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CAPI User Guide and Reference Manual (Unix version)

Version 8.0

December 2021

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Preface

This preface contains information you need when using the rest of the CAPI documentation. It discusses the purpose of this manual, the typographical conventions used, and gives a brief description of the rest of the contents.

About this manual

This manual contains a user guide section (previously published separately as the CAPI User Guide) and a reference section (previously the LispWorks CAPI Reference Manual).

Assumptions

The CAPI documentation assumes that you are familiar with:

- LispWorks.
- Common Lisp and CLOS, the Common Lisp Object System.
- Linux, FreeBSD or x86/x64 Solaris, and the X Window System with GTK+ or Motif.

Illustrations in this manual show the CAPI running on Linux under GTK+ with a particular window manager and theme, so if you use GTK+ with a different window manager or theme, or Motif, you should expect some variation from the figures depicted here.

Unless otherwise stated, examples given in this document assume that the current package has CAPI on its package-use-list.

Conventions used in the manual

Throughout this manual, certain typographical conventions have been adopted to aid readability.

1. Whenever an instruction is given, it is numbered and printed like this.

Text which you should enter explicitly is printed like this.

Exported symbols and example code are printed like-this. The package qualifier is often omitted, as if the current package is capi (or graphics-ports or color.)

Variable arguments, slots and return values are italicised. They look like-this in the main text.

User Guide section

The user guide section of this manual forms an introductory course in developing applications using the CAPI. Please note that, like the rest of the LispWorks documentation, it does assume knowledge of Common Lisp.

1 Introduction to the CAPI, introduces the principles behind the CAPI, some of its fundamental concepts, and what it sets out to achieve.

2 Getting Started, presents a series of simple examples to familiarize you with some of the most important elements and functions.

3 General Properties of CAPI Panes, introduces more of the fundamental CAPI elements and common themes. These
4 General Considerations, covers some general issues that you should be aware of when using CAPI, including information about multiple displays.

5 Choices - panes with items, explains the key CAPI concept of the choice. A choice groups CLOS objects together and provides the notion of there being a selected object amongst that group of objects. Button panels and list panels are examples of choices.

6 Laying Out CAPI Panes introduces the idea of layouts. These let you combine different CAPI elements inside a single window.

7 Programming with CAPI Windows, outlines basic techniques for modifying existing windows.

8 Creating Menus, shows you how to implement menus.

9 Adding Toolbars, shows you how to add toolbars to a window.

11 Defining Interface Classes - top level windows, introduces the macro define-interface. This macro can be used to define interface classes composed of CAPI elements, including the predefined elements described in this manual and also elements which you define.

10 Dialogs: Prompting for Input, discusses the ways in which dialogs may be used to prompt the user for input.

12 Creating Panes with Your Own Drawing and Input, shows you how you can define your own classes when the elements provided by the CAPI are not sufficient for your needs.

13 Drawing - Graphics Ports, describes the Graphics Ports API which provides a selection of drawing and image transformation functions. Although not part of the CAPI package, and therefore not strictly part of the CAPI, the Graphics Ports functions are used in conjunction with CAPI panes, and are therefore documented in this manual. See also 22 GRAPHICS-PORTS Reference Entries.

14 Graphic Tools drawing objects, describes the Graphic Tools API which provides a way to create more complex drawings, including graphs and bar charts. Graphic Tools are built with Graphics Ports and CAPI pinboards, and are therefore documented in this manual. See also 23 LW-GT Reference Entries.

15 The Color System, allows applications to use keyword symbols as aliases for colors in Graphics Ports drawing functions. They can also be used for backgrounds and foregrounds of windows and CAPI objects. See also 24 COLOR Reference Entries.

16 Printing from the CAPI—the Hardcopy API, describes the programmatic printing of Graphics Ports.

17 Drag and Drop, describes how you can implement drag and drop in your CAPI application.

19 Host Window System-specific issues, describes how to configure the appearance of CAPI windows on the various supported host window systems.

20 Self-contained examples, enumerates the CAPI example files available in the LispWorks library.

Reference section

The reference section contains reference entries for the symbols in the capi, graphicsPorts, lw-gt and color packages.

Within each chapter, the symbols are organized alphabetically (ignoring non-alphanumeric characters that are common in Lisp symbols, such as *). The typographical conventions used are similar to those used in Common Lisp: the Language (2nd Edition). Further details on the conventions used are given below. The chapters are:

21 CAPI Reference Entries, describes the external symbols of the capi package.
22 GRAPHICS-PORTS Reference Entries, describes the external symbols of the graphics-ports package.

23 LW-GT Reference Entries, describes the external symbols of the lw-gt package.

24 COLOR Reference Entries, describes the external symbols of the color package.

Note: Although the graphics-ports and color packages are not strictly part of the CAPI, they are included in this manual because the functionality is usually called from CAPI elements such as output panes. lw-gt is also included here since it is built on top of graphics-ports and capi. 13 Drawing - Graphics Ports and 15 The Color System shows you how to use the graphics-ports and color packages respectively; the remainder of the User Guide section shows you how to use the capi package.

Conventions used for reference entries

Each entry is headed by the symbol name and type, followed by a number of fields providing further details. These fields consist of a subset of the following: "Summary", "Package", "Signature", "Method signatures", "Arguments", "Values", "Initial value", "Superclasses", "Subclasses", "Initargs", "Accessors", "Readers", "Description", "Notes", "Compatibility notes", "Examples" and "See also".

Some symbols with closely-related functionality are coalesced into a single reference entry.

Entries with a long "Description" section usually have as their first field a short "Summary" providing a quick overview of the symbol's purpose.

The "Package" section shows the package from which the symbol is exported.

The "Signature" section shows the arguments and return values of functions and macros, and the parameters of types.

In a Generic Function entry there may be a "Method signatures" section showing system-defined method signatures.

The "Arguments" and "Values" sections show types of the arguments and return values.

In a Variable entry, the "Initial value" section shows the initial value.

In a Class entry the "Subclasses" section of lists the external subclasses, though not subclasses of those, and the "Superclasses" section lists the external superclasses, though not superclasses of those. The "Initargs" section describes the initialization arguments of the class, though note that initargs of superclasses are also valid. There may be an "Accessors" section listing accessor functions which are both readers and writers, and/or a "Readers" section listing accessor functions which are only readers. Accessor functions access the slot with matching name.

The "Description" section contains the detail of what the symbol does, how each argument is interpreted (and its default value if applicable), and how each return value is derived. More incidental information may be shown in a "Notes" section.

A few entries have a "Compatibility notes" section describing changes in the symbol's functionality relative to other LispWorks versions.

Examples are given under the "Examples" heading. Short examples are shown directly. Longer examples are supplied as source files in your LispWorks installation directory under examples/capi/. The convenience function lw:example-edit-file allows you to open these files in the LispWorks editor.

Note that the example code is written with explicit package qualifiers such as capi:interface, so that it can be run as-is, regardless of the current package.

Finally, the "See also" section provides links to other related symbols and user guide sections.
Preface

Viewing example files
This manual often refers to example files in the LispWorks library via a Lisp form like this:

(example-edit-file "capi/choice/drag-and-drop")

These examples are Lisp source files in your LispWorks installation under lib/8-0-0-0/examples/. You can simply evaluate the given form to view the example source file.

Example files contain instructions about how to use them at the start of the file.
The examples files are in a read-only directory and therefore you should compile them inside the IDE (by the Editor command Compile Buffer or the toolbar button or by choosing Buffer > Compile from the context menu), so it does not try to write a fastl file.

If you want to manipulate an example file or compile it on the disk rather than in the IDE, then you need first to copy the file elsewhere (most easily by using the Editor command Write File or by choosing File > Save As from the context menu).

The LispWorks manuals
The LispWorks manual set also includes the following books:

- The *LispWorks IDE User Guide* describes the LispWorks IDE, the user interface for LispWorks. This is a set of windowing tools that help you to develop and test Common Lisp programs.
- The *Editor User Guide* describes the keyboard commands and programming interface to the LispWorks IDE editor tool.
- The *Delivery User Guide* describes how you can deliver working, standalone versions of your LispWorks applications for distribution to your customers.
- *Developing Component Software with CORBA®* describes how LispWorks can interoperate with other CORBA-compliant systems.
- The *KnowledgeWorks and Prolog User Guide* describes the LispWorks toolkit for building knowledge-based systems. Prolog is a logic programming system within Common Lisp.
- The *Common Lisp Interface Manager 2.0 User's Guide* describes the portable Lisp-based GUI toolkit.
- The *Release Notes and Installation Guide* which contains notes explaining how to install LispWorks and get it running. It also contains a set of release notes which lists new features and any last minute issues that could not be included in the main manual set.

These books are provided in both HTML and PDF formats, and may also be found at [www.lispworks.com/documentation](http://www.lispworks.com/documentation). Commands in the Help menu of any of the LispWorks IDE tools give you direct access to your local copy of the HTML format manuals. Details of how to use these commands can be found in the *LispWorks IDE User Guide*.
Preface


Please let us know at lisp-support@lispworks.com if you find any mistakes in the LispWorks documentation, or if you have any suggestions for improvements.
1 Introduction to the CAPI

1.1 What is the CAPI?

The CAPI (Common Application Programmer’s Interface) is a library for implementing portable window-based application interfaces. It is a conceptually simple, CLOS-based model of interface elements and their interaction. It provides a standard set of these elements and their behaviors, as well as giving you the opportunity to define elements of your own.

The CAPI's model of window-based user interfaces is an abstraction of the concepts that are shared between all contemporary window systems, such that you do not need to consider the details of a particular system. These hidden details are taken care of by a back end library written for that system alone.

An advantage of making this abstraction is that each of the system-specific libraries can be highly specialized, concentrating on getting things right for that particular window system. Furthermore, because the implementation libraries and the CAPI model are completely separate, libraries can be written for new window systems without affecting either the CAPI model or the applications you have written with it.

The CAPI currently runs under X Window System with either GTK+ or Motif, Microsoft Windows and macOS. Using CAPI with Motif is deprecated.

1.2 The CAPI model

The CAPI provides an abstract hierarchy of classes which represent different sorts of window interface elements, along with functions for interacting with them. Instances of these classes represent window objects in an application, with their slots representing different aspects of the object, such as the text on a button, or the items on a menu. These instances are not actual window objects but provide a convenient representation of them for you. When you ask the CAPI to display your object, it creates a real window system object to represent it. This means that if you display a CAPI button, a real Windows button is created for it when running on Microsoft Windows, a real GTK+ button when running on GTK+, and a real Cocoa button when running on Cocoa.

The CAPI's approach makes the production of the screen objects the responsibility of the native window system, so it always produces the correct look and feel. Furthermore, the CAPI's use of the real interface to the window system means that it does not need to be upgraded to account for look and feel changes, and anything written with it is upwardly compatible, just like any well-written application.

1.2.1 CAPI elements

There are five types of elements in the CAPI model: interface, menu, pane, layout and pinboard-object.

Everything that the CAPI displays is contained within an interface (an instance of the class interface). When an interface is displayed a window appears containing all the menus and panes you have specified for it. Top level windows in an application are normally defined as an interface subclass, by using define-interface.

An interface can contain a number of menus collected together on a menu bar, and context menus can also appear elsewhere. Each menu can contain menu items or other menus (that is, submenus). Items can be grouped together visually and functionally inside menu components. Menus, menu items, and menu components are, respectively, instances of the classes menu, menu-item, and menu-component.

Panels are window objects such as buttons and lists. They can be positioned anywhere in an interface. The CAPI provides
many different kinds of pane class, among them push-button, list-panel, text-input-pane, editor-pane, tree-view and graph-pane.

The positions of panes are controlled by a layout, which allows objects to be collected together and positioned either regularly (with instances of the classes column-layout, row-layout or grid-layout) or arbitrarily using a pinboard-layout. Layouts themselves can be laid out by other layouts — for example, a row of buttons can be laid out above a list by placing both the row-layout and the list in a column-layout.

Pinboard-objects are lightweight elements that you can use to create complex display and user interaction. They must be used inside a pinboard-layout.

Note that layouts and interfaces are actually panes too (interface and layout are subclasses of simple-pane), and in most of the cases can be used where panes are used. They are listed separately because of their special role in the layout of windows.

1.3 The history of the CAPI

Window-based applications written with LispWorks 3 and previous used CLX², CLUE, and the LispWorks Toolkit. Such applications are restricted to running under X Windows. Because we and our customers wanted a way to write portable window code, we developed a new system for this purpose: the CAPI.

Part of this portability exercise was undertaken before the development of the CAPI, for graphics ports, the generic graphics library. This includes the portable color, font, and image systems in LispWorks. The CAPI is built on top of this technology, and has been implemented for Motif, Microsoft Windows, Cocoa and GTK+.

All Lisp-based environment and application development in LispWorks Ltd now uses the CAPI. We recommend that you use the CAPI for window-based application development in preference to the systems mentioned earlier.
This chapter introduces some of the most basic CAPI elements and functions. The intention is simply that you should become familiar with the most useful elements available, before learning how you can use them constructively.

You should work through the examples in this chapter. For extended example code, see:

```lisp
(exexample-edit-file "capi/elements/"
```

A CAPI application consists of a hierarchy of CAPI objects. CAPI objects are created using `make-instance`, and although they are standard CLOS objects, CAPI slots should generally be accessed using the documented accessors, and not using the CLOS slot-value function. You should not rely on `slot-value` because the implementation of the CAPI classes may evolve.

Once an instance of a CAPI object has been created in an interface, it can be displayed on your screen using the function `display`.

### 2.1 Using the CAPI package

All symbols in this manual are exported from either the CAPI or COMMON-LISP packages unless explicitly stated otherwise. To access CAPI symbols, you could qualify them all explicitly in your code, for example `capi:output-pane`.

However it is more convenient to create a package which has CAPI on its package-use-list:

```lisp
(defpackage "MY-PACKAGE"
  (:add-use-defaults t)
  (:use "CAPI"))
```

This creates a package in which all the CAPI symbols are accessible. To run the examples in this guide, first evaluate:

```lisp
(in-package "MY-PACKAGE")
```

### 2.2 Creating a window

This section shows how easy it is to create a simple window, and how to include CAPI elements, such as panes, in your window.

1. Enter the following in a listener:

```lisp
(setq interface
  (make-instance 'interface
    :visible-min-width 200
    :title "My Interface"))

(display interface)
```
Creating a simple window

A small window appears on your screen, called "My Interface". This is the most simple type of window that can be created with the CAPI.

**Note:** By default this window has a menu bar with the **Works** menu. The **Works** menu gives you access to a variety of LispWorks tools, just like the **Works** menu of any window in the LispWorks IDE. It is automatically provided by default for any interface you create. You can omit it by passing `:auto-menus nil`.

The usual way to display an instance of a CAPI window is `display`. However, another function, `contain`, is provided to help you during the course of development.

Notice that the "My Interface" window cannot be made smaller than the minimum width specified. All CAPI geometry values (window size and position) are integers and represent pixel values relative to the topmost/leftmost visible pixel of the primary monitor.

Only a top level CAPI element is shown by `display` — that is, an instance of an **interface**. To display other CAPI elements (for example, buttons, editor panes, and so on), you must provide information about how they are to be arranged in the window. Such an arrangement is called a **layout** — you will learn more about layouts in **Laying Out CAPI Panes**.

On the other hand, `contain` automatically provides a default layout for any CAPI element you specify, and subsequently displays it. During development, it can be useful for displaying individual elements of interest on your screen, without having to create an interface for them explicitly. However, `contain` is only provided as a development tool, and should not be used for the final implementation of a CAPI element. See **Defining Interface Classes - top level windows** on how to display CAPI elements in an interface.

Note that a displayed CAPI element should only be accessed in its own thread. See **The correct thread for CAPI operations** for more information about this.

This is how you can create and display a button using `contain`.

1. Enter the following into a listener:

   ```lisp
   (setq button
         (make-instance 'push-button
                        :data "Button"))

   (contain button)
   
   Creating a push-button interface
   
   ![Image of a push-button interface]
   
   This creates an interface which contains a single push-button, with a label specified by the `:data` keyword. Notice that you could have performed the same example using `display`, but you would also have had to create a layout so that the button could have been placed in an interface and displayed.

You can click on the button, and it will respond in the way you would expect (it will depress). However, no code will be run
which performs an action associated with the button. How to link code to window items is the topic of the next section.

## 2.3 Linking code into CAPI elements

Getting a CAPI element to perform an action is done by specifying a callback. This is a function which is performed whenever you change the state of a CAPI element. It calls a piece of code whenever a choice is made in a window.

Note that the result of the callback function is ignored, and that its usefulness is in its side-effects.

1. Try the following:

   ```lisp
   (setq push-button
         (make-instance 'push-button
                        :data "Hello"
                        :callback
                        #'(lambda (&rest args)
                           (display-message
                            "Hello World"))))

   (contain push-button)
   
   Specifying a callback
   
   2. Click on the **Hello** button.

   A dialog appears containing the message "Hello World".

   A dialog displayed by a callback.

   The CAPI provides the function `display-message` to allow you to pop up a dialog box containing a message and a Confirm button. This is one of many pre-defined facilities that the CAPI offers.

**Note:** When you develop CAPI applications, your application windows are run in the same Window system event loop as the LispWorks IDE. This - and the fact that in Common Lisp user code exists in the same global namespace as the Common Lisp implementation - means that a CAPI application running in the LispWorks IDE can modify the same values as you can concurrently modify from one of the the LispWorks IDE programming tools.

For example, your CAPI application might have a button that, when pressed, sets a slot in a particular object that you could also set by hand in the Listener. Such introspection can be useful but can also lead to unexpected values and behavior while testing your application code.
3 General Properties of CAPI Panes

This chapter contains information that does not belong in the more specific sections that follow, including functionality common to several (or most) pane classes. It also introduces classes allowing you to create more common windowing elements, beyond the few mentioned in 2 Getting Started.

Before trying out the examples in this chapter, define the functions test-callback and hello in your Listener. The first displays the list of arguments it is given, and returns nil. The second just displays a message.

```lisp
(defun test-callback (data interface)
  (display-message "Data ~S in interface ~S" data interface))

(defun hello (data interface)
  (declare (ignore data interface))
  (display-message "Hello World"))
```

We will use these callbacks in the examples that follow.

3.1 Generic properties

Because CAPI elements are just like CLOS classes, many elements share a common set of properties. The remainder of this section describes the properties that all the classes described in this chapter inherit.

3.1.1 Scroll bars

The CAPI lets you specify horizontal or vertical scroll bars for any subclass of the simple-pane element (including all of the classes described in this chapter).

Horizontal and vertical scroll bars can be specified using the keywords :horizontal-scroll and :vertical-scroll. By default, both :vertical-scroll and :horizontal-scroll are nil.

3.1.2 Background and foreground colors

All subclasses of the simple pane element can have different foreground and background colors, using the :background and :foreground initargs of simple-pane. For example, including:

```lisp
:background :blue
:foreground :yellow
```

in the make-instance of a text pane would result in a pane with a blue background and yellow text.

3.1.3 Fonts

The CAPI interface supports the use of other fonts for text in title panes and other CAPI objects, such as buttons, through the use of the :font initarg of simple-pane. If the CAPI cannot find the specified font it reverts to the default font. The :font keyword applies to data following the :text keyword. The value is a graphics ports font-description object specifying various attributes of the font.
On systems running X Windows, the `xlsfonts` command can be used to list which fonts are available. The X logical font descriptor can be explicitly passed as a string to the :font initarg, which will convert them.

Here is an example of a `title-pane` with an explicit font:

```lisp
(contain
  (make-instance 'title-pane
    :text "A title pane"
    :font (gp:make-font-description
      :family "Times"
      :size 12
      :weight :medium
      :slant :roman)))
```

Here is an example of using :font to produce a title pane with larger lettering. Note that the CAPI automatically resized the pane to fit around the text.

```lisp
(contain
  (make-instance 'title-pane
    :text "A large piece of text"
    :font (gp:make-font-description
      :family "Times"
      :size 34
      :weight :medium
      :slant :roman)))
```

An example of the use of font descriptions

3.1.4 Mnemonics

This section applies to Microsoft Windows and GTK+ only.

It is also possible to make mnemonics work on Motif, but not straightforward. Contact Lisp Support if you need help with that.

Underlined letters in menus, titles and buttons are called mnemonics. The user can select the element by pressing the corresponding key.

3.1.4.1 Controlling Mnemonics

For individual buttons, menus, menu items and title panes, you can use the :mnemonic initarg to control them. For example:

```lisp
(capi:contain (make-instance 'capi:push-button
  :data "FooBar"
  :mnemonic #\B))
```

For more information on mnemonics in buttons, see 3.10.4 Mnemonics in buttons.
3 General Properties of CAPI Panes

For information on controlling mnemonics in button panels, see 5.2.4 Mnemonics in button panels. For information on controlling mnemonics in menus, see 8.6 Mnemonics in menus.

The initarg :mnemonic-title allows you to specify the mnemonic in the title for many pane classes including list-panel, text-input-pane and option-pane. Also grid-layout supports mnemonic-title when has-title-column-p is true. For the details see titled-object.

3.1.4.2 Mnemonics on Microsoft Windows

On Microsoft Windows the user can make the mnemonics visible by holding down the Alt key.

Windows can hide mnemonics when the user is not using the keyboard. This is controlled in Windows 8 by:

Control Panel > Ease of Access > Ease of Access Center > Make the keyboard easier to use > Underline keyboard shortcuts and access keys

and in Windows XP by:

Control Panel > Display > Appearance > Effects > Hide underlined letters...

3.1.5 Focus

The focus is where keyboard gestures are sent.

You can specify that a pane should or should not get the focus by using the initarg :accepts-focus-p (defined for element). By default interactive elements except menus accept focus, and non-interactive elements do not accept focus, so normally you do not need to use :accepts-focus-p.

3.1.5.1 Initial focus

By default, when a window first appears the focus is in the top-left pane that accepts focus. You can override this by using the initarg :initial-focus or using the accessor pane-initial-focus on interfaces and layouts, and using the initarg :initial-focus-item for choices (check-button-panel for example).

3.1.5.2 Querying the focus

The function pane-descendant-child-with-focus can find a child pane that has the focus, when given as argument a pane with children such as a layout, an interface, or certain choices including a button-panel and toolbar.

The function pane-has-focus-p can be used to determine if a specific pane has the focus.

3.1.5.3 Setting the focus dynamically

The function set-pane-focus can be used to set the focus to a pane inside an active window. If you need to ensure that the window is active, you can use activate-pane, which activates the window and sets the focus. For panes that have children (as described in 3.1.5.2 Querying the focus) the actual pane that receives the focus is the "initial focus", as described 3.1.5.1 Initial focus.

When set-pane-focus is called, just before it actually sets the focus, it calls the generic function pane-got-focus with the interface and the pane. You can define your own method (specialized on your own interface class) to perform any processing that may be required.
3.1.6 Mouse cursor

The mouse cursor of a pane can be specified by the initarg `cursor` or accessor `simple-pane-cursor`. The cursor to be used needs to be a result of a call to `load-cursor`.

It is possible to set an "override" cursor in an interface, which sets the cursors in all its panes. That is typically used to temporarily set the cursor while the interface is in a different input state from the normal state. This feature does not work on Cocoa.

3.2 Base classes

Most CAPI classes inherit from `capi-object`, which has a `plist` and a `name`. The subclasses of `capi-object` are:

- **element**
  The class of all elements that corresponding to an underlying window system element. `element` defines geometry functionality including geometry hints (see 6.4 Specifying geometry hints), and a few other basic properties. Note however that not all subclasses of `element` correspond to an underlying element: some of them are a composition of several elements, and some of them are layout elements.

  Subclasses of `element` are `menu` for menus (chapter 8), and `simple-pane` for all other display elements. The subclasses contain `layout` (6 Laying Out CAPI Panes), which is used to arrange CAPI elements, and `interface` (11 Defining Interface Classes - top level windows), which represents a window, and classes that correspond to specific display elements like `button` (3.10 Button elements).

- **callbacks**
  A mixin class for active elements that need to respond to user input, defining various callbacks (3.4 Callbacks). `item`, `collection` and `menu-object` (parent of `menu` and `menu-component`) inherit from `callbacks`.

- **item**
  A mixin class for elements that have a single piece of text like `menu-item` and `button`. It can also be used as a way of making individual items in collections/choices (5 Choices - panes with items) have their own callbacks and properties. `item` inherits from `callbacks`.

- **pinboard-object**
  The superclass of pinboard objects, are lightweight graphical objects which are displayed inside `pinboard-layout` (12.3 Creating graphical objects).

- **collection** and subclass `choice`
  Choice is the mixin class for all elements that have items (5 Choices - panes with items). `collection` (and hence `choice`) inherits from `callbacks`. The subclasses of `choice` that can be displayed inherit from `simple-pane` too.

3.3 Specifying titles

It is possible to specify a title for a window, or part of a window. Several of the examples that you have already seen have used titles. There are two ways that you can create titles:

- Use the `title-pane` class.
- Specify a title directly to any subclass of `titled-object`. 
3.3.1 Title panes

A title-pane is a blank pane into which text can be placed in order to form a title.

```lisp
(setq title (make-instance 'title-pane
    :visible-min-width 200
    :text "Title"))
(contain title)
```

A title pane

3.3.2 Specifying titles directly

You can specify a title directly to all CAPI panes, using the :title keyword. This is much easier than using title-panes, since it does not necessitate using a layout to group two elements together.

Any class that is a subclass of titled-object supports the :title keyword. All of the standard CAPI panes inherit from this class. You can find all the subclasses of titled-object by using the Class Browser tool in the LispWorks IDE.

3.3.2.1 Window titles

Specify a title for a CAPI window by supplying the :title initarg for the interface, and access it with interface-title.

Further control over the title of your application windows can be achieved by using set-default-interface-prefix-suffix and/or specializing interface-extend-title as illustrated in 11.5.2 Controlling the interface title.

You can call interface-display-title to get the string that is actually displayed (or would be displayed if the interface was displayed).

3.3.2.2 Titles for elements

The position of any title can be specified by using the :title-position keyword. Most panes default their title-position to :top, although some use :left.

You can place the title in a frame (like a groupbox) around its element by specifying :title-position :frame.

You may specify the font used in the title via the keyword :title-font.

The title of a titled-object, and its font, may be changed interactively with the use of setf, if you wish.

1. Create a push button by evaluating the code below:

```lisp
(setq button (make-instance 'push-button
    :text "Hello"
    :title "Press: 
    :title-position :left
    :callback 'hello))
```
2. Now evaluate the following:

```lisp
(apply-in-pane-process
 button #'(setf titled-object-title) "Press here: " button)
```

As soon as the form is evaluated, the title of the pane you just created changes.

3. Lastly evaluate the following:

```lisp
(apply-in-pane-process
 button #'(setf titled-object-title-font)
 (gp:merge-font-descriptions
  (gp:make-font-description :size 42)
  (gp:convert-to-font-description
   button
   (titled-object-title-font button))) button)
```

Notice how the window automatically resizes in steps 2 and 3, to make allowance for the new size of the title.

### 3.4 Callbacks

The class **callbacks** is the superclass of all the CAPI objects that receive callback calls in response to user gestures, excluding output panes. This includes collections and choices, buttons, menus, menu components, menu items and **item-pinboard-object**. The actual interaction depends on the specific class.

The arguments that callbacks are called with can be specified by the initarg **callback-type**. When the argument contain the interface, the actual interface can be specified to be another interface by using **attach-interface-for-callback**. The function **element-interface-for-callback** can be used to find which interface is going to be used in a callback.

Callbacks can be aborted using **abort-callback**.

There is more detail about the callbacks available in choices in **5.10.3 Callbacks in choices**.

**Note**: **output-pane** and its subclasses implement callback calls by the **input-model** mechanism.

### 3.5 Displaying and entering text

There are a variety of ways in which an application can display text, accept text input or allow editing of text by the user:

- **Display panes**: Show non-editable text.
- **Text input panes**: Used for entering short pieces of text.
- **Editor panes**: Used for dealing with large amounts of text such as files. Also offer full configurable editor functionality.

#### 3.5.1 Display panes

You can use a **display-pane** to display text messages on the screen. The text in these messages cannot be edited, so they can be used by the application to present a message to the user. The **:text** initarg can be used to specify the message that is to appear in the pane.
1. Create a display pane by evaluating the code below:

```lisp
(setq display (make-instance 'display-pane
  :text "This is a message"))
(contain display)
```

A display pane

Note that the window title, which defaults to "Container" for windows created by `contain`, may appear truncated.

You can access the text (get and set) of a `display-pane` by the accessor `display-pane-text`. You can access the selection by `display-pane-selection-p`, `display-pane-selection`, `set-display-pane-selection` and `display-pane-selected-text`.

### 3.5.2 Text input panes

When you want the user to enter a line of text, such as a search string, use a `text-input-pane`.

```lisp
(setq text (make-instance 'text-input-pane
  :title "Search: 
  :callback 'test-callback))
(contain text)
```

A text input pane

Notice that the default title position for text input panes is `:left`.

You can place text programmatically in the text input pane by supplying a string for the `:text` initarg, or later by calling `(setq text-input-pane-text)` in the appropriate process.

You can use `set-text-input-pane-selection` to control the selection in the text input pane:

```lisp
(setq tip (make-instance 'capi:text-input-pane
  :title "Search: 
  :text "Foo Bar Baz")
(capi:set-text-input-pane-selection
  tip
  (length "Foo ")
  (+ (length "Foo ") (length "Bar"))))
(capi:contain tip)
```
text-input-pane has many callbacks which allow the program to perform various tasks as the user changes the text, the selection or the caret position, or enters/leaves the pane. It is possible to respond to specific keyboard gestures, characters or otherwise (like Up arrow). text-input-pane has also options for performing completion on the user input.

You can add toolbar buttons for easier user input in a text-input-pane via the :buttons initarg. This example allows the user to enter the filename of an existing Lisp source file, either directly or by selecting the file in a dialog raised by the Browse File button. There is also a Cancel button, but the default OK button is not displayed:

```lisp
(capi:contain
 (make-instance
 'capi:text-input-pane
 :buttons
 (list :cancel t
       :ok nil
       :browse-file
       (list :operation :open
              :filter "*.LISP;*.LSP")))
```

For a larger quantity of text use multi-line-text-input-pane.

On Cocoa, text-input-pane can also be made to look like a search field, using the initarg :search-field and related initargs.

For entering passwords use the subclass password-pane, which does not display the actual characters that the user types.

### 3.5.3 Editor panes

An editor-pane is a pane which displays text and allows the user to edit it. The text is held and manipulated in a separate module, the Editor, which is implemented in the "EDITOR" package.

The Editor is optimized to deal with large amounts of text, whether that is because a single document contains large amount of text or because the user wants to edit many texts at the same time. It has a large set of commands that the user can invoke to perform a variety of tasks, including many kinds of editing and search operations, integration with the LispWorks IDE, and various other tasks. It also has a programmatic interface to manipulate the text, which is exported from the package "EDITOR". The user interface and the programmatic interface are both documented in the Editor User Guide, and the LispWorks IDE uses editor-pane for editing.

The interaction of the Editor emulates either Emacs style or the native style of macOS, Microsoft Windows or KDE/Gnome as appropriate. There is a global default setting (native on Windows, Emacs elsewhere), which can be set in a runtime image by the Delivery keyword :editor-style. In particular, you fix the style for editor-pane in your interfaces by defining your method for interface-keys-style. See the chapter "Emulation" in the Editor User Guide for more detail about the different styles.

From the CAPI side you can access the editor structures that hold the text by using editor-pane-buffer, which returns an editor:buffer object which holds the text. You can then use the programmatic Editor interface to access and manipulate the text.

For example, the following code inserts the string "foo" in the end of the editor pane (really in the end of the buffer):

```lisp
(let ((buffer (capi:editor-pane-buffer editor-pane)))
 (let ((point (editor:buffers-end buffer)))
   (editor:insert-string point "foo")))
```

Above, point is an editor:point object.

Alternatively, editor commands can be executed by passing the name of an editor command to call-editor.

Note that the editor objects can be accessed from any process (as opposed to the CAPI elements), because they use locks.
Programmers can use the locks to group several editor operations so that they happen "atomically".

It is possible to specify that an editor-pane has an attached Echo Area which is where non-editing interactions (for example entering a command name or filename) occur. To add an Echo Area, use the :echo-area initarg. Otherwise, a special window pops up when such interaction needs to occur.

The variables *editor-cursor-active-style*, *editor-cursor-color*, *editor-cursor-drag-style* and *editor-cursor-inactive-style* can be used to control the appearance of the cursor. When adding an echo area, the inactive cursor style can be controlled separately by *editor-cursor-inactive-style*.

An editor-pane can have input callbacks (before and after) and a change callback. These are described in 3.5.3.1 Editor pane callbacks.

On the CAPI side there are few additional functions that can be used on an editor-pane. These are described in 3.5.3.2 Additional editor-pane functions.

### 3.5.3.1 Editor pane callbacks

You can use the initarg :change-callback to specify a function which is called whenever the editor buffer under the editor-pane changes. The value change-callback can be set either by:

```lisp
(make-instance 'capi:editor-pane :change-callback ...)
```

or:

```lisp
(setf (capi:editor-pane-change-callback)
```

The current value can be queried by the accessor editor-pane-change-callback.

The change-callback function must have signature:

```
change-callback pane point old-length new-length
```

`pane` is the editor-pane itself.

`point` is an editor:point object where the modification to the underlying buffer starts. `point` is a temporary point, and is not valid outside the scope of the change callback. For more information about editor:point objects, see "Points" in the Editor User Guide.

`old-length` is the length of the affected text following `point`, prior to the modification.

`new-length` is the length of the affected text following `point`, after the modification has occurred.

Typical calls to the change-callback occur on insertion of text (when `old-length` is 0) and on deletion of text (when `new-length` is 0). There can be other combinations, for example, after executing the Uppercase Region editor command, change-callback be called with both `old-length` and `new-length` being the length of the region. The same is true for changing editor text properties.

The change-callback is always executed in the process of `pane` (as if by apply-in-pane-process).

The change-callback is permitted to modify the buffer of `pane`, and other editor buffers. The callback is disabled inside the dynamic scope of the call, so there are no recursive calls to the change-callback of `pane`. However, changes done by the callback may trigger change-callback calls on other editor-panes, whether in the same process or in another process.

There is an example illustrating the use of change-callback in:

```lisp
(example-edit-file "capi/editor/change-callback")
```
You can use the initargs :before-input-callback and :after-input-callback to add input callbacks which are called when call-editor is called. Note that the default input-model also generates calls to call-editor, so unless you override the default input-model these input callbacks are called for all keyboard and mouse gestures (other than gestures that are processed by a non-focus completter window).

In both cases (before-input-callback and after-input-callback) the argument is a function that takes two arguments: the editor pane itself and the input gesture (the second argument to call-editor).

call-editor may redirect gestures to another pane. For example, gestures to an editor-pane are redirected to the echo area while it is used. In this case before-input-callback is called more than once for the same gesture, but after-input-callback is called only once for each gesture, on the pane that actually processed the gesture.

3.5.3.2 Additional editor-pane functions

The contents of the buffer can be retrieved and set by the accessor editor-pane-text.

modify-editor-pane-buffer can be used to change the text and the filling at the same time.

editor-pane-line-wrap-marker, editor-pane-line-wrap-face and *
default-editor-pane-line-wrap-marker* control the appearance of the marker that indicates wrapping of lines that are too long.

The function editor-pane-selected-text returns the selected text (if any), and editor-pane-selected-text-p checks if there is a selection.

You can call set-default-editor-pane-blink-rate to set the default blink rate of the cursor on all editor panes. You can specialize editor-pane-blink-rate to control the blink rate of specific panes, and use editor-pane-native-blink-rate to query the blink rate of the underlying GUI system. Note that the underlying system will normally allow the user to change this value.

The function print-editor-buffer can be used to print the contents of the editor buffer.

The function set-editor-parenthesis-colors can be used to control parenthesis coloring in Lisp mode.

Editor panes support composition of characters using input methods (see composition-callback in output-pane) by having a default callback editor-pane-default-composition-callback, which handles it mostly right. You can specify your own callback, which can also call editor-pane-default-composition-callback to do the actual work.

The editor-pane is geared towards editing files, and in particular it tries to guard against loss of work by keeping backup files and auto-save files, and asking the user before closing an unsaved buffer. When you use an editor-pane for other purposes, and therefore do not need all of this functionality, you should use temporary buffers. Create a temporary buffer by supplying the initarg :buffer-name :temp, or create your own temporary buffer explicitly by (editor:make-buffer ... :temporary t).

You can make an editor-pane be non-editable by users by supplying the initarg :enabled :read-only, or completely disable it with :enabled nil.

3.6 Displaying rich text

On Microsoft Windows and Cocoa, rich-text-pane allows you to display and edit rich text. It supports character attributes such as font, size and color, and paragraph attributes such as alignment and tab-stops.

See this example:

(example-edit-file "capi/applications/rich-text-editor")


3 General Properties of CAPI Panes

3.7 Hierarchy of panes

Every element that is displayed has a parent, which you can find by the element accessor element-parent. The ultimate ancestor is a screen, which you can find by element-screen. The element is inside some window which is associated with a CAPI interface instance (that is, an instance of subclass of interface) which is called the "top level interface" and can be found by top-level-interface. Note that inside MDI on Microsoft Windows the top level interface is the one inside the MDI, rather than the enclosing MDI window. You can test whether an object is a top level interface by top-level-interface-p. The function element-container returns the parent of the top level interface, that is the screen outside the MDI, but the document-frame inside the MDI.

Some elements have children. You can operate on the children of an element by using map-pane-children or map-pane-descendant-children. These functions will work on any element, and they will do nothing for elements without children.

The implementation of the panes you specify may internally involve generating more panes, and element-parent, map-pane-children and map-pane-descendant-children will find these. Thus when using these functions you cannot assume that you know the hierarchy, and you need to check if the pane that you got is the right one. For example, if you create a layout like this:

```lisp
(setq layout
  (make-instance 'capi:row-layout
    :description
  (list (make-instance 'capi:list-panel)))
```

then doing something like:

```lisp
(capi:map-pane-children layout
  #'(lambda (pane) (setf (capi:collection-items pane) nil)
```

may not work, because the list panel may not be a direct child of the layout. In most cases it is best to record the actual panes so you know where to access them (most commonly in a slot in the interface). Alternatively you can use map-pane-descendant-children with a function that checks each child pane before operating on it.

Note that all these functions give useful results only for displayed elements.

3.8 Accessing pane geometry

The functions simple-pane-visible-height, simple-pane-visible-width, and simple-pane-visible-size can be used to read the visible geometry of a pane. Other geometrical properties of a pane can be accessed by with-geometry, which binds variables to the various geometrical properties of the pane.

3.9 Special kinds of windows

3.9.1 Browser pane

On Microsoft Windows and Cocoa, browser-pane implements embedding of a basic web browser. It allows you to display HTML, navigate, refresh, handle errors, redirect to another URL, and so on.

3.9.2 OLE embedding and control

On Microsoft Windows ole-control-pane implements embedding of OLE control components. You can also embed CAPI windows inside other applications using ole-control-component. You define an OLE control component (an Automation class that implements OLE Control protocols) using define-ole-control-component, and other (non-
LispWorks) applications can use it.

## 3.9.3 Cocoa views and application interfaces

On Cocoa, you can use `cocoa-view-pane` to display an arbitrary Cocoa View. You can specify the name of the Cocoa view class to create, and a function that is called to initialize it. The function `cocoa-view-pane-view` can be used to access the Cocoa view after it has been created.

The class `cocoa-default-application-interface` is a special class for defining application interfaces, which gives you control of application-wide properties which are not associated with specific windows. This includes the Application menu and default menu bar items, Dock context menu, application message processing and display state of the whole application.

## 3.9.4 Slider, Progress bar and Scroll bar

The classes `slider` and `scroll-bar` implement panes that show the value of some quantity and allow the user to change it interactively.

- `slider` is intended to be used in general for any pseudo-continuous quantity that the user should be able to manipulate.
- `scroll-bar` is intended to be used for scrolling. Normally a scroll bar is specified simply by supplying the `:vertical-scroll` or `:horizontal-scroll` initarg when making the pane that needs scrolling, but in some circumstances an explicit scroll bar may be useful.

The class `progress-bar` implements a pane that shows the value of some quantity and is used to indicate progress in performing some task.

All of these classes inherit from `range-pane`, which defines the various values that are used and the orientation. In addition to the `range-pane` accessor, there is also the function `range-set-sizes` which you can use to set several values at the same time.

## 3.9.5 Text input range

`text-input-range` is a special pane for entering numeric values, allowing the user to either type the number or use buttons to adjust the value.

## 3.9.6 Stream panes

There are three subclasses of `editor-pane` which handle Common Lisp streams.

### 3.9.6.1 Collector panes

A `collector-pane` displays anything printed to the stream associated with it. Background output windows, for instance, are examples of collector panes.

```lisp
(setq collector
  (make-instance 'collector-pane
    :title "Example collector pane:"))
(contain collector)
(princ "abc" (collector-pane-stream collector))
```

The `collector-pane` has a mechanism to temporarily make it the child of a parent `switchable-layout`, so the user can
see the output printed into it. The functions \texttt{map-typeout} and \texttt{unmap-typeout} do the switch, and the macro \texttt{with-random-typeout} can be used to do both switches and to also bind a variable to the stream of the \texttt{collector-pane}. This mechanism is used in the LispWorks IDE to show the output of \texttt{Compile Buffer} and other operations.

### 3.9.6.2 Interactive panes

An \texttt{interactive-pane} is the building block on which \texttt{listener-pane} is built.

\begin{verbatim}
  (contain (make-instance 'interactive-pane
                   :title "Interactive pane")
\end{verbatim}

You can simulate user input into an \texttt{interactive-pane} by \texttt{interactive-pane-execute-command}.

\textbf{Note}: \texttt{interactive-pane} is probably too difficult to use, due to the complexities involved with the interaction with the Editor. However, for its subclass \texttt{listener-pane}, the system deals with all these issues.

### 3.9.6.3 Listener panes

The \texttt{listener-pane} class is a subclass of \texttt{interactive-pane}, and allows you to create interactive Common Lisp sessions. You may occasionally want to include a listener pane in a tool (as, for instance, in the LispWorks IDE Debugger).

\begin{verbatim}
  (contain (make-instance 'listener-pane
                   :title "Listener")
\end{verbatim}

The \texttt{listener-pane} activity would normally be interacting with the user, but you can also emulate user interaction using \texttt{listener-pane-insert-value}. Note also that since \texttt{listener-pane} is a subclass of \texttt{editor-pane}, you can use the full power of the Editor on it.

### 3.9.7 Shell pane

\texttt{shell-pane} is a pane that runs a sub-process ("shell", "console") and allows the user to interact with it.

### 3.10 Button elements

Button classes inherit from the class \texttt{button}, which defines most of the attributes of buttons. \texttt{button} inherits from \texttt{simple-pane} and \texttt{item}. Button panels can be created, and are described in \textbf{5 Choices - panes with items}.

There are three classes of buttons:

- \texttt{push-button} Never selected, just invokes the callback when clicked.
- \texttt{check-button} Toggles between selected and unselected each time it is clicked.
- \texttt{radio-button} When clicked is selected, and deselects all other buttons in the same panel.

A single \texttt{radio-button} does not really make sense and this class will normally be used only inside \texttt{radio-button-panel}. \texttt{check-button} and \texttt{push-button} are used both inside \texttt{check-button-panel} or \texttt{push-button-panel} and on their own. Note that when using a panel, you do not have to actually use \texttt{button} objects, because the panel generates them automatically, and most of the functionality of \texttt{button} can be specified in the \texttt{button-panel}.

The text and the data that are associated with a button are defined by the the initargs and accessor inherited from \texttt{item}: :data, :text, :print-function, \texttt{item-data}, \texttt{item-text}, \texttt{item-print-function}. The function \texttt{print-capi-button} can be used to find what string is displayed (or will be displayed) for a button.
3.10.1 Push buttons

The :enabled keyword can be used to specify whether or not the button should be selectable when it is displayed. This can be useful for disabling a button in certain situations.

The following code creates a push-button which cannot be selected.

```lisp
(setq offbutton (make-instance 'push-button
                      :data "Button"
                      :enabled nil))
```

These `setf` expansions enable and disable the button:

```lisp
(apply-in-pane-process
 offbutton #'(setf button-enabled) t offbutton)

(apply-in-pane-process
 offbutton #'(setf button-enabled) nil offbutton)
```

All subclasses of the button class can be disabled in this way.

3.10.2 Check buttons

Check buttons can be produced with the check-button element.

1. Enter the following in a Listener:

```lisp
(setq check (make-instance 'check-button
             :selection-callback 'hello
             :retract-callback 'test-callback
             :text "Button"))
```

A check button

Notice the use of :retract-callback in the example above, to specify a callback when the element is deselected.

Like push buttons, check buttons can be disabled by specifying :enabled nil.
3.10.3 Radio buttons

Radio buttons can be created explicitly with the `radio-button` element, but they are usually part of a button panel as described in 5 Choices - panes with items. The `:selected` initarg is used to specify whether or not the button is selected, and the `:text` initarg can be used to label the button.

```lisp
(contain (make-instance 'radio-button
    :text "Radio Button"
    :selected t))
```

An explicitly created radio button

Although a single radio button is of limited use, having an explicit radio button class gives you greater flexibility, since associated radio buttons need not be physically grouped together. Generally, the easiest way of creating a group of radio buttons is by using a button panel, but doing so means that they will be geometrically, as well as semantically, connected.

3.10.4 Mnemonics in buttons

This section applies to Microsoft Windows and GTK+ only.

The initarg `:mnemonic` allows you to specify a mnemonic for a button.

Alternatively you can specify the button text and its mnemonic together with the initarg `:mnemonic-text`, for example:

```lisp
(contain (make-instance 'radio-button
    :mnemonic-text
    "Radio Button with a &Mnemonic"))
```

For all the details see `button`.

3.11 Adding a toolbar to an interface

A top level interface can have a toolbar, which is typically displayed at the top of the window and follows platform-standard behavior. On Cocoa, this will be a standard foldable toolbar.

For the details see 9 Adding Toolbars.

3.12 Tooltips

A tooltip is a temporary window containing text which appears when the user positions the cursor over an element for a period. The appearance is slightly delayed and the text is usually short.

Tooltips are often used for brief help text and identification of GUI elements. For example the "X" button alongside the Filter area in the Process Browser tool in the LispWorks IDE has a tooltip "Clear filter". Tooltips can also be used to complete the display of partially hidden text, for example in the Debugger tool Backtrace view where the display of long variable values might be truncated.

You can implement tooltips for `output-panes`, `collections`, `elements`, `menu-items` and `toolbar-buttons`.

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3 General Properties of CAPI Panes

3.12.1 Tooltips for output panes

To implement tooltips in an output-pane, call display-tooltip via a :motion gesture in the pane's input-model. The tooltip text might depend on the cursor position or, in the case of a pinboard-layout, on the pinboard object under the cursor.

See this example:

(example-edit-file "capi/graphics/pinboard-help")

3.12.2 Tooltips for collections, elements and menu items

Supply the :help-callback initarg in an interface, along with a suitable :help-key initarg for each of its collections, elements and menu-items that should have a tooltip. help-callback should return a suitable string (which will be the tooltip text) when passed type :tooltip and the help-key.

See the manual page for interface for an example of a tooltip on a text-input-pane.

3.12.3 Tooltips for toolbar buttons

You can implement tooltips for a toolbar-button exactly as for collections and so on as described in 3.12.2 Tooltips for collections, elements and menu items. See the example in 9.5 Specifying tooltips for toolbar buttons.

However, if your toolbar-buttons are grouped in a toolbar-component it is simpler to supply the :tooltips initarg. tooltips should be a list containing a string giving the tooltip text of each button in the component. See this example:

(example-edit-file "capi/applications/simple-symbol-browser")

3.13 Screens

A screen object (of class screen or a subclass) represents what CAPI thinks is the screen that the user sees. In principle it can be a mono-screen, but these days it is always color-screen. screen is subclass of capi-object, but not simple-pane.

You get a screen object by one of:

- Calling convert-to-screen.
- Calling element-screen on a displayed element.
- Calling screens.

convert-to-screen can take screen specification in various forms. On X GUI systems (GTK+ and Motif) this can be used to select which display to use. On Microsoft Windows on any pane that is displayed inside MDI returns the MDI document-container, but otherwise there is only one screen. On Cocoa there is always only one screen. convert-to-screen initializes the screen if needed.

From a displayed element you can find the screen by element-screen. Note that this returns the actual screen, even for a pane inside MDI.

The function screens returns a list of the currently active screens. This list is always of length 1 on Cocoa and Microsoft Windows, not including MDI.

A screen specification that convert-to-screen accepts can also be used to specify the screen on which to display an interface in a call to display.
You can find the geometry of the screen by the readers `screen-width` and `screen-height`, and its depth by `screen-depth`. Some physical properties can be found by the readers `screen-width-in-millimeters`, `screen-height-in-millimeters` and the function `screen-logical-resolution`. `screen-number` returns the screen number for X11 interface (GTK+ and Motif).

The area that is actually used for display may be restricted by some parts of the screen being dedicated to global features, for example menubar on Cocoa. The area that can be used for displaying by the application is called "internal geometry", which can be found by `screen-internal-geometry`.

A screen may correspond to several monitors. In this case it has a "virtual geometry", which is a rectangle containing all the physical screens, which can be found by `virtual-screen-geometry`. The coordinates of top-level windows are with respect to this rectangle. With multiple screens, `screen-internal-geometry` returns the internal geometry of the first (main) monitor. You can use `screen-internal-geometries` to find the internal geometries of all the monitors, and `screen-monitor-geometries` to find all the full geometries. You can use `pane-screen-internal-geometry` to find the internal geometry of the monitor on which the pane is displayed.

On the X interface the screen "dies" when the X connection gets broken for whatever reason. You can check for that by calling `screen-active-p`, which returns true for "live" screens and false otherwise.

You can find the CAPI interfaces that are displayed on a specific screen by `screen-interfaces`, and the active interface (as far as CAPI is concerned) by calling `screen-active-interface`. Note that this interface may be obscured by windows of another application.

On Microsoft Windows using MDI, the CAPI interface are children of a `document-container`, which is a "screen-like" object. In particular, it can be used as the screen argument of `display`, the internal geometry functions return the correct values, and `screen-interfaces` returns the interfaces.
4 General Considerations

This chapter describes general issues relating to the use of CAPI. Subsequent chapters address issues specific to the host window system, and then the use of particular CAPI elements.

4.1 The correct thread for CAPI operations

All operations on displayed CAPI elements need to be in the thread (that is, the `mp:process`) that runs their interface. On some platforms, `display` and `contain` make a new thread. On Cocoa, all interfaces run in a single thread.

Specifying an owner (using the keyword `:owner`) in a dialog, for example by calling `display-dialog` or `popup-confirm`, is also "an operation" on the owner. See 10.4 Dialog Owners for discussion of dialog owners.

In most cases this issue does not arise, because CAPI callbacks are run in the correct thread. However, if your code needs to communicate with a CAPI window from a random thread, it should use `execute-with-interface`, `execute-with-interface-if-alive`, `apply-in-pane-process` or `apply-in-pane-process-if-alive` to send the function to the correct thread.

This is why the brief interactive examples in this manual generally use `execute-with-interface` or `apply-in-pane-process` when modifying a displayed CAPI element. In contrast, the demo example in 11.4 Connecting an interface to an application is modified only by callbacks which run in the demo interface's own thread, and so there is no need to use `execute-with-interface` or `apply-in-pane-process`.

Threads started by CAPI process events in the "standard" way, that is they call `mp:general-handle-event` on objects that are sent to them by `mp:process-send`. In particular, if you want to "schedule" an event to happen in the current after the current callback returns, you can use `mp:current-process-send`. For example, if the `display-callback` of an `output-pane` sometimes needs to start another interface, it would be a bad idea to do this inside the `display-callback`, so instead of:

```
(capi:display new-interface)
```

you can use:

```
(mp:current-process-send `(capi:display ,new-interface))
```

which will cause it to happen later.

On systems other than Cocoa, when you run something that is lengthy inside a CAPI process, you can process events in a similar way to the way CAPI processes them by calling `process-pending-messages`, which processes all pending events and returns. However that may not always work well, because the processing of the event can do arbitrary things, so you should always consider running the lengthy computation in another process.

If your code needs to cause visible updates whilst continuing to do further computation, see 7.5.1 Updating windows in real time.
4 General Considerations

4.2 Redisplay

The setting of any CAPI property that should affect the display causes CAPI to redisplay the relevant elements. However, when what is displayed depends on a state which is not a CAPI state, and this state changes, you may need to cause CAPI to redisplay.

For example, you may have a `list-panel` where the items are some objects, and the `print-function` generates a string for each object, based on some property of the object (typically a slot value). If that property changes then the display also needs to change, but there is no way for CAPI to know that so you need to tell CAPI explicitly.

A simple way to achieve this is to set a CAPI state which will cause redisplay. For example, doing:

```
(setf (capi:collection-items my-pane) (capi:collection-items my-pane))
```

leaves `my-pane`'s items unchanged, but because the value is set CAPI redispalyes all of the items. This approach, however, is both computationally expensive when done often with large number of items, and causes flickering on screen that can be avoided.

Instead you can use one of the following functions.

- To update specific items in a `choice`, use `redisplay-collection-item`.
- To update menus and buttons in a window, use `redisplay-interface`.
- To update part of a `pinboard-layout`, use `redraw-pinboard-layout`.
- To update specific pinboard objects, use `redraw-pinboard-object`.
- In a `tree-view`, you can also use `tree-view-update-item` in cases when the update involves moving the child in its parent or completely removing the child.

4.2.1 Atomic redisplay

Often you need several distinct updates to the display to appear simultaneously. For example when you set the text in several elements at the same time, or you set the text of an element and then also set the background. To ensure that multiple updates appear together, wrap the macro `with-atomic-redisplay` around the updates.

4.3 Support for multiple monitors

CAPI supports positioning (and querying the position of) windows on multiple monitors.

The function `screen-monitor-geometries` supports the notion of monitor geometry. The monitor geometry includes "system" areas such as the macOS menu bar and the Microsoft Windows task bar.

The functions `screen-internal-geometries` and `pane-screen-internal-geometry` support the notion of internal geometry. The internal geometry excludes the system areas.

There is a "primary monitor" which displays any system areas. The origin of the coordinate system (as returned by `top-level-interface-geometry` and `screen-internal-geometry`) is the topmost/lefmost visible pixel of the primary monitor. Thus the origin may be in a system area such as the macOS menu bar.

The function `virtual-screen-geometry` returns a rectangle just covering the full area of all the monitors associated with a screen.

Note that code which relies on the position of a window should not assume that a window is located where it has just been programmatically displayed, but should query the current position. This is because the geometry includes system areas where CAPI windows cannot be displayed. For more information about this see 7.2 Resizing and positioning.
4 General Considerations

Note also that CAPI does not currently support multiple desktops, which are called workspaces in Linux distros, and called Spaces on macOS.
5 Choices - panes with items

Some elements of a window interface contain collections of items, for example rows of buttons, lists of filenames, and groups of menu items. Such elements are known in the CAPI as collections.

In most collections, items may be selected by the user — for example, a row of buttons. Collections whose items can be selected are known as choices. Each button in a row of buttons is either checked or unchecked, showing something about the application’s state — perhaps that color graphics are switched on and sound is switched off. This selection state came about as the result of a choice the user made when running the application, or default choices made by the application itself.

The CAPI provides a convenient way of producing groups of items from which collections and choices can be made. The abstract class collection provides a means of specifying a group of items. The subclass choice provides groups of selectable items, where you may specify what initial state they are in, and what happens when the selection is changed. Subclasses of collection and choice used for producing particular kinds of grouped elements are described in the sections that follow.

All the choices described in this chapter can be given a print function via the :print-function keyword. This allows you to control the way in which items in the element are displayed. For example, passing the argument 'string-capitalize to :print-function would capitalize the initial letters of all the words of text that an instance of a choice displays. The default is princ-to-string.

Collections and choices inherit from the abstract class callbacks, which defines callbacks that are called in response to user gestures.

Some of the examples in this chapter require the callback function test-callback and hello which were introduced in 3 General Properties of CAPI Panes.

5.1 Items

choices in general can take arbitrary Lisp objects as the items, and then the behavior of the items (how they are displayed, callbacks) is determined by the properties of the choice. It is possible to give individual properties to individual items by using objects of class item, which encapsulates the properties of an item in a choice. The items of a choice can be a mixture of arbitrary objects and item instances.

item has several subclasses which are intended for specific choice subclasses, and these are documented in the entries for the specific choices. The predicate itemp determines whether its argument is an instance of item.

5.2 Button panel classes

This section discusses the immediate subclasses of choice which can be used to build button panels. If you have a group of several buttons, you can use the appropriate button-panel element to specify them all as a group, rather than using push-button or check-button to specify each one separately. There are three such elements altogether:

push-button-panel, check-button-panel and radio-button-panel. The specifics of each are discussed below.

5.2.1 Push button panels

The arrangement of a number of push buttons into one group can be done with a push-button-panel. Since this provides a panel of buttons which do not maintain a selection when the user clicks on them, push-button-panel is a choice that does not allow a selection. When a button is activated it causes a :selection-callback, but the button does not maintain
5 Choices - panes with items

the selected state.

Here is an example of a push button panel:

```lisp
(setq push-button-panel
      (make-instance 'push-button-panel
                     :items '(one two three four five)
                     :selection-callback 'test-callback
                     :print-function 'string-capitalize))

(contain push-button-panel)
```

A push button panel

![Push Button Panel Example](image)

The layout of a button panel (for instance, whether items are listed vertically or horizontally) can be specified using the `:layout-class` keyword. This can take two values: `:column-layout` if you wish buttons to be listed vertically, and `:row-layout` if you wish them to be listed horizontally. The default value is `:row-layout`. If you define your own layout classes, you can also use these as values to `:layout-class`. Layouts, which apply to many other CAPI objects, are discussed in detail in [6 Laying Out CAPI Panes](#).

### 5.2.2 Radio button panels

A group of radio buttons (a group of buttons of which only one at a time can be selected) is created with the `radio-button-panel` class. Here is an example of a radio button panel:

```lisp
(setq radio (make-instance 'radio-button-panel
                           :items (list 1 2 3 4 5)
                           :selection-callback 'test-callback))

(contain radio)
```

A radio button panel

![Radio Button Panel Example](image)

### 5.2.3 Check button panels

A group of check buttons can be created with the `check-button-panel` class. Any number of check buttons can be selected.

Here is an example of a check button panel:

```lisp
(contain
   (make-instance 'check-button-panel)
```

![Check Button Panel Example](image)
5.2.4 Mnemonics in button panels

On Windows and GTK+ you can specify the mnemonics (underlined letters) in a button panel with the \texttt{:mnemonics} initarg, for example:

```lisp
(make-instance 'push-button-panel
  :items '(one two three many)
  :mnemonics '(
    #\O #\T #\E :none)
  :print-function 'string-capitalize))
```

Notice that the value \texttt{:none} removes the mnemonic.

5.2.5 Programming button panels

The panels inherit the callbacks functionality from \texttt{callbacks}, most importantly the \texttt{selection-callback} and \texttt{retract-callback}, which are used as the default callbacks for the buttons.

The \texttt{items} functionality of button panel is inherited from \texttt{collection}. Typically you just use the initarg \texttt{:items} to specify the items, but in principle you can set the items dynamically. The other important functionality from \texttt{collection} is the \texttt{print-function} to define the strings that are displayed in the buttons.

Accessing the state of the buttons in \texttt{check-button-panel} and \texttt{radio-button-panel} is done by the selection functionality that is defined on \texttt{choice}. For example, making a \texttt{check-button-panel} with four buttons and the last is selected, and after two seconds selecting the first and the third:

```lisp
(progn
  (setq cbp (capi:contain
      (make-instance 'capi:check-button-panel
        :items '(1 2 3 4)
        :selected-item 4)))
  (sleep 2)
  (capi:apply-in-pane-process cbp
    #'(lambda ()
        (setf (capi:choice-selected-items cbp) '(1 3)))))
```

All the button panel classes inherit from \texttt{button-panel}, which defines all the functionality of button panels. This includes a mechanism for specifying the layout of the buttons, images for the buttons, mnemonics, and also default and \texttt{Cancel} button. It also has an initarg \texttt{:callbacks} to define an individual selection callback for each item.

The function \texttt{set-button-panel-enabled-items} is used dynamically to enable/disable individual items in a panel.

For more control over individual buttons, some (or all) of the items in a panel may be buttons themselves (that is, instances of a subclass of \texttt{button}). The behavior on an item that is actually a button is controlled by accessing the button.
5.3 List panels

Lists of selectable items can be created with the `list-panel` class. Here is a simple example of a list panel:

```lisp
(setq list
  (make-instance 'list-panel
     :items '(one two three four)
     :visible-min-height '(character 2)
     :print-function 'string-capitalize))

(contain list)
```

A list panel

Notice how the items in the list panel are passed as symbols, and a `print-function` is specified which controls how those items are displayed on the screen.

Any item on the list can be selected by clicking on it with the mouse.

By default, list panels are single selection — that is, only one item in the list may be selected at once. You can use the `:interaction` keyword to change this:

```lisp
(setq list-panel
  (make-instance 'list-panel
     :items (list "One" "Two" "Three" "Four")
     :interaction :multiple-selection))

(contain list-panel)
```

You can add callbacks to any items in the list using the `:selection-callback` keyword.

```lisp
(setq list-panel
  (make-instance 'list-panel
     :items (list "One" "Two" "Three" "Four")
     :selection-callback 'test-callback))

(contain list-panel)
```

5.3.1 List interaction

If you select different items in the list, only the last item you select remains highlighted. The way in which the items in a list panel interact upon selection can be controlled with the `:interaction` keyword.

The list produced in the example above is known as a single-selection list because only one item at a time may be selected.
List panels are single-selection by default.

There are also multiple-selection and extended-selection lists available. The possible interactions for list panels are:

- **:single-selection** — only one item may be selected.
- **:multiple-selection** — more than one item may be selected.
- **:extended-selection** — see 5.3.2 Extended selection.

To get a particular interaction, supply one of the values above to the :interaction keyword, like this:

```
(contain
  (make-instance
   'list-panel
     :items '("Red" "Green" "Blue")
     :interaction :multiple-selection))
```

Note that :no-selection is not a supported choice for list panels. To display a list of items with no selection possible you should use a display-pane.

### 5.3.2 Extended selection

Application users often want to make single and multiple selections from a list. Some of the time they want a new selection to deselect the previous one, so that only one selection remains — just like a :single-selection panel. On other occasions, they want new selections to be added to the previous ones — just like a :multiple-selection panel.

The :extended-selection interaction combines these two interactions. Here is an extended-selection list panel:

```
(contain
  (make-instance
   'list-panel
     :items '("Item" "Thing" "Object")
     :interaction :extended-selection))
```

Before continuing, here are the definitions of a few terms. The action you perform to select a single item is called the selection gesture. The action performed to select additional items is called the extension gesture. There are two extension gestures. To add a single item to the selection, the extension gesture is a click of the left button while holding down the Control key. For selecting a range of items, it is a click of the left button while holding down the Shift key.

### 5.3.3 Deselection, retraction, and actions

As well as selecting items, users often want to deselect them. Items in multiple-selection and extended-selection lists may be deselected.

In a multiple-selection list, deselection is done by clicking on the selected item again with either of the selection or extension gestures.

In an extended-selection list, deselection is done by performing the extension gesture upon the selected item. (If this was done using the selection gesture, the list would behave as a single-selection list and all other selections would be lost.)

Just like a selection, a deselection — or retraction — can have a callback associated with it.

For a multiple-selection list panel, there may be the following callbacks:

- **:selection-callback** — called when a selection is made.
- **:retract-callback** — called when a selection is retracted.
Consider the following example. The function `set-title` changes the title of the interface to the value of the argument passed to it. By using this as the callback to the `check-button-panel`, the title of the interface is set to the current selection. The `retract-callback` function displays a message dialog with the name of the button retracted.

