

File created: 15-Jul-88 16:33:54 {MCS:MCS:STANFORD}<LANE>READDISPLAYFONT.;2

changes to: (VARS READDISPLAYFONTCOMS)

previous date: 3-May-88 10:33:05 {MCS:MCS:STANFORD}<LANE>READDISPLAYFONT.;1

Read Table: INTERLISP

Package: INTERLISP

Format: XCCS

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(RPAQQ **READDISPLAYFONTCOMS**

(( \* Redefinition of DISPLAY font functions to facilitate addition of new font types)  
(FNS \READDISPLAYFONTFILE FONTFILEFORMAT)  
(ADDVARS (DISPLAYFONTTYPES (AC \READACFONTFILE)  
(STRIKE \READSTRIKEFONTFILE)))  
(GLOBALVARS DISPLAYFONTTYPES)  
(DECLARE%: DONTCOPY (RECORDS DISPLAYFONTTYPE))))

(\* \* Redefinition of DISPLAY font functions to facilitate addition of new font types)

(DEFINEQ

(**READDISPLAYFONTFILE**

[LAMBDA (FAMILY SIZE FACE ROTATION DEVICE CHARSET) ; Edited 3-May-88 10:31 by cdl  
(**DECLARE** (GLOBALVARS DISPLAYFONTEXTENSIONS DISPLAYFONTDIRECTORIES))  
(**bind** FONTFILE FONTTYPE CSINFO STREAM **for** EXTENSION **inside** DISPLAYFONTEXTENSIONS  
**when** (SETQ FONTFILE (\FINDFONTFILE FAMILY SIZE FACE ROTATION DEVICE CHARSET DISPLAYFONTDIRECTORIES  
(LIST EXTENSION)))  
**do** (\* Use CLOSE? to avoid redundant CLOSEF in AC font file case)  
(RESETLST  
[RESETSAVE NIL `(CLOSEF? , (SETQ STREAM (OPENSTREAM FONTFILE 'INPUT)  
(if (SETQ FONTTYPE (ASSOC (**FONTFILEFORMAT** STREAM T)  
DISPLAYFONTTYPES))  
**then** (SETQ CSINFO (**with** DISPLAYFONTTYPE FONTTYPE (APPLY\* READFN STREAM FAMILY SIZE FACE)))  
**else** (SHOULDNT)))  
(RETURN CSINFO)])

(**FONTFILEFORMAT**

[LAMBDA (STREAM LEAVEOPEN) ; Edited 3-May-88 10:26 by cdl  
(\* Returns the font format of STREAM)  
[OR (OPENP STREAM 'INPUT)  
(SETQ STREAM (OPENSTREAM STREAM 'INPUT)  
(PROG1 (OR (LET [(EXTENSION (FILENAMEFIELD (FULLNAME STREAM)  
'EXTENSION])  
( \* AC and Strike files count on side effects of this function so we have to handle them separately for now)

(if (AND [NOT (FMEMB EXTENSION ' (AC STRIKE]  
(ASSOC EXTENSION DISPLAYFONTTYPES))  
**then** EXTENSION))  
(SELECTC (\WIN STREAM)  
((LIST (LLSH 1 15)  
(LOGOR (LLSH 1 15)  
(LLSH 1 13))))

(\* If high bit of type is on, then must be strike. If 2nd bit is on, must be strike-index, and we punt.  
We don't care about the 3rd bit)

(\* first word has high bits (onebit index fixed)%. Onebit means "new-style font" %, index is 0 for simple strike, 1 for index,  
and fixed is if all chars have max width. Lisp doesn't care about "fixed")

' STRIKE)  
((LOGOR (LLSH 16 8)  
12)

(\* This is the length of a standard index header. Other files could also have this value, but it's a pretty good discriminator)

(\* Skip to byte 25; do it with BINS so works for non-randaccesssp devices.  
This skips the standard name header, then look for type 3 in the following header)

(FRPTQ 22 (\BIN STREAM)) (\* (SETFILEPTR STREAM 25))  
(AND (EQ 3 (LRSH (\BIN STREAM)  
4))  
' AC))

```
{MEDLEY}<lispusers>READDISPLAYFONT.;1  (FONTFILEFORMAT cont.)
```

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```
      NIL))
      (OR LEAVEOPEN (CLOSEF STREAM)))]))

)

(ADDTOTVAR DISPLAYFONTTYPES (AC \READACFONTFILE)
          (STRIKE \READSTRIKEFONTFILE))

(DECLARE%: DOEVAL@COMPILE DONTCOPY

(GLOBALVARS DISPLAYFONTTYPES)
)

(DECLARE%: DONTCOPY

(DECLARE%: EVAL@COMPILE

(RECORD DISPLAYFONTTYPE (TYPE READFN))
)
)

(PUTPROPS READDISPLAYFONT COPYRIGHT ("Stanford University" 1988))
```

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FUNCTION INDEX

FONTFILEFORMAT .....1 \READDISPLAYFONTFILE .....1

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RECORD INDEX

DISPLAYFONTTYPE .....2

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VARIABLE INDEX

DISPLAYFONTTYPES .....2

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