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1. `wmii_newlisp/actions.nls` [Generics]

[Top] [Generics]

NAME

`actions.nls`

SYNOPSIS

A replacement `wmii` handler in `newlisp`.
 This file contains all the code related to window manager
 "actions"
 handlers. These are window manager events that user
 visible

AUTHOR

Luis R. Anaya

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1.1. `actions.nls/Action` [Functions]

[Top] [`actions.nls`] [Functions]

NAME

`Action`

DESCRIPTION

Evaluates the macro and executes the selected action.

INPUT

`a` - action - A list containing the action to perform.

OUTPUT

Action is executed.

1.2. actions.nlspl/action-items [Functions]

[Top] [actions.nlspl] [Functions]

NAME

action-items

DESCRIPTION

Contains all the actions and its bound command name. The bound command is extracted and piped through dmenu/wimenu

INPUT

a - action - Used for variable substitution for macro creation

OUTPUT

Case statement mapping an action name to a piece of logic.

1.2.1. action-items/exec [Generics]

[Top] [action-items] [Generics]

NAME

exec

DESCRIPTION

Executes dmenu, used to obtain the name of an executable and spawn it to background.

1.2.2. action-items/exec-term [Generics]

[Top] [action-items] [Generics]

NAME

exec-term

DESCRIPTION

Executes dmenu, used to obtain the name of an executable runs it in a terminal.

1.2.3. action-items/quit [Generics]

[Top] [action-items] [Generics]

NAME

quit

DESCRIPTION

Quits from the window manager

1.2.4. action-items/status [Generics]

[Top] [action-items] [Generics]

NAME

status

DESCRIPTION

Forked on start, it is used to write the status in the lower right hand corner of the window manager. The default definition is in newlisp/wmiirc

1.3. actions.nls/Actions [Variables]

[Top] [actions.nls] [Variables]

NAME

Contains list of available actions

SOURCE

```
(setq Actions (key-list (action-items a)))
```

2. wmii_newlisp/events.nls [Generics]

[Top] [Generics]

NAME

events.nlsp

SYNOPSIS

A replacement wmii handler in newlisp.

This file contains all the code related to window manager "events" handlers. These are window manager events that **not** user visible

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2.1. events.nlsp/Event [Functions]

[Top] [events.nlsp] [Functions]

NAME

Event

DESCRIPTION

Evaluates the macro and executes the selected event.

INPUT

e - event - A list containing the event to perform.

OUTPUT

Event is executed.

2.2. events.nlsp/event-items [Functions]

[Top] [events.nlsp] [Functions]

NAME

event-items

DESCRIPTION

Contains all the events and its bound command. The bound

command

is obtained from the event loop handler

INPUT

e - event - Used for variable substitution for macro creation

OUTPUT

Case statement mapping an event name to a piece of logic.

2.2.1. event-items/CreateTag [Generics]

[Top] [event-items] [Generics]

NAME

CreateTag

DESCRIPTION

Creates a workspace.

2.2.2. event-items/DestroyTag [Generics]

[Top] [event-items] [Generics]

NAME

DestroyTag

DESCRIPTION

Destroys a workspace.

2.2.3. event-items/FocusTag [Generics]

[Top] [event-items] [Generics]

NAME

FocusTag

DESCRIPTION

Brings a workspace into view.

2.2.4. event-items/Key [Generics]

[Top] [event-items] [Generics]

NAME

Key

DESCRIPTION

Key handler - not in use.

2.2.5. event-items/LeftBarDND [Generics]

[Top] [event-items] [Generics]

NAME

LeftBarClick LeftBarDND

DESCRIPTION

Handles drag and drop into the lower left corner of the window.

2.2.6. event-items/Notice [Generics]

[Top] [event-items] [Generics]

NAME

Notice

DESCRIPTION

Writes notice in the notice bar which is in the lower right hand corner
of the window manager.