1. Display the example window:

   ```lisp
(defun set-title (data interface)
    (setf (interface-title interface)
      (format nil "~A" (string-capitalize data))))

(setq check-button-panel
  (make-instance 'check-button-panel
    :items '(one two three four five)
    :print-function 'string-capitalize
    :selection-callback 'set-title
    :retract-callback 'test-callback))

(contain check-button-panel)

The example check button panel before the callback.

![Check button panel before the callback.]

2. Try selecting one of the check buttons. The window title will change:

   The example check button panel after the callback.

![Check button panel after the callback.]

3. Now de-select the button. Notice that the `retract-callback` is called.

For an extended-selection list panel, there may be the following callbacks:

- **:selection-callback** — called when a selection is made.
- **:retract-callback** — called when a selection is retracted.
- **:extend-callback** — called when a selection is extended.

Also available in extended-selection and single-selection lists is the `action-callback`. This is called when you double-click on an item.

- **:action-callback** — called when a double-click occurs.

### 5.3.4 Selections in a list

List panels — all choices, in fact — can have selections, and you can set them from within Lisp. You can specify default settings and arrange for side-effects when a user selection is made. For the details see [5.10.2 Selections](#).
5.3.5 Images and appearance

A list panel can include images displayed on the left of each item. To include images supply the initarg :image-function. You can use images from an image-list via the initarg :image-lists.

Additionally, state images are supported on Microsoft Windows, GTK+ and Motif, via the initarg :state-image-function and, if required, :image-lists.

A list panel can have an alternating background color on Cocoa and GTK+, when specified by the initarg :alternating-background.

5.3.6 Filters

You can add a filter to a list-panel by passing the :filter initarg.

List panel filters are used in the LispWorks IDE, for example in the Inspector tool.

When a list-panel has a filter, you can set the state of the filter by using list-panel-filter-state. The accessor list-panel-unfiltered-items on a list-panel with a filter returns the items after filtering. The function (setf list-panel-unfiltered-items) resets the filter, and (setf list-panel-unfiltered-items) can be used to set the items without affecting the filter. The function (setf list-panel-items-and-filter) is especially useful, because setting the items and the filters separately causes the list-panel to redisplay twice.

5.3.7 Multi-column list panels

multi-column-list-panel is a subclass of list-panel which has several columns. Each line in a multi-column-list-panel displays several strings corresponding to a single item. multi-column-list-panel takes an initarg :item-print-functions which specifies how to generate the strings. The initarg :columns specifies column properties including width, alignment, and title.

The columns can have headers, which can be active (that is, they have callbacks). In particular, the headers can be made to sort the items based on some key and comparison function, by supplying the header's selection-callback as :sort and defining sort-descriptions (inherited from sorted-object via list-panel) with types that match the titles of the columns.

For an example see:

(example-edit-file "capi/choice/multi-column-list-panels")

5.3.8 Double list panel

double-list-panel is a choice that displays the items in two list-panels side-by-side, and allows the user to move items between them. It is not a subclass of list-panel.

The selection interface functions (choice-selected-items, the choice accessor choice-selection, and so on) treat the items in one sub-panel as the selected items and the items in the other sub-panel as the non-selected items. double-list-panel takes more space, but is very convenient for the user when she needs to add or remove items from the selection, especially when there are many items.
5.3.9 Searching by keyboard input

`list-panel` has an initarg `:keyboard-search-callback` which allows you to define searches in the `list-panel` in response to user input. The function `list-panel-search-with-function` is intended to simplify writing the callback.

The default search uses a timeout to decide whether to:

- add an input character to the previous input to create the string to search, or:
- search for the character.

This timeout can be set by `set-list-panel-keyboard-search-reset-time`.

The `keyboard-search-callback` can actually be used to perform other tasks in response to user keyboard input.

For an example see:

```
(example-edit-file "capi/choice/list-panel-keyboard-search")
```

5.4 Trees

`tree-view` is a pane that displays a hierarchical list of items. Each item may optionally have an image and a checkbox.

Callbacks can be specified as for other choice classes. Additionally you can control how the nodes of the tree are expanded, and there is `delete-item-callback` available for use when the user presses the `Delete` key.

Tree views are used in the LispWorks IDE, for example in the Output Data view of the Tracer tool and the Backtrace area of the Debugger and Stepper tools.

5.4.1 Tree interaction

`tree-view` supports only the `:single-selection` interaction but you can have `:extended-selection` functionality by using the subclass `extended-selection-tree-view`.

5.4.2 Images and appearance

`tree-view` can include images displayed on the left of each item. To include images supply the initarg `:image-function`. You can use images from an `image-list` via the initarg `:image-lists`.

Additionally, state images are supported on Microsoft Windows, GTK+ and Motif, via the initarg `:state-image-function` and, if required, `:image-lists`.

A tree view can have an alternating background color on Cocoa and GTK+, when specified by the initarg `:alternating-background`.

5.5 Stacked trees

`stacked-tree` is a pane that displays a tree of items in a "stacked" drawing, where each item has an associated value and child items that represent a fraction of that value. Each item is displayed as a colored rectangle whose width corresponds to the value. Child items are displayed below the item to make a stack of rectangles.

The Stacked Tree tab of the Profiler tool in the LispWorks IDE is a situation where a stacked tree is useful.

For an example see:
5.6 Graph panes

Another kind of choice is the `graph-pane`. This is a special pane that can draw graphs, whose nodes and edges can be selected, and for which callbacks can be specified, as usual.

While `graph-pane` is a subclass of `choice` and hence `collection`, the concept of collection `items` is not applicable to a graph. Instead, the items in a `graph-pane` are constructed from a list of "roots" (arbitrary objects) which are specified by the initarg `:roots` and can be accessed later by `graph-pane-roots`, and a `children-function`. The roots define the initial nodes, and when the user expands a node, the `children-function` is called to compute the children, which is a list of more items, which specify the children nodes of the expanded node. Thus the actual items in the graph are changed as nodes are expanded or collapsed.

The concepts of selection, that is the functions `choice-selected-items` and so on, are applicable to `graph-pane`.

Here is a simple example of a graph pane. It draws a small rooted tree:

```
(make-instance 'graph-pane :roots '(1) ;children-function #\(lambda \(x\) (when \(< x 8\) \(list \(* 2 x\) \(1+ \(* 2 x\)))))
```

A graph pane

The graph pane is supplied with a `:children-function` which it uses to calculate the children of the root node, and from those children it continues to calculate more children until the termination condition is reached. For more details of this, see the manual page for `graph-pane`.

`graph-pane` provides a gesture which expands or collapses a node, depending on its current state. Click on the circle alongside the node to expand or collapse it.

You can associate selection, retraction, extension, and action callbacks with any or all elements of a graph. Here is a simple graph pane that has an action callback on its nodes.

First we need a pane which will display the callback messages. Executing the following form to create this pane:
Then, define the following four callback functions:

```lisp
(defun test-action-callback (&rest args)
  (format (collector-pane-stream *the-collector*) "Action"))

(defun test-selection-callback (&rest args)
  (format (collector-pane-stream *the-collector*) "Selection"))

(defun test-extend-callback (&rest args)
  (format (collector-pane-stream *the-collector*) "Extend"))

(defun test-retract-callback (&rest args)
  (format (collector-pane-stream *the-collector*) "Retract"))
```

Now create an extended selection graph pane which uses each of these callbacks, the callback used depending on the action taken:

```lisp
(make-instance 'graph-pane
  :interaction :extended-selection
  :roots '(1)
  :children-function
  #'(lambda (x)
     (when (< x 8)
       (list (* 2 x) (1+ (* 2 x))))))
  :action-callback 'test-action-callback
  :selection-callback 'test-selection-callback
  :extend-callback 'test-extend-callback
  :retract-callback 'test-retract-callback)
```

The selection callback function is called whenever any node in the graph is selected.

The extension callback function is called when the selection is extended by middle clicking on another node (thus selecting it too).

The retract callback function is called whenever an already selected node is deselected.

The action callback function is called whenever an action is performed on a node (that is, whenever it gets a double-click, or Return is pressed while the node is selected).

### 5.6.1 Changing the graphics in the graph

The `graph-pane` is actually a subclass of `pinboard-layout`, and displays the graph using elements (normally `pinboard-object`, but can also be `simple-pane`). You can specify the class of these elements, as well as a function to actually create the object for each node. This allows you to modify the appearance of the graph without affecting or accessing the topology of the graph.

You can also access the element that displays a `graph-object` by the reader `graph-object-element`, and manipulate it directly. See for example:

```lisp
(example-edit-file "capi/graphics/graph-color-edges.lisp")
```
5.6.2 Controlling the layout

The roots of the graph are placed at one side of the panes and the graph grows into the pane. The side on which the roots are placed is defined by the layout-function and accessor \texttt{graph-pane-layout-function}, which takes one of the keyword values: \texttt{left-right}, \texttt{top-down}, \texttt{right-left} and \texttt{bottom-up}, where the first word in a keyword is the side where the roots are placed. There is also an accessor \texttt{graph-pane-direction}, which maps \texttt{forward} to/from \texttt{left-right} and \texttt{left-right}, and maps \texttt{backward} to/from \texttt{right-left} and \texttt{bottom-up}, which makes it easier to set the direction without changing the vertical/horizontal dimension.

5.6.3 Accessing the topology of the graph

The topology of the graph is represented by \texttt{graph-node} objects and \texttt{graph-edge} objects. The list of \texttt{graph-nodes} and \texttt{graph-edges} of the \texttt{graph-pane} can be found by \texttt{graph-pane-edges} and \texttt{graph-pane-nodes}. Note, however, that these are subject to change as the user interacts with the graph.

You can find the node associated with an item (if any) by using \texttt{find-graph-node}. You can find the children of a supplied node by \texttt{graph-node-children}. You can find the edges from the node (that is, to its children) by the reader \texttt{graph-node-out-edges}, and edges in by \texttt{graph-node-in-edges}. You can also search for an edge between a parent and child by \texttt{find-graph-edge}. From a \texttt{graph-edge}, you can find the the parent and child that are connected by it by the accessor \texttt{graph-edge-from} and \texttt{graph-edge-to} respectively. It is possible to select specific nodes by \texttt{graph-pane-select-graph-nodes}, which takes a predicate that is applied to all the nodes.

You can find the geometry of a node, that is the part of the pane occupied by the element that is associated with the node, by the \texttt{graph-node} readers \texttt{graph-node-x}, \texttt{graph-node-y}, \texttt{graph-node-height} and \texttt{graph-node-width}. You can find whether a point in the pane is within the area of a graph object, either a \texttt{graph-node} or \texttt{graph-edge}, by using \texttt{graph-pane-object-at-position}.

It is possible to modify the graph explicitly by \texttt{graph-pane-delete-object}, \texttt{graph-pane-delete-objects}, \texttt{graph-pane-delete-selected-objects} and \texttt{graph-pane-add-graph-node}. However, that will be overridden next time the \texttt{graph-pane} computes the layout.

The user can interactively move nodes (and hence also edges) in the graph. If you need to know when that happens, you make a subclass of \texttt{graph-pane}, and then specialize \texttt{graph-pane-update-moved-objects} on it.

\texttt{graph-node} and \texttt{graph-edge} are both subclasses of \texttt{graph-object}, and inherit from it the readers \texttt{graph-object-object}, which returns the graph item associated with the \texttt{graph-object}, and \texttt{graph-object-element}, which returns the element that displays it (normally \texttt{pinboard-object}, but can also be \texttt{simple-pane}).

5.7 Option panes

Option panes, created with the \texttt{option-pane} class, display the current selection from a single-selection list. When the user clicks on the option pane, the list appears and the user can make another selection from it. Once the selection is made, it is displayed in the option pane. In contrast to \texttt{text-input-choice}, the user cannot edit the selection.

The appearance of the \texttt{option-pane} list varies between platforms: a drop-down list box on Microsoft Windows; a combo box on GTK+ or Motif, and a popup list on Cocoa.

Here is an example option pane, which shows the choice of one of five numbers. The initial selection is controlled with \texttt{selected-item}.

```scheme
(contain
 (make-instance
  'option-pane
  :items '(1 2 3 4 5)
  :selected-item 3)
```
5 Choices - panes with items

: title "One of Five:"

An option pane

![Option pane with images](image)

5.7.1 Option panes with images

You can add images to option pane items. Supply the :image-function initarg when creating the option-pane, as illustrated in:

(example-edit-file "capi/choice/option-pane-with-images")

5.8 Text input choice

The text-input-choice class allows arbitrary text input augmented with a choice like an option-pane. The user can edit the text after selecting it from the list.

See this example:

(example-edit-file "capi/elements/text-input-choice")

5.9 Menu components

Menus (covered in 8 Creating Menus) can have components that are also choices. These components are groups of items that have an interaction upon selection just like other choices. The :interaction keyword is used to associate radio or check buttons with the group — with the values :single-selection and :multiple-selection respectively. By default, a menu component has an interaction of :no-selection.

See 8.3 Grouping menu items together for more details.

5.10 General properties of choices

This section summarizes the general properties of choices.

5.10.1 Interaction

All choices have an interaction style, controlled by the :interaction initarg. The radio-button-panel and check-button-panel are simply button-panel s with their interactions set appropriately. The possible values for interaction are listed below.

:single-selection Only one item may be selected at a time: selecting an item deselects any other selected item.

: multiple-selection A multiple selection choice allows the user to select as many items as she wants. A selected item may be deselected by clicking on it again.
The following example uses a push button and a callback function to display the arguments it receives.

(defun show-callback-args (arg1 arg2)
  (display-message "The arguments were ~S and ~S" arg1 arg2))

(setq example-button
  (make-instance 'push-button
    :text "Push Me"
    :callback 'show-callback-args))

5.10.2 Selections

All choices have a selection. This is a state representing the items currently selected. The selection is represented as a list of indexes into the list of the choice's items, unless it is a single-selection choice, in which case it is just represented as an index. The indexes in the selection can be used to access the actual items using get-collection-item.

The initial selection is controlled with the initarg :selection. The choice accessor choice-selection is provided, and you can also use (setf choice-selection).

Generally, it is easier to refer to the selection in terms of the items selected, rather than by indexes, so the CAPI provides the notion of a selected item and the selected items. The first of these is the selected item in a single-selection choice. The second is a list of the selected items in any choice.

The accessors choice-selected-item and choice-selected-items provide access to these conceptual slots, and you can also supply the values at make-instance time via the initargs :selected-item and :selected-items.

5.10.3 Callbacks in choices

All choices can have callbacks associated with them. Callbacks are invoked both by mouse button presses and keyboard gestures that change the selection or are "Action Gestures" such as Return. Different sorts of gesture can have different sorts of callback associated with them.

The following callbacks are available: :selection-callback, :retract-callback (called when a deselection is made), :extend-callback, :action-callback (called when a double-click occurs) and :alternative-action-callback (called when a modified double-click occurs). What makes one choice different from another is that they permit different combinations of these callbacks. This is a consequence of the differing interactions. For example, you cannot have an :extend-callback in a radio button panel, because you cannot extend selection in one.

Callbacks pass data to the function they call. There are default arguments for each type of callback. Using the :callback-type keyword allows you to change these defaults. Example values of callback-type are :interface (which causes the interface to be passed as an argument to the callback function), :data (the value of the selected data is passed), :element (the element containing the callback is passed) and :none (no arguments are passed). Also there is a variety of composite :callback-type values, such as :data-interface (which causes two arguments, the data and the interface, to be passed). For a complete description of :callback-type values, see the manual page for callbacks.

The following example uses a push button and a callback function to display the arguments it receives.

(defun show-callback-args (arg1 arg2)
  (display-message "The arguments were ~S and ~S" arg1 arg2))
Try changing the :callback-type to other values.

If you do not use the :callback-type argument and you do not know what the default is, you can define your callback function with lambda list (rest args) to account for all the arguments that might be passed.

Specifying a callback that is invalid for a particular choice causes an error.

5.10.4 image-list, image-set and image-locator

Choices that need images for displaying items generally have an slot image-function which holds a function that returns the image to use for an item. The return value ultimately needs to evaluate to an image to display, but there are various ways to specify it. These include all the specifications that load-image understands. In addition, they can also be an integer which is an index into an image-list or an image-locator.

To use image-list in a choice you need to specify the image-list by the appropriate initarg, for example :image-lists for tree-view. See the entry for each specific class. Once the choice has image-lists, the image-function can return an index into the relevant list.

An image-list is an object that specifies an ordered set of images with a common width and common height. The images in the image-list can be image objects, image identifiers (pathname or symbol, which are automatically loaded by load-image), or image-set objects. You need to supply these objects when you make the image-list by cl:make-instance.

An image-list object can be used repeatedly in several panes. It is useful because it simplifies the handling of the images.

Example:

(example-edit-file "capi(choice/tree-view")

An image-set represents a group of images of the same size that are derived from a single object. For example, six images of 16x16 pixels each can be derived from a single image of 16x96 pixels. This is an example of the "general" image-set, which is created by make-general-image-set. In addition, you can create a scaled image set by either make-scaled-general-image-set or make-scaled-image-set. On Microsoft Windows, you can also create image-sets from resources in a DLL, either a bitmap resource by make-resource-image-set, or icon resource by make-icon-resource-image-set.

image-sets are useful because it is often convenient to hold a group of images as a combined larger image, which reduces the number of objects that needed to be dealt with. image-sets are used inside image-lists, and sometimes can be used directly, for example in toolbar. image-set can also be used in image-locators.

Examples:

(example-edit-file "capi(choice/tree-view")

(example-edit-file "capi/elements/toolbar")

(example-edit-file "capi(choice/multi-column-list-panels")

An image-locator specifies one image out of an image-set, and it is created by make-image-locator. It can be used instead of an image in various places, most usefully as a result of the various image-functions.
5 Choices - panes with items

Example:

(example-edit-file "capi/choice/multi-column-list-panels")

For *choices* like *tree-view* or *list-panel*, you can include a sub-set from an *image-set* either by using image locators, or by including the *image-set* in an *image-list* and use the *image-list* in the *choice*. The latter technique is normally more convenient when all the *image-set* is used, but in other situations using *image-locators* may be more convenient.

5.11 Operations on collections (choices) and their items

This section describes how you can access the items of a collection. In practice you will perform these operations on instances of subclasses of *choice*.

5.11.1 Accessing items

Given a collection and an index, you can retrieve the actual items in the collection by *get-collection-item*. Find the number of items in a collection at any point by *count-collection-items*, *map-collection-items* can be used to map a function over the collection items. *print-collection-item* can be used to "print" an item, that is generate the same string that will be displayed for this item. The *collection* accessor *collection-items* returns a list of the items in the collection, and can be used with *setf* to set the items.

5.11.2 Efficient manipulation of collection items

It is always possible to modify all the items of a collection by *setf* with *collection-items* on it. However that can be expensive when called often with large numbers of items, and can cause flickering on screen. For typical choices (when *items-get-function* is *svref*), it is possible to modify the items of the choice more efficiently by using one of *replace-items*, *remove-items* or *append-items*.

Note: *graph-pane* and *tree-view* are not "typical" (their *items-get-function* is not *svref*) and therefore these functions cannot be used on these panes.

5.11.3 Searching in a collection

The function *search-for-item* can be used to find an item in a collection.

*find-string-in-collection* can be used to find a string in the printed items (that is, in the result of calling the print function). There is also *collection-find-string* which prompts the user for the string and then searches, and *collection-find-next-string* to continue the search from the previous match. *collection-last-search* can be used to retrieve the last search string, if any.
6 Laying Out CAPI Panes

The CAPI provides various layout classes which allow you to combine multiple window elements in a single window. This chapter provides an introduction to the different classes of layout available and the ways in which each can be used.

Layouts are created just like any other CAPI element, by calling `make-instance`. Each layout needs to have a description which is a list of the CAPI elements it contains. The description can be supplied via the :description `initarg`. It can also be supplied or modified later by calling `(setf layout-description)` in the layout's process. The description is interpreted by `interpret-description` as specifying a list of elements which are the "children" of the layout. The layout groups its children on the screen and specifies their geometry (x and y coordinates of top-left corner, width and height).

Only CAPI elements can be layout children. In this chapter "children" or "child" refers only to elements of these types:

- Instances of `simple-pane` and its subclasses.
- Instances of `pinboard-object` and its subclasses (discussed in 12 Creating Panes with Your Own Drawing and Input).

For example, to put elements one above the other you make an instance of class `column-layout` with the elements as its description:

```lisp
(defun put-in-a-column (list-of-elements)
  (make-instance 'column-layout
                 :description list-of-elements))
```

Since the result is a layout, you can put it in an `interface` and display it:

```lisp
(defun display-in-a-column (list-of-elements)
  (display
   (make-instance 'interface
                 :layout (put-in-a-column list-of-elements)))))
```

```lisp
(display-in-a-column
 (list (make-instance 'text-input-pane
                     :text "Text input pane")
       (make-instance 'push-button
                     :data "Button")))
```

```lisp
(display-in-a-column
 (loop for x below 10
collect
      (make-instance 'push-button
                     :data (format nil "Button No. ~d" x)))))
```

Layouts themselves are subclasses of `simple-pane`, and hence can be children of other layouts, creating a hierarchical "tree" of layouts with other types of children as the "leaves". This is the normal way of laying out all the elements inside an interface. `interface` is also a subclass of `simple-pane` and can appear in the hierarchy, though usually `interface` is used only for the top-level window.

In general, the layouts need to know their childrens' geometrical requirements. These requirements are referred to as "constraints" and include the minimum and maximum width and height. Some of the child classes have default constraints, for example `text-input-pane` by default has both minimum and maximum height which allows showing one line, taking into account the height of the font. Most child classes do not have default constraints, and in effect have a minimum dimension of 0 and no maximum. Quite often that is good enough, but not always.
You can override the default constraints of an element by specifying geometrical "hints" (the word "constraint" is sometimes used to refer to the hint). Hints can be specified in many ways, for example the minimum width can be specified as enough to display 30 characters. Geometrical hints are typically specified by initargs when making a pane, but you can also set them dynamically. See 6.4 Specifying geometry hints for details. In most cases, specifying the hints is sufficient (once you specify the hierarchy of layouts).

The function get-constraints computes the constraints in pixels based on the hints or the defaults, and returns the min/max of the width and height. Note that the result of get-constraints is dependent both on the hints themselves and other factors. For example, if the minimum width of an element is specified as "30 characters", changing the font of the element will cause get-constraints to return a different value. For more complex computations, it is also possible to define a calculate-constraints method, but in most cases the geometry hints are enough.

The layouts in general use get-constraints to get the constraints of their children, and take them into account when calculating the geometry of the elements and its own implicit constraints. For example, a row-layout puts elements side-by-side, and if it has two children with minimum width and height of 100, it will have an implicit minimum width of 200 and implicit minimum height of 100. The implicit constraints are used by get-constraints on the layout itself (by its parent), unless they are overridden by geometry hints or calculate-constraints on the layout.

The process of laying out starts at the top of the hierarchy, with the outer layout calling get-constraints on its children. If any of the children is a layout itself, it calls get-constraints of its children. Thus the get-constraints call is propagated down the hierarchy to all the tree, and the results are propagated back. Then the top layout lays out its children, that is it tells them their geometry, and again this is propagated down by each child which is a layout itself.

When a layout lays out its children, its uses its own geometry, the children's constraints and a layout-specific algorithm, which is implemented by calculate-layout. Thus when the documentation describes a layout of some class as "laying out its children in some way" it really means that this is what the applicable method of calculate-layout tries to achieve. Note that calculate-layout does not necessarily obey the constraints, and even the methods that intend to obey the constraints may fail to do so. For example, a row-layout with two children each of minimum width 100 which is given a width of 150 pixels will give only 50 to the second child. Conversely, when the layout has more space that the minimum required it usually distributes space between the elements that are not constrained by a maximum.

An example of a layout that doesn't obey the constraints is the row-layout described above. This layout will not change its constraints, and the system goes up the hierarchy until it finds a layout that it can tell is not going to need to change its constraints, and then lays out the children of that layout, as described above.

You can tell CAPI that the constraints of a pane may have changed and need to be recomputed (and hence maybe part of the hierarchy needs re-layout) by calling invalidate-pane-constraints.

Once again, you should make sure you have defined the test-callback function before attempting any of the examples in this chapter. Its definition is repeated here for convenience.

```lisp
(defun test-callback (data interface)
  (display-message "Data ~S in interface ~s" data interface))
```

### 6.1 Organizing panes in columns and rows

You will frequently need to organize a number of different elements in rows and columns. The column-layout and row-layout elements are provided to make this easy.

The following is a simple example showing the use of column-layout.
6 Laying Out CAPI Panes

An example of using `column-layout`

1. Define the following elements:

   (setq button1 (make-instance 'push-button
       :data "Button 1"
       :callback 'test-callback))

   (setq button2 (make-instance 'push-button
       :data "Button 2"
       :callback 'test-callback))

   (setq editor (make-instance 'editor-pane
       :text "An editor pane"))

   (setq message (make-instance 'display-pane
       :text "A display pane"))

   (setq text (make-instance 'text-input-pane
       :title "Text:"
       :title-position :left
       :callback 'test-callback))

These will be used in the examples throughout the rest of this chapter.

To arrange any number of elements in a column, create a layout using `column-layout`, listing the elements you wish to use. For instance, to display `title`, followed by `text` and `button1`, enter the following into a Listener:

   (Contain (make-instance 'column-layout
       :description (list (make-instance 'text-input-pane)
                           (make-instance 'list-panel
                           :items '(1 2 3 4 5))))))
A number of elements displayed in a column:

![container window](image)

To arrange the same elements in a row, simply replace `column-layout` in the example above with `row-layout`. If you run this example, close the column layout window first: each CAPI element can only be on the screen once at any time.

Layouts can be given horizontal and vertical scroll bars, if desired; the keywords `:horizontal-scroll` and `:vertical-scroll` can be set to `t` or `nil`, as necessary.

When creating panes which can be resized (for instance, list panels, editor panes and so on) you can specify the size of each pane relative to the others by listing the proportions of each. This can be done via either the `:y-ratios` keyword (for column layouts) or the `:x-ratios` keyword (for row layouts).

```lisp
(contain (make-instance 'column-layout
  :description (list
    (make-instance 'display-pane)
    (make-instance 'editor-pane)
    (make-instance 'listener-pane))
  :y-ratios '(1 5 3)))
```

You may need to resize this window in order to see the size of each pane.

Note that the heights of the three panes are in the proportions specified. The `:x-ratios` initarg will adjust the width of panes in a row layout in a similar way.

It is also possible to specify that some panes are fixed at their minimum size while others in the same row or column adjust proportionately when the interface is resized:

```lisp
(contain
  (make-instance
    'column-layout
    :description (list
      (make-instance 'output-pane
        :background :red
        :visible-min-height '(:character 1))
      (make-instance 'output-pane
        :background :blue
        :visible-min-height '(:character 1))
      (make-instance 'output-pane
        :background :red
        :visible-min-height '(:character 3))
      :y-ratios '(1 nil 3)
      :title "Resize this window vertically: the red panes maintain ratio 1:3, while the blue pane is fixed."))
```

To arrange panes in your row or column layout with constant gaps between them, use the `:gap` initarg:

```lisp
(contain
  (make-instance
    'column-layout
    :description (list
      (make-instance 'display-pane)
      (make-instance 'editor-pane)
      (make-instance 'listener-pane))
    :x-ratios '(1 nil 3)
    :gap :constant-gap)
```
To create resizable spaces between panes in your row or column layout, use the special value nil in the layout description:

```
(contain (make-instance 'column-layout 
  :description (list
    (make-instance 'output-pane  
      :background :red) 
    nil 
    (make-instance 'output-pane  
      :background :white) 
    nil 
    (make-instance 'output-pane  
      :background :blue)) )
  :y-ratios '(1 1 4 1 1) 
  :title "Try resizing this window vertically" 
  :background :gray))
```

### 6.2 Other types of layout

Row and column layouts are the most basic type of layout class available in the CAPI, and will be sufficient for many things you want to do. A variety of other layouts are available as well, as described in this section.

#### 6.2.1 Grid layouts

Row and column layouts only allow you to position a pane horizontally or vertically (depending on which class you use), but grid layouts let you specify both thus allowing you to create a complete grid of different CAPI panes.

`grid-layout` supports a title column, as illustrated in:

```
(exexample-edit-file "capi/layouts/titles-in-grid")
```

and it supports cells spanning multiple columns or rows, as illustrated in:

```
(exexample-edit-file "capi/layouts/extend")
```

`grid-layout` (and its subclasses `column-layout` and `row-layout`) is a subclass of `x-y-adjustable-layout`, which allows you to specify adjustments when you position the pane using the initargs :x-adjust and :y-adjust.

#### 6.2.2 Simple layouts

A `simple-layout` has only one child. Where possible, the child is resized to fit the layout. Simple layouts are sometimes useful when you need to encapsulate a pane.
6.2.3 Pinboard layouts

Pinboard layouts allow you to position a pane anywhere within a window, by specifying the x and y integer coordinates of the pane precisely. They are a means of letting you achieve any effect which you cannot create using the other available layouts, although their use can be correspondingly more complex. They are discussed in more detail in 12 Creating Panes with Your Own Drawing and Input.

6.3 Combining different layouts

You will not always want to arrange all your elements in a single row or column. You can include other layouts in the list of elements used in any layout, thus enabling you to specify precisely how panes in a window should be arranged.

For instance, suppose you want to arrange the elements in your window as shown in A sample layout. The two buttons are shown on the right, with the text input pane and a message on the left. Immediately below this is the editor pane.

A sample layout

![Sample layout diagram]

The layout in A sample layout can be achieved by creating two row layouts: one containing the display pane and a button, and one containing the text input pane and the other button, and then creating a column layout which uses these two row layouts and the editor.

```lisp
(setq row1 (make-instance 'row-layout
    :description (list message button1)))
(setq row2 (make-instance 'row-layout
    :description (list text button2)))
(contain (make-instance 'column-layout
    :description
    (list row1 row2 editor)))
```

An instantiation of the sample layout

![Instantiation of sample layout]

“Works”

A display pane Button 1

Text: Button 2

An editor pane
As you can see, creating a variety of different layouts is simple. This means that it is easy to experiment with different layouts, allowing you to concentrate on the interface design, rather than its code.

However, remember that each instance of a CAPI element must not be used in more than one place at the same time.

### 6.4 Specifying geometry hints

If you do not specify any hints, the CAPI uses the default constraints. In many cases that gives useful geometry already.

When you do need to specify the constraints, the normal way is to specify the hints for the element(s) when making them by passing the appropriate keywords. The available keywords and their meanings are explained in 6.4.1 Width and height hints, and the potential values are explained in 6.4.2 Hint values formats.

It is also possible to set the hints later, either by `set-geometric-hint` to set a single hint or `set-hint-table` to set all of them.

It is also possible to specify initial constraints, which are applicable during the creation of the window, but not later. Typically that is used to force the initial window to be large enough, but later allowing the user to reduce the size.

#### 6.4.1 Width and height hints

In CAPI, there are three kinds of geometry dimensions: external, visible and internal.

External and visible dimensions are two different ways to specify the dimensions of an element on the screen. The external dimension specifies the size of the element including its borders, while the visible dimension specifies the size of the pane inside its borders. Thus:

\[
\begin{align*}
\text{external-width} & = \text{visible-width} + \text{borders-width} \\
\text{external-height} & = \text{visible-height} + \text{borders-height}
\end{align*}
\]

For a non-scrolling pane, internal dimensions mean the same as visible. For a scrolling pane, internal dimensions specify the size that the pane would need to display all of its data. For example, a `list-panel` with 100 items of which exactly 30 items are fully visible and each line is 15 pixels high has internal height of 100 x 15 = 1500 pixels and visible height of 30 x 15 = 450 pixels.

To get the right layout on the screen, you typically need to specify constraints on the width and height on the screen, which you do by specifying either the external constraints or visible constraints. This is the main way of using constraints.

The internal dimensions are needed only to compute the size of the scrollbars. Most elements implicitly compute their own internal dimensions. You should specify the minimum internal dimensions by `:scroll-height` and `:scroll-width` when you have an `output-pane` with scrollbar(s) which does ordinary scrolling (the default), so the pane can compute the size of the scrollbars. However, you can use `set-horizontal-scroll-parameters` and `set-vertical-scroll-parameters` instead.

The following keywords are used to specify geometrical constraints.

External constraints control the size that the pane takes up in its parent:

`:external-min-width`

The minimum width of the child in its parent.

`:external-max-width`

The maximum width of the child in its parent.

`:external-min-height`
The minimum height of the child in its parent.

:external-max-height

The maximum height of the child in its parent.

Visible constraints control the size of the part of the pane that you can see:

:visible-min-width The minimum visible width of the child.
:visible-max-width The maximum visible width of the child.
:visible-min-height The minimum visible height of the child.
:visible-max-height The maximum visible height of the child.

If the visible-max-width is the same as the visible-min-width, then the element is not horizontally resizable. If the visible-max-height is the same as the visible-min-height, then the element is not vertically resizable.

Internal constraints control the size of region used to display the contents of the pane: These are all deprecated.

:internal-min-width

The minimum width of the display region.

:internal-max-width

The maximum width of the display region.

:internal-min-height

The minimum height of the display region.

:internal-max-height

The maximum height of the display region.

In addition, methods for the generic function calculate-constraints can be defined on your pane classes to compute the internal geometries. Note that when scrolling the :internal-max-width and :internal-max-height are not meaningful and are ignored.

For a scrolling pane, the internal constraints control the size of region over which you can scroll and the visible constraints control the size of the viewport. Here is an illustration of the external, internal and visible sizes in a scrolling list panel with 8 items, 4 of which are fully visible and 1 is partially visible:
External, visible and internal sizes:

![Diagram showing external, visible, and internal sizes]

Initargs :min-width, :max-width, :min-height and :max-height are deprecated. They are synonyms for the visible constraints :visible-min-width and so on.

It is often wrong to constrain CAPI elements to fixed pixel sizes, as these constraints may lead to poorer layouts in some configurations.

### 6.4.1 Priority of constraints

The order of priority is the order in 6.4.1 Width and height hints. That is, for a non-scrolling pane when there is only one independent constraint the preference order is:

- External > Visible > Internal > calculate-constraints.

For a scrolling pane where there are two independent constraints the preference order for the external constraint is:

- External > Visible.

and the preference order for the internal constraint is:

- Internal > calculate-constraints.

### 6.4.2 Hint values formats

The possible values for the hints listed in 6.4.1 Width and height hints are as follows:

- **integer**  
  The size in pixels.

- **t**  
  For :visible-max-width, t means use the value of :visible-min-width.  
  For :visible-max-height, t means use the value of :visible-min-height.

- **:text-width**  
  The width of any text in the element.

- **:text-height**  
  The height of any text in the element.

- **:screen-width**  
  The width of the screen.

- **:screen-height**  
  The height of the screen.
A list starting with any of the following operators, followed by one or more hints:

- `max` — the maximum size of the hints.
- `min` — the minimum size of the hints.
- `+` — the sum of the hints.
- `-` — the subtraction of hints from the first.
- `*` — the multiplication of the hints.
- `/` — the division of hints from the first.

A two element list specifying the size of a certain amount of text when drawn in the element:

- `(character integer)` — the size of `integer` characters.
- `(character integer)` — the size of `integer` characters.
- `(:string string)` — the size of `string`.
- `(string string)` — the size of `string`.

A two-element list starting with `symbol-value`, and containing one other symbol:

- `(symbol-value foo)` — the size of the `symbol-value` of `foo`.

A list starting with `apply` or `funcall`, followed by a symbol and arguments:

- `(apply function arg1 arg2 ...)` — the result of applying the function `function` to the arguments.
- `(funcall function arg1 arg2 ...)` — the result of calling the function `function` with the arguments.

### 6.4.3 Initial constraints

You can use the initarg `:initial-constraints` to specify constraints that apply during creation of the element's interface, but not after the interface is displayed.

`initial-constraints` must be a plist of constraints, where the keywords are geometry hints as described above.

For example, this creates a window that starts at least 600 pixels high, but can be made shorter by the user, because that initial constraint is transient. However, the permanent height constraints on the two output panes remain in effect:

```lisp
(make-instance 'output-pane
  :visible-min-height 100
  :background :red)
(make-instance 'output-pane
  :visible-min-height 200
  :background :blue))
```

```lisp
:initial-constraints '(:visible-min-height 600))
```
6.5 Constraining the size of layouts

The size of a layout (often referred to as its geometry) is calculated automatically on the basis of the size of each of its children. The algorithm used takes account of hints provided by the children, and from the description of the layout itself. Hints are specified via the panes’ initargs when they are created. The various pane classes have useful default values for these initargs.

6.5.1 Default Constraints

If you do not specify any hints, the CAPI calculates the on-screen geometry based on its default constraints. With this geometry the various elements are displayed with adequate space in the window.

This is designed to work regardless of variable factors such as the user's configuration, for example specifying large font sizes. It is often wrong to constrain CAPI elements to fixed pixel sizes, as these constraints may lead to poorer layouts in some configurations.

For information about the effect of constraints on scrolling, see 6.4.1 Width and height hints.

6.5.2 Constraint Formats

Hints can take arguments in a number of formats, which are described in full under 6.4.2 Hint values formats. When given a number, this should be an integer and the layout is constrained to that number of pixels. A constraint can also be specified in terms of character widths or heights, as shown in the next section.

6.5.2.1 Character constraints

In 6.3 Combining different layouts, you created a window with five panes, by combining row and column layouts. Now consider changing the definition of the editor pane so that it is required to have a minimum size. This would be a sensible change to make, because editor panes need to be large enough to work with comfortably.

```
(setq editor2
  (make-instance 'editor-pane
      :text "An editor pane with minimum size"
      :visible-min-width '(:character 30)
      :visible-min-height '(:character 10)))
```

Now display a window similar to the last example, but with the editor2 editor pane. Note that it is only the description of the top-level column layout which differs. Before entering the following into the listener, you should close all the windows created in this chapter in order to free up the instances of button1, button2 and so forth.

```
(contain (make-instance 'column-layout
      :description
        (list row1 row2 editor2))
```

You will not be able to resize the window any smaller than this:
The result of resizing the sample layout

![Sample layout with resized pane](image)

### 6.5.2.2 String constraints

To make a pane that is wide enough to accommodate a given string, use the `:visible-min-width` hint with a `(:string string)` constraint.

In this example we also supply `:visible-max-width t`, which fixes the maximum visible width to be the same as the minimum visible width. Hence the pane is wide enough, but no wider:

```lisp
(defvar *text* "Exactly this wide")

capi:contain
(make-instance 'capi:text-input-pane
 :text *text*
 :visible-min-width `(:string ,*text*)
 :visible-max-width t
 :font (gp:make-font-description
 :size (+ 6 (random 30))))
```

Note that the width constraint works regardless of the font used.

### 6.5.3 Changing the constraints

If you need to alter the constraints on an existing element, use the function `set-hint-table`. See how the interface in 6.5.2.1 Character constraints resizes after this call:

```lisp
(apply-in-pane-process editor2
 'set-hint-table editor2 '(:visible-min-width (:character 100)))
```
If you define your own `pinboard-object` class, ensure that its hint table matches the visible geometry and is kept synchronized after any movement of the object, otherwise redrawing may be incorrect.

Similarly if you draw pinboard objects under a `transform`, call `set-hint-table` with the transformed geometry to ensure correct redrawing.

### 6.6 Other pane layouts

The example below uses three predefined panes, which need to be defined as follows:

```lisp
(setq red-pane (make-instance 'output-pane
  :background :red))

(setq green-pane (make-instance 'output-pane
  :background :green))

(setq blue-pane (make-instance 'output-pane
  :background :blue))
```

#### 6.6.1 Switchable layouts

A switchable layout allows you to place CAPI objects on top of one another and determine which object is displayed on top through Lisp code, possibly linked to a button or menu option through a callback. Switchable layouts are set up using a `switchable-layout` element in a `make-instance`. As with the other layouts, such as `column-layout` and `row-layout`, the elements to be organized are listed in the `description` slot, initialized in this example by the `:description` initarg:

```lisp
(setq switching-panes (make-instance 'switchable-layout
  :description (list red-pane green-pane)))

(contain switching-panes)
```

Note that the default pane to be displayed is the red pane, which was the first pane in the description list. The two panes can now be switched between using `switchable-layout-visible-child`:

```lisp
(apply-in-pane-process switching-panes #'(setf switchable-layout-visible-child) green-pane switching-panes)

(apply-in-pane-process switching-panes #'(setf switchable-layout-visible-child) red-pane switching-panes)
```

#### 6.6.2 Tab layouts

A `tab-layout` displays several tabs, and a single pane which contains the main contents.

In its simplest mode, a `tab-layout` is similar to a switchable layout, except that each pane is provided with a labelled tab, like the tabs on filing cabinet folders or address books. If the tab is clicked on by the user, the pane it is attached to is pulled to the front. Remember to close the switchable layout window created in the last example before displaying this:

```lisp
(setq tab-layout
  (make-instance 'tab-layout
    :items (list (list "one" red-pane)
      (list "two" green-pane))))
```
The example needs the :print-function to be \texttt{car}, or else the tabs will be labelled with the object numbers of the panes as well as the title provided in the list.

However, a tab layout can also be used in a non-switchable manner, with each tab responding with a callback to alter the appearance of only one pane. In this mode the \texttt{description} keyword is used to describe the main layout of the tab pane. In the following example the tabs alter the choice of starting node for one graph pane, by using a callback to the \texttt{graph-pane-roots} accessor:

$$
\begin{verbatim}
(defun tab-graph (items)
  (let* ((gp (make-instance 'graph-pane))
         (tl (make-instance 'tab-layout
                          :description (list gp)
                          :items items
                          :visible-child-function nil
                          :print-function (lambda (x) (format nil "~R" x))
                          :callback-type :data
                          :selection-callback #'(lambda (data)
                                                  (setf (graph-pane-roots gp)
                                                      (list data))))))
    (contain tl)))

(tab-graph '(1 2 4 5 7))
\end{verbatim}
$$

You can access the pane that is currently displayed in the \texttt{tab-layout} by \texttt{tab-layout-visible-child}, and you can
obtain a list of the panes that have been displayed by calling `tab-layout-panes`.

### 6.6.3 Dividers and separators

If you need adjacent panes in a row or column to have a narrow user-movable divider between them, supply the special value `:divider` in the description. The divider allows the user to resize one pane into the space of the other. To see this in the column layout below, grab the divider between the two panes and then drag it vertically to resize both panes:

```lisp
(contain (make-instance 'column-layout
  :description (list green-pane
    :divider
    red-pane)))
```

The arrow keys can also be used to move the divider.

To include a narrow visible element between adjacent panes which cannot be moved (dragged) by the user, supply the special value `:separator` in the description.

If you also specify ratios, the ratio for each occurrence of either of these special values should be `nil` to specify that the narrow element is fixed at its minimum size:

```lisp
(contain (make-instance 'column-layout
  :description (list
    (make-instance 'output-pane
      :background :red)
    :divider
    (make-instance 'output-pane
      :background :white)
    :separator
    (make-instance 'output-pane
      :background :blue)
    :y-ratios '(1 nil 4 nil 1)
    :title "You can drag the divider, but not the separator"
    :background :gray))
```

Dividers and separators can also be placed between panes in a `row-layout` or even combinations of row and column layouts.

### 6.6.4 Static layout

`static-layout` is a layout that simply places each of its children where the geometry specifies `(x, y, visible-min-width and visible-min-height)`. The children can be moved and resized by `(setf static-layout-child-position)` and `(setf static-layout-child-size)`.

An important subclass of `static-layout` is `pinboard-layout`, which is documented in 12.3 Creating graphical objects. `pinboard-layout` is used to create your own kind of panes.

### 6.6.5 Interface toolbars

Your interface can have a toolbar which the user can configure by selecting and rearranging the buttons to display. To implement this, specify an `interface toolbar` as described in 9 Adding Toolbars.
6.6.6 Docking layout

docking-layout allows docking/undocking of panes, which means interactively moving the panes between places in the interface (docking) and into standalone floating windows (undocking). The full functionality is available only on Microsoft Windows, while GTK+ gives very limited functionality. On Cocoa it is completely static. Docking layouts are especially useful for toolbars, but can contain other panes.

To allow moving a pane between different places in the interface, you need to group several docking-layouts. This done by using make-docking-layout-controller to create a controller object, and then passing the controller when making the docking-layout with the initarg :controller. You then place each docking-layout in a different place in the interface, by including it in the layout hierarchy of the interface in the usual way, and then it is possible to interactively move panes between all the docking-layouts that share the controller.

If you merely want to allow undocking, you do not need a controller.

The function docking-layout-pane-docked-p can be used to test whether a pane is docked in a specific docking-layout, and can be used with cl:setf to programmatically dock a pane in a specific docking-layout or to undock it (to do this, dock it to nil).

The function docking-layout-pane-visible-p can be used to test whether a pane is docked in one of the docking-layouts in the group of a docking-layout (that is, layouts with the same controller) or is undocked, and the docking-layout or the floating window is visible. It can be used with cl:setf to change the visibility of the docking-layout (if the pane is docked) or the floating window (undocked).

There is an example in:

(example-edit-file "capi/layers/docking-layout")

6.6.7 Multiple-Document Interface (MDI)

In LispWorks for Windows, the CAPI supports MDI through the class document-frame. MDI is not supported on other platforms.

To use MDI in the CAPI, define an interface class that inherits from document-frame, and use the two special slots capi:container and capi:windows-menu as described below.

In your interface's layouts, use the symbol capi:container in the description to denote the pane inside the MDI interface in which child interfaces are added.

document-frame-container is a reader which returns the document-container of the document-frame.

Interfaces of any type other than subclasses of document-frame may be added as children. To add a child interface in your MDI interface, call display on the child interface and pass the MDI interface as the screen argument. This will display the child interface inside the container pane. To obtain a list of the child interfaces, call the screen reader function screen-interfaces, passing the frame's document-container as the screen argument.

You can use most of the normal CAPI window operations such as top-level-interface-geometry and activate-pane on windows displayed as children of a document-frame.

The slot capi:windows-menu contains the Windows Menu, which allows the user to manipulate child interfaces. The standard functionality of the Windows Menu is handled by the system and normally you will not need to modify it. However, you will want to specify its position in the menu bar. Do this by adding the symbol capi:windows-menu in the :menu-bar option of your define-interface form.

By default the menu bar is made by effectively appending the menu bar of the document-frame interface with the menu bar of the current child. You can customize this behavior with merge-menu-bars.
6.6.7.1 MDI example

This example uses `document-frame` to create a primitive `cl:apropos` browser.

Firstly we define an interface that lists symbols. There is nothing special about this in itself.

```lisp
(capi:define-interface symbols-listing ()
  ((symbols :initarg :symbols))
  (:panes
    (symbols-pane capi:list-panel
      :items symbols
      :print-function 'symbol-name))
  (:default-initargs
    :best-width '(character 40)
    :best-height '(character 10)))
```

Next we define the MDI interface. Note:

1. It inherits from `document-frame`.
2. `capi:container` is used in the layout description.
3. `capi:windows-menu` is in the :menu-bar list.
4. When the interface showing the symbols is being displayed, the MDI interface is passed as the `screen` argument to `display`.

Otherwise, this example uses standard Common Lisp and CAPI functionality.

```lisp
(capi:define-interface my-apropos-browser
  (capi:document-frame)
  ((string :initarg :string))
  (:panes
    (package-list capi:list-panel
      :items (loop for package in (list-all-packages)
          when (let ((al (apropos-list string package)))
            (when al
              (cons (package-name package) al)))
          collect it)
      :print-function 'car
      :action-callback
        #'(lambda (mdi-interface name-and-symbols)
          (capi:display
            (make-instance
              'symbols-listing
              :symbols (cdr name-and-symbols)
              :title (car name-and-symbols)
              :screen mdi-interface))
            :callback-type :interface-data))
    (:menu-bar capi:windows-menu)
  (:layouts
    (main
      capi:row-layout
        '(package-list :divider capi:container)
          :ratios '(1 nil 4)))
    (:default-initargs
      :visible-min-height '(character 20)
      :visible-min-width '(character 100)))
```

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To browse apropos of a specific string:

```
(capi:display
 (make-instance 'my-apropos-browser
   :string "EDITOR"))
```

### 6.7 Changing layouts and panes within a layout

To change to another layout, use `(setf pane-layout):

```
(setf layout
  (capi:contain
   (make-instance 'row-layout
     :description
     (list (make-instance 'title-pane :text "One")
           (make-instance 'title-pane :text "Two")
           :visible-min-height 100)))

(apply-in-pane-process
 layout #'(setf pane-layout)
 (make-instance 'column-layout
   :description
   (list (make-instance 'title-pane :text "Three")
         (make-instance 'title-pane :text "Four")))
 (element-interface layout))
```

To change the panes within a layout, use `(setf layout-description):

```
(setf layout
  (capi:contain
   (make-instance 'row-layout
     :description
     (list (make-instance 'title-pane :text "One")
           (make-instance 'title-pane :text "Two")
           :visible-min-height 100)))

(apply-in-pane-process
 layout #'(setf layout-description)
 (list (make-instance 'title-pane :text "Three")
       (make-instance 'title-pane :text "Four")
       (make-instance 'title-pane :text "Five")
       layout))
```

**Note:** A CAPI layout must not reuse panes that are already displayed in another layout.
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An interface or its children can be altered programmatically in many ways. This chapter describes APIs for the most common of these.

**Note:** By default, each CAPI interface runs in its process. It is important to understand that an on-screen interface and its elements must be accessed only in the process of that interface. In most circumstances the user alters the interface by a callback inside the interface, which will automatically happen in the correct process. However, calls from other processes (including other CAPI interfaces) should use `execute-with-interface`, `execute-with-interface-if-alive`, `apply-in-pane-process` or `apply-in-pane-process-if-alive`.

### 7.1 Initialization

If necessary you can run code just before or just after your interface's windows are displayed on screen.

You can do this by defining a `:before` or `:after` method on the generic function `interface-display`. Your method will run just before or just after your interface is displayed on screen.

For example:

```lisp
(defun make-text (self createdp)
  (multiple-value-bind (s m h dd mm yy)
      (decode-universal-time (get-universal-time))
    (format nil "Window ~S ~:\[displayed~;created~\] at ~2,'0D:~2,'0D:~2,'0D"
            self createdp h m s))

(capi:define-interface dd () () (:panes (dp capi:display-pane)))

(defmethod capi:interface-display :before ((self dd))
  (with-slots (dp) self
    (setf (capi:display-pane-text dp)
          (make-text self t))))

(capi:contain (make-instance 'dd))
```

Sometimes initialization code can be put in the `create-callback` of your interface, though adding it in suitable methods for `initialize-instance` or `interface-display` is usually better.

### 7.2 Resizing and positioning

Programmatic resizing can be done using the function `set-top-level-interface-geometry`. For example, to double the width of an interface about its center:

```lisp
(setf interface (contain (make-instance 'interface)))

Use the mouse or window manager-specific gesture to resize the interface, then evaluate:

```
Programmatic scrolling is implemented with the generic function scroll. This example shows vertical scrolling in a list-panel:

```
(setf list-panel
  (x (round (- x (* 0.5 w)))
  :y y
  :width (* 2 w)
  :height h))
```

All resize operations are subject to the constraints. The constraints can be altered programmatically as described in 6.5.3 Changing the constraints.

Resize operations are also subject to automatic modification by the system in cases where the new window geometry coincides with a system area such as the macOS menu bar or the Microsoft Windows taskbar, as described in 7.2.1 Positioning CAPI windows.

### 7.2.1 Positioning CAPI windows

You should not assume that a window is located where it has just been programmatically positioned. Instead you should query the current position by top-level-interface-geometry.

So if you wish to display CAPI interface windows W1 and W2 relative to each other. You should:

1. Display W1 (by display), then:
2. Query position of W1, then:
3. Arrange for W2 to have the desired relative position, for example in its make-instance or later by set-hint-table, then:

The reason for this is that the window system may disallow certain positions (for example on the macOS menu bar) therefore you cannot be certain of the position of W1.

#### 7.3 Geometric queries

The visible size of a pane can be found by simple-pane-visible-height and simple-pane-visible-width, or simple-pane-visible-size (which returns two values, width and height). Other geometric values can be accessed using with-geometry. See 6.4.1 Width and height hints for the meaning of visible, external and internal size.

The function convert-relative-position can be used to convert coordinates between one pane or screen to another pane or screen.

Inside a static-layout (including pinboard-layout) the function static-layout-child-position and static-layout-child-size can be used to find (and set) the coordinates of a child.

Setting coordinates of panes (other than inside a static-layout) is done by the layout mechanism which is described in 6 Laying Out CAPI Panes. In most cases, you use geometric hints or set the scroll parameters, as described in 6.4 Specifying geometry hints.

### 7.4 Scrolling

#### 7.4.1 Programmatic scrolling

Programmatic scrolling is implemented with the generic function scroll.
(contain
  (make-instance 'list-panel
    :items (loop for i below 100 collect i)
    :vertical-scroll t))

(apply-in-pane-process
  list-panel 'scroll list-panel :vertical :move 50)

11 Defining Interface Classes - top level windows shows how an editor-pane can be scrolled using editor commands. An output-pane can be made to scroll - see 12.4 output-pane scrolling.

You can also use the functions set-horizontal-scroll-parameters and set-vertical-scroll-parameters to affect scrolling operations.

The current scroll position can be found by using get-scroll-position. Using it later in a call to scroll with :move scrolls the pane back to the same position.

7.4.2 Scroll values and initialization keywords

The six :scroll-* simple-pane initargs for each dimension correspond to the six keyword arguments of set-horizontal-scroll-parameters/get-horizontal-scroll-parameters and set-vertical-scroll-parameters/get-vertical-scroll-parameters as follows:

<table>
<thead>
<tr>
<th>simple-pane initargs</th>
<th>keyword argument</th>
</tr>
</thead>
<tbody>
<tr>
<td>:scroll-horizontal-slug-size</td>
<td>:slug-size</td>
</tr>
<tr>
<td>:scroll-vertical-slug-size</td>
<td></td>
</tr>
<tr>
<td>:scroll-start-x</td>
<td>:min-range</td>
</tr>
<tr>
<td>:scroll-start-y</td>
<td></td>
</tr>
<tr>
<td>:scroll-width</td>
<td>:max-range</td>
</tr>
<tr>
<td>:scroll-height</td>
<td></td>
</tr>
<tr>
<td>:scroll-initial-x</td>
<td>:slug-position</td>
</tr>
<tr>
<td>:scroll-initial-y</td>
<td></td>
</tr>
<tr>
<td>:scroll-horizontal-step-size</td>
<td>:step-size</td>
</tr>
<tr>
<td>:scroll-vertical-step-size</td>
<td></td>
</tr>
<tr>
<td>:scroll-horizontal-page-size</td>
<td>:page-size</td>
</tr>
<tr>
<td>:scroll-vertical-page-size</td>
<td></td>
</tr>
</tbody>
</table>

The values for all of these parameters should be real numbers. The set of values supplied for each dimension is treated independently from the other set.

The difference between the max-range and min-range specifies the range of scrolling. When applied to the scrollbar display, all the values are scaled by the ratio between the height/width of the scrollbar and the range, for example:

\[
\text{slug-size-in-pixels} = \text{slug-size} \times \frac{\text{scrollbar-height-in-pixels}}{(\text{max-range} - \text{min-range})}
\]

The slug-position is also translated by the min-range:

\[
\text{slug-position-in-pixels} = \frac{(\text{slug-position} - \text{min-range}) \times \text{scrollbar-height-in-pixels}}{(\text{max-range} - \text{min-range})}
\]

The scrolling position of the pane is the slug-position (translated by the min-range) scaled by the ratio between the pane
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dimension (width or height) and the slug-size, that is:

\[
\text{pane-scrolling-position} = (\text{slug-position} - \text{min-range}) \times \frac{\text{pane-dimension}}{\text{slug-size}}
\]

When slug-size is not supplied or is nil, it is set to track the dimension of the pane, so the scaling factor above is 1, and all the other numbers can be considered as if specified in pixels in the internal coordinates of the pane. If slug-size is supplied, it is in effect creating a scaling factor between the values and the coordinates in the pane.

The min-range initial value defaults to 0, the max-range initial value defaults to either the width/height in pixels of the data in the pane if this is deducible, otherwise to the height of the pane. The latter is not useful, and typically the max-range is the one value that you have to specify. In many cases it is the only value you need to specify.

The initial slug-position defaults to 0.

The step-size defines the amount to scroll for a gesture that means step (typically clicking on the arrows at the ends of the scrollbar). It initially defaults to the dimension of a character in the pane in pixels. Note that this is normally useful only if slug-size is not set, otherwise it is scaled by \( \frac{\text{pane-dimension}}{\text{slug-size}} \). If you set the slug-size, you probably want to set the step-size too.

page-size defines the amount to scroll for page gestures (typically clicking on the scroll bar outside the scroll slug). It initially defaults to \( \text{slug-size} - \text{step-size} \), which is normally the useful value.

### 7.4.3 Automatic scrolling

Automatic scrolling of the parent to show the focus pane can be specified by using **scroll-if-not-visible-p**.

For output-pane with "internal" scrolling (see 12.4 output-pane scrolling), you can force some area to become visible, that is scroll as needed, by using **ensure-area-visible**.

### 7.5 Updating pane contents

Use only the documented functions such as the accessors (setf editor-pane-text) and (setf collection-items) and so on to set the data in a pane. For details, see the manual pages for the particular pane class and its superclasses in CAPI Reference Entries.

#### 7.5.1 Updating windows in real time

If your code needs to cause visible updates while continuing to do further computation, then you should run your computation in a separate thread which is not directly associated with the CAPI window.

Consider the following example where real work is represented by calls to **sleep**:

1. Evaluate this code:

```lisp
(defun change-text (win text)
  (setf (title-pane-text win) text))

(defun my-callback (win)
  (change-text win "Go")
  (loop
    for i from 0 to 20 do
    (change-text win (format nil "~D" i))
    (sleep 0.1)))

(defun test ()
  (let* ((pl (make-instance 'title-pane
```
2. Run (test) and note that the updates do not appear until my-callback returns. This is because it uses only one thread.

3. Now try this modified callback which uses a worker thread to perform the calculations:

```lisp
(defun my-work-function ()
  (let ((mbox (mp:ensure-process-mailbox)))
    ;; This should really have an error handler.
    (loop (let ((event (mp:process-read-event mbox
                        "Waiting for events")))
           (cond ((consp event)
                   (apply (car event) (cdr event)))
                  ((functionp event)
                   (funcall event))))))

(setf *worker*
     (mp:process-run-function "Worker process" ()
                           'my-work-function))

(defun change-text (win text)
  (apply-in-pane-process win
    #'(setf title-pane-text)
       text win))

(defun my-callback (win)
  (mp:process-send
   *worker*
   #'(lambda ()
      (change-text win "Go")
      (loop
       for i from 0 to 20 do
       (change-text win (format nil "~D" i))
       (sleep 0.1)))))
```

4. Run (test) again: you should see the updates appear immediately.

A real application might also display an Abort button during the computation, with a callback that aborts the worker process.

Also see this example:

```lisp
(example-edit-file "capi/elements/progress-bar-from-background-thread")
```

### 7.6 Edit actions on the active element

It is possible to perform standard edit actions like copy and paste on the current active element, which is not necessarily a CAPI pane, using the functions `active-pane-edit-function`, for example `active-pane-copy`.

These functions find the active element and try to perform the operation on it. The active element can potentially not correspond to a CAPI pane, for example when prompting for a file the active element is somewhere in the dialog, which is a standard dialog of the windowing system rather than being a CAPI interface.
It is also possible to define what edit operations do when they are called on a pane in an interface class which you have defined, by specializing the `pane-interface-+` methods such as `pane-interface-copy-object`. For choices, there is also `item-pane-interface-copy-object`. Typically these methods will need to access the system clipboard, using `set-clipboard` and `clipboard` (see 18.6 Clipboard).

### 7.7 Manipulating top-level windows

#### 7.7.1 Visibility and focus

To bring a top level window to the front (on top of other windows) call `raise-interface`, and to put it behind other windows call `lower-interface`.

To hide a window call `hide-interface`, and to unhide it call `show-interface`.

To raise an interface and give the input focus to a pane inside it, call `activate-pane`. For more information about the input focus, see 3.1.5 Focus.

You can test whether the interface in which a pane is contained is visible by calling `interface-visible-p`.

#### 7.7.2 Iconifying and restoring windows

You can iconify an interface window as follows:

```
(setf (top-level-interface-display-state interface) :iconic)
```

You can also make it be hidden, maximized or restore it to normal, and you have the option to create it in one of these states initially. For the details see `top-level-interface-display-state`.

You can test whether an interface is iconified by calling `interface-iconified-p`.

#### 7.7.3 Closing windows

To close a CAPI interface window unconditionally, call the generic function `destroy`.

To close a CAPI interface window such that its `confirm-destroy-function` is called first to allow the user to confirm, call `quit-interface`. You must call it in the window's process, for example in the callback of a menu item.

#### 7.7.4 Finding interfaces

You can use the function `locate-interface` to find an interface of a specified class which is currently displayed. It uses the method `interface-match-p` to decide if there is any "matching" interface, in which case that is simply returned, otherwise it uses `interface-reuse-p` to decide if any instance of the class can be reused, in which case it reinitializes it using `reinitialize-interface` and returns it.

`find-interface` uses `locate-interface` to find an interface, and if succeeds it activates it, otherwise it creates a new interface. `find-interface` is used by the LispWorks IDE when starting the tools.

You can call `collect-interfaces` to obtain a list of displayed interfaces of a specific class.

It is possible to switch off locating of interfaces by calling `(setf reuse-interfaces-p nil)`. This causes `locate-interface` to always return `nil`, and hence `find-interface` will always create new interface. Note: The IDE uses a different switch for its own interfaces, which can be set from the Preferences... dialog.
7.7.5 Quitting applications

To make an application quit when one of its CAPI windows is closed, make that window’s destroy-function call \texttt{quit}.

To arrange for a delivered CAPI application to quit automatically when all of its CAPI windows are closed, call \texttt{deliver} with \texttt{:quit-when-no-windows t}.

7.7.6 Preserving information when saving an IDE session

You can save a session in the LispWorks IDE, either programatically by \texttt{hcl:save-current-session} or interactively from the \texttt{Tools} menu. If you integrate your own interfaces with the LispWorks IDE and want associated information to be preserved over session saving, you can define \texttt{interface-preserve-state} methods on your own interfaces. You can also use \texttt{interface-preserving-state-p} in the destroy-callback and \texttt{interface-display} methods to check for any destroying/displaying that is performed as part of session saving (as opposed to the normal \texttt{display/destroy} cycle).
8 Creating Menus

You can create menus for an application using the **menu** class. For more control you can also use **menu-component** and **menu-item**.

**menu**, **menu-component** and **menu-item** all inherit from the **callbacks** class, which defines callbacks that are called when the user selects an item in the menu. They also inherit from the **menu-object** class, which adds some menu-specific callback functionality, title and enabling.

You should make sure you have defined the **test-callback** and **hello** functions before attempting any of the examples in this chapter. Their definitions are repeated here for convenience.

```lisp
(defun test-callback (data interface)
  (display-message "Data ~S in interface ~S" data interface))

(defun hello (data interface)
  (declare (ignore data interface))
  (display-message "Hello World"))
```

The menus in the menu bar of a window are defined by the **:menu-bar** of the interface. See **define-interface**, the **interface** initarg **:menu-bar-items**, and [11.3.1 Adding menus](#). The macro **define-interface** allows you to define menus by specifying the arguments that you would pass to **cl:make-instance** if you made them explicitly. The actual menus in the menu bar have the properties described in this chapter.

### 8.1 Creating a menu

A menu can be created in much the same way as any of the CAPI classes you have already met.

Enter the following into a Listener:

```lisp
(setq menu
  (make-instance 'menu
    :title "Foo"
    :items '("One" "Two" "Three" "Four")
    :callback 'test-callback))

(setq interface
  (make-instance 'interface
    :menu-bar-items (list menu)))

(display interface)
```

This creates a CAPI interface with a menu, **Foo**, which contains four items. Choosing any of these items displays its arguments. Each item has the callback specified by the **:callback** keyword.

A submenu can be created simply by specifying a menu as one of the items of the top-level menu.

Enter the following into a Listener:

```lisp
(setq submenu
  (make-instance 'menu
    :title "Bar"
    :items '("One" "Two" "Three" "Four")
    :callback 'test-callback))
```
This creates an interface which has a menu, called **Baz**, which itself contains five items. The third item is another menu, **Bar**, which contains four items. Once again, selecting any item returns its arguments.

Menus can be nested as deeply as required using this method.

**Note:** In general you must not use a CAPI menu object in multiple different places in menu bar(s) at the same time. This is because menu bar menus are created when the interface is displayed, and (like any other CAPI pane) cannot be used elsewhere at the same time. Supply distinct instances instead. The one exception is popup menus, which are actually created only when they are on the screen, so they can be used repeatedly and in different places.

### 8.2 Presenting menus

The most common way of presenting menus is in the menu bar. This is done by putting the menus in the menu bar of an interface, typically by using `:menu-bar` in `define-interface`. It is also possible to set the menu bar dynamically using `(setf interface-menu-bar-items)`.

On Cocoa, you may want to define the application menu, the menus that are shown when no interface is active, and maybe a Dock context menu. For these, you will need to define your own subclass of `cocoa-default-application-interface`, and use `set-application-interface` on an instance of this class. See entry for `cocoa-default-application-interface`.

Pane-specific menus are invoked automatically by the system for the appropriate user gesture. See **8.12 Popup menus for panes** for a full discussion of the mechanism that finds the menu to raise.

There is also a special pane `popup-menu-button`, which raises a menu when clicked.

In addition, you can raise a menu programmatically by calling `display-popup-menu`.

### 8.3 Grouping menu items together

The `menu-component` class lets you group related items together in a menu. This allows similar menu items to share properties, such as callbacks, and to be visually separated from other items in the menus. Menu components are actually choices.

Here is a simple example of a menu component. This creates a menu called **Items**, which has four items. **Menu 1** and **Menu 2** are ordinary menu items, but **Item 1** and **Item 2** are created from a menu component, and are therefore grouped together in the menu.

```lisp
(setq component (make-instance 'menu-component
  :items '("item 1" "item 2")
  :print-function 'string-capitalize
  :callback 'test-callback))

(contain (make-instance 'menu
  :title "Items"
  :items
    (list "menu 1" component "menu 2")
  :print-function 'string-capitalize
  :callback 'hello)
  :width 150)
```
Menu components allow you to specify, via the `interaction` keyword, selectable menu items — either as multiple-selection or single-selection items. This is like having radio buttons or check boxes as items in a menu, and is a popular technique among many GUI applications.

The following example shows you how to include a panel of radio buttons in a menu.

```lisp
(setq radio (make-instance 'menu-component
                      :interaction :single-selection
                      :items '("This" "That")
                      :callback 'hello))
(setq commands (make-instance 'menu
                            :title "Commands"
                            :items
                            (list "Command 1" radio "Command 2")
                            :callback 'test-callback))
(contain commands)
```

Radio buttons included in a menu

The menu items **This** and **That** are radio buttons, only one of which may be selected at a time. The other menu items are just ordinary commands, as you saw in the previous examples. Note that the CAPI automatically groups the items which are parts
of a menu component so that they are separated from other items in the menu.

This example also illustrates the use of more than one callback in a menu, which of course is the usual case when you are developing real applications. Choosing either of the radio buttons displays one message on the screen, and choosing either Command1 or Command2 returns the arguments of the callback.

Checked menu items can be created by specifying :multiple-selection to the :interaction keyword, as illustrated below.

```lisp
(setq letters (make-instance 'menu-component
    :interaction :multiple-selection
    :items (list "Alpha" "Beta")))
(contain (make-instance 'menu
    :title "Greek"
    :items (list letters)
    :callback 'test-callback))
```

An example of checked menu items

![Example of checked menu items](image)

Note how the items in the menu component inherit the callback given to the parent, eliminating the need to specify a separate callback for each item or component in the menu.

Within a menu or component, you can specify alternatives for a main menu item that are invoked by modifier keys. See 8.8 Alternative menu items for more information.

### 8.4 Creating individual menu items

The `menu-item` class lets you create individual menu items. These items can be passed to menu-components or menus via the :items keyword. Using this class, you can assign different callbacks to different menu items.

```lisp
(setq test (make-instance 'menu-item
    :title "Test"
    :callback 'test-callback))
(setq hello (make-instance 'menu-item
    :title "Hello"
    :callback 'hello))
(setq group (make-instance 'menu-component
    :items (list test hello)))
(contain group)
```
8 Creating Menus

Individual menu items

Remember that each instance of a menu item must not be used in more than one place at a time.

8.5 The CAPI menu hierarchy

The combination of menu items, menu components and menus can create a hierarchical structure as shown schematically in A schematic example of a menu hierarchy and graphically in An example of a menu hierarchy. This menu has five elements, one of which is itself a menu (with three menu items) and the remainder are menu components and menu items. Items in a menu inherit values from their parent, allowing similar elements to share relevant properties whenever possible.

