TOUCHY BUTTONS

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Uses: Rooms

This document last edited on January 22, 88.

INTRODUCTION

This Rooms Users Package provides a number of "touchy" buttons i.e. buttons that visually depend on the state of the world and change the state of the world when touched. Right now I provide three types of touchy buttons: includer, toggler, and once-only. You can make a touchy button by calling rooms::make-<touchy-type>. I will take suggestions for any others that people think may be useful since I'm trying to abstract the touchy technology.

BUTTON CONSTRUCTORS

(ROOMS::MAKE-INCLUDER *ROOM-NAME*)   [Function]

Includers allow you to conveniently mixin or mixout rooms. For example, you can have "Notecards-Mixin" and "Programming-Mixin" Rooms and have includer buttons in your personal "Pockets."   Then you can include these functionality traits whenever you need them no matter the room.

(ROOMS::MAKE-TOGGLER *VARIABLE-NAME*)   [Function]

Toggle buttons allow you to toggle boolean variables. This should obviously be generalized to something that allows you to select or circulate through value settings.

(ROOMS::MAKE-ONCE-ONLY *FORM INITIAL-TEXT FINAL-TEXT*)   [Function]

A once-only button evaluates a form exactly once in a sysout and then displays that it is exhausted. For Example:

```
(ROOMS::MAKE-ONCE-ONLY   (IL:PROMPTPRINT   "Hello,   World")   "Fire..."
"Exhausted")
```