

*AN INTRODUCTION  
TO MEDLEY*

**Medley**

Venue

*An Introduction to Medley*

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An Introduction to Medley

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## PREFACE

*It was dawn and the local told him it was down the road a piece, left at the first fishing bridge in the country, right at the apple tree stump, and onto the dirt road just before the hill. At midnight he knew he was lost.* -Anonymous

Welcome to the Medley Lisp Development Environment, a collection of powerful tools for assisting you in programming in Lisp, developing sophisticated user interfaces, and creating prototypes of your ideas in a quick and easy manner. Unfortunately, along with the power comes mind-numbing complexity. The Medley documentation set describes all the tools in detail, but it would be unreasonable for us to expect a new user to wade through all of it, so this primer is intended as an introduction, to give you a taste of some of the features.

We developed this primer to provide a starting point for new Medley users, to enhance your excitement and challenge you with the potential before you. We're going to make some assumptions about you. For starters, we're going to assume that you're sitting at a workstation that can run Medley. All of the examples in the book figure that you're going to want to try things out. We're also going to assume that you've had some exposure to Lisp.

LISP

Medley actually consists of two complete Lisp implementations, Common Lisp and Interlisp. Most of the examples in this primer are done in Interlisp. However, thanks to the package system, you can call back and forth between the two languages by simply including a package delimiter in front of a symbol name (see figure 6-3).

Throughout we make reference to the *Interlisp-D Reference Manual (IRM)* by section and page number. The material in the primer is just an introduction. When you need more depth, use the detailed treatment provided in the manual.

## Acknowledgements

The early inspiration and model for this primer came from the Intelligent Tutoring Systems group and the Learning Research and Development Center at the University of Pittsburgh. We gratefully acknowledge their pioneering contribution to more effective artificial intelligence.

This primer was originally developed by Computer Possibilities, a company committed to making AI technology available. Primary development and writing was done by Cynthia Cosic, with technical writing support provided by Sam Zordich. It has been re-done by Venue staff to reflect changes in the environment since the original publication.

At Xerox Artificial Intelligence Systems, John Vittal managed and directed the project. Substantial assistance was provided by many members of the AlS staff who provided both editorial and systems support.

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# 1. BRIEF GLOSSARY

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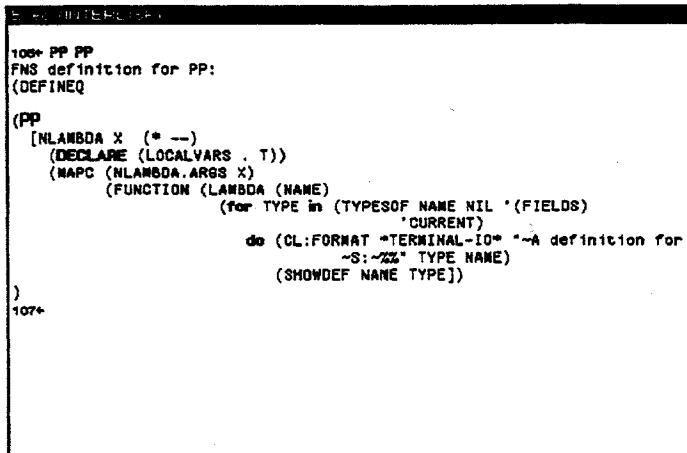
The following definitions will acquaint you with general terms used throughout this primer. You will probably want to read through them now, and use this chapter as a reference while you read through the rest of the primer.

advising	A Medley facility for specifying function modifications without necessarily knowing how a particular function works or even what it does. Even system functions can be changed with advising.
argument	A piece of information given to a Lisp function so that it can execute successfully. When a function is explained in the primer, the arguments that it requires will also be given. Arguments are also called parameters.
atom	The smallest structure in Lisp; like a variable in other programming languages, but can also have a property list and a function definition.
Background Menu	The menu that appears when the mouse is not in any window and the right mouse button is pressed.
binding	The value of a variable. It could be either a local or a global variable. See unbound.
bitmap	A rectangular array of "pixels," each of which is on or off representing one point in the bitmap image.
BREAK	An Lisp function that causes a function to stop executing, open a Break window, and allows you to find out what is happening while the function is halted.
Break Window	A window that opens when an error is encountered while running your program (i.e., when your program has broken). There are tools to help you debug your program from this window. This is explained further in Chapter 14.
browse	To examine a data structure by use of a display that allows you to "move" around within the data structure.
button	(1) (n.) A key on a mouse. (2) (v.t.) To press one of the mouse keys when making a selection.
CAR	A function that returns the head or first element of a list. See CDR.
caret	The small blinking arrowhead that marks where text will appear when it is typed in from the keyboard.
CDR	A function that returns the tail (that is, everything but the first element) of a list. See CAR.
CLISP	A mechanism for augmenting the standard Lisp syntax. One such augmentation included in Interlisp is the iterative statement. See Chapter 9.
cr	Press your Return key.
datatype	(1) The kind of a datum. In Interlisp, there are many system-defined datatypes, e.g., Floating-Point, Integer, Atom, etc.

	(2) A datatype can also be user-defined. In this case, it is like a record made up from system types and other user-defined datatypes.
DWIM	"Do-what-I-mean." Many errors made by Medley users could be corrected without any information about the purpose of the program or expression in question (e.g., misspellings, certain kinds of parenthesis errors). The DWIM facility is called automatically whenever an error occurs in the evaluation of an Interlisp expression. If DWIM is able to make a correction, the computation continues as though no error had occurred; otherwise, the standard error mechanism is invoked.
error	Occasionally, while a program is running, an error may occur which will stop the computation. Interlisp provides extensive facilities for detecting and handling error conditions, to enable the testing, debugging, and revising of imperfect programs.
evaluate or EVAL	To find the value of a form. For example, if the variable X is bound to 5, we get 5 by evaluating X. Evaluation of a Lisp function involves evaluating the arguments and then applying the function.
Executive Window	This is your main window, where you will run functions and develop your programs. This is the window that the caret is in when you turn on your machine and load Medley.
file package	A set of functions and conventions that facilitate the bookkeeping involved with working in a large system consisting of many source code files and their compiled counterparts. Essentially, the file package keeps track of where things are and what things have changed. It also keeps track of which files have been modified and need to be updated and recompiled.
form	Another way of saying s-expression. A Lisp expression that can be evaluated.
function	A piece of Lisp code that executes and returns a value.
history	The programmer's assistant is built around a memory structure called the history list. The history functions (e.g. FIX, UNDO, REDO) are part of this assistant. These operations allow you to conveniently rework previously specified operations.
History List	As you type on the screen, you will notice a number followed by a slash, followed by another number. The first number is the exec number, the second is the event number. Each number, and the information on that line, is stored sequentially as the History List. Using the History List, you can easily reexecute lines typed earlier in a work session. See Chapter 2.
icon	A pictorial representation, usually of a shrunken window.
inspector	An interactive display program for examining and changing the parts of a data structure. Medley has inspectors for lists and other data types.
iterative statement	(also called i.s.) A statement in Interlisp that repetitively executes a body of code. For example, (for x from 1 to 5 do (PRINT x)) is an i.s.
iterative variable	(also called i.v.) Usually, an iterative statement is controlled by the value that the i.v. takes on. In the iterative statement example above, x is the iterative variable because its value is being changed by each

	cycle through the loop. All iterative variables are local to the iterative statement where they are defined.
Lisp	Family of languages invented for "list processing." These languages have in common a set of basic primitives for creating and manipulating symbol structures. Interlisp-D is an implementation of the Lisp language together with an environment (set of tools) for programming, and a set of packages that extend the functionality of the system.
list	A collection of atoms and lists; a list is denoted by surrounding its contents with a pair of parentheses.
Masterscope	A program analysis tool. When told to analyze a program, Masterscope creates a database of information about the program. In particular, Masterscope knows which functions call other functions and which functions use which variables. Masterscope can then answer questions about the program and display the information with a browser.
menu	A way of graphically presenting you with a set of options. There are two kinds of menus: pop-up menus are created when needed and disappear after an item has been selected; permanent menus remain on the screen after use until deliberately closed.
mouse	The mouse is the box attached to your keyboard. It controls the movement of the cursor on your screen. As you become familiar with the mouse, you will find it much quicker to use the mouse than the keyboard.
Mouse Cursor	The small arrow on the screen that points to the northwest.
Mouse Cursor Icons	Four types of mouse cursor icons are shown below.
	Wait. The processor is busy.
	The Mouse Confirm Cursor. It appears when you have to confirm that the choice you just made was correct. If it was, press the left button. If the choice was not correct, press the right button to abort.
	This means "sweep out" the shape of the window. To do this, move the mouse to a position where you want a corner. Press the left mouse button, and hold it down. Move the mouse diagonally to sketch a rectangle. When the rectangle is the desired size and shape, release the left button.
	This is the "move window" prompt. Move the mouse so that the large "ghost" rectangle is in the position where you want the window. When you click the left mouse button, the window will appear at this new location.
NIL	NIL is the Lisp symbol for the empty list. It can also be represented by a left parenthesis followed by a right parenthesis ( ). It is the only expression in Lisp that is both an atom and a list.
pixel	Pixel stands for "picture element." The computer monitor screen is made up of a rectangular array of pixels. Each pixel corresponds to one bit. When a bit is turned on (i.e., set to 1), the pixel on the screen represented by this bit is black.

**pretty printing** Pretty printing refers to the way Lisp functions are printed with special indentation, to make them easier to read. Functions are pretty printed in the structure editor, SEdit (see Chapter 7). You can pretty print uncompiled functions by calling the function PP with the function you would like to see as an argument, i.e. (PP function-name). Note that the function must be defined in memory before invoking PP or PP will not work. For an example of this, see Figure 1-5.



```

SE-EDIT/SE-IDE
105* PP PP
FNS definition for PP:
(DEFINEQ
  (PP
    [NLAMBDA X (* --)
      (DECLARE (LOCALVARS . T))
      (MAPC (NLAMBDA .ARGS X)
        (FUNCTION (LAMBDA (NAME)
          (for TYPE in (TYPESOF NAME NIL '(FIELDS)
            'CURRENT)
            do (CL:FORMAT *TERMINAL-IO* "~A definition for
              -S: ~%~" TYPE NAME)
              (SHOWDEF NAME TYPE)))
        )
      )
    )
  )
107*

```

Figure 1.5. Example of Pretty Printing Function PP

**Programmer's Assistant**

The programmer's assistant accesses the History List to allow you to FIX, UNDO, and/or REDO your previous expressions typed to the executive window (see Chapter 2).

**Prompt Window**

The narrow black window at the top of the screen. It displays system prompts, or prompts you have developed (see Figure 1.6).

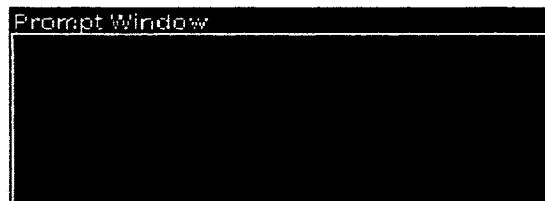


Figure 1.6. Prompt Window

**property list**

A list of the form (<property-name1> <property-value1> <property-name2> <property-value2> ....) associated with an atom. It accessed by the functions GETPROP and PUTPROP.

**record**

A record is a data structure that consists of named "fields". Accessing elements of a record can be separated from the details of how the data structure is actually stored. This eliminates many programming details. A record definition establishes a record template, describing the form of a record. A record instance is an actual record storing data according to a particular record template. (See datatype, second definition.)

**Right Button Default Window Menu**

This is the menu that appears when the mouse is in a window, and the right mouse button is pressed. It looks like the menu in Figure 1.7. If this menu does not appear when you press the right button of the mouse

and the mouse is in the window, move the mouse so that it is pointing to the title bar of the window, and press the right button.

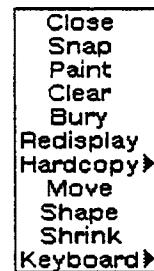


Figure 1.7. Right Button Default Window Menu

s-expression	Short for "symbolic expression". In Lisp, this refers to any well-formed collection of left parentheses, atoms, and right parentheses.
stack	A pushdown list. Whenever a function is entered, information about that specific function call is pushed onto (i.e., added to the front of) the stack. This information includes the variable names and their values associated with the function call. When the function is exited, that data is popped off the stack.
sysout	A file containing a whole Lisp environment: namely, everything you defined or loaded into the environment, the windows that appeared on the screen, the amount of memory used, and so on. Everything is stored in the sysout file exactly as it was when the function SYSOUT was called.
TRACE	A function that creates a trace of the execution of another function. Each time the traced function is called, it prints out the values of the arguments it was called with, and prints out the value it returns upon completion.
unbound	Without value; an atom is unbound if a value has never been assigned to it.
window	A rectangular area of the screen that acts as the main display area for some Lisp process.

## 1. BRIEF GLOSSARY

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## **2. TYPING & TYPING SHORTCUTS**

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Once you have logged in to Medley, you are in Lisp. The functions you type into the Executive Window will now execute, that is, perform the designated task. Lisp is case-sensitive; it often matters whether text is typed in upper or lowercase letters. Use the Shift-Lock, or Caps, key on your keyboard to ensure that everything typed is in capital letters.

You must type all Lisp functions in parentheses. The Lisp interpreter will read from the left parenthesis to the closing right parenthesis to determine both the function you want to execute and the arguments to that function. Executing this function is called "evaluation." When the function is evaluated, it returns a value, which is then printed in the Executive Window. This entire process is called the read-eval-print loop, and is how most Lisp interpreters, including the one for Lisp, run.

The prompt is a number followed by a right angle bracket (see Figure 2-1). This number is the function's position on the History List—a list that stores your interactions with the Lisp Exec. Type `(+ 3 4)`, and notice the History List assigns to the function (the number immediately to the left of the bracket). Lisp reads in the function and its arguments, evaluates the function, and then prints the number 7.

A note on keyboards is necessary at this time. All keyboards are not the same, so some compromises have been made on the location of a few keys to make Medley as useful as possible. One of the most often used keys is the Backspace key. This is the key that erases the single character directly to the left of the cursor. On some machines this key is labeled "Delete". In this book, and all other Medley documentation, reference to the "Backspace key" can be read as the "Delete key", as appropriate for your keyboard.

### **Programmer's Assistant**

---

In addition to the read-eval-print loop, there is also a "programmer's assistant." It is the programmer's assistant that prints the number as part of the prompt in the executive window, and uses these numbers to reference the function calls typed after them.

When you issue commands to the programmer's assistant, you will not use parentheses as you do with ordinary function calls. You simply type the command, and some specification that indicates which item on the history list the command refers to. Some programmer's assistant commands are FIX, REDO, and UNDO. They are explained in detail below.

Programmer's assistant commands are useful only at the Lisp top level, that is, when you are typing into the Executive Window. They do not work in user-defined functions.

As an example use of the programmer's assistant, use REDO to redo your function call `(+ 3 4)`. Type REDO at the prompt (programmer's assistant commands can be typed in either upper or lowercase), then specify the previous expression in one of the following ways:

- When you originally typed in the function you now want to refer to, there was a History List number to the left of the arrow in the prompt. Type this number after the programmer's assistant command. This is the method illustrated in Figure 2-1.

```
Exec (XCL)
400> (+ 3 4)
7
401> REDO 400
7
402>
```

Figure 2-1. Using a Programmer's Assistant Command to REDO a Function

- A negative number will specify the function call typed in that number of prompts ago. In this example, you would type in -1, the position immediately before the current position. This is shown in Figure 2-2.

```
Exec (XCL)
403> (+ 3 4)
7
404> REDO -1
7
405>
```

Figure 2-2. Using a Negative Number after the Programmer's Assistant Command

- You can also specify the function for the programmer's assistant with one of the items that was in that function call. The programmer's assistant will search backwards in the History List, and use the first function it finds that includes that item. For example, type **REDO +** to have the function **(+ 3 4)** re-evaluated.
- If you type a programmer's assistant command without specifying a function (i.e., simply typing the command, followed by cr), the programmer's assistant executes the command using the function entered at the previous prompt.

Figure 2-3 shows a few more examples of how to use the programmer's assistant.

```

Exec (>CL)

422> (+ 5 4)
9
423> REDO
9
424> ?? -2

422>      (+ 5 4)
9

425> (SETQ B 'BOY)
BOY
426> B
BOY
427> USE ABB FOR B IN 425
BOY
428> BB
BOY
429> FIX 425
429> (SETQ B 'BOY2)
BOY2
430> V
V is an unbound variable.

431> B
BOY2
432> BB
BOY
433>

```

Figure 2-3. Some Applications of the Programmer's Assistant

## If You Make a Mistake

Editing in the Executive Window is explained in detail in Chapter 7. In the following section, only a few of the most useful commands are repeated.

To move the caret to a new place in the command being typed, point the mouse cursor at the appropriate position. Then press the left mouse button.

To move the caret back to the end of the command being typed, press Control-X (hold the Control key down, and type X).

To delete:

Character behind the caret	Press the Backspace key
Word behind the caret	Press Control-W (hold the Control key down and type W)
Any part of the command	Move the caret to the appropriate place in the command. Hold the right mouse button down and move the the mouse cursor over the text. All of the blackened text between the caret and mouse cursor is deleted when you release the right mouse button.
Entire command	Press Control-U (hold the Control key down and type U)

Deletions can be undone. Just press the UNDO key.

## 2. TYPING & TYPING SHORTCUTS

To add more text to the line, move the caret to the appropriate position and start to type. Whatever you type will appear at the caret.

### **3. USING MENUS**

---

The purpose of this chapter is to show you how to use menus. Many things can be done more easily using menus, and there are many different menus provided in the Medley environment. Some are "pop-up" menus that are only available until a selection is made, then disappear until they are needed again. An example of one of these is the Background Menu that appears when the mouse is not in any window and the right mouse button is pressed. A background menu is shown in Figure 3-1. Your background menu may have different items on it.



Figure 3-1. Background Menu

Another common pop-up menu is the right button default window menu. This menu is explained more in Chapter 6.

Other menus are more permanent, such as the menu that is always available for use with the Filebrowser. This menu is shown in Figure 3-2., and the specifics of its use with the filebrowser are explained in Chapter 5.

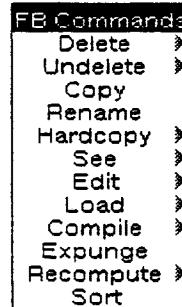


Figure 3-2. Filebrowser Menu

#### **Making a Selection from a Menu**

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To make a selection from a menu, point with the mouse cursor to the item you would like to select. If one of the mouse buttons is already pressed, the menu item should be highlighted in reverse video. If it is a permanent menu, you must press the left mouse button to highlight the item. When you release the button, the item will be selected. Figure 3-3 shows a menu with the item "Undo" chosen.



Figure 3-3. Menu with the Item "Undo" Chosen

## Explanation of Menu Items

Many menu items have explanations associated with them. If you are not sure what the consequences of choosing a particular menu item will be, highlight the menu item but do not release the left mouse button. If the menu item has an explanation associated with it, the explanation will be printed in the prompt window. Figure 3-4 shows the explanation associated with the item "Snap" from the background menu.

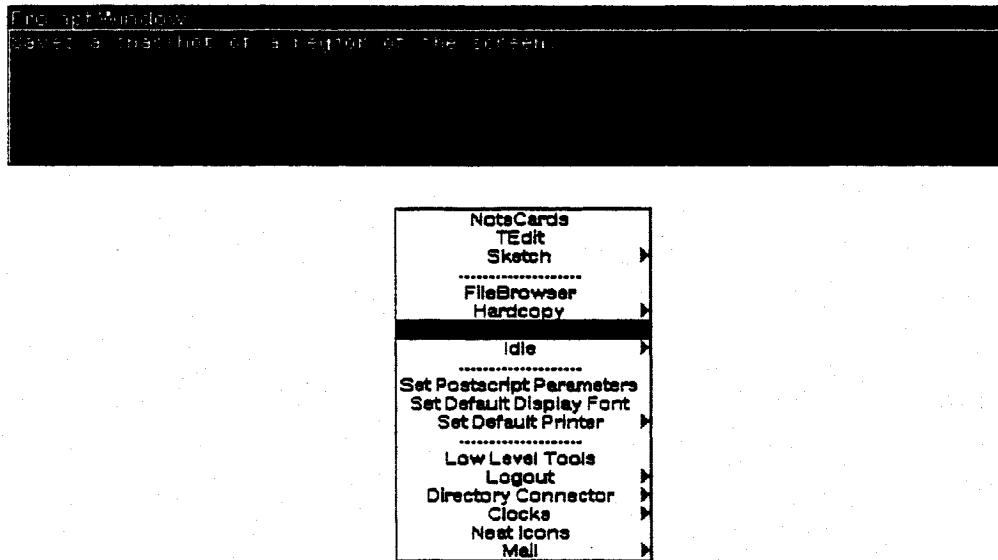


Figure 3-4. Explanation Associated with Selected Menu Item

## Submenus

Some menu items have submenus associated with them. This means that, for these items, you can make even more precise choices if you would like to.

As shown in Figure 3-5, a submenu can be indicated by a gray arrow to the right of the menu item. To see the submenu, highlight the menu item and move the mouse cursor to the right to follow the arrow. Choosing an item from a submenu is done the same way you make a choice from the menu. Any submenus that might be associated with the items in the submenu are indicated in the same way as the submenus associated with the items in the main menu.

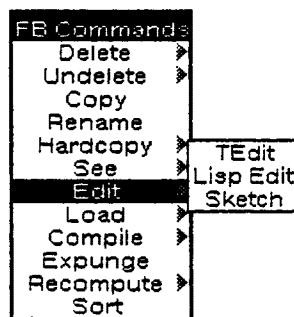


Figure 3-5. Edit Submenu Displayed with Right Arrow

## Summary

In summary, here are a few rules of thumb to remember about the interactions of the mouse and system menus:

- Press the left mouse button to select a menu item
- Press the middle mouse button to get more options on a submenu
- Press the right mouse button to see the default right button window menu, and the background menu

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## 4. HOW TO USE FILES

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### Types of Files

---

A program file, or Lisp file, contains a series of expressions that can be read and evaluated by the Lisp interpreter. These expressions can include function or macro definitions, variables and their values, properties of variables, and so on. How to save Interlisp expressions on these files is explained in Chapter 7. Loading a file is explained in the Simple Commands for Manipulating Files section below.

Not all files, however, have Lisp expressions stored on them. For example, TEdit files store text; sketches are stored on files made with the package Sketch , or can be incorporated into TEdit files. These files are not loaded directly into the environment, but are accessed with the package used to create them, such as TEdit or Sketch.

When you name a file, there are conventions that you should follow. These conventions allow you to tell the type of file by the extension to its name.

If a file contains:

Lisp expressions

Then:

It should either have no extension or it should have the extension .LISP. For example, a file called MYCODE.LISP should contain Lisp expressions.

Compiled Code

It should have the extension .LCOM or .DFASL. For example, a file called MYCODE.DFASL should contain compiled code.

A Sketch

Its extension should be .SKETCH. For example, a file called MOUNTAINS.SKETCH should contain a Sketch.

Text

It should have the extension .TEDIT. For example, a file called REPORT.TEDIT should contain text that can be edited with the editor TEDIT.

### Directories

---

This section focuses on how you can find files, and how you can easily manipulate files. The commands are demonstrated using an Interlisp Executive Window. To use them in a Xerox Common Lisp Executive Window (the default Exec), type IL: immediately in front of the command. To see all the files listed on a device, use the function DIR. For example, to see what files are stored in your current directory, type:

(DIR \*.\* ) or (IL:DIR \*.\* )

Partial directory listings can be gotten by specifying a file name, rather than just a device name. The wildcard character \* can be used to match any number of unknown characters. For example, the command (DIR D\*) will list the names of all files that begin with the letter D. An example using the wildcard is shown in Figure 4-1.

```
Exec (INTERLISP)
126< (DIR {DSK}/USERS/PORTER/TMP/D*)
{DSK}<users>porter>tmp>
DRAFT.TEDIT;1
DRAFT2.TEDIT;1
127<
```

Figure 4-1. Using DIR with a Wildcard

## Directory Options

---

Various words can appear as extra arguments to the DIR command. These words give you extra information about the files.

SIZE displays the size of each file in the directory. For example, type:

```
(DIR {DSK} SIZE)
```

DATE displays the creation date of each file in the directory. An example of this is shown in Figure 4-2.

```
Exec (INTERLISP)
127< (DIR {DSK}/USERS/PORTER/TMP/D* DATE)
CREATIONDATE
{DSK}<users>porter>tmp>
DRAFT.TEDIT;1      28-Jan-92 11:26:21
DRAFT2.TEDIT;1     28-Jan-92 11:26:22
128<
```

Figure 4-2. Example Using DATE

DEL deletes all the files found by the directory command (WARNING: there is no escape when this command is invoked, it deletes all the files without asking for confirmation!)

## Subdirectories

---

Subdirectories are very helpful for organizing files. A set of files that have a single purpose (for example, all the external documentation files for a system) can be grouped together into a subdirectory.

To associate a subdirectory with a filename, simply include the desired subdirectory as part of the name of the file. Subdirectories are specified after the device name and before the simple filename. The first subdirectory should be between less-than and greater-than signs (angle brackets) <>, with nested subdirectory names only followed by a greater than sign >. For example:

```
{DSK}<Directory>SubDirectory>SubSubDirectory>...>filename
```

or use the UNIX convention:

```
{DSK}/Directory/Subdirectory/Subsubdirectory/filename
```

## To See What Files Are Loaded

If you type FILELST<CR>, the names of all the files you loaded will be displayed.

Type SYSFILES<CR> to see what files are loaded to create the sysout. If the Exec window turns black and output ceases, just press the Space Bar twice and output will continue.

## Simple Commands for Manipulating Files

When using these functions, always be sure to specify the full filename, including subfile directories if appropriate.

