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## Description/Introduction

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Gauges are an important part of the LOOPS user interface for both developers and end users. Gauges assist in understanding the dynamic nature of the programs. This is in contrast to the more typical case of debugging programs using static means. In the creation of user-friendly interfaces, you can use gauges to display, in analog or digital form, various data that may be changing. Also, by employing active gauges, you can provide a convenient way to interact with a system.

One of the features of gauges is the ease with which you can use them in a system. In more traditional languages, if you want to understand how a variable is changing over the course of a computation, you must make modifications in your program wherever you want to begin or end the examination of a variable. Given the capabilities of active values used by gauges, you need only attach or detach a gauge to the data that you are interested in monitoring.

The following types of gauges are available:

- Meter; a circular instrument that wraps around any number of times.
- Dial; a bounded dial, like an automobile speedometer.
- LCD; a gauge that uses the entire window to display a value.
- Scale; a horizontal or vertical display of a gauge.
- ActiveScale; a scale that allows you to change the gauge value.

Gauges are an example of the combination of programming capabilities within LOOPS. The different types of gauges are defined within the context of an inheritance lattice. This allows the more general functionality and variables to be allocated to more general gauge classes, with specific functionality placed in more restricted classes. You can also see the use of mixins to add a small amount of functionality to several different classes of gauges.

Note: Mixins are classes that are used only in conjunction with another class to create a subclass.

The methods within gauges are built upon both function calling and message sending. Gauges are "attached" to objects through the mechanism of active values. Since gauges are built upon the mechanism of active values, gauges can only be attached to data within objects. It is not possible to use gauges to monitor any arbitrary Lisp variable.

Prerequisites

The default font for gauges is Modern 10.

Installation/Loading Instructions

Gauges are divided among several different files to allow you to load only those objects and functions that you need. The table below lists the files to load for each type of gauge. The filecoms for each file will try to load any other required gauge files from **LOOPSLIBRARYDIRECTORY**. The file **GAUGES.DFASL** and either **GAUGEINSTRUMENTS.DFASL** or **GAUGEALPHANUMERICS.DFASL** will always be loaded; other files may also be loaded.

Gauge	File to load
LCD	GAUGEALPHANUMERICS.DFASL
METER	GAUGEMETERS.DFASL
DIAL	GAUGEDIALS.DFASL
SCALE	GAUGESCALES.DFASL
ACTIVE SCALE	GAUGEACTIVE.DFASL

Additionally, the file **GAUGESELFSCALEMIXIN.DFASL** can be loaded to add the class **SelfScaleMixin**, and **GAUGEALARMS.DFASL** can be loaded to add the class **AlarmMixin**.

To load the required files, first set the value of **LOOPSDIRECTORY** to include the directory where the gauges files are stored, then type the following expression in the Executive:

(LOAD 'FILENAME)

To load all of the gauges, load the file **GAUGELOADER** and then enter (LOADGAUGES). **GAUGELOADER** also sets the variables: **GAUGEFILES** and **GaugeClasses**.

(LOADGAUGES LDFLG SOURCES?FLG) [Function]

- Purpose:

Loads all the gauges.
- Behavior:

Assumes that all of the gauge files are on the **LOOPSDIRECTORY** search path.  
  
All the gauge files will be loaded based upon the settings of *LDFLG* and *SOURCES?FLG*. A **FILESLOAD** expression is built up and evaluated.
- Arguments:

*LDFLG*

Can be NIL, PROP, or SYSLOAD. See the **LDFLG** discussion under loading in the *Interlisp-D Reference Manual*.

*SOURCES?FLG*

Can be NIL or T. If NIL, this attempts to load the compiled files before trying to load the sources. If T, only the sources are loaded.
- Returns:

Used for side effect only.

**GAUGEFILES**

[Variable]

Behavior: Initialized to (GAUGEACTIVE GAUGEALARMS GAUGEALPHANUMERICS  
GAUGEBOUNDEDMIXIN GAUGEDIALS GAUGEDIGIMETER  
GAUGEDIGISCALE GAUGEINSTRUMENTS GAUGEMETERS GAUGES  
GAUGESCALES GAUGESELFSCALEMIXIN)

**GaugeClasses**

[Variable]

Behavior: Initialized to (GaugeAV ActiveGaugeMixin Gauge AlarmMixin BoundedMixin  
SelfScaleMixin)