2.2.7. event-items/NotUrgentTag [Generics]

[Top] [event-items] [Generics]

NAME

NotUrgentTag

DESCRIPTION

Removes an asterisk into a workspace when an urgent message is
expired.

2.2.8. event-items/Termination [Generics]

[Top] [event-items] [Generics]

NAME

List termination ""

DESCRIPTION

List terminator. Used by the key-list function to indicate the last option.

2.2.9. event-items/UnFocusTag [Generics]

[Top] [event-items] [Generics]

NAME

FocusTag

DESCRIPTION

Brings a workspace out of view.

2.2.10. event-items/Unresponsive [Generics]

[Top] [event-items] [Generics]

NAME

Unresponsive

DESCRIPTION

Handles unresponsive clients by presenting a dialog and asking the disposition of the client.

2.2.11. event-items/UrgentTag [Generics]

[Top] [event-items] [Generics]

NAME

UrgentTag

DESCRIPTION

Adds an asterisk into a workspace when an urgent message is detected by the window manager.

2.3. events.nls/Events [Variables]

[Top] [events.nls] [Variables]

NAME

Contains list of available events.

SOURCE

```
(setq Events (key-list (events-items e)))
```

3. wmii_newlisp/keys.nls [Generics]

[Top] [Generics]

NAME

keys.nls

SYNOPSIS

A replacement wmii handler in newlisp.

This file contains all the code related to key bindings and operations.

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3.1. keys.nls/Key [Functions]

[Top] [keys.nls] [Functions]

NAME

Key

DESCRIPTION

Evaluates the macro and executes the selected key stroke.

INPUT

k - key stroke - A list containing the key stroke and arguments.

OUTPUT

Key stroke command is executed.

3.2. keys.nlspl/key-items [Functions]

[Top] [keys.nlspl] [Functions]

NAME

key-items

DESCRIPTION

This macro builds the list of the operations that relate to key bindings.

INPUT

k - key stroke - Contains a list with the key stroke and arguments

OUTPUT

Cast statement containing the key stroke and operations.

3.2.1. key-items/Mod-a [Generics]

[Top] [key-items] [Generics]

NAME

Mod-a

DESCRIPTION

Opens the wmii action menu. It reads the choices from the Action list and executes dmenu. The actions are defined in action.nlspl.

NOTE

Colors are hard coded, they need to be configurable. This is originally defined with wimenu, but in this case, dmenu was used because of convenience.

3.2.2. key-items/Mod-Control-Down [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Control-Down

DESCRIPTION

Select the stack below.

3.2.3. key-items/Mod-Control-t [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Control-t

DESCRIPTION

Toggles all other key bindings.

3.2.4. key-items/Mod-Control-Up [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Control-Up

DESCRIPTION

Select the stack above.

3.2.5. key-items/Mod-d [Generics]

[Top] [key-items] [Generics]

NAME

Mod-d

DESCRIPTION

Set column to default mode. Default mode is stacked mode in which all clients are of the same size.

3.2.6. key-items/Mod-Down [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Down

DESCRIPTION

Selects the client on the bottom.

3.2.7. key-items/Mod-e [Generics]

[Top] [key-items] [Generics]

NAME

Mod-e

DESCRIPTION

Opens the program menu, gets input from the user and executes the selected program.

NOTE

Colors are hard coded, they need to be configurable. This is originally defined with wimenu, but in this case, dmenu was used because of convenience.

3.2.8. key-items/Mod-f [Generics]

[Top] [key-items] [Generics]

NAME

Mod-f

DESCRIPTION

Toggle selected client into full screen state.

3.2.9. key-items/Mod-Left [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Left

DESCRIPTION

Selects the client on the left.

3.2.10. key-items/Mod-m [Generics]

[Top] [key-items] [Generics]

NAME

DESCRIPTION

Set column to maximum mode. Maximum mode places the client to occupy all available space. Clients are overlay one on top of the other. The number of clients is listed in the upper right hand corner of the client's title frame.

