
KEYOBJ

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KEYOBJ provides a LISP imageobject which mimics a key. The default image looks like this:



These keys are pressed by clicking the mouse inside the key's image. The result of pressing a key is determined (just like the physical key) by the Interlisp-D system function KEYACTION. To enter a KEYOBJ into TEdit type ^o. Inside the window that pops up, call the following function:

(KEYOBJ.CREATE KeyName KeyLabel Abortable) [Function]

KeyName is the key that you want the object to behave like. (CENTER in the example above). KeyLabel is an optional label other than the key whose action it mimics. If KeyLabel is a list of two elements, the first is displayed above the second. Abortable is a flag which indicates that no transitions should be generated if the mouse button is released outside the key image.

KEYOBJ.FONT [Variable]

Determines the font in which the label is created inside the keyobj. Default is Helvetica 10.