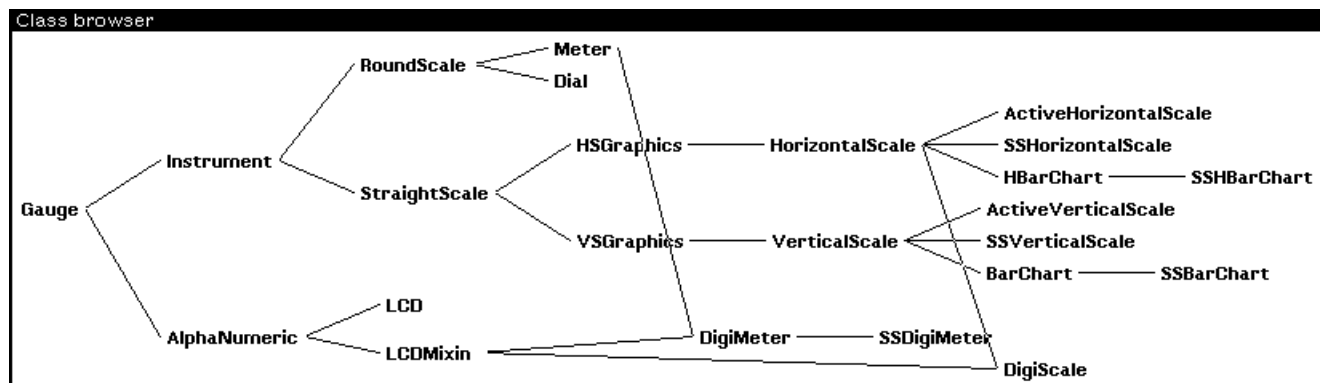
Call (Browse **GaugeClasses**) to open a browser of all of the gauge classes.

**Application/Module Functionality**

This section describes the gauge classes and methods.

**Gauge Classes**

This section describes the available gauges shown in the following browser.



Note: The browser does not include the optional mixin classes.

Within the class description of each class, the instance variables and class variables that are specializations only because they have different default values are not listed.

Name	Type	Description
<b>ActiveGaugeMixin</b>	AbstractClass	A gauge class that allows you to set the value of the variable being monitored with the cursor, via a SET menu.
<b>ActiveHorizontalScale</b> Class		An active gauge that displays the value on a horizontal scale.
<b>ActiveVerticalScale</b>	Class	An active gauge that displays its value on a vertical scale.
<b>AlarmMixin</b>	AbstractClass	A mixin that adds alarm functionality to any gauge.
<b>AlphaNumeric</b>	AbstractClass	A gauge that gives an alphanumeric display of a value.

<b>BarChart</b>	Class	A gauge that displays more than one <b>VerticalScale</b> side-by side.
<b>BoundedMixin</b>	AbstractClass	Creates a bounded scale for <b>displayVal</b> ; to be used as a mixin for instruments.
<b>Dial</b>	Class	A bounded dial, like an automobile speedometer.
<b>DigiMeter</b>	Class	A gauge that displays both an <b>LCD</b> and a meter.
<b>DigiScale</b>	Class	A gauge that displays both an <b>LCD</b> and a horizontal scale.
<b>Gauge</b>	AbstractClass	A class for objects that present a dynamic graphical image of a LOOPS value.
<b>GaugeAV</b>	Class	An active value associated with a gauge.
<b>HBarChart</b>	Class	A gauge that displays more than one <b>HorizontalScale</b> side-by side.
<b>HorizontalScale</b>	Class	A labeled, bounded scale with a bar that fills to the right.
<b>HSGraphics</b>	AbstractClass	Gauge that is displayed in the form of a single horizontal scale or bar.
<b>Instrument</b>	AbstractClass	A numeric gauge that is externally scaled by <b>inputLower</b> and <b>inputRange</b> and scaled internally by <b>lower</b> and <b>range</b> .
<b>LCD</b>	Class	Differs from <b>AlphaNumeric</b> in that the entire gauge window is the printing region.
<b>LCDMixin</b>	AbstractClass	Computes print region differently from <b>LCD</b> .
<b>Meter</b>	Class	A circular instrument that wraps around any number of times.
<b>RoundScale</b>	AbstractClass	Abstract Class for instruments with circular (arc) scales.
<b>SelfScaleMixin</b>	AbstractClass	Provides for the gauge to rescale according to the reading.
<b>SSBarChart</b>	Class	A self-scaling version of <b>BarChart</b> .
<b>SSDigiMeter</b>	Class	A self-scaling version of <b>DigiMeter</b> .
<b>SSHBarChart</b>	Class	A self-scaling version of <b>HBarChart</b> .
<b>SSHorizontalScale</b>	Class	Gauge that is displayed in the form of a single scale or bar which rescales itself accordingly.
<b>SSVerticalScale</b>	Class	Gauge that is displayed in the form of a single vertical scale or bar which rescales itself accordingly.
<b>StraightScale</b>	AbstractClass	Abstract Class for instruments with straight scales.
<b>VSGraphics</b>	AbstractClass	Gauge that is displayed in the form of a single vertical scale or bar.
<b>VerticalScale</b>	Class	Gauge that is displayed in the form of a single vertical scale or bar.