To have the contents of a file displayed in a window:

(SEE '*filename*)

To copy a file (see Figure 4-3):

(COPYFILE '*oldfilename*' '*newfilename*)

```
Exec (INTERLISP)
138< (COPYFILE 'TAGREFS.TEDIT 'PRIMERREFS.TEDIT)
{DSK}\users\sybalsky\PRIMERREFS.TEDIT;1
137<
```

Figure 4-3. Example Use of COPYFILE

To delete a file (see Figure 4-4):

(DELFILE '*filename*)

```
Exec (INTERLISP)
137< (DELFILE 'TAGREFS.TEDIT)
{DSK}\users\sybalsky>tagrefs.tedit;1
138<
```

Figure 4-4. Example Use of DELFILE

To rename a file:

(RENAMEFILE '*oldfilename*' '*newfilename*)

Files that contain Lisp expressions can be loaded into the environment. That means that the information on them is read, evaluated, and incorporated into the Medley environment. To load a file, type:

(LOAD '*filename*)

## Connecting to a Directory

---

Often, each person or project has a subdirectory where files are stored. If this is your situation, you will want any files you create to be put into this directory automatically. This means you should "connect" to the directory.

CONN is the Medley command that connects you to a directory. For example, CONN in Figure 4-5 connects you to the subsubdirectory PORTER, in the subdirectory USERS, on the device DSK. This information—the device and the directory names down to the subdirectory to which you want to be connected—is called the "path" to that subdirectory. CONN expects the path to a directory as an argument.

The screenshot shows a terminal window with a black header bar containing the text 'Exec (INTERLISP)'. Below the header is a white text area. At the top of the text area, there is a prompt '139<'. Below the prompt, the command 'CONN {dsk}/users/porter/' is typed, followed by '{DSK}<users>porter>'. At the bottom of the text area, there is another prompt '140<'.

Figure 4-5. CONNECTING to Subdirectory USERS Subsubdirectory PORTER

Once you are connected to a directory, the command DIR will assume you want to see the files in that directory, or any of its subdirectories.

Other commands that require a filename as an argument (e.g., SEE, above) will assume that the file is in the connected directory if there is no path specified with the filename. This will often save you typing.

## File Version Numbers

---

When stored, each filename is followed by a semicolon and a number, as shown in this example:

MYFILE.TEDIT;1

The number is the version number of the file. This is the system's way of protecting your files from being overwritten. Each time the file is written, a new file is created with a version number one greater than the last. This new file will have everything from your previous file, plus all of your changes.

In most cases, you can exclude the version number when referencing the file. When the version is not specified, and there is more than one version of the file on that particular directory, the system generally uses your most recent version. An exception is the function DELFILE, which deletes the oldest version (the one with the lowest version number) if none is specified.

## 5. FILEBROWSER

---

The FileBrowser is a Lisp Library Package that works with files stored on disk and floppy devices, and can be used as a file directory editor. If it is not loaded into your sysout, you need to load it first by typing:

```
(LOAD 'FILEBROWSER.LCOM)
```

### Calling the FileBrowser

---

Calling the FileBrowser with a directory calls up the files stored in that directory:

```
(FB '<usr>local>lde>')
```

Another way to call a FileBrowser is to choose "FileBrowser" from the background menu. You will be prompted for a description of the files to be included (see Figure 5-1). Type an asterisk (\*), then press Return to see all the files in the connected directory.

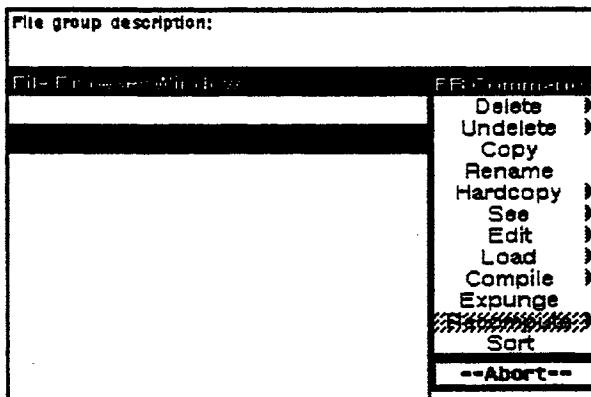


Figure 5-1. Prompt for Files to Include in FileBrowser

These show a directory of the device in a window you can leave on the screen at all times. The parts of the FileBrowser window are shown below.

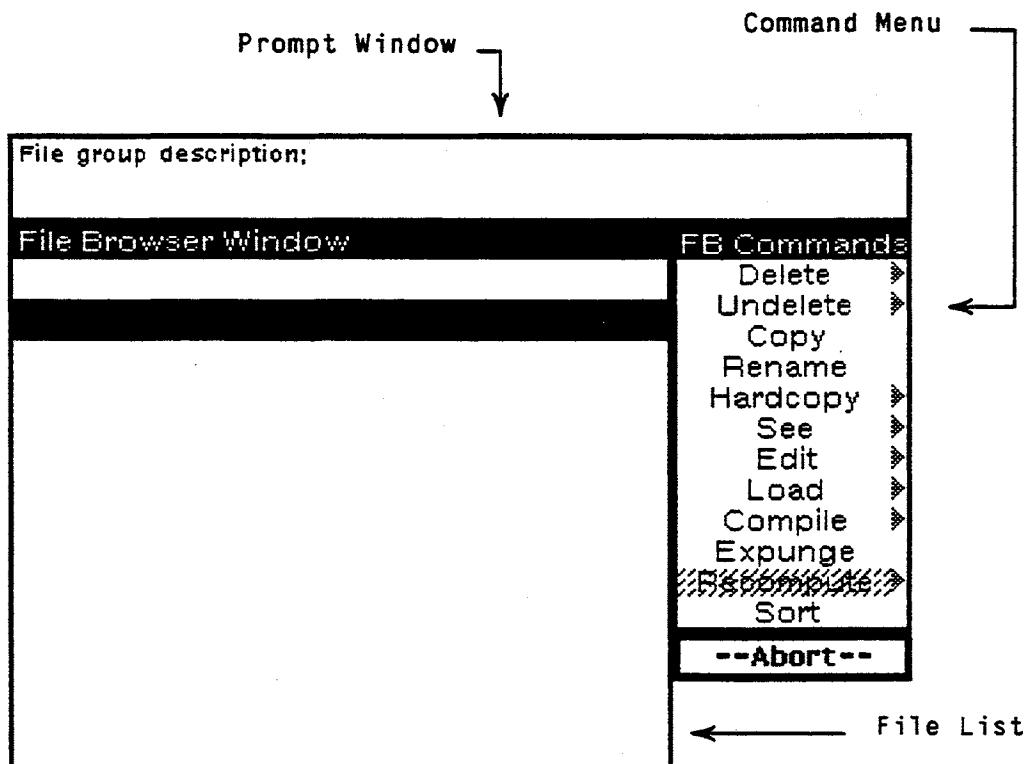


Figure 5-2. Parts of a FileBrowser Window

To use the FileBrowser, choose a file by pointing to the file with the mouse cursor and pressing the left or middle mouse button. A small dark arrow appears to the left of the file name. Choose a command from the menu at the right. In Figure 5-3, the files OCH1.TEDIT;1, OCH10.TEDIT;1, and OCH11.TEDIT;1 have been selected.

The left mouse button allows you to choose only one file at a time. Even if you choose other files, only the last file you selected with the left mouse button will remain marked as chosen. When you use the middle mouse button to select a file, the file is added to those already chosen.

To unpick an already chosen file, hold the Control key down while pressing the middle mouse button.

File Browser Window			FB Commands		
Tot 15 / 29 pgs Del: 0 / 0 pgs					
Name	Pages	Line			
►OCH1.TEDIT;1	1	6-	Delete	►	
►OCH10.TEDIT;1	2	6-	Undelete	►	
►OCH11.TEDIT;1	2	6-	Copy	►	
OCH12.TEDIT;1	2	6-	Rename	►	
OCH13.TEDIT;1	2	6-	Hardcopy	►	
OCH14.TEDIT;1	2	6-	See	►	
OCH2.TEDIT;1	2	6-	Edit	►	
OCH3.TEDIT;1	2	6-	Load	►	
OCH4.TEDIT;1	2	6-	Compile	►	
OCH5.TEDIT;2	2	6-	Expunge	►	
OCH5.TEDIT;1	2	6-	Recompute	►	
			Sort	►	

Figure 5-3. Files Chosen

## FileBrowser Commands

**Delete** In the FileBrowser, this command marks a file, or files, for deletion (see Figure 5-4). These files are marked by a black line crossing through them. You may select and mark any number of files for deletion. Delete does not actually remove these files from the device. The Expunge command actually wipes out the files marked for deletion.

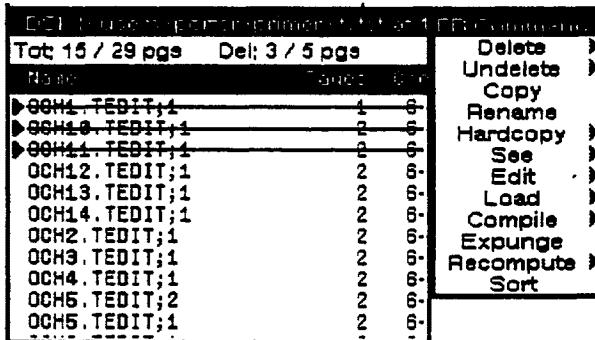


Figure 5-4. Files Marked for Deletion

**Undelete** Undoes the delete command for one or more files. Undelete erases the black line through a file marked for deletion.

**Copy** This command copies the chosen file. The destination filename should be typed at a prompt that appears in the window above the FileBrowser. Wildcards do not work for this prompt. You must type the whole unquoted filename. If more than one file is chosen to be copied, you will be prompted for a directory name. The files will be copied into the directory you give, but with the same filenames as the ones they have in their original location.

**Rename** This command works much like the Copy command, but does not leave the original file. The chosen file will be renamed to the destination filename. You will be prompted, in the prompt window, for the destination filename. Give the complete unquoted filename. If more than one file is chosen to be renamed, you will be prompted for a directory name. The files will be moved into the directory you give.

**Hardcopy** If you do not have a printer, using this command causes an error. Otherwise, it gives a hardcopy of the file.

**See** Shows you a file in a window. To use this command, choose a single filename, then the See command. You are prompted for a window. Each time the See command is chosen, a new window is opened to display the file.

**Edit** Calls the editor with the file as input. If the file is an executable one (i.e., Lisp code as opposed to a text file), only the FILECOMS list is edited. The FILECOMS list is the list of variables, lists, and functions that are contained on that file. FileBrowser loads it and then allows you to edit the FILECOMS.

**Load** Choose a file with the left mouse button, or a group of files with the middle mouse button. Once the filenames have been highlighted with the black arrow, choose the Load command to load them all into Medley.

- Compile** This command calls the file compiler with the chosen filename(s) as arguments. The compiler compiles a file found on a storage device ({DSK}), not the functions defined in the Medley sysout. If any functions on a loaded file have been changed, run the function (MAKEFILE 'filename) to write the current version before compiling it. Files do not have to be loaded to use the **Compile** command.
- Expunge** This command completely removes all the files marked for deletion from the directory. This allows you to remove unwanted files from your storage device.
- Recompute** Choose this command when you know that the directory has been changed and should be reread (e.g., after creating new versions of a file).

## 6. THOSE WONDERFUL WINDOWS!

---

A window is a designated area on the screen. Every rectangular box on the screen is a window. While Medley supplies many of the windows (such as the Executive Window), you may also create your own. Among other things, you will type, draw pictures, and save portions of your screen with windows.

### Windows Provided by Medley

---

Two important windows are available as soon as you enter the Medley environment. One is the Xerox Common Lisp Executive Window, the main window where you will run your functions. It is the window that the caret is in when you turn on your machine and load Medley. Once you have loaded Medley, you may use the right button background menu to open an Interlisp Executive window to avoid prepending IL: to most of the commands. Both types are shown in Figure 6-1.

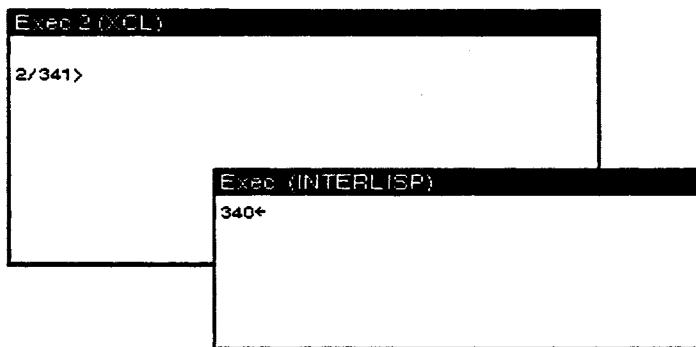


Figure 6-1. Medley Executive Windows

The other window that is open when you enter Medley is the "Prompt Window". It is the long thin black window at the top of the screen. It displays system prompts, or prompts you have associated with your programs. (See Figure 6-2.)

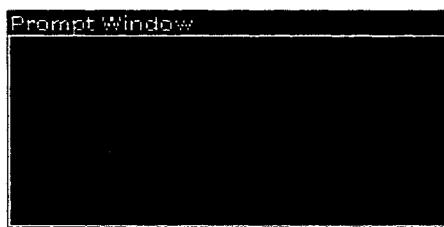


Figure 6-2. Prompt Window

Other programs, such as the editors, also use windows. These windows appear when the program starts to run, and close (no longer appear on the screen) when the program is done running.

## Creating a Window

To create a new window, if you are in an Interlisp Executive window type: (**CREATEW**); if you are in a Xerox Common Lisp Executive window type (**IL:CREATEW**). The mouse cursor will change, and have a small square attached to it. (See Figure 6-3.)

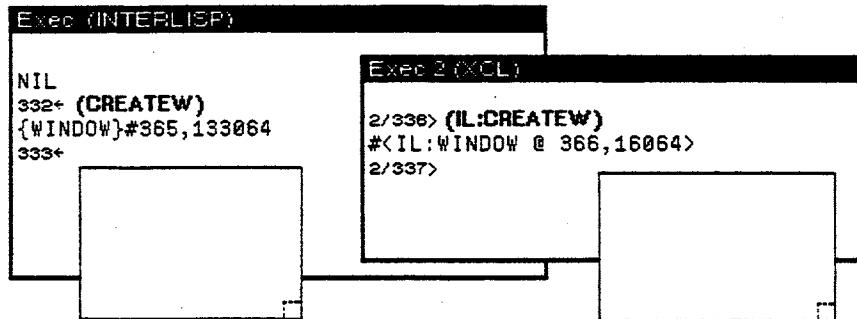


Figure 6-3, Creating a Window with (**CREATEW**) in Each Type Executive Window

There may be a prompt in the prompt window to specify a region for a window. Press and hold the left mouse button. Move the mouse around, and notice that it sweeps out a rectangle. When the rectangle is the size that you'd like your window to be, release the left mouse button. More specific information about the creation of windows, such as giving them titles and specifying their size and position on the screen when they are created, is given in the **WINDOWPROP** section of Chapter 12.

## Right Button Default Window Menu

Position the cursor inside the window you just created, and press and hold the right mouse button. A menu of commands should appear (do not release the right button!), like the one in Figure 6-4. To execute one of the commands on this menu, choose the item.

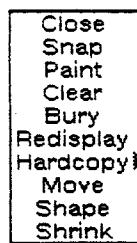


Figure 6-4 Right Button Default Window Menu

As an example, select "Move" from this menu. The mouse cursor will become a ghost window (just an outline of a window, the same size as the one you are moving), with a square attached to one corner, like the one shown in Figure 6-5.



Figure 6-5 Moving a Window

Move the mouse around. The ghost window will follow. Click the left mouse button to place the window in a new location.

Choose "Shape", and notice that you are prompted to sweep out another window. Your original window will have the shape of the window you sketch out.

## Explanation of Each Menu Item

---

The meaning of each right button default window menu item is explained below:

Close	Removes the window from the screen
Snap	Copies a portion of the screen into a new window
Paint	Allows drawing in a window
Clear	Clears the window by erasing everything within the window boundaries
Bury	Puts the window beneath all other windows that overlap it
Redisplay	Redisplays the window contents
Hardcopy	Sends the contents of the window to a printer or to a file
Move	Allows the window to be moved to a new spot on the screen
Shape	Repositions and/or reshapes the window
Shrink	Reduces the window to an icon of the appropriate shape for that window type (see Figure 6-6).

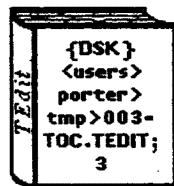


Figure 6-6 Example of a TEdit Icon

Expand	Changes an icon back to its original window. Position the mouse cursor on the icon, depress the right button, and select Expand. Or, just button the icon with the middle mouse button.
--------	---

These right-button default window menu selections are available in most windows, including the Executive Window. When the right button has other functions in a window

(as in an editor window), the right button default window menu should be accessible by pressing the right button in the black border at the top of the window.

## **Scollable Windows**

---

Some windows in Medley are "scrollable". This means that you can move the contents of the window up and down, or side to side, to see anything that doesn't fit in the window.

Slide the mouse cursor over the left or bottom border of a window. If the window is scrollable, a "scroll bar" will appear. The mouse cursor will change to a double headed arrow. (See Figure 6-7.)

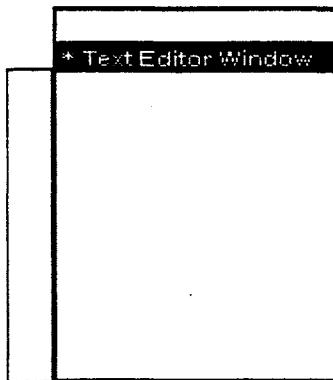


Figure 6-7. Scroll Bar of Scrollable Window

The scroll bar represents the full contents of the window. The example scroll bar is completely white because the window has nothing in it. When a part of the scroll bar is shaded, the amount shaded represents the amount of the window's contents currently shown. If everything is showing, the scroll bar will be fully shaded. (See Figure 6-8.) The position of the shading is also important. It represents the relationship of the section currently displayed to the the full contents of the window. For example, if the shaded section is at the bottom of the scroll bar, you are looking at the end of the file.

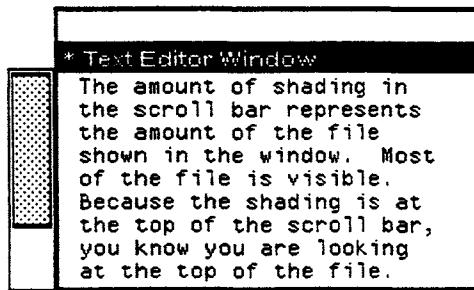


Figure 6-8 Top of File When Shading at Top of Scroll Bar

When the scroll bar is visible, you can control the section of the window's contents displayed:

- To move the contents higher in the window (scroll the contents up in the window), press the left button of the mouse, the mouse cursor changes to look like this:



Figure 6-9. Upward Scrolling Cursor

The contents of the window will scroll up, making the line that the cursor is beside the topmost line in the window.

- To move the contents lower in the window (scroll the contents "down" in the window), press the right button of the mouse, and the mouse cursor changes to look like this:



Figure 6-10. Downward Scrolling Cursor

The contents of the window scroll down, moving the line that is the topmost line in the window next to the cursor.

- To show a specific section of the window's contents, remember that the scroll bar represents the full contents of the window. Move the mouse cursor to the relative position of the section you want to see (e.g., to the top of the scroll bar if you want to see the top of the window's contents). Press the middle button of the mouse. The mouse cursor will look like this:



Figure 6-11 Proportional Scrolling Cursor

When you release the middle mouse button, the window's contents at that relative position will be displayed.

The position of the mouse in the scroll bar defines how much of the window will be scrolled. If it is near the top, then only a little will be scrolled. If it is near the bottom, most of the window will be scrolled.

---

## Other Window Functions

---

### PROMPTPRINT

Prints an expression to the black prompt window.

For example, type

(PROMPTPRINT "THIS WILL BE PRINTED IN THE PROMPT WINDOW")

The message will appear in the prompt window. (See Figure 6-12.)

```
Exec (INTERLISP)
139+ (PROMPTPRINT "THIS WILL BE PRINTED IN
THE PROMPT WINDOW")
NIL
140+
```

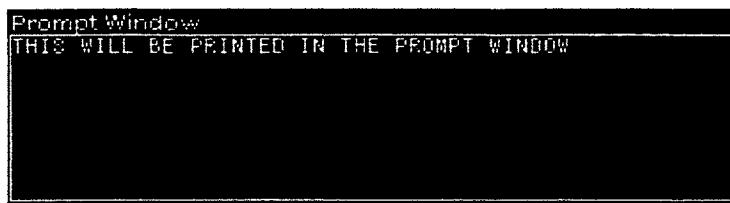


Figure 6-12 PROMPTPRINTing

### WHICHW

Returns as a value the name of the window that the mouse cursor is in.

(WHICHW) can be used as an argument to any function expecting a window, or to reclaim a window that has no name (that is not attached to some particular part of the program.).

## **7. EDITING AND SAVING**

---

This chapter explains how to define functions, how to edit them, and how to save your work.

### **Defining Functions**

---

DEFUN can be used to define new functions in a Xerox Common Lisp Executive window (in an Interlisp Executive window use (CL:DEFUN)). The syntax for it is:

```
(DEFUN (functionname (parameter-list) body-of-function)
```

New functions can be created with DEFUN by typing directly into the Executive Window. Once defined, a function is a part of the Medley environment. For example, the function EXAMPLE-ADDER is defined in Figure 7-1.

```
Exec 3 (XCL)
3/23> (defun example-adder (a b c) "example function" (print
  "The sum of the three numbers is ") (+ a b c))
EXAMPLE-ADDER
3/31>
```

Figure 7-1. Defining the Function EXAMPLE-ADDER

Now that the function is defined, it can be called from the Executive Window:

```
Exec 3 (XCL)
3/32>
3/33>
3/33> (example-adder 1 2 3)
"The sum of the three numbers is "
6
3/34>
3/34>
3/34>
```

Figure 7-2.. After EXAMPLE-ADDER is defined, it can be executed

The function returns 6, after printing out the message.

Functions can also be defined using the editor SEdit described below. To do this, simply type

```
(ED 'function-name' FUNCTIONS)
```

You will be told that no definition exists for the function, and a menu will pop up asking you what type of function you would like to create:

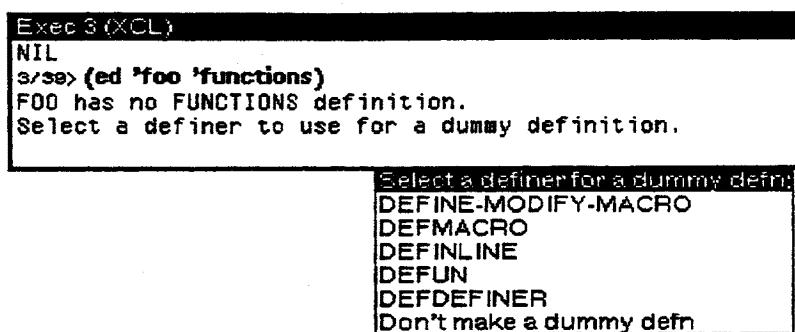


Figure 7-3 Selecting a Function Template

Selecting the appropriate type will pop up an editor window with a function template. The use of the editor is explained in the Using the List Structure Editor section below.

## Simple Editing in the Executive Window

First, type in an example function to edit:

```
(DEFUN MY-FIRST-FUNCTION (A B)
  (IF (> A B)
      ' (THE FIRST IS GREATER)
      ' (THE SECOND IS GREATER)))
```

To run the function, type:

```
(MY-FIRST-FUNCTION 3 5)
```

Now, let's alter this. Type:

```
FIX <the history list number of the function definition>
```

Note that your original function is redisplayed, and ready to edit. (See Figure 7-4.)

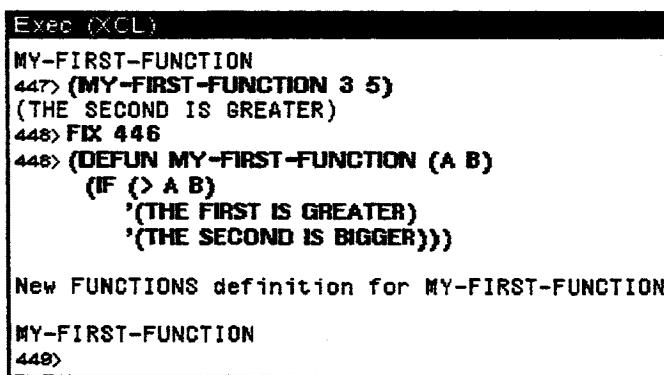


Figure 7-4. Using FIX to Edit a Function

Move the text cursor to the appropriate place in the function by positioning the mouse cursor and pressing the left mouse button.

Delete text by moving the caret to the beginning of the section to be deleted. Hold the right mouse button down and move the mouse cursor over the text. All of the highlighted text between the caret and mouse cursor is deleted when you release the right mouse button.

If you make a mistake, deletions can be undone. Press the UNDO key on the keypad to the left of the keyboard.

Now change the second GREATER to BIGGER:

1. Position the mouse cursor on the G of GREATER, and click the left mouse button. The text cursor is now where the mouse cursor is.
2. Next, press the right mouse button and hold it down. Notice that if you move the mouse cursor around, it will blacken the characters from the text cursor to the mouse cursor. Move the mouse so that the word "GREATER" is highlighted.
3. Release the right mouse button and GREATER is deleted.
4. Without moving the cursor, type in BIGGER.
5. There are two ways to end the editing session and run the function. One is to type Control-X. (Hold the Control key down, and type X.) Another is to move the text cursor to the end of the line and cr. In both cases, the function has been edited!

Try the new version of the function by typing:

```
(MY-FIRST-FUNCTION 8 9)
```

and get the new result, or you can type:

```
REDO <the history list number of the first function call>
```

## Using the List Structure Editor

If the function you want to edit is not readily available (i.e. the function is not in the Executive Window, and you can't remember the history list number, or you simply have a lot of editing), use the List Structure Editor, often called SEdit. This editor is invoked with a call to ED:

```
(ED 'MY-FIRST-FUNCTION 'FUNCTIONS)
```

Your function will be displayed in an edit window, as in Figure 7-5.