3.2.11. key-items/Mod-Return [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Return

DESCRIPTION

Launch a terminal as defined in WMII_TERM.

3.2.12. key-items/Mod-Right [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Right

DESCRIPTION

Selects the client on the right.

3.2.13. key-items/Mod-s [Generics]

[Top] [key-items] [Generics]

NAME

Mod-s

DESCRIPTION

Set column to stack mode. Stack mode overlaps clients one on top of the other. Window decorations are visible on all clients within a workspace.

3.2.14. key-items/Mod-Shift-c [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Shift-c

DESCRIPTION

Kills selected client.

3.2.15. key-items/Mod-Shift-Down [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Shift-Down

DESCRIPTION

Moves the selected client to the bottom.

3.2.16. key-items/Mod-Shift-Left [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Shift-Left

DESCRIPTION

Moves the selected client to the left.

3.2.17. key-items/Mod-Shift-q [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Shift-q

DESCRIPTION

Dismantles the window manager and quits.
Ths is a divergence from the original
script. It is just for convenience.

3.2.18. key-items/Mod-Shift-Right [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Shift-Right

DESCRIPTION

Moves the selected client to the right.

3.2.19. key-items/Mod-Shift-Space [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Shift-Space

DESCRIPTION

Toggle client between floating and managed layers.

3.2.20. key-items/Mod-Shift-t [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Shift-t

DESCRIPTION

Opens the wmii tag menu. It reads the defined workspaces and permits the user to create one with a custom name.

NOTE

Colors are hard coded, they need to be configurable. This is originally defined with wimenu, but in this case, dmenu was used because of convenience.

3.2.21. key-items/Mod-Shift-Up [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Shift-Up

DESCRIPTION

Moves the selected client to the top.

3.2.22. key-items/Mod-Space [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Space

DESCRIPTION

Toggles between floating and managed layers.

3.2.23. key-items/Mod-t [Generics]

[Top] [key-items] [Generics]

NAME

Mod-t

DESCRIPTION

Opens the wmii tag menu. It reads the defined workspaces and permits the user to write the one that the user wishes to swap to.

NOTE

Colors are hard coded, they need to be configurable. This is originally defined with wimenu, but in this case, dmenu was used because of convenience.

3.2.24. key-items/Mod-Up [Generics]

[Top] [key-items] [Generics]

NAME

Mod-Up

DESCRIPTION

Selects the client on the top.

3.2.25. key-items/Tags-0-to-9 [Generics]

[Top] [key-items] [Generics]

NAME

Tags-0-to-9

DESCRIPTION

Loop that creates key for workspace operations.

NOTES

Creates bindings to move clients among workspaces and create new ones with a number from 0 to 9.

3.3. keys.nls/Keys [Variables]

[Top] [keys.nls] [Variables]

NAME

Contains list of key bindings.

SOURCE

```
(setq Keys (convert-to-newline-string (key-list (key-items k))))
```

4. wmii_newlisp/menu.nls [Generics]

[Top] [Generics]

NAME

menu.nls

SYNOPSIS

A replacement wmii handler in newlisp.
This file contains all the code related to window manager "menu" handlers. This file defines menu operations that are run through wmii9menu.

AUTHOR

Luis R. Anaya

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4.1. menu.nls/Menu [Functions]

[Top] [menu.nlspl] [Functions]

NAME

Menu

DESCRIPTION

Evaluates the macro and executes the selected menu action.

INPUT

m - menu action - A list containing the menu action to perform.

OUTPUT

Menu action is executed.

4.2. menu.nlspl/menu-items [Functions]

[Top] [menu.nlspl] [Functions]

NAME

menu-items

DESCRIPTION

Contains all the actions and its bound mouse action.

INPUT

m - menu selection - Contains the variable used to create the case statement.

OUTPUT

Case statement mapping the mouse event to an operations is created.

