

CompiledMethod  
RSVanDerPloegLuaLineDrivenLayout, protocol [hook](#).

on: shapes edges: edges

```
| whxyExternalAddress childrenExternalAddress whgExternalAddress nshapes j addr nedges rootIndex inputDuration parseDuration layoutDuration outputDuration positioningDuration gbreadth gdepth |
nshapes := shapes size.
nedges := edges size.
```

```
self vertically
  ifTrue: [
    gbreadth := self gapsPoint x.
    gdepth := self gapsPoint y ]
  iffFalse: [
    gbreadth := self gapsPoint y.
    gdepth := self gapsPoint x ].

inputDuration := [
  whxyExternalAddress := Float64TypedExternalAddress
    allocate: nshapes * 3.

  whgExternalAddress := Float64TypedExternalAddress
    allocate: nshapes * 2.

  childrenExternalAddress := Int32TypedExternalAddress
    allocate:
      nshapes + nedges.

  rootIndex := nil.
  j := 1.
  shapes do: [ :shape |
    | idx wdummy hdummy w h |
    idx := shape propertyVanDerPloegLuaImplIndex.

    shape == self rootShape ifTrue: [ rootIndex := idx ].

    w := shape encompassingRectangle width.
    h := shape encompassingRectangle height.

    whxyExternalAddress
      at: idx put: w;
      at: nshapes + idx put: h;
      at: nshapes * 2 + idx put: gbreadth.

    self vertically
      ifTrue: [
        wdummy := w.
        hdummy := gdepth ]
      iffFalse: [
        wdummy := gdepth.
        hdummy := h ].

    whgExternalAddress
      at: idx put: wdummy;
      at: nshapes + idx put: hdummy.

    childrenExternalAddress
      at: idx
      put: shape propertyVanDerPloegLuaImplChildrenSize.

    j := j + 1 ].

  self assert:
    (rootIndex isNotNil and: [
      rootIndex between: 1 and: nshapes ]).

  edges do: [ :aLine |
    childrenExternalAddress
      at: j
      put: aLine to propertyVanDerPloegLuaImplIndex.

    j := j + 1 ].

  j := j - 1. "because `j` points to the next available memory location."
  self assert: nshapes + nedges = j ] timeToRun.
```

```
self liblua withOpenedLibsStateDo: [ :state |
  parseDuration := [
    self liblua
      assert: [ :ll |
        ll
          luaL: state
          dostring:
            'tidy = require "non-layered-tidy-trees" ];
        on: state push: #tidy;
        lua: state
        get: -1
        field: 'reifyflatchunks'
        remove: true.

    self liblua assert: [ :ll |
      ll
        lua_pcall: state
        valueWithArguments: {
          nshapes.
          whxyExternalAddress.
          whgExternalAddress.
          childrenExternalAddress.
          rootIndex }
        lets: #( r nodes ) ] ] timeToRun.
```

```
layoutDuration := [
  self liblua
    on: state push: #tidy;
    lua: state
    get: -1
    field: 'layout'
    remove: true;
    lua_newtable: state;
    on: state push: #r;
    lua: state set: -2 field: 'root';
    on: state push: self vertically;
    lua: state set: -2 field: 'vertically';
    on: state push: true;
    lua: state set: -2 field: 'centeredxy'.

  self liblua assert: [ :ll |
    ll lua_pcall: state nargs: 1 nresults: 0 ] ]
  timeToRun.
```

```
outputDuration := [
  self liblua
    on: state push: #tidy;
    lua: state
    get: -1
    field: 'flat_xy_into'
    remove: true;
    on: state push: nshapes;
    on: state push: #nodes;
    on: state push: whxyExternalAddress.

  self liblua assert: [ :ll |
    ll lua_pcall: state nargs: 3 nresults: 0 ].

  self liblua assert: [ :ll |
    ll luaL: state dostring: 'tidy.free(r)' ].

  addr := self liblua
    lua: state getglobal: 'nodes';
    lua_touserdata: state at: -1.

  self liblua
    lua: state pop: 1;
    lua_pushnil: state;
    lua: state setglobal: 'nodes'.

  addr free ] timeToRun ].
```

```
positioningDuration := [
  shapes do: [ :shape |
    | kk x y |
    kk := shape propertyVanDerPloegLuaImplIndex.

    x := whxyExternalAddress at: kk.
    y := whxyExternalAddress at: nshapes + kk.

    shape position: x @ y ";
    extent: shape extent * Float silverRatio" ] ]
  timeToRun.
```

```
whxyExternalAddress free.
whgExternalAddress free.
childrenExternalAddress free.
```

```
^ {
  inputDuration.
  parseDuration.
  layoutDuration.
  outputDuration.
  positioningDuration }
```