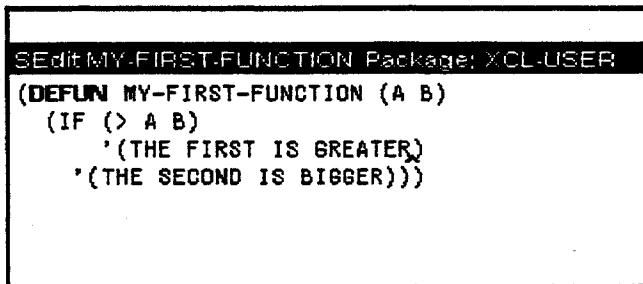
If there is no edit window on the screen, you will be prompted to create a window. As before, hold the left mouse button down, move the mouse until it forms a rectangle of an acceptable size and shape, then release the button. Your function definition will automatically appear in this edit window.

```
SEdit MY-FIRST-FUNCTION Package: XCL-USER
(DEFUN MY-FIRST-FUNCTION (A B)
  (IF (> A B)
      '(THE FIRST IS GREATER)
      '(THE SECOND IS BIGGER)))
```

Figure 7-5. An S-Edit Window

Many changes are easily done with the structure editor. Notice that by pressing the left mouse button you can place the caret in position, and by pressing the middle mouse button you can select atoms or s-expressions. Repeated pressing of the middle button selects bigger pieces of text.

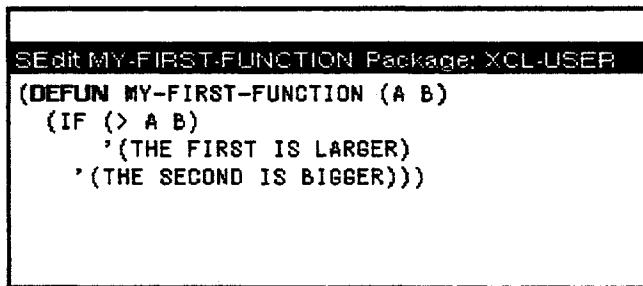
To add an expression that does not appear in the edit window place the caret at the insertion point and type it in. For example, to replace the first GREATER with LARGER, place the caret to the right of GREATER, as shown in Figure 7-6.



```
SEdit MY-FIRST-FUNCTION Package: XCL-USER
(DEFUN MY-FIRST-FUNCTION (A B)
  (IF (> A B)
      '(THE FIRST IS GREATER)
      '(THE SECOND IS BIGGER)))
```

Figure 7-6. Caret Placement Prior to Changing GREATER to LARGER

Now press the Backspace key seven times, and type in LARGER. The window now looks like this:



```
SEdit MY-FIRST-FUNCTION Package: XCL-USER
(DEFUN MY-FIRST-FUNCTION (A B)
  (IF (> A B)
      '(THE FIRST IS LARGER)
      '(THE SECOND IS BIGGER)))
```

Figure 7-7. GREATER Changed to LARGER

Now exit the edit session by typing Control-X, and the function will be redefined.

## Commenting Functions

Text can be marked as a comment by typing a semi-colon before the text of the comment.

```
; This is the form of a comment
```

Inside an editor window, the comment will be printed in a different font and may be moved to the far right of the code. SEdit is familiar with the Common Lisp convention of single comments being on the far right, double comments being justified with the function level, and triple comments being on the far left, as is shown in Figure 7-8.

```

SEdit My-FIRST-FUNCTION Package: XCL-USER
(DEFUN MY-FIRST-FUNCTION (A B)
  ;; print out the appropriate text
  (IF (> A B) ; check for A > B
      '(THE FIRST IS LARGER)
      '(THE SECOND IS BIGGER))
  ;;; Now we're done
)

```

Figure 7-8. Placement of Comments

There are other editor commands which can be very useful. To learn about them, read Appendix B of the *Release Notes*.

## File Functions and Variables: How to See and Save Them

With Medley, all work is done inside the Lisp environment. There is no operating system or command level other than the Executive Window. All functions and data structures are defined and edited using normal Lisp commands. This section describes tools in the Medley environment that will keep track of any changes that you make in the environment that you have not yet saved on files, such as defining new functions, changing the values of variables, or adding new variables. And it then has you save the changes in a file you specify. All of these functions are in the INTERLISP (IL:) package.

## File Variables

Certain system-defined global variables are used by the file package to keep track of the environment as it stands. You can get system information by checking the values of these variables. Two important variables are:

- FILELIST evaluates to a list of all the files you have loaded into the Medley environment.
- *filenameCOMS* (Each file loaded into the Lisp environment has associated with it a global variable, whose name is formed by appending COMS to the *filename*.) This variable evaluates to a list of all the functions, variables, bitmaps, windows, and so on, that are stored on that particular file.

For example, if you type:

MYFILECOMS

the system will respond with something like:

```
((FNS YOUR-FIRST-FUNCTION )
 VARS))
```

## Saving Interlisp on Files

The functions (FILES?) and (MAKEFILE '*filename*) are useful when it is time to save function, variables, windows, bitmaps, records and whatever else to files.

(FILES?) displays a list of variables that have values and are not already a part of any file, and then the functions that are not already part of any file.

Type:

(FILES?)

the system will respond with something like:

the variables: MY.VARIABLE CURRENT.TURTLE...to be dumped

the functions: RIGHT LEFT FORWARD BACKWARD  
CLEAR-SCREEN...to be dumped

want to say where the above go?

If you type Y (the system will echo with "yes"), the system will prompt with each item. There are three options:

1. To save the item, type the filename (unquoted) of the file where the item should be placed. (This can be a brand new file or an existing file.)
2. To skip the item, without removing it from consideration the next time (FILES?) is called, type cr. This will allow you to postpone the decision about where to save the item.
3. If the item should not be saved at all, type ]. Nowhere will appear after the item.

Part of an example interaction is shown in the following figure:

```
Exec (INTERLISP)
57< (FILES?)
To be dumped:
NEWFILE ...changes to VARS: NEWFILECOMS
      FNS: TEST
      plus the Common Lisp structures: MyStruct
      plus the functions: Function
want to say where the above go ? yes
(Common Lisp structures)
MyStruct Nowhere
(functions)
Function File name: NFILE
create new file NFILE ? yes
To be compiled: FOREIGN-FUNCTIONS, FOO
To be listed: PAINTW, FOREIGN-FUNCTIONS, FOO, COURIERSERVE
58<
```

Figure 7-9. Part of an interaction using the function (FILES?)

(FILES?) assembles the items by adding them to the appropriate file's COMS variable (see the File Variables section above). (FILES?) does NOT write the file to secondary storage (disks or floppies). It only updates the global variables discussed in the File Variables section above.

(MAKEFILE 'filename)

actually writes the file to secondary storage.

Type:

(MAKEFILE 'MY.FILE.NAME)

and the system will create the file. The function returns the full name of the file created. (i.e. {DSK}MY.FILE.NAME.; 1).

Files written to {DSK} are permanent files. They can be removed only by the user deleting them or by reformatting the disk.

Other file manipulation functions can be found in Chapter 4.

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## **8. YOUR INIT FILE**

---

Lisp has a number of global variables that control the environment. Global variables make it easy to customize the environment to fit your needs. One way to do this is to develop an **INIT** file, a file that is loaded when you start a fresh sysout. You can use it to set variables, load files, define functions, and do other things to make Medley's environment suit you.

### **Using the USERGREETFILES Variable**

---

Your **INIT** file may be called **INIT**, **INIT.LISP**, **INIT.USER**, or whatever the convention is at your site. There is no default name preferred by the system; it just looks for the files listed in the variable **USERGREETFILES** (see below). Check to see what the preference is at your site. Put this file in your directory. Your directory name should be the same as your login name. The **INIT** file is loaded by the function **GREET**. **GREET** is normally run when Medley is started. If this is not the case at your site, or you want to use the machine and Medley has already been started, you can run the function **GREET** yourself. If your user name were, for example, **TURING**, then you would type:

```
(GREET 'TURING)
```

This does a number of things, including undoing any previous greeting operation, loading the site init file, and loading your init file. Where **GREET** looks for your **INIT** file depends on the value of the variable **USERGREETFILES**. The value of this variable is set when the system's **SYSOUT** file is made, so check its value at your site! For example, its value could be:

```
;;+ USERGREETFILES
((,{DSK}INIT %. COM)
 ({DSK}INIT- USER %. COM)
 ({DSK}INIT- USER)
 ({DSK}INIT))
```

Figure 8-1. Possible Value of **USERGREETFILES**

In each place you see **USER**, the argument passed to **GREET** is substituted into the path. This is your login name if you are just starting Medley. For example, the first value in the list would have the system check to see whether there was a **{DSK}<USERS>TURING>INIT.LISP** file. No error is generated if you do not have an **INIT** file, and none of the files in **USERGREETFILES** are found.

### **Making an Init File**

---

As described in the File Variables section of Chapter 7, each program file has a global variable associated with it, whose name is formed by appending **COMS** to the end of the root filename. For any of the standard **INIT** file names, the variable **INITCOMS** is used. To set up an init file, begin by editing this variable. Type:

```
(DV INITCOMS)
```

An SEdit window will appear. This window is the same as the one called with the function **DF**, and described in the Using the List Structure Editor section in Chapter 7.

The COMS variable is a list of lists. The first atom in each internal list specifies for the file package what types of items are in the list, and what it is to do with them. This section will deal with three types of lists: VARS, FILES, and P. Please read about others in Chapter 17 of the *IRM*.

Notice that inside the vars list, there is yet another list. The first item in the list is the name of the variable. It is bound to the value of the second item. There are many other variables that you can set by adding them to the VARS list. Some of these variables are described in Chapter 24, and many others can be found in the *IRM*.

If you want to automatically load files, that can be done in your init file also. For example, if you always want to load the Library file SPY.LCOM, you can load it by editing the INITCOMS variable to list the appropriate file in the list starting with FILES:

```
(FILES SPY)
```

Figure 8-2. INITCOMS Changed to Load SPY.LCOM File

Other files can also be added by simply adding their names to this FILES list.

Another list that can appear in a COMS list begins with P. This list contains Lisp expressions that are evaluated when the file is loaded. Do not put DEFINEQ expressions in this list. Define the function in the environment, and then save it on the file in the usual way (see Chapter 7).

One type of expression you might want to see here, however, is a FONTCREATE function (see Chapter 16). For example, if you want to use a Helvetica 12 BOLD font, and there is not a fontdescriptor for it normally in your environment, the appropriate call to FONTCREATE should be in the "P" list. The INITCOMS would look like this:

```
(FILES SPY)
(P (FONTCREATE 'HELVETICA 12 'BOLD))
```

Figure 8-3. INITCOMS Edited to Include a call to FONTCREATE

To quit, exit from SEdit in the usual way. When you run the function MAKEFILES (see Chapter 7), be sure that you are connected to the directory (see Chapter 4) where the INIT file should appear. Now when GREET is run, your Init file will be loaded.

## 9. MEDLEY FORGIVENESS: DWIM

---

DWIM (Do What I Mean) is an Interlisp utility that makes life easier.

DWIM tries to match unrecognized variable and function names to known ones. This allows Lisp to interpret minor typing errors or misspellings in a function, without causing a break. Line 152 of Figure 9-1 illustrates how the misspelled BANNANNA was replaced by BANANA before the expression was evaluated.

```
Exec (INTERLISP)
151+ (DEFINEQ (PEEL (BANANA) (CDR BANNANNA)))
(PEEL)
152+ (PEEL '(A B D))
BANNANNA {in PEEL} -> BANANA ? Yes
(B D)
153+
```

Figure 9-1. Examples of DWIM Features

Sometimes DWIM may alter an expression you didn't want it to. This may occur if, for example, a hyphenated function name (e.g., (MY-FUNCTION)) is misused. If the system does not recognize the function name, it may think you are trying to subtract "FUNCTION" from "MY". DWIM also takes the liberty of updating the function, so it will have to be fixed. However, this is as much a blessing as a curse, since it points out the misused expression!

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# 10. BREAK PACKAGE

---

The Break Package is a part of Interlisp that makes debugging your programs much easier.

## Break Windows

---

A break is a function either called by the programmer or by the system when an error has occurred. A separate window opens for each break. A break window works much like the Executive Window, except for extra menus unique to it. Inside a break window, you can examine variables, look at the call stack at the time of the break, or call the editor. Each successive break opens a new window, where you can execute functions without disturbing the original system stack. These windows disappear when you resolve the break and return to a higher level.

## Break Package Example

---

This example illustrates the basic break package functions. A more complete explanation of the breaking functions, and the break package will follow.

The correct definition of FACTORIAL is:

```
(defun factorial (x)
  (if (zerop x)
      1
      (* x (factorial (1- x)))))
```

To demonstrate the break package, we have edited in an error: DUMMY in the IF statement is an unbound atom, it lacks a value.

```
(defun factorial (x)
  (if (zerop x)
      dummy
      (* x (factorial (1- x)))))
```

The evaluated function

```
(FACTORIAL 4)
```

should return 24, but the above function has an error. DUMMY is an unbound atom, so Lisp will "break". A break window appears (Figure 10-1), that has all the functionality of typing Lisp expressions into the Executive Window (the top level), in addition to the break menu functions. Each consecutive break will move another level "down".

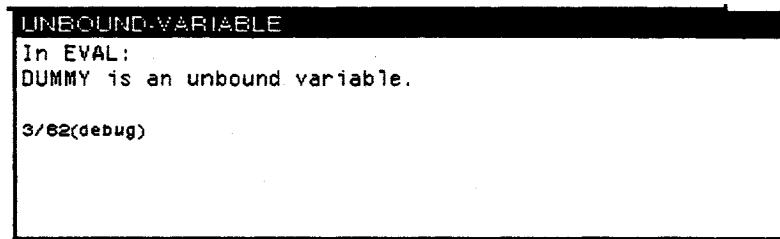


Figure 10-1. Break Window

Move the mouse cursor into the break window and hold down the middle mouse button. The Break Menu will appear. Choose BT. Another menu, called the stack menu, will appear beside the break window. Choosing stack items from this menu will display another window. This window displays the function's local variable bindings, or values (see Figure 10-2). This new window, titled FACTORIAL Frame, is an inspector window (see Inspector Chapter 17).

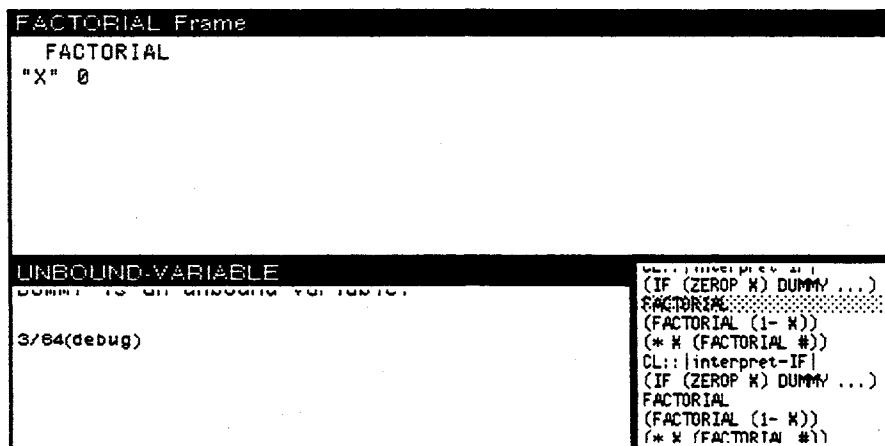


Figure 10-2. Back Trace of the System Stack

From the break window, you can call the editor for the function FACTORIAL by middle-buttoning on the word FACTORIAL and selecting DisplayEdit from the menu that pops up.

Replace the unbound atom DUMMY with 1. Exit the editor.

The function is fixed, and you can restart it from the last call on the stack. (It does not have to be started again from the Top Level.) To begin again from the last call on the stack, choose the last (top) FACTORIAL call in the BT menu. Select REVERT from the middle button break window, or type it into the window. The break window will close, and a new one will appear with the message: **Breakpoint at FACTORIAL**

To start execution with this last call to FACTORIAL, choose OK from the middle button break menu. The break window will disappear, and the correct answer, 24, will be returned to the top level.

## Ways to Stop Execution from the Keyboard (Breaking Lisp)

There are ways you can stop execution from the keyboard. They differ in terms of how much of the current operating state is saved:

- Control-G      Provides you with a menu of processes to interrupt. Your process will usually be "EXEC". Choose it to break your process. A break window will then appear.
- Control-B      Causes your function to break, saves the stack, then displays a break window with all the usual break functions. For information on other interrupt characters, see Chapter 30 in the *IRM*.

## Break Menu

Move the mouse cursor into the break window. Hold the middle button down, and a new menu will pop up, like the one in Figure 10-3.



Figure 10-3. Middle Button Menu in Break window

Five of the selections are particularly important when just starting to use Medley:

- BT**      Back Trace displays the stack in a menu beside the break window. Back Trace is a very powerful debugging tool. Each function call is placed on the stack and removed when the execution of that function is complete. Choosing an item on the stack will open another window displaying that item's local variables and their bindings. This is an inspector window that offers all the power of the inspector. (For details, see the section on the Inspector, Chapter 17.)
- ? =**      Before you use this menu option, display the stack by choosing BT from this menu, and choose a function from it. Now, choose ?=. It will display the current values of the arguments to the function that has been chosen from the stack.
- ↑**      Move back to the previous break window, or if there is no other break window, back to the top level.
- REVERT**      Move the point of execution back to a specified function call before the error. The function to revert back to is, by default, the last function call before the break. If, however, a different function call is chosen on the BT menu, REVERT will go back to the start of this function and open a new break window. The items on the stack above the new starting place will no longer exist. This is used in the tutorial example (see the Break Package Example section above).
- OK**      Continue execution from the point of the break. This is useful if you have a simple error, i.e., an unbound variable or a nonnumeric argument to an

arithmetic function. Reset the variable in the break window, then select OK. (see the Break Package Example section above).

In addition to being available on the middle button menu of the break window, all of these functions can be typed directly into the window. Only BT behaves differently when typed. It types the stack into the trace window instead of opening a new window.)

## **Returning to Top Level**

---

Typing Control-D will immediately take you to the top level from any break window. The functions called before the break will stop, but any side effects of the function that occurred before the break remain. For example, if a function set a global variable before it broke, the variable will still be set after typing Control-D.

## **11. WHAT TO DO IF ...**

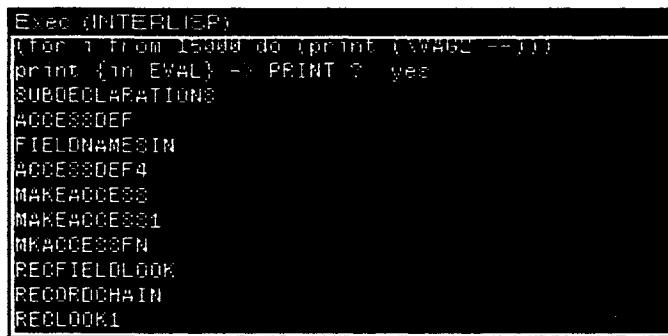
---

The purpose of this chapter is to explain what to do with some of the problems commonly experienced by Medley users.

### **Executive Window turns black**

An example is shown in Figure 11-1.

Press any key to unfreeze the window and continue. This pause happens when the command you just typed causes enough information to be printed to fill the window. It gives you a chance to read that one window of text before moving on.



```
Exec (INTERLISP)
(FOR i FROM 15000 DO (PRINT (WHEE ---)))
PRINT (in EVAL) -- PRINT ? yes
SUBDECLARATIONS
ACCESSDEF
FIELDNAME$IN
ACCESSDEF4
MAKEACCESS
MAKEACCESS1
MKACCESSFN
RECFIELDLOOK
RECORDCH#IN
RECLOOK1
```

Figure 11-1. Blackened Executive Window

### **You closed the Executive Window**

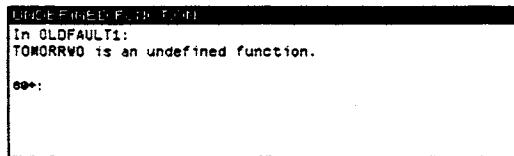
Open another from the Background Menu.

### **Cursor disappears**

Type (**CURSOR T**) in the Executive Window. The cursor will reappear.

### **Second window appears**

This probably happens because you made a typing mistake, as in Figure 11-2.



```
UNDEF (MED FIELD)
In OLDFAULT1:
TOMORRWO is an undefined function.
***:
```

Figure 11-2. Second Window Appears (Break Window) After Typing Error Made

Type a Control-D by simultaneously pressing the Control key and the "D". This aborts the error condition, returning control to the Executive Window.

### **You keep getting beeped at**

Usually the beeping means that Medley wants input from you. Look for the flashing caret. It will usually be preceded by some kind of prompt, indicating what you should type.

**You cannot delete the first letter**

of the filename you are typing to (**FILES?**). Type Control-E (error) You will get a linefeed and ←← printed to the window. Now type the correct filename.

**Your function is just sitting there**

It is not returning a value, and you think that your program may be in an infinite loop or is having some other major problem. You can see what process is currently running by typing Control-T, or you could interrupt the process by typing Control-E.

**A Break Window appears**

If the Break Window looks something like that shown in Figure 11-3, you are trying to save a file, but there is not enough space on the hard disk.

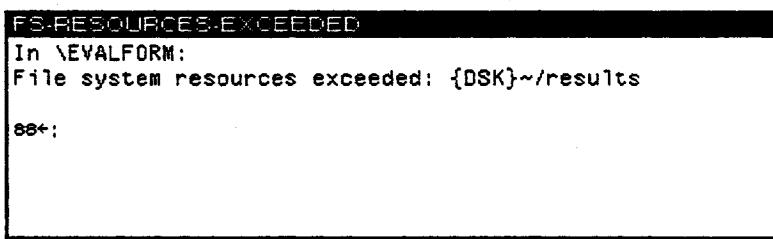


Figure 11-3. Break Window Caused by Insufficient Space in Save File

Exit from the Break Window by typing an up arrow ↑ followed by a Return. Delete old versions of files, and any other files you do not need. Then try again to save the file.

**You have run out of space**

Generally, a Break Window has appeared. The **GAINSPACE** function allows you to delete non-essential data structures. To use it, type:

**(GAINSPACE)**

into the Executive Window. Answer **N** to all questions except the following:

- Delete edit history
- Delete history list
- Delete values of old variables
- Delete your **MASTERSCOPE** database
- Delete information for undoing your greeting.

Save your work and reload Lisp as soon as possible.

**A redefined message appears**

The message (*Some.Crucial.Function.Or. Variable redefined*) appears in the Executive Window (see Figure 11-4). The function, variable, or other property has been "smashed" (i.e., its original definition has been changed). If this is not what you wanted, type **UNDO** immediately!

```
Exec (INTERLISP)
124* (DEFINEQ (CAR (A)) (SomeOtherFn A)))
New fn's definition for CAR.
(CAR)
125* UNDO
DEFINEQ undone.
126*
```

Figure 11-4. CAR redefined!

#### UNBOUND ATOM

If this occurs, you probably just typed something wrong, or you passed an argument that should have been quoted to a function.

#### UNDEFINED CAR OF FORM

First, look at what caused the error. If the CAR of the form is a list, then you typed something wrong. If it is an atom, then perhaps that atom does not have a function associated with it. If it is a CLISP word like if or for, then DWIM may have been turned off (see Chapter 9). Type (**DWIM 'C**) to reenable DWIM.

#### You have traced APPLY

and your screen is spewing out information about everything going on in the environment. Type Control E, and type (**UNBREAK 'APPLY**) before returning to the Executive.

## 11. WHAT TO DO IF...

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## 12. WINDOWS AND REGIONS

---

### Windows

---

Windows have two basic parts: an area on the screen containing a collection of pixels, and a property list. The window properties determine how the window looks, the menus that can be accessed from it, what should happen when the mouse is inside the window and a mouse button is pressed, and so on.

#### CREATEW

Some of the window's properties can be specified when a window is created with the function CREATEW. In particular, it is easy to specify the size and position of the window, its title, and the width of its borders.

(CREATEW *region title borderwidth*)

*Region* is a record (named REGION, with the fields left, bottom, width, and height) or a list. A region describes a rectangular area on the screen, the window's dimensions and position. The fields left and bottom refer to the position of the bottom left corner of the region on the screen. Width and height refer to the width and height of the region. The usable space inside the window will be smaller than the width and height, because some of the window's region is consumed by the title bar, and some is taken by the borders.

*Title* is a string that will be placed in the title bar of the window.

*Borderwidth* is the width of the border around the exterior of the window, in number of pixels.

For example, typing:

```
(SETQ MY.WINDOW (CREATEW  
  (CREATEREGION 100 150 300 200)  
  "THIS IS MY OWN WINDOW"))
```

or

```
(SETQ MY.WINDOW (CREATEW  
  (CREATEW '(100 150 300 200)  
  "THIS IS MY OWN WINDOW"))
```

produces a window with a default borderwidth of two pixels. Note that you did not need to specify all the window's properties (see Figure 12-1).

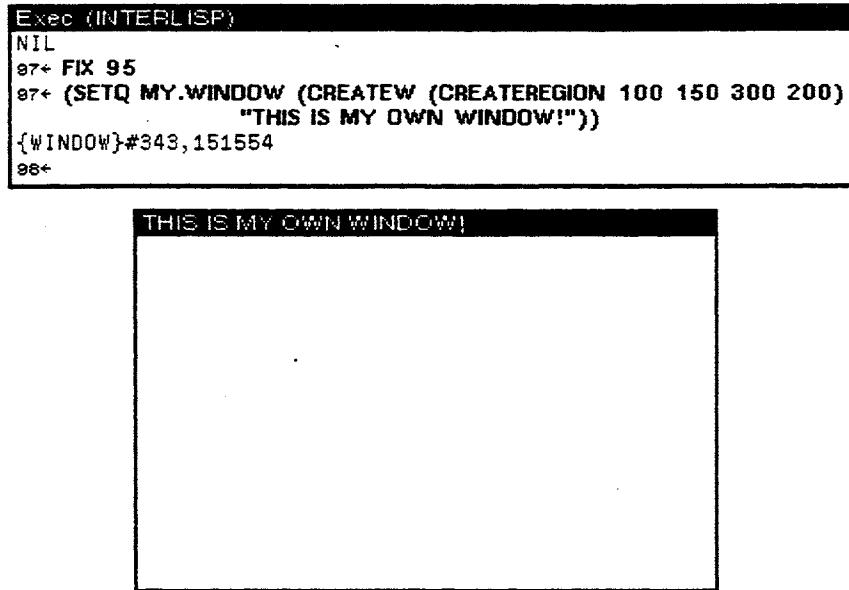


Figure 12-1. Creating a Window

In fact, if (**CREATEW**) is called without specifying a region, you will be prompted to sweep out a region for the window (see Chapter 10)

## WINDOWPROP

The function to access or add to any property of a window's property list is **WINDOWPROP**.