4.2.1. menu-items/ClientMouseDown [Generics]

[Top] [menu-items] [Generics]

NAME

ClientMouseDown

DESCRIPTION

It handles operations done when the mouse is clicked and held; Used for window operations.

NOTES

It can be improved by not having the options hard coded which should provide flexibility on use. As of now, wi_fmenu presents a menu on right click only.

4.2.2. menu-items/LeftBarClick [Generics]

[Top] [menu-items] [Generics]

NAME

LeftBarMouseClicked

DESCRIPTION

It handles operations done when the mouse is clicked on the lower left hand corner.

Used for workspace selection (workspace switching).

NOTES

It can be improved by not having the options hard coded which should provide flexibility on use. As of now, wi_fmenu presents a menu on right click only.

4.2.3. menu-items/LeftBarMouseDown [Generics]

[Top] [menu-items] [Generics]

NAME

LeftBarMouseDown

DESCRIPTION

It handles operations done when the mouse is clicked and held on the lower left hand corner.

Used for workspace operations.

NOTES

It can be improved by not having the options hard coded which should provide flexibility on use. As of now, wi_fmenu presents a menu on right click only.

4.3. menu.nlsf/menu-operations [Functions]

[Top] [menu.nlsf] [Functions]

NAME

menu-operations

DESCRIPTION

Contains all the actual operations that get executed when a menu item is selected from wmii9menu.

INPUT

m - menu selection - Contains a list with the menu selection and arguments

OUTPUT

Selected operations is executed.

4.3.1. menu-operations/Client-3-Delete [Generics]

[Top] [menu-operations] [Generics]

NAME

Client-3-Delete

DESCRIPTION

Closes the selected window. Not forced.

4.3.2. menu-operations/Client-3-Fullscreen [Generics]

[Top] [menu-operations] [Generics]

NAME

Client-3-Fullscreen

DESCRIPTION

Places the selected window in undecorated fullscreen mode.

4.3.3. menu-operations/Client-3-Kill [Generics]

[Top] [menu-operations] [Generics]

NAME

Client-3-Kill

DESCRIPTION

Kills the selected window. Forced

4.3.4. menu-operations/LBar-1-Click [Generics]

[Top] [menu-operations] [Generics]

NAME

LBar-1-Click

DESCRIPTION

Selects the workspace by clicking on it in the lower left had corner of the screen.

4.3.5. menu-operations/LBar-3-Delete [Generics]

[Top] [menu-operations] [Generics]

NAME

LBar-3-Delete

DESCRIPTION

Closes all the clients and deletes the workspace by *right* clicking on it in the lower left had corner of the screen.

4.4. menu.nls/Menu [Variables]

[Top] [menu.nls] [Variables]

NAME

Contains list of available menu actions

SOURCE

```
(setq Menus (key-list (menu-items m)))
```

5. wmii_newlisp/wmii.nlsp [Generics]

[\[Top \]](#) [\[Generics \]](#)

NAME

wmii.nlsp

SYNOPSIS

A replacement wmii handler in newlisp.

This file contains all the utility functions used by the scripts for various purposes. Each of them is documented in its section.

AUTHOR

Luis R. Anaya

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5.1. wmii.nlsp/clear_operation_list [Generics]

[\[Top \]](#) [\[wmii.nlsp \]](#) [\[Generics \]](#)

NOTES

The following operation lists are assigned "nil" on start. They are initialized when the keys.nlsp, menu.nlsp, actions.nlsp and events.nlsp are loaded later on in the code.

SOURCE

```
(setq Keys nil)
(setq Actions nil)
(setq Menus nil)
(setq Events nil)
```

5.2. wmii.nisp/control [Generics]

[Top] [wmii.nisp] [Generics]

NOTES

The following gets the current values for font, normal and focus color values.

SOURCE

```
(setq wmiifont (wi_readctl "font"))
(setq wmiinormcol (wi_readctl "normcolors"))
(setq wmiifocuscol (wi_readctl "focuscolors"))
```

5.3. wmii.nisp/convert-to-newlines-string [Functions]

[Top] [wmii.nisp] [Functions]

NAME

convert-to-newline-string

DESCRIPTION

Converts a list into a newline separated string.

