
BUTTONS

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DESCRIPTION

BUTTONS is a facility for creating icons which will trigger actions when they are clicked in. Each button has a label and an action associated with it. There are three different things which one can do with buttons: Trigger the action, move the button, and bring up a button command menu. These are initiated by use of the left, middle, and right mouse buttons within each button. The command menu is also available through the background menu entry "Button Control." The button world can be tailored (somewhat) using button properties.

Clicking with the Left mouse button on a button and then letting up causes the action associated with the button to be taken. If the action is a list it will be evaluated, otherwise it is stuffed into the system read buffer. The button inverts while the action is being taken.

Clicking with the Middle mouse button allows one to move the button on the screen. The button moves on a grid, unless the left shift key is down.

Clicking with the Right mouse button brings up a menu with the following commands:

- Redisplay** -- redisplay this button
- Move** -- same as clicking with the middle button
- Copy** -- make a copy of this button and move it
- Edit** -- invoke the structure editor on the label and the action of this button
- Close** -- close this button (but keep it)
- Rollout: **Close All Buttons** -- close all open buttons
- Delete** -- delete this button
- Rollout: **Delete All Buttons** -- delete all existing buttons
- Create Button** -- make a new button and move it

Expose Buttons -- redisplay all buttons (including previously closed ones)
Align Buttons -- prompts for alignment axis, then for successive buttons to line up
Save Buttons -- save current buttons and button properties in default data file
 Rollout: **Save Some Buttons** -- prompt for file and for which buttons to save
Restore Buttons -- discard current buttons, restore saved buttons and properties
 Rollout: **Load Some Buttons** -- prompt for file to load, keep/discard current buttons

When BUTTONS is loaded, a single "Create Button" button is placed in the lower left corner of the screen. See RESTORE.BUTTONS below for setting up your buttons programmatically.

FUNCTIONAL INTERFACE

(CREATE-BUTTON *action label location noopenflg*) [Function]

Creates a button with indicated action and label at the given location and displays it unless *noopenflg* is non-NIL. If *action* is NIL, *label* will be used for *action*. If *label* is NIL, (CAR *action*) will be used for *label* if *action* is a list, *action* otherwise. If both *action* and *label* are NIL, the values of the button properties DEFAULT-ACTION and DEFAULT-LABEL will be used instead. If *location* is not a POSITION or a REGION, the user is prompted for a location.

(BUTTONSPROP *propname {newvalue}*) [Function]

Returns the current value of the button property *propname*. If *newvalue* is given, it becomes the new value. The following properties (and their initial values) are currently in use :

DEFAULT-LABEL	"Create Button"
DEFAULT-ACTION	(CREATE-BUTTON)
MENU-FONT	(MODERN 12 BOLD)
LABEL-FONT	(MODERN 10 BOLD)
GRID-ORIGIN	(15 . 15)
SAVE-DIRECTORY	NIL
EDIT-SHADE	4104
EXEC-SHADE	65535

The value of SAVE-DIRECTORY must be acceptable to the function DIRECTORYNAME (i.e., either NIL for login host & directory, or T for current directory, or a standard host & directory spec).

(RESTORE-BUTTONS *filename keep-current-buttons?*) [Function]

Reinstalls the buttons stored on *filename*, which defaults to SAVED-BUTTONS.DATA on the directory indicated by the button property SAVE-DIRECTORY. Existing buttons are discarded unless *keep-current-buttons?* is non-NIL.

(SAVE-BUTTONS *filename buttons*)

[Function]

Saves the given *buttons* in *filename*, which defaults to SAVED-BUTTONS.DATA on the directory indicated by the button property SAVE-DIRECTORY. If *buttons* is NIL, all current buttons will be saved.

(SAVE-SOME-BUTTONS *filename buttons*)

[Function]

Saves the given *buttons* in *filename*. If *buttons* is NIL, you are prompted to indicate the buttons to be saved. If *filename* is NIL, you are prompted to supply a file in which to save the indicated buttons.

(LOAD-SOME-BUTTONS *filename*)

[Function]

Loads the buttons in *filename*. You are prompted to indicate whether to keep the current buttons or discard them. If *filename* is NIL, you are prompted to supply a file from which to load the buttons.