>Beta>LibMods>Gauges

contains the chapter on gauges.

Assemble the files in the following order for the manual:

{ERIS}<Doc>Loops>Lyric>Beta>LibMods>A1-TitlePage.tedit

{ERIS}<Doc>Loops>Lyric>Beta>LibMods>A2-TOC.tedit

ERIS><Doc>Loops>Lyric>Beta>LibMods>A3-Preface.tedit {ERIS}<Doc>Loops>Lyric>Beta>LibMods>Gauges.tedit

{ERIS}<Doc>Loops>Lyric>Beta>LibMods>Masterscope.tedit

ERIS < Doc>Loops>Lyric>Beta>LibMods>VC.tedit

#### Conventions

This manual uses the following conventions:

- Case is significant in Xerox LOOPS and Lisp. All selectors, methods, arguments, etc., must be typed as shown. Typically, this means that method names are capitalized and variables are not.
- Arguments appear in italic type.
- Selectors, methods, functions, objects, classes, and instances appear in bold type.

For example, a method appears as follows:

(\_ self Selector Arg1 Arg2)

Examples appear in the following typeface:

```
89 ( LOGIN)
```

All examples are typed into an Interlisp Exec. This is the recommended Exec for all Xerox LOOPS
expressions.

- Methods with an exclamation mark (!) suffix usually perform operations deeply into class structure instead of only on a given object.
- Methods with a question mark (?) suffix usually are predicates; that is, truth functions.
- Methods often appear in the form ClassName.SelectorName.
- Cautions describe possible dangers to hardware or software.
- · Notes describe related text.

This manual describes the Xerox LOOPS items (functions, methods, etc.) by using the following template:

Purpose: Gives a short statement of what the item does.

Behavior: Provides the details of how the item operates.

Arguments: Describes each argument in the following format:

argument Description

Returns: States what the item returns, and does not appear if the item does not return a

value. The phrase "Used as a side effect only." means that the purpose of the item is to perform a computation or action that is independent of any

returned value, not to return a particular value.

Categories: A way to group related methods. For example, all the methods releated to

Masterscope on the class FileBrowser have the category Masterscope, not

**FileBrowser**. This item appears only for methods.

Specializes: The next higher class in the class hierarchy that contains a method with the

same selector. For example, RectangularWindow.Open can specialize

Window.Open. This appears only for methods.

Specializations: The next lower class in the class hierarchy that contains a method with the

same selector. For example, Window.Open is a specialization of

**RectangularWindow.Open**. This appears only for methods.

Example: An example is often included to show how to use the item and what result it

produces. Some examples may appear differently on your system, depending

on the settings of various print flags.

## **Style Sheet Addenda**

Here are some guidelines I used when writing the LOOPS manuals. Items appear in rather random order.

- · Avoid contractions.
- Avoid subscripts. Use WORD1 rather than WORD to avoid inconsistent line leading.
- Avoid wording that starts "Note that..." or "Notice that...". Either make it a
  note with correct format or eliminate the "Note that".
- · Use semicolons rather than m-dashes.
- Each item in the template starts with an initial capital letter; e.g., "Describes..."
- The arguments are identical in the calland in the argument description.

- Parenthesies appear around expressions and square brackets appear around the name of the functionality.
- The arrow in the expression is the NS character ←, not \_. These characters appear similarly when printed, but differently on the screen. See the section, "Special Notes and Cautions," for details
- A period appears after the word None, after argument descriptions, and Returns: item.
- Items are set to or return T (instead of true).
- Menus contain options, not items or selections.
- You drag (not roll) the mouse to the right of a menu option to see its submenu.
- Use "above" and "below" when referrering to things in the same section, section numbers and names when referrering to things in the same chapter, and chapter numbers and names when referrering to things in another chapter.
- Please study the following style sheet carefully before you start to edit. The various appearances of active value and annotated values are especially crazy making.

```
These things appear in bold:
```

class variables functions instance variables messages methods variables

ActiveValue - specific class/instance active value - general information activeValue - previous implementation of ActiveValue

annotatedValue - data type **AnnotatedValue** - specific class
annotated values - general information

bitmap

data type

file package filecoms

inspector

Lisp Library package **localState** - instance variable

non-NIL

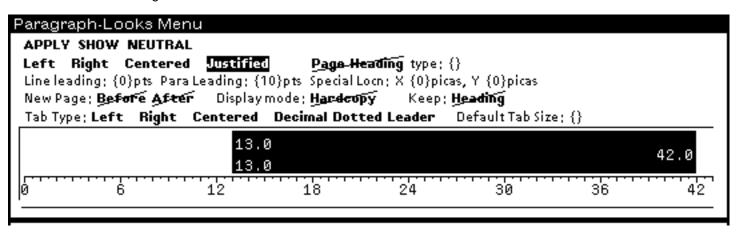
prettyprints

supers list

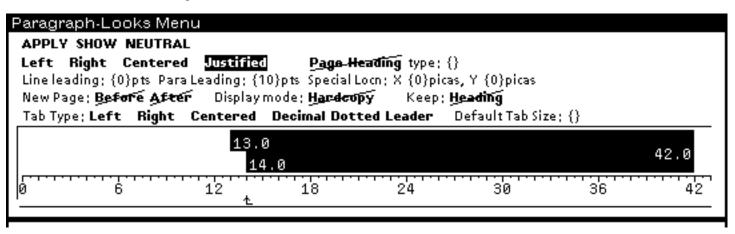
Figures

## Paragraph Formatting

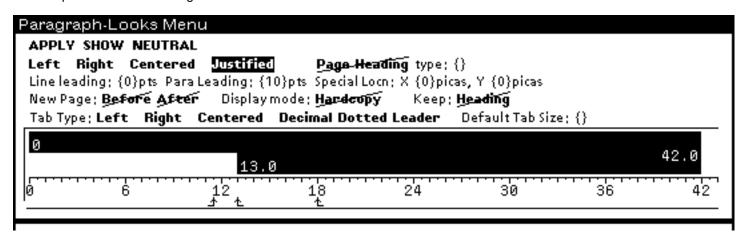
The text has the following format:



