## **TABLE of CONTENTS**

Pre	Prefacevii			
1. E	Brief Glossary	1-1		
2 T	Typing Shortcuts			
<b>4.</b> I	Programmer's Assistant	2-1		
	If You Make a Mistake			
2 11				
3. U	Jsing Menus	0.4		
	Making a Selection from a Menu			
	Explanations of Menu Items Submenus			
	Summary			
	·	3-3		
4. H	low to Use Files			
	Types of Files	4-1		
	Directories			
	Directory Options	4-2		
	Subdirectories			
	To See What Files Are Loaded			
	Simple Commands for Manipulating Files			
	Connecting to a Directory	4-3		
	File Version Numbers	4-4		
5. F	FileBrowser			
	Calling the FileBrowser	5-1		
	FileBrowser Commands	5-3		
6. T	Those Wondertul Windows!			
	Windows Provided by Medley	6-1		
	Creating a Window	6-2		
	Right Button Default Window Menu	6-2		
	Explanation of Each Menu Item	6-3		
	Scrollable Windows	6-4		
	Other Window Functions	6-5		
	PROMPTPRINT	6-5		
	WHICHW	6-6		

7. Ed	liting and Saving	
	Defining Functions	7-1
	Simple Editing in the Executive Window	7-2
	Using the List Structure Editor	7-3
	Commenting Functions	7-4
	File Functions and Variables: How to See and Save Them	7-5
	File Variables	7-5
	Saving Interlisp-D on Files	7-5
8. Yo	our Init File	
	Using the USERGREETFILES Variable	8-1
	Making an Init File	8-1
9. Me	edley Forgiveness: DWIM	9-1
10. B	reak Package	
	Break Windows	10-1
	Break Package Examples	10-1
	Ways to Stop Execution from the Keyboard (Breaking Lisp)	10-3
	Break Menu	10-3
	Returning to Top Level	10-4
11. W	/hatTo Do If	11-1
12. W	/indow and Regions	
	Windows 12-1	
	CREATEW	12-1
	WINDOWPROP	12-2
	Getting Windows to Do Things	12-3
	BUTTONEVENTFN	12-5
	Looking at a Window's Properties	12-5
	Regions	12-5
13. W	/hat Are Menus?	
	Displaying Menus	13-1
	Getting Menus to Do Stuff	13-2
	WHENHELDFN and WHENSELECTEDFN Fields of a Menu	13-3
	Looking at a Menu's Fields	13-5
14. B	itmaps	14-1

15. E	Displaystreams	
	Drawing on a Displaystream	15-1
	DRAWUNE	15-1
	DRAWTO	15-2
	DRAWCIRCLE	15-3
	FILLCIRCLE	15-1
	Locating and Changing Your Position in a Displaystream	15-4
	DSPXP0SITION	15-5
	DSPYPOSITION	15-5
	MOVETO	15-5
16. F	onts	
	What Makes Up a Font	16-1
	Fontdescriptors and FONTCREATE	16-2
	Display Fonts	16-3
	InterPress Fonts	16-3
	Functions for Using Fonts	16-4
	FONTPROP - Looking at Font Properties	16-4
	STRINGWIDTH	16-5
	DSPFONT- Changing the Font in One Window	16-5
	Personalizing Your Font Profile	16-6
17. 1	The Inspector	
	Calling the Inspector	17-1
	Using the Inspector	17-2
	Inspector Example	17-2
18. N	Masterscope	
	SHOW DATA Command and GRAPHER	18-2
19. V	Where Does All the Time Go? SPY	
	How to Use Spy with the SPY Window	19-1
	How to Use SPY from the Lisp Top Level	19-2
	Interpreting SPY's Results	19-2
20.	Free Menus	
	Free Menu Example	20-1
	Parts of a Free Menu Item	20-2
	Types of Free Menu Items	20-3

21.	The Grapher	
	Say it with Graphs	21-1
	Add a Node	21-2
	Add a Link	21-2
	Delete a Link	21-2
	Delete a Node	21-2
	Move a Node	21-2
	Making a Graph from a List	21-2
	Incorporating Grapher into Your Program	21-2
	More of Grapher	21-2
22.	Resource Management	
	Naming Variables and Records	22-1
	Some Space and Time Considerations	22-2
	Global Variables	22-3
	Circular Lists	22-3
	When You Run Out of Space	22-4
23.	Simple Interactions with the Cursor, a Bitmap	, and a Window
	GETMOUSESTATE Example Function	23-1
	Advising GETMOUSESTATE	23-2
	Changing the Cursor	23-2
	Functions for Tracing the Cursor	23-3
	Running the Functions	23-6
24.	Glossary of Global System Variables	
	Directories	24-1
	Flags	24-2
	History Lists	24-3
	System Menus	
	Windows 24-4	
	Miscellaneous	24-4
25.	Other Useful References	25.1
inde	ex	INDEX-1

[This page intentionally left blank]