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**ActiveGaugeMixin**

[Class]

Description: A gauge class that allows you to set the value of the variable being monitored with the cursor, via a **SET** menu.

MetaClass: AbstractClass

Supers: Object

Class Variables: None.

Instance Variables: **cursor** The cursor to use when changing the scale; the default is NIL.

**ActiveHorizontalScale**

[Class]

Description: An active gauge that displays the value on a horizontal scale. This gauge shows the value of the data it is connected with and allows you to change that data with the gauge.

MetaClass: Class

Supers: ActiveGaugeMixin, HorizontalScale

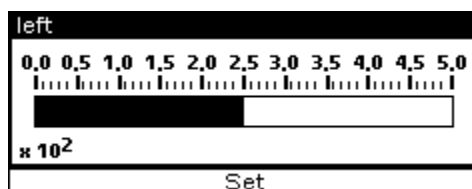
Class Variables: None.

Instance Variables: **cursor** Cursor to use when changing the scale; its property **:initform** is set to **HorizontalAGCursor**.

Example: These gauges have an attached menu at the bottom of the gauge. When you position the cursor over this menu and press a mouse button, the cursor changes to the following shape:



While the left button is held down, the system tracks movements of the cursor and changes the value that the gauge is monitoring.

**ActiveVerticalScale**

[Class]

Description: Similar to **ActiveHorizontalScale**, except that a vertical scale is used.

MetaClass: Class

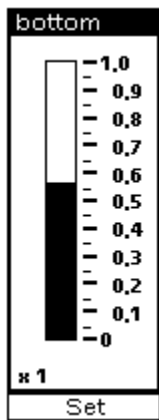
Supers: ActiveGaugeMixin, VerticalScale

Class Variables: None.

Instance Variables: **cursor** Cursor to use when changing the scale; its **:initform** property is set to **VerticalAGCursor**.

Example: Similar to **ActiveHorizontalScale**. When setting, the cursor changes to the following shape:





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**AlarmMixin** [Class]

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Description: A mixin that adds alarm functionality to any gauge. An alarm is defined as warning object that is set off when the value being monitored falls outside of the specified range. The gauge flashes and stays inverted when the alarm is tripped.

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**CAUTION**

When a new class of gauges is created that will use the properties of **AlarmMixin**, **AlarmMixin** should be the first class on the Supers list of the new class. This guarantees that the **AlarmMixin.Set** method is invoked.

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- MetaClass: AbstractClass
- Supers: Object
- Class Variables: MiddleButtonItem
- Instance Variables:
  - lowTripPoint** Alarm is triggered when reading goes below this point.
  - hiTripPoint** Alarm is triggered when reading goes above this point.
  - flashNumber** Number of times alarm will flash when it is tripped.
  - flashInterval** Interval in milliseconds between flashes.

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**AlphaNumeric** [Class]

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- Description: This class contains some of the methods and data for the LCD classes. These gauges can display any type of character, letters, or numbers.
- MetaClass: AbstractClass
- Supers: Gauge
- Class Variables: None.

Instance Variables: **precision** Number of characters displayed in the reading. The default value is 5.

**BarChart**

[Class]

Description: A gauge that can display more than one **VerticalScale** at once, side-by side.

MetaClass: Class

Supers: VerticalScale

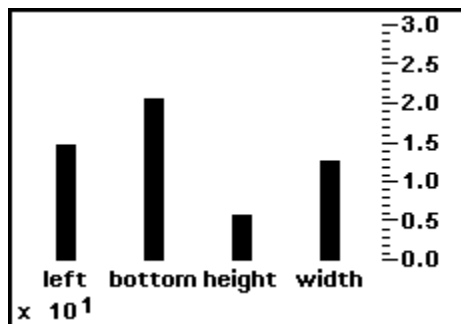
Class Variables: None.