**(WINDOWPROP** *window* *property* <*value*> )

When you use **WINDOWPROP** with only two arguments—*window* and *property*—it returns the value of the window's property. When you use **WINDOWPROP** with all three arguments—*window*, *property* and *value*—it sets the value the window's property to the value you inserted for the third argument.

For example, consider the window, **MY WINDOW**, created using (**CREATEW**). **TITLE** and **REGION** are both properties. Type

**(WINDOWPROP** **MY.WINDOW** 'TITLE)

and the value of **MY.WINDOW**'s **TITLE** property is returned, "THIS IS MY OWN WINDOW". To change the title, use the **WINDOWPROP** function, and give it the window, the property title, and the new title of the window.

**(WINDOWPROP** **MY.WINDOW** 'TITLE "MY FIRST WINDOW")

automatically changes the title and automatically updates the window. Now the window looks like Figure 12-2.

```
Exec (INTERLISP)
97+ (SETQ MY.WINDOW (CREATEW (CREATREGION 100 150 300 200)
                                "THIS IS MY OWN WINDOW!"))
{WINDOW}#343,151554
98+ (WINDOWPROP MY.WINDOW 'TITLE "MY FIRST WINDOW")
"THIS IS MY OWN WINDOW!"
99+
```



Figure 12-2. TITLE is a Window Property

Altering the region of the window, **MY.WINDOW**, is also be done with **WINDOWPROP**, in the same way you changed the title. (Changing either of the first two numbers of a region changes the position of the window on the screen. Changing either of the last two numbers changes the dimensions of the window itself.)

## Getting Windows to Do Things

Four basic window properties will be discussed here: **CURSORINFN**, **CURSOROUTFN**, **CURSORMOVEDFN**, and **BUTTONEVENTFN**.

A function can be stored as the value of the **CURSORINFN** property of a window. It is called when the mouse cursor is moved into that window.

Look at the following example:

1. First, create a window called **MY.WINDOW**. Type:

```
(SETQ MY.WINDQW
      (CREATEW
        (CREATREGION 200 200 200 200)
        "THIS WINDOW WILL SCREAM!"))
```

This creates a window titled **THIS WINDOW WILL SCREAM!**.

2. Now define the function **SCREAMER**. It will be stored on the property **CURSORINFN**. (Notice that this function has one argument, **WINDOWNAME**. All functions called from the property **CURSORINFN** are passed the window it was called from. So the value of **MY.WINDOW** is bound to **WINDOWNAME**. When it is called, **SCREAMER** simply rings bells.

```
(DEFINEQ (SCREAMER (WINDOWNAME)
  (RINGBELLS)
  (PROMPTPRINT "YAY - IT WORKS!")
  (RINGBELLS)))
```

3. Now, alter your window's CURSORINFN property, so that the system calls the function SCREAMER at the appropriate time. Type:

```
(WINDOWPROP MY.WINDOW 'CURSORINFN
  (FUNCTION SCREAMER))
```

4. After this, when you move the mouse cursor into MY.WINDOW, the CURSORINFN property's function is called, and it rings bells twice.

CURSORINFN is one of the many window properties that come with each window - just as REGION and TITLE did. Other properties include:

CURSOROUTFN	The function that is the value of this property is executed when the cursor is moved out of a window.
CURSORMOVEDFN	The function that is the value of this property is executed when the cursor is moved while it is inside the window.
BUTTONEVENTFN	The function that is the value of this property is executed when either the left or middle mouse buttons are pressed (or released).

Figure 12-3 shows MY.WINDOW's properties. Notice that the CURSORINFN has the function SCREAMER stored in it. The properties were shown in this window using the function INSPECT. INSPECT is covered in Chapter 17.

```
(WINDOW) # 372,47064 Inspector
DSP          #<Output Display Stream/372,110700>
NEXTW        {WINDOW}#372,47150
SAVE         {BITMAP}#65,140030
REG          (200 200 200 200)
CURSORINFN   SCREAMER
CURSOROUTFN NIL
CURSORMOVEDFN NIL
REPAINTFN    NIL
RESHAPEFN   NIL
EXTENT       NIL
USERDATA     NIL
VERTSCROLLREG NIL
HORIZSCROLLREG NIL
SCROLLFN    NIL
VERTSCROLLWINDOW NIL
HORIZSCROLLWINDOW NIL
CLOSEFN     NIL
MOVEFN      NIL
WTITLE       "THIS WINDOW WILL SCREAM!"
NEWREGIONFN NIL
WBORDER      4
PROCESS      NIL
WINDOWENTRYFN GIVE.TTY.PROCESS
SCREEN       {SCREEN}#65,156740
```

Figure 12-3. Inspecting MY.WINDOW for Mouse-Related Window Properties

You can define functions for the values of the properties CURSOROUTFN and CURSORMOVEDFN in much the same way as you did for CURSORINFN. The function that is the value of the property BUTTONEVENTFN, however, can be specialized to respond in different ways, depending on which mouse button is pressed. This is explained in the next section.

## BUTTONEVENTFN

BUTTONEVENTFN is another property of a window. The function that is stored as the value of this property is called when the mouse is inside the window, and a mouse button is pressed. As an example of how to use it, type:

```
(WINDOWPROP MY.WINDOW 'BUTTONEVENTFN  
    (FUNCTION SCREAMER))
```

When the mouse cursor is moved into the window, bells will ring because of the CURSORINFN, but it will also ring bells when either the left or middle mouse button is pressed. Notice that the right mouse button functions as it usually does, with the window manipulation menu. If only the left button should invoke the function SCREAMER, then the function can be written to do just this, using the function MOUSESTATE, and a form that only MOUSESTATE understands, ONLY. For example:

```
(DEFINEQ  
    (SCREAMER2 (WINDOWNAME)  
        (IF (MOUSESTATE (ONLY LEFT))  
            THEN (RINGBELLS))))
```

In addition to (ONLY LEFT), MOUSESTATE can also be passed (ONLY MIDDLE), (ONLY RIGHT) or combinations of these (e.g. (OR (ONLY LEFT) (ONLY MIDDLE))). You do not need to use ONLY with MOUSESTATE for every application. ONLY means that that button is pressed and no other.

If you do write a function using (ONLY RIGHT), be sure that your function also checks the position of the mouse cursor. Even if you want your function to be executed when the mouse cursor is inside the window and the right button is pressed, there is a convention that the function DOWINDOWCOM should be executed when the mouse cursor is in the title bar or the border of the window and the right mouse button is pressed. Please program your windows using this tradition! For more information, please see Chapter 28 in the IRM.

## Looking at a Window's Properties

INSPECT is a function that displays a list of the properties of a window, and their values. Figure 12-3 shows the INSPECT function run with MY.WINDOW. Note the properties introduced in CREATEW: WBORDER is the window's border, REG is the region, and WTITLE is the window's title.

## Regions

---

A region is a record, with the fields LEFT, BOTTOM, WIDTH, and HEIGHT. LEFT and BOTTOM refer to where the bottom left hand corner of the rectangular region is positioned on the screen. WIDTH and HEIGHT refer to the width and height of the region.

**CREATREGION** creates a **REGION**. Type:

```
(SETQ MY.REGION (CREATREGION 15 100 200 450))
```

to create a record of type **REGION** that denotes a rectangle 200 pixels high, and 450 pixels wide, whose bottom left corner is at position (15, 100). This record instance can be passed to any function that requires a region as an argument, such as **CREATEW**, above.

## 13. WHAT ARE MENUS?

---

While Medley provides a number of menus of its own (see Chapter 3), this section addresses the menus you wish to create. You will learn how to create a menu, display a menu, and define functions that make your menu useful. Menus are instances of records (see Chapter 22). There are 27 fields that determine the composition of every menu. Because Medley provides default values for most of these descriptive fields, you need to familiarize yourself with only a few that we describe in this section.

Two of these fields, the **TITLE** of your menu, and the **ITEMS** you wish it to contain, can be typed into the executive window as shown below:

The screenshot shows a terminal window titled "Exec 2 (INTERLISP)". The text inside the window is as follows:

```
2/154+ (SETQ MY.MENU (CREATE MENU
    TITLE ← "PLEASE CHOOSE ONE OF THE
    ITEMS"
    ITEMS ← '(QUIT NEXT-QUESTION
        NEXT-TOPIC SEE-TOPICS)))
{MENU}#374,123454
2/155+
```

Figure 13-1. Creating a menu

Note that creating a menu does not display it. **MY.MENU** is set to an instance of a menu record that specifies how the menu will look, but the menu is not displayed.

### Displaying Menus

---

Typing either the **MENU** or **ADDMENU** functions will display your menu on the screen. **MENU** implements pop-up menus, like the Background Menu or the Window Menu. **ADDMENU** puts menus into a semi-permanent window on the screen, and lets you select items from it.

(**MENU** *menu position*) pops up a menu at a particular position on the screen.

Type:

```
(MENU ·MY.MENU NIL)
```

to position the menu at the end of the mouse cursor. Note that the *position* argument is **NIL**. In order to go on, you must either choose an item, or move outside the menu window and press a mouse button. When you do either, the menu will disappear. If you choose an item, then want to choose another, the menu must be redisplayed.

(**ADDMENU** *menu window position*) positions a permanent menu on the screen, or in an existing window.

Type:

```
(ADDMENU MY.MENU)
```

to display the menu as shown in Figure 13-2. This menu will remain active, (will stay on the screen) without stopping all the other processes. Because **ADDMENU** can display a menu without stopping all other processes, it is very popular in users programs.

If *window* is specified, the menu is displayed in that window. If *window* is not specified, a window the correct size for the menu is created, and the menu is displayed in it.

If *position* is not specified, the menu appears at the current position of the mouse cursor.

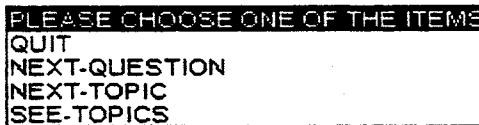


Figure 13-2. Simple Menu Displayed with ADDMENU

## Getting Menus to Do Stuff

One way to make a menu do things is to specify more about the menu items. Instead of items simply being the strings or atoms that will appear in the menu, items can be lists, each list with three elements (see Figure 13-3). The first element of each list is what will appear in the menu; the second expression is what is evaluated, and the results of the evaluation returned, when the item is selected; and the third expression is the expression that should be printed in the Prompt window when a mouse button is held down while the mouse is pointing to that menu item. This third item should be thought of as help text for the user. If the third element of the list is NIL, the system responds with Will select this item when you release the button.

```
Exec (INTERLISP)
104< (SETQ MY.MENU2 (CREATE MENU TITLE + "PLEASE CHOOSE ONE
OF THE ITEMS" ITEMS +
      '((QUIT (PRINT "STOPPED")
           "CHOOSE THIS TO STOP")
        (NEXT-QUESTION (PRINT "HERE IS THE NEXT
QUESTION..."))
           "CHOOSE THIS TO SEE NEXT QUESTION")
        (NEXT-TOPIC (PRINT "HERE IS THE NEXT TOPIC..."))
           "CHOOSE THIS TO SEE NEXT TOPIC")
        (SEE-TOPICS (PRINT "THESE HAVE NOT BEEN
LEARNED..."))
           "CHOOSE THIS TO SEE UNLEARNED
TOPICS")))))
{MENU}#366,17464
105< (ADDMENU MY.MENU2)
{WINDOW}#366,16234
106<
```

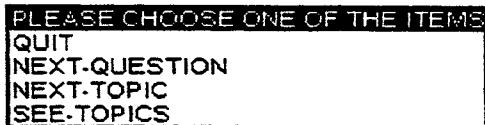


Figure 13-3. Creating a Menu to do Things, then Displaying it With the Function ADDMENU

Now when an item is selected from MY.MENU2, something will happen. When a mouse button is held down, the expression typed as the third element in the item's specification will be printed in the Prompt Window. (See Figure 13-4.)

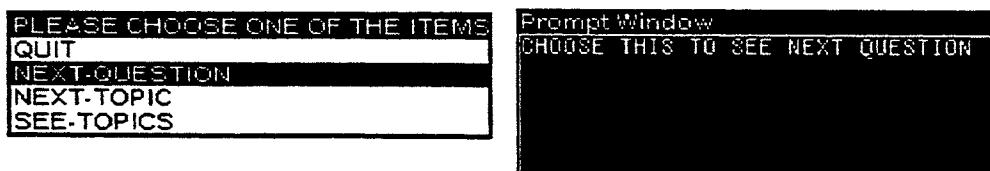


Figure 13-4. Mouse Button Held Down While Mouse Cursor Selects NEXT.QUESTION

When the mouse button is released (i.e., the item is selected) the expression that was typed as the second element of the item's specification will be run. (See Figure 13-5.)

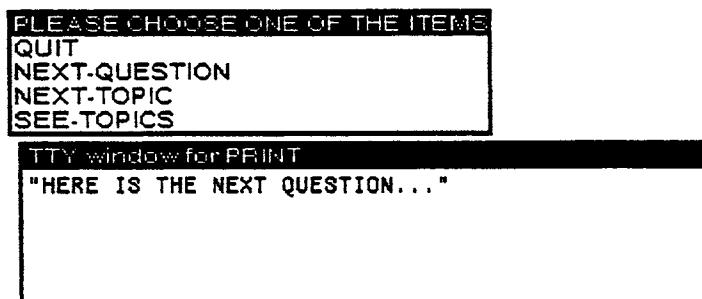


Figure 13-5. NEXT-QUESTION Selected

## WHENHELD芬 and WHENSELECTED芬 Fields of a Menu

Another way to get a menu to do things is to define functions, and make them the values of the menu's WHENHELD芬 and WHENSELECTED芬 fields. As the value of the WHENHELD芬 field of a menu, the function you define will be executed when you press and hold a mouse button inside the menu. As the value of the WHENSELECTED芬 field of a menu, the function you define will be executed when you choose a menu item. This example has the same functionality as the previous example, where each menu item was entered as a list of three items.

As an example, type in these two functions so that they can be executed when the menu is created and displayed:

```
(DEFINEQ (MY.MENU3.WHENHELD (ITEM.SELECTED MENU.FROM
    BUTTON.PRESSED)
    (SELECTQ ITEM.SELECTED
        (QUIT (PROMPTPRINT "CHOOSE THIS TO STOP"))
        (NEXT-QUESTION (PROMPTPRINT "CHOOSE THIS TO BE ASKED THE
            NEXT QUESTION"))
        (NEXT-TOPIC (PROMPTPRINT "CHOOSE THIS TO MOVE ON TO THE
            NEXT SUBJECT"))
        (SEE-TOPICS (PROMPTPRINT "CHOOSE THIS TO SEE THE TOPICS
            NOT YET LEARNED"))
        (ERROR (PROMPTPRINT "NO MATCH FOUND")))))
))

(DEFINEQ (MY.MENU3.WHENSELECTED (ITEM.SELECTED MENU.FROM
    BUTTON.PRESSED)
    (SELECTQ ITEM.SELECTED
        (QUIT (PRINT "STOPPED"))
        (NEXT-QUESTION (PRINT "HERE IS THE NEXT QUESTION"))
        (NEXT-TOPIC (PRINT "HERE IS THE NEXT SUBJECT"))
        (SEE-TOPICS (PRINT "THE FOLLOWING HAVE NOT BEEN
            LEARNED . . ."))
        (ERROR (PROMPTPRINT "NO MATCH FOUND")))))
))
```

Now, to create the menu, type:

```
(SETQ MY.MENU3 (CREATE MENU
    TITLE ← "PLEASE CHOOSE ONE OF THE ITEMS"
    ITEMS ← '(QUIT NEXT-QUESTION NEXT-TOPIC SEE-TOPICS)
    WHENHELD芬 ← (FUNCTION MY.MENU3.WHENHELD))
```

```
WHENSELECTEDFN ← (FUNCTION MY.MENU3.WHENSELECTED))
```

To see your menu work, type

```
(ADDMENU MY.MENU3)
```

Now, due to executing the WHENHELD function, holding down any mouse button while pointing to a menu item will display an explanation of the item in the prompt window. The screen will once again look like Figure 13-4 when the mouse button is held when the mouse cursor is pointing to the item NEXT-QUESTION.

Now, due to executing the WHENSELECTEDFN function, releasing the mouse button to select an item will cause the proper actions for that item to be taken. The screen will once again look like Figure 13-5 when the item NEXT-QUESTION is selected. The crucial thing to note is that the functions you defined for WHENHELD and WHENSELECTED are automatically given the following arguments:

1. The item that was selected, ITEM.SELECTED
2. The menu it was selected from, MENU.FROM
3. The mouse button that was pressed BUTTON.PRESSED

These functions, MY.MENU3.WHENHELD and MY.MENU3.WHENSELECTED, were quoted using FUNCTION instead of QUOTE both for program readability and so that the compiler can produce faster code when the program is compiled. It is good style to quote functions in Lisp by using the function FUNCTION instead of QUOTE.

## Looking at a Menu's Fields

INSPECT is a function that displays a list of the fields of a menu, and their values. Figure 13-6 shows the various fields of MY.MENU3 when the function (INSPECT MY.MENU3) was called. Notice the values that were assigned by the examples, and all the defaults.

161+	(INSPECT MY.MENU3)
	{WINDOW}#357,73064
162+	(MENU) # 338,174464 Inspector
	ITEMWIDTH 236
	ITEMHEIGHT 12
	IMAGEWIDTH 238
	IMAGEHEIGHT 62
	MENUREGIONLEFT -1
	MENUREGIONBOTTOM -1
	IMAGE {WINDOW}#376,26000
	SAVEIMAGE NIL
	ITEMS (QUIT NEXT-QUESTION NEXT-TOPIC SEE-T
	MENUROWS 4
	MENUCOLUMNS 1
	MENUGRID (0 0 236 12)
	CENTERFLG NIL
	CHANGEOFSETFLG NIL
	MENUFONT {FONTO_DESCRIPTOR}#74,70204
	TITLE "PLEASE CHOOSE ONE OF THE ITEMS"
	MENUOFFSET (0 . 0)
	WHENSELECTEDFN MY.MENU3.WHENSELECTED
	MENUBORDERSIZE 0
	MENUOUTLINESIZE 1
	WHENHELDFN MY.MENUS.WHENHELD
	MENUPOSITION NIL
	WHENUNHELDFN CLRPROMPT
	MENUUSERDATA NIL
	MENUTITLEFONT NIL
	SUBITEMFN NIL
	MENUFEEDBACKFLG NIL
	SHADEDITEMS NIL

Figure 13-6. MY.MENU3 Fields

### 13. WHAT ARE MENUS?

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## 14. BITMAPS

---

A bitmap is a rectangular array of dots. The dots are called "pixels" (for picture elements). Each dot, or pixel, is represented by a single bit. When a pixel or bit is turned on (i.e. that bit set to 1), a black dot is inserted into a bitmap. If you have a bitmap of a floppy on your screen (Figure 14-1), then all of the bits in the area that make up the floppy are turned on, and the surrounding bits are turned off.

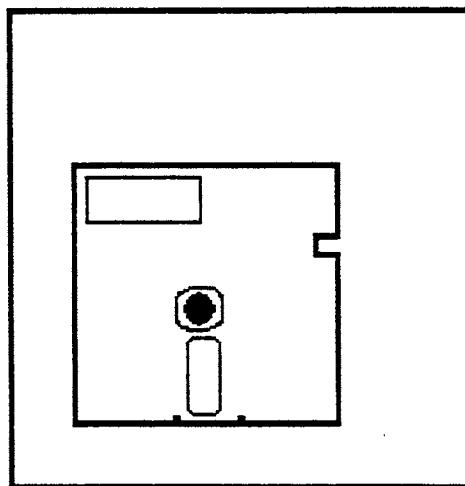


Figure 14-1. Bitmap of a Floppy

BITMAPCREATE creates a bitmap, even though it can't be seen.

(BITMAPCREATE *width height*)

If *width* and *height* are not supplied, the system will prompt you for them.

EDITBM edits the bitmap. The syntax of the function is:

(EDITBM *bitmapname*)

Try the following to produce results like those in Figure 14-4:

```
(SETQ MY.BITMAP (BITMAPCREATE 60 40))  
(EDITBM MY.BITMAP)
```

**To draw** - In the bitmap, move the mouse cursor into the gridded section of the bitmap editor, and press and hold the left mouse button. Move the mouse around to turn on the bits represented by the spaces in the grid. Notice that each space in the grid represents one pixel on the bitmap.

**To erase** - Move the mouse cursor into the gridded section of the bitmap editor, and press and hold the center mouse button. Move the mouse around to turn off the bits represented by the filled spaces in the gridded section of the bitmap editor.

**To work on a different section** - Point with the mouse cursor to the picture of the actual bitmap (the upper left corner of the bitmap editor). Press and hold the left mouse button. A menu with the single item, *Move* will appear. (See Figure 14-2.) Choose this item.

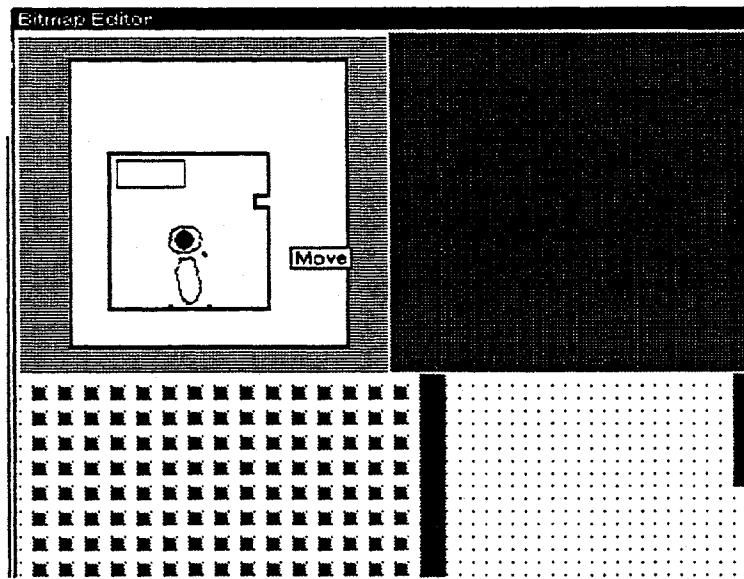


Figure 14-2. Menu with Single Item (Move)

You will be asked to position a ghost window over the bitmap. This ghost window represents the portion of the bitmap that you are currently editing. Place it over the section of the bitmap that you wish to edit and click the left mouse button (see Figure 14-3).

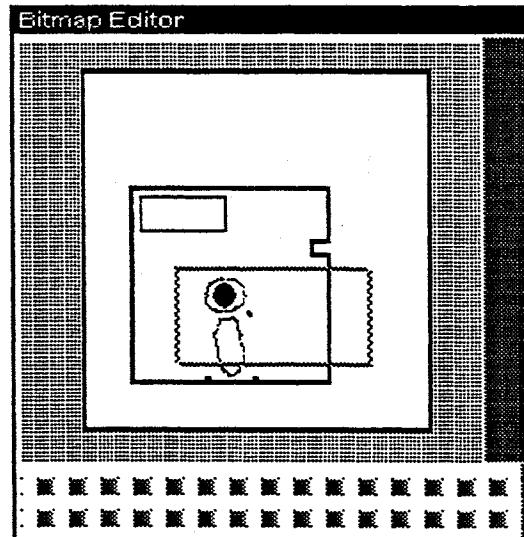


Figure 14-3. Ghost Window Awaiting Positioning

To end the session - bring the mouse cursor into the upper-right portion of the window (the grey area) and press the center button. Select OK from the menu to save your artwork.

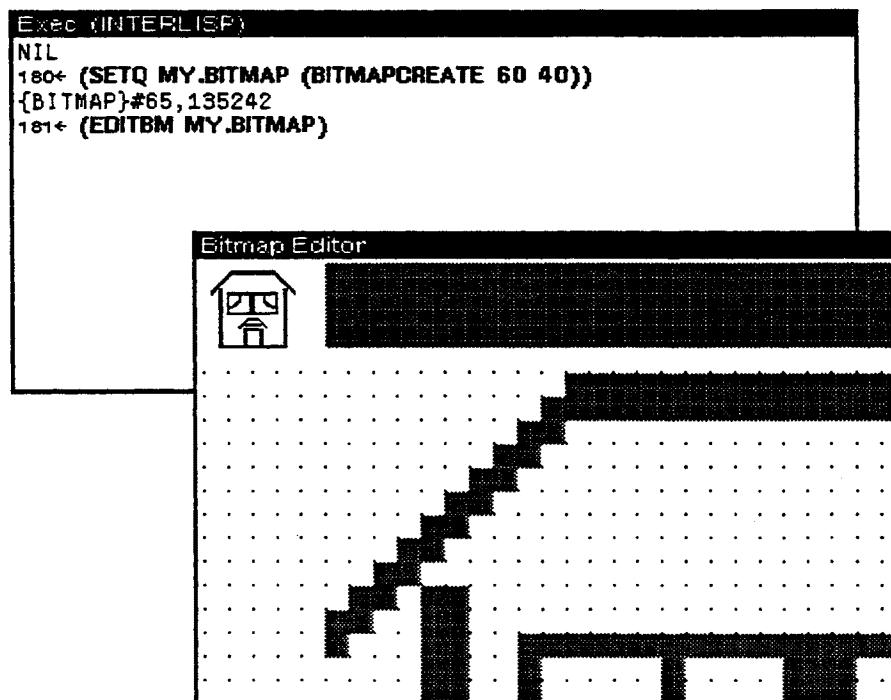


Figure 14-4. Editing a Bitmap

**BITBLT** is the primitive function for moving bits (or pixels) from one bitmap to another. It extracts bits from the source bitmap, and combines them in appropriate ways with those of the destination bitmap. The syntax of the function is:

(BITBLT *sourcebitmap sourceleft sourcebottom destinationbitmap destinationleft destinationbottom width height sourceype operation texture clippingregion*)

Here's how it's done —using **MY.BITMAP** as the *sourcebitmap* and **MY.WINDOW** as the *destinationbitmap*.

```
(SETQ MY.WINDOW (CREATEW))
(BITBLT MY.BITMAP NIL NIL
        MY.WINDOW NIL NIL NIL NIL 'INPUT 'REPLACE)
```

Note that the destination bitmap can be, and usually is, a window. Actually, it is the bitmap of a window, but the system handles that detail for you. Because of the NILs (meaning "use the default"), **MY.BITMAP** will be BITBLT'd into the lower right corner of **MY.WINDOW** (see Figure 14-5).

