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## TOUCHY BUTTONS

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Uses: Rooms

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### 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")
```