```lisp
(defun menu-item-name (data)
  (format nil "Menu Item ~D" data))

(defun submenu-item-name (data)
  (format nil "Submenu Item ~D" data))

(contain
  (make-instance
   'menu
     :items
     (list
      (make-instance 'menu-component
        :items '(1 2)
        :print-function 'menu-item-name)
      (make-instance 'menu-component
        :items
        (list 3
          (make-instance
           'menu
             :title "Submenu"
             :items '(1 2 3)
             :print-function
             'submenu-item-name))
          :print-function 'submenu-item-name)
        :print-function 'menu-item-name))
    (make-instance 'menu-item
      :data 42))
  :print-function 'menu-item-name))
```
8 Creating Menus

A schematic example of a menu hierarchy

![Diagram of a menu hierarchy]

An example of a menu hierarchy

![Image of a menu hierarchy]

8.6 Mnemonics in menus

On Microsoft Windows and GTK+ you can control the mnemonics in menu titles and menu items using the initargs :mnemonic, :mnemonic-title (and if necessary :mnemonic-escape).

This example illustrates the various ways you can specify the mnemonics in a menu:

```lisp
(defun create-menu()
  (contain
    (make-instance 'menu
      :mnemonic-title "M\&nemonics"
      :items
        (list
          (make-instance 'menu-item
            :data "Menu Item 1"
            :mnemonic #\1)
          (make-instance 'menu-item
            :data "Menu Item 2"
            :mnemonic #\2)
          (make-instance 'menu-item
            :data "Menu Item 3"))
      :sub-menus
        (list
          (make-instance 'menu
            :mnemonic-title "Submenu"
            :items
              (list
                (make-instance 'menu-item
                  :data "Submenu Item 1"
                  :mnemonic #\1)
                (make-instance 'menu-item
                  :data "Submenu Item 2"
                  :mnemonic #\2)
                (make-instance 'menu-item
                  :data "Submenu Item 3")))))
    )
)
```

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This example shows two ways to specify menu title mnemonics within the :menus option of a define-interface form. The first way, using :mnemonic, is the most natural:

```lisp
(capi:define-interface menu-bar-mnemonics ()
  ()
  (:panes (pane1 capi:text-input-pane
    :visible-min-width 200))
  (:layouts (main-layout
capi:column-layout '(pane1)))
  (:menus
    (menu1 "Menu One"
      ("Foo")
      :mnemonic #\O)
    (menu2 nil
      ("Bar")
      :mnemonic-title "Menu &Two")
  (:menu-bar menu1 menu2))
(capi:display (make-instance 'menu-bar-mnemonics))
```

8.7 Accelerators in menus

To define an accelerator key for a menu command, supply the initarg accelerator to the menu-item. See menu-item for the details.

8.7.1 Standard default accelerators

On Microsoft Windows and GTK+, by default a standard accelerator is added to a menu item if its title matches a standard menu command. The standard accelerators are:

| Edit > Copy | Ctrl+C |
| Edit > Cut | Ctrl+X |
| Edit > Find... | Ctrl+F |
| Edit > Paste | Ctrl+V |
| Edit > Redo | Ctrl+Y |
| Edit > Replace... | Ctrl+H |
| Edit > Select All | Ctrl+A |
| Edit > Undo | Ctrl+Z |
| File > Close | Ctrl+W |
8.8 Alternative menu items

Menus can include "alternative" items, which are invoked if some modifiers are held while selecting the "main" item. The modifiers are defined by the :accelerator initarg of the item, which also allows the item to be invoked by a keyboard accelerator key if specified. On Cocoa, the title and accelerator of the alternative item appear when the appropriate modifier(s) are pressed.

A menu item becomes an alternative to an immediately previous item when it is made with initargs :alternative t. Each alternative item must have the same parent as its previous item. That is, they are within the same menu and menu component, as described in 8.3 Grouping menu items together. More than one alternative item can be supplied for a given main item by putting them consecutively in the menu. The main item is the item preceding the first alternative item.

The main item and its alternative items forms a group of items. The accelerators of all items in the group must consist of the same key, but with different modifiers. If there is no need for an accelerator key, the main item should not have an accelerator and the alternative items should have accelerators with Null as the key, for example "Shift-Null".

When the menu is displayed, only one item from the group will be shown. On Windows, GTK+ and Motif the main item is always displayed. Cocoa displays the item with the least number of modifiers initially, so to get a consistent cross-platform behavior, the main item should have the least number of modifiers. On Cocoa, pressing modifier keys that match alternative items changes the title and accelerators displayed for the item.

When the user selects an item with the modifiers pressed, the appropriate alternative item is selected.

To make a menu-item an alternative item, pass the initarg :alternative t and a suitable value for the initarg :accelerator.

There is an example illustrating alternative menu items in:

(example-edit-file "capi/elements/accelerators")

Note: Accelerators of alternative items do not work on Motif.

8.9 Disabling menu items

A function can be specified via the :enabled-function initarg (inherited from menu-object), that determines whether or not the menu, menu item, or menu component is enabled. By default, a menu object is always enabled.

Consider the following example:

(defvar *on* nil)
(contain
  (make-instance 'menu
    :items
    (list
      ...)))
A menu with a disabled menu item

Changing the value of \texttt{*on*} between \texttt{t} and \texttt{nil} in the Listener, using \texttt{setq}, results in the menu item changing between the enabled and disabled states.

\section*{8.9.1 Dialogs and disabled menu items}

By default, items in the menu bar menus and sub-menus are disabled while a dialog is on the screen on top of the active window. You can override this by passing a suitable value for the \texttt{menu-item} initarg \texttt{:enabled-function-for-dialog}.

\section*{8.10 Menus with images}

You can add images to menu items. Supply the \texttt{:image-function} initarg when creating the \texttt{menu}, as illustrated in:

\begin{verbatim}
(example-edit-file "capi/elements/menu-with-images")
\end{verbatim}

Note: on some platforms support for images in menus is limited to menu items without text and/or images without transparency. If \texttt{pane-supports-menu-with-images} returns true, then images are fully supported in menus.

\section*{8.11 The Edit menu on Cocoa}

This section is only applicable to LispWorks for Macintosh.

LispWorks for Macintosh adds a minimal \texttt{Edit} menu to all CAPI interfaces when running in the LispWorks IDE, which makes the edit gestures \texttt{Command+V}, \texttt{Command+C} and \texttt{Command+X} work in every interface displayed in the LispWorks IDE.

However, to implement these gestures in your CAPI/Cocoa runtime application, you must include an \texttt{Edit} menu explicitly in your interface definition, as described in \texttt{11.3.1 Adding menus}.

Here is a minimal example of an \texttt{Edit} menu:

\begin{verbatim}
(edit-menu
 "Edit"
 ("Cut" :callback 'capi:active-pane-cut
  :enabled-function 'capi:active-pane-cut-p)
 ("Copy" :callback 'capi:active-pane-copy
  :enabled-function 'capi:active-pane-copy-p)
\end{verbatim}
8 Creating Menus

(menu). The menu that
You can programmatically display a menu by using
8.13
Note:
In the
keyboard-post-menu
In
the application needs a menu with the same items as the
default all setup callbacks are done on the pane itself,
p
methods that specialize on your pane or interface classes, b
this returns a non-nil list, it calls
The system definition of
It first tries to get a menu for the pane. There are two mechanisms by which it can get a menu: which is tried depends on the
value of pane-menu.
1. If the pane's initarg pane-menu is not :default in the call to make-instance, then its value is used. If the value is a
function or a fbound symbol, it is called with four arguments: the pane, data (this is the selected object if there is a
selection), x, y. It should return a menu. If it is not a function or a fbound symbol, it should be a menu, which is used
directly. The :pane-menu mechanism is useful when the menu needs to be dependent on the location of the mouse
inside the pane, or when each pane requires a unique menu. In other cases, the other mechanism is more useful.
2. If pane-menu is :default (this is the default value), CAPI calls the generic function make-pane-popup-menu with
two arguments: the pane and its interface. The result should be a menu.

If the chosen mechanism does not produce a menu, the CAPI does not do anything in response to :post-menu.
The system definition of make-pane-popup-menu calls pane-popup-menu-items with the pane and the interface, and if
this returns a non-nil list, it calls make-menu-for-pane to make the menu. You can define make-pane-popup-menu
methods that specialize on your pane or interface classes, but in most cases it is more useful to add methods to
pane-popup-menu-items, make-menu-for-pane is used to generate the menu, and it makes the menu such that by
default all setup callbacks are done on the pane itself, rather than on the interface. make-pane-popup-menu is useful when
the application needs a menu with the same items as the items on the popup menu, typically to add it to the menu bar.

In output-pane, you control the input behavior using the input-model. By default, the system assigns :post-menu and
:keyboard-post-menu (Shift+F10) to a callback that raises a menu as described above, but your code can override this
in the input-model.

Note: Accelerators are ignored in a pane-menu.

8.12 Popup menus for panes

The CAPI tries to display a popup menu for a pane when the :post-menu gesture is entered by the user (mouse-right-click
or Shift+F10 on Microsoft Windows, GTK+ or Motif, control-click on Cocoa). See below for the special case of
output-pane.

It first tries to get a menu for the pane. There are two mechanisms by which it can get a menu: which is tried depends on the
value of pane-menu.

1. If the pane's initarg pane-menu is not :default in the call to make-instance, then its value is used. If the value is a
function or a fbound symbol, it is called with four arguments: the pane, data (this is the selected object if there is a
selection), x, y. It should return a menu. If it is not a function or a fbound symbol, it should be a menu, which is used
directly. The :pane-menu mechanism is useful when the menu needs to be dependent on the location of the mouse
inside the pane, or when each pane requires a unique menu. In other cases, the other mechanism is more useful.

2. If pane-menu is :default (this is the default value), CAPI calls the generic function make-pane-popup-menu with
two arguments: the pane and its interface. The result should be a menu.

If the chosen mechanism does not produce a menu, the CAPI does not do anything in response to :post-menu.

The system definition of make-pane-popup-menu calls pane-popup-menu-items with the pane and the interface, and if
this returns a non-nil list, it calls make-menu-for-pane to make the menu. You can define make-pane-popup-menu
methods that specialize on your pane or interface classes, but in most cases it is more useful to add methods to
pane-popup-menu-items, make-menu-for-pane is used to generate the menu, and it makes the menu such that by
default all setup callbacks are done on the pane itself, rather than on the interface. make-pane-popup-menu is useful when
the application needs a menu with the same items as the items on the popup menu, typically to add it to the menu bar.

In output-pane, you control the input behavior using the input-model. By default, the system assigns :post-menu and
:keyboard-post-menu (Shift+F10) to a callback that raises a menu as described above, but your code can override this
in the input-model.

Note: Accelerators are ignored in a pane-menu.

8.13 Displaying menus programmatically

You can programmatically display a menu by using display-popup-menu (which is used internally to raise the context
menu). The menu that display-popup-menu displays can be any properly constructed menu object, for example:

(defun popup-animal-menu (animal interface)
  (let* ((items (list (string-append
                        "Get a picture of a " animal)
                        (string-append
                        "Send a postcard to " animal)))))
    (menu (make-instance 'capi:menu :items items)))
    (capi:display-popup-menu menu :owner interface)))

(capi:contain (make-instance 'capi:list-panel)
Click on an item to see the menu.

You can use \texttt{popup-menu-force-popdown} to force a popup menu down (that is, make it disappear). This is useful for writing scripts that emulate user interactions.

\section*{8.14 The Application menu}

This section is only applicable to LispWorks for Macintosh.

The CAPI includes an interface to the Application menu supporting standard macOS behaviors in your delivered LispWorks for Macintosh applications.

See these examples:

\begin{verbatim}
(exexample-edit-file "capi/applications/cocoa-application")

(exexample-edit-file "delivery/macos/single-window-application")

(exexample-edit-file "delivery/macos/multiple-window-application")
\end{verbatim}

and the manual entries in the reference section, starting with \texttt{cocoa-default-application-interface}. 
9 Adding Toolbars

You can add a toolbar for an interface using the interface initarg :toolbar-items. This creates a toolbar which is automatically positioned correctly in the window, which the user can customize, and which has platform-standard behavior such as folding on Cocoa. Such a toolbar is referred to as an interface toolbar.

You can also create toolbars using the toolbar class explicitly, and arrange them using layouts in the same way as other elements. This approach is used to implement buttons on a text-input-pane as seen in various tools in the LispWorks IDE such as the Class Browser, but you should note that it has some disadvantages. For more information see 9.9 Non-standard toolbars.

Toolbar buttons typically have images. The examples in this chapter use three standard image identifiers. To run the example code that follows, first evaluate this form:

```
```

You also should define these callback functions before attempting any of the examples in this chapter:

```
(defun test-callback (data interface)
  (display-message "Data ~S in interface ~S" data interface))

(defun print-callback (data interface)
  (declare (ignore data interface))
  (display-message "Print Something"))

(defun hello (data interface)
  (declare (ignore data interface))
  (display-message "Hello World"))
```

### 9.1 Creating a toolbar button

To create a toolbar button you can do:

```
(setf print-button
  (make-instance 'toolbar-button
    :image :std-print
    :text "Print Something"
    :name :print-something))
```

You should supply image, text and name. This is because the user can customize the toolbar such that one (or all) of these appear, as described in 9.6 Modifying toolbars.

A toolbar-button cannot be displayed directly. To include it in an interface toolbar, do:

```
(display
  (make-instance
    'interface
    :toolbar-items (list print-button)))
```
9.2 Creating a toolbar with several buttons

Let us create three more buttons:

(setf file-buttons
  (loop for image in file-images
    collect
      (make-instance 'toolbar-button
        :image image
        :name image
        :text
        (string-capitalize
         (substitute #\Space #\-
          (string image)))))))

and then include them along with the print button defined in 9.1 Creating a toolbar button:

(display
  (make-instance
   'interface
    :toolbar-items (append file-buttons (list print-button)))))

Remember that each instance of a toolbar button must not be used in more than one place at a time.

It is possible to include toolbar buttons which are not initially displayed, but which are available for the user to add. For the details, see 9.6 Modifying toolbars.

9.2.1 Grouping toolbar buttons

The toolbar-component class lets you group related buttons together in a toolbar. This allows similar buttons to:

- Share properties such as callbacks.
- Be visually separated from other buttons in the toolbar.
- On Microsoft Windows, form a separately dockable group of items.

Toolbar components are actually choices similar to button panels. By default, their interaction is :single-selection.

We can amend our example using toolbar components to group the file buttons separately from the print button:

(display
  (make-instance
   'interface
    :toolbar-items (list
      (make-instance 'toolbar-component
        :items file-buttons)
      (make-instance 'toolbar-component
        :items (list print-button)))
    :visible-min-width 200))

9.2.2 Implicitly-created buttons

A toolbar-component may contain arbitrary Lisp objects as items. For each such object, a toolbar button is automatically created, using the appropriate elements of the component's images, names, texts and tooltips lists.

(display
  (make-instance
   'interface
   :toolbar-items
    (list
     (make-instance 'toolbar-component
       :items file-buttons)
     (make-instance 'toolbar-component
       :items (list print-button)))
    :visible-min-width 200))
Rather than `selection-callback` above, you could supply `callbacks` to specify callback functions for each button.

### 9.3 Specifying the image for a toolbar button

There are several ways to supply the *image* for a toolbar button, including direct specification of an *image* object. The simplest approach is to use a symbol which is registered as an image identifier, including the pre-registered standard images, as in the preceding examples. For details of this and the other way to supply images, see `toolbar-button`. You can, if desired, supply an alternative image which is displayed while the button is selected in a :multiple-selection component (see 9.7 Advanced toolbar features), using the initarg `selected-image`.

#### 9.3.1 Specifying images for a group of toolbar buttons

In a `toolbar-component` it is possible to specify images for the buttons by supplying an `image-set` as the default-image-set, along with integers in the `images` initarg specifying the index for the image of each button:

```lisp
(display
 (make-instance
   'interface
   :toolbar-items
 (list
   (make-instance
     'toolbar-component
     :items '(1 2) :names '(1 2) :texts '("One" "Two")
     :images '(0 1)
     :default-image-set
 (make-general-image-set
   :image-count 5
   :id
 (gp:read-external-image
   (example-file
     "capi/elements/images/toolbar-radio-images.bmp")
   :transparent-color-index 7))))
))
```

### 9.4 Specifying toolbar callbacks

Supply the `selection-callback` initarg to specify a callback for a toolbar button:

```lisp
(setf print-button
 (make-instance 'toolbar-button
 :image :std-print
 :text "Print File"
 :selection-callback 'print-callback))
```
You can also supply `selection-callback` for a `toolbar-component`. This specifies the same callback function for each button in the component.

To specify different callback functions for each button in a `toolbar-component`, either make the buttons explicitly as above, or supply the `callbacks` initarg.

### 9.4.1 Sharing toolbar callbacks with menu items

Where you want a toolbar button to perform the same command as a menu item, use the `:remapped` initarg.

`remapped` should match (by `cl:equalp`) the name of the `menu-item`:

```lisp
(display
 (make-instance
   'interface
   :menu-bar-items
   (list
    (make-instance 'menu
      :items
      (list
       (make-instance 'menu-item
         :name 'say-hello
         :data "Hello"
         :callback 'test-callback)))))
   :toolbar-items
   (list
    (make-instance 'toolbar-button
      :image :std-file-new
      :remapped 'say-hello))))
```

### 9.4.2 Other types of callback for a toolbar button

You can, if desired, supply a `retract-callback` which is called when the button is deselected in a `:multiple-selection` component. You can also make a button display a dropdown menu nearby. See [9.7 Advanced toolbar features](#advanced-toolbar-features) for the details.

### 9.5 Specifying tooltips for toolbar buttons

There are two ways to implement tooltips in an interface toolbar:

- Group the buttons in a `toolbar-component` and supply the `:tooltips` initarg. `tooltips` should be a list containing a string for each button in the component. For an example of this see:

  ```lisp
  (example-edit-file "capi/applications/simple-symbol-browser")
  ``

- Alternatively you can implement a tooltip for each `toolbar-button` exactly as for collections and so on as described in [3.12.2 Tooltips for collections, elements and menu items](#tooltips-for-collections-elements-and-menu-items). Supply `help-key` for the `toolbar-button` and `help-callback` for the `interface`, as follows:

  ```lisp
  (setf print-button
    (make-instance 'toolbar-button
      :image :std-print
      :text "Print Something"
      :help-key 'foo)))

  (defun do-help (interface pane type help-key)
  ```
9 Adding Toolbars

```lisp
  (when (eq type :tooltip)
    (when (eq help-key 'foo)
      "Tooltip help"))

  (display
    (make-instance 'interface
      :toolbar-items
      (list print-button)
      :help-callback 'do-help))
```

9.6 Modifying toolbars

An interface toolbar can be customized by the user. It can also be manipulated programatically.

9.6.1 User-customization of toolbars

The user can change toolbar state, that is the set of visible toolbar items, their order and their appearance. The user does this via the context menu on the toolbar. This menu includes commands to display the button images or titles (or both), and a Customize command to alter the set of items, including separators and spaces, and the order in which the items appear.

The toolbar context menu

To raise the customization dialog programatically, call `interface-customize-toolbar`.

You can supply a default toolbar state in the initarg `default-toolbar-states`. This is used when the user presses the Default button in the Customize Toolbar dialog. You can read this value with `interface-default-toolbar-states`.

You can control the initial toolbar state by supplying the initarg `toolbar-states`.

9.6.2 Changing an interface toolbar programatically

You can read and change the toolbar-states slot programatically. Its value should be a toolbar state plist.

Be aware that toolbar-states may not be the same each time you read it, because the user may have changed it as described in 9.6.1 User-customization of toolbars.
For the details, see the accessor \texttt{interface-toolbar-state}.

## 9.7 Advanced toolbar features

### 9.7.1 Toolbar items other than buttons with images

A \texttt{toolbar-component}, a \texttt{toolbar} or the interface toolbar may also contain CAPI panes as items, which will appear within the toolbar. This is typically used with \texttt{text-input-pane}, \texttt{option-pane}, and \texttt{text-input-choice}. Each pane should have \texttt{toolbar-title} (see \texttt{simple-pane}) specified, to provide the text that is shown for the toolbar item:

\begin{verbatim}
(display
 (make-instance 'interface
  'toolbar-items (list
    (make-instance 'toolbar-component
      :items (list print-button))
    (make-instance 'text-input-pane
      :text "Text Input Pane"
      :visible-min-width :text-width
      :toolbar-title "Text Input Pane")
    (make-instance 'text-input-choice
      :items
        (list "Text Input Choice1"
             "Text Input Choice2")
      :visible-min-width :text-width
      :toolbar-title "Text Input Choice")
    (make-instance 'option-pane
      :items
        (list "Option Pane1"
             "Option Pane2")
      :visible-min-width :text-width
      :toolbar-title "Option Pane")
  )
  :visible-min-width 500))
\end{verbatim}

\textbf{Note:} Some platforms may not recommend placing text input panes and so on in a toolbar. You may wish to consult the appropriate user interface guidelines before adding such a toolbar in your application.

\textbf{Note:} Each \texttt{toolbar-button} or \texttt{simple-pane} in the \texttt{toolbar-items} list (including those within a \texttt{toolbar-component}) should have a \texttt{name} that is not \texttt{eq} to any other item in the list. These names are needed to support \texttt{:items} in \texttt{interface-toolbar-state} and the \texttt{:toolbar-states} initarg.

Toolbar buttons can display text, which should be in the \texttt{data} or \texttt{text} slot inherited from \texttt{item}. You can specify whether text and/or image is displayed, using \texttt{:display} in the \texttt{toolbar-states} initarg or \texttt{interface-toolbar-state}.

### 9.7.2 Alternative interaction in a toolbar

You can make a \texttt{toolbar-component} with \texttt{interaction :multiple-selection} and then each of its buttons may have a \texttt{retract-callback} which is called when the user clicks a selected button to deselect it.

### 9.7.3 Toolbar buttons with menus

You can add a menu to a toolbar button, which is displayed via a separate smaller button next to the main button. To do this, supply \texttt{dropdown-menu} or \texttt{dropdown-menu-function}. See \texttt{toolbar-button} for the details.
9.8 Disabling toolbar items

To disable a toolbar button you can set its `enabled` slot to `nil`. Alternatively supply it with a suitable `enabled-function`. For more information about this, see `toolbar-object`.

You can disable and enable a `toolbar-component` in the same way.

9.9 Non-standard toolbars

You can create toolbars using the `toolbar` class explicitly, and arrange them like other elements, using layouts. This approach differs from using an `interface toolbar` as described in the preceding sections of this chapter. Note that, while it allows you some flexibility this approach can produce non-standard appearance, does not support user-customization, and does not support folding on Cocoa. Other than this, non-standard toolbars support all the features described in the preceding sections of this chapter, and additionally:

- You can disable and enable a `toolbar` using its `enabled` or `enabled-function` slot.
- There are two further options for a button with a dropdown menu.
  
  It can be merged with the separate smaller button such that it displays only the menu and does not respond to its `selection-callback`.

  Alternatively, it can display the menu only after being pressed down for a while, and respond to the `selection-callback` when pressed only briefly. In this case the smaller button does not appear.

  See `toolbar-button` for the details.

- You can make a toolbar button which displays an `interface` (and does not respond to its `selection-callback`) by supplying `popup-interface`.

There is an example here:

```lisp
(ex example-edit-file "capi/elements/toolbar")
```

9.9.1 Changing a non-standard toolbar dynamically

The best way to change a non-standard toolbar is to use a `switchable-layout`. Include a `toolbar` instance in each of two or more child layouts, of which only one is visible at a time.

There is an example here:

```lisp
(ex example-edit-file "capi/layouts/switchable")
```
A dialog is a window that is displayed transiently to interact with the user. While a dialog is on screen it is placed in front of other windows and user input is directed to it. Dialogs are used for interactions that are relatively rare, and so do not deserve a permanent place on the screen, and for alerting the user about something that they need to be aware of. For example, when an application needs to know where to save a file, it typically prompts with a file dialog. If there is a problem during saving the file, it would normally alert the user by some other dialog.

Dialogs can also be cancelled, meaning that the application should cancel the current operation. In order to let you know whether or not the dialog was cancelled, CAPI dialog functions always return two values. The first value is the return value itself, and the second value is `true` if the dialog returned normally and `nil` if the dialog was cancelled.

On Cocoa you can control whether a CAPI dialog is application-modal or window-modal. In the latter case the user can interact with the application's other windows while the dialog is on screen.

The CAPI provides both a large set of predefined dialogs and the means to create your own. This chapter takes you through some example uses of the predefined dialogs, and then shows you how to create custom built dialogs.

The last section briefly describes a way to get input for completions via a special non-modal window.

### 10.1 Some simple dialogs

The simplest form of dialog is a message dialog, which is used to inform the user of some event, typically the end of a long operation. You can use `display-message` for this.

```lisp
(display-message
 "Finished computing the answer to everything: ~a" 41.97)
```

A message dialog

![Finished computing the answer to everything: 41.97](image)

When you want to ensure that the messages dialog is associated with (that is, owned by) a specific pane, you can use `display-message-for-pane`. There is also `prompt-with-message`, which can be used for displaying the message in a window-modal sheet on Cocoa.

```lisp
(display-message
 "This function is ~S"
 'display-message)
```
A second message dialog

Another simple dialog asks the user a question and returns t or nil depending on whether the user has chosen yes or no. This function is confirm-yes-or-no.

(const confirm-yes-or-no
  "Do you own a pet?"
)

A message dialog prompting for confirmation

For more control over such a dialog, use the function prompt-for-confirmation.

10.2 Prompting for values

The CAPI provides a number of different dialogs for accepting values from the user, ranging from accepting strings to accepting whole Lisp forms to be evaluated.

10.2.1 Prompting for strings

The simplest of the CAPI prompting dialogs is prompt-for-string which returns the string you enter into the dialog.

(prompt-for-string
  "Enter a string:"
)
A dialog prompting for a string

![Listener 1 dialog](image)

An initial value can be placed in the dialog by specifying the keyword argument `:initial-value`.

### 10.2.2 Prompting for numbers

The CAPI also provides a number of more specific dialogs that allow you to enter other types of data. For example, to enter an integer, use the function `{prompt-for-integer}`. Only integers are accepted as valid input for this function.

```
(prompt-for-integer
 "Enter an integer:"
)
```

There are a number of extra options which allow you to specify more strictly which integers are acceptable. Firstly, there are two arguments `:min` and `:max` which specify the minimum and maximum acceptable integers.

```
(prompt-for-integer
 "Enter an integer in the inclusive range [10,20]:"
 :min 10 :max 20)
```

If this does not provide enough flexibility you can specify a function that validates the result with the keyword argument `:ok-check`. This function is passed the current value and must return non-nil if it is a valid result.

```
(prompt-for-integer
 "Enter an odd integer:"n
 :ok-check 'oddp)
```

Try also the function `{prompt-for-number}`.

### 10.2.3 Prompting for an item in a list

If you would like the user to select an item from a list of items, the function `{prompt-with-list}` should handle the majority of cases. The simplest form just passes a list to the function and expects a single item to be returned.

```
(prompt-with-list
 '(:red :yellow :blue)
 "Select a color:"n
)
A dialog prompting for a selection from a list

You can also specify the interaction style that you would like for your dialog, which can be any of the interactions accepted by a choice. The specification of the interaction style to this choice is made using the keyword argument :interaction:

```
(prompt-with-list
  '(red :yellow :blue)
  "Select a color:"
  :interaction :multiple-selection)
```

By default, the dialog is created using a list-pane to display the items, but the keyword argument :choice-class can be specified with any choice pane. Thus, for instance, you can present a list of buttons.

```
(prompt-with-list
  '(red :yellow :blue)
  "Select a color:"
  :interaction :multiple-selection
  :choice-class 'button-panel)
```
Selection from a button panel

![Selection from a button panel](image)

Finally, as with any of the prompting functions, you can specify additional arguments to the pane that has been created in the dialog. Thus to create a column of buttons instead of the default row, use:

```
(prompt-with-list
  '(:red :yellow :blue)
  "Select a color:"
  :interaction :multiple-selection
  :choice-class 'button-panel
  :pane-args
  '(:layout-class column-layout))
```

Selection from a column of buttons

![Selection from a column of buttons](image)

There is a more complex example in:

```
(exexample-edit-file "capi/choice/prompt-with-buttons")
```

### 10.2.4 Prompting for files

To prompt for a file, use the function `prompt-for-file`:

```
(prompt-for-file
  "Enter a file:"
)
```

You can also specify a starting pathname:

```
(prompt-for-file
  "Enter a filename:"
  :pathname (get-temp-directory))
```

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Selection of a file

Try also the function `prompt-for-directory`.

10.2.5 Prompting for fonts

To obtain a `gp:font` object from the user call `prompt-for-font`.

10.2.6 Prompting for colors

To obtain a color specification from the user call `prompt-for-color`.

10.2.7 Prompting for Lisp objects

The CAPI provides a number of dialogs specifically designed for creating Lisp aware applications. The simplest is the function `prompt-for-form` which accepts an arbitrary Lisp form and optionally evaluates it.

```lisp
(prompt-for-form
 "Enter a form to evaluate:"
 :evaluate t)

(prompt-for-form
 "Enter a form (not evaluated):"n
 :evaluate nil)
```
Another useful function is `prompt-for-symbol` which prompts the user for an existing symbol. The simplest usage accepts any symbol, as follows:

```lisp
(prompt-for-symbol
  "Enter a symbol:"
)
```

If you have a list of symbols from which to choose, then you can pass `prompt-for-symbol` this list with the keyword argument `:symbols`.

Finally, using `:ok-check` you can accept only certain symbols. For example, to only accept a symbol which names a class, use:

```lisp
(prompt-for-symbol
  "Enter a class-name symbol:"
  :ok-check #'(lambda (symbol)
               (find-class symbol nil)))
```

Cocoa programmers will notice that the dialog sheet displayed by this form prevents input to other LispWorks windows while it is displayed. For information about creating dialog sheets which are not application-modal, see 10.3 Window-modal Cocoa dialogs.

### 10.3 Window-modal Cocoa dialogs

By default, CAPI dialogs on Cocoa use sheets which are application-modal. This means that the application does not allow the user to interact with its other windows until the sheet is dismissed.

This section describes how to create CAPI dialogs which are window-modal on Cocoa. This is done with portable code, so Windows, GTK+ and Motif programmers may wish to code their CAPI dialogs as described in this section, which would ease a future port to the Cocoa GUI.

#### 10.3.1 The `:continuation` argument

All CAPI dialog functions take a keyword argument `continuation`. This is a function which is called with the results of the dialog.

You do not need to construct the continuation argument yourself, but rather call the dialog function inside `with-dialog-results`.

#### 10.3.2 A dialog which is window-modal on Cocoa

To create a dialog which is window-modal on Cocoa, call the dialog function inside the macro `with-dialog-results` as in this example:

```lisp
(with-dialog-results (symbol okp)
  (prompt-for-symbol
   "Enter a class-name symbol:"
   :ok-check #'(lambda (symbol)
                (find-class symbol nil)))
  (when okp
   (display-message "symbol is ~S" symbol)))
```

On Microsoft Windows, GTK+ and Motif this displays the dialog, calls `display-message` when the user clicks OK, and then returns. The effect is no different to what you saw in 10.2.7 Prompting for Lisp objects.

On Cocoa, this creates a sheet and returns. `display-message` is called when the user clicks OK. The sheet is window-modal.
modal, unlike the sheet you saw in \textit{10.2.7 Prompting for Lisp objects}.

For more details, see the manual page for \texttt{with-dialog-results}.

### 10.4 Dialog Owners

When a dialog appears, it should be "owned" by some window. The main effect of this "ownership" is that the dialog is always in front of the owner window. When either the dialog or the owner is raised, the other follows.

All CAPI functions which display a dialog allow you to specify the owner.

#### 10.4.1 The default owner

When a dialog is displayed and the owner is not supplied or is given as \texttt{nil}, the CAPI tries to identify the appropriate owner. In particular, in the case where a dialog pops up in a process in which a CAPI interface is displayed, by default the CAPI uses this interface as the owner window. This case covers most situations.

#### 10.4.2 Specifying the owner

If the default is not appropriate, then the programmer needs to supply the owner. This \texttt{owner} argument can be any CAPI pane that is currently displayed, and the top level interface of the pane is used as the actual owner. A CAPI pane owner must be running in the current thread (see the \texttt{process} argument to \texttt{display}). Creating cross-thread ownership can lead to deadlocks.

The \texttt{owner} can also be a \texttt{screen} object, which tells the system on which screen to put the dialog, but none of the windows will be the dialog's owner.

The \texttt{owner} can be supplied by the keyword argument \texttt{:owner} in functions such as \texttt{display-dialog} and \texttt{print-dialog}. Other functions such as \texttt{prompt-for-string} and \texttt{prompt-for-file} can be supplied an owner in the \texttt{:popup-args} list as a pair \texttt{:owner owner}.

### 10.5 Creating your own dialogs

The CAPI provides a number of built-in dialogs which should cover the majority of most programmers' needs. However, there is always the occasional need to create custom built dialogs, and the CAPI makes this very simple, using the function \texttt{popup-confirmers} which displays any CAPI interface as a dialog, and the functions \texttt{exit-confirmers} to return from such a dialog.

#### 10.5.1 Using popup-confirmers

The function \texttt{popup-confirmers} is a higher level function provided to add the standard buttons to dialogs. In order to create a dialog using \texttt{popup-confirmers}, all you need to do is to supply a pane to be placed inside the dialog along with the buttons and the title. The function also expects a title, like all of the prompter functions described earlier.

```lisp
(popup-confirmers
 (make-instance
  'text-input-pane
  :callback-type :data
  :callback 'exit-dialog)
 "Enter a string")
```

Since interfaces and layouts are panes too, the \texttt{pane} argument to \texttt{popup-confirmers} can be a layout or an interface, and often it is. Layouts are used for simple combinations of panes, and interfaces are used for complex dialogs. All the dialogs in the LispWorks IDE which are not either native, just a message or asking for a single item of input are interfaces displayed by
**popup-confirm**er. As an example, you can load the Othello example file:

```
(example-edit-file "capi/applications/othello")
```

which defines an interface `othello-board`. You can then run this as a dialog:

```
(capi:popup-confirm          
 (make-instance 'othello-board) "Play Othello")
```

Note that it works as usual, except that the menubar is not displayed.

Here is a simple example using a layout to ask the user for five strings:

```
(let* ((panes
        (loop repeat 5
            collect
            (make-instance 'capi:text-input-pane)))
        (layout (make-instance 'capi:column-layout
                        :description panes)))
      (multiple-value-bind (res okp)
                            (capi:popup-confirm layout
                                                "Enter some strings")
                      (declare (ignore res))
                      (when okp
                                (loop for pane in panes
                                      collect
                                      (capi:text-input-pane-text pane)))))
```

An interface intended for display by `popup-confirm`er can also be displayed by `display` (not at the same time), in which case it is just another window. That is especially useful during development of your dialog code, because you can then work on the callbacks while the interface is displayed.

A common thing to want to do with a dialog is to get the return value from some state in the pane specified. For instance, in order to create a dialog that prompts for an integer the string entered into the text-input-pane would need to be converted into an integer. It is possible to do this once the dialog has returned, but `popup-confirm`er has a more convenient mechanism. The function provides a keyword argument, :value-function, which gets passed the pane, and this function should return the value to return from the dialog. It can also indicate that the dialog cannot return by returning a second value which is non-nil.

In order to do this conversion, `popup-confirm`er provides an alternative exit function to the usual `exit-dialog`. This is called `exit-confirm`, and it does all of the necessary work on exiting.

You now have enough information to write a primitive version of `prompt-for-integer`.

```
(defun text-input-pane-integer (pane)
  (let* ((text
           (text-input-pane-text pane))
         (integer
          (parse-integer
           text
           :junk-allowed t)))
    (or (and (integerp integer) integer)
        (values nil t))))
```

```
(popup-confirm
 (make-instance 'text-input-pane
                :callback 'exit-confirm)
 "Enter an integer:'
 :value-function 'text-input-pane-integer)
```

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A example using `popup-confirm`.

```
(popup-confirm
 (make-instance
  'text-input-pane
  :change-callback :redisplay-interface
  :callback 'exit-confirm)
 "Enter an integer:"
 :value-function 'text-input-pane-integer)
```

Note that the dialog's OK button never becomes activated, yet pressing Return once you have entered a valid integer will return the correct value. This is because the OK button is not being dynamically updated on each keystroke in the `text-input-pane` so that it activates when the pane contains a valid integer. The activation of the OK button is recalculated by the function `redisplay-interface`, and the CAPI provides a standard callback, `:redisplay-interface`, which calls this as appropriate.

Thus, to have an OK button that becomes activated and deactivated dynamically, you need to specify the change-callback for the `text-input-pane` to be `:redisplay-interface`.

```
(popup-confirm
 (make-instance
  'text-input-pane
  :change-callback :redisplay-interface
  :callback 'exit-confirm)
 "Enter an integer:"
 :value-function 'text-input-pane-integer)
```

Note that the OK button now changes dynamically so that it is only ever active when the text in the `text-input-pane` is a valid integer.

Note that the Escape key activates the Cancel button - this too was set up by `popup-confirm`.

The next thing that you might want to do with your integer prompter is to make it accept only certain values. For instance, you may only want to accept negative numbers. This can be specified to `popup-confirm` by providing a validation function with the keyword argument `:ok-check`. This function receives the potential return value (the value returned by the value function) and it must return non-nil if that value is valid. Thus to accept only negative numbers we could pass `minusp` as the `:ok-check`.

```
(popup-confirm
 (make-instance
  'text-input-pane
  :change-callback :redisplay-interface
  :callback 'exit-confirm)
 "Enter an integer:"
 :value-function 'text-input-pane-integer
 :ok-check 'minusp)
```

10.5.2 Using `display-dialog`

`popup-confirm` creates an interface (of an internal class) around the pane that you give it which displays the pane and the buttons it adds, and then calls `display-dialog` to actually display it. If you have an interface and do not want any of the buttons, you can call `display-dialog` directly.

`display-dialog` takes an interface (unlike `popup-confirm`, which can take any pane) and displays it as a dialog. The keyword arguments can be used to control the exact behavior. You can use `exit-dialog` and `abort-dialog` to dismiss the dialog programmatically.
10.5.3 Modal and non-modal dialogs

By default, `popup-confirm` and `display-dialog` create modal dialog windows which prevent input to other application windows until they are dismissed by the user clicking on a button or another appropriate gesture. You can change this behavior by passing the `modal` keyword argument.

10.5.4 Getting the current dialog

The function `current-popup` can be used to find the current popup pane, if there is any, and is useful inside callbacks.

The function `current-dialog-handle` returns the "handle" of the dialog in the underlying GUI system, which may be useful in some circumstances.

10.6 In-place completion

'In-place completion' allows the user to select from a list of possible completions displayed in a special non-modal window which appears in front of an input pane (such as an `editor-pane` or a `text-input-pane`) but does not grab the input focus.

To raise this special window and select a completion from it, the user invokes certain keyboard gestures including `Up`, `Down`, and `Return`. The full set of keys for operations on an in-place completion window are described in 10.6.1 In-place completion user interface. The user can also continue typing her input in which case the list of possible completions is updated to reflect the text in the input pane.

10.6.1 In-place completion user interface

This section describes the user interface of in-place completion.

In-place completion is available in the LispWorks IDE, in the Editor tool and also in tools that ask for a named object such as the Class Browser and the Generic Function Browser. Set the Preferences... Environment > General > Use in-place completion option to use in-place completion in the LispWorks IDE, and see LispWorks IDE User Guide for further details.

In-place completion is also available to you to use in your CAPI applications. You may wish to adapt the remainder of this section for your end-user documentation. See 10.6.2 Programmatic control of in-place completion for information on how to implement it.

10.6.1.1 Invoking in-place completion in text-input-pane and editor-pane

In a `text-input-pane` that supports in-place completion, any of the gestures `Up`, `Down`, `PageUp`, and `PageDown` invokes the in-place completion unless it is already displayed.

In an `editor-pane`, completion commands invoke in-place completion by default, though you can make them use dialogs instead by setting `editor:*use-in-place-completion*` to `nil`.

There are several Editor commands that invoke in-place completion unconditionally:

**Abbreviated in-place Complete Symbol**

Completes the symbol before the point, taking the string as abbreviation.

**In-Place Complete Symbol**

Completes the symbol before the point.

**In-Place Complete Input**
Echo Area: Complete the input in the echo area. For file input, does file completion.

**In-Place Expand File Name**

Expand the file name at the current point.

**In-Place Expand File Name with space**

Expand the file name at the current point, allowing spaces.

See the *Editor User Guide* for information on binding these commands to keyboard gestures. See `call-editor` for information on calling them from CAPI.

### 10.6.1.2 Keyboard input handling while the in-place window is displayed

Keyboard input while the in-place window is displayed goes to the input pane, but some of the input gestures are redirected to the in-place window. By default, the following gestures are redirected:

**Up, Down, PageUp, PageDown**

Change the selection in the list of completions in the obvious way.

**Return**

Perform the completion using the current selected item in the list. In non-file-completion, or in file-completion when the item is not a directory, the in-place window disappears. In file-completion when the selected item is a directory, the in-place window changes to display the list of files in the completed directory.

**Escape**

Causes the in-place window to disappear, without doing anything else. Note that if the text in the input pane was edited while the in-place window was displayed, these edits are not undone.

**Control+Return**

Toggles the filter.

**Control+Shift+Return**

Toggles redirection of characters to the filter. A filter is a text-input-pane which filters the list of completions based on its contents. While the filter is on, the list of completions shows only the completions that match the filter.

While the filter is visible and enabled, all character input plus Backspace are redirected to the filter. The filter can be disabled by `Control+Shift+Return`, which means it still filters, but characters go to the the input pane.

The functionality of the in-place completion filter is the same as the standard filter for list-panel. For a full description of the pattern matching see "Regular expression searching" in the *Editor User Guide*.

**Control+Shift+R, Control+Shift+E, Control+Shift+C**

Change the setting in the filter.

Other keyboard input goes to the input pane.

While the filter is off (the default), or when the filter is on and disabled, plain characters go to the input pane, and hence change the text in it.

When the filter is on and is enabled, plain characters go to the filter.
10.6.1.3 Performing a completion

In a text-input-pane, performing a completion means replacing part of the text in the pane by the selected completion. In a file-completion, only the last part of the text (from the last directory separator) is replaced.

If a text-input-pane was made with complete-do-action true, once the completion was performed, if it is not file-completion and the completion is a directory, the callback of the pane is invoked.

In an editor-pane, while the in-place window is displayed, the editor highlights the part of the text that will be replaced. In non-file-completion it is the beginning of the "symbol", as seen by the editor, and the end of the "symbol". In a file-completion it is the part of the filename after the last directory separator.

Performing the completion in an editor-pane means replacing the highlighted text by the selected completion. The replacement is done as a single separate operation (for example Undo will undo the replacement separately from any previous changes).

10.6.1.4 Interaction while the in-place window is displayed

Any operation that affects the text between the start of the relevant text (this is the start in a text-input-pane, and the highlighted area in an editor-pane) and the current cursor causes the in-place window to recompute the possible completions and display the new list. These operations include not only actual changes to the text, but also cursor movement.

In an editor-pane, if the insertion point moves out of the highlighted area then the in-place window goes away.

If the input pane loses the focus, the in-place window goes away, except on Motif.

10.6.2 Programmatic control of in-place completion

You can add in-place completion to your application as described in this section.

10.6.2.1 Text input panes

A text-input-pane will do in-place completion if you pass either of these initargs:

:file-completion with value t or a pathname designator, or:

:in-place-completion-function with value a suitable function designator.

You can add a filter to the in-place window by passing the initarg :in-place-filter. Additionally you can control the functionality for file completion by passing :directories-only and :ignore-file-suffices. The keyword arguments :complete-do-action and :gesture-callbacks also interact with in-place completion.

The in-place completion can be invoked explicitly for a text-input-pane by calling text-input-pane-in-place-complete.

See the manual page for text-input-pane for details.

10.6.2.2 Editor panes

An editor-pane does in-place completion when your code calls the function editor:complete-in-place.
10.6.2.3 Other CAPI panes

You can also implement in-place completion on arbitrary CAPI panes by calling `prompt-with-list-non-focus`. 
11 Defining Interface Classes - top level windows

Interface classes (subclasses of interface) are (mainly) used to define top level windows and the components inside them. Normally, each kind of a window in an application is specified by a different interface class. Complex dialogs are also typically presented using an interface class.

An interface class can also be used to create a component made of several elements. This is especially useful when these elements need to interact, because the syntax of define-interface makes it easier to refer to elements in the interface. To distinguish between this usage and the more typical case where an interface instance corresponds to a window, the latter case is referred to as a "top level interface" (also "top level window"). The parent of a top level interface is a screen (or document-container inside MDI on Microsoft Windows) rather than another pane.

An interface class is defined by the macro define-interface (normally, cl:defclass inheriting from an interface class works too). define-interface is an extension of cl:defclass with additional options for specifying display elements. After an interface class is defined it can be used to display a window or a dialog by calling display or display-dialog on an instance of it. For example:

```
(capi:define-interface my-interface ()
 ()
 (:panes (my-display-pane capi:display-pane :text "Some text"))
 (:default-initargs :title "My title"))

(capi:display (make-instance 'my-interface))
```

11.1 The define-interface macro

The macro define-interface is used to define subclasses of interface, the superclass of all CAPI interface classes.

It is an extension to defclass, which provides the functionality of that macro as well as the specification of the panes, layouts, and menus from which an interface is composed. It takes the same arguments as defclass, and supports the additional options :panes, :layouts, :menus, and :menu-bar.

If you specify :panes but no :layouts, then on creating your interface the CAPI will create a column-layout and arrange the panes in it in the order they are defined. For real applications you will need some control over how the panes are laid out, and this is supplied via the :layouts option.

Each component of the interface is named in the code, and a slot of that name is added to the class created. When an instance of the class is made, each component is created automatically and placed in its slot.

To access a pane, layout or menu in an instance of your interface class you can define an accessor, like the viewer pane in 11.3 Adapting the example, or simply use with-slots.

When defining a component, you can use other components within the definition simply by giving its name. You can refer to the interface itself by the special name capi:interface.

There are examples using define-interface in:

```
(example-edit-file "capi/applications/pong")
```
11.2 An example interface

Here is a simple example of interface definition done with define-interface:

```
(define-interface demo ()
  ()
  (:panes
    (page-up push-button :text "Page Up")
    (page-down push-button :text "Page Down")
    (open-file push-button :text "Open File"))
  (:layouts
    (row-of-buttons row-layout ' (page-up page-down open-file)))
  (:default-initargs :title "Demo"))
```

An instance of this interface can be displayed as follows:

```
(display (make-instance 'demo))
```

At the moment the buttons do nothing, but they will eventually do the following:

- **Open File** will bring up a file prompter and allow you to select a filename from a directory. Later on, we will add an editor pane to display the chosen file's contents.

- **Page Down** will scroll downwards so that you can view the lower parts of the file that cannot be seen initially.

- **Page Up** will scroll upwards so that you can return to parts of the file seen before.

  A demonstration of a CAPI interface

![Demonstration of a CAPI interface](image)

Later on, we will specify callbacks for these buttons to provide this functionality.

The (:default-initargs :title "Demo") part at the end is necessary to give the interface a title. If no title is given, the default name is "Untitled CAPI Interface".

Note: the define-interface form could be generated by the Interface Builder tool in the LispWorks IDE. See the LispWorks IDE User Guide for details. As the interface becomes more complex, you will find it more convenient to edit the definition by hand.

11.2.1 How the example works

Examine the define-interface form to see how this interface was built. The first part of this form is shown below:

```
(define-interface demo ()
  ()
```


11 Defining Interface Classes - top level windows

This part of the macro is identical to defclass — you provide:

- The name of the interface class being defined.
- The superclasses of the interface (defaulting to interface).
- The slot descriptions.

The interesting part of the define-interface form occurs after these defclass-like preliminaries, where it lists the elements that define the interface's appearance. Here is the :panes part of the definition:

```lisp
(:panes
 (page-up push-button :text "Page Up")
 (page-down push-button :text "Page Down")
 (open-file push-button :text "Open File"))
```

Two arguments — the name and the class — are required to produce a pane. You can supply slot values as you would for any CLOS object.

The :panes list specifies panes that are made when the interface is made. However it does not specify which panes are displayed: that is controlled dynamically by the interface's layout which may contain all, some or none of the panes in the :panes list. The interface may also display other panes that are made explicitly, though this is less common.

Here is the :layouts part of the definition:

```lisp
(:layouts
 (row-of-buttons row-layout
  ' (page-up page-down open-file)))
```

Three arguments — the name, the class, and any child layouts — are required to produce a layout. Notice how the children of the layout are specified by using their component names.

The interface information supplied in this section is a series of specifications for panes and layouts. It could also specify menus and a menu bar. In this case, three buttons are defined. The layout chosen is a row layout, which displays the buttons side by side at the top of the pane.

11.3 Adapting the example

The :panes and :layouts keywords can take a number of panes and layouts, each specified one after the other. By listing several panes, menus, and so on, complicated interfaces can be constructed quickly.

To see how simply this is done, let us add an editor pane to our interface. We need this to display the text contained in the file chosen with the Open File button.

The editor pane needs a layout. It could be added to the row-layout already built, or another layout could be made for it. Then, the two layouts would have to be put inside a third to contain them (see 6 Laying Out CAPI Panes).

The first thing to do is add the editor pane to the panes description. The old panes description read:

```lisp
(:panes
 (page-up push-button :
astext "Page Up")
 (page-down push-button :
astext "Page Down")
 (open-file push-button :
astext "Open File"))
```
The new one includes an editor pane named **viewer**.

```lisp
(:panes
 (page-up push-button
 :text "Page Up")
 (page-down push-button
 :text "Page Down")
 (open-file push-button
 :text "Open File")
 (viewer editor-pane
 :title "File:"
 :text "No file selected."
 :visible-min-height '(:character 8)
 :reader viewer-pane))
```

This specifies the editor pane, with a stipulation that it must be at least 8 characters high. This allows you to see a worthwhile amount of the file being viewed in the pane.

Note the use of **reader**, which defines a reader method for the interface which returns the editor pane. Similarly, you can also specify writers or accessors. If you omit accessor methods, it is still possible to access panes and other elements in an interface instance using **with-slots**.

The interface also needs a layout containing the editor pane along with the buttons. The old layouts description read:

```lisp
(:layouts
 (row-of-buttons row-layout
 ' (page-up page-down open-file)))
```

The new one reads:

```lisp
(:layouts
 (main-layout column-layout
 ' (row-of-buttons viewer)
 (row-of-buttons row-layout
 ' (page-up page-down open-file)))
)
```

This encapsulates the new pane **viewer** into a **column-layout** called **main-layout**. This is used as the default layout, specified by setting the :layout initarg to **main-layout** in the :default-initargs section. If there is no default layout specified, uses the first one listed.

By putting the layout of buttons and the editor pane in a column layout, their relative position has been controlled: the buttons appear in a row above the editor pane.

The code for the new interface is now as follows:

```lisp
(define-interface demo ()
 ()
 (:panes
 (page-up push-button
 :text "Page Up")
 (page-down push-button
 :text "Page Down")
 (open-file push-button
 :text "Open File")
 (viewer editor-pane
 :title "File:"
 :text "No file selected."
 :visible-min-height '(:character 8)
 :reader viewer-pane))
 (:layouts
)
)
```
11 Defining Interface Classes - top level windows

Displaying an instance of the interface by entering the line of code below produces the window in A CAPI interface with editor pane:

```
(display (make-instance 'demo))
```

A CAPI interface with editor pane

![Image of interface](image)

### 11.3.1 Adding menus

To add menus to your interface you must first specify the menus themselves, and then a menu bar of which they will be a part.

Let us add some menus that duplicate the proposed functionality for the buttons. We will add:

- A File menu with a Open option, to do the same thing as Open File.
- A Page menu with Page Up and Page Down options, to do the same things as the buttons with those names.

The extra code needed in the define-interface call is this:

```
(:menus
 (file-menu "File"
  ("Open"))
 (page-menu "Page"
  ("Page Up" "Page Down")))
 (:menu-bar file-menu page-menu)
```

Menu definitions give a slot name for the menu, followed by the title of the menu, a list of menu item descriptions, and then, optionally, a list of keyword arguments for the menu.

In this instance the menu item descriptions are just strings naming each item, but you may wish to supply initialization...
arguments for an item — in which case you would enclose the name and those arguments in a list.

The menu bar definition simply names all the menus that will be on the bar, in the order that they will appear. By default, of course, the environment may add menus of its own to an interface — for example the Works menu in the LispWorks IDE.

The code for the new interface is:

```lisp
define-interface demo ()
  ()
  (:panes
    (page-up push-button :text "Page Up")
    (page-down push-button :text "Page Down")
    (open-file push-button :text "Open File")
    (viewer editor-pane
      :title "File:"
      :text "No file selected."
      :visible-min-height '(:character 8)
      :reader viewer-pane))

  (:layouts
    (main-layout column-layout
      '(row-of-buttons viewer))
    (row-of-buttons row-layout
      '(page-up page-down open-file)))

  (:menus
    (file-menu "File"
      "Open")
    (page-menu "Page"
      "Page Up" "Page Down")
    (:menu-bar file-menu page-menu)
    (:default-initargs :title "Demo"))
```

A CAPI interface with menu items

![Image of a demo interface with menus and panes](image)

The menus contain the items specified — try it out to be sure.
11.4 Connecting an interface to an application

Having defined an interface in this way, you can connect it up to your program using callbacks, as described in earlier chapters. Here we define some functions to perform the operations we required for the buttons and menus, and then hook them up to the buttons and menus as callbacks.

The functions to perform the page scrolling operations are given below:

```lisp
(defun scroll-up (data interface)
  (call-editor (viewer-pane interface)
    "Scroll Window Up")
)
...
```

The functions use the generic function `call-editor` which calls an editor command (given as a string) on an instance of an `editor-pane`. The editor commands `Scroll Window Up` and `Scroll Window Down` perform the necessary operations for `Page Up` and `Page Down` respectively.

The function to perform the file-opening operation is given below:

```lisp
(defun file-choice (data interface)
  (let ((file (prompt-for-file "Select a File:")))
    (when file
      (setf (titled-object-title (viewer-pane interface))
        (format nil "File: ~S" file))
      (setf (editor-pane-text (viewer-pane interface))
        (file-string file)))))
```

This function prompts for a filename and then displays the file in the editor pane.

The function first produces a file prompter through which a file may be selected. Then, the selected file name is shown in the title of the editor pane (using `titled-object-title`). Finally, the file name is used to get the contents of the file and display them in the editor pane (using `editor-pane-text`).

The correct callback information for the buttons is specified as shown below:

```lisp
(:panes
  (page-up push-button
    :text "Page Up"
    :selection-callback 'scroll-up)
  (page-down push-button
    :text "Page Down"
    :selection-callback 'scroll-down)
  (open-file push-button
    :text "Open File"
    :selection-callback 'file-choice)
  (viewer editor-pane
    :title "File:"
    :text "No file selected."
    :visible-min-height '(:character 8)
    :reader viewer-pane))
```

All the buttons and menu items operate on the editor pane `viewer`. A reader is set up to allow access to it.

The correct callback information for the menus is specified as shown below:

```lisp
(:menus
  (file-menu "File"
```
In this case, each item in the menu has a different callback. The complete code for the interface is listed below — try it out.

(capi:define-interface demo ()
 () (:panes
 (page-up capi:push-button
 :text "Page Up"
 :selection-callback 'scroll-up)
 (page-down capi:push-button
 :text "Page Down"
 :selection-callback 'scroll-down)
 (open-file capi:push-button
 :text "Open File"
 :selection-callback 'file-choice)
 (viewer capi:editor-pane
 :title "File:"
 :text "No file selected."
 :visible-min-height '(:character 8)
 :reader viewer-pane))
 (:layouts
 (main-layout capi:column-layout
 'row-of-buttons viewer)
 (row-of-buttons capi:row-layout
 'page-up page-down open-file))
 (:menus
 (file-menu "File"
 ("Open")
 :selection-callback 'file-choice)
 (page-menu "Page"
 ("Page Up"
 :selection-callback 'scroll-up)
 ("Page Down"
 :selection-callback 'scroll-down)))
 (:menu-bar file-menu page-menu)
 (:default-initargs :title "Demo")

11.5 Controlling the appearance of the top level window

This section describes ways to control the appearance and behavior of the top level window displaying our CAPI interface.

11.5.1 Window styles

The interface initarg window-styles allows you to control a wide range of visible properties of the top level window including borders, shadows and so on.

window-styles also allows you to specify that the window can be moved by dragging on its background, or cannot be minimized, or acts as a windoid, or is visible only when it is active, and so on.

Many of these properties are specific to the windowing system and are therefore not supported on all platforms. See interface for the details.
11.5.2 Controlling the interface title

A top level interface has a title, which normally appears at the top. This title is used by the Window Browser tool in the LispWorks IDE and also by system tools that deal with windows. The title is set either by the `interface` initarg `:title` or the accessor `interface-title`.

In addition, you can specify a prefix and/or suffix that is added to the titles of all the interfaces in an application, by using `set-default-interface-prefix-suffix`.

The title string is constructed by the generic function `interface-extend-title`. The default method constructs it from the title of the interface and the prefix/suffix, if any. For finer control, you can define `interface-extend-title` method(s) for specific interface class(es).

When you change something that may cause the title to change, that is some value that `interface-extend-title` uses, you can use one of `update-interface-title, update-screen-interface-titles` or `update-all-interface-titles` to cause the titles to be recomputed.

11.5.3 Indicating a changed document

Some windowing systems support a visible indication that a displayed document has been edited, helping users to see that it needs saving. To implement this in a CAPI interface, set `interface-document-modified-p` at suitable times.

You can extend the definition of the viewer pane in our example like this:

```lisp
(viewer capi:editor-pane
  :title "File:"
  :text "No file selected."
  :visible-min-height '(:character 8)
  :reader viewer-pane
  :change-callback 'check-viewer-modified)
```

and define the `change-callback` as follows:

```lisp
(defun check-viewer-modified (viewer point old-length new-length)
  (declare (ignore point old-length new-length))
  (setf (capi:interface-document-modified-p
         (capi:element-interface viewer))
        (editor:buffer-modified
         (capi:editor-pane-buffer viewer))))
```

Note: Currently `interface-document-modified-p` has an effect only on Cocoa.

11.6 Querying and modifying interface geometry

The functions `screen-monitor-geometries, screen-internal-geometries` and `pane-screen-internal-geometry` support the notions of monitor geometry (which includes "system" areas such as the macOS menu bar and the Microsoft Windows task bar) and internal geometry (which excludes the system areas).

Note that code which relies on the position of a window should not assume that a window is located where it has just been programatically displayed, but should query the current position by `top-level-interface-geometry`. This is because the geometry includes system areas where CAPI windows cannot be displayed.
11.6.1 Support for multiple monitors

CAPI supports multiple monitors by providing functions such as `screen-internal-geometries` to query "screen rectangles" representing the area of each monitor. The function `virtual-screen-geometry` returns a rectangle just enclosing all the screen rectangles.

There is a "primary monitor" which displays any system areas. The origin of the coordinate system (as returned by `top-level-interface-geometry` and `screen-internal-geometry`) is the topmost/lefmost visible pixel of the primary monitor. Thus (0,0) may be in a system area such as the macOS menu bar.

Note also that CAPI does not currently support multiple desktops, which are called workspaces in Linux distros, and called Spaces on macOS.

11.6.2 Saving and restoring top-level geometry

You can specify that the geometry of a top level interface should be saved when the interface is closed and be used to define the geometry of the interface when it is opened again (potentially in a different invocation of the application). You need to define a method of `top-level-interface-save-geometry-p` that returns true for the interface class. You normally also need to specify where to save the geometry, using `top-level-interface-geometry-key`.
12 Creating Panes with Your Own Drawing and Input

The CAPI provides a wide range of built-in panes, but it is still fairly common to need to create panes of your own. In order to do this, you need to specify both the input behavior of the pane (how it reacts to keyboard and mouse events) and its output behavior (how it displays itself). The class `output-pane` is provided for this purpose.

An `output-pane` is a fully functional graphics port. This allows it to use all of the graphics ports functionality to create graphics, and it also has a powerful input model which allows it to receive mouse and keyboard input.

`output-pane` has a subclass `pinboard-layout`, to which you can add graphic objects, which makes it easier to organize the interaction when it becomes complex. `pinboard-layout` is probably the more useful class.

12.1 Displaying graphics

In order to display your own drawings, you need to provide a function to the `output-pane` that is called to redraw sections of the pane when they are exposed. This function is called the `display-callback`, and it is automatically called in the correct process. When the CAPI needs to redisplay a region of an `output-pane`, it calls that output pane's `display-callback` function, passing it the pane and the region in question.

For example, to create a pane that has a circle drawn inside it, do the following:

```lisp
(defun draw-a-circle (pane x y width height)
  (gp:draw-circle pane 100 100 50))

(contain
  (make-instance
   'output-pane
   :display-callback 'draw-a-circle)
  :best-width 300
  :best-height 300)
```

Notice that the callback in this example ignores the region that needs redrawing and just redraws everything. This is possible because the CAPI clips the drawing to the region that needs redisplaying, and hence only the needed part of the drawing gets done. For maximum efficiency, it would be better to only draw the minimum area necessary.

The arguments `:best-width` and `:best-height` specify the initial width and height of the interface. More detail can be found in the manual page for `interface`.

Now that we can create output panes with our own display functions, we can create a new class of window by using `defclass` as follows.