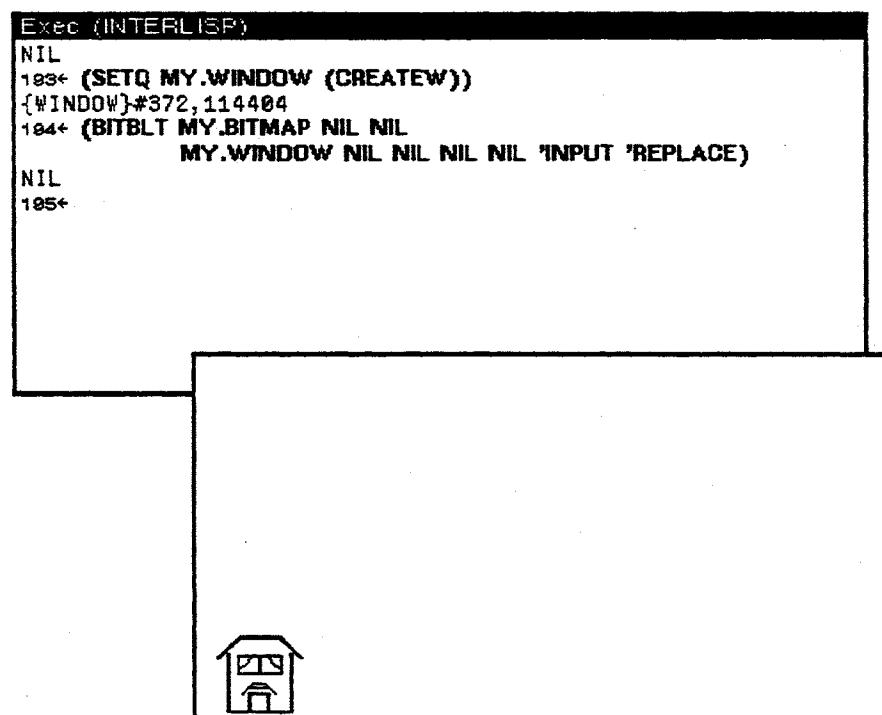


Figure 14-5. BITBLTing a Bitmap onto a Window

Here is what each of the BITBLT arguments to the function mean:

<i>sourcebitmap</i>	The bitmap to be moved into the <i>destinationbitmap</i>
<i>sourceleft</i>	A number, starting at 0 for the left edge of the <i>sourcebitmap</i> , that tells BITBLT where to start moving pixels from the <i>sourcebitmap</i> . For example, if the leftmost 10 pixels of <i>sourcebitmap</i> were not to be moved, <i>sourceleft</i> should be 10. The default value is 0.
<i>sourcebottom</i>	A number, starting at 0 for the bottom edge of the <i>sourcebitmap</i> , that tells BITBLT where to start moving pixels from the <i>sourcebitmap</i> . For example, if the bottom 10 rows of pixels of <i>sourcebitmap</i> were not to be moved, <i>sourcebottom</i> should be 10. The default value is 0.
<i>destinationbitmap</i>	The bitmap that will receive the <i>sourcebitmap</i> . This is often a window (actually the bitmap of a window, but Interlisp takes care of that for you).
<i>destinationleft</i>	A number, starting at 0 for the left edge of the <i>destinationbitmap</i> , that tells BITBLT where to start placing pixels from the <i>sourcebitmap</i> . For example, to place the <i>sourcebitmap</i> 10 pixels in from the left, <i>destinationleft</i> should be 10. The default value is 0.

<i>destinationbottom</i>	A number, starting at 0 for the bottom edge of the <i>destinationbitmap</i> , that tells BITBLT where to start placing pixels from the <i>sourcebitmap</i> . For example, to place the <i>sourcebitmap</i> 10 pixels up from the bottom, <i>destinationbottom</i> should be 10. The default value is 0.
<i>width</i>	How many pixels in each row of <i>sourcebitmap</i> should be moved. The same amount of space is used in <i>destinationbitmap</i> to receive the <i>sourcebitmap</i> . If this argument is NIL, it defaults to the number of pixels from <i>sourceleft</i> to the end of the row of <i>sourcebitmap</i> .
<i>height</i>	How many rows of pixels of <i>sourcebitmap</i> should be moved. The same amount of space is used in <i>destinationbitmap</i> to receive the <i>sourcebitmap</i> . If this argument is NIL, it defaults to the number of rows from <i>sourcelbottom</i> to the top of the <i>sourcebitmap</i> .
<i>sourcetype</i>	Refers to one of three ways to convert the <i>sourcebitmap</i> for writing. For now, just use ' INPUT.
<i>operation</i>	Refers to how the <i>sourcebitmap</i> gets BITBLT'd on to the <i>destinationbitmap</i> . ' REPLACE will BLT the exact <i>sourcebitmap</i> . Other operations allow you to AND, OR or XOR the bits from the <i>sourcebitmap</i> onto the bits on the <i>destinationbitmap</i> .
<i>texture</i>	Just use NIL for now.
<i>clippingregion</i>	Just use NIL for now.

For more information on these operations, see Chapter 27 in the *IRM*.

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## 15. DISPLAYSTREAMS

---

A displaystream is a generalized "place to display". It determines exactly what is displayed where. One example of a displaystream is a window. Windows are the only displaystreams that will be used in this chapter. If you want to draw on a bitmap that is not a window, other than with BITBLT, or want to use other types of displaystreams, please refer to Chapter 27 in the *IRM*.

This chapter explains functions for drawing on displaystreams: DRAWLINE, DRAWTO, DRAWCIRCLE., and FILLCIRCLE. In addition, functions for locating and changing your current position in the displaystream are covered: DSPXPOSITION, DSPYPOSITION, and MOVETO.

### Drawing on a Displaystream

---

The examples below show you how the functions for drawing on a displaystream work. First, create a window. Windows are displaystreams, and the one you create is used for the examples in this chapter. Type:

```
(SETQ EXAMPLE.WINDOW (CREATEW))
```

#### **DRAWLINE**

DRAWLINE draws a line in a displaystream. For example, type:

```
(DRAWLINE 10 15 100 150 5 'INVERT EXAMPLE.WINDOW)
```

The results should look like Figure 15-1:

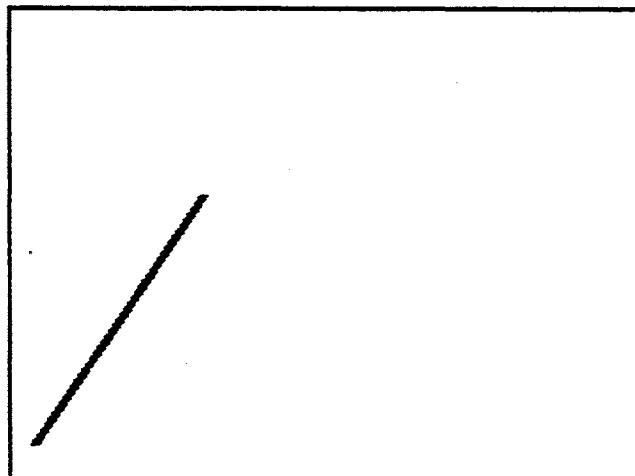


Figure 15-1. Line Drawn onto the EXAMPLE.WINDOW Displaystream

The syntax of DRAWLINE is

```
(DRAWLINE x1 y1 x2 y2 width operation stream color dashing)
```

The coordinates of the left bottom corner of the displaystream are 0 0.

*x1 and y1*    x and y coordinates of the beginning of the line

*x2 and y2*    ending coordinates of the line

<i>width</i>	width of the line, in pixels
<i>operation</i>	way the line is to be drawn. INVERT causes the line to invert the bits that are already in the displaystream. Drawing a line the second time using INVERT erases the line. For other operations, see Chapter 27 in the <i>IRM</i> .
<i>stream</i>	displaystream. In this case, you used a window.
<i>color</i>	color specification used for image streams that support color.
<i>dashing</i>	a list of positive integers that determines the dashing characteristics of the line. The first integer indicates the number of points the line is "on", the second integer the number of points the line is "off", the third integer indicates how long it will be "on" again, etc. The sequence is repeated from the beginning when the list is exhausted.

## DRAWTO

DRAWTO draws a line that begins at your current position in the displaystream. For example, type:

(DRAWTO 120 135 5 'INVERT EXAMPLE.WINDOW)

The results should look like Figure 15-2:

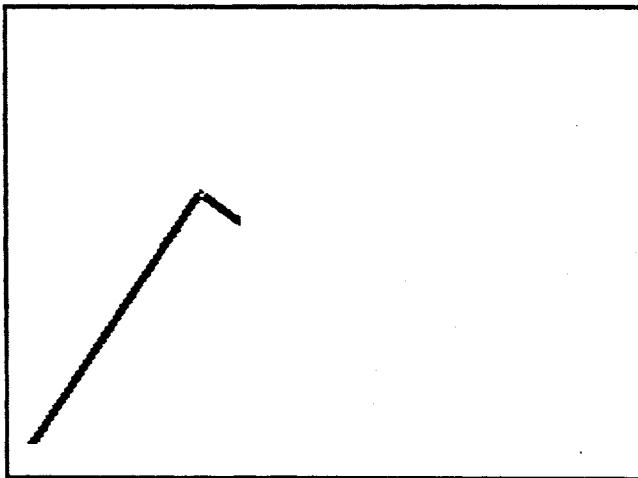


Figure 15-2. Another Line drawn onto the EXAMPLE.WINDOW Displaystream

The syntax of DRAWTO is

(DRAWTO *x y width operation stream color dashing*)

The line begins at the current position in the displaystream.

<i>x</i>	x coordinate of the end of the line
<i>y</i>	y coordinate of the end of the line
<i>width</i>	width of the line
<i>operation</i>	way the line is to be drawn. INVERT causes the line to invert the bits that are already in the displaystream. Drawing a line the second time using INVERT erases the line. For other operations, see Chapter 27 in the <i>IRM</i>
<i>stream</i>	displaystream. In this case, you used a window.

<i>color</i>	color specification used for image streams that support color.
<i>dashing</i>	a list of positive integers that determines the dashing characteristics of the line. The first integer indicates the number of points the line is "on", the second integer the number of points the line is "off", the third integer indicates how long it will be "on" again, etc. The sequence is repeated from the beginning when the list is exhausted.

## DRAWCIRCLE

DRAWCIRCLE draws a circle on a displaystream. To use it, type:

```
(DRAWCIRCLE 150 100 30 ' (VERTICAL 5) NIL EXAMPLE.WINDOW)
```

Now your window, EXAMPLE.WINDOW, should look like Figure 15-3:

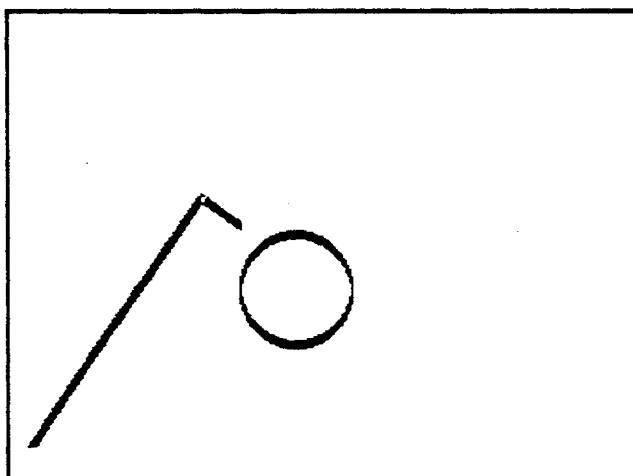


Figure 15-3. Circle Drawn onto the EXAMPLE.WINDOW Displaystream

The syntax of DRAWCIRCLE is

```
(DRAWCIRCLE centerx centery radius brush dashing stream)
```

<i>centerx</i>	x coordinate of the center of the circle
<i>centery</i>	y coordinate of the center of the circle
<i>radius</i>	radius of the circle in pixels
<i>brush</i>	list of brush options. The first item of the list is the shape of the brush. Some of your options include ROUND, SQUARE, and VERTICAL. The second item of the list is the width of the brush in pixels.
<i>dashing</i>	list of positive integers. The brush is "on" for the number of units indicated by the first element of the list, "off" for the number of units indicated by the second element of the list. The third element specifies how long it will be on again, and so forth. The sequence is repeated until the circle has been drawn.
<i>stream</i>	displaystream. In this case, you used a window.

### FILLCIRCLE

FILLCIRCLE draws a filled circle on a displaystream. To use it, type:

```
(FILLCIRCLE 200 150 10 GRAYSHADE EXAMPLE.WINDOW)
```

EXAMPLE.WINDOW now looks like Figure 15-4:

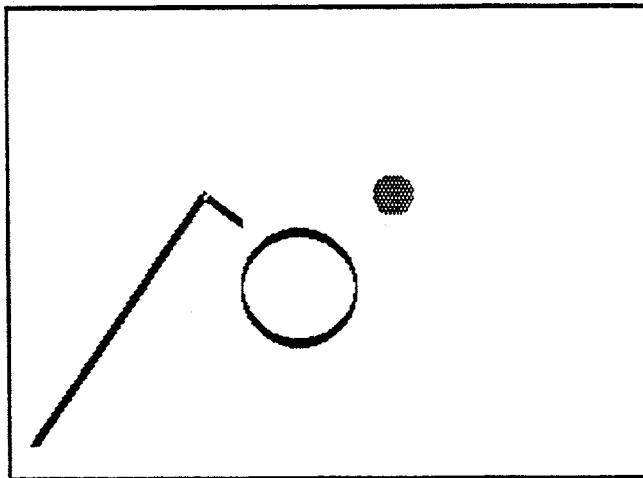


Figure 15-4. A Filled Circle Drawn Onto the Displaystream

The syntax of FILLCIRCLE is:

```
(FILLCIRCLE centerx centery radius texture stream)
```

*centerx*      x coordinate of the center of the circle

*centery*      y coordinate of the center of the ci rcle

*radius*      radius of the circle in pixels

*texture*      shade that will be used to fill in the circle. Interlisp provides you with three shades: WHITESHADE, BLACKSHADE, and GRAYSHADE. You can also create your own shades. For more information on how to do this, see Chapter 27 in the *IRM*.

*stream*      displaystream. In this case, you used a window

There are many other functions for drawing on a displaystream. Please refer to Chapter 27 in the *IRM*.

Text can also be placed into displaystreams. To do this, use printing functions such as PRIN1 and PRIN2, but supply the name of the displaystream as the "file" to print to. To place the text in the proper position in the displaystream, see the section below.

---

### Locating and Changing Your Position in a Displaystream

---

There are functions provided to locate, and to change your current position in a displaystream. This can help you place text, and other images where you want them in a displaystream. This primer will only discuss three of these. There are others, and they can be found in the Chapter 27 of the *IRM*.

### DSPXPOSITION

DSPXPOSITION is a function that will either change the current x position in a displaystream, or simply report it. To have the function report the current x position in EXAMPLE.WINDOW, type:

```
(DSPXPOSITION NIL EXAMPLE.WINDOW)
```

DSPXPOSITION expects two arguments. The first is the new x position. If this argument is NIL, the current position is not changed, merely reported. The second argument is the displaystream.

### DSPYPOSITION

DSPYPOSITION is an analogous function, but it changes or reports the current y position in a displaystream. As with DSPXPOSITION, if the first argument is a number, the current y position will be changed to that position. If it is NIL, the current position is simply reported. To have the function report the current y position in EXAMPLE.WINDOW, type:

```
(DSPYPOSITION NIL EXAMPLE.WINDOW)
```

### MOVETO

The function MOVETO always changes your position in the displaystream. It expects three arguments:

```
(MOVETO x y stream)
```

<i>x</i>	new x position in the display stream
<i>y</i>	new y position in the display stream
<i>stream</i>	displaystream. The examples so far have used a window

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# 16. FONTS

---

This chapter explains fonts and fontdescriptors, what they are and how to use them, so that you can use functions requiring fontdescriptors

You have already been exposed to many fonts in Medley. For example, when you use the structure editor, SEdit (see the Using the List Structure Editor section of Chapter 7), you noticed that the comments were printed in a smaller font than the code, and that CLISP words were printed in a darker font than the other words in the function. These are only some of the fonts that are available in Medley.

In addition to the fonts that appear on your screen, Medley uses fonts for printers that are different than the ones used for the screen. The fonts used to print to the screen are called DISPLAYFONTS. The fonts used for printing are called INTERPRESSFONTS, or PRESSFONTS, depending on the type of printer.

## What Makes Up a Font Name?

---

Fonts are described by family, weight, slope, width, and size. This section discusses each of these, and describes how they affect the font you see on the screen.

Family is one way that fonts can differ. Here are some examples of how "family" affects the look of a font:

**CLASSIC**      This family makes the word "Able" look like this: Able

**MODERN**      This family makes the word "Able" look like this: Able

**TITAN**      This family makes the word "Able" look like this: Able

Weight also determines the look of a font. Once again, "Able" will be used as an example, this time only with the Classic family. A font's weight can be:

**BOLD**      And look like this: Able

**MEDIUM**

or **REGULAR**      And look like this: Able

The slope of a font is italic or regular. Using the Classic family font again, in a regular weight, the slope affects the font like this:

**ITALIC**      Looks like this: Able

**REGULAR**      Looks like this: Able

The width of a font is called its "expansion". It can be COMPRESSED, REGULAR, or EXPANDED.

Together, the weight, slope, and expansion of a font specifies the font's "face". Specifically, the face of a font is a three element list:

*(weight slope expansion)*

To make it easier to type, when a function requires a font face as an argument, it can be abbreviated with a three-character atom. The first specifies the weight, the second the slope, and the third character the expansion. For example, some common font faces are abbreviated:

MRR	This is the usual face, MEDIUM, REGULAR, REGULAR
MIR	Makes an italic font. It stands for: MEDIUM, ITALIC, REGULAR
BRR	Makes a bold font. The abbreviation means: BOLD, REGULAR, REGULAR
BIR	Means that the font should be both bold and italic. BIR stands for BOLD, ITALIC, REGULAR

The above examples are used so often, that there are also more mnemonic abbreviations for them. They can also be used to specify a font face for a function that requires a face as an argument. They are:

STANDARD	This is the usual face: MEDIUM, REGULAR, REGULAR; it was abbreviated above, MRR
ITALIC	This was abbreviated above as MIR, and specifies an italic font
BOLD	Makes a bold font; it was abbreviated above, BRR
BOLDITALIC	Makes a font both bold and italic: BOLD, ITALIC, REGULAR; it was abbreviated above, BIR

A font also has a size. It is a positive integer that specifies the height of the font in printer's points, about 1/72 of an inch per point. The size of the font used in this chapter is 10. For comparison, here is an example of a TITAN, MRR, size 12 font: Able.

## Fontdescriptors and FONTCREATE

---

For Medley to use a font, it must have a fontdescriptor. A fontdescriptor is a data type in Interlisp that holds all the information needed in order to use a particular font. When you print out a fontdescriptor, it looks like this:

```
{FONTDESCRIPTOR}#74,45540
```

Fontdescriptors are created by the function FONTCREATE. For example,

```
(FONTCREATE 'HELVETICA 12 'BOLD)
```

creates a fontdescriptor that, when used by other functions, prints in HELVETICA BOLD size 12. Interlisp functions that work with fonts expect a fontdescriptor produced with the FONTCREATE function.

The syntax of FONTCREATE is:

```
(FONTCREATE family size face)
```

Remember from the previous section, face is either a three element list (weight slope expansion), a three character atom abbreviation, e.g. MRR, or one of the mnemonic abbreviations, e.g. STANDARD.

If FONTCREATE is asked to create a fontdescriptor that already exists, the existing fontdescriptor is simply returned.

## Display Fonts

---

Display fonts require files that contain the bitmaps used to print each character on the screen. All of these files have the extension .DISPLAYFONT. The file name itself describes the font style and size that uses its bitmaps. For example:

**MODERN12.DISPLAYFONT**

contains bitmaps for the font family **MODERN** in size 12 points.

The directory where you put your **.DISPLAYFONT** files should be one of the values of the **DISPLAYFONTDIRECTORIES** variable. Its value is a list of directories to search for the bitmap files for display fonts. When looking for a **.DISPLAYFONT** file, the system checks the **FONT** directory on the hard disk, then the current connected directory.

Figure 16-1 shows an example value of **DISPLAYFONTDIRECTORIES**:

```

Exec (INTERLISP)
163< DISPLAYFONTDIRECTORIES
("'{dsk}/users/sybalsky/sd/" "'{dsk}/usr/local/lde/Lispcore>XeroxPrivate>Fonts"
  "{Pallas:mv:envos}<Fonts>display>presentation"
  "{Pallas:mv:envos}<Fonts>display>publishing"
  "{Pallas:mv:envos}<Fonts>display>printwheel"
  "{Pallas:mv:envos}<Fonts>display>miscellaneous"
  "{Pallas:mv:envos}<Fonts>display>JIS1"
  "{Pallas:mv:envos}<Fonts>display>JIS2"
  "{Pallas:mv:envos}<Fonts>display>CHINESE")
164<

```

Figure 16-1. Value for the Atom **DISPLAYFONTDIRECTORIES**

## **InterPress Fonts**

InterPress is the format that is used by Xerox laser printers. These printers normally have a resolution that is much higher than that of the screen: 300 points per inch.

To format files appropriately for output on such a printer, Interlisp must know the actual size for each character that is to be printed. This is done through the use of width files that contain font width information for fonts in InterPress format. For InterPress fonts, you should make the location of these files one of the values of the variable **INTERPRESSFONTDIRECTORIES**. Its value is a list of directories to search for the font widths files for InterPress fonts. Figure 16-2 is an example value of **INTERPRESSFONTDIRECTORIES**:

```
Exec (INTERLISP)

184< INTERPRESSFONTDIRECTORIES
 ("{dsk}/users/sybalsky/sd/" "{dsk}/usr/local/lde/Li
spcore>XeroxPrivate>Fonts>
  "{Pallas:mv:envos}<Fonts>interpress>presentation>

  "{Pallas:mv:envos}<Fonts>interpress>publishing>

  "{Pallas:mv:envos}<Fonts>interpress>printwheel>
   "{Pallas:mv:envos}<Fonts>interpress>miscella
neous>
   "{Pallas:mv:envos}<Fonts>interpress>JIS1>
   "{Pallas:mv:envos}<Fonts>interpress>JIS2>

  "{Pallas:mv:envos}<Fonts>interpress>CHINESE>
  )

185<
```

Figure 16-2. Value for Atom INTERPRESSFONTDIRECTORIES

---

## Functions for Using Fonts

---

### FONTPROP Looking at Font Properties

It is possible to see the properties of a fontdescriptor. This is done with the function **FONTPROP**. For the following examples, the fontdescriptor used will be the one returned by the function (**DEFAULTFONT 'DISPLAY**). In other words, the fontdescriptor examined will be the default display font for the system.

There are many properties of a font that might be useful to you. Some of these are:

**FAMILY** To see the family of a font descriptor, type:

```
(FONTPROP (DEFAULTFONT 'DISPLAY) 'FAMILY)
```

**SIZE** As above, this is a positive integer that determines the height of the font in printer's points. As an example, the **SIZE** of the current default font is:

```
Exec (INTERLISP)

128< (FONTPROP (DEFAULTFONT 'DISPLAY) 'SIZE)
10
130<
```

Figure 16-3. Value of Font Property SIZE of Default Font

**ASCENT** The value of this property is a positive integer, the maximum height of any character in the specified font from the baseline (bottom). The top of the tallest character in the font, then, will be at (**BASELINE + ASCENT - 1**). For example, the **ASCENT** of the default font is:

```
Exec (INTERLISP)
128+ (FONTPROP (DEFAULTFONT 'DISPLAY) 'ASCENT)
9
129+
```

Figure 16-4. Value Font Property ASCENT of Default Font

- DESCENT** The **DESCENT** is an integer that specifies the maximum number of points that a character in the font descends below the baseline (e.g., letters such as "p" and "g" have tails that descend below the baseline.). The bottom of the lowest character in the font will be at (**BASELINE** - **DESCENT**). To see the **DESCENT** of the default font, type:
- ```
(FONTPROP (DEFAULTFONT 'DISPLAY) 'DESCENT)
```
- HEIGHT** **HEIGHT** is equal to (**DESCENT** - **ASCENT**).
- FACE** The value of this property is a list of the form (*weight slope expansion*). These are the weight, slope, and expansion described above. You can see each one separately, also. Use the property that you are interested in, **WEIGHT**, **SLOPE**, or **EXPANSION**, instead of **FACE** as the second argument to **FONTPROP**.

For other font properties, see Chapter 27 of the *IRM*.

## STRINGWIDTH

It is often useful to see how much space is required to print an expression in a particular font. The function **STRINGWIDTH** does this. For example, type:

```
(STRINGWIDTH "Hi there!" (FONTCREATE 'GACHA 10 'STANDARD))
```

The number returned is how many left to right pixels would be needed if the string were printed in this font. (Note that this doesn't just work for pixels on the screen, but for all kinds of streams. For more information about streams, see Chapter 15.) Compare the number returned from the example call with the number returned when you change **GACHA** to **TIMESROMAN**.

