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## READDATATYPE

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READDATATYPE gives @ a read macro definition (in the **INTERLISP** readtable) so that it can be used to type in datatype pointers directly. For example, suppose you have lost your pointer to a window (or menu, etc.) but you have the printed representation around (eg. {WINDOW}#56,17470) then you can do things like:

```
90_ (INVERTW @{WINDOW}#56,17470)
{WINDOW}#56,17470
```

The read macro is only intended to be used at the *read-eval-print* loop. If the character following the @ is not a { then the read macro returns the @ character just as if you had typed it in so that other expressions that use @, like '(A B ,@FILELST C D)', will still work correctly.

Although the read macro does not need the data type name in the brackets (eg. {MENU}) to get the pointer, it does require it in order to check the pointer to make sure it is of the correct *type*. If the pointer is not of the type specified, then the read macro returns NIL.

The following form is used in the COMS of the file to set the syntax of @ in the **INTERLISP** readtable and can be used to add the capability to other readtables and/or characters:

```
(SETSYNTAX '%@ ' (MACRO FIRST READDATATYPE) (FIND-READTABLE "INTERLISP"))
```