```lisp
(defclass circle-pane (output-pane)
 ()
 (:default-initargs
  (:display-callback 'draw-a-circle))

(contain (make-instance 'circle-pane))
```

Compatibility Note: you must ensure that all drawing occurs inside the display-callback. In previous versions of LispWorks, we documented examples where drawing was done outside the display-callback, but this was always a bad idea because it
was not coordinated updates triggered by the window system. On macOS Big Sur and later, drawing outside the display-callback will not work and may cause errors.

12.2 Receiving input from the user

The CAPI supports receiving input from the user through the use of an input model, which is a mapping of events to the callbacks that should be run when they occur. The input model is specified by the initarg :input-model.

When the event callback is called, it gets passed the output-pane and the x and y integer coordinates of the mouse pointer at the time of the event. A few events also pass additional information as necessary; for example, keyboard events also pass the key that was pressed.

For example, we can create a very simple drawing pane by adding a callback to draw a point whenever the left button is dragged across the pane. This is done using the function draw-point as follows:

```
(defun display-a-message (pane x y)
  (display-message-for-pane pane "clicked at ~d/~d" x y))

(contain (make-instance 'output-pane
  :input-model '((:button-1 :press)
                 (display-a-message))))
```

An interactive output pane

![Interactive output pane](image)

The input model above seems quite complicated, but it is just a list of event to callback mappings, where each one of these mappings is a list containing an event specification and a callback. An event specification is also a list containing keywords specifying the type of event required.

There is an example input model in:
and more examples are listed in 20.1 Output pane examples.

For the full input-model syntax, see 12.2.1 Detailed description of the input model.

12.2.1 Detailed description of the input model

The input model provides a means to get callbacks on mouse, keyboard and touch gestures in an output-pane. An input-model is a list of mappings from gesture to callback, where each mapping is a list:

\[
\text{[gesture callback . extra-callback-args]}
\]

\text{gesture} specifies the type of gesture, which can be Gesture Spec, character, button, modifier change, key, command, cursor motion or multi-touch. These are described in the following sections. User input is processed as described in 12.2.10 Processing user input.

\text{Note:} it is recommended you follow the style guidelines and conventions of the platform you are targeting when mapping gestures to callbacks.

12.2.1.1 Gesture Spec mappings

In a Gesture Spec mapping, gesture can be simply the keyword \text{:gesture-spec}, which matches any keyboard input. For specific mappings, gesture is a list:

\[
\text{[:gesture-spec data [modifier]*]}
\]

in which \text{data} is a character object or an integer between 0 and \text{char-code-limit} (interpreted as the character object obtained by \text{code-char}), or a keyword naming a function key, and each \text{modifier} is one of the keywords \text{:shift}, \text{:control} and \text{:meta}. Note that the modifier \text{:meta} is received only when the keys style is \text{:emacs} (see \text{interface-keys-style}).

Also \text{data} can be a string which is interpreted as a Gesture Spec as if by \text{sys:coerce-to-gesture-spec}. See the \text{LispWorks® User Guide and Reference Manual} for a description of this and other functions for manipulating Gesture Spec objects.

\text{Note:} on Cocoa you cannot receive \text{Command} key gestures via Gesture Spec mapping in input-model. To receive \text{Command} key gestures you should add corresponding menu items with accelerators. See \text{menu-item} for information about accelerators.

12.2.1.2 Character mappings

In a character mapping, gesture can be simply the keyword \text{:character}, which matches any character input. For specific mappings, gesture can be a list containing a single character object \text{char}, or a list:

\[
\text{[char]}
\]

\text{Note:} where input would match both a Gesture Spec mapping and a character mapping, the Gesture Spec mapping takes precedence.

\text{Note:} in LispWorks 7.0 and later versions the \text{cl:character} type does not support the bits attribute. To represent keyboard input with modifier keys, see 12.2.1.1 Gesture Spec mappings.

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12 Creating Panes with Your Own Drawing and Input

12.2.1.3 Button mappings

In a button mapping, `gesture` should be list:

\[
\text{(button \ action \ [modifiers]*)}
\]

where `button` is one of `button-1`, `button-2` or `button-3` denoting the mouse buttons. `action` is one of `press`, `release`, `second-press`, `third-press`, `nth-press` and `motion`, and each `modifier` is one of the keywords `shift`, `control`, `meta` and `hyper`. The `meta` modifier will be the `Alt` key on most keyboards. On Cocoa, the `hyper` modifier is interpreted as the `Command` key for button and motion gestures. On Windows, the `hyper` modifier is currently never generated, so gesture mappings using it will never be invoked. `third-press` and `nth-press` are supported only on Cocoa and Motif.

Button mappings with `action`: `nth-press` are matched on the nth button click made in quick succession, but only when there is not a more specific match with `press`, `second-press` or `third-press`. The callback for `nth-press` receives an extra argument which is the count of clicks.

12.2.1.4 Modifier change mappings

In a modifier change mapping, `gesture` is `modifier-change`, which generates a callback whenever the state of a modifier (`Control`, `Shift` and `Meta` key, `Command` on Cocoa, and `Caps Lock`) changes.

The `callback` is called with the output pane, `x` and `y`, an integer `mods`, followed by `extra-callback-args` if any. `mods` is calculated as a logior of `sys:gesture-*`-bit values. The bits that that may be set in `mods` are:

- `sys:gesture-spec-shift-bit`
- `sys:gesture-spec-control-bit`
- `sys:gesture-spec-meta-bit`
- `sys:gesture-spec-hyper-bit`
- `sys:gesture-spec-caps-lock-bit`

Note that `sys:gesture-spec-hyper-bit` is set when `Command` is pressed.

Note that for Caps Lock, the callback is generated when the state of the Caps Lock changes, not when the `Caps Lock` key is pressed or released.

The pane gets the callback only when it has the focus. If the pane receives the focus and the state of the modifiers is different from what it was the last time the pane had the focus, a callback is generated at that time. That means that tracking the state using the callback is reliable while the pane has the focus, but not while the pane does not have the focus.

For an example, see:

```
(example-edit-file "capi/output-panes/modifier-change")
```

12.2.1.5 Key mappings

Key mappings are intended for detecting low-level keyboard input. In a key mapping, `gesture` should be a list:

\[
\text{(:key \ [keyname] \ action \ [modifiers]*})
\]

where the optional `keyname` is a character naming a key (no modifiers) or one of the valid Gesture Spec keywords documented in the entry for `sys:make-gesture-spec`. `action` is one of `press` or `release` and each modifier is one of
the keywords :shift, :control and :meta. The callback will receive a sys:gesture-spec, with its data set to an integer ASCII code or a keyword representing the primary item on the key and its modifiers representing the set of modifiers pressed. The :meta modifier will be the Alt key on most keyboards. On Cocoa, the :hyper modifier is interpreted as the Command key for :key input.

12.2.1.6 Motion mappings

In a motion mapping, gesture can either be defined in terms of dragging a button (in which case it is defined as a button gesture with action :motion), or it can be defined for motions while no button is down by just specifying the keyword :motion with no additional arguments.

12.2.1.7 Command mappings

In a command mapping, gesture should be a command which is defined using define-command, and provides an alias for a gesture. The following commands are predefined:

:post-menu (button-3 :release) on Microsoft Windows.
(button-3 :press) on Motif.
(button-1 :press :control) on macOS.

:control-post-menu (button-3 :press :control) on Microsoft Windows, Motif and macOS.

:keyboard-post-menu

(gesture-spec :f10 :shift) on Microsoft Windows, Motif and macOS.

12.2.1.8 Touch mappings

On Cocoa and Windows input-model can contain mappings for multi-touch gestures from devices that can generate them (trackpad or touchscreen). These include zoom, rotate, pan, swipe (Cocoa only), two finger tap (Windows only), press and tap (Windows only), and beginning and end of sequences of gestures.

In a touch mapping gesture should be of the form:

(\touch multi-touch-keyword)

where multi-touch-keyword specifies the type of gesture as listed below. For all multi-touch gestures the callback receives as arguments the pane, and the x and y of the event. There are also an additional one or two arguments for each specific gesture. The extra arguments are always relative to the previous state, so each event can be interpreted on each own. Use extra-callback-args if any are added in the end.

multi-touch-keyword should be one of:

:zoom The callback receives an extra argument which is the zoom factor.

:rotate The callback receives an extra argument which is the angle to rotate, anti-clockwise in radians.

:pan The callback receives two extra arguments, the delta-x and delta-y, which are the amount to scroll in the x and y directions.

:swipe The callback receives an extra argument which is one of the keywords :left, :right, :up or :down.

:swipe is supported only on Cocoa.
The callback receives an extra argument which is the distance between the fingers.

:two-finger-tap is supported only on Windows.

The callback receives two extra arguments, which are the \textit{delta-x} and \textit{delta-y} of the tapping finger from the resting finger.

:press-and-tap is supported only on Windows.

The callback receives an extra argument \textit{begin-p} which is a boolean, \texttt{t} for beginning of a sequence of events and \texttt{nil} for end. The beginning and end of sequences are determined by the underlying device implementation, which tries to identify what the user regards as a single operation.

12.2.1.9 Notes about touch mappings

Because the callbacks receive relative values, you do not need the \texttt{:begin-end} events to interpret them. These events are useful when you want to do things which correspond to user operations, for example recording a state for undo or committing a change.

They are also useful if you want to restrict the type of events that are processed inside each operation. For example, your pane may have a flag that the callbacks check and set which is used to allow only one kind of gesture to have an effect in each sequence.

The \textit{x} and \textit{y} coordinates are the coordinates which should be used as the center of operation. On Windows, you can track the \textit{x} and \textit{y} in \texttt{:zoom} and \texttt{:rotate} events, and do panning while rotating or zooming.

On Cocoa, a sequence of events (starting and ending with \texttt{:begin-end} events) can contain either \texttt{:zoom} and \texttt{:rotate} events or \texttt{:pan} events, but not a mixture of \texttt{:pan} and \texttt{:rotate} or \texttt{:zoom}. On Windows all these three types of events can be mixed in principle.

\texttt{:swipe} events (Cocoa only) are three finger brushing. \texttt{:swipe} events are always on their own, and are not enclosed in pairs of \texttt{:begin-end} callbacks.

On Cocoa, pan should generally act as a scrolling gesture, so normally you should not need to use it.

Windows touch events are described in the MSDN in:

\texttt{Dev Center - Desktop > Design > Guidelines > Guidelines > Interaction > Touch}

\url{http://msdn.microsoft.com/en-us/library/windows/desktop/dn742468(v=vs.85).aspx}

Note that on Windows the \texttt{Control+Mousewheel} gesture generates \texttt{:zoom} events and \texttt{Shift+Mousewheel} generates \texttt{:rotate}.

The entries in the \texttt{input-model} look like this:

\begin{verbatim}
((:touch :zoom) my-zoom-callback)
((:touch :pan) my-pan-callback)
((:touch :rotate) my-rotate-callback)
((:touch :begin-end) my-begin-end-callback)
\end{verbatim}

#+macosx
The corresponding callbacks have these signatures:

- `my-zoom-callback` *pane x y zoom-factor*
- `my-pan-callback` *pane x y delta-x delta-y*
- `my-rotate-callback` *pane x y delta-angle*
- `my-begin-end-callback` *pane x y begin-p*
- `my-swipe-callback` *pane x y direction-keyword*
- `my-two-finger-tap-callback` *pane x y distance*
- `my-press-and-tap-callback` *pane x y distance-x distance-y*

### 12.2.1.10 Processing user input

When user input matches a gesture `gesture`, the `callback` is called with the gesture callback arguments followed by any user-supplied `extra-callback-args`.

The gesture callback arguments contain three standard arguments, and for some gestures there is a fourth argument. The standard three arguments are:

- `output-pane x y`

where \((x, y)\) is the cursor position.

The following gestures have a fourth argument:

- `:gesture-spec` or `:key`

  A `sys:gesture-spec` representing the user input.

- `:character` or `character`

  A character representing the user input.

- `:modifier-change`

  An integer specifying the modifiers as a `logior` of the constants `sys:gesture-spec-shift-bit` etc.

- `:nth-press`

  An integer which is the number of clicks.
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Note: In some circumstances :motion events can be received even when the output-pane does not have the input focus. See window style :motion-events-without-focus under interface for details.

input-model can be set before the pane is displayed, but changes after that are ignored.

In particular, cl:initialize-instance is the natural place for subclasses to modify the existing input-model, using the output-pane accessor output-pane-input-model. Note that since the mappings are processed in order, prepending to an existing input-model overrides it when there are clashes, while appending affects only gestures for which the original input-model did not have a match.

12.2.2 Commands - aliases

It is possible to define aliases for gestures (called "commands"), which is mapping between a gesture and a command (a unique Lisp object, typically a keyword). The command then can be used as the gesture in an input-model. That allows changing the actual user gesture to invoke the callbacks that are associated with the command in input models of many panes, without having to change the actual input model specifications.

A command is defined using define-command, which defines the mapping, and can also specify on which library it is applicable and a translator to change the arguments that are passed to the callback.

Commands that are defined by define-command can be programmatically invoked (as if the user entered the gesture) by invoke-command or invoke-untranslated-command.

12.2.3 Native input method

The input that CAPI sees may be pre-processed by a native input method. Native input methods are part of the underlying GUI system which allow the user to enter characters that do not appear on the keyboard. On GTK+ you can control whether the native input method is used by the output-pane initarg :use-native-input-method, and you can specify the default by set-default-use-native-input-method.

12.2.4 Composition of characters

Composition of characters is done by the underlying window system, which combines several keystrokes to one character (or more rarely, to several characters), and is used to input characters that are not available on the keyboard. output-pane has a callback, :composition-callback, which is called when composition starts and ends, and also if the pane is supposed to display the input, it is called to tell it what to display.

Inside the callback call for starting composition, the function set-composition-placement where relative to the composition should, which tells the system where to put any window that it popups to interact the user. For example, editor-pane uses this to set the placement at the position of the cursor.

12.3 Creating graphical objects

A common feature needed by an application is to have a number of objects displayed in a window and to make events affect the object underneath the cursor. The CAPI provides the ability to create graphical objects, to place them into a window at a specified size and position, and to display them as necessary. Also a function is provided to determine which object is under any given point so that events can be dispatched correctly.

These graphical objects are called pinboard objects, as they can only be displayed if they are contained within a pinboard-layout.
Like simple panes, you display a `pinboard-object` by putting it in the `description` of a `layout`, but in the case of a `pinboard-object` the layout must be either a `pinboard-layout` or a layout that is a descendant of a `pinboard-layout` (to any depth). Adding or removing `pinboard-objects` can be done using the standard mechanism of the `:description` initarg and `(setf layout-description)`, but normally it should be done by `manipulate-pinboard`. This is much more efficient and causes much less flickering, which is important when there are many objects.

CAPI provides built-in pinboard object classes for several simple cases including `item-pinboard-object` for displaying text, `line-pinboard-object`, `rectangle`, `ellipse` and `arrow-pinboard-object` for simple shapes, and `image-pinboard-object` for displaying an image. To display more complex drawing, you can use `draw-pinboard-object`, which takes a `display-callback` which actually does the drawing. For greater control, you can subclass `pinboard-object`, and define the method `draw-pinboard-object` to do the drawing, and if needed also `draw-pinboard-object-highlighted`. You can also subclass any of the specialized `pinboard-object` subclasses if it is useful.

`pinboard-objects` have geometry like `simple-pane`, that is `x`, `y`, `width` and `height`. These can be specified initially by the initargs :x and :y and geometry hints (see 6.4 Specifying geometry hints), and can be read and set later by `static-layout-child-position` and `static-layout-child-size`. They can also be read by using the binding inside `with-geometry`, but setting should be done only by `(setf static-layout-child-position)` and `(setf static-layout-child-size)`.

For `line-pinboard-object` and its subclasses, you would normally specify the start and end points, rather than the rectangle that encloses it (which would require computations taking into account the line width and the position of any label). This is done when making the object using the initargs :start-x, :start-y, :end-x and :end-y, and later by the function `move-line`. The function `line-pinboard-object-coordinates` can be used to find the start and end points of an object.

The graphics args that are used to draw the objects in built-in subclasses of `pinboard-object` can be specified by supplying the initarg :graphics-args, and modified dynamically by `(setf pinboard-object-graphics-args)` and `(setf pinboard-object-graphics-arg)`. For example, the following code displays a line and after 2 seconds changes its color:

```lisp
(progn
  (setq po
    (capi:contain 'capi:line-pinboard-object
: start-x 50 : end-x 250
: start-y 50 : end-y 50
: graphics-args '(:thickness 10 : foreground : red)))

(sleep 2)
(capi:apply-in-pane-process
  po
  #'(lambda ()
    (setq (capi:pinboard-object-graphics-arg po : foreground)
          : blue)))
```

For pinboard object classes which you define, the drawing functions that you call need to do the drawing using the Graphics Ports drawing functions (see 13.4 Drawing functions). They take their coordinates with respect to the `pinboard-layout` (not the object), so you need to use the x and y to compute the arguments for the drawing functions. This is how the specialized classes mentioned above know where to draw. You need to keep the drawing inside the geometry (that is inside the rectangle defined by `x`, `y`, `width` and `height`), because the `pinboard-layout` decides which objects need redrawing using these values.

`pinboard-objects` can be highlighted. You need to use the functions `highlight-pinboard-object` and `unhighlight-pinboard-object` to switch the highlight state of objects. The function `pinboard-object-highlighted-p` can be used to check whether an object is in the highlighted state. By default, CAPI calls `draw-pinboard-object-highlighted` to add the highlight after drawing the object. In many cases, it is better to do the highlight in the drawing function (either the method of `draw-pinboard-object` or the `display-callback` for
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drawn-pinboard-object) rather than separately. Use the initarg :no-highlight with value t when making the pinboard-object, and pinboard-object-highlighted-p inside the drawing function to check whether it needs to highlight. These examples both use this technique:

(example-edit-file "capi/graphics/circled-graph-nodes")

(example-edit-file "capi/graphics/tracking-pinboard-layout")

It is possible to set an element such that its geometry changes automatically when the pinboard-layout is resized, by using either the initarg :automatic-resize or calling set-object-automatic-resize. See:

(example-edit-file "capi/layouts/automatic-resize")

Note: pinboard-object s are implemented as graphics on a native window. Compare this with simple-pane and its subclasses, where each instance is itself a native window. A consequence of this is that simple-panes do not work well within a pinboard-layout, since they always appear above the pinboard-object s. For example, to put labels on a pinboard, use item-pinboard-object rather than display-pane or title-pane.

Note: The pinboard-layout displays the pinboard objects via its own display-callback function pinboard-layout-display. If you want do other drawing too, see the entry for pinboard-layout-display. It is also possible to draw the pinboard objects of a pinboard-layout to another graphics port (for example, a pixmap) using draw-pinboard-layout-objects.

Here is an example of the built-in pinboard object class item-pinboard-object which displays its text like a title-pane. Note that the function contain always creates a pinboard-layout as part of the wrapper for the object to be contained, and so it is possible to test the display of pinboard-objects in just the same way as you can test other classes of CAPI object.

(contain
  ;; CONTAIN makes a pinboard-layout if needed, so we don't
  ;; need one explicitly in this example.
  ;; You will need an explicit pinboard-layout if you define
  ;; your own interface class.
  (make-instance
    'item-pinboard-object
    :text "Hello world")
)

A pinboard object

WORKS
Hello world

Here is another example illustrating item-pinboard-object:

(example-edit-file "capi/graphics/pinboard-object-text-pane")

12.3.1 Buffered drawing

Where the display of an output-pane is complex you may see flickering on screen on some platforms. Typically this occurs in a pinboard-layout with many pinboard objects, or some other characteristic that makes the display complex.

The flickering can be avoided by passing the draw-with-buffer initarg which causes the drawing to go to an off-screen pixmap
buffer. The screen is then updated from the buffer.

Note: GTK+ and Cocoa always buffer, so the draw-with-buffer initarg is ignored on these platforms.

12.3.2 Finding pinboard objects from coordinates

To find the top pinboard-object at a supplied position \((x, y)\), which is typically needed when processing user input, use pinboard-object-at-position. To decide whether a pinboard object is at a position, pinboard-object-at-position uses the generic function over-pinboard-object-p. over-pinboard-object-p has a default method that return true when the position is in the rectangle of the object, and a method for line object (subclasses of line-pinboard-object) that return true if the position is close to the line. You add methods to over-pinboard-object-p for your own classes. For example, if your pinboard object displays a thunder picture, you may want an over-pinboard-object-p method that computes whether the position is inside the thunder drawing.

There is also the generic function pinboard-object-overlap-p, with a default method that determines whether the rectangle of the object overlaps the rectangle specified by the other arguments.

12.3.3 The implementation of graph panes

One of the major uses the CAPI itself makes of pinboard objects is to implement graph panes. The graph-pane itself is a pinboard-layout and it is built using pinboard-objects for the nodes and edges. This is because each node (and sometimes each edge) of the graph needs to react individually to the user. For instance, when an event is received by the graph-pane, it is told which pinboard object was under the pointer at the time, and it can then use this information to change the selection.

Create the following graph-pane and notice that every node in the graph is made from an item-pinboard-object as described in the previous section and that each edge is made from a line-pinboard-object.

```
(defun node-children (node)
  (when (< node 16)
    (list (* node 2)
      (1+ (* node 2)))))

(make-instance
  'graph-pane
  :roots '(1)
  :children-function 'node-children)
  :best-width 300 :best-height 400)
```
A graph pane with pinboard object nodes

As mentioned before, `pinboard-layouts` can just as easily display ordinary panes inside themselves, and so the `graph-pane` provides the ability to specify the class used to represent the nodes. As an example, here is a `graph-pane` with the nodes made from `push-button`:

```lisp
  (contain
    (make-instance 'graph-pane
      :roots '(1)
      :children-function 'node-children
      :node-pinboard-class 'push-button)
    :best-width 300 :best-height 400)
```
12.3.4 An example pinboard object

To create your own pinboard objects, the class `drawn-pinboard-object` is provided, which is a `pinboard-object` that accepts a `display-callback` to display itself. The following example creates a new subclass of `drawn-pinboard-object` that displays an ellipse.

```lisp
(defun draw-ellipse-pane (gp pane x y width height)
  (with-geometry pane
    (let ((x-radius
           (1- (floor %width% 2)))
          (y-radius
           (1- (floor %height% 2))))
      (gp:draw-ellipse
       gp
       (1+ (+ %x% x-radius))
       (1+ (+ %y% y-radius))
       x-radius y-radius
       :filled t
       :foreground
       (if (> x-radius y-radius)
           :red
           :yellow))))

(defclass ellipse-pane
  (drawn-pinboard-object)
  ()
  (:default-initargs
   :display-callback 'draw-ellipse-pane
   :visible-min-width 50
   :visible-min-height 50))
```
An ellipse-pane class

The `with-geometry` macro is used to set the size and position, or geometry, of the ellipse drawn by the `draw-ellipse-pane` function. The fill color depends on the radii of the ellipse - try resizing the window to see this. For more details of see the manual page for `draw-pinboard-object`.

Now that you have a new ellipse-pane class, you can create instances of them and place them inside layouts. For instance, the example below creates nine ellipse panes and places them in a three by three grid.

```
(contain
  (make-instance 'ellipse-pane
    :best-width 200
    :best-height 100)

The `with-geometry` macro is used to set the size and position, or geometry, of the ellipse drawn by the `draw-ellipse-pane` function. The fill color depends on the radii of the ellipse - try resizing the window to see this. For more details of see the manual page for `draw-pinboard-object`.

Now that you have a new ellipse-pane class, you can create instances of them and place them inside layouts. For instance, the example below creates nine ellipse panes and places them in a three by three grid.

```
```
Nine ellipse-pane instances in a layout

12.3.5 Simple pinboard layout

`simple-pinboard-layout` is a subclass of `pinboard-layout` with only one child (a pane or a `pinboard-object`). It adopts the size constraints of its child. `simple-pinboard-layout` is useful when you want to arrange `pinboard-objects` using a `layout` pane (or a hierarchy of `layout`s). `pinboard-objects` need a `pinboard-layout` somewhere in the parent hierarchy, but using `pinboard-layout` would mean that the constraints computed by `layout` (top `layout` if it is a hierarchy) would not be automatically propagated to the next level. `simple-pinboard-layout` solves this problem. An example is the `graph-pane`, which is actually a subclass of `simple-pinboard-layout`, and as a child has a `layout` (of internal type) with a special algorithm that lays out the graph and displays it using `pinboard-objects`.

12.3.6 Tracking pinboard layout

`tracking-pinboard-layout` is a subclass of `pinboard-layout` which tracks the motion of the mouse cursor, by highlighting the object underneath it (if any). Otherwise it behaves the same as `pinboard-layout`. It saves you from implementing the tracking when it is is desired.

(example-edit-file "capi/graphics/tracking-pinboard-layout")
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12.4 output-pane scrolling

An output-pane or an instance of any of its subclasses can be made to scroll by passing the :vertical-scroll and/or :horizontal-scroll initargs which are inherited from simple-pane.

12.4.1 Ordinary scrolling

By default, the scrolling is what is called ordinary scrolling. In this case you just need to specify that you want scrolling by :vertical-scroll and/or :horizontal-scroll, and maybe also specify the internal scroll dimension(s) (see below).

In ordinary scrolling, all the interactions are done as if the pane has an "internal canvas" with dimensions (the "internal dimensions") which are different from the visible dimensions on the screen, and typically larger. The coordinates of input gestures and drawing in the pane are all with respect to this internal canvas. Only part of the canvas is displayed at any one time, depending on the position of the scroll slugs. The effect of scrolling is to change what part of the pane is visible, which causes a display-callback to draw any newly visible areas. However, the call to the display-callback is an ordinary call like any call (for example, like a call as result of part of the window being exposed), and the display-callback does not need to know anything about scrolling.

If you need to know when scrolling happened, rather than just display what is needed to display, you can use the :scroll-callback initarg to specify a callback that is called before the display-callback. However, this is not required for ordinary scrolling to work.

The internal dimensions of the pane can be specified by the initargs :scroll-height and :scroll-width, and can also be set dynamically set by set-vertical-scroll-parameters and set-horizontal-scroll-parameters. Some subclasses can compute their internal dimensions, for example graph-pane computes its internal dimensions to show all the graph, and static-layout and its subclass pinboard-layout by default compute the internal dimensions to fit their children (unless fit-size-to-children is nil).

For example, create an output-pane with vertical scroll and internal height of 600 pixels, minimum visible height of 300 pixels, and a display-callback that prints the y coordinate and the height and displays a green square at (0,100) of size 10x10 and a blue square at (0,400) of size 10x10:

```lisp
(defun my-display-callback (pane x y width height)
  (declare (ignore x width))
  (format t "y = ~d, height = ~d\n" y height)
  (gp:draw-rectangle pane 0 300 10 10 :foreground :green :filled t)
  (gp:draw-rectangle pane 0 400 10 10 :foreground :blue :filled t))

(setq output-pane (make-instance 'capi:output-pane
  :vertical-scroll t
  :scroll-height 600
  :visible-min-height 300
  :display-callback 'my-display-callback))
```

Then display it:

```lisp
(capi:contain output-pane)
```

When it appears on the screen its height is 300 pixels, the scrollbar is half the height. You receive a display callback with y being 0 and height 300. You see the green square 100 pixels down from the top. The blue square is invisible, because it is drawn at y = 400, which is not inside the visible area.

Now if you scroll to the bottom, you will receive a callback with y = 300 and height still 300 (possibly after several callbacks with intermediate y values). Now you see the blue square 100 pixels from the top, and the green square is invisible.
Note that the display callback knows nothing about the scrolling. It just draws. A real display callback may be made faster by avoiding the drawings which are not going to be visible, for example:

```lisp
(defun my-display-callback-1 (pane x y width height)
  (declare (ignore x width))
  (format t " y = ~d, height = ~d\%" y height)
  (unless (or (> y 110) (< (+ y height) 100) (> x 10))
    (gp:draw-rectangle pane 0 100 10 10 :foreground :green :filled t))
  (unless (or (> y 410) (< (+ y height) 400) (> x 10))
    (gp:draw-rectangle pane 0 400 10 10 :foreground :blue :filled t)))
```

but this is just optimization. It does not affect what is shown on the screen.

### 12.4.2 Internal Scrolling

The other type of scrolling is called *internal scrolling* (sometimes "pane scrolling"), and it is set up by passing the `output-pane initarg :coordinate-origin` with either `:fixed` or `:fixed-graphics`. In general, internal scrolling is more complex to use, but allows more flexible scrolling.

When using internal scrolling with `coordinate-origin :fixed`, drawing coordinates are relative to the visible area, and the coordinates arguments to callbacks are also relative to the visible area. Thus drawing a rectangle at 0,100 as `my-display-callback` above does will always show it at 0,100 on the screen, ignoring any scrolling.

For example, evaluate the following (which requires the definition of `my-display-callback`):

```lisp
(capi:contain (make-instance
  'capi:output-pane
  :vertical-scroll t
  :scroll-height 600
  :visible-min-height 300
  :display-callback 'my-display-callback
  :coordinate-origin :fixed ;<<
  )
  :title "With :coordinate-origin :fixed")
```

Scroll it and you will see that it is "fixed": the green rectangle does not move, and the y coordinate that is passed to `my-display-callback` is always 0.

When using internal scrolling with `coordinate-origin :fixed-graphics`, the drawing coordinate are relative to the visible pane, but CAPI coordinates (that is the arguments to callbacks such as `display-callback`, `scroll-callback` and `input-model` and in calls to `display-popup-menu`) are offset by the scroll position of the pane like in ordinary scrolling. The scroll position can be obtained by calling `get-horizontal-scroll-parameters` and `get-vertical-scroll-parameters` with `:slug-position`, or from `%scroll-x%` and `%scroll-y%` inside `with-geometry`.

For example, evaluate this:

```lisp
(capi:contain (make-instance
  'capi:output-pane
  :vertical-scroll t
  :scroll-height 600
  :visible-min-height 300
  :display-callback 'my-display-callback
  :coordinate-origin :fixed-graphics ;<<
  )
  :title "With :coordinate-origin :fixed-graphics")
```
Scroll it and you will see that the graphics are "fixed" (the green rectangle does not move) but the coordinates "scroll" (the y coordinate increases as you scroll). In practice, this means that to get the effect of scrolling, the display-callback needs to subtract the scroll position before drawing, or use Graphics Ports transformations, for example:

\[
\text{(gp:with_graphics_translation (pane (- scroll-x) (- scroll-y)))}
\]

\[
\text{(do-all-the-drawing)}
\]

If you do not supply scroll-callback (inherited from \text{simple-pane}) in a pane that does internal scrolling, then LispWorks calls \text{update-internal-scroll-parameters} in response to scrolling gestures to update the internal parameters (that updates the scroll bars themselves if needed), and then calls \text{invalidate-rectangle}, which will cause the display-callback to be called for the whole visible area of the pane. In many cases, that is what you need, but not always.

In some cases, redisplaying the whole of the pane every time it scrolls may not be required or may be too slow, and in other cases you will want to do other things. In these situations, performs the scrolling yourself by supplying a scroll-callback. When you supply a scroll-callback, your function is responsible for doing anything that needs to be done to make "scrolling" happen (which is not necessarily proper scrolling).

In general, your scroll-callback will have to call \text{update-internal-scroll-parameters} and maybe \text{set-vertical-scrollbar-parameters} or \text{set-horizontal-scrollbar-parameters} to update the scroll parameters, and \text{get-vertical-scrollbar-parameters} and \text{get-horizontal-scrollbar-parameters} to get the scroll values. Some of these values may be initialized by the :scroll-... initargs of \text{output-pane}. scroll-callback may also need to do other computations.

Once the scroll-callback has adjusted the internal scrolling state of the application, it needs to ensure that the pane is redisplayed, by calling \text{invalidate-rectangle} on the area (or on each of multiple areas) that need(s) to be redisplayed. This will then cause the display-callback of the \text{output-pane} to be called on those areas. The display-callback needs to know how to draw the pane taking into account the internal scrolling state. It can do that by calling \text{get-vertical-scrollbar-parameters} and \text{get-horizontal-scrollbar-parameters} (or using the \%scroll-... variables inside \text{with-geometry}), or by using some internal scrolling state that scroll-callback has set up.

For examples of internal scrolling that do a little unconventional scrolling see:

\[
\text{(example-edit-file "capi/output-panes/coordinate-origin-fixed")}
\]

For an example of internal scrolling that does something different altogether (rotating) see:

\[
\text{(example-edit-file "capi/output-panes/fixed-origin-scrolling")}
\]

Ordinary scrolling is not only easier to use, but is also normally more efficient, because the underlying window system handles scrolling. In particular, areas that move on the screen are just copied, without a need to redraw what is displayed.

Internal scrolling is useful in situations where what is displayed changes according to the scroll position, other than just scrolling. With ordinary scrolling, the underlying window system calls the display-callback when scrolling happens, but only for areas that become visible by the scroll operation. Other areas are normally just copied to their new locations, so the program cannot change them. For example, the display callback below tries to keep a string with a yellow background at a fixed position 100 pixels down from the top left of the pane:

\[
\text{(defun a-display-callback (pane x y width height)}
\]

\[
\text{\quad (let* ((scroll-y}
\]

\[
\quad \text{(capi:get-vertical-scrollbar-parameters pane}
\]

\[
\quad \quad :\text{slug-position}))}
\]

\[
\quad \text{(gp:draw-string pane "A string" 0 (+ scroll-y 100)}
\]

\[
\quad \quad :\text{background :yellow :block t}})
\]

\[
\text{\quad (capi:contain}
\]

\[
\quad \text{(make-instance \text{'}capi:output-pane}
\]

\[
\quad \quad :\text{vertical-scrollbar t}
\]

\[
\quad \quad :\text{scroll-height 900}}
\]
However, once you display it and try to scroll, it should be obvious that it does not work because the window system moves the string an the display callback is not called for the area 100 pixels down from the top left of the pane.

One way of working around this kind of issue is add a scroll-callback that fixes the display, for example by calling invalidate-rectangle, but that can become quite complex. The other way is to use internal scrolling.

Apart from the display-callback, the scroll-callback and any code that needs to know about scrolling because of the logic of the application, the rest of your code should not need to worry about scrolling. Thus it does not actually add must complexity to your code.

Another situation when you may prefer internal scrolling is when your code precomputes what to display based on the scroll position, and the display-callback does minimal computation that is not substantially more expensive than the copying the system would do. That will mean that the display-callback does not need to know about scrolling, but all your callbacks will either have to add the scroll position to the their arguments, or work with respect to the precomputed information rather than the whole pane. The latter is what editor-pane does.

### 12.5 Transient display on output-pane and subclasses

It is quite often that you want to transiently add some drawing on top of the permanent drawing of an output-pane. Most typically, you want to allow the user to select an area by dragging the mouse while pressing a button, and you want to include some transient graphics to indicate what they are going to select. This could simply be a rectangle, but you may want something more complex.

Ideally, the display-callback of the pane would be fast enough to handle this, in which case you simply need to make the display-callback draw the transient graphics. For example, in the case of a pinboard-layout, it can be done by adding a transient pinboard-object above the other objects. This is demonstrated by the "outliner" example:

```
(example-edit-file "capi/graphics/pinboard-test")
```

Note that in this case the outliner's drawing is simple, but it could draw much more complex graphics if required.

However, that solution does not work well if the display-callback is not fast enough for these situations. The Cached Display functionality is intended to be used in this case. There are two ways to use the Cached Display interface:

1. Use output-pane-cache-display to cache the display, and then output-pane-draw-from-cached-display to draw from the cache. In this case you have to ensure that the display-callback knows when to use output-pane-draw-from-cached-display, either by replacing the display-callback for the duration of the Cached Display operation or by keeping a flag that the display-callback checks, for example:

   ```lisp
   (if (drawing-by-cached-display-p pane)
       (progn
         (output-pane-draw-from-cached-display pane x y width height)
         (do-some-transient-drawing pane))
       (real-display-callback pane x y width height))
   ```

2. Use start-drawing-with-cached-display, which replaces the display-callback, and then use update-drawing-with-cached-display or update-drawing-with-cached-display-from-points to update the display. This technique is illustrated in:

   ```lisp
   (example-edit-file "capi/output-panes/cached-display")
   ```

In both cases you finish using the cached display by calling output-pane-free-cached-display. The function output-pane-cached-display-user-info can be used to hold temporary data during the operation.
12 Creating Panes with Your Own Drawing and Input
13 Drawing - Graphics Ports

13.1 Introduction

Graphics Ports allow you to write source-compatible applications which draw text, lines, shapes and images, for different host window systems. Graphics Ports are the destinations for the drawing primitives. They are implemented with a generic host-independent part and a small host-specific part.

All Graphics Ports symbols are exported from the `graphics-ports` package, nicknamed `gp`.

Graphics Ports implement a set of drawing functions and a mechanism for specifying the graphics state to be used in each drawing function call. There are four categories of graphics ports:

- **On-screen ports**: These correspond to visible windows. They are instances of `output-pane` or a subclass, and are integral part of the CAPI panes system. The functionality of `output-pane` (other than drawing) is discussed in 12 Creating Panes with Your Own Drawing and Input. All drawing to an `output-pane` must be done inside its `display-callback`.

- **Pixmap ports**: These are solely for off-screen drawing. Once the drawing is completed they can be copied to another port (typically an on-screen port, with `copy-area`), or converted to an image. For the details see 13.1.2 Pixmaps and Metafiles.

- **Printer ports**: These are used for drawing to a printer. Printing is described in 16 Printing from the CAPI—the Hardcopy API.

- **Metafile ports**: These are used for recording drawing operations so that the drawing can be realized later or exported to a file that can read by other applications. For the details see 13.1.2 Pixmaps and Metafiles.

13.1.1 Creating instances

Graphics ports instances are created or temporarily redirected by any of these interfaces:

- **On-screen ports**: `make-instance` with `output-pane` or any subclass (including `editor-pane`, `pinboard-layout` and `graph-pane`).

- **Pixmap ports**: `create-pixmap-port` and `with-pixmap-graphics-port`.

- **Metafile ports**: `with-internal-metafile` and `with-external-metafile`.

- **Printer ports**: `with-print-job` and `simple-print-port`.

For the details, see the manual pages for the various CAPI and GRAPHICS-PORTS classes listed above.

13.1.2 Pixmaps and Metafiles

Pixmaps are graphics ports for doing off-screen drawing. You create a pixmap with `with-pixmap-graphics-port` or `create-pixmap-port`, and draw on it using the drawing functions. You draw the contents of the pixmap on another port (any kind of port) by copying it (using `copy-area`), or create an image from it using `make-image-from-port`. The drawing into and the using of a pixmap can be interleaved (but not in parallel), and each time you use the pixmap you get the result of all the drawing operations on it until this point. If the pixmap is created by `with-pixmap-graphics-port` it is
destroyed on exiting the scope of \texttt{with-pixmap-graphics-port}, otherwise you will need to destroy the pixmap when you finish with it (using \texttt{destroy-pixmap-port}).

Pixmaps are used for efficiency. In general \texttt{copy-area} would be much faster than doing the drawing operations again for any significant number of drawing operations. It is especially useful for drawing inside the \texttt{display-callback} of an \texttt{output-pane}, which is called whenever part of the output pane needs redrawing, and needs to be fast to look good.

Pixmaps are also useful way of creating your own images for exporting with \texttt{externalize-and-write-image}.

Examples of using pixmaps:

\begin{verbatim}
(example-edit-file "capi/graphics/compositing-mode-simple")

(example-edit-file "capi/graphics/compositing-mode")

(example-edit-file "capi/graphics/image-scaling")

(example-edit-file "capi/graphics/images-with-alpha")

(example-edit-file "capi/graphics/pixmap-port")

(example-edit-file "capi/graphics/plot-offline")
\end{verbatim}

Metafiles are graphics ports that record drawing operations to them. They are used for two purposes:

- Grouping drawing operations together.
  - The operations can then be drawn by one call, and on Cocoa and Windows can also be put in on the clipboard so that another process can access it.
- Exporting the drawing to a file.
  - The file is in a format that other applications can also use.

You can group operations by drawing to a metafile inside \texttt{with-internal-metafile} which returns a metafile object, and later drawing the metafile by using \texttt{draw-metatile}. You can also convert it directly to an image by \texttt{draw-metatile-to-image}. Once you have finished with it you need to free the metafile by \texttt{free-metafile}.

It is possible to perform the same task by drawing the operations to a pixmap and then drawing the pixmap, as described above. However, a metafile gives much better results when it is transformed, because it does the drawing with the transformation, while with a pixmap the transformation transforms the pixels. Metafiles also give better results when the drawing is not completely opaque.

The result of \texttt{with-internal-metafile} can also be put on the clipboard for other processes, by using \texttt{set-clipboard} with a \texttt{:plist \{list \textbf{metafile metafile}\}}. LispWorks can also read a metafile from the clipboard by passing \texttt{:metafile} as the \texttt{format} to \texttt{clipboard}.

You can export the drawing to a file by drawing to a metafile inside using \texttt{with-external-metafile}, which creates the file when it exits.

On Microsoft Windows it creates a Windows enhanced metafile (there are several possible formats). On Cocoa and GTK+ it creates a PDF file.

Compared to exporting images (using \texttt{with-pixmap-graphics-port, make-image-from-port}, and \texttt{externalize-and-write-image}), the exported metafiles (PDF or Windows metafile) behave much better in transformation and combination with other drawings. They are also simpler to use.
LispWorks itself can read the file that was created by `with-external-metafile` using the functions that read images (`load-image`, `read-external-image`).

Metafile functionality is not available on version of GTK+ before 2.8, and on Motif. The function `can-use-metafile-p` can be used to check whether the GUI system associated with a screen supports metafile functionality.

Examples of metafiles:

```lisp
(example-edit-file "capi/graphics/metafile")
(example-edit-file "capi/graphics/metafile-rotation")
```

### 13.2 Features

The main features of graphics ports are:

1. Each port has a "graphics state" which holds all the information about drawing parameters such as color, line thickness, fill pattern, line-end-style and so on. A graphics state object can also be created independently of any particular graphics port.

2. The graphics state contents can either be enumerated in each drawing function call, bound to values for the entirety of a set of calls, or permanently changed.

3. The graphics state includes a `transform` which implements generalized coordinate transformations on the port's coordinates.

4. Off-screen ports can compute the horizontal and vertical bounds of the results of a set of drawing function calls, thus facilitating image or pixmap generation.

#### 13.2.1 The drawing mode and anti-aliasing

Graphics ports have two drawing modes:

- `compatible` Compatible with LispWorks 6.0 and earlier versions.
- `quality` Introduced in LispWorks 6.1, allowing high quality drawing.

The main visible effect is that with `drawing-mode :quality`, all drawings are transformed properly.

With `drawing-mode :compatible`, strings and images are not scaled or rotated at all, and ellipses are not rotated correctly. Other shapes are transformed "at the front", that is they are drawn as if the drawing function was called with transformed coordinates. The target of `copy-pixels` is also transformed "at the front", that is the rectangle can be translated, but not scaled or rotated.

With `drawing-mode :quality`, all drawings are fully transformed correctly. Shapes are transformed "at the back", that is they are drawn and then the result of the drawing is transformed. Note that `clear-rectangle` and `pixblt` are not drawing functions in this sense, and do not take transforms into account.

Another difference is that `drawing-mode :quality` supports anti-aliasing on Windows, and on GTK+ it adds control over anti-aliasing. See `shape-mode` and `text-mode` on the page for `graphics-state`.

With `drawing-mode :quality` the operation value in the `graphics-state` is not supported and is ignored. This is because operations do not combine sensibly with anti-aliasing and colors with alpha components. Instead, there is now `compositing-mode`. For more information see the page for `graphics-state`.

On Microsoft Windows with `drawing-mode :quality` only TrueType fonts are supported.
The `drawing-mode` of all graphics ports is `:quality` by default, except when a graphics port is made in association with another graphics ports (for example, by `create-pixmap-port`), in which case the `drawing-mode` is inherited from the "parent" graphics port.

All the interfaces that create graphics ports, or modify a graphics port to draw to another place, take keyword argument `:drawing-mode`. Its value `drawing--mode` can be `:quality`, `:compatible`, or `nil` which is interpreted as use the default (either inherited or the global default `:quality`). These interfaces are listed in 13.1.1 Creating instances.

These examples demonstrate features that are available only with `drawing-mode` `:quality`:

Rotating a string:

```
(example-edit-file "capi/graphics/catherine-wheel")
```

Using compositing-mode.

```
(example-edit-file "capi/graphics/compositing-mode-simple")
```

Using compositing-mode.

```
(example-edit-file "capi/graphics/compositing-mode")
```

Using compositing-mode, transforming an image.

```
(example-edit-file "capi/graphics/images-with-alpha")
```

### 13.3 Graphics state

The `graphics-state` object associated with each port holds values for parameters such as `foreground`, `background`, `operation`, `thickness`, `scale-thickness`, `mask` and `font` which affect graphics ports drawing to that port.

The full set of parameters is described under `graphics-state`.

#### 13.3.1 Setting the graphics state

The graphics state values associated with a drawing function call are set by one of three mechanisms.

1. Enumeration in the drawing function call. For example:

   ```
   (draw-line port 1 1 100 100
            :thickness 10
            :scale-thickness nil
            :foreground :red)
   ```

2. Bound using macros such as `with-graphics-state`. For example:

   ```
   (with-graphics-state (port :thickness 10
                                :scale-thickness nil
                                :foreground :red)
                        (draw-line port 1 1 100 100)
                        (draw-rectangle port 2 2 40 50 :filled t))
   ```

For common cases of locally changing the transform in the graphics state, there are specific macros:

- `with-graphics-transform` just changes the transform like `with-graphics-state` with `:transform`
• `with-graphics-transform-reset` allows you to ignore surrounding transformations.

• `with-graphics-translation, with-graphics-post-translation, with-graphics-scale` and `with-graphics-rotation` perform commonly-used transformations.

• `with-graphics-mask` affects specifically the masking slots.

3. Set by the `set-graphics-state` function. For example:

```lisp
(set-graphics-state port :thickness 10
  :scale-thickness nil
  :foreground :red)
```

The first two mechanisms change the graphics state temporarily. The last one changes it permanently in `port`, effectively altering the "default" state.

### 13.4 Drawing functions

The section describes the various shapes and so on that you can draw with graphics ports, and lists the relevant drawing functions. The graphics state `foreground` parameter is used for the drawing color.

All drawing functions must be called in the same process as the pane. You will need to arrange for that explicitly in contexts other than callbacks on that pane. To call a function explicitly in the pane's process, use `apply-in-pane-process, apply-in-pane-process-if-alive, execute-with-interface` or `execute-with-interface-if-alive`.

Note: Unlike images, the `foreground` and `background` colors used when drawing shapes described in this section are not pre-multiplied. Displaying images is described in 13.10 Working with images.

Note: The full set of graphics state parameters is described under `graphics-state`.

#### 13.4.1 Text

You can draw text with the functions `draw-string` and `draw-character`.

To control the font used, see 13.9 Portable font descriptions.

#### 13.4.2 Simple lines

You can draw straight lines with the functions `draw-line` and `draw-lines`.

You can draw arcs of an ellipse with the functions `draw-arc` and `draw-arcs`.

#### 13.4.3 Simple shapes

You can draw ellipses and polygons with the functions `draw-ellipse, draw-rectangle, draw-rectangles, draw-polygon` and `draw-polygons`.

You can specify whether a shape is drawn in outline or is filled (with the graphics state `foreground` color) by the argument `filled`.

For example, to clear a rectangular region of an output pane, do:

```lisp
(draw-rectangle pane x y width height
  :filled t
  :foreground color
  :compositing-mode :copy)
```
13 Drawing - Graphics Ports

:shape-mode :plain)

:compositing-mode :copy is needed only when the color has alpha, and :foreground color is needed only if it is different from the foreground in pane's graphics-state.

13.4.4 Paths

A graphics path is a series of lines, arcs and Bézier curves that together specify one or more disconnected figures to be drawn. You can draw a path with the function draw-path. A path can be drawn in outline or can be filled. A path can also be used as the clipping mask.

13.5 How to draw to an on-screen port

Drawing on an output-pane should almost always happen only inside its display-callback. See output-pane for more information about this initarg.

If you want to display from outside the display-callback then you should call invalidate-rectangle or redisplay-element, which will cause the display-callback to be called.

13.6 Graphics state transforms

Coordinate systems for windows generally have the origin (0,0) positioned at the upper left corner of the window with X positive to the right and Y positive downwards. This is the "window coordinates" system. Generalized coordinates are implemented using scaling, rotation and translation operations such that any Cartesian coordinates can be used within a window. The Graphics Ports system uses a transform object to achieve this.

13.6.1 Generalized points

An (x, y) coordinate pair can be transformed to another coordinate system by scaling, rotation and translation. The first two can be implemented using 2 x 2 matrices to hold the coefficients:

If the point P is (x, y) and it is transformed to the point Q (x', y'):

\[ P \Rightarrow Q \text{ or } (x, y) \Rightarrow (x', y'), \text{ i.e.} \]

\[ x' = px + ry, \quad y' = qx + sy. \]

\[ Q = PM, \text{ where } M = \begin{pmatrix} p & q \\ r & s \end{pmatrix} \]

Translation can be included in this if the points P and Q are regarded as 3-vectors instead of 2-vectors, with the 3rd element being unity:

\[ Q = PM \]

\[ = (x \ y \ 1) \begin{pmatrix} p & q & 0 \\ r & s & 0 \\ u & v & 1 \end{pmatrix} \]

The coefficients u and v specify the translation.
So, the six elements \((p, q, r, s, u, \text{ and } v)\) of the 3 x 3 matrix contain all the transformation information. These elements are stored in a list (of type \texttt{transform}) in the \texttt{graphics-state} slot \texttt{transform}.

Transforms can be combined by matrix multiplication to effect successions of translation, scaling and rotation operations.

Functions are provided in Graphics Ports which apply translation, scaling and rotation to a transform, combine transforms by pre- or post-multiplication, invert a transform, perform some operations while ignoring an established transform, and so on. The macros \texttt{with-gravity-rotation}, \texttt{with-gravity-scale} and \texttt{with-gravity-translation} pre-multiply a supplied transform while a body of code is executed.

13.6.2 Drawing on screen

Drawing functions such as \texttt{draw-line} and \texttt{draw-ellipse} modify pixels, but you cannot assume that they have exactly the same effect on all platforms. Some platforms might put pixels below and to the right of integer coordinates \((x, y)\) while others may center the pixel at \((x, y)\).

This applies to all the drawing functions which are documented in \texttt{22 GRAPHICS-PORTS Reference Entries} - see the entries for functions with names beginning \texttt{draw-}.

13.7 Combining source and target pixels

This section describes how new drawings are combined with the existing pixel values in the target of the drawing to generate the result, according to graphics state parameters \texttt{compositing-mode} or \texttt{operation}.

Note: The full set of graphics state parameters is described under \texttt{graphics-state}.

13.7.1 Combining pixels with :compatible drawing

When the port's \texttt{drawing-mode} is \texttt{:compatible} the graphics state parameter \texttt{operation} determines how the colors are combined, and \texttt{compositing-mode} is ignored.

The allowed values of \texttt{operation} are the values of the Common Lisp constants \texttt{boole-1}, \texttt{boole-and} and so on. These are the allowed values of the first argument to the Common Lisp function \texttt{boole}. See the specification of \texttt{boole} in the ANSI Common Lisp standard for the full list of operations.

The color combination corresponds to the logical operation defined there, as if by calling:

\[
\text{(boole operation new-pixel screen-pixel)}
\]

For example, passing \texttt{operation boole-andc2} provides a \texttt{graphics-state} where graphics ports drawing functions draw with the bitwise AND of the \texttt{foreground} color and the complement of the existing color of each pixel.

Note: Graphics State \texttt{operation} is not supported by Cocoa/Core Graphics so this parameter is ignored on Cocoa.

13.7.2 Combining pixels with :quality drawing

When the port's \texttt{drawing-mode} is \texttt{:quality} the graphics state parameter \texttt{compositing-mode} determines how the colors are combined, and \texttt{operation} is ignored.

\texttt{compositing-mode :over} means draw over the existing values, blending alpha values if they exist.

\texttt{compositing-mode :copy} means that the source is written to the destination ignoring the existing values. If the source has alpha and the target does not, that has the effect of converting semi-transparent source to solid. \texttt{:copy} is especially useful for creating transparent and semi-transparent pixmap ports, which can be displayed directly or converted to images by \texttt{make-image-from-port}. 

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Further *compositing-mode* values are supported on later versions of Cocoa and GTK+.

### 13.8 Pixmap graphics ports

Pixmap graphics ports are drawing destinations which exist only as pixel arrays whose contents are not directly accessible. They can be drawn to using the `draw-thing` functions (for example `draw-string`), they can be used as the port for loading images using `load-image`, and their contents can be copied onto other graphics ports. However this copying can be meaningless unless the conversion of colors uses the same color device on both ports. Because color devices are associated with regular graphics ports (windows) rather than pixmap graphics ports, you have to connect a pixmap graphics port to a regular graphics port for color conversion. This is the main role of the `port` argument of `with-pixmap-graphics-port` and `create-pixmap-port`. The conversion of colors to color representations is done in the same way as for regular graphics ports, but the pixmap graphics port's owner is used to find a color device. You can draw to pixmap graphics ports using pre-converted colors to avoid color conversion altogether, in which case a null color owner is OK for a pixmap graphics port.

#### 13.8.1 Relative drawing in pixmap graphics ports

Many of the drawing functions have a *relative* argument. If non-nil, it specifies that when drawing functions draw to the pixmap, the extremes of the pixel coordinates reached are accumulated. If the drawing strays beyond any edge of the pixmap port (into negative coordinates or beyond its width or height), then the drawing origin is shifted so that it all fits on the port. If the drawing extremes exceed the total size available, some are inevitably lost. If *relative* is `nil`, any part of the drawing which extends beyond the edges of the pixmap is lost. If *relative* is `nil` and `collect` non-nil, the drawing bounds are collected for later reading, but no relative shifting of the drawing is performed. The collected bounds are useful when you need to know the graphics motion a series of drawing calls causes. The `rest` args are host-dependent. They usually include a `:width` and `:height` pair.

### 13.9 Portable font descriptions

Portable font descriptions are designed to solve the following problems:

- Specify enough information to uniquely determine a real font.
- Query which real fonts match a partial specification.
- Allow font specification to be recorded and reused in a later run.

All the functions described below are exported from the `gp` package.

You can obtain the names of all the fonts which are available for a given pane by calling `list-all-font-names`, which returns a list of partially-specified font descriptions.

Portable font descriptions are used only for lookup of real fonts and for storing the parameters to specify when doing a font lookup operation. To draw text in a specified font using the Graphics Ports drawing functions, supply in the graphics state a font object as returned by `find-matching-fonts` and `find-best-font`.

#### 13.9.1 Font attributes and font descriptions

Font attributes are properties of a font, which can be combined to uniquely specify a font on a given platform. There are some portable attributes which can be used on all platforms; other attributes are platform-specific and will be ignored or signal errors when used on the wrong platform.

Font descriptions are externalizable objects which contain a set of font attributes. When using a font description in a font lookup operation, missing attributes are treated as wildcards (as are those with value `:wild`) and invalid attributes signal errors. The result of a font lookup contains all the attributes needed to uniquely specify a font on that platform.
The :stock font attribute is special: it can be used to reliably look up a system font on all platforms.

Font descriptions can be manipulated using the functions `merge-font-descriptions` and `augment-font-description`.

These are the current set of portable font attributes and their portable types:

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Possible values</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>:family</td>
<td>string</td>
<td>Values are not portable.</td>
</tr>
<tr>
<td>:weight</td>
<td>(member :normal :bold)</td>
<td></td>
</tr>
<tr>
<td>:slant</td>
<td>(member :roman :italic)</td>
<td></td>
</tr>
<tr>
<td>:size</td>
<td>(or (eql :any) (integer 0 *))</td>
<td>:any means a scalable font</td>
</tr>
<tr>
<td>:stock</td>
<td>(member :system-font :system-fixed-font)</td>
<td>Stock fonts are guaranteed to exist.</td>
</tr>
<tr>
<td>:charset</td>
<td>keyword</td>
<td></td>
</tr>
</tbody>
</table>

### 13.9.2 Fonts

Fonts are the objects which are actually used in drawing operations. They are made by a font lookup operation on a pane, using a font description as a pattern.

Examples of font lookup operations are `find-best-font` and `find-matching-fonts`.

Once a font object is resolved you can read its properties such as height, width and average width. The functions `get-font-height`, `get-font-width` and `get-font-average-width` and so on need a pane that has been created. In general, you need to call these functions within `interface-display`, or a `display-callback` or possibly a `create-callback`. See the manual page for `interface` for more information about these initargs.

### 13.9.3 Font aliases

You can define font aliases, which map a keyword symbol to some font or font description, using `define-font-alias`. You can then use this the keyword as the `font` for CAPI panes.

### 13.10 Working with images

Graphics Ports supports drawing images, and also reading/writing them from/to file via your code. A wide range of image types is supported. Also, several CAPI classes support the same image types.

To draw an image with Graphics Ports, you need an `image` object which is associated with an instance of `output-pane` (or a subclass of this). You can create an `image` object from:

- A file of recognized image type.
- A registered image identifier (see 13.10.4 Registering images).
- An `external-image` object.
- A graphics port.
Draw the image to the pane by calling `draw-image`. Certain images ("Plain Images") can be manipulated via the Image Access API. The image should be freed by calling `free-image` when you are done with it.

The CAPI classes `image-pinboard-object`, `button`, `list-panel`, `list-view`, `tree-view`, `toolbar`, `toolbar-button` and `toolbar-component` all support images. There is also limited support for images in `menu`. These classes handle the drawing and freeing for you.

### 13.10.1 Image formats supported for reading from disk and drawing

This table lists the formats supported at the time of writing:

<table>
<thead>
<tr>
<th>Operating system</th>
<th>Supported Image Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>Microsoft Windows</td>
<td>BMP, DIB, GIF, JPEG, PNG, TIFF, EMF, ICO</td>
</tr>
<tr>
<td>macOS</td>
<td>BMP, DIB, GIF, JPEG, TIFF, PICT and many others. Also EPS, PDF</td>
</tr>
<tr>
<td>GTK+</td>
<td>BMP, DIB, GIF, JPEG, PNG, TIFF and many others.</td>
</tr>
<tr>
<td>X11/Motif</td>
<td>BMP, DIB, GIF, JPEG, PNG, TIFF, XPM, PGM, PPM</td>
</tr>
</tbody>
</table>

Functions which load images from a file attempt to identify the image type from the file type. Call the function `list-known-image-formats` to list the formats that the current platform supports for reading and drawing.

**Note:** On X11/Motif, LispWorks uses the freeware `imlib2` library on Linux, FreeBSD and macOS, and `imlib` on Solaris.

**Note:** On Microsoft Windows, ICO images are supported for certain situations such as buttons and drawing images. See `button` and `draw-image` for details.

**Note:** On Microsoft Windows, LispWorks additionally supports Windows Icon files with scaling - see `load-icon-image` for details.

**Note:** On Microsoft Windows, only bitmaps with maximum 24 bits per pixel are supported.

**Note:** LispWorks 4.3 and previous versions supported only Bitmap images.

### 13.10.2 Image formats supported for writing to disk

Graphic images can be written to files in several formats, using `externalize-and-write-image`.

All platforms can write at least BMP, JPG, PNG and TIFF files. Call the function `list-known-image-formats` with optional argument `for-writing-too` to list the formats that the current platform supports for writing.

On Microsoft Windows and Cocoa you can also write GIF files, while on GTK+ you can also write ICO and CUR (cursor) files. The cursor files that are written with GTK+ can be used on Windows and Cocoa, although on Cocoa it does not recognize the hot-spot in a CUR file.

There is a simple example of writing a PNG image here:

```
(example-edit-file "capi/graphics/images-with-alpha")
```
13.10.3 External images

An External Image is an intermediate object. It is a representation of a graphic but is not associated with a port and cannot be used directly for drawing. It is a Lisp object which can be loaded into Lisp and saved in a LispWorks image created by save-image or deliver.

An object of type `external-image` is created by reading an image from a file, or by externalizing an `image` object, or by copying an existing `external-image`. Or, if you have the image bitmap data, you can create one directly as in this example:

```lisp
(ex example-edit-file "capi/buttons/buttons")
```

The `external-image` contains the bitmap data, potentially compressed. You can copy `external-image` objects, or write them to file, or compress the data.

You cannot query the size of the image in an `external-image` object directly. To get the dimensions without actually drawing it on screen see 13.8 Pixmap graphics ports.

An `external-image` can be written to a file using `write-external-image`. If you create an `image` and want to externalize it to write it to file, follow this example:

```lisp
(let ((image (gp:make-image-from-port pane 10 10 200 200)))
  (unwind-protect
    (gp:externalize-and-write-image pane image filename)
    (gp:free-image pane image)))
```

13.10.3.1 Converting an external image

Convert an `external-image` to an object of type `image` ready for drawing to a port in several ways as described in 13.10.5 Making an image that is suitable for drawing. Such conversions are cached but you can remove the caches by clear-external-image-conversions.

You can also convert an `image` to an `external-image` by calling `externalize-image`.

13.10.3.2 Transparency and the alpha channel

Graphics ports images support an alpha channel, as long as the image format does.

An External Image representing an image in a format with a color table but with no alpha channel (such as 8-bit BMP) can simulate transparency by specifying an index to represent the transparent color. When converted this color is replaced by the background color of the port (which is documented in simple-pane).

You can specify the transparent color by:

```lisp
(gp:read-external-image file :transparent-color-index 42)
```

or by:

```lisp
(setf
 (gp:external-image-transparent-color-index
  external-image) 42)
```

You can use an image tool such as Gimp (www.gimp.org) to figure out the transparent color index.

On platforms other than Motif you can actually make the background of such an image format truly transparent when displayed. To do this, supply `transparent-color-index` as a cons `(index . :transparent)`. 

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**Note:** transparent-color-index works only for images with a color map - those with 256 colors or less.

### 13.10.4 Registering images

One way to load an image is via a registered image identifier.

Registering an external image is the way to pre-load images while building an application. To do this, establish a registered image identifier by calling *register-image-translation* at build time:

```lisp
(gp:register-image-translation
 'info-image
 (gp:read-external-image "info.bmp"
 :transparent-color-index 7))
```

Then at run time obtain the image object by:

```lisp
(gp:load-image port 'info-image)
```

### 13.10.5 Making an image that is suitable for drawing

To create an image object suitable for drawing on a given pane, use one of convert-external-image, read-and-convert-external-image, load-image, make-image-from-port, make-sub-image, make-scaled-sub-image or (on Microsoft Windows) load-icon-image.

Images need to be freed after use. When the pane that an image was created for is destroyed, the image is freed automatically. However if you want to remove the image before the pane is destroyed, you must make an explicit call free-image. If the image is not freed, then a memory leak will occur.

Another way to create an image object is to supply a registered image identifier in a CAPI class that supports images. For example you can specify an image in an image-pinboard-object. Then, an image object is created implicitly when the pinboard object is displayed and freed implicitly when the pinboard object is destroyed.

In all cases, the functions that create the image object require the pane to be already created. So if you are displaying the image when first displaying your window, take care to create the image object late enough, for example in the :before method of interface-display on the window's interface class, or in the first :display-callback of the pane.

### 13.10.6 Querying image dimensions

To obtain the pixel dimensions of an image, load the image using load-image and then use the readers image-width and image-height. The first argument to load-image must be a pane in a displayed interface.

To query the dimensions before displaying anything you can create and "display" an interface made with the :display-state :hidden initarg. Call load-image with this hidden interface and your external-image object, and then use the readers image-width and image-height.

### 13.10.7 Drawing images

The function to draw an image is draw-image.
As with the other drawing functions, this must be called in the same process as the pane, as outlined in 13.4 Drawing functions.
13.10.8 Image access

You can read and write pixel values in an image via an Image Access object, but only if the image is a Plain Image. You can ensure you have a Plain Image by using the result of:

(load-image pane image :force-plain t)

To read and/or write pixel values, follow these steps:

1. Start with a Graphics Port (for example an output-pane) and an image object associated with it, which is a Plain Image. See above for how to create an image object.

2. Construct an Image Access object by calling make-image-access.

3. To read pixels from the image, first call image-access-transfer-from-image on the Image Access object. This notionally transfers all the pixel data from the window system into the access object. It might do nothing if the window system allows fast access to the pixel data directly. Then call image-access-pixel with the coordinates of each pixel (or use image-access-pixels-to-bgra). The values are color representations like those returned from convert-color and can be converted to RGB using unconvert-color if required.

4. To write pixels to the image, you must have already called image-access-transfer-from-image. Then call (setf image-access-pixel) with the coordinates of each pixel (or use image-access-pixels-from-bgra) to write pre-multiplied pixel RGB values and then call image-access-transfer-to-image on the Image Access object. This notionally transfers all the pixel data back to the window system from the access object. It might do nothing if the window system allows fast access to the pixel data directly.

5. Free the image access object by calling free-image-access on it.

It is also possible to get all the pixels into a single vector, where each color is represented by four elements, using image-access-pixels-from-bgra, and to change all the pixels in the image to values from a vector using image-access-pixels-to-bgra. When accessing many pixels, using these functions and accessing the vector is much faster than using the single pixel access.

There is an example that demonstrates the uses of Image Access objects in:

(example-edit-file "capi/graphics/image-access")

This further example demonstrates the uses of Image Access objects with colors that have an alpha component:

(example-edit-file "capi/graphics/image-access-alpha")

13.10.8.1 Pre-multiplied pixel values in images

The color values that are received and set using Image Access are pre-multiplied, which means that the value of each of the three components (Red, Green and Blue) are already multiplied by the value of the alpha. This is different from the way colors are represented elsewhere. The functions color-to-premultiplied and color-from-premultiplied can be used the convert between premultiplied colors and ordinary colors, although they lose some precision in the process.

For example, the form below creates an image from a pixmap filled with a color that has alpha 0.5. When accessing the image using Image Access, the values in the color that it returned are half of the values in the original color.

(let* ((initial-color (color:make-rgb 0.8 0.6 0.4 0.5))
   (image-pixel
    (let ((pane (capi:editor-pane
                 (capi:find-interface 'lw-tools:listener))))
      ;; Make a temporary pixmap filled with the
      ;; initial-color and create a gp:image from it
      (load-image
       pane
       initial-color t)
      ;;...)
   (image-access)
   (image-access-pixels-from-bgra)
   (image-access-transfer-to-image)
   (free-image-access)
   (unconvert-color)
))
13.10.9 Creating external images from Graphics Ports operations

To create an external-image object from graphics ports operations, use with-pixmap-graphics-port, and in the scope of it do the drawing and then use make-image-from-port to create an image object. You can then use externalize-image or externalize-and-write-image to externalize the image.

Here output-pane must be a displayed instance of output-pane (or a subclass). The code does not affect the displayed pane.

If you do not already display a suitable output pane, you can create an invisible one like this:

(defun record-picture-1 ()
  (let* ((pl (make-instance 'capi:pinboard-layout))
         (win (capi:display
               (make-instance 'capi:interface
                             :display-state :hidden
                             :layout pl))))
    (defun record-picture (output-pane)
      (gp:with-pixmap-graphics-port
        (port output-pane
          400 400
          :clear t
          :background :red)
        (gp:draw-rectangle port 0 0 200 200
          :filled t
          :foreground :blue)
        (let ((image (gp:make-image-from-port port)))
          (gp:externalize-image port image))))
    (let ((output-color (string color))
          (format t
            "~%~a~28t: Red ~4,2f, Green ~4,2f, Blue ~4,2f"
            string
            (color:color-red color)
            (color:color-green color)
            (color:color-blue color)))
      (output-color "Initial-color" initial-color)
      (output-color "premultiplied" (color:color-to-premultiplied initial-color))
      (output-color "In the image" image-pixel)
      (output-color "Pixel un-premultiplied" (color:color-from-premultiplied image-pixel))))
)
Note: There is no reason to create and destroy the invisible interface each time a new picture is recorded, so for efficiency you could cache the interface object and use it repeatedly.
14 Graphic Tools drawing objects

The drawing objects of Graphic Tools add a mechanism to creates a hierarchy of drawing, when a "drawing" is (typically) a simple Graphics Ports drawing operation. The hierarchy specifies the geometry of each node in the hierarchy, so the whole group of drawings can be manipulated as a single object.

The lower level interface allows you to create drawing objects and manipulate them. The higher level interface allows you to generate graphs of functions or bar charts, where "generate" means create a hierarchy of drawing objects. The higher level functions are useful on their own, but they also give examples of how to create high-level objects from drawing objects. You can look at their output to get a better idea how to write your own Graphic Tools code.

The Graphic Tools interface is defined in the package LW-GT. To use it, you need to load the "graphic-tools" module:

```
(require "graphic-tools")
```

### 14.1 Lower level - drawing objects and objects displays

The drawing objects are instances of subclasses of [drawing-object](#). The term "drawing-object-spec" refers to either a [drawing-object](#) or a list of "drawing-object-specs". The drawing objects hierarchy is made of "drawing-object-specs".

The leaf nodes in the hierarchy are [drawing-object](#)s which actually do the drawing, typically by calling a Graphics Ports drawing function (for example [draw-line](#)). You generate such a [drawing-object](#) by using any of the [lw-gt:make-draw-…](#) functions, for example [make-draw-line](#). You can also have a [drawing-object](#) that calls an arbitrary function by using [make-a-drawing-call](#).

The non-leaf nodes in the hierarchy are made by instances of [compound-drawing-object](#). [compound-drawing-object](#) has a [sub-object](#) slot, which contains a "drawing-object-spec" (either a list of "drawing-object-specs" or a [drawing-object](#)). Since the elements in lists are themselves "drawing-object-specs", that is can also be lists, part of the hierarchy can be done in lists of lists.

The main function of [compound-drawing-object](#) is to define the geometry of the drawing. The actual objects are instances of [geometry-drawing-object](#) which is a subclass of [compound-drawing-object](#). These objects define the geometry, by rebinding the Graphics Ports transform, and then drawing their [sub-object](#) in this context. The width and height of the [compound-drawing-object](#) are also passed down, so [geometry-drawing-objects](#) inside the [sub-object](#) can use it when computing their own geometry.

You create a [geometry-drawing-object](#) by using one of:

- **position-object** Defines the rectangle for drawing the [sub-object](#).
- **fit-object** Scales its [sub-object](#).
- **position-and-fit-object** Both positions and scales.
- **rotate-object** Rotates its [sub-object](#).
- **make-absolute-drawing** and **make-absolute-drawing**

Draw their [sub-object](#) in the translated position, but without scaling or rotation.
Lists just draw their elements in the same geometry as their "parent".

To actually be drawn, the root of the hierarchy must be stored in the \textit{drawing-object} slot of an "objects displayer", which is either an \texttt{objects-displayer} (subclass of \texttt{pinboard-layout}), or \texttt{pinboard-objects-displayer} (subclass of \texttt{pinboard-object}). The \texttt{objects-displayer} or \texttt{pinboard-objects-displayer} displays the hierarchy starting from the object in their \textit{drawing-object} slot, passing its own geometry. The object in the \textit{drawing-object} slot will typically be a list (which then draws its elements) or a \texttt{compound-drawing-object} (which then draws its \texttt{sub-object} with modified geometry). This process recurses and draws the entire hierarchy.

By default, both \texttt{objects-displayer} and \texttt{pinboard-objects-displayer} use an internal metafile as a way to cache the drawing and also to improve resizing.

\texttt{drawing-object}s do not have a permanent notion of "parent", and can appear concurrently as "children" of many "parents", and the same applies to a list in the hierarchy. The objects do not have any specific thread information and drawing does not modify anything in the objects. Therefore "drawing-object-specs" can appear concurrently in many places, whether inside the same hierarchy or in different hierarchies.

For example, the following \texttt{do-object} function takes an object, and positions it at the bottom (with no positioning), middle and top. It then groups these three occurrences in a list ("drawing-object-spec"). It then uses "drawing-object-spec" twice, once inside \texttt{pinboard-objects-displayer}, and once in an \texttt{objects-displayer} that also displays the \texttt{pinboard-objects-displayer}. Thus the object is displayed six times: bottom, middle and top of the \texttt{pinboard-objects-displayer}, and bottom, middle and top of \texttt{objects-displayer}.

\begin{verbatim}
(defun do-object (the-object height)  
  (let* ((bottom-one the-object)  
         (middle-one  
           (lw-gt:position-object the-object  
            :bottom-ratio 0.5  
            :bottom-margin (/ height -2)))  
         (top-one  
           (lw-gt:position-object the-object  
            :bottom-ratio 1  
            :bottom-margin (- height)))  
         (drawing-object-spec  
           (list bottom-one middle-one top-one))  
         (pinboard-object  
           (lw-gt:make-pinboard-objects-displayer  
             drawing-object-spec  
             :x 80  
             :y 40  
             :width 100  
             :height 200 )))  
  (capi:contain  
   (make-instance 'lw-gt:objects-displayer  
     :description (list pinboard-object)  
     :drawing-object drawing-object-spec))))
\end{verbatim}

We then use \texttt{do-object} to display a red rectangle:

\begin{verbatim}
  (do-object  
    (lw-gt:make-draw-rectangle 0 0 40 20 :filled t :foreground :red)  
    20)
\end{verbatim}

You see that there are six rectangles. When you resize the pane, the three rectangles on the left, which are the rectangles in the \textit{drawing-object} slot of the \texttt{objects-displayer}, resize too. That is because the metafile of the \texttt{objects-displayer} resizes. The three rectangles of the \texttt{pinboard-objects-displayer} do not resize, because the \texttt{pinboard-objects-displayer} does not change its size.