## DSPFONT - Changing the Font in One Window

The function **DSPFONT** changes the font in a single window. As an example of its use, first create a window to write in. Type:

```
(SETQ MY.FONT.WINDOW (CREATEW))
```

and sweep out the window. To print something in the default font, type:

```
(PRINT 'HELLO MY.FONT.WINDOW)
```

Your window, **MY.FONT.WINDOW**, will look something like Figure 16-5:

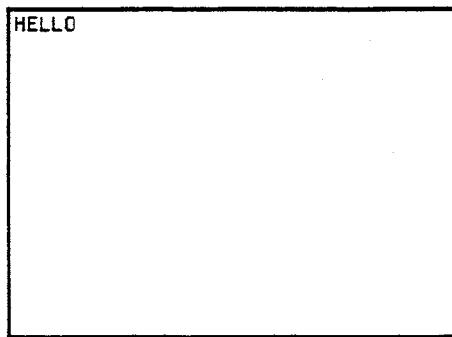


Figure 16-5. HELLO, Printed with the Default Font in MY.FONT.WINDOW

Now change the font in the window. Type:

```
(DSPFONT (FONTCREATE 'HELVETICA 12 'BOLD) MY.FONT.WINDOW)
```

The arguments to FONTCREATE can be changed to create any desired font. Now retype the PRINT statement, and your window will look something like Figure 16-6:

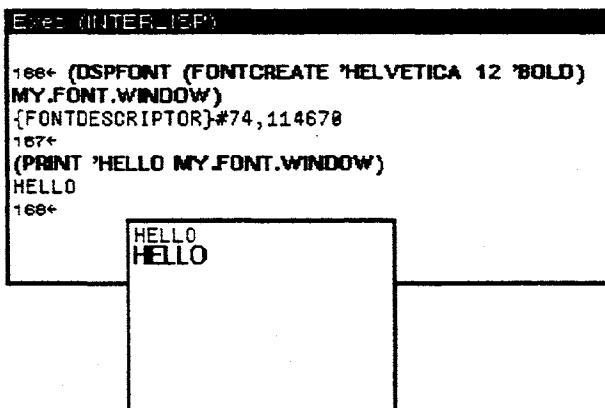


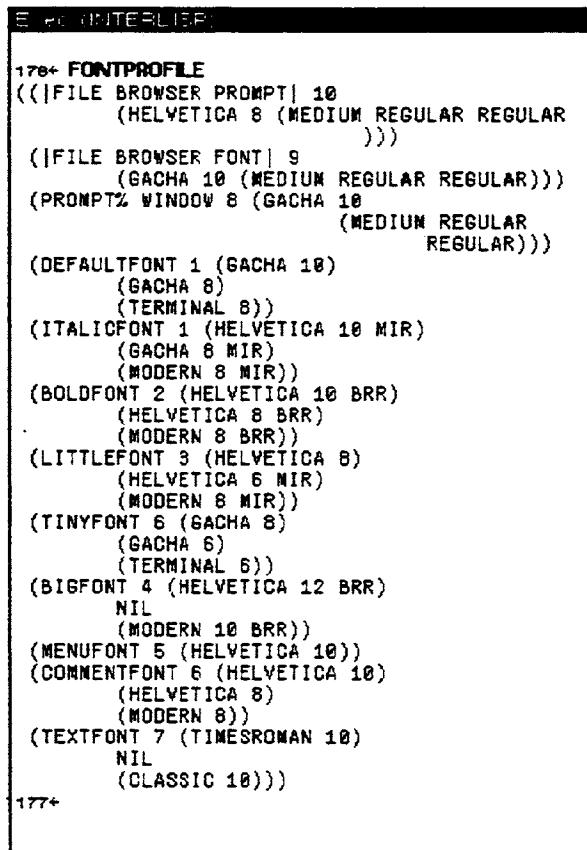
Figure 16-6. Font in MY.FONT.WINDOW Changed

Notice the font has been changed.

### Personalizing Your Font Profile

Medley keeps a list of default font specifications. This list is used to set the font in all windows where the font is not specifically set by the user (see the DSPFONT section above). The value of the atom FONTPROFILE is this list (see Figure 16-7).

A FONTPROFILE is a list of font descriptions that certain system functions access when printing output. It contains specifications for big fonts (used when pretty printing a function to type the function name), small fonts (used for printing comments in the editor), and various other fonts.



```

178+ FONTPROFILE
((|FILE BROWSER PROMPT| 10
  (HELVETICA 8 (MEDIUM REGULAR REGULAR
    ))))
(|FILE BROWSER FONT| 9
  (GACHA 10 (MEDIUM REGULAR REGULAR)))
(PROMPT% WINDOW 8 (GACHA 10
  (MEDIUM REGULAR
    REGULAR)))
(DEFAULTFONT 1 (GACHA 10)
  (GACHA 8)
  (TERMINAL 8))
(ITALICFONT 1 (HELVETICA 10 MIR)
  (GACHA 8 MIR)
  (MODERN 8 MIR))
(BOLDFONT 2 (HELVETICA 10 BRR)
  (HELVETICA 8 BRR)
  (MODERN 8 BRR))
(LITTLEFONT 3 (HELVETICA 8)
  (HELVETICA 6 MIR)
  (MODERN 8 MIR))
(TINYFONT 6 (GACHA 8)
  (GACHA 6)
  (TERMINAL 6))
(BIGFONT 4 (HELVETICA 12 BRR)
  NIL
  (MODERN 10 BRR))
(MENUFONT 5 (HELVETICA 10))
(COMMENTFONT 6 (HELVETICA 10)
  (HELVETICA 8)
  (MODERN 8))
(TEXTFONT 7 (TIMESROMAN 10)
  NIL
  (CLASSIC 10)))
177+

```

Figure 16-7. Value of the Atom FONTPROFILE

The list is in the form of an association list. The font class names (e.g., DEFAULTFONT, or BOLDFONT) are the keywords of the association list. When a number follows the keyword, it is the font number for that font class.

The lists following the font class name or number are the font specifications, in a form that the function FONTCREATE can use. The first font specification list after a keyword is the specification for printing to windows. The list (GACHA 10) in the figure above is an example of the default specification for the printing to windows. The last two font specification lists are for Press and InterPress file printing, respectively. For more information, see Chapter 27 in the *IRM*.

Now, to change your default font settings, change the value of the variable FONTPROFILE. Medley has a list of profiles stored as the value of the atom FONTDEFS. Choose the profile to use, then install it as the default FONTPROFILE.

Evaluate the atom FONTDEFS and notice that each profile list begins with a keyword (see Figure 16-8). This keyword corresponds to the size of the fonts included. BIG, SMALL, and STANDARD are some of the keywords for profiles on this list—SMALL and STANDARD appear in Figure 16-8.

```
Exec (INTERLISP)
1874 FONTDEFS
[[HUGE (FONTPROFILE (DEFAULTFONT 1 (MODERN 24)
                           NIL
                           (TERMINAL 8))
                      (BOLDFONT 2 (MODERN 24 BRR)
                           NIL
                           (MODERN 8 BRR))
                      (LITTLEFONT 3 (MODERN 18 MRR)
                           NIL
                           (MODERN 8 MIR))
                      (BIGFONT 4 (MODERN 36 BRR)
                           NIL
                           (MODERN 10 BRR)))
                     ...]
```

Figure 16-8. Part of Value of the Atom **FONTDEFS**

To install a new profile from this list, follow the following example, but insert any keyword for **BIG**.

To use the profile with the keyword **BIG** instead of the standard one, evaluate the following expression:

```
(FONTSET 'BIG))
```

Now the fonts are permanently replaced. (That is, until another profile is installed.)

## 17. THE INSPECTOR

---

The Inspector is a window-oriented tool designed to examine data structures. Because Medley is such a powerful programming environment, many types of data structures would be difficult to see in any other way.

### Calling the Inspector

---

Take as an example an object defined through a sequence of pointers (i.e., a bitmap on the property list of a window on the property list of an atom in a program.)

To inspect an object named **NAME**, type:

```
(INSPECT 'NAME)
```

If **NAME** has many possible interpretations, an option menu will appear. For example, in Interlisp, a litatom can refer to both an atom and a function. For example, if **NAME** was a record, had a function definition, and had properties on its property list, then the menu would appear as in Figure 17-1.



Figure 17-1. Option Window for Inspection of **NAME**

If **NAME** were a list, then the option menu shown in Figure 17.2 would appear. The options include:

- Calling the display editor on the list
- Calling the TTY editor (see Chapter 6)
- Seeing the list's elements in a display window. If you choose this option, each element in the list will appear in the right column of the Inspector window. The left column of the Inspector window will be made up of numbers (see Figure 17-3).
- Inspecting the list as a record type (this last option would produce a menu of known record types). If you choose a record type, the items in the list will appear in the right column of the Inspector window. The left column of the Inspector window will be made up of the field names of the record.

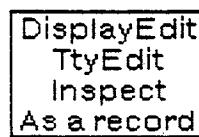


Figure 17-2. Option Window for Inspection of List

## Using the Inspector

---

If you choose to display your data structure in an edit window, simply edit the structure and exit in the normal manner when done. If you choose to display the data structure in an inspect window, then follow these instructions:

- To select an item, point the mouse cursor at it and press the left mouse button.
- Items in the right column of an Inspector window can themselves be inspected. To do this, choose the item, and press the center mouse button.
- Items in the right column of an Inspector window can be changed. To do this, choose the corresponding item in the left column, and press the center mouse button. You will be prompted for the new value, and the item will be changed. The sequence of steps is shown in Figure 17-3.

The item in the left column is selected, and the middle mouse button pressed. Select the SET option from the menu that pops up.

You will then be prompted for the new value. Type it in.

The item in the right column is updated to the value of what you typed in.

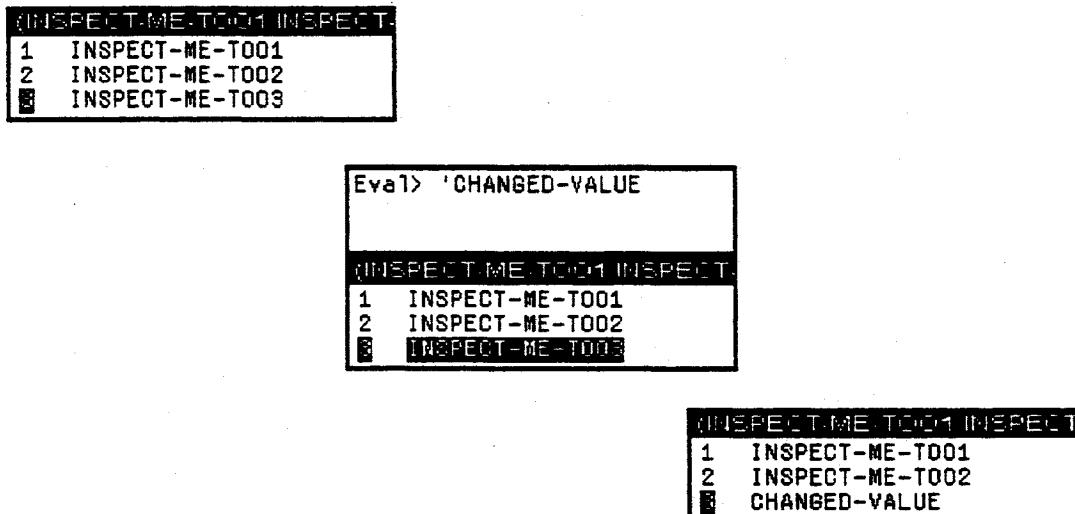


Figure 17-3. Steps Involved in Changing Value in Right Column of Inspector Window

## Inspector Example

---

This example will use ideas discussed in Chapter 21. An example, ANIMALGRAPH, is created in that section. You do not need to know the details of how it was created, but the structure is examined in this chapter.

If you type

(INSPECT ANIMAL.GRAPH)

and then choose the Inspect option from the menu, a display appears as shown in Figure 17-4. ANIMAL.GRAPH is being inspected as a list. Note the numbers in the left column of the Inspector window.

```
((FISH & --) (BIRD & --) (CAT & --) --) T NIL NIL
1 ((FISH & NIL NIL --) (BIRD & NIL NIL
2 T
3 NIL
4 NIL
5 NIL
6 NIL
7 NIL
8 NIL
9 NIL
10 NIL
11 NIL
12 NIL
```

Figure 17-4. Inspector Window For **ANIMAL.GRAPH** Inspected as List

If you choose the "As A Record" option, and choose "GRAPH" from the menu that appears, the inspector window looks like Figure 17-5. Note the field names in the left column of the inspector window.

```
((FISH & --) (BIRD & --) (CAT & --) --) T NIL NIL --) Inspector
GRAPH.PROPS NIL
GRAPH.CHANGELABELFN NIL
GRAPH.INVERTLABELFN NIL
GRAPH.INVERTBORDERFN NIL
GRAPH.FONTCHANGEFN NIL
GRAPH.DELETELINKFN NIL
GRAPH.ADDLINKFN NIL
GRAPH.DELETENODEFN NIL
GRAPH.ADDNODEFN NIL
GRAPH.MOVENODEFN NIL
DIRECTEDFLG NIL
SIDESFLG T
GRAPHNODES ((FISH & NIL NIL --) (BIRD & NIL NIL
```

Figure 17-5. Inspector Window for **ANIMAL.GRAPH**, Inspected as Instance of **GRAPH** Record

The remaining examples will use **ANIMAL.GRAPH** inspected as a list. When the first item in the Inspector window is chosen with the left mouse button, the Inspector window looks like Figure 17-6.

```
((FISH & --) (BIRD & --) (CAT & --) --) T NIL NIL --
1 ((FISH & NIL NIL --) (BIRD & NIL NIL
2 T
3 NIL
4 NIL
5 NIL
6 NIL
7 NIL
8 NIL
9 NIL
10 NIL
11 NIL
12 NIL
```

Figure 17-6. Inspector Window for **ANIMAL.GRAPH** With First Element Selected

When you use the middle mouse button to inspect the selected list element, the display looks like Figure 17-7.

```
(FISH & --)(BIRD & --)(CAT & --) NIL NIL --
1 ((FISH & NIL NIL --) (BIRD & NIL NIL
2 T
3 NIL
4 ((FISH (102 . 48) NIL --) (BIRD (102 . 32) NIL --))
5 1 (FISH (102 . 48) NIL NIL NIL --)
6 2 (BIRD (102 . 32) NIL NIL NIL --)
7 3 (CAT (186 . 24) NIL NIL NIL --)
8 4 (DOG (178 . 10) NIL NIL NIL --)
9 5 ((MAMMAL DOG CAT) (109 . 16) NIL NIL
10 6 ((ANIMAL & BIRD FISH) (22 . 32) NIL
11 NIL
12 NIL
```

Figure 17-7. Inspector Window for ANIMAL.GRAPH and for First Element of ANIMAL.GRAPH

How you can see that six items make up the list, and you can further choose to inspect one of these items. Notice that this is also inspected as a list. As usual, it could also have been inspected as a record.

Select item 5 - MAMMAL DOG CAT - with the left mouse button. Press the middle mouse button. Choose "Inspect" to inspect your choice as a list. The Inspector now displays the values of the structure that makes up MAMMAL DOG CAT. (See Figure 17-8.)

```
((MAMMAL DOG CAT) (109 . 16)
1 (MAMMAL DOG CAT)
2 (109 . 16)
3 NIL
4 NIL
5 NIL
6 45
7 16
8 (DOG CAT)
9 ((ANIMAL & BIRD FISH))
10 {FONTCLASS}#74,61752
11 MAMMAL
12 NIL
```

Figure 17-8. Inspector Window for Element 5 From Figure 17-7 That Begins ((MAMMAL DOG CAT)).

## 18. MASTERSCOPE

Masterscope is a tool that allows you to quickly examine the structure of complex programs. As your programs enlarge, you may forget what variables are global, what functions call other functions, and so forth. Masterscope keeps track of this for you.

To use Masterscope, first load **MASTERSCOPE.DFASL** and **EXPORTS.ALL**.

Suppose that **JVTO** is the name of a file that contains many of the functions involved in a complex system and that **LINTRANS** is the file containing the remaining functions. The first step is to ask Masterscope to analyze these files. These files must be loaded. All Masterscope queries and commands begin with a period followed by a space, as in

```
. ANALYZE FNS ON MSCOPEDEMO
```

The **ANALYZE** process takes a while, so the system prints a period on the screen for each function it has analyzed. (See Figure 18-1)

The screenshot shows a window titled "Exec 2 (INTERLISP)". Inside the window, the command ". ANALYZE FNS ON MSCOPEDEMO" is typed. Below the command, several periods are printed sequentially, indicating the progress of the analysis. The sequence starts with "2/106>" followed by a series of dots, and ends with "2/107>".

Figure 18-1. Executive Window After Analyzing Files

If you are not quite sure what functions were just analyzed, type the file's **COMS** variable (see the File Variables section in Chapter 7) into the Executive Window. The names of the functions stored on the file will be a part of the value of this variable.

A variety of commands are now possible, all referring to individual functions within the analyzed files. Substantial variation in exact wording is permitted. Some commands are:

- . SHOW PATHS FROM ANY TO ANY
- . EDIT WHERE ANY CALLS *functionname*
- . EDIT WHERE ANY USES *variablename*
- . WHO CALLS WHOM
- . WHO CALLS *functionname*
- . BY WHOM IS *functionname* CALLED
- . WHO USES *variablename* AS FIELD

Note that the function is being called to invoke each command. Refer to the *IRM* for commands not listed here.

Figure 18-2 shows the Executive Window after the commands **. WHO CALLS GetCTType** and **. WHO DOES ReadBeginEnd CALL**.

The screenshot shows a window titled "Exec 2 (INTERLISP)". Inside the window, two commands are issued: ". WHO CALLS GetCTType" and ". WHO DOES ReadBeginEnd CALL". The system responds with a series of periods, indicating the execution of the commands. The sequence starts with "2/107>" followed by a series of dots, and ends with "2/108>".

Figure 18-2. Sample Masterscope Output

## SHOW DATA Command and GRAPHER

When the library package GRAPHER is loaded (to load this package, type (FILESLOAD GRAPHER)), Masterscope's SHOWPATHS command is modified. The command will be changed to generate a tree structure showing how the program's functions interact instead of a tabular printout into the Executive window. For example, typing:

```
• SHOW PATHS FROM ProcessEND
```

produced the display shown in Figure 18-3.

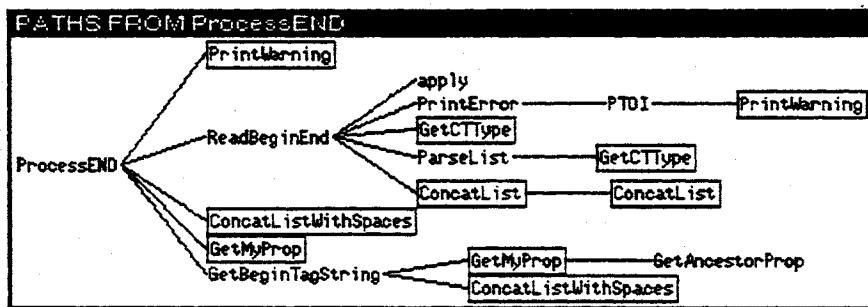


Figure 18-3. SHOW PATHS Display Example

All the functions in the display are part of this analyzed file or a previously analyzed file. Boxed functions indicate that the function name has been duplicated in another place on the display.

Selecting any function name on the display will pretty print the function in a window (see Figure 18-4).

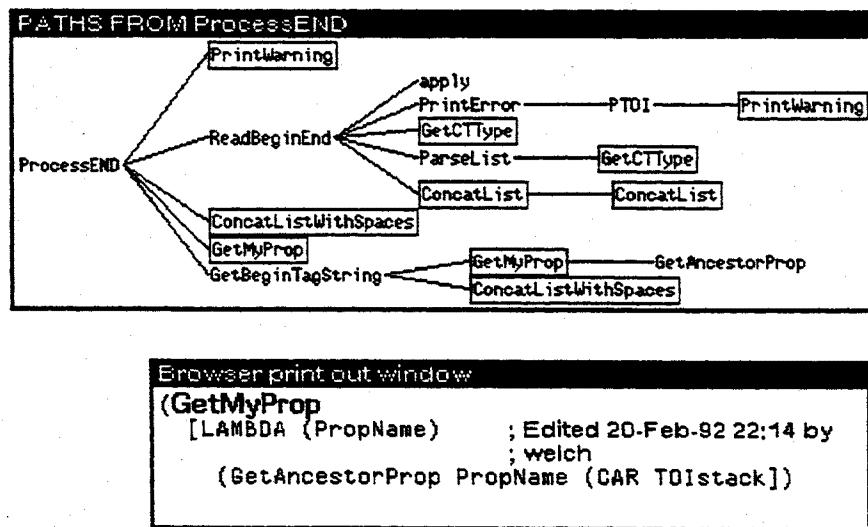


Figure 18-4. Browser Printout Example

Selecting it again with the left mouse button will produce a description of the function's role in the overall system (see Figure 18-5).

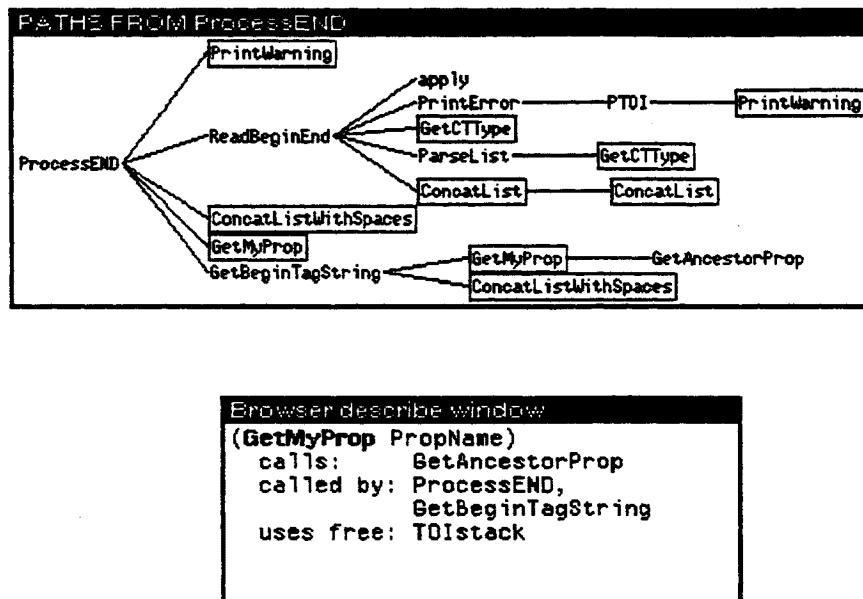


Figure 18-5. Browser Description Example

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## **19. WHERE DOES ALL THE TIME GO? SPY**

---

**SPY** is a Lisp library package that shows you where you spend your time when you run your system. It is easy to learn, and very useful when trying to make programs run faster.

### **How to Use Spy with the SPY Window**

---

The function **SPY.BUTTON** brings up a small window which you will be prompted to position. Using the mouse buttons in this window controls the action of the **SPY** program. When you are not using **SPY**, the window appears as in Figure 19-1.



Figure 19-1. SPY Window When SPY is Not Being Used

To use **SPY**, click either the left or middle mouse button with the mouse cursor in the **SPY** window. The window will appear as in Figure 19-2, and means that **SPY** is accumulating data about your program.



Figure 19-2. SPY Window When SPY is Being Used

To turn off **SPY** after the program has run, again click a mouse button in the **SPY** window. The eye closes, and you are asked to position another window. This window contains **SPY**'s results. An example of the resulting window is shown in Figure 19-3.

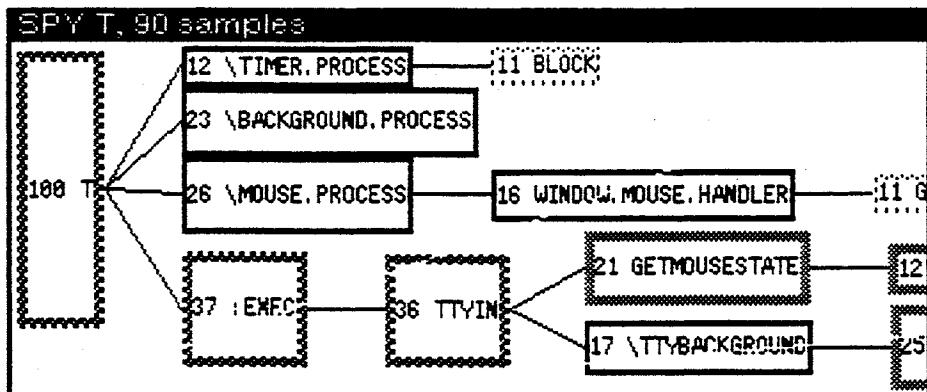


Figure 19.3. Window Produced After Running SPY

This window is scrollable horizontally and vertically. This is useful, since the whole tree does not fit in the window.

## How to Use SPY from the Lisp Top Level

---

SPY can also be run while a specific function or system is being used. To do this, type the function **WITH.SPY**:

**(WITH.SPY form)**

The expression used for *form* should be the call to begin running the function or system that SPY is to watch. If you watch the SPY window, the eye will blink! To see your results, run the function **SPY.TREE**. To do this, type:

**(SPY.TREE)**

The results of the last running of SPY will be displayed. If you do this, and **SPY.TREE** returns (no SPY samples have been gathered), your function ran too fast for SPY to follow.

## Interpreting SPY's Results

---

Each node in the tree is a box that contains, first, the percentage of time spent running that particular function, and second, the function name. There are two modes that can be used to display this tree.

The default mode is cumulative. In this mode, each percentage is the amount of time that function spent on top of the stack, plus the amount of time spent by the functions it calls. The second mode is individual. To change the mode to individual, point to the title bar of the window, and press the middle mouse button. Choose **Individual** from the menu that appears. In this mode, the percentage shown is the amount of time the function spent on the top of the stack.

To look at a single branch of the tree, point with the mouse cursor at one of the nodes of the tree, and press the right mouse button. From the menu that appears, choose the option **SubTree**. Another SPY window will appear, with just this branch of the tree in it.

Another way to focus within the tree is to remove branches from the tree. To do this, point to the node at the top of the branch you would like to delete. Press the middle mouse button, and choose Delete from the menu that appears.

There are also different amounts of "merging" of functions that can be done in the window. A function can be called by another function more than once. The amount of merging determines where the subfunction, and the functions that it calls, appear in the tree, and how often. (For a detailed explanation of merging, see the *Lisp Library Packages Manual*.)

## 20. FREE MENUS

Free Menu is a package that is even more flexible than the regular menu package. It allows you to create menus with different types of items in them, and format them as you would like. Free menus are particularly useful when you want a "fill in the form" type interaction with the user.

