
TEdit-Process-Killer

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INTRODUCTION

TEDIT-PROCESS-KILLER provides a simple interface to removing and restoring the process of a TEdit window. The processes of TEdit windows can be killed selectively or a TEDIT-KILLER process can be started to keep the total number of active TEdit processes at or near some threshold level. TEdit processes are automatically rebuilt when you button in their windows.

INTERFACE

(KILL-PROCESS-OF-TEDIT-WINDOW *WINDOW*) [Function]

kills the processes associated with the main window of *WINDOW*, and all of the attached windows. Each process is killed in such a way that the TEdit can be restarted. It is not an error to call this function on a TEdit whose process has already been killed.

(WITHOUT-TEDIT-PROCESS *WINDOW*) [Function]

returns T if this window does not have a process, because the process was killed by KILL-PROCESS-OF-TEDIT-WINDOW, NIL otherwise.

(RESTART-PROCESS-OF-TEDIT-WINDOW *WINDOW*) [Function]

restarts the TEdit processes for the main window of *WINDOW* and all attached windows if the processes have been killed by KILL-PROCESS-OF-TEDIT-WINDOW.

(START-TEDIT-KILLER) [Function]

starts up a process called TEDIT-KILLER which wakes up at regular intervals to kill off the least recently used TEdit processes. There are two global vars available to the user to affect its operation:

TEDIT-PROCESS-LIMIT [Variable]

Defaults to 10. The preferred threshold of running TEdit processes. Every time TEDIT-KILLER wakes up, it kills off enough TEdit processes to bring the total down to this limit.

TEDIT-KILLER-WAIT-TIME [Variable]

Defaults to 10000. The time in milliseconds between wake-ups of TEDIT-KILLER.

(STOP-TEDIT-KILLER) [Function]

kills any running TEDIT-KILLER process.

NOTES

In order to force a TEdit to be killed off when shrunk, simply do

```
(WINDOWADDPROP <Win> 'SHRINKFN (FUNCTION KILL-PROCESS-OF-TEDIT-WINDOW))
```

and, if you like,

```
(WINDOWADDPROP <Win> 'EXPANDFN (FUNCTION RESTART-PROCESS-OF-TEDIT-WINDOW))
```

BUGS

We don't kill lafite sendmessage processes.