The function can be used for more complex objects:
14 Graphic Tools drawing objects

The next example uses `rotate-object`. This first shifts the object to the right and down by using `position-object`. rotates the objects six times, rotating $\pi/3$ each time, around a point which is in the middle of the height of the object, and distance of height to its left. Note that consequently the actual position of the copies is quite different from where `position-object` put them, which is a slightly counter-intuitive feature of `rotate-object` when using a rotating point which is not the center of the object:

```
(defun do-rotating (the-object height)
  (let ((shifted
         (lw-gt:position-object the-object
          :left-margin height
          :bottom-margin (- (/ height 2)))))
    (let* ((rotated-copies
            (loop repeat 6
                  for angle from 0 by (/ pi 3)
                  collect (lw-gt:rotate-object shifted angle)))
           ;; position the result in the middle of the pane
           (positioned-drawing
            (lw-gt:position-object rotated-copies
             :bottom-ratio 0.5
             :left-ratio 0.5)))
      (capi:contain
       (make-instance 'lw-gt:objects-displayer
                      :drawing-object positioned-drawing))))

and rotate the same object that we used above:

```

A sub-hierarchy inside a hierarchy can be modified destructively by setting the `sub-object` slot of `compound-drawing-objects` in the hierarchy. For example, we use the function `do-object` above to display rectangles, and then make it switch between rectangles and ellipses:

```
(let ((rect
       (lw-gt:make-draw-rectangle 0 0 40 20
        :filled t :foreground :red))
    (ellipse
     (lw-gt:make-draw-ellipse 20 10 20 10
      :filled t :foreground :blue)))
  (let ((my-object
         ;; Use lw-gt:position-object to create a
         ;; compound-drawing-object, without actual positioning
         (lw-gt:position-object rect)))
    (let ((the-pane (do-object my-object 20)))
      (dotimes (x 20)
       (sleep 0.5)))
```
In principle you can also modify the hierarchy by setting the `cl:car` of a cons in a list inside the hierarchy, though that will make your code less clear. Do not set the `cl:cdr` of conses in these lists.

As the example above shows, you do not need to do modifications in the pane thread (in contrast to operations on CAPI objects). If you modify the hierarchy while it is being drawn, the drawing in this drawing operation may be mixed up. However, normally you will want to force it to redraw using `force-objects-redraw`, which will draw correctly.

To make it easier to modify objects in the hierarchy, the functions that generate `compound-drawing-objects` all take keyword arguments `data` and `function`, which then are used to update the object automatically by calls to `compute-drawing-object-from-data` or `recurse-compute-drawing-object`. For example, the switch example above can be written using this mechanism, without having to remember `my-object`:

```
(defun my-updating-function (data)
  (car data))

(let ((data (list nil)))
  (let ((rect
          (lw-gt:make-draw-rectangle 0 0 40 20 :filled t :foreground :red))
        (ellipse
         (lw-gt:make-draw-ellipse 20 10 20 10 :filled t :foreground :blue)))
    (let ((my-object
           ;; Use position-object to create a compound-drawing-object,
           ;; without actual positioning, but with updating information
           (lw-gt:position-object rect
            :function 'my-updating-function
            :data data)))
      (let ((the-pane (do-object my-object 20)))
        (dotimes (x 20)
          (sleep 0.5)
          (setf (car data) (if (evenp x) ellipse rect))
          (lw-gt:force-objects-redraw the-pane)))))
```

Because `drawing-objects` do not actually know which hierarchy they are in, they cannot tell their containing pane to redraw. We used `force-objects-redraw` in the first example above, and in the last example above we rely the fact that `recurse-compute-drawing-object`, when called on a pane, does this itself. In general, to actually get the pane redrawn, you will have to have a call of some function (`force-objects-redraw` or a function that calls it) on either the pane or on a `pinboard-objects-displayer`.

Note that just invalidating the pane (by `invalidate-rectangle`) does not cause redrawing of the `drawing-objects` when a metafile is used (the default case). That is intentional, to make exposure and resize fast.

Modifying the hierarchy is thread-safe, in that threads modifying the hierarchy in parallel, and even parallel to it being drawn, will not cause a problem on its own. However there is no guard against different threads making conflicting changes. For example, if thread A sets the `sub-object` of a `compound-drawing-object`, and at the same time thread B sets something inside the `sub-object`, then the change that thread B made will not be visible in the hierarchy. You will have to guard against such conflicts.

The `drawing-object` code cannot cope with a circular hierarchy.
14.2 Higher level - drawing graphs and bar charts

The higher level Graphic Tools functions all generate a "drawing-object-spec" (a drawing-object or a list) which can then be displayed by inclusion in the hierarchy under an objects-displayer (potentially via a pinboard-objects-displayer).

The functions are geared towards producing graphs of (mathematical) functions and bar charts. The function generate-grid-lines is used to generate grid of lines. The function generate-labels is used to generate labels, with the intention that these labels will match the grid lines.

The functions generate-graph-from-pairs and generate-graph-from-graph-spec are used to generate the actual graph. The graph is actually a sequence of straight lines connecting consecutive points (neighbouring points in the x dimension), but by giving it enough points the graph can be made to look smooth. Currently there is no smoothing option.

generate-graph-from-pairs receives the points as a list of lists (x y). generate-graph-from-graph-spec takes a basic-graph-spec which you make by calling make-basic-graph-spec. The graph spec contains a function which computes the y value corresponding to the supplied x value, and information (start, step and range) which specifies the x values to use. The basic-graph-spec is intended to simplify writing code that repeatedly draws graphs with similar attributes.

generate-bar-chart generates the bars of a bar chart, with an optional title for each bar.

To show something useful, you will normally combine the results of generate-grid-lines, generate-labels and one of generate-graph-from-pairs, generate-graph-from-graph-spec or generate-bar-chart (typically by just using cl:list), and then position and scale the result using the geometry functions (position-object, fit-object, position-and-fit-object), and the result of this will be put into a hierarchy under an objects-displayer or pinboard-objects-displayer.

Note that when you scale (using fit-object or position-and-fit-object), you effectively change the units of drawing inside the scaled object. You can therefore generate the graph in its natural coordinates, and then put in the correct dimensions on the screen. The example below generates a graph with size of 18x9, and then uses fit-object with the same width and height, which scales the graph to fit the full area that it is supplied. We also give it some margin using position-object.

We then use the result (fitted-graph-with-margin) both as the drawing-object of a pinboard-objects-displayer and the drawing-object of an objects-displayer which also contains the pinboard-objects-displayer. In the pinboard-objects-displayer we also add a red rectangle to show the area of the pinboard-objects-displayer. The result is that the the same graph is displayed twice: once inside pinboard-objects-displayer and once inside the whole objects-displayer. If you resize the window, you see that the outer graph resizes, while the inner graph stays the same (because the pinboard-objects-displayer does not change size).

```scheme
(let* ((graph
  (lw-gt:generate-grid-lines :horizontal-count 18
    :vertical-count 9
    :right-thickness 3
    :major-x-step 4
    :major-y-step 3
    :thickness 1
    :major-thickness 2
    :major-color :blue
    :color :green))
  (fitted-graph (lw-gt:fit-object graph 18 9))
  (fitted-graph-with-margin
   (lw-gt:position-object fitted-graph
     :left-margin 10
     :right-margin 10
     :top-margin 10
     :bottom-margin 10))
  (red-rectangle
   (lw-gt:fit-object
     :left-margin 10
     :right-margin 10
     :top-margin 10
     :bottom-margin 10))
```

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(lw-gt::make-draw-rectangle 0 0 1 1
 :foreground :red
 :thickness 2
 :scale-thickness nil)

(pinboard-object (lw-gt::make-pinboard-objects-displayer
 (list red-rectangle fitted-graph-with-margin)
 :x 45 :y 45 :width 400 :height 400)))

(setq *pane* (capi::contain (make-instance 'lw-gt::objects-displayer
 :description (list pinboard-object)
 :drawing-object fitted-graph-with-margin)
 :best-width 500 :best-height 500))

For the **pinboard-object** to resize, you need to resize it explicitly.

The following function moves the first pinboard object:

```lisp
(defun move-first-pinboard-object (pane x y width height)
  (capi::apply-in-pane-process
   pane
   #'(lambda (pane x y width height)
       (let ((po (car (capi::layout-description pane)))
         (setf (capi::static-layout-child-geometry po)
               (values x y width height)))
         pane x y width height)))
```

Now this moves the pinboard object, and resizes the grid inside it (as well as the red rectangle):

```lisp
(move-first-pinboard-object *pane* 20 60 420 300)
```

More extended are examples are in:

```lisp
(example-edit-file "graphic-tools/bar-chart-example")
```

```lisp
(example-edit-file "graphic-tools/graph-example")
```
The LispWorks Color System allows you to manipulate colors, which are used as the color values in Graphics Ports and CAPI functions. For example, to draw a string in red, you call:

```
(gp:draw-string pane string x y :foreground :red)
```

The value of :foreground (:red above) must be a color specification that is recognized by the Color System (:red is recognized because it is part of the color database that is pre-loaded).

In the LispWorks Color System, colors can be represented in two ways:

1. A color spec, which specifies a color model (for example RGB) and the values of the parameters in this model (for example the parameters in RGB would be the values of the red, green and blue components, and optionally the alpha value).

2. A symbol, normally a keyword. For a symbol to be used a color, it must be associated with a color spec, either directly or via another symbol. Symbols that are used as colors are looked up in a color database. The LispWorks image is supplied with a large color database already loaded (approximately 660 entries), and you can add your own entries using `define-color-alias` or by loading your own color database.

The LispWorks Color System allows you to:

- Make your own color specs in RGB, HSV or GRAY color models, and access components of color specs. See 15.1 Color specs.
- Define new association between symbols and colors, query which association exist, and find the color spec associated with a symbol. See 15.2 Color aliases.
- Convert color specs between color models. See 15.3 Color models.
- Load a color database from a file of color descriptions. See 15.4 Loading the color database.
- Define new color models. See 15.5 Defining new color models.

The Color System symbols are exported from the COLOR package, and all symbols mentioned in this chapter are assumed to be external to this package unless otherwise stated.

### 15.1 Color specs

A color spec is an object which numerically defines a color in some color-model. For example the object returned by the call:

```
(color:make-rgb 0.0 1.0 0.0) =>
#(RGB 0.0 1.0 0.0)
```

defines the color green in the RGB color model. Generally short-floats are used; this results in the most efficient color conversion process. However, any float type can be used.

To find out what color-spec is associated with a color name, use the function `get-color-spec`. It returns the color-spec associated with a symbol. If there is no color-spec associated with `color-name`, this function returns `nil`. If `color-name` is the name of a color alias, the color alias is dereferenced until a color-spec is found.
Color-specs are made using standard functions `make-rbg`, `make-hsv`, and `make-gray`. For example:

```lisp
(make-rbg 0.0s0 1.0s0 0.0s0)
(make-hsv 1.2s0 0.5s0 0.9s0)
(make-gray 0.66667s0)
```

To create a color spec with an alpha component using the above constructors, pass an extra optional argument. For example this specifies green with 40% transparency:

```lisp
(make-rbg 0.0s0 1.0s0 0.0s0 0.6s0)
```

You can also make a transparent color using `color-with-alpha`:

```lisp
(color-with-alpha color-spec 0.8s0)
```

Note that the alpha component is not supported on Motif.

The function `color-model` returns the model in which a color-spec object has been defined.

The components of color specs can be accessed using the following functions:

- **RGB model**: `color-red`, `color-green`, `color-blue`.
- **HSV model**: `color-hue`, `color-saturation`, `color-value`.
- **Gray model**: `color-level`.

When these readers are supplied a color spec of their model, they just return the corresponding component. If they are supplied a color spec of another model, they compute the component.

The function `color-alpha` can be used to access the alpha value of a color (its opacity). If the color does not have an alpha, `color-alpha` returns 1.0.

### 15.2 Color aliases

You can enter a color alias in the color database using the function `define-color-alias`. You can remove an entry in the color database using `delete-color-translation`.

`define-color-alias` makes an entry in the color database under a name, which should be a symbol. LispWorks by convention uses keyword symbols. The name points to either a color-spec or another color name (symbol):

```lisp
(define-color-alias :wire-color :darkslategray)
```

Attempting to replace an existing color-spec in the color database results in an error. By default, replacement of existing aliases is allowed but there is an option to control this (see the manual page for `define-color-alias`).

`delete-color-translation` removes an entry from the color-database. Both original entries and aliases can be removed:

```lisp
(delete-color-translation :wire-color)
```

As described in **15.1 Color specs**, the function `get-color-spec` returns the color-spec associated with a color alias. The function `get-color-alias` returns the ultimate color name for an alias:

```lisp
(define-color-alias :lispworks-blue
  (make-rbg 0.70s0 0.90s0 0.99s0))
(define-color-alias :color-background
  :lispworks-blue)
```
There is a system-defined color alias: **transparent** which is useful when specified as the *background* of a pane. It is currently supported only on Cocoa. For example:

```lisp
(capi:popup-confirm
 (make-instance 'capi:display-pane
   :text
     (format nil "The background of this pane~%is transparent")
   :background :transparent)
 "")
```

To find out what colors are defined in the color database, use the function **apropos-color-names**. For example:

```lisp
(apropos-color-names "RED") =>
 (,:ORANGERED3 :ORANGERED1 :INDIANRED3 :INDIANRED1
 :PALEVIOLETRED :RED :INDIANRED :INDIANRED2
 :INDIANRED4 :ORANGERED :MEDIUMVIOLETRED
 :VIOLETRED :ORANGERED2 :ORANGERED4 :RED1 :RED2 :RED3
 :RED4 :PALEVIOLETRED1 :PALEVIOLETRED2 :PALEVIOLETRED3
 :PALEVIOLETRED4 :VIOLETRED3 :VIOLETRED1 :VIOLETRED2
 :VIOLETRED4)
```

For information about only aliases or only original entries, use **apropos-color-alias-names** or **apropos-color-spec-names** respectively.

To get a list of all color names in the color database, call **get-all-color-names**.

### 15.3 Color models

Three color models are defined by default: RGB, HSV and GRAY. RGB and HSV allow specification of any color within conventional color space using three orthogonal coordinate axes, while gray restricts colors to one hue between white and black. All color models contain an optional alpha component, though this is used only on Cocoa and Windows.

<table>
<thead>
<tr>
<th>Model</th>
<th>Name</th>
<th>Component: Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>Red Green Blue</td>
<td>RED (0.0 to 1.0)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>GREEN (0.0 to 1.0)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>BLUE (0.0 to 1.0)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ALPHA (0.0 to 1.0)</td>
</tr>
<tr>
<td>HSV</td>
<td>Hue Saturation Value</td>
<td>HUE (0.0 to 5.99999)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SATURATION (0.0 to 1.0)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>VALUE (0.0 to 1.0)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ALPHA (0.0 to 1.0)</td>
</tr>
<tr>
<td>GRAY</td>
<td>Gray</td>
<td>GRAY (0.0 to 1.0)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ALPHA (0.0 to 1.0)</td>
</tr>
</tbody>
</table>
The Hue value in HSV is mathematically in the open interval \([0.0, 6.0)\). All values must be specified in floating point values.

You can convert color-specs between models using the available `ensure-<model>` functions. For example:

```lisp
(setq green (make-rgb 0.0 1.0 0.0))
=> #(:RGB 0.0 1.0 0.0)
(eq green (ensure-rgb green)) => T

(ensure-hsv green) => #(:HSV 2.0 0.0 1.0)
(eq green (ensure-hsv green)) => NIL

(ensure-rgb (ensure-hsv green)) => #(:RGB 0.0 1.0 0.0)
(eq green (ensure-rgb (ensure-hsv green))) => NIL
```

Of course, information can be lost when converting to GRAY:

```lisp
(make-rgb 0.3 0.4 0.5) => #(:RGB 0.3 0.4 0.5)
(ensure-gray (make-rgb 0.3 0.4 0.5))
=> #(:GRAY 0.39999965)
(ensure-rgb (ensure-gray (make-rgb 0.3 0.4 0.5)))
=> #(:RGB 0.39999965 0.39999965 0.39999965)
```

There is also `ensure-color` which takes two color-spec arguments. It converts if necessary the first argument to the same model as the second. For example:

```lisp
(ensure-color (make-gray 0.3) green)
=> #(:RGB 0.3 0.3 0.3)
```

`ensure-model-color` takes a model as the second argument. For example:

```lisp
(ensure-model-color (make-gray 0.3) :hsv)
=> #(:HSV 0 1.0 0.3)
```

The function `colors=` compares two color-spec objects for color equality.

The function `color-level` returns the gray level of a color-spec, and the functions `color-blue`, `color-green`, `color-red`, `color-hue`, `color-saturation` and `color-value` return the associated components.

The color models above represent the color in a portable (and externalizable) way. To actually use it, the system needs to convert to the representation used by the underlying display system. The user can do the conversion using `convert-color`. The result is called a "converted color" or "color representation" or "color-rep", and is more efficient to use in drawing functions, because it saves the system from doing the conversion each time it uses the color.

## 15.4 Loading the color database

You can load new color definitions into the color database using `read-color-db` and `load-color-database`.

Given a color definition file `my-colors.db` of lines like these:

```plaintext
#:RGB 1.0s0 0.980391s0 0.980391s0 snow
#:RGB 0.972548s0 0.972548s0 1.0s0 GhostWhite
```

call:

```lisp
(load-color-database (read-color-db "my-colors.db"))
```
The color database is stored in the variable *color-database*. To clear the database use the form:

```
(setf *color-database* (make-color-db))
```

**Note:** You should do this before starting the LispWorks IDE (that is, before `env:start-environment` is called) or before your application’s GUI starts. Be sure to load new color definitions for all the colors used in the GUI. The initial colors were obtained from the `config/colors.db` file.

You can remove a color database entry with `delete-color-translation`.

### 15.5 Defining new color models

Before using the definition described here, you should evaluate the form:

```
(require "color-defmodel")
```

The macro `define-color-models` can be used to define new color models for use in the color system.

The default color models are defined by the following form:

```
(define-color-models ((:rgb (red 0.0 1.0) (green 0.0 1.0) (blue 0.0 1.0))
                     (:hsv (hue 0.0 5.99999) (saturation 0.0 1.0) (value 0.0 1.0))
                     (:gray (level 0.0 1.0))))
```

For example, to define a new color model YMC and keep the existing RGB, HSV and GRAY models:

```
(define-color-models ((:rgb (red 0.0 1.0) (green 0.0 1.0) (blue 0.0 1.0))
                     (:hsv (hue 0.0 5.99999) (saturation 0.0 1.0) (value 0.0 1.0))
                     (:gray (level 0.0 1.0))
                     (:ymc (yellow 0.0 1.0) (magenta 0.0 1.0) (cyan 0.0 1.0))))
```

You must then define some functions to convert YMC color-specs to other color-specs. In this example, those functions are named:

- `make-ymc-from-rbg`
- `make-ymc-from-hsv`
- `make-ymc-from-gray`

and:

- `make-rbg-from-ymc`
- `make-hsv-from-ymc`
- `make-gray-from-ymc`

You can make this easier, of course, by defining the functions:

- `make-ymc-from-hsv`
- `make-ymc-from-gray`
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\begin{align*}
\text{make-hsv-from-ymc} \\
\text{make-gray-from-ymc}
\end{align*}

in terms of \texttt{make-ymc-from-rgb} and \texttt{make-rgb-from-ymc}.

If you never convert between YMC and any other model, you need only define the function \texttt{make-rgb-from-ymc}.
16 Printing from the CAPI—the Hardcopy API

The CAPI hardcopy API is a mechanism for printing a Graphics Port (and hence a CAPI output-pane) to a printer. It is arranged in a hierarchy of concepts: printers, print jobs, pagination and outputting.

Printers correspond to the hardware accessible to the OS. Print jobs control connection to a printer and any printer-specific initialization. Pagination controls the number of pages and which output appears on which page. Outputting is the operation of drawing to a page. This is accomplished using the standard Graphics Ports drawing functions discussed in 13 Drawing - Graphics Ports.

Printing is done by using the macro with-print-job to define a job. Inside its body you specify pages to print by either with-document-pages ("page on demand printing") or with-page ("page sequential printing"). Inside the body of with-document-pages or with-page you use normal drawing functions on the variable bound by with-print-job to draw the page. You normally also use with-page-transform to specify the transformation to the page area. There are also several functions for simple printing jobs.

16.1 Printers

You can obtain the current printer, or ask the user to select one, by using current-printer. You can ask the user about configuration by using the functions page-setup-dialog and print-dialog which display the standard Page Setup and Print dialogs.

You can pass the printer object (as returned by current-printer or print-dialog) to APIs with a printer argument, such as with-print-job, page-setup-dialog and print-dialog. The printer object itself is opaque but you can modify the configuration programmatically using set-printer-options.

16.1.1 Standard shortcut keys in printer dialogs

On Cocoa by default the standard shortcuts Command+P and Command+Shift+P invoke Print... and Page Setup... menu commands respectively.

In Microsoft Windows editor emulation by default the standard shortcut Ctrl+P invokes a Print... menu command.

16.2 Print jobs

A Print job is contained within a use of the macro with-print-job, which handles connection to the printer and sets up a graphics port for drawing to the printer.

16.3 Handling pages—page on demand printing

In Page on Demand Printing, the application provides code to output an arbitrary page. The application should be prepared to print pages in any order. This is the preferred means of implementing printing. Page on Demand printing uses the with-document-pages macro, which executes the code for each page to be printed, in an unspecified order.
16.4 Handling pages—page sequential printing

Page Sequential Printing may be used when it is inconvenient for the application to implement Page on Demand printing. In Page Sequential Printing, the application outputs each page of the document in order. Page Sequential printing is done by using the with-page macro, with each invocation of with-page contributing a new page to the document.

Note: with-page does not work on Cocoa.

16.5 Printing a page

In either mode of printing, the way in which a page is printed is the same. A suitable transformation must be established between the coordinate system of the output-pane or printer-port object and the physical page being printed. The page is then drawn using normal Graphics Ports operations, which are described in 13 Drawing - Graphics Ports.

16.5.1 Establishing a page transform

The with-page-transform macro can be used to establish a page transform which controls scaling by mapping a rectangular region of the document to the printable area of the page. The scale matches the screen by default. By specifying a large rectangle, you can get finer granularity in the drawing. Any number of invocations of with-page-transform may occur during the printing of a page. For instance, it may be convenient to use a different page transform when printing headers and footers to the page from that used when printing the main body of the page.

A helper function, get-page-area, is provided to simplify the calculation of suitable rectangles for use with with-page-transform. It calculates the width and height of the rectangle in the user's coordinate space that correspond to one printable page, based on the logical resolution of the user's coordinate space in dpi.

For more specific control over the page transform, the printer metrics can be queried using get-printer-metrics and the various printer-metrics accessors such as printer-metrics-height.

Margins and the printable area can be set using set-printer-metrics.

There is an example in:

(example-edit-file "capi/printing/fit-to-page")

16.6 Other printing functions

To add, remove and configure printers on platforms other than Motif use the system configuration utility. On Microsoft Windows this is the Printer Control Panel. On Cocoa printers are configured via the System Preferences.

A simple printing API is available via simple-print-port, which prints the contents of an output-pane to a printer.

The Hardcopy API also allows you to print plain text to a printer. To do this, use the functions print-text, print-file and print-editor-buffer, and the macro with-output-to-printer.

16.7 Printing on Motif

This section applies only to X11/Motif, where the hardcopy API uses Postscript rather than native printing.
16.7.1 Printer definition files

On Motif, CAPI uses its own printer definition files to keep information about printers. These files contain a few configuration settings, and the name of the PPD file if applicable (see 16.7.2 PPD files for information about PPD files). When a user saves a printer configuration, the system writes such a file. Note that because the printer definition file contains the name of the PPD file, it must only be moved between machines with care: the PPD file must exist in the same path.

Printer definition files are loaded from directories in the value of *printer-search-path*.

16.7.2 PPD files

To fully use the functionality of a Postscript printer on Motif, the system needs a Postscript Printer Description (PPD) file, which is a file in a standard format defined by Adobe. It describes the options the printer has and how to control them.

When a print dialog is presented to the user (either by an explicit call to print-dialog, or by printing), the system uses the PPD file to find what additional options to present, and how to communicate them to the printer.

A PPD file should be supplied by the manufacturer with the printer itself. Otherwise, it is normally possible to obtain the PPD file from the website of the manufacturer. The name of a PPD file should be printername.ppd.

When the user configures a new printer, the first thing the system does is to show the user all the PPD files that it can find under the *ppd-directory* (directly, or one level of directories below it). The application should set this variable to the appropriate directory.

If the value of *ppd-directory* is nil, the system looks at the directory obtained by evaluating (sys:lispworks-dir "postgresql/pps").

If the printer does not have a PPD file, the user can still use it by selecting the default button in the print dialog. This means that the system will let the user change only the basic properties of the printer, without using its more complex features.

16.7.3 Adding and removing printers

On Motif, printers can be added, removed and configured interactively via printer-configuration-dialog. Printers can be added and removed programmatically with install-postscript-printer and uninstall-postscript-printer.
17 Drag and Drop

This chapter discusses how to implement drag and drop functionality in your CAPI application. The example code in this chapter forms a complete example allowing the user to drag an item from a `tree-view` to a `list-panel`.

17.1 Overview of drag and drop

A drag and drop operation occurs when the user clicks and holds the mouse button in a pane supporting dragging, then drags to a pane supporting dropping, and releases the mouse button.

Visual feedback may be provided indicating that dragging is happening, whether a drop operation is possible at the current mouse position, and what operation will occur when the user drops. Usually the operation is the transfer of data.

You need to decide which CAPI pane(s) and interfaces will support dragging and then implement it for each, and similarly for dropping. You will implement drag and drop for one or more specified data formats.

17.1.1 Drag and drop with other applications

Certain predefined data formats can be dragged from a CAPI application to another application such as the Windows Explorer or the macOS Finder, and vice versa.

17.1.2 Drag and drop within a CAPI application

When both the drag and the drop phases are within the same CAPI image, you can specify private data formats, in addition to the predefined data formats.

17.2 Dragging

First you should decide which CAPI pane(s) and interfaces will support dragging, and which data formats they will support. Data formats are arbitrary keywords that must be interpreted by the pane where the user can drop.

17.2.1 Dragging values from a choice

To implement dragging in `list-panel` or `tree-view` supply the `:drag-callback` initarg. When the user drags, `drag-callback` receives a list of indices of the choice items being dragged.

The `drag-callback` should return a property list whose keys are the data formats (such as `:string` or `:image`) to be dragged, along with the values associated with each format.

17.2.1.1 Example: dragging from a tree

This example returns string data for a `tree-view` defined below:

```
(defun tree-drag-callback (pane indices)
  (list :string
         (string (elt (capi:collection-items pane) (first indices)))))
```
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(defun fruits (x)
  (case x
    (:fruits (list :apple :orange))
    (:apple (list :cox :bramley))
    (:orange (list :blood-orange :seville))
    (t nil)))

(capi:contain
  (make-instance 'capi:tree-view
    :title "Fruit tree"
    :roots '(:fruits)
    :children-function 'fruits
    :drag-callback 'tree-drag-callback))

There is a further example showing dragging from list-panels in:

  (example-edit-file "capi/choice/drag-and-drop")

17.2.2 Dragging within an output-pane

To implement dragging items around within a single output-pane, include suitable callbacks on these gestures in its input-model:

  (:button-1 :press)

  (:button-1 :motion)

In this case it is not necessary to call drag-pane-object and you can implement dropping in the same pane by a suitable callback for:

  (:button-1 :release)

See this example:

  (example-edit-file "capi/applications/balloons")

17.2.3 Dragging values from an output-pane

To implement dragging from an output-pane include an appropriate callback on the (:button-1 :press) gesture in the pane's input-model. This callback should call drag-pane-object with arguments which provide the data formats and values associated with each format. You will also specify drop-callback in the destination pane(s), as described in 17.3 Dropping.

See the example file in:

  (example-edit-file "capi/output-panes/drag-and-drop")

17.2.3.1 Dragging editor-pane text

To implement dragging of text in an editor-pane, use EDITOR functions such as editor:points-to-string to obtain the value for the :string format.
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17.2.4 Data formats

: string
Receives a string, potentially from another application. Is also understood by some other panes that expect text.

: image
Receives an image on Cocoa and GTK+. The value passed should be an : image object. See 13.10 Working with images for more information about images.

When supplying an image for dragging (that is, including : image image in the plist argument of drag-pane-object or in the plist that is returned from the drop-callback), the dragging mechanism frees the image (as by free-image) when it finishes with it (which will be at some indeterminate time later). If you need to pass an image which you want to use later, you should make a copy of it by make-sub-image.

When receiving an image (by calling drop-object-get-object with : image), the received image should also be freed when you finish with it. However, it will be freed automatically when the pane supplied to drop-object-get-object is destroyed, so you do not need to free it explicitly if freeing can wait (which is probably true in most cases).

See this example:

(example-edit-file "capi/choice/list-panel-drag-images")

: filename-list
Receives a list of files. Is understood by other applications such as the macOS Finder and Windows Explorer.

You can also use private formats, named by arbitrary keywords, which will work only in the same Lisp image.

17.2.5 Dragging a Cocoa title bar image

On Cocoa, if there is a drag image in an interface title bar, then dragging this image will by default return a list containing the interface pathname as : filename-list data. You could override this by providing a drag-callback for the interface.

17.3 Dropping

First you should decide which CAPI pane(s) and interfaces will support dropping, where exactly dropping should be allowed, and what should occur on dropping for each data format that is made available.

17.3.1 The drop callback

To implement dropping in list-panel or tree-view or output-pane, supply the : drop-callback initarg.

You can also supply : drop-callback for an interface. When the user drags an object over a window, the system first tries to call the drop-callback of any pane under the mouse and otherwise calls the drop-callback of the top-level interface, if supplied.

The drop-callback receives as arguments a drop-object which is used to communicate information about the dropping operation and stage which is a keyword. The drop-callback is called at several stages: when the pane is displayed; when the user drags over the pane; and when the user drops over the pane. Various functions are provided which you can use to query the drop-object and set attributes appropriately.

You will use set-drop-object-supported-formats to specify the data formats that it wants to receive. The : string format can be used to receive a string from another application and the : filename-list format can be used to receive a list of filenames from another application such as the Macintosh Finder or the Windows Explorer. Any other keyword in formats is assumed to be a private format that can only be used to receive objects from within the same Lisp image.
You can use `drop-object-provides-format` to query whether a given data format is actually available, and then you can call `(setf drop-object-drop-effect)` to modify the effect of the dropping operation.

Finally, at the :drop stage, you will use `drop-object-get-object` to retrieve (for each data format) the object which was returned by the drag-callback, and then do something with this object, typically copying or moving it to the pane in some way.

### 17.3.2 Dropping in a choice

Additionally within the drop-callback of a `list-panel` or `tree-view` you can use `drop-object-collection-index` (or `drop-object-collection-item`) to query the index (or item) where the object would currently be dropped.

#### 17.3.2.1 Example: dropping in a list

This drop-callback simply appends the dropped string at the end of the list:

```
(defun list-drop-callback (pane drop-object stage)
  (format t "list drop callback ~S ~S ~S" pane drop-object stage)
  (case stage
    (:formats
      (set-drop-object-supported-formats drop-object
        (list :string)))
    (:enter :drag)
    (when (and (drop-object-provides-format drop-object :string)
      (drop-object-allows-drop-effect-p drop-object :copy))
      (setf (drop-object-drop-effect drop-object) :copy))
    (:drop
      (when (and (drop-object-provides-format drop-object :string)
        (drop-object-allows-drop-effect-p drop-object :copy))
        (setf (drop-object-drop-effect drop-object) :copy)
        (add-list-item pane drop-object))))

(defun add-list-item (pane drop-object)
  (append-items
    pane
    (list (string-capitalize
      (drop-object-get-object drop-object pane :string))))))
```

```
(contain
  (make-instance 'list-panel
    :title "Shopping list"
    :items (list "Tea" "Bread"
      :drop-callback 'list-drop-callback))
```

Try dragging an item from the `tree-view` created in **17.2.1.1 Example: dragging from a tree**.

Below is a more sophisticated version of `add-list-item` which inserts the item at the expected position within the list. This position is obtained using `drop-object-collection-index`:

```
(defun add-list-item (pane drop-object)
  (multiple-value-bind (index placement)
      (drop-object-collection-index drop-object)
    (list-panel-add-item pane
      (string-capitalize
        (drop-object-get-object
          drop-object pane :string))))
```

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17 Drag and Drop

(defun list-panel-add-item (pane item index placement)
  (let ((item-count (count-collection-items pane)))
    (let ((adjusted-index (if (eq placement :above)
                               index
                               (1+ index))))
      (current-items (collection-items pane)))
    (setf (collection-items pane)
          (concatenate 'simple-vector
                        (subseq current-items 0 adjusted-index)
                        (vector item)
                        (subseq current-items adjusted-index
                                 item-count))))

17.3.3 Dropping text in an editor-pane

Supply the special drop-callback :default to implement dropping text in an editor-pane.

17.3.4 Dropping in an output-pane

Additionally within the drop-callback of an output-pane, you can use drop-object-pane-x and drop-object-pane-y to query the coordinates in the pane that the object is being dropped over.

17.4 Limitations of CAPI drag and drop

:image format currently works fully only on Cocoa and GTK+. On Microsoft Windows the :image format works only when dragging between panes in the same process.

Drag and drop is not implemented in CAPI on Motif.

Not all pane classes support drag and drop.
18 Miscellaneous functionality

This chapter discusses miscellaneous functionality available for use during development and in your CAPI application.

18.1 Development functions

The following functions are intended as aids during development. In general they are not suitable for use in real applications, though they are fully supported.

The function `contain` takes an element argument and displays it. The element can be any pane, menu or a part of a menu, or a pinboard-object. Since displaying always requires an interface, `contain` creates an interface (unless the element is an interface itself). `contain` takes various keyword arguments that tell it how to display, and can also display the element as a dialog.

To create the interface, `contain` uses `make-container`, which can also be called directly.

18.2 Sounds

18.2.1 Sound API

This section applies to Cocoa and Microsoft Windows only.

On Cocoa and Microsoft Windows, CAPI provides a simple interface to play sound from sound files. The host system determines which formats of sound files it can play.

Use `load-sound` to create a sound object from either a file or the result of `read-sound-file`, then `play-sound` to play it, and `stop-sound` to stop playing. `free-sound` can be used to free it.

`read-sound-file` can be used to load a sound file as data into the Lisp image, which then can be used by `load-sound` without accessing a file. This is useful in delivered applications.

18.2.2 Beep

The function `beep-pane` tries to make a beep sound.

18.3 Modifier keys state

You can query the state of the modifier keys (Control, Shift, Meta, Command (Hyper) and Caps Lock) by calling `pane-modifiers-state`.

18.4 Restoring display while debugging

Some error handlers may disable display of a pane if there is an error during the display. You can check if a pane is in this state by calling `pane-can-restore-display-p`, and if so you can use `pane-restore-display` to restore the display. That assumes that the code was fixed, so is useful only while debugging.

The Window Browser tool in the LispWorks IDE allows you to restore the display interactively using these functions.
18 Miscellaneous functionality

18.5 Object properties and name

All CAPI elements (panes and pinboard-object) inherit from capi-object. This includes a plist, which can be accessed by capi-object-property, (setf capi-object-property) and remove-capi-object-property. There is also the accessor capi-object-plist.

CAPI object property is a very convenient mechanism to add slot-like behavior without having to define your own class. For example, it is used for caching the images in:

(example-edit-file "capi/choice/list-panel-drag-images")

A capi-object also has a name, which can be used to give it a unique identifier. You can set name by the initarg :name, and access it by capi-object-name.

18.6 Clipboard

You can access the system clipboard, which allows passing and receiving values from other processes, by the functions clipboard and set-clipboard. These can deal with strings and images, and metafiles on Cocoa and Microsoft Windows. When used inside the same Lisp process, they can also be used to pass Lisp values. Use clipboard-empty to check if there is anything in the clipboard. See also 7.6 Edit actions on the active element.

Similarly, the primary selection of the GUI system can accessed by the function selection, set-selection and selection-empty.

18.7 Handles

The function simple-pane-handle can be used to retrieve the "handle" of a displayed pane. Similarly current-dialog-handle returns the handle of the current dialog, if there is one.

The handle is the representation in the underlying GUI system, and may be useful in some situations for performing operations for which there is no CAPI interface.

18.8 Setting the font and colors for specific panes in specific interfaces.

The functions set-interface-pane-name-appearance and set-interface-pane-type-appearance can be used to tell LispWorks to set some attributes (font, foreground, background) in specific panes (specified by name or type) inside specific interfaces (specified by type). They can be used to customize the appearance of the panes without changing the code that created them. For example, it can be used to customize the LispWorks IDE.
19 Host Window System-specific issues

This chapter describes how the host window system affects the appearance and behavior of CAPI windows, and how to configure this.

19.1 Microsoft Windows-specific issues

19.1.1 Using Windows themes

On Microsoft Windows Vista, Windows 7, Windows 8 and Windows 10 LispWorks is themed. That is, it uses the current theme of the desktop.

It is possible to switch this off by calling the function `win32:set-application-themed` with argument `nil`.

`win32:set-application-themed` affects only windows that are created after it was called. Normally, it should be called before any window is created, so that all LispWorks windows will have a consistent appearance.

19.1.2 The break gesture

If a CAPI/Windows window is busy and unresponsive you can use the break gesture `Ctrl+Break` to regain control.

19.2 Cocoa-specific issues

19.2.1 The break gesture

If a CAPI/Cocoa window is busy and unresponsive you can use the break gesture `Command+Ctrl+,` (comma) to regain control.

19.2.2 The Cocoa application interface

You can use `set-application-interface` on an instance of a subclass of `cocoa-default-application-interface` to get the following functionality:

- Define the application menu (leftmost menu in the menu bar).
- Define the menu bar items that are displayed when no interface is on the screen.
- Define the Dock context menu, which is raised from the Dock icon.
- Control and callbacks about the lifecycle of the interface.

A proper Cocoa application is likely to use this mechanism. Note that the call to `set-application-interface` needs to happen before any display or attempt to access the screen. See `cocoa-default-application-interface` for more details.
19.3 GTK+-specific issues

19.3.1 The break gesture

If a CAPI/GTK+ window is busy and unresponsive you can use the break gesture Meta+Ctrl+C to regain control.

On GTK+ you can use the function `set-interactive-break-gestures` both to find and to set the keys that are used interactively as break gestures. When the system detects a break gesture it tries to interrupt any running process, to allow the user to deal with runaway processes.

19.3.2 Matching resources for GTK+

You can configure the LispWorks IDE and your application to use resources on GTK+. The applicable resources determine the default fonts, colors and certain other properties used in CAPI elements.

The `element initarg :widget-name` is used to match resources. CAPI gives a name for the main widget that it creates for each element that has a representation in the library. This name is then included in the "path" that GTK+ uses to match resources for each widget.

19.3.2.1 Resources on GTK+

By default, the name of the widget is the name of the class of the element, downcased (except top level interfaces, see next paragraph). You can override the name by either passing `widget-name` when making the element, or by setting the `element-widget-name` before displaying the element.

To make it easier to define resources specific to the application, the CAPI GTK+ library, when using the default name, prepends the `application-class` (see `convert-to-screen`) followed by a dot. So for an interface of class `my-interface` which is displayed in a screen with `application-class "my-application"`, the default `widget-name` is:

```
my-application.my-interface
```

Example GTK+ resource files are in your LispWorks installation directory under `examples/gtk/`:

```
gtkrc-break-gestures

gtkrc-font

gtkrc-parameters

gtkrc-styles
```

19.3.2.2 Resources for CAPI/GTK+ applications

Delivered applications which need fallback resources should pass the `application-class` and `fallback-resources` keys described in the manual page for `convert-to-screen`.

This example shows how to make a CAPI GUI configurable by GTK+ resources:

```
(example-edit-file "capi/elements/gtk-resources")
```

To construct custom resources for your CAPI/GTK+ application, see the example resource files in your LispWorks installation directory under `examples/gtk/`.
19.3.2.3 X resources for in-place completion windows

The special window described in 10.6 In-place completion has interface with name "non-focus-list-prompter". This name can be used to define resources specific to the in-place completion window. The completion list is a list-panel and the filter is a text-input-pane.

19.4 Motif-specific issues

19.4.1 Using Motif

The Motif backend is deprecated and the GTK+ backend is preferred.

This section describes how to use the Motif window system on supported platforms.

19.4.1.1 Using Motif on Linux, FreeBSD and x86/x64 Solaris

Use of Motif with LispWorks is deprecated on these platforms, but you can still use it.

LispWorks uses GTK+ as the default window system for CAPI and the LispWorks IDE on Linux, FreeBSD and x86/x64 Solaris.

To use Motif instead you need to load it explicitly, by:

   (require "capi-motif")

Requiring the "capi-motif" module makes CAPI use Motif as its default library.

You can override the default library by specifying the appropriate CAPI screen (see 19.5 CAPI communication with host window system - libraries and the screen argument to display and convert-to-screen).

19.4.1.2 Using Motif on Macintosh

Use of Motif with LispWorks is deprecated on the Macintosh, but you can still use it.

LispWorks is supplied as two images. One uses Cocoa as the default window system for CAPI and the LispWorks IDE, the other uses GTK+ as its default window system. Only this latter image can use the alternative Motif window system.

To use Motif you need to load it into the GTK+ LispWorks image, by:

   (require "capi-motif")

Requiring the "capi-motif" module makes CAPI use Motif as its default library.

You can override the default library by specifying the appropriate CAPI screen (see 19.5 CAPI communication with host window system - libraries and the screen argument to display and convert-to-screen).

Note: you cannot load Motif into the Cocoa image.

Note: the GTK+ LispWorks image is installed on Macintosh when you select the X11 GUI option at install time. See the Release Notes and Installation Guide for further information on installing this option.
19.4.2 The break gesture

If a CAPI/Motif window is busy and unresponsive you can use the break gesture \texttt{Meta+Ctrl+C} to regain control.

On Motif you can use the function \texttt{set-interactive-break-gestures} both to find and to set the keys that are used interactively as break gestures. When the system detects a break gesture it tries to interrupt any running process, to allow the user to deal with runaway processes.

19.4.3 Matching resources for X11/Motif

On Motif, you can configure the LispWorks IDE and your application to use resources similarly to GTK+ (see 19.3.2 Matching resources for GTK+).

19.4.3.1 Resources on X11/Motif

\texttt{widget-name} is used as described for GTK+ in 19.3.2.1 Resources on GTK+, except that the default \texttt{widget-name} for a top level interface does include the prepended \texttt{application-class}.

The file \texttt{app-defaults/Lispworks}, supplied in the LispWorks library for relevant platforms, contains the application fallback resources for LispWorks 8.0 and illustrates resources you may wish to change.

The file \texttt{app-defaults/GcMonitor} contains the application fallback resources for the Lisp Monitor window.

The files \texttt{app-defaults/*-classic} contain the fallback resources that were supplied with LispWorks 4.4.

For further information about X resources, consult documentation for the X Window system.

19.4.3.2 Resources for CAPI/Motif applications

To construct custom X resources for your CAPI/Motif application, consult \texttt{app-defaults/Lispworks} which illustrates resources you may wish to change in your application.

19.5 CAPI communication with host window system - libraries

CAPI communicates with the host window system via backends called \textit{libraries}. In most cases you need not worry about the library, and just use generic CAPI.

Currently there are four libraries, named by keywords as follows:


\begin{verbatim}
:win32   The only library for Microsoft Windows.
:cocoa   The default library for macOS.
:gtk     The default library for Linux, FreeBSD and x86/x64 Solaris, also available on macOS.
:motif   Deprecated but available on non-Windows platforms.
\end{verbatim}

The function \texttt{default-library} returns the default library for the current platform.

\textbf{Note:} On platforms that support GTK+ and Motif, \texttt{default-library} normally returns \texttt{:gtk}, but after loading Motif using \texttt{(require "capi-motif")} it returns \texttt{:motif}.

A library name is a valid argument to \texttt{convert-to-screen}, and can be used in places when a screen specification is required, most importantly as argument to \texttt{display}. Normally, however, you will be using the default screen of the default library, so you will not have to worry about it.
default-library is used when a program that is designed to run on various platforms wants to do different things in different GUI systems. Note that default-library is available before displaying anything, and can be used at load-time.

The functions installed-libraries returns a list of the installed libraries in the current image. Normally it is just a list of the default library, but loading Motif adds it into the list.
20 Self-contained examples

This chapter enumerates the set of CAPI examples in the LispWorks library. Each example contains complete, self-contained code and detailed comments, which include one or more entry points near the start of the file which you can run to start the program.

To run the example code:

1. Open the file in the Editor tool in the LispWorks IDE. Evaluating the call to `example-edit-file` shown below will achieve this.
2. Compile the example code, by Ctrl+Shift+B.
3. Place the cursor at the end of the entry point form and press Ctrl+X Ctrl+E to run it.
4. Read the comment at the top of the file, which may contain further instructions on how to interact with the example.

20.1 Output pane examples

This section lists the example files illustrating input, drawing, scrolling, tooltips, dragging and images in an output-pane. These are also applicable to static-layout and pinboard-layout.

Processing input with the input-model:

```
(example-edit-file "capi/output-panes/input-model1")
```

```
(example-edit-file "capi/output-panes/input-model")
```

```
(example-edit-file "capi/output-panes/drawing")
```

```
(example-edit-file "capi/output-panes/spirograph")
```

```
(example-edit-file "capi/output-panes/input-model-touch")
```

```
(example-edit-file "capi/output-panes/modifier-change")
```

Defining a command (that is, an alias to an input gesture):

```
(example-edit-file "capi/output-panes/commands")
```

Drawing to an output pane:

See the following section 20.2 Graphics examples.

Temporary drawing on top of the normal drawing, for example when the user drags:

```
(example-edit-file "capi/output-panes/cached-display")
```

```
(example-edit-file "capi/graphics/pinboard-test")
```
Simple scrolling without a scroll bar:

(example-edit-file "capi/output-panes/scrolling-without-bar")

Using scroll-callback:

(example-edit-file "capi/graphics/scrolling-test")

Using fixed coordinate-origin scrolling:

(example-edit-file "capi/output-panes/coordinate-origin-fixed")

(example-edit-file "capi/output-panes/fixed-origin-scrolling")

Displaying tooltips:

(example-edit-file "capi/graphics/pinboard-help")

Dragging from/to an output pane:

(example-edit-file "capi/output-panes/drag-and-drop")

Copying and pasting images in an output pane:

(example-edit-file "capi/output-panes/drawing")

Indicate selection of objects in response to mouse movement:

(example-edit-file "capi/graphics/highlight-rectangle")

20.2 Graphics examples

This section lists the example files illustrating graphics transforms, transparency in images and pixmaps ports, combining existing and new pixels when drawing, drawings dependent on dynamic computations, editing an image, scaling an image, metafiles and paths.

Drawing an image read from a file:

(example-edit-file "capi/graphics/images")

Transforms and **apply-rotation-around-point**:

(example-edit-file "capi/graphics/rotation-around-point")

(example-edit-file "capi/output-panes/cached-display")

Creating transparent and semi-transparent areas in a pixmap:

(example-edit-file "capi/graphics/compositing-mode-simple")
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Simple example of compositing-mode:

(example-edit-file "capi/graphics/compositing-mode-simple")

Complex example of compositing-mode:

(example-edit-file "capi/graphics/compositing-mode")

Simple example of scaling an image:

(example-edit-file "capi/graphics/image-scaling")

Draw something that is computed dynamically and slowly without hanging the GUI:

(example-edit-file "capi/graphics/plot-offline")

Using an Image Access object:

(example-edit-file "capi/graphics/image-access")

Pixel-by-pixel editing of an image:

(example-edit-file "capi/graphics/image-access-alpha")

Obtaining BGRA color data from an image:

(example-edit-file "capi/graphics/image-access-bgra")

Handling the alpha channel (transparency) of images:

(example-edit-file "capi/graphics/images-with-alpha")

Creating and using a metafile:

(example-edit-file "capi/graphics/metafile-rotation")

Clipboard access with a metafile:

(example-edit-file "capi/graphics/metafile")

Drawing paths using draw-path:

(example-edit-file "capi/graphics/paths")

Drawing a chart of prices:

(example-edit-file "capi/applications/price-charting")

Effects of drawing-mode:

(example-edit-file "capi/graphics/catherine-wheel")
20 Self-contained examples

20.3 Pinboard examples

Simple manipulation of pinboard-objects:

(example-edit-file "capi/graphics/pinboard-movement")

(example-edit-file "capi/graphics/pinboard-test")

(example-edit-file "capi/layouts/wrapping-layout")

Simple manipulation with animation:

(example-edit-file "capi/applications/balloons")

Laying out objects inside pinboard-layout using child layouts:

(example-edit-file "capi/graphics/pinboard-object-text-pane")

Specialized drawing using drawn-pinboard-object:

(example-edit-file "capi/graphics/pinboard-test")

(example-edit-file "capi/applications/othello")

Specialized drawing using your own pinboard objects:

(example-edit-file "capi/applications/balloons")

Automatic resizing of pinboard objects:

(example-edit-file "capi/layouts/automatic-resize")

Indicate selection of pinboard objects in response to mouse movement:

(example-edit-file "capi/graphics/highlight-rectangle-pinboard")

20.4 Examples using timers to implement "animation"

(example-edit-file "capi/graphics/rotation-around-point")

(example-edit-file "capi/graphics/metafile-rotation")

(example-edit-file "capi/applications/balloons")

(example-edit-file "capi/applications/pong")
20.5 Drag and Drop examples

From and to output panes:

(example-edit-file "capi/output-panes/drag-and-drop")

From and to list panels:

(example-edit-file "capi/choice/drag-and-drop")

Images from and to list panels:

(example-edit-file "capi/choice/list-panel-drag-images")

GTK+ specific:

(example-edit-file "capi/elements/gtk-filename-list-and-uris")

Minimal drag-and-drop code:

(example-edit-file "capi/elements/simple-dragndrop")

20.6 Graph examples

Simple examples:

(example-edit-file "capi/graphics/graph-pane")

(example-edit-file "capi/choice/simple-graph-pane")

Customizing graph-pane:

(example-edit-file "capi/graphics/circled-graph-nodes")

(example-edit-file "capi/graphics/labelled-graph-edges")

(example-edit-file "capi/graphics/wiggly-line-graph")

(example-edit-file "capi/choice/simple-graph-pane")

Changing the appearance of edges:

(example-edit-file "capi/graphics/graph-color-edges")

20.7 Cocoa-specific examples

Control over the macOS application menu:

(example-edit-file "capi/applications/cocoa-application-single-window")
20 Self-contained examples

(example-edit-file "capi/applications/cocoa-application")

20.8 Examples of complete CAPI applications

Simple applications:

(example-edit-file "capi/applications/hangman")
(example-edit-file "capi/applications/maze")
(example-edit-file "capi/applications/maze-multi")
(example-edit-file "capi/applications/othello")
(example-edit-file "capi/applications/simple-othello")
(example-edit-file "capi/applications/pong")
(example-edit-file "capi/applications/rich-text-editor")

Complete interface, including toolbar, option pane, and multi-column list panel:

(example-edit-file "capi/applications/simple-symbol-browser")

Incorporating CPU-intensive work with responsive GUI:

(example-edit-file "capi/applications/multi-threading")

20.9 Choice examples

Different kinds of interaction:

(example-edit-file "capi/choice/double-list-panels")
(example-edit-file "capi/choice/list-panels")

Using print-function and data-function:

(example-edit-file "capi/choice/list-panels")

Using (setf capi:collection-items) and print-function in a list panel:

(example-edit-file "capi/choice/expanding-list")

Adding images:

(example-edit-file "capi/choice/double-list-panels")

Drag and drop in a list panel:
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Simple `tree-view` with images:

```scheme
(example-edit-file "capi/choice/tree-view")
```

```scheme
(example-edit-file "capi/choice/extended-selection-tree-view")
```

Tree-view images and checkboxes:

```scheme
(example-edit-file "capi/choice/extended-selection-tree-view")
```

`tree-view` combined with an XML parser to display an RSS file:

```scheme
(example-edit-file "capi/applications/rss-reader")
```

An example of using `stacked-tree`:

```scheme
(example-edit-file "capi/choice/stacked-tree")
```

Interaction between context menu and selection:

```scheme
(example-edit-file "capi/choice/list-panel-pane-menu")
```

Multi column list panel:

```scheme
(example-edit-file "capi/choice/multi-column-list-panels")
```

Sorting a `list-panel` for a specific column:

```scheme
(example-edit-file "capi/choice/multi-column-list-panels")
```

Using `keyboard-search-callback` in a `list-panel`:

```scheme
(example-edit-file "capi/choice/list-panel-keyboard-search")
```

Adding images to `option-pane`:

```scheme
(example-edit-file "capi/choice/option-pane-with-images")
```

Disabling items in `option-pane`:

```scheme
(example-edit-file "capi/choice/option-pane-with-images")
```

```scheme
(example-edit-file "capi/choice/option-pane")
```

Alternative action callback (that is, a callback when modifier key is pressed):

```scheme
(example-edit-file "capi/choice/alternative-action-callback")
```
20 Self-contained examples

20.10 Examples of dialogs and prompts

Simple dialog:

(example-edit-file "capi/dialogs/simple-dialog")

(example-edit-file "capi/dialogs/mutating-dialog")

Customizing prompt-with-list:

(example-edit-file "capi/choice/prompt-with-buttons")

20.11 editor-pane examples

Simple editor pane:

(example-edit-file "capi/editor/editor-pane")

change-callback, text property and editor face:

(example-edit-file "capi/editor/change-callback")

Callbacks before and after input:

(example-edit-file "capi/editor/input-callback")

20.12 Menu examples

Adding images to menus:

(example-edit-file "capi/elements/menu-with-images")

Defining accelerator keys:

(example-edit-file "capi/elements/accelerators")

Dynamically defining the items in the context menu:

(example-edit-file "capi/elements/pane-popup-menu-items")

Button with a drop-down menu:

(example-edit-file "capi/elements/popup-menu-button")

Menus with a popup-callback:

(example-edit-file "capi/elements/popup-menu-button")
20.13 Miscellaneous examples

A prototype grid implementation, and an example using it:

@example-edit-file "capi/elements/grid"
@example-edit-file "capi/elements/grid-impl"

Converting coordinates between a pane and its ancestors or the screen:

@example-edit-file "capi/elements/convert-relative-position"

Changing the mouse cursor:

@example-edit-file "capi/elements/cursor"

Passing initargs to a pane inside an interface using :make-instance-extra-apply-args:

@example-edit-file "capi/applications/argument-passing"

Server and client for a simple line-based textual chat program:

@example-edit-file "capi/applications/chat"
@example-edit-file "capi/applications/chat-client"

Server and client for a simple textual remote debugger:

@example-edit-file "capi/applications/remote-debugger"
@example-edit-file "capi/applications/remote-debugger-client"

20.14 GTK+ specific examples

Defining and using GTK+ resources:

@example-edit-file "capi/elements/gtk-resources"

Dragging URIs:

@example-edit-file "capi/elements/gtk-filename-list-and-uris"

20.15 Motif specific examples

Defining and using Motif resources:

@example-edit-file "capi/elements/widget-name"
20.16 Layout examples

Simple grid-layout:

(example-edit-file "capi/layouts/titles-in-grid")

Extending cells in grid-layout:

(example-edit-file "capi/layouts/extend")

Dynamic resizing of layouts:

(example-edit-file "capi/layouts/resize-layout")

Define a layout which aligns its children top/bottom and also displays oversized children nicely:

(example-edit-file "capi/layouts/buffer-layout")

A graph-pane with a custom layout:

(example-edit-file "capi/graphics/simple-layout-definition")

20.17 Tooltip examples

General tooltips:

(example-edit-file "capi/elements/help")

Displaying tooltips in an output-pane:

(example-edit-file "capi/graphics/pinboard-help")

20.18 Examples illustrating other pane classes

Simple standalone scroll bar:

(example-edit-file "capi/elements/scroll-bar")

Non-linear integer values in a slider:

(example-edit-file "capi/elements/slider-print-function")

Simple use of progress bars:

(example-edit-file "capi/elements/progress-bar")

Updating a progress bar from another thread:

(example-edit-file "capi/elements/progress-bar-from-background-thread")

text-input-choice basic functionality:
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(text-input-pane) basic functionality:

(text-input-range) basic functionality:

Toolbar examples:

Docking layout:

Switchable layout:

Rich Text pane:

Various buttons:

Simple layout in button panel:

tracking-pinboard-layout example:

simple-network-pane example with labeling of graph edges:

20.19 Printing examples

Simple printing:

Fitting drawing to a page:

Printing a drawing on multiple pages:
20.20 Graphic Tools examples

Using the higher level Graphic Tools to draw bar charts and graphs:

(example-edit-file "graphic-tools/bar-chart-example")

(example-edit-file "graphic-tools/graph-example")

Drawing a chart of prices:

(example-edit-file "capi/applications/price-charting-gt")
21 CAPI Reference Entries

The following chapter documents symbols exported from the capi package.

**abort-callback**

Summary

Aborts out of the context of the current callback.

Package
capi

Signature

`abort-callback &optional always-abort`

Arguments

`always-abort` A generalized boolean.

Description

The function `abort-callback` aborts out of the context of the current callback, returning `nil` when it is relevant (for example in an `interface confirm-destroy-callback`).

If called outside the context of a callback, if `always-abort` is `t` then `abort-callback` calls `(abort)`, otherwise it just returns.

The default value of `always-abort` is `t`.

See also

callbacks
interface
3.4 Callbacks

**abort-dialog**

Summary

Aborts the current dialog.

Package
capi
Signature

abort-dialog &rest ignored-args

Arguments

ignored-args Lisp objects.

Description

The function abort-dialog aborts the current dialog. For example, it can be made a selection callback from a Cancel button so that pressing the button aborts the dialog. In a similar manner the complementary function exit-dialog can be used as a callback for an OK button.

The arguments in ignored-args are all ignored.

If there is no current dialog then abort-dialog does nothing and returns nil. If there is a current dialog then abort-dialog either returns non-nil or does a non-local exit. Therefore code that depends on abort-dialog returning must be written carefully. Constructs like this can be useful:

(unless (capi:abort-dialog)
    (foo))

Above, foo will be called only if there is no current dialog.

It is not useful to do either:

    (when (capi:abort-dialog)
        (foo))

or:

    (progn
        (capi:abort-dialog)
        (foo))

as in both cases it is not well-defined whether foo will be called if there is a current dialog.

Examples

    (capi:display-dialog
        (capi:make-container
            (make-instance 'capi:push-button
                :text "Cancel"
                :callback 'capi:abort-dialog)
            :title "Test Dialog"))

Also see these examples:

    (example-edit-file "capi/dialogs/")

See also

exit-dialog
display-dialog
popup-ender
**abort-exit-confirm**

**Summary**

Aborts the exiting of a dialog.

**Package**

capi

**Signature**

abort-exit-confirm

**Description**

The function `abort-exit-confirm` can be used to abort the exiting of a confirmer. It can be used in the `ok-function` of a confirmer, to abort the exit and return to the dialog.

If `abort-exit-confirm` is called outside the exiting of a confirmer, it does nothing.

**Examples**

This example asks the user for a string. If the string is longer than 20 characters, it confirms with the user that they really want such a long string, and if they do not it returns to the dialog.

```lisp
(capi:popup-confirm
 (make-instance 'capi:text-input-pane)
 "New Name"
 :value-function 'capi:text-input-pane-text
 :ok-function
 #'(lambda (value)
    (when (and (> (length value) 20)
                (not (capi:prompt-for-confirmation
                     "Name is very long. Use it?")))
      (capi:abort-exit-confirm)
      value))
```

**See also**

popup-confirm

---

**accepts-focus-p**

**Summary**

Determines if an element accepts the focus.
21 CAPI Reference Entries

Package
capi

Signature

accepts-focus-p element => result

Arguments
element\ˌ A CAPI element.

Values

result A boolean.

Description

The generic function accepts-focus-p determines if the element element accepts the focus for user input, and controls tabstops.

The method on element uses the value of the accepts-focus-p slot, but methods on some subclasses override this.

accepts-focus-p also influences whether a pane is a tabstop. On Microsoft Windows a pane acts as a tabstop if and only if the function accepts-focus-p returns true and the element accepts-focus-p initarg value is :force. On Motif and Cocoa, a pane acts as a tabstop if and only if the function accepts-focus-p returns true.

See also
element
pane-has-focus-p
set-pane-focus
3.1.5 Focus

activate-pane

Summary

Gives a pane the input focus and raises the window containing it.

Package
capi

Signature

activate-pane pane

Arguments

pane\ˌ An element or a pinboard-object or a toolbar-object.
21 CAPI Reference Entries

Description

The function `activate-pane` gives the focus to the pane `pane` and brings the window containing `pane` to the front. If `pane` cannot accept the focus then `activate-pane` chooses a sensible alternative inside the same interface.

Examples

This example demonstrates how to swap the focus from one window to another.

```lisp
(setq text-input-pane
     (capi:contain (make-instance 'capi:text-input-pane)))

(setq button
     (capi:contain (make-instance 'capi:push-button :text "Press Me")))

(capi:activate-pane text-input-pane)

(capi:activate-pane button)
```

See also

- `hide-interface`
- `raise-interface`
- `set-pane-focus`
- `show-interface`
- `quit-interface`
- `simple-pane`
- 7.7 Manipulating top-level windows

```
active-pane-copy
active-pane-copy-p
active-pane-cut
active-pane-cut-p
active-pane-deselect-all
active-pane-deselect-all-p
active-pane-paste
active-pane-paste-p
active-pane-select-all
active-pane-select-all-p
active-pane-undo
active-pane-undo-p
```

Functions
Summary
Perform, or check applicability of, an "edit/select operation" on the active pane.

Package
capi

Signatures

\texttt{active-pane-copy} \texttt{\&optional pane}
\texttt{active-pane-copy-p} \texttt{\&optional pane}
\texttt{active-pane-cut} \texttt{\&optional pane}
\texttt{active-pane-cut-p} \texttt{\&optional pane}
\texttt{active-pane-deselect-all} \texttt{\&optional pane}
\texttt{active-pane-deselect-all-p} \texttt{\&optional pane}
\texttt{active-pane-paste} \texttt{\&optional pane}
\texttt{active-pane-paste-p} \texttt{\&optional pane}
\texttt{active-pane-select-all} \texttt{\&optional pane}
\texttt{active-pane-select-all-p} \texttt{\&optional pane}
\texttt{active-pane-undo} \texttt{\&optional pane}
\texttt{active-pane-undo-p} \texttt{\&optional pane}

Arguments

\texttt{pane} \texttt{\rightarrow} \texttt{A simple-pane.}

Description
These functions perform an "edit/select operation" on the active pane, or check if this operation is currently applicable.

The active pane will be the one on the same screen as \texttt{pane} if \texttt{pane} is non-nil, or otherwise the same screen as the default interface.

These functions find the active pane, that is the pane where keyboard input currently goes. Note that this is not necessarily a pane that is recognized by CAPI. The predicates (those with names ending \texttt{-p}) return true if the operation is currently applicable. The other functions tell the active pane to do the operation.

The edit/select operations are implemented by the \texttt{pane-interface-\*} generic functions such as \texttt{pane-interface-copy-object}.

It is not an error to do the operation even if the predicate returns false. It will just do nothing useful.

Examples

\begin{quote}
\texttt{(example-edit-file "capi/applications/rich-text-editor")}
\end{quote}
See also

```
pane-interface-copy-object
7.6 Edit actions on the active element
```

### append-items

**Generic Function**

**Summary**

Adds to the items in a collection.

**Package**

capi

**Signature**

```
append-items  collection  new-items
```

**Arguments**

```
collection
new-items
```

A collection.

A sequence.

**Description**

The generic function `append-items` adds the items in `new-items` to the `collection`.

This is logically equivalent to recalculating the collection items and calling `(setf collection-items)`. However, `append-items` is more efficient and causes less flickering on screen.

`append-items` can only be used when the `collection` has the default `items-get-function svref`.

**Notes**

`append-items` cannot be used a `graph-pane` or a `tree-view`.

**See also**

```
collection
remove-items
replace-items
replace-items
5 Choices - panes with items
```

### apply-in-pane-process

**Function**

**Summary**

Applies a function in the process associated with a pane.
Package

capi

Signature

apply-in-pane-process pane function &rest args => nil

Arguments

pane↓ An element or a pinboard-object or a toolbar-object.
function↓ A function designator.
args↓ Lisp objects.

Description

The function apply-in-pane-process applies function to args in the process that is associated with pane. This is required when function modifies pane or changes how it is displayed. If pane has not been displayed yet, then function is called immediately.

Notes

1. All accesses (reads as well as writes) on a pane should be performed in the pane's process. Within a callback on the pane's interface this happens automatically, but apply-in-pane-process is a useful utility in other circumstances.

2. apply-in-pane-process calls function on the current process if the pane's interface does not have a process.

3. If the pane's process is no longer active then apply-in-pane-process applies function directly.

4. apply-in-pane-process-if-alive is another way to call function in the CAPI process appropriate for pane. However it only does this if pane is alive so in particular, if pane does not have a process, it does not call function.

Examples

Editor commands must be called in the correct process:

```lisp
(setq editor
    (capi:contain
        (make-instance 'capi:editor-pane
            :text "Once upon a time...")))))

(capi:apply-in-pane-process
    editor 'capi:call-editor editor "End Of Buffer")

(capi:apply-in-pane-process
    editor 'capi:call-editor editor "Beginning Of Buffer")
```

See also

apply-in-pane-process-if-alive
execute-with-interface
4.1 The correct thread for CAPI operations
7 Programming with CAPI Windows
apply-in-pane-process-if-alive
apply-in-pane-process-wait-single
apply-in-pane-process-wait-multiple

Functions

Summary
Applies a function in the process associated with a pane, and optionally waits for and returns its values.

Package
capi

Signatures
apply-in-pane-process-if-alive pane function &rest args => alivep
apply-in-pane-process-wait-single pane timeout function &rest args => result, status
apply-in-pane-process-wait-multiple pane timeout function &rest args => results, status

Arguments
pane↓ A CAPI element or pinboard object.
function↓ A function or an fbound symbol.
args↓ Any Lisp objects.
timeout↓ A non-negative real (number of seconds) or nil.

