

-- Windowdefs.Mesa Edited by Sandman on March 28, 1978 5:47 PM

DIRECTORY

SegmentDefs: FROM "segmentdefs",  
 MenuDefs: FROM "menudefs",  
 StreamDefs: FROM "streamdefs",  
 RectangleDefs: FROM "rectangledefs";

WindowDefs: DEFINITIONS =

BEGIN

-- Included Types

MenuHandle: TYPE = MenuDefs.MenuHandle;  
 FileHandle: TYPE = SegmentDefs.FileHandle;  
 DisplayHandle: TYPE = StreamDefs.DisplayHandle;  
 StreamHandle: TYPE = StreamDefs.StreamHandle;  
 DiskHandle: TYPE = StreamDefs.DiskHandle;  
 StreamIndex: TYPE = StreamDefs.StreamIndex;  
 BMHandle: TYPE = RectangleDefs.BMHandle;  
 Rptr: TYPE = RectangleDefs.Rptr;  
 xCoord: TYPE = RectangleDefs.xCoord;  
 yCoord: TYPE = RectangleDefs.yCoord;

-- Window Types

WindowHandle: TYPE = POINTER TO DisplayWindow;

DisplayWindow: TYPE = RECORD [  
 link: WindowHandle,  
 type: WindowType,  
 name: STRING,  
 menu: MenuHandle,  
 displayproc: PROCEDURE [WindowHandle],  
 rectangle: Rptr,  
 ds: DisplayHandle,  
 ks: StreamHandle,  
 file: DiskHandle,  
 fileindex: StreamIndex,  
 tempindex: StreamIndex,  
 eofindex: StreamIndex,  
 selection: Selection];

Selection: TYPE = RECORD [  
 leftx, rightx: xCoord,  
 leftline, rightline: CARDINAL,  
 leftindex, rightindex: StreamIndex];

WindowType: TYPE = {clear, random, scratch, file, scriptfile};

OriginIndex: StreamIndex = StreamIndex[0, 0];  
 NullIndex: StreamIndex = StreamIndex[0, -1];

-- procedures implementing Windows

CreateDisplayWindow: PROCEDURE [  
 WindowType, Rptr, DisplayHandle, StreamHandle, STRING]  
 RETURNS [WindowHandle];  
 AlterWindowType: PROCEDURE [WindowHandle, WindowType, STRING];  
 DestroyDisplayWindow: PROCEDURE [WindowHandle];  
 UnlinkDisplayWindow: PROCEDURE [WindowHandle];  
 PaintDisplayWindow: PROCEDURE [WindowHandle];  
 DrawDisplayWindow: PROCEDURE [WindowHandle];  
 FindDisplayWindow: PROCEDURE [x: xCoord, y: yCoord]  
 RETURNS [WindowHandle, xCoord, yCoord];  
 SetCurrentDisplayWindow: PROCEDURE [WindowHandle];  
 SetFileForWindow: PROCEDURE [WindowHandle, STRING];  
 SetFileHandleForWindow: PROCEDURE [WindowHandle, FileHandle, STRING];  
 SetIndexForWindow: PROCEDURE [WindowHandle, StreamIndex];  
 SetPositionForWindow: PROCEDURE [WindowHandle, CARDINAL];  
 GetCurrentDisplayWindow: PROCEDURE RETURNS [WindowHandle];  
 GetLineTable: PROCEDURE RETURNS [POINTER];  
 OpenDisplayWindows: PROCEDURE;  
 CloseDisplayWindows: PROCEDURE;  
 RepaintDisplayWindows: PROCEDURE [mapdata: BMHandle];

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BlinkCursor: PROCEDURE RETURNS [BOOLEAN];
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-- Procedures Implementing Selections
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ResolveBugToPosition: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord]  
  RETURNS [line: CARDINAL, xpos: xCoord, width: CARDINAL, index: StreamIndex];  
MakeSelection: PROCEDURE [w: WindowHandle, sel: POINTER TO Selection];  
MarkSelection: PROCEDURE [w: WindowHandle];  
GetSelection: PROCEDURE [w: WindowHandle] RETURNS [STRING];  
UpdateSelection: PROCEDURE [w: WindowHandle];
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WindowsB: PROGRAM [STRING];
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END. of windowdefs
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