Instance Variables: **maxLabelWidth**  
Maximum width of labels on each bar. Default value is 0 which means no limit.

**scaleLeft**  
Offset within the gauge window from the left for the leftmost bar. Default value is 3.

**scaleBottom**  
Offset within the gauge window from the bottom for all the bars. Default value is 30.

Example: Here is a **BarChart** showing the size and shape of a window. It is displaying the values 15, 21, 13, and 6.

**BoundedMixin**

[Class]

Description: This mixin is a super of the scale classes and **Dial**. If a gauge that has **BoundedMixin** as a super class tries to display a new setting that is outside of the range of the gauge, the gauge will display the minimum or maximum value as appropriate and place a "???" in the window.

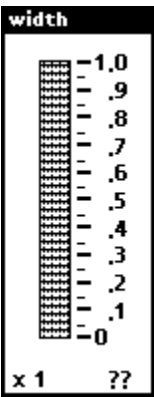
MetaClass: AbstractClass

Supers: Object

Class Variables: None.

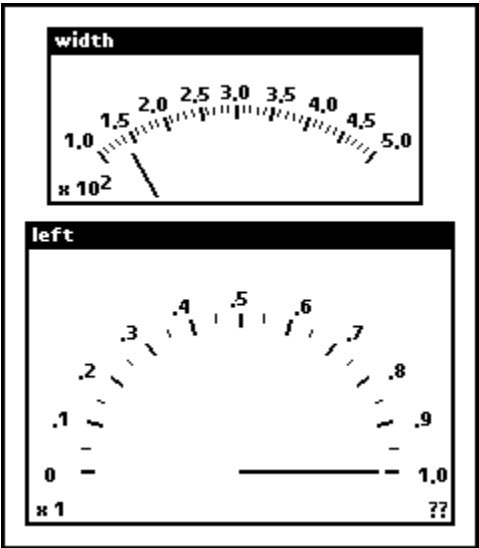
Instance Variables: None.

Example: Here is a vertical scale that displays a reading greater than its maximum.



Dial [Class]

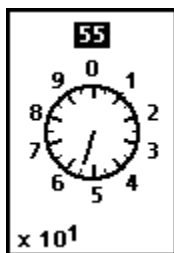
- Description: A bounded dial, like an automobile speedometer.
- MetaClass: Class
- Supers: BoundedMixin, RoundScale
- Class Variables: None.
- Instance Variables: This class specializes the same instance variables as **RoundScale**.
- Example: The angle of the arc changes with the shape of the window.



DigiMeter [Class]

- Description: A gauge that combines both a meter and an LCD.
- MetaClass: Class
- Supers: Meter, LCDMixin
- Class Variables: None.
- Instance Variables: **spaceForLCD**  
Vertical space required by LCD within the gauge. Defaults to 30.
- Example: This **DigiMeter** is displaying 55.



**DigiScale**

[Class]

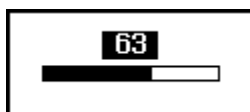
Description: A gauge that combines both a horizontal scale having no ticks and an LCD.

MetaClass: Class

Supers: HorizontalScale, LCDMixin

Class Variables: None.

Example: This **DigiScale** is displaying 63 with its scale set from 0 to 100.

**Gauge**

[Class]

Description: A class for objects that present a dynamic graphical image of a Xerox LOOPS value. This class provides most of the methods for using gauges.

MetaClass: AbstractClass

Supers: Window

Class Variables: **LeftButtonItem**  
Menu options associated with the left mouse button.

**MiddleButtonItem**  
Menu options associated with the middle mouse button.

Instance Variables: **reading** External value of reading. The default value is 0.

**containedInAV**  
Active value that connects the gauge to the data it is monitoring. It should be an instance of the class **GaugeAV**.

**font** Font that is used by a gauge; default value is (Modern 10).

**width** Width of a gauge; has property **min**, which specifies the minimum width for a gauge.

**height** Height of a gauge; has property **min**, which specifies the minimum height for a gauge.

**GaugeAV**

[Class]

Description: An active value that is associated with a gauge.