INPUT

A string of list

OUTPUT

A newline separated string.

NOTES

Naming convention needs to be fixed.

5.4. wmii.nisp/convert-to-padded-string [Functions]

[Top] [wmii.nisp] [Functions]

NAME

convert-to-padded-string

DESCRIPTION

Converts a list into a space separated string.

INPUT

A string of list

OUTPUT

A space separated string.

NOTES

Naming convention needs to be fixed.

5.5. wmii.nlspl/key-list [Functions]

[Top] [wmii.nlspl] [Functions]

NAME

key-list

DESCRIPTION

Parses macro output to get the keys. Used all different handlers to make the available operations known.

INPUT

Output from the macro.creation script.

OUTPUT

List with all available operations.

5.6. wmii.nlspl/loading-routines [Generics]

[Top] [wmii.nlspl] [Generics]

NOTES

The following loads all the required scripts.
It iterates through WMII_CONFPATH and loads them into memory.

SOURCE

```
(dolist (dirtoload (parse (env "WMII_CONFPATH") ":"))  
  ;;  
  ;; Load system in order.
```

```
;;
    (catch
      (load (append dirtoload "/events.nls" )) 'result)
    (catch
      (load (append dirtoload "/actions.nls" )) 'result)
    (catch
      (load (append dirtoload "/keys.nls" )) 'result)
    (catch
      (load (append dirtoload "/menu.nls" )) 'result)
  )
)
```

5.7. wmii.nls/start [Generics]

[Top] [wmii.nls] [Generics]

NOTES

The following is used to determine that the correct script and tells the window manager to start execution using these for management.

SOURCE

```
(if (nil? scriptname)
    (setq scriptname wmiiscript))

(if (= scriptname wmiiscript)
    (! (append "echo Start " wmiiscript " | wmiir write /event
2>/dev/null" )))
```

5.8. wmii.nls/wi_eventloop [Functions]

[Top] [wmii.nls] [Functions]

NAME

wi_eventloop

DESCRIPTION

Main event loops. "Tails" from the wmii event file and gets the event from the window manager.

INPUT

None

OUTPUT

Main execution.

5.8.1. wi_eventloop/keys [Generics]

[Top] [wi_eventloop] [Generics]

NOTES

Write the keystrokes there were defined in keys.nlspl.

SOURCE

```
(! (append "echo \" Keys \" | wmiir write /keys"))
```

5.8.2. wi_eventloop/launch_event_process [Generics]

[Top] [wi_eventloop] [Generics]

NOTES

Create the pipes and launch the process the reads the events.

SOURCE

```
(map set '(myin bcout) (pipe))
(map set '(bcin myout) (pipe))

(setq wmiir_exec (first (exec "which wmiir")))
(setq pid (process (append wmiir_exec " read /event ") bcin
bcout))
```

5.8.3. wi_eventloop/process_event [Generics]

[Top] [wi_eventloop] [Generics]

NOTES

Select the operation based on:

- * Keystroke
- * Quit event
- * Event that has been defined in event.nlspl
- * Action defined in action.nlspl
- * Menu command defined in menu.nlspl

SOURCE

```
(cond
  ((= "Key" commando) (Key (nth 1 a-line)))
  ((= "Quit" commando)
    (begin
      (destroy pid)
```

```

                (destroy statuspid)
                (exit 0)
            ))
        ((not (nil? (find commando Events)))
         (Event a-line))
        ((not (nil? (find commando Menus)))
         (Menu a-line)) )
    ))
)

```

5.8.4. wi_eventloop/read_events [Generics]

[Top] [wi_eventloop] [Generics]

NOTES

Reading events consists of:

- * Iterate through the output stream. and store into a 320 byte buffer.
- * Split the buffer by each event that are separated by newlines.
- * Iterate through those events.
- * Parse events by space and process them.