Values
alivep↓ A boolean.
result↓ Any Lisp object.
status↓ nil, t or :timeout.
results↓ A list of Lisp objects.

Description
The function apply-in-pane-process-if-alive applies function to args in the process that is associated with pane, if pane is "alive". This is like apply-in-pane-process except that function is called only if pane is alive. The meaning of "alive" and the value of alivep are as defined for execute-with-interface-if-alive.

If pane does not have a process, then function is not called.

The return value of apply-in-pane-process-if-alive, alivep, is true if the pane is "alive" and false otherwise.

apply-in-pane-process-wait-single applies function to args like apply-in-pane-process-if-alive, and then waits for function to return. If the call returns successfully, result is the first return value of the call to function, and status is t. If pane is not "alive", result and status are nil. If timeout is non-nil and the call did not return within timeout seconds, then result is nil and status is :timeout.
apply-in-pane-process-wait-multiple is the same as apply-in-pane-process-wait-single except for the returned values. If the call to function returns successfully, results is a list of the values that function returned and status is t. If pane is not "alive", result and status are nil. If timeout is non-nil and the call did not return within timeout seconds, then result is nil and status is :timeout.

Notes

Even if apply-in-pane-process-if-alive returns true for alivep, function is not guaranteed to be called. For example, the process of pane might be killed or hang.

After timeout has expired in apply-in-pane-process-wait-multiple or apply-in-pane-process-wait-single, function may or may not have been called.

apply-in-pane-process-wait-multiple and apply-in-pane-process-wait-single work by creating a mp:mailbox, applying (in the same way that apply-in-pane-process-if-alive does) a lambda that puts the result(s) of function in the mailbox, and then wait for the mailbox. It is quite easy to write your own version of this if you need additional features (for example, error handling).

See also

apply-in-pane-process
execute-with-interface-if-alive
4.1 The correct thread for CAPI operations
7 Programming with CAPI Windows

---

arrow-pinboard-object

Class

Summary

A pinboard-object that draws itself as an arrow.

Package
capi

Superclasses

line-pinboard-object

Subclasses
double-headed-arrow-pinboard-object
labelled-arrow-pinboard-object

Initargs

:head A keyword specifying the position of the arrowhead on the line.
:head-direction A keyword specifying the direction of the arrowhead.
:head-length The length of the arrowhead.
:head-breadth The breadth of the arrowhead, or nil.
:head-graphics-args A graphics args plist.
Description

An instance of the class `arrow-pinboard-object` is a `pinboard-object` that draws itself as an arrow.

`head` must be `:end`, `:middle` or `:start`. The default is `:end`.

`head-direction` must be `:forwards`, `:backwards` or `:both`. The default is `:forwards`.

`head-length` is the length of the arrowhead in pixels. It defaults to 12.

`head-breadth` is the breadth of the arrowhead in pixels, or `nil` which means that the breadth is half of `head-length`. The default is `nil`.

`head-graphics-args` is a plist of graphics state parameters and values used when drawing the arrow head. For information about the graphics state, see `graphics-state`.

Examples

```lisp
(capi:contain
 (make-instance 'capi:pinboard-layout
 :description (list
   (make-instance 'capi:arrow-pinboard-object
     :start-x 5 :start-y 10
     :end-x 105 :end-y 60 )
   (make-instance 'capi:arrow-pinboard-object
     :start-x 5 :start-y 110
     :end-x 105 :end-y 160
     :head :middle)
   (make-instance 'capi:arrow-pinboard-object
     :start-x 5 :start-y 210
     :end-x 105 :end-y 260
     :head-direction :both )
   (make-instance 'capi:arrow-pinboard-object
     :start-x 5 :start-y 310
     :end-x 105 :end-y 360
     :head-graphics-args
       '(:foreground :pink)
     :head-length 30)
   (make-instance 'capi:arrow-pinboard-object
     :start-x 5 :start-y 410
     :end-x 105 :end-y 460
     :head-length 30 :head-breadth 5)
   (make-instance 'capi:arrow-pinboard-object
     :start-x 5 :start-y 510
     :end-x 105 :end-y 560
     :head-breadth 10
     :head-direction :backwards))
 :visible-min-width 120
 :visible-min-height 620))
```

See also

`graphics-state`

12.3 Creating graphical objects
**attach-interface-for-callback**

**Function**

**Summary**
Changes the interface that is passed when a callback is made.

**Package**
capi

**Signature**

```c
attach-interface-for-callback element interface
```

**Arguments**

- `element`\(\downarrow\) An *element*.
- `interface`\(\downarrow\) An *interface*.

**Description**

The function *attach-interface-for-callback* changes the interface that is passed when a callback is made. Callbacks for *element* get passed *interface* instead of the parent interface of *element*.

**See also**
callbacks
element
element-interface-for-callback
interface
3.4 Callbacks

**attach-simple-sink**

**Function**

**Summary**
Attaches a sink to the active component in an *ole-control-pane*.

**Package**
capi

**Signature**

```c
attach-simple-sink invoke-callback pane interface-name &key sink-class => sink
```

**Arguments**

- `invoke-callback`\(\downarrow\) A function designator.
21 CAPI Reference Entries

`attach-sink` Function

Summary
Attaches a sink to the active component in an `ole-control-pane`.

Package
capi

Signature
`attach-sink sink pane interface-name`

Arguments

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>sink</code></td>
<td>The sink object.</td>
</tr>
<tr>
<td><code>pane</code></td>
<td>An <code>ole-control-pane</code>.</td>
</tr>
<tr>
<td><code>interface-name</code></td>
<td>A refguid or the symbol <code>:default</code>.</td>
</tr>
<tr>
<td><code>sink-class</code></td>
<td>A symbol naming a class.</td>
</tr>
</tbody>
</table>

Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>sink</code></td>
<td>The sink object.</td>
</tr>
</tbody>
</table>

Description

The function `attach-simple-sink` makes a sink object and attaches it to the active component in `pane`.

When an event callback is triggered for the source interface named by `interface-name`, the sink object will call `invoke-callback` with four arguments: `pane` (see `sink-class` below), the source method name as a string, the source method type (either `:method`, `:get` or `:put`) and a vector of the remaining callback arguments.

`interface-name` is either a string naming a source interface that the component in `pane` supports or `:default` to connect to the default source interface.

`sink-class` can be used to control the class of the sink object. This defaults to `ole-control-pane-simple-sink`, but can be a subclass of this class to allow the first argument of `invoke-callback` to be chosen by a method on the generic function `com:simple-i-dispatch-callback-object`.

Linked functions

- `detach-simple-sink`
- `ole-control-pane`
- `ole-control-pane-simple-sink`
sink
A class instance.

pane
An ole-control-pane.

interface-name
A refguid or the symbol :default.

Description
The function attach-sink attaches a sink to the active component in the ole-control-pane pane.
sink is an instance of a class that implements the source interface interface-name.
pane is an ole-control-pane which is the pane where the component is.
interface-name is either a string naming a source interface that the component in pane supports or :default to connect to the default source interface.
Attached sinks are automatically disconnected when the object is closed or can be manually disconnected by calling detach-sink.

Notes
This function is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

See also
attach-simple-sink
detach-sink
ole-control-pane

beep-pane
Function

Summary
Sounds a beep.

Package
capi

Signature
beep-pane &optional pane

Arguments
pane A simple-pane.

Description
The function beep-pane sounds a beep on the screen associated with pane or on the current screen if pane is nil.

Examples

(capi:beep-pane)
See also

**simple-pane**
**screen**
**18.2 Sounds**

---

**browser-pane**

**Summary**

Embeds a pane that can display HTML. Implemented only on Microsoft Windows and Cocoa.

**Package**

capi

**Superclasses**

**simple-pane**

**Initargs**

: **before-navigate-callback**
  A function that is called before navigating, or nil.

: **navigate-complete-callback**
  A function that is called when navigation completes, or nil.

: **new-window-callback**
  A function that is called before opening a new window, or nil.

: **status-text-change-callback**
  A function that is called when there is a new status text or nil.

: **document-complete-callback**
  A function that is called when a document is complete, or nil.

: **title-change-callback**
  A function that is called when the title changes, or nil.

: **update-commands-callback**
  A function that is called when the enabled status of commands related to the pane may need to change, or nil.

: **internet-explorer-callback**
  Microsoft Windows specific: A function that is whenever there is an event from the underlying IWebBrowser2, or nil.

: **navigate-error-callback**
  A function that is called when the pane fails to navigate, or nil.

: **progress-callback**
  A boolean specifying whether debugging mode is on or not.

: **debug**
  A string specifying the initial URL.
Accessors

- browser-pane-navigate-complete-callback
- browser-pane-new-window-callback
- browser-pane-status-text-change-callback
- browser-pane-document-complete-callback
- browser-pane-title-change-callback
- browser-pane-update-commands-callback
- browser-pane-internet-explorer-callback
- browser-pane-before-navigate-callback
- browser-pane-navigate-error-callback
- browser-pane-debug

Readers

- browser-pane-url
- browser-pane-successful-p
- browser-pane-title

Description

An instance of the class `browser-pane` is a pane that embeds a pane that can display HTML. Navigation in the pane happens either by the user clicking on hyperlinks, or by the application using `browser-pane-navigate`. The various callbacks gives the program information on what happens in the window and can be used to control (for example, to block or redirect pages).

`browser-pane` is implemented only on Microsoft Windows (where it embeds an IWebBrowser2) and Cocoa (where it uses WebKit).

The initarg :url specifies the initial URL. After being created, the pane automatically navigates to this URL.

When `before-navigate-callback` is non-nil, it is called before any navigation (whether programmatic or by the user), and gives the application control over whether to perform the navigation. The callback must have this signature:

```ruby
before-navigate-callback pane url &key sub-frame-p frame-name &allow-other-keys => do-it
```

`pane` is the pane that navigates, and `url` is a string to which it wants to navigate. `sub-frame-p` is true when the navigation is for a sub-frame inside the current URL, otherwise `sub-frame-p` is `nil`. `frame-name` is either `nil` or the name of a sub-frame when the navigation is to a sub-frame.

If `before-navigate-callback` returns `nil`, the navigation is canceled.

**Note:** To perform a redirection, just call `browser-pane-navigate` to the required URL, and return `nil` from `before-navigate-callback`.

If `new-window-callback` is non-nil, it is called before the pane tries to open a new window. It must have this signature:

```ruby
new-window-callback pane url &key context flags &allow-other-keys => do-it-p
```

`pane` is the pane that wants to open a new window, and `url` is a string containing the URL that the new window will navigate to. `context` is a string containing the URL of the page from which the request comes.

`flags` is implementation-specific flags. On Cocoa `flags` is always 0. On Microsoft Windows `flags` contains bits from the NWMF enumeration.

If `new-window-callback` returns `nil`, the opening of the new window is canceled. If `new-window-callback` returns `t` or is not supplied, it launches a browser using the OS settings.
On Microsoft Windows, `new-window-callback` is invoked from the "NewWindow3" event (or "NewWindow2" for old versions) of the sink of the underlying IWebBrowser2. If not canceled, the pane opens a new normal Internet Explorer window.

If `document-complete-callback` is non-nil, it is called when the new document in the pane is complete. It must be a function with signature:

```
document-complete-callback pane url title =>
```

`url` is the loaded URL, and may be `nil` in the case of failure. `title` is a string that is associated with the URL `url` (or the previous URL if the latest call failed).

`document-complete-callback` is called when, as far as the system is concerned, all the data for the URL has been loaded and is displayed in the pane. There is only one call to `document-complete-callback` for each navigation of the pane.

If `navigate-complete-callback` is non-nil, it is called whenever a navigation completes. `navigate-complete-callback` can be called several times for each navigation of the pane. It must be a function with the signature:

```
navigate-complete-callback pane url sub-frame-p =>
```

`pane` is the pane that is navigated. `url` is a string to which it navigated, unless the navigation failed, in which case `url` is `nil`. `sub-frame-p` is true when the navigation was in a sub-frame.

**Notes:** For most purposes the `document-complete-callback` is more useful than `navigate-complete-callback`. When `navigate-complete-callback` gets a `nil` `url`, the value of the URL in the pane (that is, what the accessor `browser-pane-url` returns) is still set to the actual URL. The success flag (which you can read with `browser-pane-successful-p`) is set to `nil`.

`url` can be `nil` even if there was an error in the navigation, if the server supplied another URL. In this case, on Microsoft Windows only, the success flag is set to :redirected. You can read it with `browser-pane-successful-p`.

If `navigate-error-callback` is non-nil, it is called when navigation fails for some reason. It should have this signature:

```
navigate-error-callback pane url &key http-code error-symbol implementation-error-code message frame-name sub-frame-p fatal &allow-other-keys => cancel
```

`pane` is the navigating pane, and `url` is the URL that got the error.

If the failure is server-side failure, then `http-code` contains the http-code in the response of the server, otherwise (that is, when it failed to connect to a server) it is `nil`.

`error-symbol` is a keyword uniquely identifying the error. For an http error it is of the form :HTTP_STATUS*, and for requests with bad syntax `error-symbol` is :bad-request.

On Microsoft Windows `implementation-error-code` is the code in the "NavigateError" event. If `http-code` is non-nil then `implementation-error-code` and `http-code` will be the same. On Cocoa `implementation-error-code` will be the same as `http-code` in the case of server-side failure, otherwise it is one of the NSURLError* constants.

`fatal` is a boolean. A true value means that nothing is going to be displayed in the pane to tell the user about the error.

`message` is a message saying what the error is. `sub-frame-p` is `t` when the navigation is for a sub-frame, otherwise `nil`. `frame-name` is the name of the frame.

The return value `cancel` of `navigate-error-callback` should be one of `nil`, `t`, or :stop, with these interpretations:

- `nil`: On Microsoft Windows this means displaying either the substitution page from the server if there is one, or displaying automatically generated (by the underlying IWebBrowser2) error page.
Cancel. On Microsoft Windows this means not displaying the automatically generated error page, but displaying server substitution if there is any.

Stop the navigation immediately.

Note that the effect of the returned value cancel is only on the specific navigation, so it possible for a sub-frame to be stopped, while the main page and maybe other sub-frames complete.

On Cocoa there is no automatically generated error page, so the return value of cancel nil means the same as t, and both display whatever the server returned.

Note: To redirect on error, navigate-error-callback should just call browser-pane-navigate with the new page and return :stop.

If title-change-callback is non-nil, it is called when the title of the pane should change. It should have this signature:

```scheme
    title-change-callback pane new-title
```

new-title is a string, which the application should use as the title of the pane.

Note: In most cases, using the title argument of the document-complete-callback is more useful.

If status-text-change-callback is non-nil, it is called when the status text of the pane should change. It has this signature:

```scheme
    status-text-change-callback pane new-status-text
```

new-status-text is a string, which the application should use as the status text for the pane.

If update-commands-callback is non-nil, it is called when other panes (typically buttons or menu items) that are used to perform commands on the pane need to update. The callback has this signature:

```scheme
    update-commands-callback pane what enabled-p
```

Currently what can be one of:

- :forward Other panes that are used to go forward in the pane should be enabled or disabled.
- :backward Other panes that are used to go backward in the pane should be enabled or disabled.

Additionally on Microsoft Windows only, what can be:

- t Other panes that may try anything with the pane may need updating. Note that this callback is called quite often with what = t, so make sure it usually does not do much work in this case.

enabled-p specifies whether the other panes should be enabled or disabled.

On Windows only, if internet-explorer-callback is non-nil, it is called for each event for the pane. It has the signature:

```scheme
    internet-explorer-callback pane event-name args
```

event-name is a string specifying the event. args is a vector containing the arguments in order. The callback is called before any code that is used to implement the callbacks, which is called afterwards with the same argument vector. That means that the callback should not set anything in the vector, except when debugging.

internet-explorer-callback is intended to add functionality that is not given by the callbacks, and for debugging (but see also :debug). If you need more control, you probably want to define your pane directly: for the basics see:

```scheme
    (example-edit-file "com/ole/html-viewer")
```
debug specifies that the pane should be in debugging mode. Currently, on Microsoft Windows this means that it prints each event and the arguments that it receives. Whenever an event is sent to the sink associated with the embedded browser, the method name (which is the same as the event name in this case) and the argument are printed to mp:*background-standard-output*. On Cocoa it prints some diagnostics to mp:*background-standard-output*.

browse-pane-url returns the current url of the pane. Initially the value is the keyword :url, but once the browser completed navigation to some URL it is changed to this. Note that the url changes even if the navigation was not successful, as long as it was not stopped or canceled and there was no substitution page.

browse-pane-title returns the title of the current document. Note that during navigation browse-pane-title and browse-pane-url may not be synchronized. They are synchronized when document-complete-callback is called, until the next before-navigate-callback call.

browser-pane-successful-p tests whether the navigation to the current URL completed successfully, returning nil for failure and t for success. On Microsoft Windows only it can also return :substituted, which means that the server returned an error but also supplied a substitution page. On Cocoa, browser-pane-successful-p returns only t or nil.

Notes

browser-pane and related APIs are implemented on Microsoft Windows and Cocoa only. You can test whether it is available by browser-pane-available-p.

See also

browser-pane-available-p
browser-pane-busy
browser-pane-go-forward
browser-pane-go-back
browser-pane-navigate
browser-pane-refresh
browser-pane-set-content
browser-pane-stop
3.6 Displaying rich text

### browser-pane-available-p

**Function**

**Summary**

The predicate for whether browser-pane can be used on a specified screen.

**Package**

capi

**Signature**

browser-pane-available-p &optional screen-spec => result

**Arguments**

screen-spec A CAPI object, a plist, or nil..
Values

result A boolean.

Description

The function `browser-pane-available-p` returns true if there is a `browser-pane` implementation for the library associated with `screen-spec`.

If `screen-spec` is not supplied, the default library is used.

If `screen-spec` is supplied, it must be a valid argument to `convert-to-screen`.

See also

`browser-pane`
`convert-to-screen`

`browser-pane-navigate`
`browser-pane-busy`
`browser-pane-go-back`
`browser-pane-go-forward`
`browser-pane-set-content`
`browser-pane-stop`
`browser-pane-refresh`

Summary

Controls a `browser-pane`.

Package

capi

Signatures

`browser-pane-navigate pane url => result`
`browser-pane-busy pane => result`
`browser-pane-go-back pane`
`browser-pane-go-forward pane`
`browser-pane-set-content pane string`
`browser-pane-stop pane`
`browser-pane-refresh pane &optional level`

Arguments

`pane` A `browser-pane`.
url : A string.
string : A string.
level : One of the keywords :normal and :completely.

Values
result : A boolean.

Description
These functions are used to control an instance of browser-pane.

browser-pane-navigate navigates to url, that is it gets and displays the contents of url. Note that if there is any redirection, it is the redirected URL that is displayed.

browser-pane-navigate does the navigation asynchronously, so when the function returns the navigation has just started. If result is true then the navigation started, and if result is nil then some error in the URL has already been detected. If the pane has an error callback, it already has been called in this case.

If browser-pane-navigate is called while pane is not displayed, it sets the initial URL of it.

Note: browser-pane-navigate can be used to effect a redirection from inside the error before navigation and new-window callbacks.

browser-pane-busy tests whether the browser is currently navigating, returning true if it is.

browser-pane-go-forward and browser-pane-go-back navigate forward and back in the history, like the buttons on most web browsers.

browser-pane-set-content sets the contents of pane to string. It has same effect as if pane navigated to a URL whose contents is string. browser-pane-set-content creates a temporary file containing string and uses the pathname as the URL for pane. The file is deleted when pane is destroyed.

browser-pane-stop stops the current navigation.

browser-pane-refresh refreshes the pane, which means re-reading the URL. level can be one of:

:normal Asks the server for the contents again. This is the default value of level.
:completely Asks the server for the contents again without looking at any cache.

Notes
browser-pane and related APIs are implemented on Microsoft Windows and Cocoa only.

Compatibility note
In LispWorks 6.1 these functions were documented as generic functions, however it is not intended that you should define methods.

See also
browser-pane
### browser-pane-property-get

**Summary**
Get or set value of a specified Windows property of the underlying browser.

**Package**
capi

**Signatures**

```lisp
browser-pane-property-get  pane  property-name  =>  value
browser-pane-property-put  pane  property-name  value
```

**Arguments**

- **pane**
  A browser-pane.

- **property-name**
  A string.

- **value**
  A Lisp value of appropriate type for the property property-name.

**Values**

- **value**
  A Lisp value of appropriate type for the property property-name.

**Description**
The functions `browser-pane-property-get` and `browser-pane-property-put` get or set the value of a specified Windows property of the underlying browser of pane.

`property-name` has to be one of the properties listed in the Properties section of the documentation of IWebBrowser2 in the MSDN and `value` should be of the appropriate type for that property when setting it.

**Notes**

1. `browser-pane-property-get` and `browser-pane-property-put` are implemented on Microsoft Windows only.

2. `browser-pane-property-get` and `browser-pane-property-put` do not correspond to the methods "GetProperty" and "PutProperty" of IWebBrowser2.

**See also**

`browser-pane`
**button**

**Class**

**Summary**

A class of pane that displays either a piece of text or an image, and that performs an action when pressed. Certain types of buttons can also be selected and deselected.

**Package**

capi

**Superclasses**

simple-pane

**Subclasses**

push-button
radio-button
check-button

**Initargs**

- **:interaction**
  The interaction style for the button.

- **:selected**
  For radio button and check button styles, if :selected is set to t, the button is initially selected.

- **:callback**
  Specifies the callback to use when the button is selected.

- **:image**
  An image for the button (or nil).

- **:selected-image**
  The image used when the button is selected.

- **:enabled**
  If nil the button cannot be selected.

- **:cancel-p**
  If true the button is the “Cancel” button, that is, the button selected by the Escape key.

- **:default-p**
  If true the button is the default button, that is, the button selected by the Return key.

- **:disabled-image**
  The image for the button when disabled (or nil), only implemented on Motif and Microsoft Windows.

- **:selected-disabled-image**
  The image used when the button is selected and disabled, only implemented on Motif and Microsoft Windows.

- **:armed-image**
  The image used when the button is pressed and interaction is :no-selection, only implemented on GTK+ and Motif and Microsoft Windows.

- **:mnemonic**
  A character, integer or symbol specifying a mnemonic for the button, only implemented on Microsoft Windows and GTK+.

- **:mnemonic-text**
  A string specifying the text and a mnemonic, only implemented on Microsoft Windows and GTK+.

- **:mnemonic-escape**
  A character specifying the mnemonic escape. The default value is \&, only implemented on Microsoft Windows and GTK+. 
Accessors

button-selected
button-image
button-armed-image
button-selected-image
button-disabled-image
button-selected-disabled-image
button-enabled
button-cancel-p
button-default-p

Description

The class button is the class that push-button, radio-button, and check-button are built on. It can be displayed either with text or an image, and a callback is called when the button is clicked. It inherits all of its textual behavior from item, including the slot text which is the text that appears in the button.

Rather than creating direct instances of button, you usually create instances of its subclasses, each of which has a specific interaction style. Occasionally it may be easier to instantiate button directly with the appropriate value of interaction (for instance, when the interaction style is only known at run-time) but you may not use such a button as an item in a button-panel.

The values allowed for interaction are as follows:

:no-selection A push button.
:single-selection A radio button.
:selection A check button.

Both radio buttons and check buttons can have a selection which can be set using the initarg :selected and the accessor button-selected.

The button's callback gets called when the user clicks on the button, and by default gets passed the data in the button and the interface. This can be changed by specifying a callback type as described in the description of callbacks. The following callbacks are accepted by buttons:

:selection-callback Called when the button is selected.
:callback For buttons this is a synonym of :selection-callback.
:retract-callback Called when the button is deselected.

By default, image and disabled-image are nil, meaning that the button is a text button, but if image is provided then the button displays an image instead of the text. The image can be an external-image or any object accepted by load-image, including a .ico file on Microsoft Windows. The disabled image is the image that is shown when the button is disabled (or nil, meaning that it is left for the window system to decide how to display the image as disabled). On some platforms the system computes the disabled image and so disabled-image is ignored.

The button's actions can be enabled and disabled with the enabled slot, and its associated accessor button-enabled. This means that when the button is disabled, pressing on it does not call any callbacks or change its selection.

Note that the class button-panel provides functionality to group buttons together, and should normally be used in preference to creating individual buttons yourself. For instance, a radio-button-panel makes a number of radio buttons
and also controls them such that only one button is ever selected at a time.

A mnemonic is an underlined character within the button text or the printed representation of the button data which can be entered to select the button. The value mnemonic is interpreted as described for menu.

An alternative way to specify a mnemonic is to pass mnemonic-text. This is a string which provides the text for the button and also specifies the mnemonic character. mnemonic-text and mnemonic-escape are interpreted in just the same way as the mnemonic-title and mnemonic-escape of menu.

Notes

1. The simple-pane initarg foreground is not supported for buttons on Windows and Cocoa.

2. The disabled-image, armed-image and selected-disabled-image will work on Microsoft Windows provided you are running with the themed look-and-feel (which is the default). See 19.1.1 Using Windows themes.

Examples

In the following example a button is created. Using the button-enabled accessor the button is then enabled and disabled.

```
(setq button
     (capi:contain (make-instance
                    'capi:push-button
                    :text "Press Me")))

(capi:apply-in-pane-process
 button #'(setf capi:button-enabled) nil button)

(capi:apply-in-pane-process
 button #'(setf capi:button-enabled) t button)
```

In the next example a button with an image instead of text is created.

```
(setq button
     (capi:contain
      (make-instance
       'capi:push-button
       :image
       (example-file
        "capi/applications/images/info.bmp"))))
```

The following examples illustrate mnemonics:

```
(defun egg (&rest ignore)
  (declare (ignore ignore))
  (capi:display-message "Egg"))

(capi:contain
 (make-instance 'capi:push-button
 :selection-callback 'egg
 :mnemonic-text "Chicken & Rice"))

(capi:contain
 (make-instance 'capi:push-button
 :data "Chicken"
 :selection-callback 'egg
 :mnemonic #\k))
```

Compare this with the previous example: the #\k does not appear and the #\e becomes the mnemonic:
button-panel

Summary

The class button-panel is a pane containing a number of buttons that are laid out in a particular style, and that have group behavior.

Package

capi

Superclasses

choice
titled-object
simple-pane

Subclasses

push-button-panel
radio-button-panel
check-button-panel

Initargs

:layout-class The type of layout for the buttons.
:layout-args Initialization arguments for the layout.
:callbacks The selection callbacks for each button.
:button-class The class of the buttons.
:images A list.
:disabled-images A list.
:armed-images A list.
:selected-images A list.
:selected-disabled-images
Accessors

pane-layout

Description

The class `button-panel` inherits most of its behavior from `choice`, which is an abstract class providing support for handling items and selections. By default, a button panel has single selection interaction style (meaning that only one of the buttons can be selected at any one time), but this can be changed by specifying an `interaction`.

The subclasses `push-button-panel`, `radio-button-panel` and `check-button-panel` are provided as convenience classes, but they are just button panels with different interactions (`:no-selection`, `:single-selection` and `:multiple-selection` respectively).

The layout of the buttons is controlled by a layout of class `layout-class` (which defaults to `row-layout`) but this can be changed to be any other CAPI layout. When the layout is created, the list of initargs `layout-args` is passed to `make-instance`.

Each button uses the callbacks specified for the button panel itself, unless the argument `callbacks` is specified. `callbacks` should be a list (one element per button). Each element of `callbacks`, if non-nil, will be used as the selection callback of the corresponding button.

`button-class`, if supplied, determines the class used for each of the buttons. This should be the class appropriate for the `interaction`, or a subclass of it. The default behavior is to create buttons of the class appropriate for the `interaction`.

Each of `images`, `disabled-images`, `armed-images`, `selected-images`, `selected-disabled-images` and `help-keys`, if supplied, should be a list of the same length as `items`. The values are passed to the corresponding item, and interpreted as described for `button`. The `button-panel images` values map to `button image` arguments, and so on.

For `button-panel` and its subclasses, the `items` supplied to the `:items` initarg and `(setf collection-items)` function can contain button objects. In this case, the button is used directly in the button panel rather than a button being created by the CAPI.

This allows button size and spacing to be controlled explicitly. Note that the button must be of the appropriate type for the subclass of `button-panel` being used, as shown in the following table:
21 CAPI Reference Entries

Button and panel classes

<table>
<thead>
<tr>
<th>Button panel class</th>
<th>Button class</th>
</tr>
</thead>
<tbody>
<tr>
<td>push-button-panel</td>
<td>push-button</td>
</tr>
<tr>
<td>radio-button-panel</td>
<td>radio-button</td>
</tr>
<tr>
<td>check-button-panel</td>
<td>check-button</td>
</tr>
</tbody>
</table>

For example:

```lisp
(let ((button1 (make-instance 'capi:push-button
    :text "button1"
    :internal-border 20
    :visible-min-width 200))
  (button2 (make-instance 'capi:push-button
    :text "button2"
    :internal-border 20
    :visible-min-width 200))
  (capi:contain (make-instance 'capi:push-button-panel
    :items (list button1 button2)
    :layout-args '(:x-gap 30))))
```

default-button specifies which button is the default (selected by pressing Return). It should be equal to a member of items when compared by test-function. If the items are non-immediate objects such as strings or button objects, you must ensure either that the same (eg) object is passed in items as in default-button, or that a suitable test-function is supplied.

cancel-button specifies which button is selected by pressing Escape. The comparison with members of items is as for default-button.

mnemonics is a list of the same length as items. Each element is a character, integer or symbol specifying the mnemonic for the corresponding button in the same way as described for menu.

mnemonic-items is an alternate way to specify the mnemonics in a button panel. It is a list of the same length as items. Each element is a string which is interpreted for the corresponding button as its mnemonic-text initarg.

mnemonic-title and mnemonic-escape are interpreted as for menu. mnemonic-escape specifies the escape character for mnemonics both in the buttons and in the pane's title.

Compatibility note

Button panels now default to having a maximum size constrained to their minimum size as this is useful when attempting to layout button panels into arbitrary spaces without them changing size. To get the old behavior, specify :visible-max-width nil in the make-instance.

Examples

```lisp
(capi:contain (make-instance
    'capi:button-panel
    :items '(:red :green :blue)
    :print-function 'string-capitalize))

(setq buttons
  (capi:contain
    (make-instance
      'capi:button-panel
      :items '(:red :green :blue)
      :print-function 'string-capitalize
      :interaction :multiple-selection)))
```
This example illustrates use of default-button and test-function:

(capi:contain (make-instance 'capi:push-button-panel
  :items '("one" "two" "three")
  :default-button "two"
  :test-function 'equalp
  :selection-callback
  'capi:display-message))

Also see these example files:

(example-edit-file "capi/buttons/buttons")

(example-edit-file "capi/buttons/button-panel-layout")

See also

radio-button
check-button
push-button
set-button-panel-enabled-items

5 Choices - panes with items

#### calculate-constraints

**Generic Function**

**Summary**

Calculates the internal constraints of a pane.

**Package**

capi

**Signature**

`calculate-constraints` *pane*

**Arguments**

*`pane`*  
A CAPI pane or layout.
The generic function `calculate-constraints` calculates the internal constraints for `pane` according to the sizes of its children, and sets these values into its geometry cache. It can also store other information about the constraints for later use by `calculate-layout`.

When the pane does not scroll in the relevant dimension, all the geometry hints (`:external-min-width`, `:visible-max-height` and so on) override the values that are computed by `calculate-constraints`.

When the pane does scroll in the relevant dimension, `:internal-min-width` and `:internal-min-height` override the values that are computed by `calculate-constraints`. (:`internal-max-width` and `:internal-max-height` are ignored when scrolling.)

See 6.4.1 Width and height hints for a description of internal and external constraints.

The CAPI calls `calculate-constraints` for each pane and layout that it displays.

When creating your own layout, you should define a method for `calculate-constraints` that sets the values of the following geometry slots based on the constraints of its children:

- `%min-width%` The minimum width of `pane`.
- `%max-width%` The maximum width of `pane`.
- `%min-height%` The minimum height of `pane`.
- `%max-height%` The maximum height of `pane`.

See `with-geometry` for more details of these slots.

The constraints of any CAPI element can be found by calling `get-constraints`.

Note: Unless your layout is a direct subclass of `layout`, you must ensure that the `calculate-constraints` methods from the superclasses are called. You can do this by calling `call-next-method` or defining your `calculate-constraints` method as an `:after` method.

See also

- `calculate-layout`
- `define-layout`
- `get-constraints`
- `element`
- `layout`
- `with-geometry`

7 Programming with CAPI Windows

**calculate-layout**

*Generic Function*

**Summary**

Provides a method for laying out the children of a new layout.

**Package**

capi
Signature

\texttt{calculate-layout} \hspace{1em} \texttt{layout \ x \ y \ width \ height}

Arguments

\texttt{layout} \hspace{1em} \texttt{A \ layout.}

\texttt{x, y, width, height} \hspace{1em} \texttt{Integers.}

Description

The generic function \texttt{calculate-layout} is called by the CAPI to set the position and size of the children of \texttt{layout}.

\texttt{x, y, width} and \texttt{height} are the position and size of a rectangle that should contain the children.

When defining a new subclass of \texttt{layout} using \texttt{define-layout}, a \texttt{calculate-layout} method must be provided that sets the position and size of each of the layout's children. This method must try to obey the constraints specified by its children (its minimum and maximum size) and should only break them when it becomes impossible to fit the constraints of all of the children. Use \texttt{x, y, width} and \texttt{height} to calculate a suitable position and size for each of the children and set them using the macro \texttt{with-geometry}, which works in a similar way to \texttt{with-slots}.

Examples

\begin{verbatim}
(example-edit-file "capi/layouts/buffer-layout")

(example-edit-file "capi/layouts/wrapping-layout")
\end{verbatim}

See also

\texttt{get-constraints}

\texttt{with-geometry}

\texttt{interpret-description}

6 Laying Out CAPI Panes

\textbf{callbacks}

\textit{Class}

Summary

The class \texttt{callbacks} is used as a mixin by classes that provide callbacks.

Package

\texttt{capi}

Superclasses

\texttt{capi-object}

Subclasses

\texttt{collection}
21 CAPI Reference Entries

Item

menu-object

Initargs

:callback-type       The type of arguments for the callbacks.
:selection-callback  The callback for selecting an item.
:extend-callback     The callback for extending the selection.
:retract-callback    The callback for deselecting an item.
:action-callback     The callback for an action.
:alternative-action-callback
                      The callback for an alternative action in choice and its subclasses.

Accessors

callbacks-callback-type
callbacks-selection-callback
callbacks-extend-callback
callbacks-retract-callback
callbacks-action-callback

Description

Each callback function can be one of the following:

function                          Call the function.
list                              Apply the head of the list to the tail.
:redisplay-interface             Call redisplay-interface on the top-level interface.
:redisplay-menu-bar              Call redisplay-menu-bar on the top-level interface.

The slot value callback-type determines which arguments get passed to each of the callbacks. It can be any of the following values, and passes the corresponding data to the callback function:

:collection-data    (collection data)
:data                (item-data)
:data-element        (item-data element)
:data-interface      (item-data interface)
:element             (element)
:element-data        (element item-data)
:element-item        (element item)
:interface-data      (interface item-data)
:item                (item)
The pane with the current input focus.

nil

callback-type can also be a list containing any of :focus, :data, :element, :interface, :collection, :item.

The item-data variable is the item's data if the item is of type item, otherwise it is the item itself, as for item. The item variable means the item itself. The interface is the element-interface of the element. collection is the element's collection, if there is one. The element variable means the element containing the callback itself.

In a choice, the alternative-action-callback is invoked by a gesture which is the action-callback gesture modified by the Shift key on Microsoft Windows and GTK+, and modified by the Command key on Cocoa.

alternative-action-callback is applicable only to choice and its subclasses.

Apart from being invoked with a different gesture, the alternative-action-callback has exactly the same semantics as action-callback.

Examples

(ex example-edit-file "capi/choice/alternative-action-callback")

See also

abort-callback
call-editor
choice
attach-interface-for-callback
3.4 Callbacks
5.10.3 Callbacks in choices
8 Creating Menus

**call-editor**

Generic Function

Summary

Executes an editor command in an editor-pane.

Package
capi

Signature
call-editor editor-pane command
Arguments

editor-pane\: An \texttt{editor-pane}.

command\: A string.

Description

The generic function \texttt{call-editor} executes the editor command \texttt{command} in the current buffer in \texttt{editor-pane}.

It can be used directly in a callback for an interface that contains \texttt{editor-pane}. See \texttt{11.4 Connecting an interface to an application}. In other cases, take care to modify displayed CAPI interfaces only in their own process: \texttt{execute-with-interface} and \texttt{apply-in-pane-process} are useful for this.

The before-input-callback and after-input-callback of the \texttt{editor-pane} are called when \texttt{call-editor} is called.

Examples

\begin{verbatim}
(setq editor (capi:contain
 (make-instance 'capi:editor-pane
 :text "abc")))

(capi:apply-in-pane-process
 editor 'capi:call-editor editor "End Of Buffer")
\end{verbatim}

Also see this example:

\begin{verbatim}
(example-edit-file "capi/editor/editor-pane")
\end{verbatim}

See also

\texttt{apply-in-pane-process}
\texttt{editor-pane}
\texttt{execute-with-interface}

10.6 In-place completion

---

\textbf{can-use-metafile-p} \hspace{1cm} \textit{Function}

\textbf{Summary}

Queries whether metafiles can be used.

\textbf{Package}

capi

\textbf{Signature}

can-use-metafile-p \&optional screen => result

\textbf{Arguments}

screen\: An object accepted by the function \texttt{convert-to-screen}. 247
Values

result A boolean.

Description

The function `can-use-metafile-p` is the predicate for whether the default library (if no argument is passed) or a specified `screen` (if an argument is passed) can use metafiles.

If the argument `screen` is supplied, it is converted to a screen by `convert-to-screen`.

Examples

```lisp
(example-edit-file "capi/graphics/metafile")
```

See also

- `convert-to-screen`
- `default-library`

---

**capi-object**

Class

Summary

The class `capi-object` is the superclass of all CAPI classes.

Package

capi

Superclasses

- `standard-class`

Subclasses

- `item`
- `callbacks`
- `element`
- `interface`
- `pinboard-object`

Initargs

- `:name` The name of the object.
- `:plist` A property list for storing miscellaneous information.

Accessors

- `capi-object-name`
- `capi-object-plist`
The class `capi-object` provides a name and a property list for general purposes, along with the accessors `capi-object-name` and `capi-object-plist` respectively. The name of a `capi-object` is defaulted by `define-interface` to be the name of the slot into which the object is put.

Examples

```lisp
(setq object (make-instance 'capi:capi-object
    :name 'test))

(capi:capi-object-name object)

(setf (capi:capi-object-plist object)
    '(:red 1 :green 2 :blue 3))

(capi:capi-object-property object :green)
```

See also

`capi-object-property`

18.5 Object properties and name

---

`capi-object-property`

**Accessor**

**Summary**

Accesses properties in the property list of a `capi-object`.

**Package**

capi

**Signature**

`capi-object-property object property => value`

`setf (capi-object-property object property) value => value`

**Arguments**

- `object` A `capi-object`.  
- `property` A Lisp object.  
- `value` A Lisp object.

**Values**

- `value` A Lisp object.
21 CAPI Reference Entries

Description
The accessor `capi-object-property` gets and sets the property named `property` in the property list of `object`. `value` can be any Lisp object.

All CAPI objects contain a property list, similar to the plist of a symbol. The recommended ways of accessing properties are `capi-object-property` and `(setf capi-object-property)`. To remove a property, use the function `remove-capi-object-property`.

Examples
In this example a list panel is created, and a test property is set and examined using `capi-object-property`.

```lisp
(setq pane (make-instance 'capi:list-panel :items '(1 2 3)))
(capi:capi-object-property pane 'test-property)
(setf (capi:capi-object-property pane 'test-property) "Test")
(capi:capi-object-property pane 'test-property)
(capi:remove-capi-object-property pane 'test-property)
(capi:capi-object-property pane 'test-property)
```

See also
`capi-object`
`remove-capi-object-property`
18.5 Object properties and name

---

check-button

Class

Summary
A check button is a button that can be either selected or deselected, and its selection is independent of the selections of any other buttons.

Package
capi

Superclasses
`button`
`titled-object`

Description
The class `check-button` inherits most of its behavior from the class `button`. Note that it is normally best to use a `check-button-panel` rather than make the individual buttons yourself, as the button panel provides functionality for handling groups of buttons. However, `check-button` can be used if you need to have more control over the button's behavior.
Examples

The following code creates a check button.

```
(setq button (capi:contain
               (make-instance 'capi:check-button
                              :text "Press Me")))
```

The button can be selected and deselected using this code.

```
(capi:apply-in-pane-process
 button #'(setf capi:button-selected) t button)
```

```
(capi:apply-in-pane-process
 button #'(setf capi:button-selected) nil button)
```

The following code disables and enables the button.

```
(capi:apply-in-pane-process
 button #'(setf capi:button-enabled) nil button)
```

```
(capi:apply-in-pane-process
 button #'(setf capi:button-enabled) t button)
```

See also

push-button  
radio-button  
button-panel

3.10 Button elements

check-button-panel  

Class

Summary

A class of panes containing a group of buttons each of which can be selected or deselected.

Package

capi

Superclasses

button-panel

Description

The class check-button-panel inherits all of its behavior from button-panel, which itself inherits most of its behavior from choice. Thus, the check-button-panel can accept items, callbacks, and so on.

Examples

```
(capi:contain (make-instance
               'capi:check-button-panel
               :title "Select some packages"
```
Also see this example:

(example-edit-file "capi/buttons/buttons")

See also

check-button
push-button-panel
radio-button-panel

5 Choices - panes with items

choice

Class

Summary

An abstract class that collects together a group of items, and provides functionality for displaying and selecting them.

Package
capi

Superclasses
collection

Subclasses

button-panel
double-list-panel
extended-selection-tree-view
graph-pane
list-pane
menu-component
option-pane
toolbar-component
tree-view

Initargs

:interaction  The interaction style of the choice.
:selection   The indexes of the choice's selected items.
:selected-item  The selected item for a single selection choice.
A list of the selected items.

If \( t \), retains any selection when the items change.

If supplied, this should be an item in the choice.

**Accessors**

choice-selection

**Readers**

choice-interaction

choice-initial-focus-item

**Description**

The class \texttt{choice} inherits most of its behavior from \texttt{collection}, and then provides the selection facilities itself. The classes \texttt{list-panel}, \texttt{button-panel}, \texttt{option-pane}, \texttt{menu-component} and \texttt{graph-pane} inherit from it, and so it plays a key role in CAPI applications.

A \texttt{choice} can have one of four different interaction styles, and these control how it behaves when an item is selected by the user. \texttt{interaction} can be one of:

- **:no-selection**
  The choice behaves just as a collection.

- **:single-selection**
  The choice can have only one selected item.

- **:multiple-selection**
  The choice can have multiple selected items, except on macOS.

- **:extended-selection**
  An alternative to \texttt{multiple-selection}.

With \texttt{interaction} \texttt{:no-selection}, the choice cannot have a selection, and so behaves just as a collection would.

With \texttt{interaction} \texttt{:single-selection}, the choice can only have one item selected at a time. When a new selection is made, the old selection is cleared and its \texttt{selection-callback} is called. The \texttt{selection-callback} is also called when the user invokes the selection gesture on the selected item.

With \texttt{interaction} \texttt{:multiple-selection}, the choice can have any number of items selected, and selecting an item toggles its selection status. The \texttt{selection-callback} is called when an item becomes selected, and the \texttt{retract-callback} is called when an item is deselected. \texttt{:multiple-selection} is not supported for lists on macOS.

With \texttt{interaction} \texttt{:extended-selection}, the choice can have any number of items selected as with \texttt{:multiple-selection} interaction, but the usual selection gesture removes the old selection. However, there is a window system-specific means of extending the selection. When an item is selected the \texttt{selection-callback} is called, when the selection is extended the \texttt{extend-callback} is called, and when an item is deselected the \texttt{retract-callback} is called.

On macOS, the selection gesture is mouse (left button) click. Deselection and discontinuous selections are made by \texttt{Command+Click}, and a continuous selection is made by \texttt{Shift+Click}, regardless of whether \texttt{interaction} is \texttt{:multiple-selection} or \texttt{:extended-selection}.

The choice's selection stores the indices of the currently selected item, and is a single number for single selection choices and a list for all other interactions. Therefore when calling \texttt{(setf choice-selection)} you must pass an integer or \texttt{nil} if \texttt{interaction} is \texttt{:single-selection}, and you must pass a list of integers if \texttt{interaction} is \texttt{:multiple-selection} or...
The functions `choice-selected-item` and `choice-selected-items` treat the selection in terms of the items themselves as opposed to their indices.

Usually when a choice's items are changed using `(setf collection-items)` the selection is lost.

However, if the choice was created with `:keep-selection-p`, then the selection is preserved over the change.

`initial-focus-item`, if supplied, specifies the item which has the input focus when the choice is first displayed.

Notes

When calling `(setf choice-selection)` you must pass an integer or `nil` when `interaction` is `:single-selection`. You must pass a list for other values of `interaction`.

Compatibility note

In LispWorks 5.0 and earlier versions, for interaction `:single-selection` the `selection-callback` is called only after a new selection is made.

Examples

The following example defines a choice with three possible selections.

```lisp
(setf choice (make-instance 'capi:choice
   :items '("One" "Two" "Three")
   :selection 0))

(capi:display-message "Selection: ~S"
   (capi:choice-selection choice))

(capi:choice-selected-item choice)
```

The selection is changed using the following code.

```lisp
(setf (capi:choice-selection choice) 1)

(capi:choice-selected-item choice)
```

Also see these examples:

```lisp
(ex example-edit-file "capi/choice/"
  (example-edit-file "capi/graphics/graph-pane")
```

See also

- `choice-selected-item`
- `choice-selected-item-p`
- `choice-selected-items`
- `choice-update-item`
- `redisplay-collection-item`
- `remove-items`
- `replace-items`

5 Choices - panes with items
choice-selected-item

Summary
Returns the currently selected item in a single selection choice.

Package
capi

Signature
choice-selected-item choice => item
(setf choice-selected-item) item choice => item

Arguments
choice
A choice.
item
A Lisp object.

Values
item
A Lisp object.

Description
The accessor choice-selected-item accesses the currently selected item in a single selection choice. A setf method is provided as a means of setting the selection. Note that the items are compared by the test-function of choice - see collection or the example below.

It is an error to call this function on choices with different interactions — in that case, you should use choice-selected-items.

Examples
This example illustrates setting the selection. First we set up a single selection choice — in this case, a list-panel.

```
(setq list (capi:contain
        (make-instance 'capi:list-panel
                :items '(a b c d e)
                :selection 2)))
```

The following code line returns the selection of the list panel.

```
(capi:choice-selected-item list)
```

The selection can be changed, and the change viewed, using the following code.

```
(capi:apply-in-pane-process
 list #'(setf capi:choice-selected-item) 'e list)
```

```
(capi:choice-selected-item list)
```
This example illustrates the effect of the \textit{test-function}. Make a choice with \textit{test-function} \texttt{cl:eq}:

\begin{verbatim}
(setf *list*
  (capi:contain
   (make-instance 'capi:list-panel
     :items (list "a" "b" "c")
     :selection 0
     :visible-min-height :text-height)))
\end{verbatim}

This call loses the selection since \texttt{(eq "b" "b")} fails:

\begin{verbatim}
(capi:apply-in-pane-process
 *list* #'(setf capi:choice-selected-item)
 "b" *list*)
\end{verbatim}

Change the test function:

\begin{verbatim}
(capi:apply-in-pane-process
 *list* #'(setf capi:collection-test-function)
 'equal *list*)
\end{verbatim}

This call sets the selection since \texttt{(equal "b" "b")} succeeds:

\begin{verbatim}
(capi:apply-in-pane-process
 *list* #'(setf capi:choice-selected-item)
 "b" *list*)
\end{verbatim}

See also

\texttt{choice}

\texttt{choice-selected-item-p}

\texttt{choice-selected-items}

\texttt{collection}

5 Choices - panes with items

\begin{flushright}
\textit{Function}
\end{flushright}

\textbf{choice-selected-item-p}

\textbf{Summary}

Checks if an item is currently selected in a choice.

\textbf{Package}

capi

\textbf{Signature}

\texttt{choice-selected-item-p choice item => result}

\textbf{Arguments}

\begin{verbatim}
choice item
\end{verbatim}

A \texttt{choice}.

An item.
Values

result  A boolean.

Description

The function `choice-selected-item-p` is the predicate for whether an item `item` of the choice `choice` is selected.

Note that the items are compared by the test-function of `choice` - see `collection` for details.

Examples

```lisp
(setq list
  (capi:contain
    (make-instance 'capi:list-panel
      :items '(a b c d)
      :selection 2
      :visible-min-height
        '(:character 4))))

(capi:choice-selected-item-p list 'c)
=>
  t

Now click on another item.

(capi:choice-selected-item-p list 'c)
=>
  nil
```

See also

`choice`
`collection`

---

### choice-selected-items

**Accessor**

**Summary**

Returns the currently selected items in a choice as a list of the items.

**Package**

capi

**Signature**

`choice-selected-items choice => items`

`(setf choice-selected-items) items choice => items`

**Arguments**

`choice`  A `choice`. 
21 CAPI Reference Entries

items A list of items.

Values
items A list of items.

Description
The accessor choice-selected-items accesses the currently selected items in a choice as a list of the items. A setf method is provided as a means of setting the currently selected items. Note that the items are compared by the test-function of choice - see collection for details.

In the case of :single-selection choices, it is usually easier to use the complementary function choice-selected-item, which returns the selected item as its result.

Examples
First we set up a :multiple-selection choice — in this case, a list panel.

```
(setq list (capi:contain
  (make-instance
    'capi:list-panel
    :items '(a b c d e)
    :visible-min-height '(:character 5)
    :interaction :multiple-selection
    :selection '(1 3)))))
```

The following code line returns the selections of the list.

```
(capi:choice-selected-items list)
```

The selections of the list panel can be changed and redisplayed using the following code.

```
(capi:apply-in-pane-process
  list #'(setf capi:choice-selected-items)
  '(a c e) list)
```

```
(capi:choice-selected-items list)
```

Note that interaction :multiple-selection is not supported for lists on macOS.

See also
choice
choice-selected-item
choice-selected-item-p
choice-selected-items
collection
5 Choices - panes with items
choice-update-item

Summary
Updates an item in a choice.

Package
capi

Signature
choice-update-item choice item

Arguments
choice ⇓ A choice.
item ⇓ An item.

Description
The function choice-update-item updates the display of the item item in the choice choice. It should be called if the display of item (that is, the string returned by the print-function) changes.

Examples
Create a list panel that displays the status of something:

```
(defun my-print-an-item (item)
  (format nil "~a: ~a"
    (substitute-if-not #\space
      ' alphanumericp
        (symbol-name item))
    (symbol-value item)))

(defvar *status-one* :on)
(defvar *status-two* :off)

(setq list
  (capi:contain
    (make-instance
      'capi:list-panel
        :items '(*status-one* *status-two*)
        :print-function 'my-print-an-item
        :visible-min-height :text-height
        :visible-min-width :text-width)))
```

Setting the status variables does not change the display:

```
(setq *status-one* :error)
```

Update the item to change the display:
This example also demonstrates `choice-update-item`:

```
(exexample-edit-file "capi/choice/alternative-action-callback")
```

See also

`choice`

---

**clipboard**

*Function*

**Summary**

Returns the contents of the system clipboard.

**Package**

capi

**Signature**

```
clipboard self &optional format => result
```

**Arguments**

<table>
<thead>
<tr>
<th>self</th>
<th>A displayed CAPI pane or interface.</th>
</tr>
</thead>
<tbody>
<tr>
<td>format</td>
<td>A keyword.</td>
</tr>
</tbody>
</table>

**Values**

| result | A string, an `image`, a Lisp object, or `nil`. |

**Description**

The function `clipboard` returns the contents of the system clipboard as a string, or `nil` if the clipboard is empty.

`format` controls what kind of object is read. The following values of `format` are recognized:

- `:string` The object is a string. This is the default value.
- `:image` The object is of type `image`, converted from whatever format the platform supports.
- `:value` The object is the Lisp value.
- `:metafile` The object is a metafile.

When `format` is `:image`, the image returned by `clipboard` is associated with `self`, so you can free it explicitly with `free-image` or it will be freed automatically when the pane is destroyed.

When `format` is `:metafile` the object is a metafile which should be freed using `free-metafile` when no longer needed. See also `draw-metafile` and `draw-metafile-to-image`. `format :metafile` is not supported on GTK+ or X11/Motif.

The Microsoft Windows clipboard is usually set by the user with the `Ctrl+C` and `Ctrl+X` gestures. Note that the LispWorks
editor uses these gestures when in Windows emulation mode.

On X11/Motif, various gestures may set the clipboard. Note that LispWorks uses \texttt{Ctrl+C} and \texttt{Ctrl+X} when in KDE/Gnome editor emulation mode. The X clipboard can also be accessed by running the program \texttt{xclipboard} or the Emacs function \texttt{x-get-clipboard}.

The macOS clipboard is usually set by the user with the \texttt{Command+C} and \texttt{Command+X} gestures.

See also

\texttt{clipboard-empty}
\texttt{draw-metafile}
\texttt{draw-metafile-to-image}
\texttt{free-image}
\texttt{free-metafile}
\texttt{image}
\texttt{selection}
\texttt{set-clipboard}
\texttt{text-input-pane-paste}
\texttt{18.6 Clipboard}

\section*{clipboard-empty}

\textbf{Function}

\textbf{Summary}

Determines whether the system clipboard contains an object of the specified kind.

\textbf{Package}

\texttt{capi}

\textbf{Signature}

\texttt{clipboard-empty} \textit{self} \texttt{&optional} \textit{format} \texttt{=>} \textit{result}

\textbf{Arguments}

\textit{self} \texttt{\downarrow} A displayed CAPI pane or interface.

\textit{format} \texttt{\downarrow} A keyword.

\textbf{Values}

\textit{result} \texttt{\rightarrow} \texttt{t} or \texttt{nil}.

\textbf{Description}

The function \texttt{clipboard-empty} returns \texttt{nil} if there is an object of the kind indicated by \textit{format} on the clipboard associated with \textit{self}, or \texttt{t} otherwise.

\textit{format} controls what kind of object is checked. The allowed values of \textit{format} are as described for \texttt{clipboard}.

See also

\texttt{clipboard}
**clone**

**Summary**

Creates a copy of a CAPI object.

**Package**

capi

**Signature**

\[
\text{clone } \text{capi-object} \Rightarrow \text{cloned-object}
\]

**Arguments**

\[
capi-object \quad \text{A capi-object.}
\]

**Values**

\[
cloned-object \quad \text{A copy of capi-object.}
\]

**Description**

The generic function `clone` returns a new object `cloned-object` which is a copy of `capi-object`. It does not share any data with `capi-object`, but has a copy of the useful part of its state.

The system contains methods on `clone`. You may add methods on your own interface classes.

**See also**

capi-object

---

**cocoa-default-application-interface**

**Summary**

The class supporting application menus and message processing for a Cocoa application.

**Package**

capi

**Superclasses**

interface
Initargs

:message-callback A function or **nil**.
:application-menu **nil**, a **menu**, or the name of a slot containing a **menu** in the application interface.
:dock-menu **nil**, a **menu**, or a function designator.

Accessors

application-interface-message-callback  
application-interface-application-menu  
application-interface-dock-menu

Description

The class **cocoa-default-application-interface** supports the application menu, application messages and other functionality for a Cocoa application.

All Cocoa applications in LispWorks for Macintosh have an application interface, which is a hidden interface that provides the following:

1. The application menu (the leftmost menu in the menu bar, named after the application). See **application-menu** below.
2. The menu bar items that are displayed when no other interfaces are on the screen. See **menu-bar-items** in **interface** and **menu-bar** in **define-interface**.
3. An optional Dock context menu. See **dock-menu** below.
4. Optional application message processing. See **message-callback** below.
5. Control over the lifecycle and **display-state** of the application as a whole.

If you wish to override the defaults, then you should first define a subclass of **cocoa-default-application-interface** with your changes. Then set a single instance of this subclass as the application interface by calling **set-application-interface** before any CAPI functions that make the screen object (such as **convert-to-screen** and **display**).

Do not call **display** with a subclass of **cocoa-default-application-interface** - the application interface does not have a window on the screen and should be created in addition to the visible interfaces in your application.

When non-nil, **message-callback** should be a function with signature:

```
interface message &rest args
```

**message-callback** will be called for various application messages. The **interface** argument will be the application interface and the **message** argument will be a keyword. The **message** argument will be one of the following:

:**open-file**  
This message is invoked when the user double-clicks on a document associated with the application or drags a document into the application icon. The **args** contain the name of the file to open.

:**finished-launching**  
This message is invoked just after the user has started the application and all other initialization has been done (including any **open-file** message if applicable). You can use it to open a default document for example. There are no **args**.

**application-menu** controls the application's main menu. If this is **nil**, then a minimal application menu will be made using the title of the application interface, otherwise it should be a **menu** containing the usual items or the name of a slot containing...
such a menu in the application interface. Note that the Quit item in the application-menu needs to call destroy on the interface, rather than call lw:quit.

dock-menu provides a menu for use by the macOS Dock icon. If the value is nil (the default), then the standard menu is used. If dock-menu is a function designator, it is called with the application interface as its argument when the menu is popped up and should return a menu. Otherwise dock-menu should be a menu, which is used directly. The Dock will add the standard items such as Quit to the end of the menu you supply.

**interface** initargs are interpreted as follows:

- The activate-callback is called when the application is activated or deactivated.
- The create-callback is called when the application starts up.
- The destroy-callback is called when the application shuts down.
- The confirm-destroy-function is called to confirm whether the application should shut down.

All of these callbacks execute in the thread that runs the Cocoa event loop, so they can call CAPI and GP functions.

The application interface also allows you to control aspects of the application. In particular:

- The function destroy will cause the application to shut down.
- The function top-level-interface-display-state will return :hidden if the whole application is hidden and will return :normal otherwise.
- The function (setf top-level-interface-display-state) can be used to perform some operations typically found on the application menu.

The display-state value can one of:

- :normal: Show the application and activate it.
- :restore: Show the application again without activating it.
- :hidden: Hide.
- :others-hidden: Hide Others.
- :all-normal: Show All.

**Notes**

**cocoa-default-application-interface** is implemented only in LispWorks for Macintosh with the Cocoa IDE.

**Examples**

```
(example-edit-file "capi/applications/cocoa-application")
(example-edit-file "capi/applications/cocoa-application-single-window")
(example-edit-file "delivery/macos/multiple-window-application")
(example-edit-file "delivery/macos/single-window-application")
```
cocoa-view-pane

Summary
Allow an arbitrary Cocoa view class to be used on the Macintosh.

Package
capi

Superclasses
simple-pane
titled-object

Initargs
: view-class A string naming the view class to use.
: init-function A function that initializes the view class.

Accessors
cocoa-view-pane-view-class
cocoa-view-pane-init-function

Description
The class cocoa-view-pane allows an instance of an arbitrary Cocoa view class to be displayed within a CAPI interface. When the pane becomes visible, the CAPI allocates and initialize a Cocoa view object using the initargs as follows:

- If view-class is specified, then it should be a string naming the Cocoa view class to allocate. Otherwise the class NSView is allocated.
- If init-function is not nil, then it should be a function which is called with of two arguments, the pane and a foreign pointer to the newly allocated Cocoa view object. The function should initialize the Cocoa view object in whatever way is required, including invoking the appropriate Objective-C initialization method, and return the initialized view. If init-function is nil then the Objective-C method init is called and the result is returned.

After the Cocoa view has been initialized, the function cocoa-view-pane-view can be used retrieve it.

You can use the functions (setf cocoa-view-pane-view-class) and (setf cocoa-view-pane-init-function) to modify the view-class and init-function, but the values will be ignored if this is done after the pane becomes visible.


Notes
cocoa-view-pane is implemented only in LispWorks for Macintosh with the Cocoa IDE.
Examples

The following code uses `cocoa-view-pane` to display an `NSMovieView` displaying an existing movie.

```lisp
(defun show-movie (movie)
  (capi:contain
   (make-instance 'cocoa-view-pane
                  :view-class "NSMovieView"
                  :init-function #'(lambda (pane view)
                                  (setq view (objc:invoke view "init"))
                                  (objc:invoke view "setMovie:" movie)
                                  view))))
```

See also

`cocoa-view-pane-view`

3.9 Special kinds of windows

---

### `cocoa-view-pane-view`

**Function**

Summary

Returns the Cocoa view of a `cocoa-view-pane`.

Package

`capi`

Signature

`cocoa-view-pane-view pane => view`

Arguments

- `pane` (A `cocoa-view-pane`).

Values

- `view` (A foreign pointer to a Cocoa view or `nil`).

Description

The function `cocoa-view-pane-view` returns the Cocoa view for the `cocoa-view-pane pane` as a foreign pointer. This view is only accessible when the pane is visible and `nil` is returned in other cases.

Notes

Examples

(example-edit-file "objc/movie-view")

See also

cocoa-view-pane

3.9 Special kinds of windows

---

**collect-interfaces**

*Generic Function*

**Summary**

Finds all interfaces of a given class.

**Package**

capi

**Signature**

`collect-interfaces proto &key screen current-process-first sort-by => interfaces`

**Arguments**

- `proto`\(\downarrow\): A class, class name, or an interface.
- `screen`\(\downarrow\): `nil`, the symbol `:any`, a screen, or a keyword naming a library.
- `current-process-first`\(\downarrow\): A boolean.
- `sort-by`\(\downarrow\): `:visible` or `:create`.

**Values**

- `interfaces`\(\downarrow\): A list.

**Description**

The generic function `collect-interfaces` returns a list of CAPI interfaces which are instances of the class indicated by `proto`, or subclasses thereof.

If `screen` is `nil`, the interfaces on the default screen are returned. This is the default. If `screen` is `:any`, `interfaces` includes those on any screen. If `screen` is an `object`, the interfaces on that screen are returned. `screen` can also be a library name, currently the accepted values are `:win32`, `:motif` and `:cocoa`.

If interfaces on multiple screens are returned, then those on each screen are grouped together in `interfaces`.

Amongst those for each screen, the interfaces are grouped as follows. If `current-process-first` is true, then the interfaces in the current process appear together at the beginning of the group. If `sort-by` is `:create` then these interfaces are sorted by creation time, otherwise `sort-by` is `:visible` and they are are sorted in Z-order. The interfaces of other processes appear at the end of the group, also sorted according to `sort-by`. 

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If `current-process-first` is `nil`, then the interfaces for each screen are sorted according to `sort-by`.

The default value of `sort-by` is `:create` and of `current-process-first` is `t`.

See also

- `find-interface`
- `installed-libraries`

### collection

#### Class

**Summary**

A class that collects together a set of items, and provides functionality for accessing and displaying them.

**Package**

capi

**Superclasses**

capi-object

callbacks

**Subclasses**

choice

**Initargs**

- `:items` The items in the collection.
- `:print-function` A function that prints an item.
- `:test-function` A comparison function between two items.
- `:items-count-function` A function which returns the length of items.
- `:items-get-function` A function that returns the `n`th item.
- `:items-map-function` A function that maps a function over the items.
- `:accepts-focus-p` Specifies that the collection should accept input. The default value is `t`.
- `:help-key` An object used for lookup of help.

**Accessors**

- `collection-items`
- `collection-print-function`
- `collection-test-function`

**Readers**

- `collection-items-count-function`
collection-items-get-function
collection-items-map-function
help-key

Description

The main use of the class `collection` is as a part of the class `choice`, which provides selection capabilities on top of the collection handling, and which is used by list panels, button panels and menus amongst others.

The items in the collection are printed by `print-collection-item`.

Items can be instances of the CAPI class `item` or any Lisp object. The main difference is that non-CAPI items use the callbacks specified for the collection, while the CAPI `items` will use their callbacks in preference if these are specified.

By default, `items` must be a sequence, but this can be changed by specifying `items-get-function`, `items-count-function`, and `items-map-function`.

`items-get-function` should take as arguments the items and an index, and should return the indexed item. The default is `svref`.

`items-count-function` should take the items as an argument and should return the number of them.

`items-map-function` should take as arguments the items, a function `function` and a flag `collect-results-p`, and should call `function` on each of the items in turn. If `collect-results-p` is non-nil, then it should also return the results of these calls in a list.

`print-function` should be a one argument function which returns a string. The default is `princ-to-string`. To display an item, the collection call `print-function` with the item, and then draws the resulting string (the way it draws is different between the subclasses of `choice`). The time when `print-function` is called is not defined; it may happen before the string is needed for drawing, and may be cached so not called each time the item is drawn. The function `choice-update-item` can be used to flush the cache when needed.

`test-function` should be suitable for comparing the items in your collection, returning a boolean. For example, if there are both strings and integers amongst your `items`, you should supply `test-function cl:equal`. The default value of `test-function` is `cl:equal`.

You can change the items using `(setf collection-items)`. Note that there is an optimization `append-items` that is sometimes useful when adding items.

`accepts-focus-p` and `help-key` are interpreted as described in `element`.

Examples

The following code uses `push-button-panel`, a subclass of `collection`.

```lisp
(capi:contain (make-instance 'capi:push-button-panel
  :items '(one two three)))
```

```lisp
(capi:contain (make-instance
  'capi:push-button-panel
  :items '(one two three)
  :print-function 'string-capitalize))
```

The following example provides a collection with all values from 1 to 6 by providing an `items-get-function` and an `items-count-function`.

```lisp
(capi:contain (make-instance
  'capi:push-button-panel
  :items 6
  :items-get-function
  :items-count-function)
```
Here is an example demonstrating the use of CAPI items in a collections list of items to get more specific callbacks.

```lisp
(defun specific-callback (data interface)
  (capi:display-message "Specific callback for ~S" data))

(defun generic-callback (data interface)
  (capi:display-message "Ordinary callback for ~S" data))

```

See also

append-items
count-collection-items
get-collection-item
item
map-collection-items
print-collection-item
search-for-item

3.12 Tooltips

5 Choices - panes with items

collection-find-next-string

**Generic Function**

Summary

Finds the next occurrence of the string that was previously searched for in a collection.

Package
capi

Signature

collection-find-next-string collection &key set => index
Arguments

collection\Downarrow A \texttt{collection}.

\texttt{set} \Downarrow A boolean.

Values

index A non-negative integer or \texttt{nil}.

Description

The generic function \texttt{collection-find-next-string} must be called after one of \texttt{collection-search}, \texttt{collection-find-string} or \texttt{find-string-in-collection} was called on \texttt{collection}. It searches for the next item in \texttt{collection} with printed representation matching the last string searched for and returns its index, or \texttt{nil} if no match is found.