MetaClass: Class

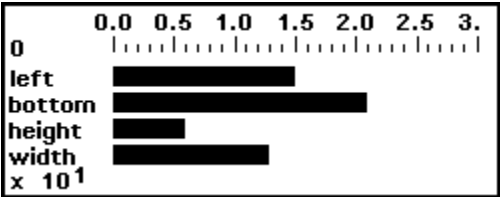
Supers: LocalStateActiveValue

Class Variables:	None.	
Instance Variables:	<b>gauge</b>	The gauge connected to this active value.
	<b>object</b>	The object containing the variable associated with the active value.
	<b>propName</b>	The property name of the associated variable.
	<b>type</b>	Data type of the associated variable.
	<b>varName</b>	Name of the associated variable.

HBarChart

[Class]

Description:	A gauge that can display more than one <b>HorizontalScale</b> at once, side-by-side.	
MetaClass:	Class	
Supers:	HorizontalScale	
Class Variables:	None.	
Instance Variables:	<b>maxLabelWidth</b>	Maximum width of labels on each bar. Default value is 0 which means no limit.
	<b>scaleLeft</b>	Offset within the gauge window from the left for the leftmost bar. Default value is 3.
	Example: Here is an <b>HBarChart</b> showing the size and shape of a window. It is displaying the values 15, 21, 13, and 6.	



HorizontalScale

[Class]

Description:	A labeled, bounded scale with a bar that fills to the right.	
MetaClass:	Class	
Supers:	HSGraphics	
Class Variables:	None.	
Instance Variables:	None.	
Example:	This <b>HorizontalScale</b> is reading 350 on a scale from 0 to 500.	



HSGraphics

[Class]

Description:	This class provides some of the methods for displaying the graphics of a horizontal scale.
MetaClass:	AbstractClass
Supers:	StraightScale
Class Variables:	None.
Instance Variables:	<b>scaleBottom</b> Bottom edge of scale in pixels. The default value is 10. <b>scaleLeft</b> Left edge of scale in pixels. The default value is 12. <b>scaleWidth</b> Width of inside of scale in pixels. The default value is 120. <b>scaleHeight</b> Height of scale in pixels. The default value is 15.

**Instrument**

[Class]

Description:	A class that provides additional methods and data for gauges that display only numerical data. This data is externally scaled by <b>inputLower</b> and <b>inputRange</b> , and scaled internally by <b>lower</b> and <b>range</b> .
MetaClass:	AbstractClass
Supers:	Gauge
Class Variables:	None.
Instance Variables:	<b>ticks</b> Scale marks on the instrument; value is a number or NIL; <b>smallTicks</b> property indicates the number of smaller ticks between each large tick. <b>displayVal</b> Internal value relative to instrument. <b>range</b> Range for internal <b>displayVal</b> . <b>inputRange</b> Range for external reading. <b>lower</b> Lower bound for internal <b>displayVal</b> . <b>inputLower</b> Lower bound for external reading. <b>brushWidth</b> Scale factor for width of ticks, rays, and circles in pixels. <b>labels</b> The labels that will be displayed on the gauge. <b>labelScale</b> A dotted pair representing the sign and exponent of a reading. <b>spaceForLabelScale</b> Extra vertical space to display scale label.

**LCD**

[Class]

Description:	Differs from <b>LCDMixin</b> in that the entire gauge window is the printing region.
MetaClass:	Class
Supers:	AlphaNumeric
Class Variables:	None.
Instance Variables:	None.

Example: This **LCD** is displaying the string "Mumble", and has been **Shaped**to 120 x 60.



**LCDMixin** [Class]

Description: Computes printing region differently from LCD so that an LCD may be added into another window.

MetaClass: AbstractClass

Supers: AlphaNumeric

Class Variables: None.

Instance Variables: **precision** Number of characters displayed in the reading; the default value is 3. Its property is **readingRegion**; the default value is NIL.

**readingY** Y position of bottom of reading. The default value is 7.

**Meter** [Class]

Description: A circular instrument that wraps around any number of times. It displays a sign and exponent in the lower left corner of its window.

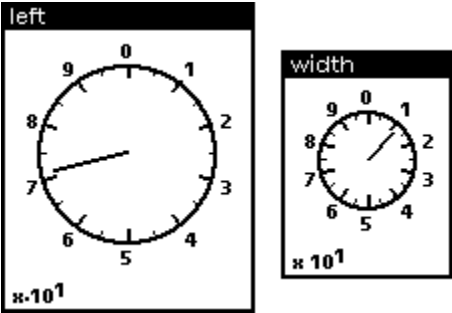
MetaClass: Class

Supers: RoundScale

Class Variables: None.