Each menu item is described with a list of properties and values. The following example will give you an idea of the structure of the description list, and some of your options. The most commonly used properties, and each type of menu item will be described in the Parts of a Free Menu Item and Types of Free Menu Items sections below.

### Example Free Menu

Free menus can be created and formatted automatically! It is done with the function FREEMENU. This function takes four arguments: a description of the menu, a title, a background shade, and a border width. The description is a list of lists; each internal list describes one row of the free menu. A free menu row can have more than one item in it, so there are really lists of lists of lists! As in the following example:

```
(SETQ ExampleMenu  
      (FREEMENU  
        '(((LABEL TitlesDoNothing)  
           (TYPE 3STATE LABEL Example3State))  
          ((TYPE EDITSTART LABEL PressToStartEditing  
             LINKS (EDIT EDITITEM))  
            (TYPE EDIT ID EDITITEM LABEL "")))  
          "Example Does Nothing")))  
(OPENW ExampleMenu)
```

The first row has two items in it, a TITLE and a 3STATE item. The second row also has two items. The second, the EDIT item, is invisible, because its label is an empty string. The caret will appear for editing, however, if the EDITSTART item is chosen. WINDOWPROPS can appear as part of the description of the menu, because a menu is, after all, just a special window. You can specify not only the title with WINDOWPROPS, but also the position of the free menu, using the "left" and "bottom" properties, and the width of the border in pixels, with the "border" property. Evaluating this expression will return a window. You can see the menu by using the function OPENW. The following example illustrates this:

```
Exec 2 (INTERLISP)  
2/160> (SETQ ExampleMenu (FREEMENU '(((LABEL TitlesDoNothing)  
   (TYPE 3STATE LABEL Example3State))  
   ((TYPE EDITSTART LABEL  
   PressToStartEditing LINKS (EDIT EDITITEM))  
   (TYPE EDIT ID EDITITEM LABEL "")))  
   "Example Does Nothing"))  
{WINDOW}#377,72000  
2/161> (OPENW ExampleMenu)  
{WINDOW}#377,72000  
2/162>  
  
Example Does Nothing  
TitlesDoNothing Example3State  
PressToStartEditing
```

Figure 20-1. Example Free Menu

The next example shows you what the menu looks like after the EDITSTART item, PressToStartEditing, has been chosen.

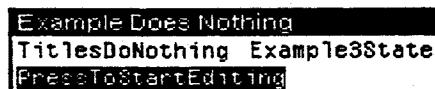


Figure 20-2. Free menu after EDITSTART Item Chosen

The following example shows the menu with the 3STATE item in its T state, with the item highlighted. (In the previous bitmaps, it was in its neutral state.)

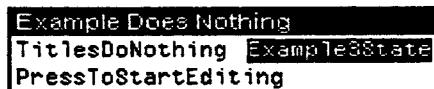


Figure 20-3. Free menu with 3STATE Item in its T State

Finally, Figure 20-4 shows the 3STATE item in its NIL state, with a diagonal line through the item

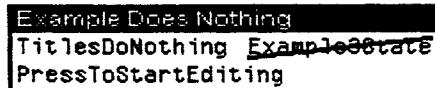


Figure 20-4 Free menu with the 3STATE item in its NIL State

If you would like to specify the layout of the menu yourself, you can do that too. See the Free Menu documentation in the *Lisp Release Notes, Medley Release, Appendix D* for more information.

---

## Parts of a Free Menu Item

---

There are nine different types of items that you can use in a free menu. No matter what type, the menu item is easily described by a list of properties and values. Some of the properties you will use most often are listed below:

|            |                                                                                                                      |
|------------|----------------------------------------------------------------------------------------------------------------------|
| LABEL      | Required for every type of menu item. It is the atom, string, or bitmap that appears as a menu selection.            |
| TYPE       | One of eight types of menu items. Each of these are described below.                                                 |
| MESSAGE    | The message that will appear in the prompt window if a mouse button is held down over the item.                      |
| ID         | An item's unique identifier. An ID is needed for certain types of menu items.                                        |
| LINKS      | Used to list a series of choices for an NWAY item, and to list the ID's of the editable items for an EDITSTART item. |
| SELECTEDFN | The name of the function to be called if the item is chosen.                                                         |

## Types of Free Menu Items

Each type of menu item is described in the following list, including an example description list for each one.

**MOMENTARY** This is the familiar sort of menu item. When it is selected, the function stored with it is called. A description for the function that creates and formats the menu looks like this:

```
(TYPE MOMENTARY
    LABEL Blink-N-Ring
    MESSAGE "Blinks the screen and rings bells"
    SELECTEDFN RINGBELLS)
```

**TOGGLE** This menu item has two states, T and NIL. The default state is NIL, but choosing the item toggles its state. The following is an example description list, without code for the SELECTEDFN function, for this type of item:

```
(TYPE TOGGLE
    LABEL DwinDisable
    SELECTEDFN ChangeDwinState)
```

**3STATE** This type of menu item has three states, NEUTRAL, T, and NIL. NEUTRAL is the default state. T is shown by highlighting the item, and NIL is shown with diagonal lines. The following is an example description list, without code for the SELECTEDFN function, for this type of item:

```
(TYPE 3STATE
    LABEL CorrectProgramAllOrNoSpelling
    SELECTEDFN ToggleSpellingCorrection)
```

**STATE** This type of menu item allows general multiple state items, and the CHANGESTATE item property determines how the item changes state. The following is an example description list:

```
(TYPE STATE
    LABEL "Choose Me" MENUITEMS (Item1 Item2))
```

**DISPLAY** This menu item appears on the menu as dummy text. It does nothing when chosen. An example of its description:

```
(TYPE DISPLAY LABEL "Choices:")
```

**NWAY** A group of items, only one of which can be chosen at a time. The items in the NWAY group should all have a COLLECTION field, and the COLLECTION's should be the same. For example, to set up a menu that would allow the user to choose between Helvetica, Gacha, Modern, and Classic fonts, the descriptions might look like this (once again, without the code for the SELECTEDFN):

```
(TYPE NWAY COLLECTION FONTCHOICE
    LABEL Helvetica
    SELECTEDFN ChangeFont)
(TYPE NWAY COLLECTION FONTCHOICE
    LABEL Gacha
    SELECTEDFN ChangeFont)
(TYPE NWAY COLLECTION FONTCHOICE)
    LABEL Modern
    SELECTEDFN ChangeFont)
(TYPE NWAY COLLECTION FONTCHOICE
    LABEL Classic
    SELECTEDFN Changefont)
```

**EDITSTART** When this type of menu item is chosen, it activates another type of item, an EDIT item. The EDIT item or items associated with an EDITSTART item have

their ID's listed on the EDITSTART's LINKS property. An example description list is:

(TYPE EDITSTART LABEL "Fn to add?" LINKS (EDIT Fn))

EDIT

This type of menu item can actually be edited by you. It is often associated with an EDITSTART item (see above), but the caret that prompts for input will also appear if the item itself is chosen. An EDIT item follows the same editing conventions as editing in an Executive Window:

Add characters by typing them at the caret.

Move the caret by pointing the mouse cursor at the new position, and clicking the left button.

Delete characters from the caret to the mouse cursor by pressing the right button of the mouse. Delete a character behind the caret by pressing the Backspace key.

Stop editing by typing a carriage return, a Control-X, or by choosing another item from the menu.

An example description list for this type of item is:

(TYPE EDIT ID Fn LABEL "")

NUMBER

NUMBER items are EDIT items that are restricted to numerals.

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## 21. THE GRAPHER

### Say it with Graphs

Grapher is a collection of functions for creating and displaying graphs, networks of nodes and links. Grapher also allows you to associate program behavior with mouse selection of graph nodes. To load this package, type

```
(FILESLLOAD GRAPHER)
```

Figure 21-1 shows a simple graph.

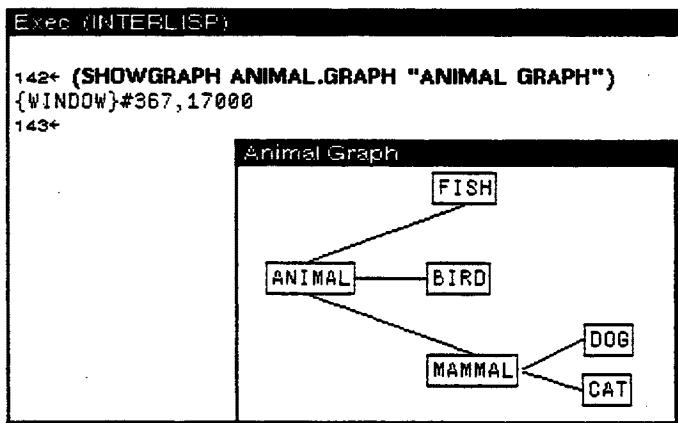


Figure 21-1. Simple Graph

In Figure 21-1 there are six nodes (ANIMAL, MAMMAL, DOG, CAT, FISH, and BIRD) connected by five links. A GRAPH is a record containing several fields. Perhaps the most important field is GRAPHNODES—which is itself a list of GRAPHENODE records. Figure 21-2 illustrates these data structures. The window on top contains the fields from the simple graph. The window on the bottom is an inspection of the node, DOG.

| ((FISH & --)(BIRD & --)(CAT & --)--) T NIL NIL --) Inspector |                                      |
|--------------------------------------------------------------|--------------------------------------|
| GRAPH.PROPS                                                  | NIL                                  |
| GRAPH.CHANGELABELFN                                          | NIL                                  |
| GRAPH.INVERTLABELFN                                          | NIL                                  |
| GRAPH.INVERTBORDERFN                                         | NIL                                  |
| GRAPH.FONTCHANGEFN                                           | NIL                                  |
| GRAPH.DELETELINKFN                                           | NIL                                  |
| GRAPH.ADDLINKFN                                              | NIL                                  |
| GRAPH.DELETENODEFN                                           | NIL                                  |
| GRAPH.ADDNODEFN                                              | NIL                                  |
| GRAPH.MOVENODEFN                                             | NIL                                  |
| DIRECTEDFLG                                                  | NIL                                  |
| SIDESFLG                                                     | T                                    |
| GRAPHNODES                                                   | ((FISH & NIL NIL --) (BIRD & NIL NIL |

| (DOG (178 . 10) NIL NIL --) Inspector |                                         |
|---------------------------------------|-----------------------------------------|
| NODEBORDER                            | NIL                                     |
| NODELABEL                             | DOG                                     |
| NODEFONT                              | (HELVETICA 10 (MEDIUM REGULAR REGULAR)) |
| FROMNODES                             | ((MAMMAL DOG CAT))                      |
| TONODES                               | NIL                                     |
| NODEHEIGHT                            | 14                                      |
| NODEWIDTH                             | 31                                      |
| NODELABELSHADE                        | NIL                                     |
| NODELABELBITMAP                       | NIL                                     |
| NODEPOSITION                          | (178 . 10)                              |
| NODEID                                | DOG                                     |

Figure 21-2. Inspecting a Graph and a Node

The **GRAPHNODE** data structure is described by its text (**NODEID**), what goes into it (**FROMNODES**), what leaves it (**TONODES**), and other fields that specify its looks. The basic model of graph building is to create a bunch of nodes, then layout the nodes into a graph, and finally display the resultant graph. This can be done in a number of ways. One is to use the function **NODECREATE** to create the nodes, **LAYOUTGRAPH** to lay out the nodes, and **SHOWGRAPH** to display the graph. The primer shows you two simpler ways, but please see the *Library Packages Manual* for more information about these other functions. The primer's first method is to use **SHOWGRAPH** to display a graph with no nodes or links, then interactively add them. The second is to use the function **LAYOUTSEXPR**, which does the appropriate **NODECREATE**s and a **LAYOUTGRAPH**, with a list.

The function **SHOWGRAPH** displays graphs and allows you to edit them. The syntax of **SHOWGRAPH** is

```
(SHOWGRAPH graph window leftbuttonfn middlebuttonfn
          topjustifyflg alloweditflg copybuttononeventfn)
```

Obviously the graph structure is very complex. Here's the easiest way to create a graph.

```
(SETQ MY.GRAPH NIL)
(SHOWGRAPH MY.GRAPH "My Graph" NIL NIL NIL T)
```

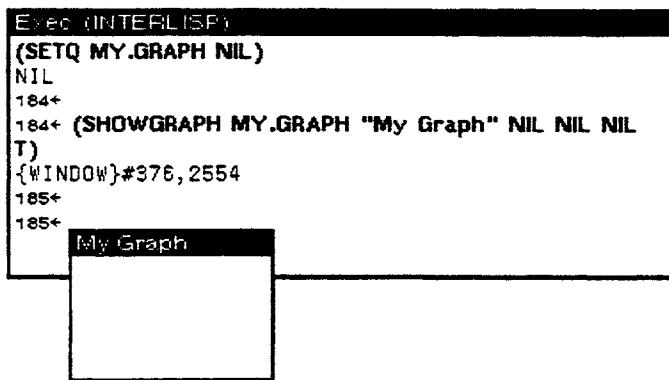


Figure 21-3. My Graph

You will be prompted to create a small window as in Figure 21-3. This graph has the title My Graph. Hold down the right mouse button in the window. A menu of graph editing operations will appear as in Figure 21-4.

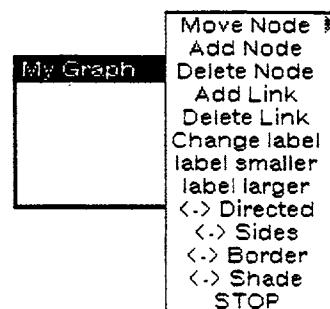


Figure 21-4. Menu of Graph Editing Operations

Here's how to use this menu. The commands in this menu are easy to learn. Experiment with them!

### Add a Node

Start by selecting **Add Node**. Grapher will prompt you for the name of the node (see Figure 21-5.) and then its position.

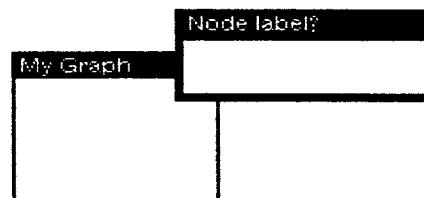


Figure 21-5. Grapher Prompts for Name of Node to Add After Add Node is Chosen From Graph Editing Menu.

Position the node by moving the mouse cursor to the desired location and clicking a mouse button. Figure 21-6 shows the graph with two nodes added using this menu.

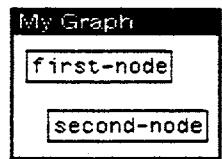


Figure 21-6. Two Nodes Added to MY GRAPH Using Graph Editing Menu

### Add a Link

Select **Add Link** from the Graph Editing Menu. The Prompt window will prompt you to select the two nodes to be linked. (See Figure 21-7.) Do this, and the link will be added.

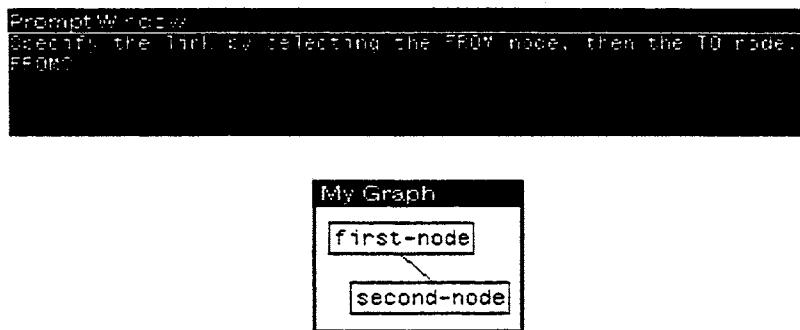


Figure 21-7. Prompt Window Requesting Selection of Two Nodes to Link, and Result

### Delete a Link

Select **Delete Link** from the Graph Editing Menu. The Prompt Window will prompt you to select the two nodes that should no longer be linked. (See Figure 21-8.) Do this, and the link will be deleted.

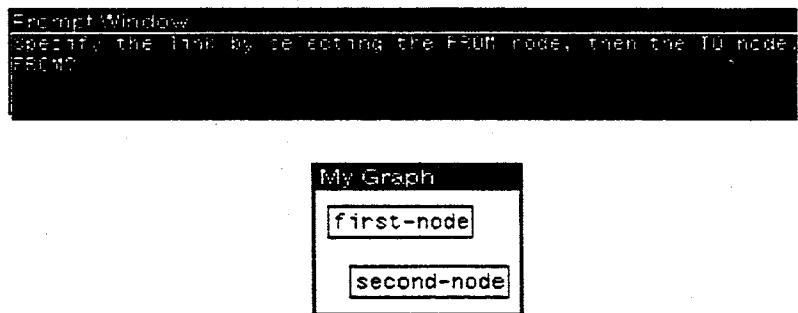


Figure 21-8. Prompt Window Requesting Selection of Link to Delete, and Result

### Delete a Node

Select **Delete Node** from the Graph Editing Menu. The Prompt window will prompt you to select the node to be deleted. (See Figure 21-9.) Do this, and the node will be deleted.



Figure 21-9. Prompt to Delete a Node

## Move a Node

Select **Delete Node** from the Graph Editng Menu. Choose a node by pointing to it with the mouse cursor, and pressing and holding the left mouse button. When you move the mouse cursor, the node will be dragged along. When the node is at the new position, release the mouse button to deposit the node.

## Making a Graph from a List

Typically, a graph is used to display one of your program's data structures. Here is how that is done.

**LAYOUTSEXPR** takes a list and returns a **GRAPH** record. The syntax of the function is

*(LAYOUTSEXPR sexpr format boxing font motherd personald famlyd)*

For example:

```
(SETQ ANIMAL.TREE '(ANIMAL (MAMMAL DOG CAT) BIRD FISH))
(SETQ ANIMAL.GRAPH
      (LAYOUTSEXPR ANIMAL.TREE 'HORIZONTAL))
(SHOWGRAPH ANIMAL.GRAPH "My Graph" NIL NIL NIL T)
```

This is how Figure 21.1 was produced.

## Incorporating Grapher into Your Program

The Grapher is designed to be built into other programs. It can call functions when, for example, a mouse button is clicked on a node. The function **SHOWGRAPH** does this:

*(SHOWGRAPH graph window leftbuttonfn middlebuttonfn
topjustifyflg alloweditflg copybuttoneventfn)*

For example, the third argument to **SHOWGRAPH**, *leftbuttonfn*, is a function that is called when the left mouse button is pressed in the graph window. Try this:

```
(DEFINEQ (MY.LEFT.BUTTON.FUNCTION
          (THE.GRAPHNODE THE.GRAPH.WINDOW)
          (INSPECT THE.GRAPHNODE)))
```

```
(SHOWGRAPH FAMILY.GRAPH "Inspectable family"
          (FUNCTION MY.LEFT.BUTTON.FUNCTION)
          NIL NIL T)
```

In the example above, **MY.LEFT.BUTTON.FUNCTION** simply calls the inspector. The function should be written assuming it will be passed a graphnode and the window that holds the graph. Try adding a function of your own.

## More of Grapher

Some other Library packages make use of the Grapher. (Grapher needs to be loaded with the packages to use these functions.)

- **MASTERSCOPE:** The Browser package modifies the Masterscope command, . SHOW PATHS, so that its output is displayed as a graph (using Grapher) instead of simply printed.
- **GRAPHZOOM:** allows a graph to be redisplayed larger or smaller automatically.

## 22. RESOURCE MANAGEMENT

---

### Naming Variables and Records

---

You will find times when one environment simultaneously hosts a number of different programs. Running a demo of several programs, or reloading the entire Medley environment from floppies when it contains several different programs, are two examples that could, if you aren't careful, provide a few problems. Here are a few tips on how to prevent problems:

- If you change the value of a system variable, **MENUHELDWAIT** for example, or connect to a directory other than {DSK}<CLISPPFILES>, write a function to reset the variable or directory to its original value. Run this function when you are finished working. This is especially important if you change any of the system menus.
- Do not redefine Medley functions or CLISP words. Remember, if you reset an atom's value or function definition at the top level (in the Executive Window), the message (*Some.Crucial.Function.Or.Variable redefined*), appears. If this is not what you wanted, type **UNDO** immediately!

If, however, you reset the value or function definition of an atom inside your program, a warning message will not be printed.

- Make the atom names in your programs as unique as possible. To do this without filling your program with unreadable names that no one, including you, can remember, prefix your variable names with the initials of your program. Even then, check to see that they are not already being used with the function **BOUNDP**. For example, type:

```
(BOUNDP 'BackgroundMenu)
```

This atom is bound to the menu that appears when you press the left mouse button when the mouse cursor is not in any window. **BOUNDP** returns **T**. **BOUNDP** returns **NIL** if its argument does not currently have a value.

- Make your function names as unique as possible. Once again, prefixing function names with the initials of your program can be helpful in making them unique, but even so, check to see that they are not already being used. **GETD** is the Interlisp function that returns the function definition of an atom, if it has one. If an atom has no function definition, **GETD** returns **NIL**. For example, type:

```
(GETD 'CAR)
```

A non-**NIL** value is returned. The atom **CAR** already has a function definition.

- Use complete record field names in record **FETCHes** and **REPLACES** when your code is not compiled. A complete record field name is a list consisting of the record declaration name and the field name. Consider the following example:

```
(RECORD NAME (FIRST LAST))  
(SETQ MyName (create Name FIRST←'John LAST←'Smith))  
(FETCH (NAME FIRST) OF MyName)
```

- Avoid reusing names that are field names of Lisp system records. A few examples of system records follow. Do not reuse these names.

```
(RECORD REGION (LEFT BOTTOM WIDTH HEIGHT))  
(RECORD POSITION (XCOORD YCOORD))  
(RECORD IMAGEOBJ (- BITMAP -)))
```

- When you select a record name and field names for a new record, check to see whether those names have already been used.

Call the function **RECLOOK**, with your record name as an argument, in the Executive Window (see Figure 22-1). If your record name is already a record, the record definition will be returned; otherwise the function will return **NIL**.

```
Exec 2 (INTERLISP)
NIL
2/170> (RECLOOK 'POSITION)
(RECORD POSITION (XCOORD . YCOORD)
 [TYPE? (AND (LISTP DATUM)
 (NUMBERP (CAR DATUM))
 (NUMBERP (CDR DATUM)))
 (SYSTEM)))
2/171> (RECLOOK 'NewPos)
NIL
2/172>
```

Figure 22-1. Response to **RECLOOK**

Call the function **FIELDLOOK** with your new field name (see Figure 22-2). If your field name is already a field name in another record, the record definition will be returned; otherwise the function will return **NIL**.

```
Exec 2 (INTERLISP)
NIL
2/172> (FIELDLOOK 'XCOORD)
((RECORD POSITION (XCOORD . YCOORD)
 [TYPE? (AND (LISTP DATUM)
 (NUMBERP (CAR DATUM))
 (NUMBERP (CDR DATUM)))
 (SYSTEM))))
2/173> (FIELDLOOK 'XPos)
NIL
2/174>
```

Figure 22-2. Response to **FIELDLOOK**

## Some Space and Time Considerations

---

In order for your program to run at maximum speed, you must efficiently use the space available on the system. The following section points out areas that you may not know are wasting valuable space, and tips on how to prevent this waste.

Often programs are written so that new data structures are created each time the program is run. This is wasteful. Write your programs so that they only create new variables and other data structures conditionally. If a structure has already been created, use it instead of creating a new one.

Some time and space can be saved by changing your RECORD and TYPERECORD declarations to DATATYPE. DATATYPE is used the same way as the functions RECORD and TYPERECORD. In addition, the same **FETCH** and **REPLACE** commands can be used with the data structure DATATYPE creates. The difference is that the data structure DATATYPE creates cannot be treated as a list the way RECORDS and TYPERECORDS can.

## Global Variables

Once defined, global variables remain until Lisp is reloaded. Avoid using global variables if at all possible! One specific problem arises when programs use the function **GENSYM**. In program development, many atoms are created that may no longer be useful. Hints:

- Use

```
(DELDEF atomname 'PROP)
```

to delete property lists, and

```
(DELDEF atomname 'VARS)
```

to have the atom act like it is not defined.

These not only remove the definition from memory, but also change the appropriate fileCOMS that the deleted object was associated with so that the file package will not attempt to save the object (function, variable, record definition, and so forth) the next time the file is made. Just doing something like

```
(SETQ (arg atomname) 'NOBIND)
```

looks like it will have the same effect as the second **DELDEF** above, but the **SETQ** does not update the file package.

- If you are generating atom names with **GENSYM**, try to keep a list of the atom names that are no longer needed. Reuse these atom names, before generating new ones. There is a (fairly large) maximum to the number of atoms you can have, but things slow down considerably when you create lots of atoms.
- When possible, use a data structure such as a list or an array, instead of many individual atoms. Such a structure has only one pointer to it. Once this pointer is removed, the whole structure will be garbage-collected and space will be reclaimed.

## Circular Lists

If your program is creating circular lists, a lot of space may be wasted. (Many crosslinked data structures end up having circularities.) Hints when using circular lists:

- Write a function to remove pointers that make lists circular when you are through with the circular list.
- If you are working with circular lists of windows, bind your main window to a unique global variable. Write window creation conditionally so that if the binding of that variable is already a window, use it, and only create a new window if that variable is unbound or **NIL**.

Here is an example that illustrates the problem. When several auxiliary windows are built, pointers to these windows are usually kept on the main window's property list. Each auxiliary window also typically keeps a pointer to the main window on its property list. If the top level function creates windows rather than reusing existing ones, there will be many lists of useless windows cluttering the work space. Or, if such a main window is closed and will not be used again, you will have to break the links by deleting the relevant properties from the main window and all of the auxiliary windows first. This is usually done by putting a special **CLOSEFN** on the main window and all of its auxiliary windows.

### When You Run Out of Space

Typically, if you generate a lot of structures that won't get garbage collected, you will eventually run out of space. The solution is to track down the code for the structures and change it so it is more space efficient.

Use the Lisp Library Package **GCHAX.DCOM** to track down pointers to data structures. The basic idea is that **GCHAX** will return the number of references to a particular data structure.

