EDITBG

By: Christopher Lane (Lane@Sumex-Aim.Stanford.Edu)

EDITBG is a tool for editing both the background and background border shades. The functions CHANGEBACKGROUND and CHANGEBACKGROUNDBORDER both take a shade argument but the shade is interpreted di■erently. A normal black & white shade consists of 16 pixels (see EDITSHADE in the Interlisp Reference Manual) as does the border shade, which covers twice the area. The normal shade has 4 x 4 pixels but the border shade has 2 x 8 pixels where the pixels are twice as tall. WHITESHADE and BLACKSHADE appear the same for both, as does the standard background shade (shown below) but arbitrary shades do not appear the same.

Background   **Background Border**
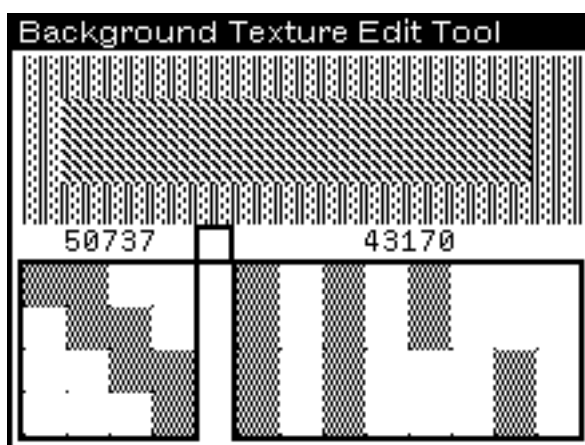

$$34850 = 2^{15} + 2^{11} + 2^5 + 2^1$$

(EDITBACKGROUND)   [Function]

Brings up an edit tool (also available from the background menu) which lets you edit both a normal shade and a border shade and see how they combine:

The bottom half of the window has a background texture editor on the left and a border texture editor on the right. The top half of the window shows the background texture within the border texture as it would appear on the screen. Buttoning the small box in the center of the window will change the background and border textures on the screen to those displayed.