If \texttt{set} is true, then if an item matching the string is found, the selection is set to this item. \texttt{set} defaults to \texttt{t}.

See also

\texttt{collection-find-string}
\texttt{collection-last-search}
\texttt{find-string-in-collection}

\texttt{collection-find-string} \hspace{1cm} \textit{Generic Function}

Summary

Finds the next occurrence of a string in a collection, prompting for the string if it is not supplied.

Package

capi

Signature

\texttt{collection-find-string \hspace{1cm} \texttt{collection} \hspace{1cm} \&key \hspace{1cm} \texttt{set} \hspace{1cm} \texttt{string} \hspace{1cm} =\Rightarrow \hspace{1cm} \texttt{index}}

Arguments

\texttt{collection} \Downarrow A \texttt{collection}.

\texttt{set} \Downarrow A boolean.

\texttt{string} \Downarrow A string, or \texttt{nil}.

Values

index A non-negative integer or \texttt{nil}.

Description

The generic function \texttt{collection-find-string} calls \texttt{find-string-in-collection} with \texttt{collection} and \texttt{set}.

\texttt{string} is also passed if non-nil. If \texttt{string} is \texttt{nil}, \texttt{collection-find-string} first prompts the user for a string to pass.
set defaults to \texttt{t}.

See also
\texttt{find-string-in-collection}

\texttt{collection-last-search} \textit{Generic Function}

\textbf{Summary}

Returns the last string searched for in a collection.

\textbf{Package}

capi

\textbf{Signature}

\texttt{collection-last-search} \textit{collection} \rightarrow \textit{string}

\textbf{Arguments}

\textit{collection}↓ \texttt{A collection.}

\textbf{Values}

\textit{string}↓ \texttt{A string, or \texttt{nil}.}

\textbf{Description}

The generic function \texttt{collection-last-search} returns the last string searched for in \textit{collection} by \texttt{find-string-in-collection}.

If neither of these functions has been called on \textit{collection}, then the return value \textit{string} is \texttt{nil}.

See also
\texttt{find-string-in-collection}

\texttt{collection-search} \textit{Generic Function}

\textbf{Summary}

The generic function \texttt{collection-search} calls \texttt{find-string-in-collection} with a string provided by the user.

\textbf{Package}

capi
21 CAPI Reference Entries

Signature

collection-search  collection  &optional  set

Arguments

collection  A  collection.
set  A  boolean.

Description

Prompts the user for a string and calls find-string-in-collection with collection, set and this string. 
set  defaults  to  t.

Notes

collection-search  is  deprecated.  Use  collection-find-string  instead.

See also

collection

collection-find-string

find-string-in-collection

---

**collector-pane**

Summary

Displays an editor buffer with an associates output stream.

Package

capi

Superclasses

editor-pane

Initargs

:buffer-name  The  name  of  a  buffer  onto  an  editor  stream.
:stream  The  editor  stream  to  be  collected.

Readers

collector-pane-stream

Description

The class collector-pane is a subclass of editor-pane which displays the output sent to a particular type of character stream called an editor stream, the contents of which are stored in an editor buffer.
A new instance collector-pane can be created to view an existing editor stream by passing the stream itself or by passing the buffer name of that stream.

To create a new stream, either specify buffer-name which does not match any existing buffer, or do not pass buffer-name in which case the CAPI will create a unique buffer name for you.

To access the stream, use the reader collector-pane-stream on the collector-pane.

Note that the editor buffer "Background Output" is a buffer onto the output stream *standard-output*.

Examples

Here is an example that creates two collector panes onto a new stream (that is created by the first collector pane).

```lisp
(setq collector (capi:contain
                  (make-instance 'capi:collector-pane)))

(setq *test-stream*
    (capi:collector-pane-stream collector))

(capi:contain
    (make-instance 'capi:collector-pane
                   :stream *test-stream*))

(format *test-stream* "Hello World~%")
```

Finally, this example shows how to create a collector pane onto the "Background Output" stream.

```lisp
(capi:contain (make-instance 'capi:collector-pane
                           :buffer-name "Background Output"))
```

See also

with-random-timeout
map-typeout
unmap-typeout
3.9.6 Stream panes

---

color-screen

Class

Summary

A class for screens that can display color.

Package
capi

Superclasses
screen
Instances of the class `color-screen` are created for color screens. It is primarily available as a means of discriminating on whether or not to use colors in an interface.

See also

- `element-screen`
- `mono-screen`

### column-layout

**Class**

**Summary**

A layout which arranges its children in a column.

**Package**

capi

**Superclasses**

grid-layout

**Initargs**

- **:ratios**  
  The size ratios between the layout's children.
- **:adjust**  
  The horizontal adjustment for each child.
- **:gap**  
  The gap between each child.
- **:uniform-size-p**  
  If `t`, each child in the column has the same height.

**Accessors**

- **layout-ratios**

**Description**

The class `column-layout` lays its children out in a column. It inherits the behavior from `grid-layout`. The `description` is a list of the layout's children, and the layout also translates the initargs `ratios`, `adjust`, `gap` and `uniform-size-p` into the equivalent `grid-layout` initargs `y-ratios`, `x-adjust`, `y-gap` and `y-uniform-size-p`.

`description` may also contain the keywords `:divider` and `:separator` which create a divider or separator as a child of the `column-layout`. The user can move a divider, but cannot move a separator.

When specifying `:ratios` in a row with `:divider` or `:separator`, you should use `nil` to specify that the divider or separator is given its minimum size, as in the example below.

**Examples**

```lisp
(capi:contain (make-instance 'capi:column-layout :description (list
```
(make-instance 'capi:push-button
  :text "Press me")

"Title"
(make-instance 'capi:list-panel
  :items '(1 2 3)))

(setq column (capi:contain
  (make-instance
    'capi:column-layout
      :description
        (list
          (make-instance 'capi:push-button
            :text "Press me")
          "Title:"
          (make-instance 'capi:list-panel
            :items '(1 2 3))
            :adjust :center)))

(capi:apply-in-pane-process
  column #'(setf capi:layout-x-adjust) :right column)

(capi:apply-in-pane-process
  column #'(setf capi:layout-x-adjust) :left column)

(capi:apply-in-pane-process
  column #'(setf capi:layout-x-adjust) :center column)

(flet ((make-list-panel (x y)
        (make-instance
          'capi:list-panel
            :items
              (loop for i below x
                  collect i)
            :selection
              (loop for i below x by y
                  collect i)
            :interaction
              :multiple-selection)))

(capi:contain
  (make-instance
    'capi:column-layout
      :description
        (list
          (make-list-panel 100 5)
          :divider
          (make-list-panel 100 10))
          :ratios '(1 nil 2)))

See also

row-layout
1.2.1 CAPI elements
5.2 Button panel classes
6 Laying Out CAPI Panes
7 Programming with CAPI Windows
11 Defining Interface Classes - top level windows
component-name

Summary

Gets and sets the component-name of an ole-control-pane.

Package
capi

Signature

component-name pane => name

(setf component-name) name pane => name

Arguments

pane : An ole-control-pane.
name : A string.

Values

name : A string.

Description

The accessor component-name accesses the component-name of pane.

When pane is created, it automatically opens the component and inserts it.

If (setf component-name) is called on a pane that is already created, any existing component is closed, and the new component is opened and inserted. (setf component-name) also sets the pane's user-component to nil.

Notes

component-name is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

See also

ole-control-pane

confirmer-pane

Function

Summary

Returns the pane associated with a confirmer interface.

Package
capi
21 CAPI Reference Entries

Signature

confirm-pane interface => pane

Arguments

interface↓ A confirmer interface displayed by popup-confirm.

Values

pane The pane argument passed to popup-confirm.

Description

The function confirm-pane returns the pane associated with interface, which must have been displayed by popup-confirm. In most cases the programmer does not have access to this interface, but it can be passed to the confirmer’s callbacks when extra buttons are added via the buttons argument.

See also

popup-confirm

confirm-quit Function

Summary

Quits the Lisp session, potentially after user confirmation.

Package
capi

Signature

confirm-quit application-name

Arguments

application-name↓ A string.

Description

The function confirm-quit calls quit, potentially after confirmation from the user.

The behavior of confirm-quit when called within LispWorks is determined by a LispWorks user preference, which can be set by Tools > Preferences... > Environment > General > Confirm Before Exiting. This preference can also be set programmatically (for example in an application) by set-confirm-quit-flag.

If the value of the flag is :check-editor-files (the default), confirm-quit checks whether there are editor buffers which are associated with files and are modified. If there is at least one such modified buffer, confirm-quit prompts the user to decide between three options:
Save Changes  Saves all modified buffers before quitting.
Discard Changes  Quits without saving.
Cancel  Does not save or quit.

If there are no such modified buffers, confirm-quit simply calls quit.

If the flag is nil then confirm-quit simply calls quit.

If the flag is t then confirm-quit prompts the user. If there are unsaved buffers, the prompt is as described above, otherwise the prompt is a simple yes/no confirmmer dialog.

application-name is used in the prompt to identify the application.

Notes
The LispWorks IDE uses confirm-quit.

See also
set-confirm-quit-flag

---

**confirm-yes-or-no**  Function

Summary
Pops up a dialog button containing a message and a Yes and No button.

Package
capi

Signature
confirm-yes-or-no format-string &rest format-args => result

Arguments
format-string↓  A string.
format-args↓  Lisp objects.

Values
result  t or nil..

Description
The function confirm-yes-or-no pops up a dialog box containing a message and the buttons Yes and No, returns t when the Yes button is clicked, and nil when the No button is clicked. The message is obtained by calling the Common Lisp function format with format-string and objects in format-args.

This function is actually a convenient version of prompt-for-confirmation, but has the disadvantage that you cannot specify any customization arguments. For more flexibility, use prompt-for-confirmation itself.
21 CAPI Reference Entries

Examples

(setq pane (capi:contain
  (make-instance 'capi:text-input-pane)
    :title "Test Interface"))

(when (capi:confirm-yes-or-no "Close ~S?" pane)
  (capi:apply-in-pane-process
    pane 'capi:quit-interface pane))

See also

prompt-for-confirmation
display-dialog
popup-confirmed
10 Dialogs: Prompting for Input

contain

Function

Summary

Displays a window containing an element.

Package
capi

Signature

contain element &rest interface-args &key screen process title as-dialog &allow-other-keys => element

Arguments

element\[ A CAPI element. 
interface-args\[ A plist of keywords and values. 
screen\[ A screen, or any argument accepted by convert-to-screen. 
process\[ On GTK+, Microsoft Windows or Motif, a CAPI process, t or nil. On Cocoa, this argument is not supported. 
title\[ A string. 
as-dialog\[ A generalized boolean. 

Values

element \[ A CAPI element. 

Description

The function contain creates and displays a container for the CAPI element element. contain returns element as its result. contain is provided as a convenient way of testing CAPI functionality and is useful mainly during interactive development. Many of the CAPI examples use it.
The container is created using `make-container`, which can make containers for any of the following classes:

```lisp
simple-pane
layout
interface
pinboard-object
menu
menu-item
menu-component
cl:list
```

In the case of a `cl:list`, the CAPI tries to see what sort of objects they are and makes an appropriate container. For instance, if they were all `simple-panes` it would put them into a `column-layout`.

`interface-args`, after removing the arguments `screen` and `process`, are passed to `make-container` as the initargs to the interface. `title` is used as the title of the container.

`as-dialog` can be `nil`, `t` or `:no-escape-button`. The default value of `as-dialog` is `nil`, which means display the interface as an ordinary window using `display`. When `as-dialog` is `true` it displays using `display-dialog`. When `as-dialog` is `t`, `contain` adds to the interface an escape button which invokes `abort-dialog`, to ensure that the user does not get stuck with a dialog that cannot be dismissed. When `as-dialog` is `:no-escape-button`, it does not add the escape button. Any value of `as-dialog` has the same effect as `t`.

The values of the arguments `screen` and `process` are passed to `display` when displaying the container.

Examples

```lisp
(capi:contain (make-instance 'capi:text-input-pane))
```

```lisp
(capi:contain (make-instance
    'capi:column-layout
    :description `("Title:" ,(make-instance
        'capi:text-input-pane))))
```

```lisp
(capi:contain (make-instance 'capi:menu-item
    :title "Test")
```

See also

```
make-container
display
display-dialog
element
```

2 Getting Started
4.1 The correct thread for CAPI operations
12 Creating Panes with Your Own Drawing and Input
convert-relative-position

Summary
Converts a screen position from one coordinate system to another.

Package
capi

Signature
\textit{convert-relative-position} from \textit{to} \textit{x y} \Rightarrow \textit{to-x}, \textit{to-y}

Arguments
\begin{itemize}
  \item \textit{from} \downarrow \quad \text{A pane, interface or screen.}
  \item \textit{to} \downarrow \quad \text{A pane, interface or screen.}
  \item \textit{x} \downarrow \quad \text{An integer.}
  \item \textit{y} \downarrow \quad \text{An integer.}
\end{itemize}

Values
\begin{itemize}
  \item \textit{to-x} \quad \text{An integer.}
  \item \textit{to-y} \quad \text{An integer.}
\end{itemize}

Description
The function \textit{convert-relative-position} converts the position \textit{x,y} in the coordinate system of \textit{from} to that of \textit{to}.

Examples
\begin{verbatim}
(example-edit-file "capi/elements/convert-relative-position")
\end{verbatim}

See also
top-level-interface-geometry
with-geometry

convert-to-screen

Summary
Finds the appropriate screen or container for a CAPI object.

Package
capi
21 CAPI Reference Entries

Signature

`convert-to-screen &optional object => result`

Arguments

`object`↓

A CAPI object, a plist, or keyword or `nil`.

Values

`result`↓

A screen or a container.

Description

The function `convert-to-screen` finds the appropriate screen or container for the CAPI object `object`.

If `object` is `nil`, `result` is the default screen. `object` defaults to `nil`.

If `object` is a pane inside a MDI interface, then `result` is the `capi:container` of the interface, rather than the real screen, because this is more useful in most cases. To obtain the real screen, call `convert-to-screen` on the top level interface. See `document-frame` for a description of MDI interfaces.

`object` can be a keyword representing the CAPI library. This is equivalent to using the `:library` key in the plist case below.

`object` can also be the special keyword `:if-any`, which finds a screen if there is any active screen, otherwise it returns `nil`.

`object` can be a plist. The keys below are supported on GTK+ and Motif. Other libraries ignore them.

`:display` The value is an X Window System display string describing the X display and screen to use. The default value is derived from the `DISPLAY` environment variable or (on Motif) the `-display` command-line option, or (on GTK+) the `--display` command-line option. If neither is supplied, the default is to use the default screen on the local host.

`:host` The name of the host to use for the X Window System display. This key is valid only if no `:display` key/value is supplied. The default value is the local host.

`:server-number` The number of the display server to use for the X Window System display. This key is valid only if no `:display` key/value is supplied. The default value is 0.

`:screen-number` The number of the screen to use for the X Window System display. This key is valid only if no `:display` key/value is supplied. The default value is the default screen of the display.

`:application-class` The value is a string naming the application class used for X Window System resources. The default value is "Lispworks". When running a delivered LispWorks image, you should specify the `:application-class` key if you want to provide application-specific resources.

On GTK+ the value is used for constructing the default `widget-name` for top-level interfaces. The application-class is prepended to the interface name followed by a ".", so if `application-class` is "my-application", a top-level-interface of class `my-interface` will have a default `widget-name"my-application.my-interface"`

See `element` for the description of `widget-name`.

Example GTK+ resource files are in `lib/8-0-0-0/examples/gtk/`.

`:fallback-resources
On GTK+ the fallback resources are global, so they cannot be used to define different resources for different screens. Each call to `convert-to-screen` where `fallback-resources` is passed overrides the previous call. The value of `fallback-resources` is either a single string or a list of strings. In either case each string must be a complete specification according to the standard resource specification of GTK+ resource files (gtk_rc_parse_string should be able to parse it).

On Motif the value is a list of strings representing the set of application context fallback resources to use (see `XtAppSetFallbackResources`). Each string corresponds to a single line of an X resource file.

:library

The value specifies the CAPI library. This is useful on Linux, FreeBSD and x86/x64 Solaris platforms, and in the macOS/GTK+ image, to choose between :gtk and :motif if the deprecated "capi-motif" module is loaded.

This keys is supported on Motif only. Other libraries ignore it.

:command-line-args

The value is a list of strings representing the set of command-line arguments to pass to `XtOpenDisplay`. Each string corresponds to a single argument. The default value is derived from the command line used to start Lisp.

The resources are used only when no other system resource files can be found. When running a non-delivered LispWorks image, the default value of the :fallback-resources key is read from the file whose name is the value of the :application-class key in the app-defaults directory of the current LispWorks library. When running a delivered LispWorks image, you should specify the :fallback-resources key if your application needs fallback resources.

Examples

```lisp
(capi:convert-to-screen)
```

See also

document-frame
screen

19 Host Window System-specific issues

## count-collection-items

**Generic Function**

**Summary**

Returns the number of items in a collection.

**Package**

capi

**Signature**

`count-collection-items` `collection` &optional `items`

**Arguments**

`collection` A `collection`
### create-dummy-graphics-port

**Function**

**Summary**

Creates a graphics port object that can be used for querying fonts and measuring text or images.

**Package**

capi

**Signature**

create-dummy-graphics-port &optional screen => graphics-port

**Arguments**

- **screen**
  
  A value suitable as the argument to convert-to-screen.

**Values**

- **graphics-port**
  
  A graphics port.
The function `create-dummy-graphics-port` creates a graphics port object that can be used for font queries, measuring text and images.

`graphics-port` is a graphics port object associated with `screen`. `graphics-port` is never visible on the screen, but can be used to query fonts, measure text and load images to obtain their width and height. Drawing functions are not supported.

See also

`convert-to-screen`

---

**current-dialog-handle**

*Function*

**Summary**

Returns the underlying handle of the current dialog.

**Package**

`capi`

**Signature**

`current-dialog-handle => handle`

**Values**

`handle`  A platform-specific value, or `nil`.

**Description**

The function `current-dialog-handle` returns the underlying handle of the current dialog, as follows:

- **Microsoft Windows**  The hwnd of the dialog.
- **GTK+**  A pointer to the GdkWindow.
- **Motif**  A windowid of the dialog.
- **Cocoa**  The value returned by the NSWindow's `windowNumber` method.

This value is useful if you want to perform some operation on the underlying handle that the CAPI does not supply.

If there is no current dialog, `current-dialog-handle` returns `nil`.

**Examples**

Press on "Get handle" to see the handle of the dialog.

```lisp
(capi:popup-confirmers
 (make-instance 'capi:push-button
 :text "Get handle"
 :callback-type :none
 :selection-callback
...)```
See also

simple-pane-handle

18.7 Handles

current-document

Generic Function

Summary
Returns the current document of a MDI interface.

Package
capi

Signature
current-document  mdi-interface  =>  child

Arguments

mdi-interface  An instance of a subclass of document-frame.

Values

child  The current document of mdi-interface.

Description
The generic function current-document returns the top child interface of mdi-interface.

See also
document-frame

current-pointer-position

Function

Summary
Returns the current position of the pointer.

Package
capi
Signature

\texttt{current-pointer-position \&key relative-to pane-relative-p => x, y}

Arguments

\texttt{relative-to} \hspace{5mm} A \texttt{screen} or a displayed \texttt{interface} or a CAPI pane.

\texttt{pane-relative-p} \hspace{5mm} A boolean.

Values

\texttt{x} \hspace{5mm} An integer.
\texttt{y} \hspace{5mm} An integer.

Description

The function \texttt{current-pointer-position} returns the current x,y position of the pointer on the screen of \texttt{relative-to}, which defaults to the current screen.

If \texttt{pane-relative-p} is true then the position is returned relative to \texttt{relative-to}, otherwise it is returned relative to the screen. The default value of \texttt{pane-relative-p} is \texttt{t}.

See also

\texttt{interface}
\texttt{screen}

\textbf{current-popup} \hspace{100mm} Function

Summary

Returns the current popup pane if there is one.

Package

capi

Signature

\texttt{current-popup => result}

Values

\texttt{result} \hspace{5mm} A pane or \texttt{nil}.

Description

The function \texttt{current-popup} returns the current popup pane or \texttt{nil} if there is none. A current popup exists in the scope of callbacks which are done while a dialog is displayed on the screen in the current process.

If the dialog was raised by an explicit call to \texttt{display-dialog} or \texttt{popup-confirm}, \texttt{current-popup} returns the first argument of \texttt{display-dialog} or \texttt{popup-confirm}. For other functions that raise a dialog (such as the \texttt{prompt-for-file}, \texttt{prompt-for-confirmation} and so on), the result is CAPI pane created by the system.
See also

display-dialog
popup-confirm

current-printer

Function

Summary

Returns the currently selected printer object.

Package
capi

Signature

current-printer &key interactive => printer

Arguments

interactive↓ A boolean.

Values

printer↓ A printer, or nil.

Description

The function current-printer returns the currently selected printer object for the default library.

If interactive is non-nil and there is no current printer, a confirmor is displayed warning the user and printer is nil. The default value of interactive is nil.

See also

page-setup-dialog
set-printer-options

16 Printing from the CAPI—the Hardcopy API

*default-editor-pane-line-wrap-marker* Variable

Summary

The default line wrap marker for editor panes.

Package
capi
Initial Value
#

Description
The variable *default-editor-pane-line-wrap-marker* provides the default value for the line-wrap-marker of an editor-pane. The value should be a character object, or nil.

See also
editor-pane

default-library

Summary
Returns the default library.

Package
capi

Signature
default-library => library

Values

library A library name.

Description
The function default-library returns a keyword naming the the default library.

On Linux, FreeBSD and x86/x64 Solaris platforms, the default library is :gtk. If you load the deprecated "capi-motif" module, then the library will be :motif.

On Microsoft Windows platforms, currently the only library available is :win32, hence this is the default library.

On macOS platforms, the only library available in the native GUI image is :cocoa, hence this is the default library. In the macOS/GTK+ image, the default library is :gtk, but you load the deprecated "capi-motif" module, then the library will be :motif.

See also
installed-libraries

19.5 CAPI communication with host window system - libraries
Summary
Specify the default timeout in `display-non-focus-message`.

Package
capi

Initial Value
2

Description
The variable `*default-non-focus-message-timeout*` specifies the default timeout in `display-non-focus-message`.

See `display-non-focus-message` for details.

See also

`display-non-focus-message`
`*default-non-focus-message-timeout-extension*`

---

Summary
Specify the default timeout-extension in `display-non-focus-message`.

Package
capi

Initial Value
60

Description
The variable `*default-non-focus-message-timeout-extension*` specifies the default timeout-extension in `display-non-focus-message` respectively.

See `display-non-focus-message` for details.

See also

`display-non-focus-message`
`*default-non-focus-message-timeout*`
**define-command**

*Macro*

**Summary**

Defines an alias for a mouse or keyboard gesture that can be used in the input model of an output pane.

**Package**

capi

**Signature**

`define-command name gesture &key translator host library`

**Arguments**

- `name`: A unique Lisp object.
- `gesture`: A valid input model gesture.
- `translator`: A function.
- `host`: Alias for library, for backwards compatibility.
- `library`: Specifies for which library this mapping is applicable. See <new section above about libraries> for which libraries are applicable. By default the mapping is applicable to all libraries.

**Description**

The macro `define-command` defines an alias for an input gesture that can then be used in the input model of an output-pane. 

`name` is the name of the alias, which should be a symbol.

`gesture` is one of the gestures accepted by output-pane. For a full description of the gesture syntax and arguments for the callback, see 12.2.1 Detailed description of the input model. It is possible to specify multiple gestures by passing as gesture a list of the form:

```lisp
(:one-off gesture1 gesture2 ...)
```

If `translator` is supplied it needs to be a function that takes the same arguments that a callback for the gesture would take (not including the extra-callback-args), and returns a list which is used after `pane` instead of the gesture callback arguments. When there is a `translator`, the callbacks for commands in the models are invoked by:

```lisp
(apply callback pane
       (append (apply translator gesture-callback-args)
               extra-callback-args))
```

`library` specifies which library this mapping is applicable to. It is possible to have distinct definitions for different libraries, but redefinition with the same library overrides the previous definition. The default value of `library` is `nil`, which means all libraries. `host` is recognised an alias `library` for backwards compatibility.
Examples

Firstly, here is an example of defining a command which maps onto a gesture.

(defun gesture-callback (output-pane x y)
  (capi:display-message
   "Pressed ~S at (~S,~S)"
   output-pane x y))

(capi:define-command :select (:button-1 :press))

(capi:contain (make-instance
   'capi:output-pane
   :input-model '(:select
gesture-callback))))

Here is a more complicated example demonstrating the use of `translator` to affect the arguments passed to a callback.

(defun object-select-callback (output-pane &optional object)
  (when object (capi:display-message
                "Pressed on ~S in ~S"
                object output-pane)))

(setq pinboard
  (capi:contain (make-instance
                 'capi:pinboard-layout
                 :input-model '(:select-object
                                 object-select-callback))))

Here is a further example:

(example-edit-file "capi/output-panes/commands")

See also

output-pane
invoke-command
invoke-untranslated-command
define-interface  

Summary

Defines subclasses of interface.

Package

capi

Signature

define-interface name superclasses slots &rest options

Arguments

name         A symbol.
superclasses  A list of symbols naming classes.
slots        A list of slot specifiers as in defclass.
options      Class options as in defclass, plus specific options (see below).

Description

The macro define-interface is used to define subclasses of interface, which when created with make-instance has the specified panes, layouts and menus created automatically. slots and superclasses are used to describe the slots and superclasses of name as in the defclass macro, except that if superclasses is non-nil it must include interface or a subclass of it.

define-interface accepts the same class options in options as defclass, plus the following extra options:

:panes            Descriptions of the interface's panes.
:layouts          Descriptions of the interface's layouts.
:menus            Descriptions of the interface's menus.
:menu-bar         A list of menus for the interface's menu bar.
:definition       Options to alter define-interface.

The class options :panes, :layouts and :menus add extra slots to the class that will contain the CAPI object described in their description. Within the scope of the extra options, the slots themselves are available by referencing the name of the slot, and the interface itself is available with the variable interface. Each of the slots can be made to have readers, writers, accessors or documentation by passing the appropriate defclass keyword as one of the optional arguments in the description. Therefore, if you need to find a pane within an interface instance, you can provide an accessor, or simply use with-slots.

The option :panes is a list of pane descriptions of the following form:

    (:panes
      (slot-name pane-class initargs)
    ...
where slot-name is a name for the slot, pane-class is the class of the pane being included in the interface, and initargs are the initialization arguments for the pane - the allowed forms are described below.

The option :layouts is a list of layout descriptions of the following form:

```
(:layouts
  (slot-name layout-class children initargs)
  ...
  (slot-name layout-class children initargs)
)
```

where slot-name is a name for the slot, layout-class specifies the type of layout, children is a list of children for the layout, and initargs are the initialization arguments for the layout - the allowed forms are described below. The primary layout for the interface defaults to the first layout described, but can be specified as the :layout initarg to the interface. If no layouts are specified, then the CAPI will place all of the defined panes into a column layout and make that the primary layout.

The option :menus is a list of menu and menu component descriptions of the following form:

```
(:menus
  (slot-name title descriptions initargs)
  ...
  (slot-name title descriptions initargs)
)
```

slot-name is the slot name for each menu or menu component.

title is the menu's title, the keyword :menu, or the keyword :component. For an example showing how you can specify mnemonics for menu titles, see 8.6 Mnemonics in menus.

descriptions is a list of menu item descriptions. Each menu item description is either a title, a slot name for a menu, or a list of items containing a title, descriptions, and a list of initialization arguments for the menu item. descriptions should nil if you specify the :items-function initarg.

initargs are the initialization arguments for the menu.

The values given in initargs under :panes, :layouts and :menus can be lists of the form:

```
(:initarg keyword-name)
(:initarg key-spec)
(:initarg key-spec initarg-value)
```

key-spec := var
  | (var)
  | (var iniform)
  | ((keyword-name var))
  | ((keyword-name var) iniform)

keyword-name := any keyword

key-spec is interpreted as in the &key symbol of ordinary Common Lisp lambda lists. When this form of value is used, the specified keyword-name is added as an extra initarg to the class defined by the define-interface form.

If key-spec is followed by initarg-value, then its value is used as the initarg of the pane. Otherwise the value from key-spec is used.

Additionally initargs may contain the keyword argument :make-instance-extra-apply-args which is useful when you
want to supply initargs to the pane slot-name when the interface is initialized. The value make-instance-extra-apply-args should be a keyword which becomes an extra initarg to the interface class name. The value of that initarg should be a list of pane initargs and values which is passed when the pane is initialized. For an example, see:

(example-edit-file "capi/applications/argument-passing")

The option :menu-bar is a list of slot names, where each slot referred to contains a menu that should appear on the menu bar.

The option :definition is a property list of arguments which define-interface uses to change the way that it behaves. Currently there is only one definition option:

:interface-variable

Allows you to specify the name of a variable which (lexically within the define-interface form) refers to the interface instance. By default this variable is interface. See the example below.

Examples

Firstly, a couple of pane examples:

(capi:define-interface test1 () () (:panes (text capi:text-input-pane)) (:default-initargs :title "Test1"))

(capi:display (make-instance 'test1))

(capi:define-interface test2 () () (:panes (text capi:text-input-pane) (buttons capi:button-panel :items '(1 2 3) :reader test2-buttons)) (:layouts (main-layout capi:column-layout '(text buttons))) (:default-initargs :title "Test2"))

(test2-buttons (capi:display (make-instance 'test2)))

Here are a couple of menu examples:

(capi:define-interface test3 () () (:menus (color-menu "Colors" (:red :green :blue) :print-function 'string-capitalize) (:menu-bar color-menu) (:default-initargs :title "Test3"))

(capi:display (make-instance 'test3))

(capi:define-interface test4 () () (:menus (colors-menu "Colors" ((::component
This example demonstrates inheritance amongst subclasses of interface:

```
(capi:define-interface test5 (test4 test1) ()
  (:default-initargs :title "Test5"))
(capi:display (make-instance 'test5))
```

The next three examples illustrate the use of :initarg in initarg specifications for :panes.
Here we initialize the :selected-items initarg of the pane foo to the value passed by :select when making the interface object, or nil otherwise:

```
(capi:define-interface init1 () ()
  (:panes
    foo
    (capi:list-panel
      :items '(0 1 2 3 4)
      :visible-min-height '(:character 5)
      :interaction :multiple-selection
      :selected-items (:initarg select))))
(capi:contain (make-instance 'init1
  :select '(1 3)))
(capi:contain (make-instance 'init1))
```

Here we initialize the :selected-items initarg of pane foo to the value passed by :select initarg when making the interface object, or (1 3) otherwise:

```
(capi:define-interface init2 () ()
  (:panes
    foo
    (capi:list-panel
      :items '(0 1 2 3 4)
      :visible-min-height '(:character 5)
      :interaction :multiple-selection
      :selected-items (:initarg (select '(1 3))))))
(capi:contain (make-instance 'init2))
```

Here we increment the indices passed in the interface's :select initarg before passing them in the :selected-items initarg of pane foo:

```
(capi:define-interface init3 () ()
  (:panes
    foo
    (capi:list-panel
      :items '(0 1 2 3 4)
      :visible-min-height '(:character 5)
      :interaction :multiple-selection
      :selected-items (:initarg (select '(1 3))))))
```

This example demonstrates inheritance amongst subclasses of interface:
```
(capi:define-interface test5 (test4 test1) ()
  (:default-initargs :title "Test5"))
(capi:display (make-instance 'test5))
```

The next three examples illustrate the use of :initarg in initarg specifications for :panes.
Here we initialize the :selected-items initarg of the pane foo to the value passed by :select when making the interface object, or nil otherwise:
```
(capi:define-interface init1 () ()
  (:panes
    foo
    (capi:list-panel
      :items '(0 1 2 3 4)
      :visible-min-height '(:character 5)
      :interaction :multiple-selection
      :selected-items (:initarg select))))
(capi:contain (make-instance 'init1
  :select '(1 3)))
(capi:contain (make-instance 'init1))
```

Here we initialize the :selected-items initarg of pane foo to the value passed by :select initarg when making the interface object, or (1 3) otherwise:
```
(capi:define-interface init2 () ()
  (:panes
    foo
    (capi:list-panel
      :items '(0 1 2 3 4)
      :visible-min-height '(:character 5)
      :interaction :multiple-selection
      :selected-items (:initarg (select '(1 3))))))
(capi:contain (make-instance 'init2))
```

Here we increment the indices passed in the interface's :select initarg before passing them in the :selected-items initarg of pane foo:
```
(capi:define-interface init3 () ()
  (:panes
    foo
    (capi:list-panel
      :items '(0 1 2 3 4)
      :visible-min-height '(:character 5)
      :interaction :multiple-selection
      :selected-items (:initarg (select '(1 3))))))
```

This example demonstrates inheritance amongst subclasses of interface:
```
(capi:define-interface test5 (test4 test1) ()
  (:default-initargs :title "Test5"))
(capi:display (make-instance 'test5))
```

The next three examples illustrate the use of :initarg in initarg specifications for :panes.
Here we initialize the :selected-items initarg of the pane foo to the value passed by :select when making the interface object, or nil otherwise:
```
(capi:define-interface init1 () ()
  (:panes
    foo
    (capi:list-panel
      :items '(0 1 2 3 4)
      :visible-min-height '(:character 5)
      :interaction :multiple-selection
      :selected-items (:initarg select))))
(capi:contain (make-instance 'init1
  :select '(1 3)))
(capi:contain (make-instance 'init1))
```

Here we initialize the :selected-items initarg of pane foo to the value passed by :select initarg when making the interface object, or (1 3) otherwise:
```
(capi:define-interface init2 () ()
  (:panes
    foo
    (capi:list-panel
      :items '(0 1 2 3 4)
      :visible-min-height '(:character 5)
      :interaction :multiple-selection
      :selected-items (:initarg (select '(1 3))))))
(capi:contain (make-instance 'init2))
```

Here we increment the indices passed in the interface's :select initarg before passing them in the :selected-items initarg of pane foo:
```
(capi:define-interface init3 () ()
  (:panes
    foo
    (capi:list-panel
      :items '(0 1 2 3 4)
      :visible-min-height '(:character 5)
      :interaction :multiple-selection
      :selected-items (:initarg (select '(1 3))))))
```
This example illustrates the use of `interface-variable`. Both menu commands act on the interface itself, but they receive this argument in different ways:

```lisp
(capi:define-interface foo () ()
  (:menus
    (menu "Run"
      ("Interface Variable"
        :callback (lambda () (test xxx))
        :callback-type :none)
      ("callback-type :interface"
        :callback 'test
        :callback-type :interface)))
  (:menu-bar menu)
  (:definition :interface-variable xxx)))

(defmethod test ((foo foo))
  (capi:display-message "foo")
  (capi:display (make-instance 'foo))
)

There are many more examples in the LispWorks installation directory under `examples/capi/`.

See also

- interface
- layout
- menu

8 Creating Menus
11 Defining Interface Classes - top level windows

---

### define-layout

*Macro*

**Summary**

Defines new classes of `layout`.

**Package**

capi

**Signature**

```lisp
define-layout name superclasses slots &rest options
```
Arguments

name A symbol.
superclasses A list of symbols naming classes.
slots A list of slot specifiers as in defclass.
options Class options as in defclass.

Description

The macro define-layout is used to create new classes of layout. The macro is essentially the same as defclass except that its default superclass is layout. See defclass for a description of name, superclasses, slots and options.

To implement a new class of layout, methods need to be provided for the following generic functions:

interpret-description Translate the layout's child descriptions.
calculate-constraints Calculate the constraints for the layout.
calculate-layout Layout the children of the layout.

See also

interpret-description
calculate-constraints
calculate-layout
layout

define-menu

Macro

Summary

Defines a menu function.

Package

capi

Signature

define-menu function-name (self) title descriptions &rest initargs

Arguments

function-name A symbol.
self A symbol.
title A string.
descriptions Lisp forms describing menu items.
initargs Keywords and values.
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Description

The macro `define-menu` defines a function called `function-name` with a single argument `self` that will make a menu from `title`, `descriptions` and `initargs`, which take the same form as the :menus section of `define-interface`.

Examples

```lisp
(capi:define-menu make-test-menu (self)
  "Test"
  ("Item1"
   "Item2"
   (:component
   ("Item3"
    "Item4")
   :interaction :single-selection)
  (:menu
   ("Item5"
    "Item6")
   :title "More Items"))

(setq interface (make-instance 'capi:interface))

(setf (capi:interface-menu-bar-items interface)
  (list (make-test-menu interface)))

(capi:display interface)
```

See also

`define-interface`

`menu`

`undefined-menu`

### define-ole-control-component

**Macro**

**Summary**

Defines a class that implements the OLE Control protocol for a CAPI pane.

**Package**

`capi`

**Signature**

```
define-ole-control-component class-name (superclass-name*) slots &rest class-options
```

**Arguments**

- `class-name`  
  A symbol.

- `superclass-name`  
  A symbol naming a class.

- `slots`  
  A list of slot specifiers as in `defclass`.

- `class-options`  
  Class options as in `defclass`, plus specific options (see below).
Description

The macro `define-ole-control-component` defines an Automation component class `class-name` (like `com:define-automation-component`) that also implements the OLE Control protocols and other named interfaces or a coclass. This allows a CAPI pane to be embedded in an OLE Control container implemented outside LispWorks.

Each `superclass-name` argument specifies a direct superclass of the new class, which can be any `standard-class` provided that certain standard classes are included somewhere in the overall class precedence list. These standard classes depend on the other options and provide the default superclass list if none is specified. The following standard classes are available:

- `ole-control-component` is always needed and provides an implementation of the OLE Control protocol.
- `com:standard-i-dispatch` is always needed and provides a complete implementation of the i-dispatch interface, based on the type information in a type library.
- `com:standard-i-connection-point-container` is needed if there are any source interfaces specified (via the `:coclass` or `:source-interfaces` options). This provides a complete implementation of the Connection Point protocols, used to support events.

`slots` is a list of standard `defclass` slot definitions.

`class-options` are standard `defclass` options. In addition the following options are recognized:

```
(:coclass coclass-name)
(:interfaces interface-name*)
(:source-interfaces interface-name*)
```


Typically the `:pane-function` and `:create-callback` initargs are supplied using the `:default-initarg` option.


Notes

`define-ole-control-component` is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

Examples

```
(example-edit-file "com/ole/control-implementation/deliver.lisp")
```

See also

`ole-control-component`
**destroy**

*Generic Function*

**Summary**
Closes a window and calls the `destroy-callback`.

**Package**
capi

**Signature**

```lisp
destroy interface
```

**Arguments**

`interface` An `interface`.

**Description**
The generic function `destroy` closes the window associated with `interface`, and then calls the interface's `destroy-callback` if it has one.

There is a complementary function `quit-interface` which calls the interface's `confirm-destroy-function` to confirm that the destroy should be done, and it is advisable to always use this unless you want to make sure that the interface's `confirm-destroy-function` is ignored.

**Notes**

`destroy` must only be called in the process of `interface`. Menu callbacks on `interface` will be called in that process, but otherwise you probably need to use `execute-with-interface` or `apply-in-pane-process`.

**Examples**

```lisp
(setq interface (capi:display (make-instance
       'capi:interface
       :title "Test Interface"
       :destroy-callback
       #'(lambda (interface)
            (capi:display-message
             "Quitting ~S"
             interface)))))

(capi:apply-in-pane-process
 interface 'capi:destroy interface)
```

**See also**

`interface`
`quit-interface`
*update-screen-interfaces-hooks*

7 Programming with CAPI Windows
**Summary**
A mechanism to destroy objects when a `pinboard-layout` is destroyed.

**Package**
capi

**Signature**
destroy-dependent-object `object`

**Method signatures**
destroy-dependent-object `(object cons)`
destroy-dependent-object `(object process)`

**Arguments**
`object` A Lisp object.

**Description**
The generic function `destroy-dependent-object` is part of a mechanism for destroying objects when a `pinboard-layout` is destroyed.

Objects may be registered for destruction by calling `record-dependent-object` and unregistered by calling `unrecord-dependent-object`.

The predefined `destroy-dependent-object` method specializing on `cl:cons` expects a list where the car is a function and the cdr are its arguments. It applies the function to the arguments. The predefined method specializing on `mp:process` calls `mp:process-terminate` on the process `object`.

**See also**

`pinboard-layout`
`record-dependent-object`
`unrecord-dependent-object`

---

**detach-simple-sink**

**Summary**
Detaches a previously-attached simple sink object.

**Package**
capi
Signature

\texttt{detach-simple-sink sink pane}

Arguments

\begin{verbatim}
sink\downarrow \quad \text{A class instance.}
pane\downarrow \quad \text{An \texttt{ole-control-pane}.}
\end{verbatim}

Description

The function \texttt{detach-simple-sink} detaches a sink that was previously attached to the active component in the \texttt{ole-control-pane} pane by a call to \texttt{attach-simple-sink}.

\textit{sink} is the value returned by \texttt{attach-simple-sink} when the sink was attached.

\textit{pane} is an \texttt{ole-control-pane} which is the pane where the component is.

Attached sinks are automatically disconnected when the object is closed.

Notes

This function is implemented only in LispWorks for Windows. Load the functionality by \texttt{(require "embed")}.

See also

\begin{verbatim}
attach-simple-sink
ole-control-pane
\end{verbatim}

\texttt{detach-sink} \hfill \textit{Function}

Summary

Detaches a previously-attached sink.

Package

capi

Signature

\texttt{detach-sink sink pane interface-name}

Arguments

\begin{verbatim}
sink\downarrow \quad \text{A class instance.}
pane\downarrow \quad \text{An \texttt{ole-control-pane}.}
interface-name\downarrow \quad \text{A refguid or the symbol \texttt{:default}.}
\end{verbatim}

Description

The function \texttt{detach-sink} detaches a sink which was previously attached to the active component in the \texttt{ole-control-pane} pane by a call to \texttt{attach-sink}.

\textit{sink} is the value returned by \texttt{attach-sink} when the sink was attached.

\textit{pane} is an \texttt{ole-control-pane} which is the pane where the component is.

Attached sinks are automatically disconnected when the object is closed.

Notes

This function is implemented only in LispWorks for Windows. Load the functionality by \texttt{(require "embed")}.

See also

\begin{verbatim}
attach-sink
ole-control-pane
\end{verbatim}
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ole-control-pane pane.
sink is an instance of a class that implements the interface interface-name.
pane is an ole-control-pane which is the pane where the component is.
interface-name is either a string naming a source interface that the component in pane supports or :default to disconnect from the default source interface.

Attached sinks are automatically disconnected when the object is closed.

Notes

This function is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

See also

attach-simple-sink
attach-sink
ole-control-pane

display

Summary

Displays a CAPI interface on a specified screen.

Package
capi

Signature

display interface &key screen owner window-styles process => interface

Arguments

interface↓ A CAPI interface.
screen↓ A screen, or any argument accepted by convert-to-screen.
owner↓ A CAPI interface.
window-styles↓ A list of keywords.
process↓ On GTK+, Microsoft Windows or Motif, a CAPI process, t or nil. On Cocoa, this argument is not supported.

Values

interface A CAPI interface.

Description

The function display displays the CAPI interface interface on the specified screen (or the current one if not supplied).
If `process` is not supplied, then if `owner` is supplied `interface` runs in `owner`'s process, otherwise `interface` runs in the process of the parent of `interface` if it is a **document-container**, or in a new process created for `interface` if not.

On Microsoft Windows and Motif, if `process` is `t`, then `interface` runs in a newly-created process. If `process` is `nil`, `interface` runs in the current process. Otherwise `process` is expected to be a CAPI process, and `interface` runs in it. A CAPI process is a `mp:process` which was created by calling `display`. You can pass only a CAPI process as `process`, because it needs to handle messages using the LispWorks event loop. The default value of `process` is `t`.

On Cocoa, all CAPI interfaces run in the Cocoa Event Loop process (which is the main thread of LispWorks) and therefore `process` is not supported. If `process` is any process other than the Cocoa Event Loop process an error is signalled.

`owner` specifies an owner for `interface`, which should be another CAPI interface. `interface` inherits a number of attributes from `owner`, including the default process, default screen and default display state.

`window-styles`, if supplied, sets the `window-styles` slot of `interface`. See `interface` for information about `window-styles`.

`display` returns its `interface` argument.

**Notes**

1. Use the function `contain` to display objects other than interfaces.

2. Once `display` has finished preparing the interface to display, it calls `interface-display` to actually do the display. The primary method does the actual display, and you can :before or :after methods to execute code just before or just after the window appears.

**Examples**

```
(capi:display (make-instance 'capi:interface
 :title "Test")))
```

**See also**

`contain`
`convert-to-screen`
`display-dialog`
`document-container`
`execute-with-interface`
`interface`
`interface-display`
`quit-interface`
`*update-screen-interfaces-hooks*`
`2 Getting Started`
`4.1 The correct thread for CAPI operations`
`19 Host Window System-specific issues`
`7 Programming with CAPI Windows`
`10.4 Dialog Owners`

---

**display-dialog**

**Function**

**Summary**

Displays a CAPI interface as a dialog box.
21 CAPI Reference Entries

Package
capi

Signature
display-dialog interface &key screen focus modal timeout owner x y position-relative-to continuation callback-error-handler => result, okp

Arguments
- interface↓ A CAPI interface.
- screen↓ A screen.
- focus↓ A pane of interface.
- modal↓ t, :dismiss-on-input or nil.
- timeout↓ nil or a real number.
- owner↓ A pane.
- x, y↓ Real numbers representing coordinates, or keywords or lists specifying an adjusted position.
- position-relative-to↓ :owner or nil.
- continuation↓ A function or nil.
- callback-error-handler↓ A function designator or nil.

Values
- result↓ An object.
- okp A boolean.

Description
The function display-dialog displays the CAPI interface as a dialog box.

screen is the screen for the dialog to be displayed on.

focus should be the pane within the interface that should be given the focus initially. If a focus is not supplied, then it lets the window system decide.

A true value of modal indicates that the dialog takes over all input to the application. Additionally, if modal is :dismiss-on-input then any user gesture (a button or key press) causes the dialog to disappear. :dismiss-on-input works on platforms other than Motif. The default value of modal is t.

owner specifies an owner window for the dialog. See 10.4 Dialog Owners for details.

If timeout is non-nil, the dialog automatically aborts if it is still displayed after timeout seconds.

If x and y are numbers they specify the coordinates of the dialog. Alternatively x and y can be keywords like :left and :top, or lists like (:left 100), (:bottom 50) and so on. These values cause the dialog to be positioned relative to its owner in the same way as the adjust argument to pane-adjusted-position. The default location is at the center of the dialog’s owner.

position-relative-to has a default value :owner, meaning that x and y are relative to dialog’s owner. The value nil means that...
If \textit{continuation} is non-nil, then it must be a function with a lambda list that accepts two arguments. \textit{continuation} is called with the values that would normally be returned by \texttt{display-dialog}. On Cocoa, passing \textit{continuation} causes the dialog to be made as a window-modal sheet and \texttt{display-dialog} returns immediately, leaving the dialog on the screen. The \texttt{with-dialog-results} macro provides a convenient way to create a \textit{continuation} function.

The values returned depend on how the dialog is dismissed. Typically a user gesture will trigger a call to \texttt{abort-dialog}, causing the values \texttt{nil}, \texttt{nil} to be returned or to \texttt{exit-dialog} causing the values \texttt{result}, \texttt{t} to be returned, where \texttt{result} is the argument to \texttt{exit-dialog}. If \textit{continuation} is non-nil, then the returned values are always \texttt{:continuation, nil}.

The CAPI also provides \texttt{popup-confirmed} which gives you the standard \texttt{OK} and \texttt{Cancel} button functionality. \texttt{callback-error-handler} allows error handling in callbacks which is uniform across platforms, as described for \texttt{popup-confirmed}.

Notes

1. If you need to replace one dialog with another, you can use \texttt{display-replacable-dialog} and \texttt{replace-dialog}.

2. In a modal dialog at least one button which aborts or exits the dialog must be provided in \textit{interface}. This is the programmer's responsibility, as without such a button there is no way to clear the modal dialog. A straightforward way to add these buttons is to display the window via \texttt{popup-confirmed} which adds the buttons for you.

Examples

\begin{verbatim}
(capi:display-dialog
 (capi:make-container
   (make-instance 'capi:push-button-panel
     :items '("OK" "Cancel")
     :callback-type :data
     :callbacks '(capi:exit-dialog
                 capi:abort-dialog))
     :title "Empty Dialog"))
\end{verbatim}

There are further examples:

\begin{verbatim}
(example-edit-file "capi/dialogs/"
\end{verbatim}

See also

\texttt{abort-dialog}
\texttt{display}
\texttt{display-replacable-dialog}
\texttt{exit-dialog}
\texttt{interface}
\texttt{popup-confirmed}
\texttt{with-dialog-results}
\texttt{*update-screen-interfaces-hooks*}

10 Dialogs: Prompting for Input
display-errors

**Summary**
Displays a message if an error is signalled.

**Package**
capi

**Signature**
display-errors &body body

**Arguments**

- body: Lisp forms.

**Description**
The macro `display-errors` executes the forms in `body` inside a `handler-case` form. If an error is signalled inside `body`, a message is displayed and the debugger is not entered.

display-message

**Summary**
Displays a message on the current CAPI screen.

**Package**
capi

**Signature**
display-message format-string &rest format-args

**Arguments**

- format-string: A string.
- format-args: Lisp objects.

**Description**
The function `display-message` creates a message from `format-string` and `format-args` using `format`, and then displays it on the current CAPI screen.
Notes
If you need to make a window-modal sheet on Cocoa, then use the function `prompt-with-message`.

Examples

```lisp
(capi:display-message "Current screen = ~S"
  (capi:convert-to-screen))
```

See also

- `prompt-with-message`
- `display-message-for-pane`
- `display-non-focus-message`
- `display-dialog`

2 Getting Started
10 Dialogs: Prompting for Input

---

### `display-message-for-pane` Function

**Summary**
Displays a message on the same screen as a specified pane.

**Package**
capi

**Signature**

```
display-message-for-pane pane format-string &rest format-args
```

**Arguments**

- `pane` A simple-pane.
- `format-string` A string.
- `format-args` Lisp objects.

**Description**
The function `display-message-for-pane` creates a message from the arguments `format-string` and `format-args` using `format`, and then displays it on the same screen as `pane`.

**Notes**
If you need to make a window-modal sheet on Cocoa, then use the function `prompt-with-message`.

**Compatibility note**
The function `display-message-on-screen` is retained for compatibility with previous versions of LispWorks. It is a synonym for `display-message-for-pane`.
Examples

```lisp
(setq pane (capi:contain (make-instance ’capi:text-input-pane)))

(capi:display-message-for-pane pane
 "Just created ~S" pane)
```

See also

`prompt-with-message`

`display-message`

---

**display-non-focus-message**

*Function*

**Summary**

Display a message in a non-focus window for a short period of time.

**Package**

`capi`

**Signature**

`display-non-focus-message string &key timeout timeout-extension owner x alternative-x right y alternative-y bottom alternative-right alternative-bottom transparency background font widget-name`

**Arguments**

- `string`↓: A string or a list of strings.
- `timeout`↓: A positive integer.
- `timeout-extension`↓: A positive integer.
- `owner`↓: A visible CAPI pane.
- `x`, `alternative-x`, `right`↓: Integers, or one of the keywords `:left`, `:right`, `:center` and `:centre`.
- `y`, `alternative-y`, `bottom`↓: Integers, or one of the keywords `:top`, `:bottom`, `:center` and `:centre`.
- `alternative-right`↓: An integer, or one of the keywords `:left`, `:right`, `:center` and `:centre`, or `t`.
- `alternative-bottom`↓: An integer, or one of the keywords `:top`, `:bottom`, `:center` and `:centre`, or `t`.
- `transparency`↓: A real number in the inclusive range `[0,1]`.
- `background`↓: A color in the Graphics Ports color system.
- `font`↓: A `font` or a `font-description`, or a positive integer.
- `widget-name`↓: A string designator.
Description

The function **display-non-focus-message** displays a message in a non-focus window for a short period of time, to notify the user of something that does not actually require their attention.

*string* is the message. It should be either a string, or a list of strings, which are concatenated with newlines to give the actual text to display. #\Newline characters in *string* break lines as expected.

*timeout*, if supplied, should be a positive integer. It specifies the time in seconds before the window displaying the message disappears. The default value of *timeout* is [*default-non-focus-message-timeout*].

*timeout-extension* is used when the user tries to copy the message text. The default value of *timeout-extension* is [*default-non-focus-message-timeout-extension*]. See "Copying from the message" below for discussion.

*owner* should be a visible CAPI pane. The positioning of the non-focus window is with respect to *owner*.

*x*, *y*, *right*, *bottom*, *alternative-x*, *alternative-y*, *alternative-right*, and *alternative-bottom* are used for positioning the window. *x*, *alternative-right*, *alternative-x* and *right* are the horizontal keywords, and one of them determines the horizontal position as described below. *y*, *alternative-bottom*, *alternative-y* and *bottom* are the vertical keywords, and one of them determines the vertical position. The values :center and :centre are synonyms here.

*x* and *y* specify the positioning of the left and top sides of the window, except for :center/:centre. An integer means the offset in pixels from the left or top of *owner*. :left, :right, :top and :bottom mean the left/right/top/bottom of *owner*. :center means the center of *owner*, and in this case it specifies the location of the center of the window in the x or y dimension. The default value of both *x* and *y* is :center.

*right* and *bottom* override *x* and *y* respectively. They specify the positioning of the right or bottom of the window, except for :center/:centre, where they are interpreted in the same way as *x* and *y*.

*alternative-x*, *alternative-y*, *alternative-right*, and *alternative-bottom* are used if positioning the window using *x* or *right* and *y* or *bottom* would place it outside of the screen, and are interpreted the same way as the non-alternative keywords. The decision to use the alternative variables is made independently in the horizontal and vertical directions. *alternative-right* and *alternative-bottom* can both take the special value t, meaning the screen width and height.

*transparency* specifies the transparency of the window. See **interface** for details.

*background* specifies the background color of the window.

*font* specifies the font to use. If it is a positive integer it specifies the font size, that is equivalent to:

```
(gp:make-font-description :size \font)
```

*widget-name* specifies the *widget-name* of the **interface** that displays the window. See **element** for details.

Copying from the message

The user can select part of the message with the mouse, and then copy it using the context menu (raised by right-click). Whenever the user changes the selection or cursor position, a timeout specified by *timeout* is re-scheduled with *timeout-extension* seconds, so the window does not disappear while the user tries to copy.

The context menu also has a **Close** item, so the user can explicitly close the window once she has finished.

Notes

Because **display-non-focus-message** raises a window that does not take the focus, it does not interfere with what the user is already doing (except when the user clicks on the window). It is therefore useful to notify the user about events that do not actually require the user to stop what they are doing and do something, for example when a saving operation is complete.
See also

display-message
*default-non-focus-message-timeout*
*default-non-focus-message-timeout-extension*

**display-pane**

Class

Summary

The class **display-pane** is a pane that displays multiple lines of text.

Package
capi

Superclasses
titled-object
simple-pane

Initargs

: **text**  A string or a list of strings to be displayed.

Accessors
display-pane-text

Description

The **text** passed to a display pane can be provided either as a single string containing newlines, or else as a list of strings where each string represents a line.

Examples

```
(capi:contain (make-instance 'capi:display-pane
  :text
  '("One" "Line" "At" "A" "Time...")))
```

```
(setq dp (capi:contain
  (make-instance
   'capi:display-pane
   :text
   '("One" "Line" "At" "A" "Time...")
   :visible-min-height
   '(:character 5)))))
```

```
(capi:apply-in-pane-process
dp #'(setf capi:display-pane-text
  '("Some" "New" "Text") dp)
```
### display-pane-selected-text

**Summary**

Returns the selected text in a `display-pane`.

**Package**

capi

**Signature**

```
display-pane-selected-text  display-pane => result
```

**Arguments**

- `display-pane` An instance of `display-pane` or a subclass.

**Values**

- `result` A string or nil.

**Description**

The function `display-pane-selected-text` returns the selected text in `display-pane`, or nil if there is no selection.

**See also**

display-pane
display-pane-selection-p
display-pane-selection

display-pane

display-pane-selection

display-pane-selection-p

### display-pane-selection

**Summary**

Returns the bounds of the selection in a `display-pane`.

**Package**

capi
21 CAPI Reference Entries

Signature

`display-pane-selection pane => start, end`

Arguments

`pane` A `display-pane`.

Values

`start`, `end` Non-negative integers.

Description

The function `display-pane-selection` returns as multiple values the bounding indexes of the selection in `pane`. That is, `start` is the inclusive index of the first selected character, and `end` is one greater than the index of the last selected character. If there is no selection, then both `start` and `end` are the caret position in `pane`.

See also

`set-display-pane-selection`
`display-pane`
`display-pane-selected-text`
`display-pane-selection-p`

---

`display-pane-selection-p` Function

Summary

Returns true if there is selected text in a `display-pane`.

Package

capi

Signature

`display-pane-selection-p pane => selectionp`

Arguments

`pane` A `display-pane`.

Values

`selectionp` A boolean.

Description

The function `display-pane-selection-p` returns `t` if there is a selected region in `pane` and `nil` otherwise.
See also

`set-display-pane-selection`
`display-pane`
`display-pane-selected-text`
`display-pane-selection`

---

### display-popup-menu

**Summary**
Displays a popup menu.

**Package**
capi

**Signature**
```
display-popup-menu menu &key owner x y button => result
```

**Arguments**
- **menu**: A menu.
- **owner**: A pane.
- **x**: The horizontal coordinate of `menu`'s position relative to `owner`.
- **y**: The vertical coordinate of `menu`'s position relative to `owner`.
- **button**: The mouse button that raises the menu.

**Values**
- **result**: `t` or `nil`.

**Description**
The function `display-popup-menu` displays the `menu` at position `x,y`. `display-popup-menu` should be used in response to the user clicking a mouse button, and is typically used to implement context ("right button") menus.

The user may select an item in the menu, in which case the item's `selection-callback` is invoked, and `display-popup-menu` returns `t`.

Alternatively the user may cancel the menu, by clicking elsewhere or pressing the `Escape` key. In this case, `display-popup-menu` returns `nil`.

`owner` specifies the owner of the menu, that is, a pane that the menu is associated with. If `owner` is not supplied the system tries to find the appropriate owner, which usually suffices.

`x` and `y` default to the horizontal and vertical coordinates, relative to `owner`, of the location of the mouse pointer.

`button` defaults to `:button-3`.
Examples

See 8.13 Displaying menus programmatically.

See also

menu
pinboard-layout
popup-menu-force-popdown
8.13 Displaying menus programmatically

display-replacable-dialog

Function

Summary
Displays a replacable dialog.

Package
capi

Signature
display-replacable-dialog interface &rest args => result

Arguments

interface ↓ An interface.

args ↓ Other arguments as for display-dialog.

Values

result The value returned by the dialog.

Description
The function display-replacable-dialog displays a dialog that can be replaced by another dialog.

interface is a CAPI interface to be displayed as a dialog.

The arguments args are interpreted the same as the arguments to display-dialog, except that modal is ignored.

display-replacable-dialog displays the dialog like display-dialog.

Within the scope of display-replacable-dialog (that is, inside the callbacks) the programmer can call replace-dialog which replaces the dialog by a new dialog and destroys the existing one. There can be many calls to replace-dialog inside the same scope of display-replacable-dialog.

display-replacable-dialog returns the last dialog that was displayed.

Inside display-replacable-dialog, the functions that use the current dialog, such as exit-dialog and abort-dialog, work in the same way that they work inside display-dialog, except that they do not affect the return value of display-replacable-dialog.
See also

`abort-dialog`
`display-dialog`
`exit-dialog`
`replace-dialog`

---

**display-tooltip**

*Generic Function*

**Summary**

Displays tooltip help on an output pane.

**Package**

capi

**Signature**

```
display-tooltip output-pane &key x y text
```

**Arguments**

- `output-pane`↓
  - An instance of a subclass of `output-pane`.
- `x`↓
  - The horizontal coordinate of the tooltip position.
- `y`↓
  - The vertical coordinate of the tooltip position.
- `text`↓
  - The help text.

**Description**

The generic function `display-tooltip` displays `text` as tooltip help at position `x,y` in `output-pane`.

**Notes**

1. On GTK+, `display-tooltip` is implemented only for GTK+ versions 2.12 and later.
2. On GTK+, the `:x` and `:y` arguments might not be handled.

**Compatibility note**

On GTK+, `display-tooltip` is not implemented in LispWorks 6.0.

**Examples**

```
(example-edit-file "capi/graphics/pinboard-help")
```

**See also**

3.12.1 Tooltips for output panes
**docking-layout**

**Summary**
A class that implements docking of panes.

**Package**
capi

**Superclasses**
simple-layout

**Initargs**

- **:items**
  A list of pane specifications. The panes become the items in the layout.

- **:controller**
  A docking layout controller.

- **:docking-test-function**
  A function controlling whether a pane can be docked.

- **:docking-callback**
  A function called when a pane is docked or undocked.

- **:divider-p**
  A boolean allowing a visible edge around the layout.

- **:orientation**
  One of :horizontal or :vertical.

**Accessors**
docking-layout-controller
docking-layout-divider-p
docking-layout-docking-test-function
docking-layout-items

**Readers**
docking-layout-orientation

**Description**
The class docking-layout defines a region in which panes can be docked and undocked. The undocking functionality works only in LispWorks for Windows.

If controller is non-nil, it must be a controller object as returned by a call to make-docking-layout-controller. In this case the docking-layout is one of a group of docking-layouts which share that same controller, known as the Docking Group. The panes that can be docked and undocked are shared between the members of the Docking Group. If controller is nil (the default value), the docking-layout is in a Docking Group of one.

A pane pane is dockable in a Docking Group when it is an item of any member of the Docking Group. This is the case when it is one of the items passed to make-instance for some member of the group, or it has been set in some member by (setf docking-layout-items). The user can dock and undock pane in any member of the Docking Group. You can change the dockable status of panes programmatically by (setf docking-layout-items). You can query a pane's docked and visible status in a docking-layout by docking-layout by docking-layout-pane-docked-p and docking-layout-pane-visible-p. You can change a pane's docked and visible status in a docking-layout by
By default, the context menu allows the user to alter the visibility status of each of the panes in the Docking Group.

items is a list of pane specifications. Each specification in the list is either an atom denoting a pane, or a list wherein the cl:car is an object denoting a pane and the cl:cdr is a plist of options and values. The object denoting the pane can be:

- The pane itself.
- A symbol naming a slot in the interface which contains the docking-layout. The value in that slot, which must be a pane, is used. Typically the slot name is defined in the :panes or :layouts class option in the define-interface form.
- A string, denoting a title-pane with that text.
- A list, wherein the car is the name of a pane class and the cdr is a list of initialization arguments for that class. This denotes the pane created by applying make-instance to the list. Note that in this case the list cannot be the item in the items list, because it would be wrongly interpreted as a list wherein the car denotes a pane directly and the cdr is a plist of options and values.

When an item in the items list is a list, the cdr is a plist of options and values, which can contain these options:

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>:title</td>
<td>A string which is title associated with the pane. This is used when the pane is presented to the user, for example in the default context menu.</td>
</tr>
<tr>
<td>:docked-p</td>
<td>A boolean specifying whether the pane should be docked. The default value is t. When a pane is not docked and is visible, it is displayed in its own window.</td>
</tr>
<tr>
<td>:visible-p</td>
<td>A boolean specifying whether the pane is visible. The default value is t.</td>
</tr>
<tr>
<td>:undocked-geometry</td>
<td>A list of four integers specifying the geometry of the pane when undocked, as (x y width height).</td>
</tr>
<tr>
<td>:start-new-line-p</td>
<td>A boolean specifying whether to place the pane on a new line in the docking-layout. The default value is nil.</td>
</tr>
</tbody>
</table>

docking-layout-items always returns the items as lists, with the cdr containing the options and values.

docking-test-function is a function of two arguments with a boolean return value. When the user attempts to dock a pane pane in the docking-layout, docking-test-function is called with the docking-layout and pane. If it returns nil, pane is not docked. If it returns true, pane is docked. The default behavior is that all panes under the controller which is the controller in this docking-layout, and only these panes, can be docked.

docking-callback, if non-nil, is a function of three arguments: the docking-layout, the pane and a boolean. This third argument is t when the pane is docked, and nil when the pane is undocked. The default value of docking-callback is nil.

divider-p controls whether a visible edge is drawn around the border of the docking-layout. The default value is nil.

orientation specifies whether the items are laid out horizontally or vertically. The default value is :horizontal.

Examples

(example-edit-file "capi/layouts/docking-layout")

See also

docking-layout-pane-docked-p
docking-layout-pane-visible-p
docking-layout-pane-docked-p

Summary
Used to indicate whether a pane is currently docked in a `docking-layout`.

Package
capi

Signature
docking-layout-pane-docked-p docking-layout pane &key anywhere => dockedp

(setf docking-layout-pane-docked-p) dockedp docking-layout pane &key anywhere => dockedp

Arguments
docking-layout\downarrow An instance of `docking-layout` or a subclass.
pane\downarrow A pane.
anywhere\downarrow A boolean.
dockedp\downarrow A boolean.

Values
dockedp\downarrow A boolean.

Description
The accessor `docking-layout-pane-docked-p` accesses a boolean indicating whether `pane` is currently docked.

If `anywhere` is `t`, `dockedp` is true if `pane` is docked in any member of the Docking Group of `docking-layout`. If `anywhere` is `nil`, `dockedp` is true only if `pane` is docked in `docking-layout` itself. The default value of `anywhere` is `nil`.

`(setf docking-layout-pane-docked-p)` may be used to change the docking state of `pane` in `docking-layout` only when `pane` is dockable in the Docking Group of `docking-layout`, that is, it was added to the items of any of the `docking-layout`s in the group.

See also
docking-layout

docking-layout-pane-visible-p

Summary
Used to indicate whether a pane is currently visible in a `docking-layout`.
21 CAPI Reference Entries

Package
capi

Signature
docking-layout-pane-visible-p  docking-layout pane => visiblep
(setf docking-layout-pane-visible-p) visiblep docking-layout pane => visiblep

Arguments
docking-layout↓ An instance of docking-layout or a subclass.
pane↓ A pane.
visiblep A boolean.

Values
visiblep A boolean.

Description
The accessor docking-layout-pane-visible-p accesses a boolean indicating whether pane is currently visible in the Docking Group of docking-layout. pane may be docked in any member of the Docking Group, or undocked.

(setf docking-layout-pane-visible-p) may be used to change the visibility of pane in docking-layout only when pane is dockable in the Docking Group of docking-layout, that is, it was added to the items of any of the docking-layouts in the group.

See also
docking-layout

document-container

Class

Summary
A container for a document-frame (only implemented on Microsoft Windows).

Package
capi

Superclasses
capi-object

Readers
screen-interfaces
The class **document-container** is used to implement the container in a **document-frame**.