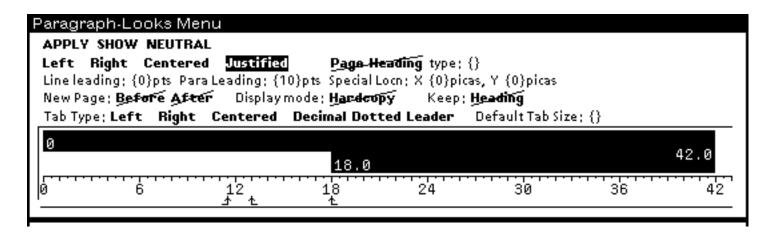
Bulleted lists have the following format:



The template has the following format:



The Arguments section of the template has the second line start at 18 instead of 13.



### **Page Layout**

Page numbering varies with the chapter.

```
Page Layout Menu

APPLY SHOW

For page: First (&Default) Other Left Other Right

Starting Page #: {19} Paper Size: Letter Legal A4 Landscape

Page numbers: No Yes X: {46,5} Y: {1,25} Format: 128 xiv XIV

Alignment: Left Centered Right

Text before number: {} Text after number: {}

Margins: Left {4,5} Right {4,5} Top {1,25} Bottom {4,5}

Columns: {1} Col Width: {42,0} Space between cols: {0,0}
```

```
Page Layout Menu

APPLY SHOW

For page; First (&Default) Other Left Other Right

Starting Page #; {} Paper Size; Letter Legal A4 Landscape

Page numbers; No Yes X; {46,5} Y; {1,25} Format; 128 xiv XIV

Alignment; Left Centered Right

Text before number; {} Text after number; {}

Margins; Left {4,5} Right {4,5} Top {4,5} Bottom {4,5}

Columns; {1} Col Width; {42,0} Space between cols; {0,0}
```

## Bitmaps, Graphs, and Sketches

To do SEdit and Inspector examples for the manual, you need to reset your FONTPROFILE and scale the resulting windows to 0.8.

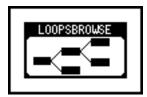
- -- In your Interlisp Executive, enter (DV FONTPROFILE)
- -- Edit the FONTPROFILE to be as follows. (some of this is probably overkill, but it does eliminate any suprizes)

```
SEdit FONTPROFILE Package; INTERLISP
((DEFAULTFONT 1 (GACHA 12 BRR)
              (GACHA 10)
              (TERMINAL 10))
 (ITALICFONT 1 (HELVETICA 12 MIR)
             (GACHA 10 MIR)
             (MODERN 10 MIR))
 (BOLDFONT 2 (HELVETICA 12 BRR)
           (HELVETICA 10 BRR)
           (MODERN 10 BRR))
 (LITTLEFONT 3 (HELVETICA 10)
             (HELVETICA 8 MIR)
             (MODERN 10 MIR))
 (TINYFONT 6 (GACHA 10)
           (GACHA 8)
           (TERMINAL 8))
 (BIGFONT 4 (HELVETICA 14 BRR) NIL (MODERN 12 BRR))
 (MENUFONT 5 (HELVETICA 12))
 (COMMENTFONT 6 (HELVETICA 12)
              (HELVETICA 10)
              (MODERN 10))
 (TEXTFORT 7 (TIMESROMAN 12) NIL (CLASSIC 12)))
```

- -- In your Interlisp Executive, enter (FONTPROFILE FONTPROFILE) (SEDIT.RESET)
- -- Make bitmaps of the resulting windows, and scale these bitmaps to 0.8

To get the pop-up menus (and their drag-through submenus) into a bitmap for using as an illustration:

- --Move your type-in point to the exec window.
- --Bring up your pop-up menu.
- --control-G
- --When the menu comes up, select Mouse \*run. This will cause a break and spawn a new mouse process, so that the mouse continues to work.
- --Move your type-in point to the tedit window.
- --Shift-snap the menu image into the tedit window.
- --Move the type-in point to the break window and type ^.



--To have your browser menus be a different font, type in your Interlisp Exec

(SETQ MENUFONT (FONTCREATE 'TERMNIAL 12 'BOLD))

- -- The global variable MENUFONT which is currently set to (HELVETICA 10 MRR).
- --The menus that have already been created will still display this old font. Either recreate the browsers to force the menus to be recreated, or send a message to the browser
- (\_ browser ClearMenuCache)

to force that browser to recreate its menus.

## **Special Notes and Cautions**

Make sure you have changed the underscore to be a left arrow before loading and printing any files. To do this,

- Enter the following commands into your Executive:

```
(GETCHARBITMAP (CHARCODE _) '(MODERN 10 MRR))(EDITBM IT)
```

- When the bitmap editor apears, delete the underscore and insert the following left arrow:

....X ....XX ....XXXXXX ....XX

- Finally, enter the following commands into your Executive to store the pattern:

```
(PUTCHARBITMAP (CHARCODE _) '(MODERN 10 MRR) IT)
(PUTCHARBITMAP (CHARCODE _) '(MODERN 10 BRR) IT)
(PUTCHARBITMAP (CHARCODE _) '(TERMINAL 10 MRR) IT)
(PUTCHARBITMAP (CHARCODE _) '(TERMINAL 10 BRR) IT)
(PUTCHARBITMAP (CHARCODE _) '(TERMINAL 12 BRR) IT)
```