Instance Variables: This class specializes the same instance variables as **RoundScale**.

Example: The **Meter** on the left is displaying a negative value.



**RoundScale** [Class]

Description: Abstract Class for instruments with circular (arc) scales.

MetaClass: AbstractClass

Supers: Instrument

Class Variables: None.

Instance Variables: **needleLength** Radius of needle in pixels. The default value is 15.

<b>radius</b>	Radius of arc in pixels. The default value is 10.
<b>xc</b>	x-coordinate window coordinate of center of arc. (See <b>DRAWARC</b> in the <i>Xerox Lisp Release Notes, Lyric Release</i> .)
<b>yc</b>	y-coordinate window coordinate of center of arc. (See <b>DRAWARC</b> in the <i>Xerox Lisp Release Notes, Lyric Release</i> .)

### **SelfScaleMixin** [Class]

Description:	Provides for the gauge to rescale according to the reading.
MetaClass:	AbstractClass
Supers:	Object
Class Variables:	None.
Instance Variables:	<b>lowScaleFactor</b> Rescales if reading shrinks so that it will fit more than <b>lowScaleFactor</b> times in <b>inputRange</b> . The default value is 5.

### **SSBarChart** [Class]

Description:	A self-scaling version of <b>BarChart</b> .
MetaClass:	Class
Supers:	BarChart
Class Variables:	None.
Instance Variables:	None.

### **SSDigiMeter** [Class]

Description:	A self-scaling version of <b>DigiMeter</b> .
MetaClass:	Class
Supers:	DigiMeter
Class Variables:	None.
Instance Variables:	None.

### **SSHBarChart** [Class]

Description:	A self-scaling version of <b>HBarChart</b> .
MetaClass:	Class
Supers:	HBarChart
Class Variables:	None.
Instance Variables:	None.

### **SSHorizontalScale** [Class]

Description:	Gauge that is displayed in the form of a single horizontal scale or bar which rescales itself accordingly.
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MetaClass: Class  
Supers: VerticalScale  
Class Variables: None.  
Instance Variables: None.

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**SSVerticalScale****[Class]**

Description: Gauge that is displayed in the form of a single vertical scale or bar which rescales itself accordingly.

MetaClass: Class  
Supers: HorizontalScale  
Class Variables: None.  
Instance Variables: None.

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**StraightScale****[Class]**

Description: Abstract class for instruments with straight scales.

MetaClass: AbstractClass  
Supers: BoundedMixin, Instrument  
Class Variables: None.  
Instance Variables: **shade** Shade of bar; numeric value from 0 to 65535. The default value is 65535, which is BLACKSHADE.

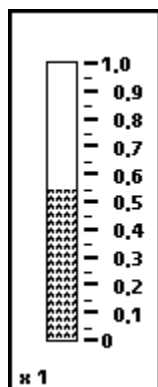
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**VerticalScale****[Class]**

Description: Gauge that is displayed in the form of a single vertical scale or bar.

MetaClass: Class  
Supers: VSGraphics  
Class Variables: None.  
Instance Variables: None.

Example: This **VerticalScale** is displaying the value .55 and has its **Shade** set to 1258.



**VSGraphics**

[Class]

Description:	Similar to <b>HSGraphics</b> but for vertical scales.
MetaClass:	AbstractClass
Supers:	StraightScale
Class Variables:	None.
Instance Variables:	<b>scaleBottom</b> Bottom edge of scale in pixels. The default value is 12. <b>scaleLeft</b> Left edge of scale in pixels. The default value is 15. <b>scaleWidth</b> Width of inside of scale in pixels. The default value is 15. <b>scaleHeight</b> Height of scale in pixels. The default value is 120.

**Gauge Methods**

This section describes the available methods and functions which are used to manipulate gauges. In many cases, a particular gauge class specializes a method defined in the class **Gauge**. In this case, the specialized method definition is not explicitly defined; instead, this is noted in the Specializes/Specializations field of the description.

Name	Type	Description
<b>Attach</b>	Method	Connects a gauge to an object.
<b>Attached?</b>	Method	Determines what the gauge is attached to.
<b>ChangeFont</b>	Method	Sets the gauge's instance variable <b>font</b> and updates the gauge.
<b>Close</b>	Method	Detaches the gauge and closes the window.
<b>Destroy</b>	Method	Destroys the gauge, detaching it first.
<b>Detach</b>	Method	Detaches the gauge from the variable it is attached to.
<b>Reset</b>	Method	Resets the gauge's instance variable <b>reading</b> .
<b>SetScale</b>	Method	Sets the scale for the gauge.
<b>Shape</b>	Method	Sweeps a new region.
<b>ShapeToHold</b>	Method	Shapes the gauge window to its smallest possible size.
<b>Update</b>	Method	Reinitializes the gauge and its display window to reflect the current state.

