READBRUSH

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uses: BITMAPFNS

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INTRODUCTION

This module implements two things:

(IDLE.GLIDING.BRUSH W box wait)   [Function]

Like the default IDLE.BOUNCING.BOX Idle function but glides the bitmap around the screen instead of bouncing it.

(READBRUSHFILE file)   [Function]

Reads files in the ".brush" format used by Mesa/Viewpoint. Returns a pair of bitmap/mask (or just (bitmap) if there is no mask. Brush file names use defaults from BRUSHDIRECTORY, initially {goofy:osbu north:xerox}<hacks>data>brushes> (and of use only inside Xerox.)

(READBRUSH file)   [Function]

Calls READBRUSHFILE and then creates a window with that brush in it.

BRUSHDIRECTORY   [Variable]

Default location to get brushes from.

Adds an entry to IDLE.FUNCTIONS for "Gliding box", which will use IDLE.GLIDING.BOX on the brush selected from a menu created by enumerating all of the .brush files on BRUSHDIRECTORY.