SOURCE

```

(while (= 1 1)
  (read myin a-stream 320)
  (setq a-stream (parse a-stream "\n"))

  (dolist (a-line a-stream)
    (setq a-line (parse (trim (trim a-line "\n"))))

    (if (not (= a-line '()))

        (begin
          (setq commando (first a-line))

```

5.9. wmii.nlspl/wi_fatal [Functions]

[Top] [wmii.nlspl] [Functions]

NAME

wi_fatal

DESCRIPTION

Writes a fatal message and terminates.

INPUT

Argument list to print.

OUTPUT

Message written and process is terminated.

NOTES

Not in use - not operational.

5.10. wmii.nlspl/wi_fmenu [Functions]

[Top] [wmii.nlspl] [Functions]

NAME

wi_fmenu

DESCRIPTION

It is used to run the pop-up menu wmii9menu and display the selection. After a selection is obtained, it is sent to menu_operations for execution.

INPUT

loc - Location in which the menu was clicked. Text, currently only

"Client" and "LBar" are in use.

cid - Client id, either window id or workspace id.

carg - Client arguments. Pressed button.

options - Menu options to be displayed. (first option) is default.

OUTPUT

Menu executes and an answer is obtained from the user.

NOTES

Only right click raises the menu.

5.11. wmii.nlspl/wi_notice [Functions]

[Top] [wmii.nlspl] [Functions]

NAME

wi_notice

DESCRIPTION

Writes a notice in xmessage and returns.

INPUT

Argument list to print.

OUTPUT

Notice is written.

NOTES

Not in use - not operational.

5.12. wmii.nlspl/wi_processexists [Functions]

[Top] [wmii.nlspl] [Functions]

NAME

wi_processexists

DESCRIPTION

Runs "ps" and checks if a given processid is running or not.

INPUT

Process id

OUTPUT

true if running, nil if not.

5.13. wmii.nlspl/wi_proglist [Functions]

[Top] [wmii.nlspl] [Functions]

NAME

wi_proglist

DESCRIPTION

Gets a sorted list of programs in a given directory.

INPUT

d - Directory to obtain the list.

OUTPUT

Sorted list of files from a directory.

NOTES

Not in use.

5.14. wmii.nls/wi_readctl [Functions]

[Top] [wmii.nls] [Functions]

NAME

wi_readctl

DESCRIPTION

Reads a control attribute from the ixp file system and writes the current value.

INPUT

k - Control Attribute

OUTPUT

Value

5.15. wmii.nls/wi_runcmd [Functions]

[Top] [wmii.nls] [Functions]

NAME

wi_runcmd

DESCRIPTION

Executes tags operations.

INPUT

c - Command to execute.

OUTPUT

Command assigned to a given workspace.

NOTES

This can be repurposed for custom scripts. It needs to be fixed and tested.

5.16. wmii.nlspl/wi_script [Functions]

[Top] [wmii.nlspl] [Functions]

NAME

wi_script

DESCRIPTION

Executes a shell script. Not in use. Not operational

INPUT

s - Script to execute

OUTPUT

Scripts executed

NOTES

This can be repurposed for custom scripts. It needs to be fixed and tested.

5.17. wmii.nlspl/wi_selclient [Functions]

[Top] [wmii.nlspl] [Functions]

NAME

wi_selclient

DESCRIPTION

Gets the selected client.

INPUT

None

OUTPUT

Selected client.

5.18. wmii.nlsp/wi_seltag [Functions]

[Top] [wmii.nlsp] [Functions]

NAME

wi_seltag

DESCRIPTION

Gets the selected workspace.

INPUT

None

OUTPUT

Selected workspace.

5.19. wmii.nlsp/wi_tags [Functions]

[Top] [wmii.nlsp] [Functions]

NAME

wi_tags

DESCRIPTION

Gets the list of current workspaces.

INPUT

None

OUTPUT

List of current workspaces

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