(← self **Attach** *obj varName propName type xOrPos y*)

[Method of Gauge]

Purpose:	Connects a gauge to an object.
Behavior:	Displays the gauge on the screen and associates that gauge with the variable <i>varName</i> of <i>obj</i> . If <i>propName</i> is specified, the gauge will monitor the variable's property. If <i>xOrPos</i> and <i>y</i> are not specified, a small box will appear which must be positioned to place the gauge.
Arguments:	<i>obj</i> A pointer to the object to which the gauge is to be attached.

<i>varName</i>	The name of the instance variable, class variable, or method to which the gauge is to be attached.
<i>propName</i>	If non-NIL, the gauge will be attached to this property.
<i>type</i>	One of IV, CV, or METHOD, within the object being connected to the gauge. If NIL, it defaults to IV.
<i>xOrPos</i>	A numerical value to specify where, in screen coordinates, the gauge will be placed on the display. If NIL, you are asked to place the gauge on the screen. This can be a number to specify the x coordinate or a position. If it is a number, also specify <i>y</i> .
<i>y</i>	If <i>xOrPos</i> is not a position, this specifies the y coordinate in screen coordinates for the gauge.

Returns: *self*

Specializations: **StraightScale.Attach** has an additional *shade* argument so that the shade of the scale may be specified at the time the gauge is attached. The following shows the argument list for this method:

```
(_ ($ instance OfHorizontalScale) Attach obj varName shade propName type  
xOrPos y)
```

The **Attach** methods for **BarChart**, **HBarChart**, and their subclasses take an additional *label* argument. If no *label* argument is given, the bar is labeled with *varName*. The *label* argument comes last, as follows:

```
(_ ($ instance OfBarChart) Attach obj varName propName propName type  
xOrPos y label)
```

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(← *self* **Attached?** *don'tPrintFlg*) [Method of Gauge]

---

Purpose: Determines what a gauge is attached to.

Behavior: If *don'tPrintFlg* is non-NIL this returns the value of the gauge instance variable **containedInAV**. If *don'tPrintFlg* is NIL, the **object** and the **varName** the gauge is attached to will be printed in an attached window.

Arguments: *don'tPrintFlg* Suppresses displaying what the gauge is attached to.

Returns: NIL

---

(← *self* **ChangeFont** *newFont*) [Method of Gauge]

---

Purpose/Behavior: Sets the gauge's instance variable **font** to *newFont* and updates the gauge. If the gauge is too small for *newFont*, it is reshaped.

Arguments: *newFont* A font in which to display the gauge's text.

Returns: Previous value of **font**.

---

(← *self* **Close**) [Method of Gauge]

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Purpose/Behavior: Detaches the gauge and closes the window.

Returns: CLOSED

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(← *self* **Destroy**) [Method of Gauge]

---

Purpose/Behavior: Destroys the gauge, detaching it first before closing the window.



Returns: NIL

(← *self Detach*)

[Method of Gauge]

Purpose/Behavior: Detaches the gauge from the variable to which it is attached. This prints in an attached window that the gauge is being detached, and deletes all of the links connecting the gauge, active value, and object being monitored. Does not close the window.

Returns: NIL

(← *self Reset newReading*)

[Method of Gauge]

Purpose/Behavior: Sets the gauge's instance variable **reading** to *newReading* and updates the gauge. If the gauge is too small for *newReading* and it is **SelfScaling**, it is reshaped.

Arguments: *newReading* Sets the instance variable **reading** to *newReading*, and updates the gauge without going through any intermediate steps.

Returns: NIL if gauge is **AlphaNumeric** or **RoundScale**; otherwise *self*.

Specializations: **Alphanumeric.Reset**, **RoundScale.Reset**

Example: The following example causes the LCD to be redisplayed with the *newReading*:

```
13_( _ ($ lcd1) Reset "New Title")
```

(← *self SetScale min max*)

[Method of Gauge]

Purpose/Behavior: Sets the scale for the gauge; computes the new scale values and redisplayes if necessary.

