

TABLE of CONTENTS

Preface	vii
1. Brief Glossary	1-1
2. Typing Shortcuts	
Programmer's Assistant.....	2-1
If You Make a Mistake	2-2
3. Using Menus	
Making a Selection from a Menu	3-1
Explanations of Menu Items	3-2
Submenus	3-2
Summary	3-3
4. How to Use Files	
Types of Files	4-1
Directories	4-1
Directory Options	4-2
Subdirectories	4-2
To See What Files Are Loaded	4-3
Simple Commands for Manipulating Files	4-3
Connecting to a Directory	4-3
File Version Numbers	4-4
5. FileBrowser	
Calling the FileBrowser	5-1
FileBrowser Commands	5-3
6. Those Wondertul Windows!	
Windows Provided by Medley.....	6-1
Creating a Window	6-2
Right Button Default Window Menu	6-2
Explanation of Each Menu Item	6-3
Scrollable Windows	6-4
Other Window Functions	6-5
PROMTPRINT	6-5
WHICHW	6-6

7. Editing and Saving

Defining Functions	7-1
Simple Editing in the Executive Window	7-2
Using the List Structure Editor	7-3
Commenting Functions	7-4
File Functions and Variables: How to See and Save Them	7-5
File Variables	7-5
Saving Interlisp-D on Files	7-5

8. Your Init File

Using the USERGREETFILES Variable	8-1
Making an Init File	8-1

9. Medley Forgiveness: DWIM

9-1

10. Break Package

Break Windows	10-1
Break Package Examples	10-1
Ways to Stop Execution from the Keyboard (Breaking Lisp)	10-3
Break Menu	10-3
Returning to Top Level	10-4

11. WhatTo Do If

11-1

12. Window and Regions

Windows 12-1	
CREATEW	12-1
WINDOWPROP	12-2
Getting Windows to Do Things	12-3
BUTTONEVENTFN	12-5
Looking at a Window's Properties	12-5
Regions	12-5

13. What Are Menus?

Displaying Menus	13-1
Getting Menus to Do Stuff	13-2
WHENHELDFN and WHENSELECTEDFN Fields of a Menu	13-3
Looking at a Menu's Fields	13-5

14. Bitmaps

14-1

15. Displaystreams

Drawing on a Displaystream	15-1
DRAWUNE	15-1
DRAWTO	15-2
DRAWCIRCLE	15-3
FILLCIRCLE	15-1
Locating and Changing Your Position in a Displaystream	15-4
DSPXP0SITION	15-5
DSPYPOSITION	15-5
MOVETO	15-5

16. Fonts

What Makes Up a Font	16-1
Fontdescriptors and FONTCREATE	16-2
Display Fonts	16-3
InterPress Fonts	16-3
Functions for Using Fonts	16-4
FONTPROP - Looking at Font Properties	16-4
STRINGWIDTH	16-5
DSPFONT- Changing the Font in One Window	16-5
Personalizing Your Font Profile	16-6

17. The Inspector

Calling the Inspector	17-1
Using the Inspector	17-2
Inspector Example	17-2

18. Masterscope

SHOW DATA Command and GRAPHER	18-2
-------------------------------------	------

19. Where Does All the Time Go? SPY

How to Use Spy with the SPY Window	19-1
How to Use SPY from the Lisp Top Level	19-2
Interpreting SPY's Results	19-2

20. Free Menus

Free Menu Example	20-1
Parts of a Free Menu Item	20-2
Types of Free Menu Items	20-3

21. The Grapher

Say it with Graphs	21-1
Add a Node	21-2
Add a Link	21-2
Delete a Link	21-2
Delete a Node	21-2
Move a Node	21-2
Making a Graph from a List	21-2
Incorporating Grapher into Your Program	21-2
More of Grapher	21-2

22. Resource Management

Naming Variables and Records	22-1
Some Space and Time Considerations	22-2
Global Variables	22-3
Circular Lists	22-3
When You Run Out of Space	22-4

23. Simple Interactions with the Cursor, a Bitmap, and a Window

GETMOUSESTATE Example Function	23-1
Advising GETMOUSESTATE	23-2
Changing the Cursor	23-2
Functions for Tracing the Cursor	23-3
Running the Functions	23-6

24. Glossary of Global System Variables

Directories	24-1
Flags	24-2
History Lists	24-3
System Menus	24-3
Windows	24-4
Miscellaneous	24-4

25. Other Useful References 25.1**Index** INDEX-1

[This page intentionally left blank]