A special function exists that allows you to get a little extra space so that you can try to save your work when you get toward the edge (usually noted by a message indicating that you should save your work and load a new Medley environment). The **GAINSPACE** function allows you to delete non-essential data structures. To use it, type:

(**GAINSPACE**)

Answer **N** to all questions except the following.

- Delete edit history
- Delete history list.
- Delete values of old variables.
- Delete your **MASTERSCOPE** database
- Delete information for undoing your greeting.

Save your work and reload Lisp as soon as possible.

## 23. SIMPLE INTERACTIONS WITH THE CURSOR, A BITMAP, AND A WINDOW

The purpose of this chapter is to show you how to build a moderately tricky interactive interface with the various Medley display facilities. In particular how to move a large bitmap (larger than 16 x 16 pixels) around inside a window. To do this, you will change the CURSORINFN and CURSOROUTFN properties of the window. If you would also like to then set the bitmap in place in the window, you must reset the BUTTONEVENTFN.

### GETMOUSESTATE Example Function

One function that you will use to "trace the cursor" (have a bitmap follow the cursor around in a window) is GETMOUSESTATE. This function finds the current state of the mouse, and resets global system variables, such as LASTMOUSEX and LASTMOUSEY.

As an example of how this function works, create a window by typing

```
(SETQ EXAMPLE.WINDOW (CREATEW))
```

and sweeping out a window. Now, type in the function

```
(DEFINEQ (PRINTCOORDS (W)
  (PROMPTPRINT "(" LASTMOUSEX ", "LASTMOUSEY ")")
  (GETMOUSESTATE)))
```

This function calls GETMOUSESTATE and then prints the new values of LASTMOUSEX and LASTMOUSEY in the promptwindow. To use it, type

```
(WINDOWPROP EXAMPLE.WINDOW 'CURSORMOVEDFN 'PRINTCOORDS)
```

The window property CURSORMOVEDFN, used in this example, will evaluate the function PRINTCOORDS each time the cursor is moved when it is inside the window. The position coordinates of the mouse cursor will appear in the prompt window. (See Figure 23-1.)

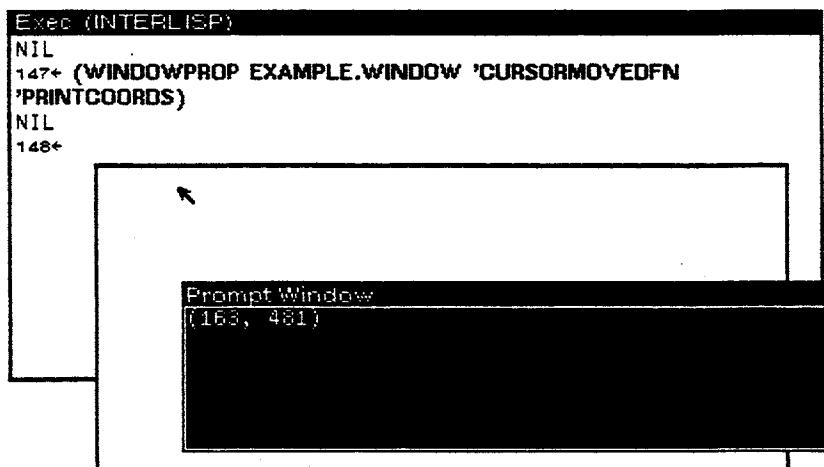


Figure 23-1. Current Position Coordinates of Mouse Cursor in Prompt Window

## Advising GETMOUSESTATE

---

For the bitmap to follow the moving mouse cursor, the function **GETMOUSESTATE** is ADVISEd. When you advise a function, you can add new commands to the function without knowing how it is actually implemented. The syntax for advise is

(ADVISE *fn* *when where what*)

*fn* is the name of the function to be augmented.

*when* specifies whether the change should be made BEFORE, AFTER, or AROUND the body of the function and is optional.

*where* specifies where in the list of advice the new advice is to be placed, e.g., FIRST, LAST, BOTTOM, END, or some other user-defined place. *Where* is an optional argument.

*what* specifies the additional code.

In the example, the additional code, *what*, moves the bitmap to the position of the mouse cursor. The function **GETMOUSESTATE** will be ADVISED when the mouse moves into the window. This will cause the bitmap to follow the mouse cursor. ADVISE will be undone when the mouse leaves the window or when a mouse button is pushed. The ADVISING will be done and undone by changing the CURSORINFN, CURSOROUTFN, and BUTTONEVENTFN for the window.

## Changing the Cursor

---

One last part of the example, to give the impression that a bitmap is dragged around a window, the original cursor should disappear. Try typing:

(CURSOR (CURSORCREATE (BITMAPCREATE 1 1) 1 1))

This causes the original cursor to disappear. It reappears when you type

(CURSOR T)

When the cursor is invisible, and the bitmap moves as the cursor moves, the illusion is given that the bitmap is dragged around the window.

## Functions for Tracing the Cursor

---

To actually have a bitmap trace (follow) the cursor, the environment must be set up so that when the cursor enters the tracing region the trace is turned on, and when the cursor leaves the tracing region the trace is turned off. The function Establish/Trace/Data will do this. Type it in as it appears (include comments that will help you remember what the function does).

```
(DEFINEQ (Establish/Trace/Data
  [LAMBDA (wnd tracebitmap cursor/rightoffset cursor/heightoffset
    GCGAGP)

  (* * "This function is called to establish the data to trace
  the desired bitmap. 'wnd' is the window in which the tracing
  is to take place, 'tracebitmap' is the tracing bitmap,
  'cursor/rightoffset' and 'cursor/heightoffset' are integers
  which determine the hotspot of the tracing bitmap.
  As 'cursor/heightoffset' and 'cursor/rightoffset' increase
```

the cursor hotspot moves up and to the right.  
If GCGAGP is non-NIL, GCGAG will be disabled.")

```
(PROG NIL
  (if (OR (NULL wnd)
           (NULL tracebitmap))
      then (PLAYTUNE (LIST (CONS 1000 4000)))
           (RETURN))
  (if GCGAGP
      then (GCGAG))

  (* * "Create a blank cursor.")

  (SETQ *BLANKCURSOR*(BITMAPCREATE 16 16))
  (SETQ *BLANKTRACECURSOR*(CURSORCREATE *BLANKCURSOR*))

  (* * "Set the CURSOR IN and OUT FNS for wnd to the
        following:")

  (WINDOWPROP wnd (QUOTE CURSORINFN)
               (FUNCTION SETUP/TRACE))
  (WINDOWPROP wnd (QUOTE CURSOROUTFN)
               (FUNCTION UNTRACE/CURSOR))

  (* * "To allow the bitmap to be set down in the window by
        pressing a mouse button, include this line.
        Otherwise, it is not needed")

  (WINDOWPROP wnd (QUOTE BUTTONEVENTFN)
               (FUNCTION PLACE/BITMAP/IN/WINDOW))

  (* * "Set up Global Variables for the tracing operation")

  (SETQ *TRACEBITMAP* tracebitmap)
  (SETQ *RIGHTTRACE/OFFSET*(OR cursor/rightoffset 0))
  (SETQ *HEIGHTTRACE/OFFSET*(OR cursor/heightoffset 0))
  (SETQ *OLDBITMAPPOSITION*(BITMAPCREATE (BITMAPWIDTH
   tracebitmap)
   (BITMAPHEIGHT
   tracebitmap)))
  (SETQ *TRACEWINDOW* wnd)))
```

When the function Establish/Trace/Data is called, the functions SETUP/TRACE and UNTRACE/CURSOR will be installed as the values of the window's WINDOWPROPS, and will be used to turn the trace on and off. Those functions should be typed in.

```
(DEFINEQ (SETUP/TRACE
            [LAMBDA (wnd)

            (* * "This function is wnd's CURSORINFN.
                  It simply resets the last trace position and the current
                  tracing region. It also readvises GETMOUSESTATE to perform
                  the trace function after each call.")

            (if *TRACEBITMAP*
                then (SETQ *LAST-TRACE-XPOS* -2000)
                     (SETQ *LAST-TRACE-YPOS* -2000)
                     (SETQ *WNDREGION* (WINDOWPROP wnd (QUOTE REGION)))
                     (WINDOWPROP wnd (QUOTE TRACING)
                                 T)

            (* * "Make the cursor disappear")
```

```
(CURSOR *BLANKTRACECURSOR*)
(ADVISE (QUOTE GETMOUSESTATE)
  (QUOTE AFTER)
  NIL
  (QUOTE (TRACE/CURSOR)))

(DEFINEQ (UNTRACE/CURSOR
  [LAMBDA (wnd)

    (* * "This function is wnd's CURSOROUTFN. The function first
      checks if the cursor is currently being traced; if so, it
      replaces the tracing bitmap with what is under it and then
      turns tracing off by unadvising GETMOUSESTATE and setting the
      TRACING window property of *TRACEWINDOW* to NIL.")

    (if (WINDOWPROP *TRACEWINDOW* (QUOTE TRACING))
        then (BITBLT *OLDBITMAPPOSITION* 0 0 (SCREENBITMAP)
          (IPLUS (CAR *WNDREGION*) *LAST-TRACE-XPOS*)
          (IPLUS (CADR *WNDREGION*) *LAST-TRACE-YPOS*))
        (WINDOWPROP *TRACEWINDOW* (QUOTE TRACING)
          NIL))

    (* * "Replace the original cursor shape")

    (CURSOR T)

    (* * "Unadvise GETMOUSESTATE")

    (UNADVISE (QUOTE GETMOUSESTATE))))
```

The function **SETUP/TRACE** has a helper function that you must also type in. It is **TRACE/CURSOR**:

```
(DEFINEQ (TRACE/CURSOR
  [LAMBDA NIL

    (* * "This function does the actual BITBLTing of the tracing
      bitmap. This function is called after a GETMOUSESTATE, while
      tracing.")

  (PROG ((xpos (IDIFFERENCE (LASTMOUSEX *TRACEWINDOW*)
    *RIGHTTRACE/OFFSET*))
    (ypos (IDIFFERENCE (LASTMOUSEY *TRACEWINDOW*)
    *HEIGHTTRACE/OFFSET*)))

    (* * "If there is an error in the function, press the right
      button to unadvise the function. This will keep the machine
      from locking up.")

    (if (LASTMOUSESTATE RIGHT)
        then (UNADVISE (QUOTE GETMOUSESTATE)))
    (if (AND (NEQ xpos *LAST-TRACE-XPOS*)
      (NEQ ypos *LAST-TRACE-YPOS*))
        then

    (* * "Restore what was under the old position of the trace
      bitmap")

    (BITBLT *OLDBITMAPPOSITION* 0 0 (SCREENBITMAP)
      (IPLUS (CAR *WNDREGION*) *LAST-TRACE-XPOS*)
      (IPLUS (CADR *WNDREGION*) *LAST-TRACE-YPOS*))

    (* * "Save what will be under the position of the new trace
      bitmap")

    (BITBLT (SCREENBITMAP)
      (IPLUS (CAR *WNDREGION*)
        xpos))
```

```

(IPLUS (CADR *WNDREGION*)
      ypos)*OLDBITMAPPOSITION* 0 0)

(* * "BITBLT the trace bitmap onto the new position of the
mouse")

(BITBLT *TRACEBITMAP* 0 0 (SCREENBITMAP)
  (IPLUS (CAR *WNDREGION*)
         xpos)
  (IPLUS (CADR *WNDREGION*)
         ypos)
  NIL NIL (QUOTE INPUT)
  (QUOTE PAINT))

(* * "Save the current position as the last trace position.")

(SETQ *LAST-TRACE-XPOS* xpos)
(SETQ *LAST-TRACE-YPOS* ypos)))

```

The helper function for UNTRACE/CURSOR, called UNDO/TRACE/DATA, must also be added to the environment:

```

(DEFINEQ (UNDO/TRACE/DATA
  [LAMBDA NIL

    (* * "The purpose of this function is to turn tracing
off
and to free up the global variables used to trace the
bitmap so that they can be garbage collected.")

    (* * "Check if the cursor is currently being traced.
It so, turn it off.")

    (UNTRACE/CURSOR)
    (WINDOWPROP *TRACEWINDOW*(QUOTE CURSORINFN)
                NIL)
    (WINDOWPROP *TRACEWINDOW*(QUOTE CURSOROUTFN)
                NIL)
    (SETQ *TRACEBITMAP* NIL)
    (SETQ *RIGHTTRACE/OFFSET* NIL)
    (SETQ *HEIGHTTRACE/OFFSET* NIL)
    (SETQ *OLDBITMAPPOSITION* NIL)
    (SETQ *TRACEWINDOW* NIL)

    (* * "Turn GCGAG on")

    (GCGAG T])))

```

Finally, if you included the WINDOWPROP to allow the user to place the bitmap in the window by pressing a mouse button, you must also type this function:

```

(DEFINEQ (PLACE/BITMAP/IN/WINDOW
  [LAMBDA (wnd)

    (UNADVISE (GETMOUSESTATE))
    (BITBLT *TRACEBITMAP* 0 0 (SCREENBITMAP)
           (IPLUS (CAR *WNDREGION*)
                  *LAST-TRACE-XPOS*)
           (IPLUS (CADR *WNDREGION*)
                  *LAST-TRACE-YPOS*)
           NIL NIL (QUOTE INPUT)
           (QUOTE PAINT)))

```

That's all the functions!

## Running the Functions

To run the functions you just typed in, first set a variable to a window by typing:

**(SETQ EXAMPLE.WINDOW (CREATEW))**

and sweeping out a new window. Now, set a variable to a bitmap, by typing:

**(SETQ EXAMPLE.BTM (EDITBM))**

Now, type:

**(Establish/Trace/Data EXAMPLE.WINDOW EXAMPLE.BTM))**

When you move the cursor into the window, the cursor will drag the bitmap.

(If you want to be able to make menu selections while tracing the cursor, make sure that the hotspot of the cursor is set to the extreme right of the bitmap. Otherwise, the menu will be destroyed by the BITBLTs of the trace functions.)

To stop tracing, do one of the following:

- Move the mouse cursor out of the window
- Press the right mouse button
- Call the function UNTRACE/CURSOR

## 24. GLOSSARY OF GLOBAL SYSTEM VARIABLES

As you can tell by now, there are many system variables in Medley that are useful to know. The following sections gather many of the important variables together into groups relating to directory searching, system flags, history lists, system menus, windows, and, of course, the catchall miscellaneous category.

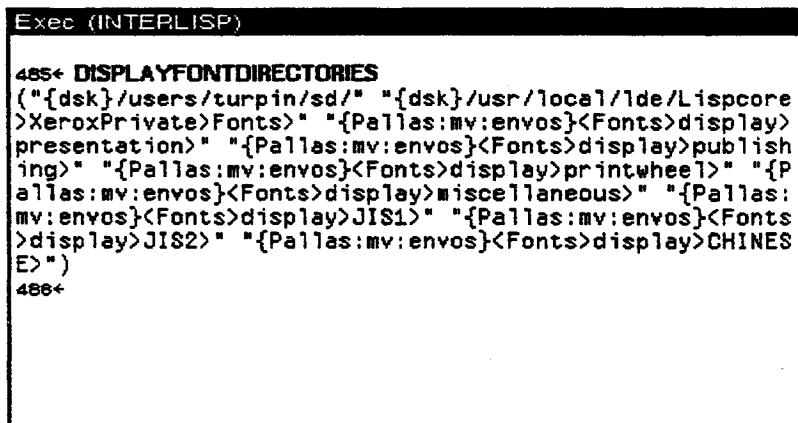
### Directories

#### DISPLAYFONTDIRECTORIES

Its value is a list of directories to search for the bitmap files for display fonts. Usually, it contains the names of the file directories where you copied the bitmap files (see Chapter 16).

You can also ask Medley to search your current connected directory by putting the atom NIL in the list.

Here is an example value of DISPLAYFONTDIRECTORIES.



The screenshot shows a terminal window titled "Exec (INTEPLISP)". Inside the window, the command "485< DISPLAYFONTDIRECTORIES" is entered, followed by a list of directory paths. The list includes paths such as "{dsk}/users/turpin/sd/", "{dsk}/usr/local/lde/Lispcore/XeroxPrivate>Fonts", and several paths involving "Pallas:mv:envos". The list ends with "486<".

```
485< DISPLAYFONTDIRECTORIES
("{dsk}/users/turpin/sd/" "{dsk}/usr/local/lde/Lispcore
>XeroxPrivate>Fonts" "{Pallas:mv:envos}<Fonts>display>
presentation" "{Pallas:mv:envos}<Fonts>display>publish
ing" "{Pallas:mv:envos}<Fonts>display>printwheel" "{P
allas:mv:envos}<Fonts>display>miscellaneous" "{Pallas:
mv:envos}<Fonts>display>JIS1" "{Pallas:mv:envos}<Fonts
>display>JIS2" "{Pallas:mv:envos}<Fonts>display>CHINES
E")
486<
```

Figure 24-1. Value for the Atom DISPLAYFONTDIRECTORIES

#### INTERPRESSFONTDIRECTORIES

Is set to a list of directories to search for the font width files for InterPress fonts.

#### DIRECTORIES

This variable is bound to a list of the directories you will be using (see Figure 24-2). The system uses this variable when it is trying to find a file to load. It checks each directory in the list, until the file is found. NIL in the list means to check the current connected directory.

#### LISPUSERSDIRECTORIES

Its value is a list of directories to search for library package files.

```
Exec (INTERLISP)
NIL
487< DIRECTORIES
("{dsk}/users/turpin/" "{pele:}<lispcore>sources" "{pe
le:}<lispcore>library" "{pele:}<lispcore>internal>libr
ary" "{pele:}<lispusers>lispcore" "{pele:}<lispusers>
medley" "{POGO:}<ROOMS>MEDLEY>USERS" "{dsk}/usr/local
/lde/lispcore/sources/" "{dsk}/usr/local/lde/lispcore/l
ibrary/" "{dsk}/usr/local/lde/lispcore/internal/library
/" "{Pele:mv:envos}< LispLibrary>MEDLEY>" "{Pele:mv:envo
s}< Lisp>MEDLEY>Library" "{Pele:mv:envos}< Lisp>MEDLEY>I
nternal>Library" "{Pele:mv:envos}< LispUsers>MEDLEY>" "
{Pele:mv:envos}< Lisp>MEDLEY>LispUsers" "{Pele:mv:envos
}< Lisp>MEDLEY>Sources")
488<
```

Figure 24-2, List of Directories in the Current Connected Directory

---

## Flags

---

### DWIMIFYCOMPFLG

This flag, if set to T, will cause all expressions to be completely dwimified before the expression is compiled (see Chapter 9). In this state, when the system does not recognize the function of a keyword, it will compare the word to a system maintained list to determine whether the word is a macro, CLISP word, or misspelled user-defined variable.

An example of dwimifying before compilation is to convert an IF call to a COND. Undwimified expressions can cause inaccurate compilation. This flag is set by the system to NIL. Normally, you want this set to T. For more information on DWIM, refer to the *IRM*.

### SYSPRETTYFLAG

When set to T, all lists returned to the executive window are pretty printed. This flag is originally set by the system to NIL.

### CLISPIFTRANFLG

When set to T, keeps the IF expression, rather than the COND translation in your code.

### PRETTYTABFLG

When set to T, the pretty printer puts out a tab character rather than several spaces to try to align code. If NIL, it uses space characters.

### FONTCHANGEFLG

If NIL, when pretty printing no font changes will happen (e.g., a smaller font for comments, bold for CLISP words, and so forth). The default is the atom ALL, so different fonts are used where appropriate.

### AUTOBACKTRACEFLG

There are many possible values for this variable. They affect when the back trace window appears with the break window, and how much detail is included in it. The values of this variable include:

- NIL, its initial value. The back trace window is not brought up when an error is generated, until you open it yourself.
- T, which means that the back trace BT window is opened for error breaks
- BT! brings up a back trace window, BT!, with more detail
- ALWAYS brings up a backtrace BT window for both error breaks and breaks caused by calling the function BREAK
- ALWAYS! brings up a backtrace window, BT!, with more detail, for both error breaks and breaks caused by calling the function BREAK

#### NOSPELLFLG

Is initially bound to NIL, so that DWIM tries to correct all spelling errors, whether they are in a form you just typed in or within a function being run. If the variable is T, then no spelling correction is performed. This variable is automatically reset to T when you are compiling a file. If it has some other non-NIL value, then spelling correction is only performed on type-in.

---

## History Lists

---

#### LISPXHISTORY

Originally set to the list (NIL 0 30 100), with the following argument interpretation. NIL is the list (implemented as a circular queue) to which the top level commands append. 0 is the current prompt number. 30 is the maximum length of the history list. 100 is the highest number used as a prompt. This is a system maintained list used by the programmer's assistant commands REDO, UNDO, FIX, and ?? to retrieve past function calls.

To delete the history list, reset the variable LISPXHISTORY to its original value of (NIL 0 30 100).

Setting this variable to NIL disables all the programmer's assistant features.

#### EDITHISTORY

This is also set to (NIL 0 30 100), and has the same description as LISPXHISTORY. This list allows you to UNDO edits. You reset this the same way as LISPXHISTORY.

---

## System Menus

---

System menus are all bound to global variables and are easy to modify. If the menu name is set to NIL, the menu will be recreated using an items list bound to a global variable.

To change a system menu, edit the items list bound to the appropriate global variable (system menus use this items list with the default WHENSELECTEDFN), then set the value of the name to NIL. The next time you need the menu, it will be created from the items list you just edited. The names of system menus and the items lists are:

#### BACKGROUNDMENU

## 24. GLOSSARY OF GLOBAL SYSTEM VARIABLES

This is the variable bound to the menu displayed when you press the right button in the background area of the screen.

### **BACKGROUNDMENUCOMMANDS**

This list is used for the list of ITEMS for the background menu when it is created.

### **WINDOWMENU**

This is the variable bound to the default window menu displayed when the right mouse button is pressed inside of a window.

### **WINDOWMENUCOMMANDS**

This is the list of ITEMS for the WINDOWMENU.

### **BREAKMENU**

The menu displayed when the middle mouse button is pressed in a break window.

### **BREAKMENUCOMMANDS**

The list of ITEMS for the BREAKMENU.

## **Windows**

### **PROMPTWINDOW**

Global name of the prompt window.

### **T**

Although the value T has several meanings (such as universal TRUE), it also stands for the standard output stream. As this is usually the executive window, it may be used as the name for the TTY Window at the top level. Mouse processes have their own TTY Windows. A reference to the window T in a mouse driven function (e.g., a WHENSELECTFN, Chapter 12) will open a window titled TTY Window for Mouse.

## **Miscellaneous**

### **CLEANUPOPTION**

This is a list of options that you set to automate clean-up after a work session. Example options are listing files, or recompilation. You will want to keep this set to NIL until you become comfortable with the machine.

### **FILELST**

The list of all the files you loaded.

### **SYSFILES**

The list of all the files you loaded for the SYSOUT file.

### **INITIALS**

An atom you can bind to your name. If bound, the editor will add your name, in addition to the date, in the editor comment at the beginning of each function.

**FIRSTNAME**

If this variable is set, the system will use it to greet you personally when you log on to your machine.

**INITIALSLST**

A list of elements of the form (USERNAME . INITIALS) or (USERNAME FIRSTNAME INITIALS). This list is used by the function GREET to set your INITIALS, and your FIRSTNAME when you log in.

**#CAREFULCOLUMNS**

An integer. For efficiency, PRETTYPRINT estimates the number of characters in an atom, instead of computing it. Unfortunately, for very long atom names, errors can occur.

#CAREFULCOLUMNS is the number of columns from the right within which PRETTYPRINT should compute the number of characters in each atom. Initially this is set to zero. PRETTYPRINT never computes the number of characters in an atom. If you set it to 20 or 30, when PRETTYPRINT comes within 20 or 30 columns of the right of the window, it will begin computing exactly how many characters are in each atom. This will prevent errors.

**DWIMWAIT**

Bound to the number of seconds DWIM should wait before it uses the default response, FIXSPELLDEFAULT, to answer its question.

**FIXSPELLDEFAULT**

Bound to either Y or N. Its value is used as the default answer to questions asked by DWIM that you don't answer in DWIMWAIT seconds. It is initially bound to Y, but is rebound to N when dwimifying.

**\TimeZoneComp**

This is the global variable set to the absolute value of the time offset from Greenwich. For EST, \TimeZoneComp should be set to 5.

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## 25. OTHER USEFUL REFERENCES

---

Here are some references to works that will be useful to you in addition to this primer. Some of these you have already been referred to, such as:

- The Interlisp-D Reference Manual (IRM)
- The Library Packages Manual
- The User's Guide to SKETCH

In addition, you can learn more about Lisp with the books:

- *Interlisp-D: The language and its usage* by Steven H. Kaisler. This book was published in 1986 by John Wiley and Sons, NY.
- *Essential LISP* by John Anderson, Albert Corbett, and Brian Reiser. This book was published in 1986 by Addison Wesley Publishing Company, Reading, MA. It was informed by research on how beginners learn LISP.
- *The Little Lisper* by Daniel P. Friedman and Matthias Felleisen. The second edition of this book was published in 1986 by SRA Associates, Chicago. This book is a deceptively simple introduction to recursive programming and the flexible data structures provided by LISP.
- *LISP* by Patrick Winston and Berthold Horn. The second edition of this book was published in 1985 by the Addison Wesley Publishing Company, Reading, MA.
- *LISP: A Gentle Introduction to Symbolic Computation* by David S. Touretzky. This book was published in 1984 by the Harper and Row Publishing Company, NY.

Finally, there are three articles about the Interlisp Programming environment:

- Power Tools For Programmers by Beau Sheil. It appeared in *Datamation* in February, 1983, Pages 131 - 144.
- The Interlisp Programming Environment by Warren Teitelman and Larry Masinter. It appeared in April, 1981, in *IEEE Computer*, Volume 14:1, Pages 25 - 34.
- Programming In an Interactive Environment, the LISP Experience by Erik Sandewall. It appeared in March, 1978, in the *ACM Computing Surveys*, Volume 10:1, pages 35 - 71.

Each of these articles was reprinted in the book *Interactive Programming Environments* by David R. Barstow, Howard E. Shrobe, and Erik Sandewall. This book was published in 1984 by McGraw Hill, NY. The first article can be found on pages 19 - 30, the second on pages 83 - 96, and the third on pages 31 - 80.

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