Arguments: *min* Lowest value on scale.

*max* Highest value on scale.

Returns: *self*

(← *self Shape newRegion noUpdateFlg*)

[Method of Gauge]

Purpose/Behavior: If *newRegion* is NIL, you are prompted to sweep out a region which has a minimum sized based upon a **min** property of **IV width** and **height:;min**. If *newRegion* is non-NIL, it is first checked to guarantee that it is at least as large as **width:;min** by **height:;min**.

Arguments: *newregion* List specifying the external coordinates of the window in which the gauge is displayed; list is of the form (left, bottom, width, height).

*noUpdateFlg*  
If NIL, reshapes the gauge.

Returns: NIL

Specializes: Window

Specializations: **LCD**, **Meter**, **DigiMeter**. **Meter.Shape** has an extra argument *ExtraSpaceFlg*. If T, this will allow you to shape a fairly arbitrary region for the gauge; if NIL, the meter is constrained to be close to a square. This latter behavior is what the user sees when trying to shape the meter from the window menu.

**BarChart**, **HBarChart**, and their subclasses can only be freely **Shaped** in the direction their bars run (i.e., **BarCharts** can be **Shaped** vertically and **HBarCharts** can be **Shaped** horizontally). Their size along the other dimension is fixed by the number of values attached to the chart.

Example: This example reshapes the gauge to a location where the lower left corner is at (10,100) a width of 50 and a height of 150.

```
14_(_ ($ lcd1) Shape '(10 100 50 150))
```

---

(← *self* **ShapeToHold**)

[Method of Gauge]

Purpose/Behavior: Shapes the gauge window to its smallest possible size based on **width:;min** and **height:;min** and redisplay the gauge.

Returns: NIL

Specializations: **LCD.Shape**

---

(← *self* **Update**)

[Method of Gauge]

Purpose/Behavior: Reinitializes the gauge and its display window to reflect the current state.

Returns: *self*

Categories: Window

---

## Examples

The typical use pattern for a gauge is to first create it, set the scale to the appropriate value, and attach it to the desired data.

To attach a horizontal scale to a Xerox LOOPS window, **w1**, first enter

```
15_(_ ($ Window) New 'w1)
#,(($& HorizontalScale (|OZW0.1Y:.;h.Qm:| . 495))
```

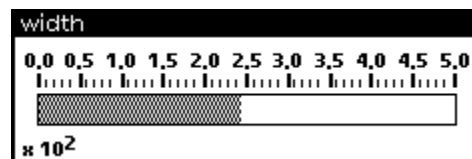
```
16_(_ ($ HorizontalScale) New 'hs1)
#,(($& HorizontalScale (|OZW0.1Y:.;h.Qm:| . 496))
```

```
17_(_ ($ hs1) SetScale 0 500)
NIL
```

Now make the connection.

```
18_(_ ($ hs1) Attach ($ w1) 'width GRAYSHADE)
#,(($& HorizontalScale (|OZW0.1Y:.;h.Qm:| . 496))
```

The following gauge appears and you are prompted to place it .



The title of the gauge shows the instance variable being monitored.

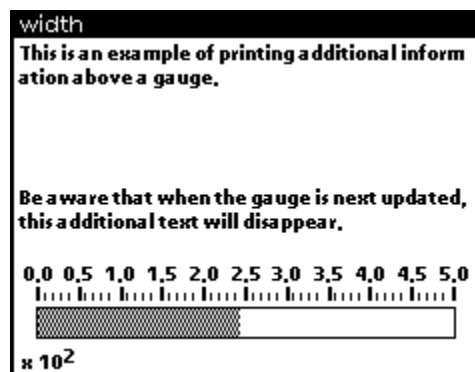
Gauges can be shaped larger. The graphics used to display scales do not change; extra white space is added to the top or right. You can use this space to print additional information, as follows:

```
19 _ (MOVETOUPPERLEFT (@ ($ hs1) window))
   {WINDOW}#372,7104
```

```
20 (PRIN1 "This is an example of printing additional
information above a gauge.
```

Be aware that when the gauge is next updated, this additional text will disappear." (@ (\$ hs1) window))  
 "This is an example of printing additional information above a gauge.

Be aware that when the gauge is next updated, this additional text will disappear."



## Limitations

When a font is changed, a gauge occasionally needs to be updated to be correctly displayed.

Instruments can have only floating point numbers for labels, and cannot have integers.

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