A **document-container** has some screen-like functionality, responding to **screen-internal-geometry** and **screen-active-interface**.

This works only in LispWorks for Windows.

**See also**

- **display**
- **document-frame**
- **screen-active-interface**
- **screen-internal-geometry**

**Summary**

The class **document-frame** is used to implement MDI (only implemented on Microsoft Windows).

**Package**

capi

**Superclasses**

-interface

**Readers**

document-frame-container

**Description**

The class **document-frame** is used to implement Multiple-Document Interface (MDI) which is a standard technique on Microsoft Windows (see the MSDN for documentation).

To use MDI in the CAPI, define an interface class that inherits from **document-frame**, and use the two special slots **capi:container** and **capi:windows-menu**. For the details and an example, see 6.6.7 Multiple-Document Interface (MDI).

This works only in LispWorks for Windows.

**Notes**

**capi:windows-menu** is a special slot in **document-frame** and this symbol should not appear elsewhere in the **define-interface** form.
double-headed-arrow-pinboard-object

Summary

A pinboard-object that draws itself as an arrow.

Package
capi

Superclasses
arrow-pinboard-object

Initargs
:double-head-predicate

A function determining whether a single or double arrowhead is drawn.

Description

The class double-headed-arrow-pinboard-object is a pinboard-object that draws itself as an arrow, which can switch dynamically from double-headed to single-headed.

double-head-predicate should be a function of two arguments returning a boolean value. The first argument is the output pane on which the arrow pinboard object is drawn. The second argument is the arrow pinboard object itself.

double-head-predicate should return a true value if the arrow is to be double-headed, and nil if a single-headed arrow should be drawn. It is called each time the arrow object is redrawn.

Examples

(defvar *doublep* t)
(let ((dhr (capi:contain
  (make-instance 'capi:pinboard-layout
    :description (list
      (make-instance 'capi:double-headed-arrow-pinboard-object
        :double-head-predicate #'(lambda (x y) *doublep*)
        :start-x 5 :start-y 5 :end-x 95 :end-y 95)
      (make-instance 'capi:double-headed-arrow-pinboard-object
        :double-head-predicate #'(lambda (x y) *doublep*))))))
  (dhr))
double-list-panel

Summary

A choice which displays its selected items and its unselected items in disjoint lists displayed in two sub-panels, and facilitates easy movement of items between these lists.

Package
capi

Superclasses

choice

interface

Initargs

:selected-items-title
 :unselected-items-title

selected-items-title and unselected-items-title are passed as the :title initarg to the list panels.

:selected-items-filter
 :unselected-items-filter

selected-items-filter and unselected-items-filter are passed as the :filter initarg to the list panels.

:list-visible-min-width
 :list-visible-min-height

list-visible-min-width and list-visible-min-height are passed as the :visible-min-width and :visible-min-height initargs to both list panels.

:image-function
 :image-state-function
 :image-width
 :image-height
 :state-image-width
Description

The class `double-list-panel` is a choice which displays its items in two list-panels. One list contains the selected items and the other contains the unselected items. There is a pair of arrow buttons which move highlighted items between the lists.

`selected-items-title` and `unselected-items-title` are passed as the :title initarg to the corresponding sub-panels (see list-panel). `selected-items-title` defaults to "Selected items:" and `unselected-items-title` defaults to "Unselected items:"

`selected-items-filter` and `unselected-items-filter` are passed as the :filter initarg to the corresponding sub-panels (see list-panel). `selected-items-filter` and `unselected-items-filter` both default to nil.

`list-visible-min-width` and `list-visible-min-height` are passed as the :visible-min-width and :visible-min-height initargs to both sub-panels (see list-panel). `list-visible-min-width` and `list-visible-min-height` both default to nil.

`image-function`, `image-state-function`, `image-width`, `image-height`, `state-image-width` and `state-image-height` are passed to both of the sub-panels to specify images. (see list-panel).

The default interaction of double-list-panel is :extended-selection.

The selection-callback, extend-callback or retract-callback is called as appropriate when items are moved between the lists. There is no action-callback for double-list-panel.

The user selects and de-selects items in the double-list-panel by moving them between the two lists. There are three ways to move the items:

- Highlight the items to move by normal list-panel selection gestures, then press an arrow button.
- Highlight a single item to move by normal list-panel selection gestures, then press Return.
- Double click on an item to move it.

Notes

1. double-list-panel is not a subclass of list-panel.

2. double-list-panel does not have image lists. To use sub-images from an image-set, use image-locators.

Examples

```
(capi:display
 (make-instance
  'capi:double-list-panel
  :items '("John" "Geoff" "chicken" "blue" "water")
  :selection-callback
  #'(lambda (item choice)
      (capi:display-message "selecting ~a" item))
  :extend-callback
  #'(lambda(item choice)
      (capi:display-message "extending ~a" item))
  :retract-callback
  #'(lambda(item choice)
      (capi:display-message "deselecting ~a" item))))
```
See also

list-panel
5.3 List panels

**drag-pane-object**

**Function**

**Summary**

Initiates a dragging operation.

**Package**

capi

**Signature**

`drag-pane-object pane value &key string plist image-function operations => operation`

**Arguments**

- **pane**
  - A pane.
- **value**
  - An object to be dragged.
- **string**
  - A string to be dragged or **nil**.
- **plist**
  - A plist of formats and objects to be dragged.
- **image-function**
  - A function or **nil**.
- **operations**
  - A list of operation keywords allowed for the dragged objects.

**Values**

- **operation**
  - One of the operation keywords.

**Description**

The function **drag-pane-object** initiates a dragging operation from within the pane `pane`. It can only be called from within the button :press or button :motion callbacks of the `input-model` of an `output-pane`.

`value`, `string` and `plist` are combined to provide an object to be dragged in various formats.

`value` can be any Lisp object (not necessarily a string) to make available for dropping into a pane within the local Lisp image.

`string` can be a string representation of `value` to make available, or **nil**. If `string` is **nil** and `value` is a string, then that will be made available as the string.

`plist` is a property list of additional format/value pairs to make available. The currently supported formats are as described for `set-drop-object-supported-formats`. You can make more than one format available simultaneously.

`image-function` provides a graphical image for use during the dragging operation on Cocoa. If `image-function` is supplied, then it should be a function of one argument. It might be called to provide an image for use during the dragging operation.

The function `image-function` should return three values: a `image` object, an x offset and a y offset. The x and y offsets are the position within the image where the mouse should be located. If the image is **nil** or `image-function` is not supplied then a default image is generated. If the x or y offsets are **nil** or not returned then the image is positioned with the mouse at its...
center point. The image that is returned by *image-function* is freed automatically in the end of dragging operation. It must be a new image, and cannot be reused.

*operations* should be a list of operation keywords that the pane will allow the target application to perform. The operation keywords are ::copy, ::move and ::link as described for the effect in *drop-object-drop-effect*. If certain platform-specific modifier keys are pressed, then some of the operations will be ignored.

The return value *operation* indicates which operation was performed by the application where the dragged object was dropped. The value will be ::none if the object was not dropped anywhere or dragging was abandoned (for example, by the user hitting the Escape key). If *operation* is ::move, then you should update the data structures in your application to remove the object that was dragged.

Notes

1. *drag-pane-object* is not supported on X11/Motif. See *simple-pane* for information about drop callbacks.

2. *image-function* is only called on Cocoa. There is no way to specify an image when dragging on Microsoft Windows.

3. If :image is supplied in *plist*, the dragging mechanism automatically frees the *image* object as if by *free-image* when it no longer needs it.

Examples

(example-edit-file "capi/output-panes/drag-and-drop")

See also

/simple-pane

17 Drag and Drop

draw-metafile

Summary

Draws a metafile to a pane.

Package

capi

Signature

draw-metafile pane metafile x y width height

Arguments

<table>
<thead>
<tr>
<th>pane</th>
<th>An output-pane.</th>
</tr>
</thead>
<tbody>
<tr>
<td>metafile</td>
<td>A metafile, as described in <em>with-internal-metafile</em>.</td>
</tr>
<tr>
<td>x, y</td>
<td>Integers.</td>
</tr>
<tr>
<td>width, height</td>
<td>Non-negative integers.</td>
</tr>
</tbody>
</table>
Description

The function `draw-metafile` draws the metafile `metafile` to the pane `pane` at position `x,y` with size `width, height`. `metafile` should be a metafile as returned by `with-internal-metafile`.

The `graphics-state` parameters `transform`, `mask` and `mask-transform` affect how the metafile is drawn. The other `graphics-state` parameters are taken from the metafile.

Notes

1. `draw-metafile` is supported on GTK+ only where Cairo is supported (GTK+ 2.8 and later).
2. Metafiles look bad on GTK+, because they transform the image rather than the drawing.
3. `draw-metafile` is not implemented on X11/Motif.

Examples

```lisp
(example-edit-file "capi/graphics/metafile")
```

```lisp
(example-edit-file "capi/graphics/metafile-rotation")
```

See also

- `can-use-metafile-p`
- `clipboard`
- `draw-metafile-to-image`
- `free-metafile`
- `graphics-state`
- `with-internal-metafile`

---

### `draw-metafile-to-image`

**Function**

**Summary**

Draws a metafile as an image.

**Package**

`capi`

**Signature**

`draw-metafile-to-image` `pane` `metafile` &key `width height max-width max-height background alpha` => `image`

**Arguments**

- `pane` ⇓ An `output-pane`.
- `metafile` ⇓ A metafile.
- `width`, `height` ⇓ Non-negative integers, or `nil`.
- `max-width`, `max-height` ⇓
Non-negative integers, or \texttt{nil}.

\texttt{background} \quad A color specification.

\texttt{alpha} \quad A generalized boolean.

\textbf{Values}

\texttt{image} \quad An \texttt{image}.

\textbf{Description}

The function \texttt{draw-metafile-to-image} returns a new \texttt{image} object for \texttt{pane}, with \texttt{metafile} drawn into the image.

\texttt{metafile} should be a metafile as returned by \texttt{with-internal-metafile}.

If \texttt{width} and \texttt{height} are both \texttt{nil} then the size of the image is computed from the metafile. If both \texttt{width} and \texttt{height} are integers, then they specify the size of the image and the metafile is scaled to fit. If one of \texttt{width} or \texttt{height} is \texttt{nil}, then it is computed from the other dimension, preserving the aspect ratio of the metafile. The default values of \texttt{width} and \texttt{height} are both \texttt{nil}.

\texttt{max-width} and \texttt{max-height}, if non-nil, constrain the computed or specified values of \texttt{width} and \texttt{height} respectively. The aspect ratio is retained when the size is constrained, so specifying a \texttt{max-width} can also reduce the actual height of the image. The default values of \texttt{max-width} and \texttt{max-height} are both \texttt{nil}.

\texttt{background} should be a color spec, which controls the non-drawn parts of the image. For information about color specs, see \texttt{15.1 Color specs}. If \texttt{background} is omitted, then the background color of \texttt{pane} is used (see \texttt{simple-pane}).

If \texttt{alpha} is non-nil, then the image will have an alpha component. The default value of \texttt{alpha} is \texttt{nil}.

\textbf{Notes}

1. \texttt{draw-metafile-to-image} is supported on GTK+ only where Cairo is supported (GTK+ 2.8 and later).

2. Metafiles look bad on GTK+, because they transform the image rather than the drawing.

3. \texttt{draw-metafile-to-image} is not implemented on X11/Motif.

\textbf{See also}

\texttt{clipboard}
\texttt{draw-metafile}
\texttt{free-metafile}
\texttt{with-internal-metafile}

\textbf{drawn-pinboard-object} \quad \texttt{Class}

\textbf{Summary}

The class \texttt{drawn-pinboard-object} is a subclass of \texttt{pinboard-object} which is drawn by a supplied function, and is provided as a means of the user creating their own pinboard objects.
Superclasses

pinboard-object

Initargs

:display-callback Called to display the object.

Accessors
drawn-pinboard-object-display-callback

Description

The display-callback is called with the output pane to draw on, the drawn-pinboard-object itself, and the x, y, width and height of the object, and it is expected to redraw that section. The display-callback should not draw outside the object's bounds.

An alternative way of doing this is to create a subclass of pinboard-object and to provide a method for draw-pinboard-object.

Examples

(defun draw-an-ellipse
  (output-pane self x y width height)
  (let ((x-radius (floor width 2))
        (y-radius (floor height 2)))
    (gp:draw-ellipse output-pane
                     (+ x x-radius) (+ y y-radius)
                     x-radius y-radius
                     :foreground :red
                     :filled t))

(capi:contain (make-instance
                'capi:drawn-pinboard-object
                :visible-min-width 200
                :visible-min-height 100
                :display-callback 'draw-an-ellipse))

There are further examples in 20 Self-contained examples.

See also

pinboard-layout

12 Creating Panes with Your Own Drawing and Input

draw-pinboard-layout-objects

Function

Summary

Draws the pinboard objects which intersect a given rectangle in a pinboard-layout.

Package
capi
**Signature**

draw-pinboard-layout-objects  pinboard-layout  graphics-port  x  y  width  height  =>  nil

**Arguments**

- pinboard-layout↓  A pinboard-layout.
- graphics-port↓  A graphics port.
- x↓,  y↓,  width↓,  height↓  Non-negative integers.

**Description**

The function draw-pinboard-layout-objects draws the pinboard objects in pinboard-layout which intersect the rectangle specified by x, y, width and height into the graphics port graphics-port.

graphics-port can be pinboard-layout itself or another graphics port. The drawing is done into the target rectangle, but may also draw outside it.

**Notes**

1. draw-pinboard-layout-objects is used by pinboard-layout when it actually needs to display the objects.

2. draw-pinboard-layout-objects does not do any caching. The display-callback of pinboard-layout does any caching, and may use draw-pinboard-layout-objects to draw into a cache (a pixmap) rather than the screen.

3. draw-pinboard-layout-objects is useful when you want to have your own display-callback for a pinboard-layout or a subclass. It is possible to use a graphics transformation on graphics-port around the call to draw-pinboard-layout-objects to affect the drawing. For example with graphics-translation can be used to move the drawing to the origin.

**See also**

- pinboard-layout
- pinboard-layout-display

12 Creating Panes with Your Own Drawing and Input

---

**draw-pinboard-object**

**Generic Function**

**Summary**

Draws a pinboard object.

**Package**

capi

**Signature**

draw-pinboard-object  pinboard  object  &key  x  y  width  height  &allow-other-keys
Arguments

pinboard

⇓

A pinboard-layout.

object

⇓

A pinboard-object.

x, y, width, height

Non-negative integers.

Description

The generic function draw-pinboard-object is called whenever object needs to be drawn in pinboard. x, y, width and height indicate the region that needs to be redrawn, but a method is free to ignore these and draw the complete object. However, it should not draw outside the pinboard object's bounds.

Examples

(exexample-edit-file "capi/graphics/circled-graph-nodes")

See also

pinboard-layout
pinboard-object
pinboard-object-highlighted-p

draw-pinboard-object-highlighted

Generic Function

Summary

Draws highlighting on a pre-drawn pinboard object.

Package

capi

Signature

draw-pinboard-object-highlighted pinboard object &key &allow-other-keys

Arguments

pinboard

⇓

A pinboard-layout.

object

⇓

A pinboard-object.

Description

The generic function draw-pinboard-object-highlighted draws the highlighting for object in pinboard after object has already been drawn. The default highlighting method draws a box around the object, and should be sufficient for most purposes.
Examples

(ex example-edit-file "capi/graphics/circled-graph-nodes")

See also

highlight-pinboard-object

---

### drop-object-allows-drop-effect-p

**Function**

**Summary**

Queries whether a dropping operation can be performed with a given effect.

**Package**

capi

**Signature**

`drop-object-allows-drop-effect-p`  `drop-object` `effect` `=>` `result`

**Arguments**

- `drop-object`  
  A `drop-object`, as passed to the `drop-callback`.
- `effect`  
  An effect keyword.

**Values**

- `result`  
  A boolean.

**Description**

The function `drop-object-allows-drop-effect-p` returns non-nil if the dropping operation can be performed for `drop-object` with the given effect `effect`. It returns `nil` if the dropping operation cannot be performed. See `drop-object-drop-effect` for information on drop effect keywords.

**Notes**

`drop-object-allows-drop-effect-p` should only be called within a `drop-callback`. It is not supported on X11/Motif. See `simple-pane` for information about drop callbacks.

See also

- `drop-object-drop-effect`
- `simple-pane`
drop-object-collection-index

Accessor

Summary

Gets the index and relative place in the collection that an object is being dropped over.

Package
capi

Signatures

drop-object-collection-index drop-object => index, placement

(setf (drop-object-collection-index drop-object) (values new-index new-placement))

Arguments

drop-object A drop-object, as passed to the drop-callback.
new-index An integer.
new-placement One of :above, :item or :below.

Values

index An integer.
placement One of :above, :item or :below.

Description

The accessor drop-object-collection-index accesses the index and place relative to that index within the collection that the object drop-object is being dropped over. This information is only meaningful when the pane is an instance of list-panel or tree-view.

The returned value index is the position in the collection (see get-collection-item or choice-selection). The returned value placement indicates whether the user is dropping above, on or below the item at index.

There is also a setf expander that can be called with the values new-index and new-placement within the :drag stage of the operation, to adjust where the user will be allowed to drop the object.

Notes

drop-object-collection-index should only be called within a drop-callback. It is not supported on X11/Motif. See simple-pane for information about drop callbacks.

Examples

For an example illustrating the use of drag and drop in a choice, see:

(example-edit-file "capi/choice/drag-and-drop")
See also

drop-object-collection-item
17 Drag and Drop

---

**drop-object-collection-item**

*Accessor*

**Summary**

Gets the item and relative place in the *collection* that an object is being dropped over.

**Package**

capi

**Signatures**

`drop-object-collection-item` `drop-object` => `item`, `placement`

`(setf (drop-object-collection-item `drop-object`) (values `new-item` `new-placement`))`

**Arguments**

`drop-object`↓
A *drop-object*, as passed to the *drop-callback*.

`new-item`↓
An item of a *collection*.

`new-placement`↓
One of :above, :item or :below.

**Values**

`item`
An item of a collection.

`placement`↓
One of :above, :item or :below.

**Description**

The accessor `drop-object-collection-item` accesses the item and place relative to that item within the *collection* that the object *drop-object* is being dropped over. This information is only meaningful when the pane is an instance of *list-panel* or *tree-view*.

The returned value `placement` indicates whether the user is dropping above, on or below the item.

There is also a setf expander that can be called with the values `new-item` and `new-placement` within the :drag stage of the operation, to adjust where the user will be allowed to drop the object.

**Notes**

`drop-object-collection-item` should only be called within a *drop-callback*. It is not supported on X11/Motif. See *simple-pane* for information about drop callbacks.

**Examples**

For an example illustrating the use of drag and drop in a *choice*, see:
(example-edit-file "capi/choice/drag-and-drop")

See also
drop-object-collection-index
17 Drag and Drop

drop-object-drop-effect

Summary
Reads or sets the current effect of a dropping operation.

Package
capi

Signature

drop-object-drop-effect drop-object => effect
(setf drop-object-drop-effect) effect drop-object => effect

Arguments
drop-object↓ A drop-object, as passed to the drop-callback.
effect↓ An effect keyword.

Values
effect↓ An effect keyword.

Description
The accessor drop-object-drop-effect gets or sets the current effect of the dropping operation for drop-object. effect can be one of:

:copy The object will be copied. This is the most common value for operations between applications.

:move The object will be moved. This is usually triggered by the user dragging with a platform-specific modifier key pressed.

:link A link to the object will be created. This is usually triggered by the user dragging with a platform-specific modifier key pressed.

:none No dragging is possible.

Notes
drop-object-drop-effect should only be called within a drop-callback. It is not supported on X11/Motif. See simple-pane for information about drop callbacks.
21 CAPI Reference Entries

Examples

(exexample-edit-file "capi/output-panes/drag-and-drop")

See also

simple-pane
17 Drag and Drop

---

**drop-object-get-object**

*Function*

**Summary**

Returns a dropped object in a given format.

**Package**

capi

**Signature**

drop-object-get-object drop-object pane format &rest args => object

**Arguments**

- **drop-object**
  A drop-object, as passed to the drop-callback.
- **pane**
  A CAPI pane.
- **format**
  A format keyword.
- **args**
  Other arguments, currently ignored.

**Values**

- **object**
  An object in the given format.

**Description**

The function drop-object-get-object returns the dropped object in the dropping operation for drop-object over pane with format format. See set-drop-object-supported-formats for information on format keywords.

Other arguments in args are currently ignored.

**Notes**

1. When receiving an image (by calling drop-object-get-object with the :image format), the received image should also be freed when you finish with it. However, it will be freed automatically when the pane supplied to drop-object-get-object is destroyed, so normally you do not need to free it explicitly.

2. drop-object-get-object should only be called within a drop-callback, passing the supplied drop-object and pane. It is not supported on X11/Motif. See simple-pane for information about drop callbacks.
Examples

(example-edit-file "capi/output-panes/drag-and-drop")

(example-edit-file "capi/choice/list-panel-drag-images")

See also

set-drop-object-supported-formats
simple-pane
17 Drag and Drop

drop-object-pane-x
drop-object-pane-y

Summary

Gets the coordinates in the pane that an object is being dropped over.

Package
capi

Signatures

drop-object-pane-x  drop-object => x-coord
drop-object-pane-y  drop-object => y-coord

Arguments

drop-object  A drop-object, as passed to the drop-callback.

Values

x-coord, y-coord  Integers.

Description

The functions drop-object-pane-x and drop-object-pane-y return the x and y coordinates within the pane that the object is being dropped over in the dropping operation for drop-object. This information is only meaningful when the pane is an instance of output-pane or one of its subclasses.

Notes

drop-object-pane-x and drop-object-pane-y should only be called within a drop-callback. They are not supported on X11/Motif. See simple-pane for information about drop callbacks.

See also

simple-pane
17 Drag and Drop
drop-object-provides-format

Function

Summary
Queries whether a dropping operation can provide an object in a given format.

Package
capi

Signature
drop-object-provides-format drop-object format => result

Arguments
drop-object⇓ A drop-object, as passed to the drop-callback.
format⇓ A format keyword.

Values
result A boolean.

Description
The function drop-object-provides-format returns non-nil if the dropping operation can provide an object with format format in the dropping operation for drop-object. It returns nil if it cannot provide that format.

See set-drop-object-supported-formats for information on format keywords.

Notes
drop-object-provides-format should only be called within a drop-callback. It is not supported on X11/Motif. See simple-pane for information about drop callbacks.

Examples

(ex example-edit-file "capi/output-panes/drag-and-drop")

See also
set-drop-object-supported-formats
simple-pane
17 Drag and Drop
**echo-area-cursor-inactive-style**  Variable

Summary
The drawing style of the Echo Area cursor when the window is inactive.

Package
capi

Initial Value
:invisible

Description
The variable *echo-area-cursor-inactive-style* specifies the drawing style of the cursor in the Echo Area of an inactive window in the LispWorks IDE.

The allowed values are :inverse, :outline, :underline and :invisible.

---

**echo-area-pane**  Class

Summary
The class of the Editor's echo area.

Package
capi

Superclasses
**editor-pane**

Description
The class echo-area-pane is used to implement the small window for user interaction, known as the Echo Area, which is at the bottom of Editor windows in the LispWorks IDE.

You should not normally need to work with this class directly. To add an Echo Area, pass :echo-area t when making the **editor-pane**.

---

**editor-cursor-active-style**  Variable

Summary
The drawing style of the editor's cursor when the window is active.
The variable *editor-cursor-active-style* specifies the drawing style of an editor-pane cursor when the window is active.

The allowed values are :inverse, :outline, :underline, :left-bar and :caret.

See also

editor-pane-blink-rate

---

*editor-cursor-color*  

Summary  
The background color of the cursor.

Package  
capi

Initial Value  
nil

Description  
When non-nil, the value of the variable *editor-cursor-color* is a color spec or color alias determining the background color of the editor-pane cursor. See 15 The Color System for information about color specs and aliases.

The value nil means that the cursor background color is the same as the foreground color of the editor pane. foreground is a slot inherited from simple-pane.

Examples

(setf capi:*editor-cursor-color* :red)

---

*editor-cursor dragging-style*  

Summary  
The drawing style of the editor’s cursor during a selection drag.
Package
capi

Initial Value
:left-bar

Description
The variable *editor-cursor-drag-style* specified the drawing style of an editor-pane cursor during a selection drag.

The allowed values are *inverse, :outline, :underline, :left-bar* and *caret*.

*editor-cursor-inactive-style*

Variable

Summary
The drawing style of the editor’s cursor when the window is inactive.

Package
capi

Initial Value
:outline

Description
The variable *editor-cursor-inactive-style* specifies the drawing style of an editor-pane cursor when the window is inactive.

The allowed values are *inverse, :outline, :underline* or *invisible*.

See also
ditor-pane

editor-pane

Class

Summary
An editor pane is an editor that has all of the functionality described in the LispWorks Guide To The Editor.

Package
capi
Superclasses

output-pane

Subclasses

interactive-pane
collector-pane

Initargs

: text A string or nil.
: enabled t, nil or :read-only.
: buffer-modes A list specifying the modes of the editor buffer.
: buffer-name A string, an editor buffer or the keyword :temp.
: buffer A synonym for the initarg :buffer-name.
: change-callback A function designator, or nil.
: before-input-callback A function designator, or nil.
: after-input-callback A function designator, or nil.
: echo-area A flag determining whether the editor pane has an Echo Area.
: fixed-fill An integer specifying the fill length, or nil.
: flag A non-keyword symbol.
: line-wrap-marker A character, or nil.
: line-wrap-face An editor:face object, or a symbol naming a face, or nil.
: wrap-style nil, t or the keyword :split-on-space.
: composition-face Changes the editor face that is used by editor-pane-default-composition-callback to display the composition string. The default value is :default.

Accessors

editor-pane-text
editor-pane-change-callback
editor-pane-enabled
editor-pane-fixed-fill
editor-pane-line-wrap-marker
editor-pane-line-wrap-face
editor-pane-wrap-style
editor-pane-composition-face

Description

The class editor-pane is an editor that has all of the functionality described in the LispWorks Guide To The Editor.

enabled controls how user input affects the editor-pane. If enabled is nil, all input from the mouse and keyboard is ignored. When enabled is t, all input is processed according to the input-model. When enabled is :read-only, input to the pane by keyboard or mouse gestures cannot change the text. More accurately, input via the default input-model of editor-pane cannot change the text. The Cut and Paste menu entries are also disabled. When a user tries to change the text, the operation quietly aborts. Programmatic modifications of the text are still allowed (see Notes below for more detail).
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The enabled state can be set by the accessor `editor-pane-enabled` which has the same effect when applied to an `editor-pane`.

The pane stores text in buffers which are uniquely named, and so to create an `editor-pane` using an existing buffer you should pass the `buffer-name`. To create an `editor-pane` with a new buffer, use either `flag` or a non-empty `text` string or a `buffer-name` that does not match any existing buffer.

`buffer-name` can also be an editor buffer naming itself.

A non-empty string value of `text` specifies the initial text displayed and forces the creation of a new buffer. The accessor `editor-pane-text` is provided to read and write the text in the editor buffer.

`buffer-modes` allows you to specify the initial major mode and minor modes of the `editor-pane`'s buffer. It should be a list of the form `(major-mode-name . minor-mode-names)`. See the Editor User Guide for a description of major and minor modes in the LispWorks editor. `buffer-modes` is used only when the CAPI creates the buffer, and not when it reuses a buffer.

If `echo-area` is non-nil, then an Echo Area is added. `echo-area` defaults to `nil`.

If `fixed-fill` is non-nil, the editor pane tries to form lines of length close to, but no more than, `fixed-fill`. It does this by forcing line breaks at spaces between words. `fixed-fill` defaults to `nil`.

The cursor in an `editor-pane` blinks on and off by the mechanism described in `editor-pane-blank-rate`.

`change-callback`, if non-nil, should be a function which is called whenever the editor buffer under the `editor-pane` changes. For the details see 3.5.3.1 Editor pane callbacks.

`before-input-callback` and `after-input-callback`, if non-nil, should be functions which are called when `call-editor` is called. For the details see 3.5.3.1 Editor pane callbacks.

`line-wrap-marker` specifies the marker to display at the end of a line that is wrapped to the next line, or truncated if `wrap-style` is `nil`. The value must be a character, or `nil` (which is interpreted as \Space). The default value is the value of `*default-editor-pane-line-wrap-marker*`. The value can be read by `editor-pane-line-wrap-marker`.

`line-wrap-face` specifies a face to use when displaying the `line-wrap-marker`. The argument can be `nil`, an `editor:face` object (the result of a call to `editor:make-face`), or a symbol naming a face (that is, the first argument to `editor:make-face`).

The default value of `line-wrap-face` is an internal symbol naming a face. The value can be accessed by `editor-pane-line-wrap-face`. The default face can be modified in the LispWorks IDE via Tools > Preferences... > Environment > Styles > Colors and Attributes, style name Line Wrap Marker.

`wrap-style` defines the wrapping of text lines that cannot be displayed in one line of the `editor-pane`. The argument can be one of:

- `t` Normal wrapping. Display as many characters as possible in the `editor-pane` line.
- `nil` Do not wrap. Text lines that are too long are truncated.
- `:split-on-space` Wrapping, but attempts to split lines on spaces. When the text reaches the end of a line, the code looks backwards for space, and wraps before it.

The default value of `wrap-style` is `t` and the value can be accessed by `editor-pane-wrap-style`.

The input behavior of an `editor-pane` is determined by its `input-model` (inherited from `output-pane`). By default, an `editor-pane` has an `input-model` that implements the functionality of the Editor tool in the LispWorks IDE, and always does it via `call-editor`. You can replace this behavior by supplying :input-model when you call `make-instance` or by `(setf capi:output-pane-input-model)`, though this has an effect only if called before the pane is displayed. It is
possible to achieve a minor modification to the default input behavior by prepending the modification (see the example below). Note that functions performing editor operations must do this via **call-editor**.

Editor panes support GNU Emacs keys on all platforms. Additionally on Microsoft Windows they support Windows editor keys, on GTK+ and Motif they support KDE/Gnome keys, and on Cocoa they support macOS editor keys. Exactly one style of emulation is active at any one time for each editor pane. By default, editor panes in the LispWorks IDE use Emacs emulation on all platforms. By default, editor panes in delivered applications use Windows emulation on Microsoft Windows, macOS editor emulation on Cocoa, and Emacs emulation on GTK+ and Motif. To alter the choice of emulation, see **interface-keys-style** or the **deliver** keyword :editor-style, described in the *Delivery User Guide*.

**Notes**

1. The **output-pane** initarg :drawing-mode controls anti-aliasing of the text displayed in an **editor-pane** on Microsoft Windows and GTK+.

2. For an **editor-pane** with **enabled :read-only**, Editor commands (predefined, and user-defined by **editor:defcommand**) may or may not be able to change the text, depending on how they are called. When executed by a key sequence they cannot change the text directly. However Editor commands can also be called via **editor:process-character** or **call-editor**, and then are programmatic input and so can change the text.

3. The effect of **enabled :read-only** is on the **editor-pane**. It does not affect the underlying Editor buffer, which can still be modified from other panes. The buffer that is displayed can be changed, and this does not affect the **enabled** state of the **editor-pane**.

4. Except when actually editing a file, it is normally best to use a temporary buffer when using an **editor-pane**, supplying :buffer-name :temp (or :buffer-name tb, where tb is created by **editor:make-buffer** with :temporary t). This prevents auto-saving and sharing buffers unintentionally.

5. To control whether the native input method is used to interpret keyboard input, you can supply the **output-pane** initarg :use-native-input-method or call **set-default-use-native-input-method**.

6. The default value of composition-callback (see **output-pane**) is **editor-pane-default-composition-callback**.

**Compatibility note**

In LispWorks 4.4 and previous versions **editor-pane** supports only fixed-width fonts.

On Cocoa, **editor-pane** supports only fixed-width fonts in LispWorks 6.1 and earlier versions.

In LispWorks 6.1 and later versions, variable-width fonts can be used on Microsoft Windows, GTK+ and Motif. In LispWorks 7.0 and later, variable-width fonts can also be used on Cocoa. Specify the font via the :font initarg (see **simple-pane**).

The initarg :wrap-style supersedes **editor:set-window-split-on-space**, which is deprecated.

**Examples**

```lisp
(capi:contain (make-instance 'capi:editor-pane
    :text "Hello world"
    :buffer-name :temp))

(setq ed (capi:contain
    (make-instance 'capi:editor-pane
    :text "Hello world"
    :enabled nil
    :buffer-name :temp)))
```

Note that you cannot type into the editor pane.
Now you can enter text into the editor pane interactively.

You can also change the text programmatically:

```
(capi:apply-in-pane-process
 ed #'(setf capi:editor-pane-text) "New text" ed)
```

In this example the callback modifies the buffer in the correct editor context so you that see the editor update immediately:

```
(capi:define-interface updating-editor ()
 ()
 (:panes
  (numbers capi:list-panel
   :items '(1 2 3)
   :selection-callback 'update-editor
   :callback-type :interface
   :visible-min-height '(:character 3))
  (editor capi:editor-pane
   :text
   "Select numbers in the list above."
   :visible-min-width
   (list :character 35)
   :buffer-name :temp)))

defun update-editor (interface)
  (with-slots (numbers editor) interface
    (editor:process-character
      (list #'(setf capi:editor-pane-text)
        (format nil "~R" (capi:choice-selected-item numbers))
        editor)
        (capi:editor-window editor)))

capi:display (make-instance 'updating-editor)
```

This example illustrates the use of `buffer-modes` to specify a major mode:

```
defclass my-lisp-editor (capi:editor-pane) ()
 (:default-initargs
  :buffer-modes '("Lisp")
  :echo-area t
  :text
  ";; Lisp mode functionality such as command bindings and
  ;; parenthesis balancing work in this window.
  (list 1 2 3)
  :visible-min-width '(:character 60)
  :name "My Lisp Editor Pane")

(capi:define-interface my-lisp-editor-interface ()
 ()
 (:panes
  (ed
   my-lisp-editor
  ))
 (:default-initargs
  :title "My Lisp Editor Interface")

;; Ensure Emacs-like bindings regardless of platform
(defmethod capi:interface-keys-style ((self my-lisp-editor-interface)) :emacs)

(capi:display (make-instance 'my-lisp-editor-interface))

This example makes an editor-pane with no input behavior:

(capi:contain (make-instance 'capi:editor-pane :input-model nil :buffer-name :temp))

This example makes an editor-pane with the default input behavior, except that pressing the mouse button displays a message rather than setting the point. It then displays the pane:

(progn
  (defun foo (self x y)
    (capi:display-message "Button-1 Press at ~a/~a"
      x y))
  (let ((ep (make-instance 'capi:editor-pane :buffer-name :temp)))
    (setf (capi:output-pane-input-model ep)
      (list* '((:button-1 :press) foo)
        (capi:output-pane-input-model ep)))
    (capi:contain ep)))

Also see these examples:

(example-edit-file "capi/editor/")

See also

call-editor
*default-editor-pane-line-wrap-marker*
editor-pane-blink-rate
*editor-cursor-active-style*
editor-cursor-inactive-style*
editor-cursor-color*
editor-cursor-drag-style*
editor-cursor-inactive-style*
interface-keys-style
modify-editor-pane-buffer
output-pane
set-default-use-native-input-method
3.5 Displaying and entering text
10.6 In-place completion

editor-pane-blink-rate

Generic Function

Summary

Returns the cursor blinking rate for an editor pane.
Package
capi
Signature
editor-pane-blink-rate pane => blink-rate
Arguments
pane
An editor-pane.
Values
blink-rate
A non-negative real number, or nil.
Description
LispWorks calls the generic function editor-pane-blink-rate to determine the cursor blinking rate in milliseconds for pane. The pane uses the value blink-rate each time it gets the focus.
If blink-rate is a positive real number, then it is the blinking rate in milliseconds. If blink-rate is 0, then there is no blinking. If blink-rate is nil, then the default blinking rate is used.
The default method on editor-pane-blink-rate returns nil, which means use the default blinking rate.
set-default-editor-pane-blink-rate.
You can define methods on editor-pane-blink-rate specializing on your own subclasses of editor-pane.

See also
*editor-cursor-active-style*
editor-pane
editor-pane-native-blink-rate
set-default-editor-pane-blink-rate
3.5 Displaying and entering text

editor-pane-buffer
Summary
Returns the editor buffer associated with an editor pane.
Package
capi
Signature
editor-pane-buffer pane
Arguments
pane
An editor-pane.

Function
Description

The function `editor-pane-buffer` returns the editor buffer associated with `pane`, which can be manipulated in the standard ways with the routines in the editor package.

Examples

```lisp
(setq editor-pane
  (capi:contain (make-instance 'capi:editor-pane
      :text "Hello world")))

(setq buffer
  (capi:editor-pane-buffer editor-pane))

(editor:insert-string (editor:buffers-end buffer)
  (format nil "~%Here's some more text..."))
```

See also

`editor-pane`

*editor-pane-composition-selected-range-face-plist*  

Summary

Can modify the face of the default editor composition string.

Package

capi

Initial Value

`(:inverse-p t)`

Description

The variable `*editor-pane-composition-selected-range-face-plist*` is a plist that is used to modify the face of the composition string when `:selected-range` and `:selection-needs-face` are passed in the plist to `editor-pane-default-composition-callback`. The plist is merged into the plist that is passed into `editor-pane-default-composition-callback`, so keywords in it override the keywords in the face.

See also

`editor-pane-default-composition-callback`
**editor-pane-default-composition-callback**  
*Function*

**Summary**
The default composition callback of the editor. Composition here means composing input characters into other characters by an input method.

**Package**
capi

**Signature**
`editor-pane-default-composition-callback` `editor-pane` `what`

**Arguments**
- `editor-pane`  
  An `editor-pane`.
- `what`  
  One of `:start`, `:end` or a plist.

**Description**
The function `editor-pane-default-composition-callback` is the default composition-callback of `editor-pane`. It may also be called by your program.

`editor-pane` is the `editor-pane` that is currently being used for composition.

When `what` is `:start`, `editor-pane-default-composition-callback` sets the composition placement in the editor by calling `set-composition-placement`, and also makes it move the composition window following the user's mouse cursor movement.

When `what` is `:end`, it stops the following of the mouse cursor.

When `what` is a list (which needs to be a plist), `editor-pane-default-composition-callback` checks if it contains a keyword/value pair for `:string-face-lists`, and if it does displays it in the editor temporarily (until the next call to it). See the entry for `output-pane` for the description of the value `string-face-lists`.

By default, `editor-pane-default-composition-callback` uses the faces that are supplied in `string-face-lists`, but if the plist contains `:selection-needs-face` and `:selected-range`, it displays the selected range with a different face, by merging `*editor-pane-composition-selected-range-face-plist*` into the given face of the selected range.

This can be overridden by setting the `composition-face` in the `editor-pane`, or the global `*editor-pane-default-composition-face*` if the `composition-face` of the pane is `:default`. If `composition-face` is a true value then the exact behavior depends on its type:

- **A plist**  
  This is appended to each face plist in the the `string-face-lists`. In other words, it provides default values for the attributes of the face.

- **An `editor:face`**  
  Overrides the supplied face completely.

- **A function or a symbol**  
  For `string-face-list`, funcalls it with two arguments, the pane and the supplied face plist, and uses the result (which may be an `editor:face` or a face plist).
**editor-pane-default-composition-callback** is the default value of composition-callback for **editor-pane**. This can be overridden by passing :composition-callback or using output-pane-composition-callback (see entry for output-pane).

The user-supplied callback may call editor-pane-default-composition-callback to do the actual display, potentially after modifying the argument when it is a plist.

See also

**set-composition-placement**

---

```
*editor-pane-default-composition-face*
```

**Variable**

**Summary**

The default composition face for **editor-pane**.

**Package**

capi

**Initial Value**

nil

**Description**

The variable *editor-pane-default-composition-face* gives the default composition face for all **editor-panes** where the composition-face is set to :default.

:default is the default value for composition-face, so normally setting this variable affects the composition-face of all **editor-panes**.

See **editor-pane-default-composition-callback** for a description of how it is used.

See also

**editor-pane-default-composition-callback**

---

**editor-pane-native-blink-rate**

**Function**

**Summary**

Returns the native cursor blinking rate for an **editor-pane**.

**Package**

capi

**Signature**

editor-pane-native-blink-rate pane => blink-rate
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Arguments

document-pane

An editor-pane.

Values

value

eration

A non-negative real number, or nil.

Description

The function editor-pane-native-blink-rate returns the native cursor blinking rate for the editor-pane, that is the rate that the GUI library (Motif, Microsoft Windows, Cocoa) uses.

The value blink-rate is interpreted as a blinking rate as described in editor-pane-blink-rate.

See also

editor-pane-blink-rate
set-default-editor-pane-blink-rate

editor-pane-selected-text

Summary

Returns the selected text in an editor-pane.

Package
capi

Signature

editor-pane-selected-text editor-pane => result

Arguments

document-pane

An editor-pane.

Values

result

A string or nil.

Description

The function editor-pane-selected-text takes an instance of editor-pane as its argument and returns the selected text in editor-pane, or nil if there is no selection.

See also

editor-pane
editor-pane-selected-text-p
editor-pane-selected-text-p

Function

Summary
The predicate for a current selection in an editor-pane.

Package
capi

Signature
editor-pane-selected-text-p editor-pane => result

Arguments
editor-pane  An editor-pane.

Values
result  A boolean.

Description
The function editor-pane-selected-text-p takes an instance of editor-pane as its argument and returns t if there is text currently selected in editor-pane, or nil if there is no selection.

See also
editor-pane
editor-pane-selected-text

dcitor-pane-stream

Generic Function

Summary
Returns the output stream associated with an editor pane.

Package
capi

Signature
editor-pane-stream editor-pane => stream

Arguments
editor-pane  An editor-pane.
Values

stream An output stream.

Description
The generic function \texttt{editor-pane-stream} returns the stream where the results of evaluation in the editor buffer currently associated with \texttt{editor-pane} are printed to.

See also

\texttt{editor-pane}

\textbf{editor-window} \hspace{1cm} \textit{Generic Function}

Summary
Returns the editor window object.

Package
capi

Signature
\texttt{editor-window editor \Rightarrow editor-window}

Arguments
editor\hspace{1cm}An \texttt{editor-pane} or an Editor interface in the LispWorks IDE.

Values
editor-window An editor window object.

Description
The generic function \texttt{editor-window} returns the editor window object associated with \texttt{editor}.
The functionality of editor windows is documented in the \emph{Editor User Guide}.

See also

\texttt{editor-pane}

\textbf{element} \hspace{1cm} \textit{Class}

Summary
The class \texttt{element} is the superclass of all CAPI objects that appear in a window.
Package
capi

Superclasses
capi-object

Subclasses
simple-pane
menu

Initargs
:parent The element containing this element.
:interface The interface containing this element.
:accepts-focus-p Specifies that the element should accept input.
:help-key An object used for lookup of help. Default value t.
:widget-name A string designator.
:initial-constraints Specifies constraints (geometry hints) that apply to the element during the creation of the element's interface, but not after the interface is displayed.
:x A geometry hint specifying the initial x position of the element in a pinboard.
:y A geometry hint specifying the initial y position of the element in a pinboard.
:external-min-width A geometry hint specifying the minimum width of the element in its parent.
:external-min-height A geometry hint specifying the minimum height of the element in its parent.
:external-max-width A geometry hint specifying the maximum width of the element in its parent.
:external-max-height A geometry hint specifying the maximum height of the element in its parent.
:visible-min-width A geometry hint specifying the minimum visible width of the element.
:visible-min-height A geometry hint specifying the minimum visible height of the element.
:visible-max-width A geometry hint specifying the maximum visible width of the element.
:visible-max-height A geometry hint specifying the maximum visible height of the element.
:internal-min-width A geometry hint specifying the minimum width of the display region.
:internal-min-height A geometry hint specifying the minimum height of the display region.
:internal-max-width A geometry hint specifying the maximum width of the display region.
:internal-max-height A geometry hint specifying the maximum height of the display region.
Accessors

\texttt{element-parent}
\texttt{element-widget-name}

Readers

\texttt{element-interface}
\texttt{help-key}

Description

The class \texttt{element} contains the slots \texttt{parent} and \texttt{interface} which contain the element and the interface that the element is contained in respectively. The writer method \texttt{element-parent} can be used to re-parent an element into another parent (or to remove it from a container entirely by setting its parent to \texttt{nil}). Note that an element should not be used in more than one place at a time.

The \texttt{initarg} \texttt{accepts-focus-p} specifies that the element can accept input. The default value is \texttt{t}. In some subclasses including \texttt{display-pane} and \texttt{title-pane} the default value of \texttt{accepts-focus-p} is \texttt{nil}. A pane accepts the input focus if and only if the function \texttt{accepts-focus-p} returns true.

\texttt{accepts-focus-p} also influences whether a pane is a tabstop on Microsoft Windows, where a pane acts as a tabstop if and only if the function \texttt{accepts-focus-p} returns true and the \texttt{:accepts-focus-p} initarg value is \texttt{:force}. On Motif and Cocoa, a pane acts as a tabstop if and only if the function \texttt{accepts-focus-p} returns true.

\texttt{help-key} is used to determine how help is displayed for the pane. The value \texttt{nil} means that no help is displayed. Otherwise, \texttt{help-key} is passed to the \texttt{help-callback}, except when \texttt{help-key} is \texttt{t}, when the name of the pane is passed to the \texttt{help-callback}. For details of \texttt{help-callback}, see \texttt{interface}.

\texttt{widget-name} specifies the widget name of the element. This is used to match resources on GTK+ and Motif. Note that this name will be in the path only if the element has a representation. \texttt{tab-layout} and \texttt{pinboard-layout} always have a representation, as do all elements that show anything on the screen. Other layouts may or may not have a representation and so you should not supply \texttt{widget-name} for these.

The actual widget name is the result of a call to \texttt{cl:apply}, except when \texttt{widget-name} is a symbol, in which case the symbol name is downcased to derive the widget name.

If \texttt{widget-name} is not supplied, the system constructs a default widget name which is the name of the class of the widget (downcased), except for top level interfaces on GTK+ where the \texttt{application-class} is prepended followed by a dot.

Example GTK+ resource files are in \texttt{lib/8-0-0-0/examples/gtk/}.

\textbf{Note:} When \texttt{widget-name} is supplied, the GTK+ library does not prepend the \texttt{application-class}.

The accessor \texttt{element-widget-name} gets and (with \texttt{setf}) sets the \texttt{widget-name}. \texttt{widget-name} is used when the widget is created, that is when \texttt{display} is called on the top level interface of the element. Setting \texttt{widget-name} afterwards has no effect.

All elements accept \texttt{initarg}s (listed above) representing hints as to the initial size and position of the element. By default elements have a minimum pixel size of one by one, and a maximum size of \texttt{nil} (meaning no maximum), but the hints can be specified to change these values. For the detailed interpretation of, and possible values for, these hints see \textbf{6.4.1 Width and height hints}.

Notes

1. Some classes have default \texttt{initarg}s providing useful hints. For example, \texttt{display-pane} has \texttt{:text-height} as the default value of \texttt{:visible-min-height}, ensuring that the text is visible.
2. The ratios, x-ratios and y-ratios settings in some layouts (for example grid-layout) also control the actual size of the pane when the constraints are not specified. In particular, if nil is used in the ratios then the associated pane(s) will be fixed at their minimum size.

Examples

```lisp
(capi:display (make-instance 'capi:interface
   :title "Test"
   :visible-min-width 300))

(capi:display (make-instance 'capi:interface
   :title "Test"
   :visible-min-width 300
   :visible-max-height 200))
```

Here is a simple example that demonstrates the use of the element-parent accessor to place elements.

```lisp
(setq pinboard (capi:contain
   (make-instance
    'capi:pinboard-layout)
   :visible-min-width 520
   :visible-min-height 395))

(setq object
   (make-instance
    'capi:image-pinboard-object
    :x 10 :y 10
    :image
    (example-file "capi/graphics/Setup.bmp")
    :parent pinboard))

(capi:apply-in-pane-process
   pinboard #'(setf capi:element-parent) nil object)

(capi:apply-in-pane-process
   pinboard #'(setf capi:element-parent) pinboard object)
```

These final two examples illustrate the effect of initial-constraints.

Create a pane that starts at least 600 pixels high, but can be made shorter by the user:

```lisp
(capi:contain
   (make-instance 'capi:output-pane
      :initial-constraints '(:visible-min-height 600)))
```

Compare with this, which creates a pane at least 600 pixels high but which cannot be made shorter.

```lisp
(capi:contain
   (make-instance 'capi:output-pane
      :visible-min-height 600))
```

See also

- set-hint-table
- 3.1.5 Focus
- 3.7 Hierarchy of panes
- 3.12 Tooltips
- 19.3.2 Matching resources for GTK+
6 Laying Out CAPI Panes

**element-container**

*Function*

**Summary**

Returns the container of an element.

**Package**

capi

**Signature**

`element-container element => container`

**Arguments**

`element`↓

An `element`.

**Values**

`container`↓

A `screen` or a `document-frame`.

**Description**

The function `element-container` returns the container of the element `element`.

If `element` is inside a standalone interface, then `container` is the `screen` object.

If `element` is inside an interface that is inside a MDI interface, then `container` is the `capi:container` object of that MDI interface. See `document-frame` for details.

**See also**

- `document-frame`
- `element`

3.7 Hierarchy of panes

**element-interface-for-callback**

*Generic Function*

**Summary**

Returns the interface that is used in an element's callbacks.

**Package**

capi
element-interface-for-callback

**Signature**

`element-interface-for-callback element => interface`

**Arguments**

- `element` An `element`.

**Values**

- `interface` An `interface`.

**Description**

The generic function `element-interface-for-callback` returns the interface that is passed to callbacks in `element`. Normally this is the interface that `element` is in, but that can be changed by `attach-interface-for-callback`.

**See also**

- `attach-interface-for-callback`
- `element` 3.4 Callbacks

---

**element-screen**

**Summary**

Returns the screen that an element is associated with.

**Package**

capi

**Signature**

`element-screen element => screen`

**Arguments**

- `element` An `element`.

**Values**

- `screen` An `screen`.

**Description**

The function `element-screen` returns the screen that the element `element` is associated with.

**See also**

- `element` 3.7 Hierarchy of panes
ellipses

Summary
A pinboard object that draws itself as an ellipse.

Package
capi

Superclasses
pinboard-object

Initargs
:filled A boolean.

Accessors
filled

Description
The class ellipse is a pinboard-object that draws itself as an ellipse.
If filled is true, then the ellipse is filled with the foreground color. filled defaults to nil.

See also
12.3 Creating graphical objects

ensure-area-visible

Summary
Ensures an area is visible in a scrollable pane.

Package
capi

Signature
ensure-area-visible pane x y width height

Arguments
pane A displayed output-pane or layout.
x, y
width, height

The coordinates of the origin of the area to make visible.
The dimensions of the area to make visible.

Description
The function ensure-area-visible ensures that the area of pane specified by x, y, width and height, or at least part of it, is visible.
This function can be used only for instances of output-pane of layout which have at least one scroll bar.

**ensure-interface-screen**

**Function**

**Summary**
Ensures that a top level interface is displayed on a given screen.

**Package**
capi
capi

**Signature**

ensure-interface-screen interface &key screen

**Arguments**

interface An interface.
screen A screen, or any argument accepted by convert-to-screen.

**Description**
The function ensure-interface-screen ensures that the top level interface interface is displayed on the given screen (or the default) if display is called later without a screen argument. This allows the querying of font and color information associated with a particular screen. It returns the screen that is used.

**See also**
screen
display
interface

**execute-with-interface**

**Function**

**Summary**
Allows functions to be executed in the event process of a given interface.

**Package**
capi
capi
Signature

execute-with-interface  interface  function  &rest  args

Arguments

interface↓  An interface.
function↓  A function designator.
args↓  Arguments passed to function.

Description

The function execute-with-interface is a useful way of operating on an interface owned by another process. It takes a top-level interface, a function designator function and some arguments args and queues the function to be run by that process when it next enters its event loop (for an interface owned by the current process, it calls the function immediately).

Notes

1. execute-with-interface applies function even if interface does not have a screen representation, for example when it is destroyed. To call function only if interface has a representation, use execute-with-interface-if-alive.

2. All accesses (reads as well as writes) on a CAPI interface and its sub-elements should be performed in the interface process. Within a callback on the interface this happens automatically, but execute-with-interface is a useful utility in other circumstances.

3. execute-with-interface calls function on the current process if interface does not have a process.

4. apply-in-pane-process and apply-in-pane-process-if-alive are other ways to call a function in the appropriate CAPI process. They takes panes of all classes, not merely interface.

Examples

(setq a (capi:display (make-instance 'capi:interface)))

(capi:execute-with-interface
  a 'break
  "Break inside the interface process")

(exexample-edit-file "capi/elements/progress-bar-from-background-thread")

See also

apply-in-pane-process
apply-in-pane-process-if-alive
execute-with-interface-if-alive
4.1 The correct thread for CAPI operations
7 Programming with CAPI Windows
execute-with-interface-if-alive

Function

Summary
Executes a function in the event process of a given interface if it is alive.

Package
capi

Signature
execute-with-interface-if-alive interface function &rest args => alivep

Arguments
interface↓ An interface.
function↓ A function designator.
args↓ Arguments passed to function.

Values
alivep↓ A boolean.

Description
The function execute-with-interface-if-alive applies the function function to the arguments args in the process of the interface interface, if the interface is "alive". An interface become alive during the creation process before interface-display is called (and before display returns). It stops being alive once it is destroyed, either programmatically or by the user.

If interface is not alive, function is not applied. This is in contrast to execute-with-interface, which in this case applies the function in the current process.

The return value alivep is true if interface was alive while execute-with-interface-if-alive executed. It does not guarantee that function is going to be called.

execute-with-interface-if-alive is useful for automatic updating of interfaces that may be destroyed by the user, where the update is redundant if the interface is not alive.

Notes
1. The return value is useful for checking whether the interface has gone away (for example closed by the user), in which case the caller may want to do something, most typically stop calling execute-with-interface-if-alive on the dead interface. It should be checked only when the caller knows that the interface is already displayed (display returned, or interface-display was called on it), otherwise it may be nil because it is not displayed yet.

2. All accesses (reads as well as writes) on a CAPI interface and its sub-elements should be performed in the interface process. Using execute-with-interface-if-alive is one way of ensuring this.
See also

apply-in-pane-process-if-alive
eexecute-with-interface

4.1 The correct thread for CAPI operations
7 Programming with CAPI Windows

exit-confirmer

Function

Summary
Called by the OK button on a dialog created with popup-confirmer.

Package
capi

Signature
exit-confirmer &rest dummy-args

Arguments
dummy-args Ignored.

Description
The function exit-confirmer is called by the OK button on a dialog created using popup-confirmer, and it is provided as an entry point so that other callbacks can behave in the same way. There is a full description of the OK button in popup-confirmer.

All of the arguments in dummy-args are ignored.

Examples
This example demonstrates the use of exit-confirmer to make the dialog exit when pressing Return in the text input pane. It also demonstrates the use of value-function as a means of deciding the return value from popup-confirmer.

{(capi:popup-confirmer (make-instance 'capi:text-input-pane
 :callback 'capi:exit-confirmer)
 "Enter some text:"
 :value-function
 'capi:text-input-pane-text)

See also

popup-confirmer
display-dialog
interface
10 Dialogs: Prompting for Input
exit-dialog

Summary
Exits the current dialog.

Package
capi

Signature
exit-dialog value

Arguments
value
A Lisp object.

Description
The function exit-dialog is the means to successfully return a value value from the current dialog. Hence, it might be called from an OK button so that pressing the button would cause the dialog to return successfully, while the Cancel button would call the counterpart function abort-dialog.

If there is no current dialog then exit-dialog does nothing and returns nil. If there is a current dialog then exit-dialog either returns non-nil or does a non-local exit. Therefore code that depends on exit-dialog returning must be written carefully - see the discussion under abort-dialog for details.

Examples

(capi:display-dialog
 (capi:make-container
  (make-instance 'capi:text-input-pane
    :callback-type :data
    :callback 'capi:exit-dialog)
  :title "Test Dialog"))

There is another example in:

(example-edit-file "capi/dialogs/simple-dialog")

See also
abort-dialog
display-dialog
popup-confirm
interface
10 Dialogs: Prompting for Input
**expandable-item-pinboard-object**

**Summary**
A class used to implement nodes in *graph-pane*.

**Package**
capi

**Superclasses**
*item-pinboard-object*

**Description**
The class *expandable-item-pinboard-object* is a *pinboard-object* that *graph-pane* uses by default to implement nodes in a graph.

*expandable-item-pinboard-object* draws itself with a small circle to indicate that the node has children.

**See also**
*graph-pane*
12.3 Creating graphical objects

---

**extended-selection-tree-view**

**Summary**
A pane that displays a hierarchical list of items which (unlike *tree-view*) allows extended selection.

**Package**
capi

**Superclasses**
*tree-view*

**Description**
The class *extended-selection-tree-view* is like *tree-view* but allows more than one item to be selected at once.

**Notes**
1. Although *extended-selection-tree-view* is a subclass of *collection*, it does its own items handling and you must not access its *items* and related slots directly. In particular for *extended-selection-tree-view* do not pass :items, :items-count-function, :items-get-function or :items-map-function, and do not use the corresponding accessors.
The delete item callback (see delete-item-callback in tree-view) is called in extended-selection-tree-view with the second argument being a list of the selected items, unless interaction is :single-selection, in which case it behaves the same as in tree-view.

See also
tree-view
5 Choices - panes with items

filtering-layout

Summary
A layout that can be used for filtering.

Package
capi

Superclasses
row-layout

Initargs
:callback-object The argument for the callbacks. If it is nil the top-level-interface of the layout is used.
:change-callback A function of one argument (the callback-object).
:callback A function of one argument (the callback-object).
:gesture-callbacks Additional gesture-callbacks to the text-input-pane inside the layout.
:text A string specifying the initial text of the filter, or nil.
:matches-title A string, t or nil.
:help-string A string, t or nil.
:added-filters A list of additional filter specifications.
:label-style :short, :medium or :long.

Accessors
filtering-layout-state
filtering-layout-matches-text

Description
The class filtering-layout can be used to display a filter pane for some other pane, such as a list-panel.

The main part of a filtering layout is a text-input-pane which allows the user to enter a string, which is intended to be used for filtering. The user can control how it is used by a menu (or special keystroke) that allows her to specify whether:

- The string is used as a regular expression or plain string (Control+R).
- The filter excludes matches or includes matches (Control+E).
- Filtering is case-sensitive or case-insensitive (Control+C).
The filtering layout defines the parameters to use, and calls the callbacks to perform the filtering. It does not do any filtering itself.

*change-callback* is called whenever the text in the filter changes. Also if *callback* is not supplied, then *change-callback* is called instead.

*callback* is called whenever there is any change in the state of the filter: the user presses *Return*, makes a selection from the menu, clicks the *Confirm* button or changes the selection in any of the added filters. If *callback* is not supplied, then *change-callback* is called instead.

To actually do the filtering, the using code needs to call *filtering-layout-match-object-and-exclude-p*, which returns as multiple values a precompiled regexp and a flag specifying whether to exclude matches. The regexp should be used to perform the filtering, typically by using *lispworks:find-regexp-in-string*. Note that *filtering-layout-match-object-and-exclude-p* returns *nil* when there is no string in the *text-input-pane*, and that even when the filter is set to plain match it returns a regexp (which matches a plain string).

You supply a *filtering-layout* amongst the *panes* of your interface definition (not its *layouts*). The description of a *filtering-layout* is set by the *initialize-instance* method of the class, and therefore the description cannot be passed as an initarg and should not be manipulated.

*filtering-layout-state* returns a "state" object which can be used later to set the state of any *filtering-layout* by

```
(setf capi:filtering-layout-state).
```

When setting the state, the value can also be a string or *nil*. A string means setting the filter string to it and making the filtering state be plain string, includes matches, and case-insensitive. *nil* means the same as the empty string.

*matches-title* controls whether the *filtering-layout* contains a *display-pane* (the "matches pane") showing the number of matches. If *matches-title* is a string, it provides the title of the matches pane. If *matches-title* is *t* the title is *Matches:*. Note that the actual text in the matches pane must be set by the caller by

```
(setf capi:filtering-layout-matches-text).
```

If *help-string* is non-nil then the filter has a Help button which raises a default help text if *help-string* is *t*, or the text of *help-string* if it is a string.

If *label-style* is :short the filter menu has a short title. For example if the filter is set for case-sensitive plain inclusive matching the short label is *PMC*. If *label-style* is :medium then this label would be *Filter:C*. Any other value of *label-style* would make a long label *Plain Match Cased*.

When *added-filters* is non-nil, it adds panes (*check-button* or *option-pane*) to the *filtering-layout*. Each element of *added-filters* must be one of:

A cons of a string and some object.

This specifies a *check-button*, with the string as its text, plus an associated object.

A list of conses, where each cons is a cons of a string and some object.

This specifies an *option-pane*, where the string of each cons specifies the text of an item in the *option-pane*, plus an associated object for the item.

The *check-button* and *option-pane* panes are displayed in the same row as the filter.

The third return value of *filtering-layout-match-object-and-exclude-p* contains the associated objects from each selected *check-button* (but not from any unselected *check-button*) and from the selected item of each *option-pane*.

Notes

A *filtering-layout* is used when a *list-panel* is made with the :filter initarg.
Examples

```lisp
(defvar *things* (list "Foo" "Bar" "Baz" 'car 'cdr))

(capi:define-interface my-interface ()
 ((things :reader my-things
 :initform *things*)
 (:panes
  (my-things-list-panel
capi:list-panel
 :reader my-interface-list-panel
 :items things
 :visible-min-height `(:character ,(length *things*))
 (my-filtering
capi:filtering-layout
 :change-callback 'update-my-interface
 :reader my-interface-filtering))
 (:layouts
  (a-layout
capi:column-layout
 ' (my-filtering my-things-list-panel)))
 (:default-initargs :title "Filtering example")
 )
)

(defun update-my-interface (my-interface)
 (let* ((things (my-things my-interface))
    (filtered-things
     (multiple-value-bind (regexp excludep)
       (capi:filtering-layout-match-object-and-exclude-p
        (my-interface-filtering my-interface)
        nil)
       (if regexp
        (loop for thing in things
           when (if (find-regexp-in-string
                       regexp
                       (string thing))
                  (not excludep)
                  excludep)
          collect thing)
        things)))
    (setf (capi:collection-items
               (my-interface-list-panel my-interface))
          filtered-things)))
)

See also

filtering-layout-match-object-and-exclude-p

filtering-layout-match-object-and-exclude-p

Function

Summary

Returns filtering parameters for a filtering-layout.

Package

capi
21 CAPI Reference Entries

Signature

filtering-layout-match-object-and-exclude-p filtering-layout display-message => regexp, excludep, added-filters-values

Arguments

filtering-layout

A filtering-layout.

display-message

A generalized boolean.

Values

regexp

A precompiled regular expression.

excludep

A boolean.

added-filters-values

A list of objects.

Description

The function filtering-layout-match-object-and-exclude-p returns a regexp to use for filtering in filtering-layout.

The second returned value excludep specifies whether the filter should be used to exclude or include matches.

The third returned value added-filters-values is non-nil when filtering-layout has filters added by the initarg :added-filters (see the documentation for filtering-layout). added-filters-values is a list containing the associated object from each selected check-button and from the selected item of each option-pane that were added. Note that added-filters-values does not contain anything for any added check-button that is currently unselected.

display-message is a generalized boolean controlling whether a message is displayed to the user if there is an error when compiling the regexp.

See filtering-layout for details.

See also

filtering-layout

find-graph-edge

Generic Function

Summary

Finds and returns an edge in a graph given two items.

Package
capi

Signature

find-graph-edge graph from to => edge
Arguments

\begin{itemize}
\item \texttt{graph} \rightarrow A \texttt{graph-pane}.
\item \texttt{from} \rightarrow An item in \texttt{graph}.
\item \texttt{to} \rightarrow An item in \texttt{graph}.
\end{itemize}

Values

\begin{itemize}
\item \texttt{edge} \rightarrow A graph edge, or \texttt{nil}.
\end{itemize}

Description

The generic function \texttt{find-graph-edge} finds the edge in \texttt{graph} that goes from the node corresponding to \texttt{from} to the node corresponding to \texttt{to}.

If there is no such edge, \texttt{find-graph-edge} returns \texttt{nil}.

See also

\texttt{find-graph-node}

\texttt{graph-pane}

\begin{codeblock}
\begin{verbatim}
find-graph-node
\end{verbatim}
\end{codeblock}

\begin{description}
\item \texttt{find-graph-node}
\item \texttt{graph} \rightarrow node
\end{description}

Summary

Finds and returns a node in a graph corresponding to an item.

Package

capi

Signature

\texttt{find-graph-node} graph object \rightarrow node

Arguments

\begin{itemize}
\item \texttt{graph} \rightarrow A \texttt{graph-pane}.
\item \texttt{object} \rightarrow An item in \texttt{graph}.
\end{itemize}

Values

\begin{itemize}
\item \texttt{node} \rightarrow A node of \texttt{graph}, or \texttt{nil}.
\end{itemize}

Description

The generic function \texttt{find-graph-node} finds the node in \texttt{graph} that corresponds to the item \texttt{object}.

If there is no such node, \texttt{find-graph-node} returns \texttt{nil}.
find-interface

Generic Function

Summary
Displays an interface of a given class, making it if necessary.

Package
capi

Signature
find-interface class-name &rest initargs &key screen &allow-other-keys => interface

Arguments

class-name ⇓ A specifier for a subclass of interface.
initargs ⇓ Initialization arguments for class-name.
screen ⇓ A screen or nil.

Values
interface An interface of class class-name.

Description
The generic function find-interface finds and displays an interface of the given class class-name that matches initargs and screen.

class-name can be the name of a suitable class, the class itself, or an instance of the class.
screen can be a CAPI object as accepted by convert-to-screen. screen defaults to the default screen.

find-interface calls locate-interface to locate an existing interface:

1. If an interface of the class specified by class-name matching initargs exists already on screen, then this interface is activated and returned.

2. Otherwise, if an interface of the class specified by class-name exists already on screen, then
reinitialize-interface is applied to this interface which is then activated and returned.

If no instance of class class-name exists on screen, then find-interface creates one by passing class-name and initargs to make-instance, and displays the result on screen.

Notes
There are many uses of find-interface in the LispWorks IDE.

See also

find-graph-edge
graph-pane

373
find-string-in-collection

Summary
Returns the next item whose printed representation matches a given string.

Package
capi

Signature
find-string-in-collection collection string &optional set

Arguments
collection⇓ A collection.
string⇓ A string.
set⇓ A generalized boolean.

Description
The generic function find-string-in-collection returns the next item in collection whose printed representation matches string. If set is true, the choice selection is set to this item. The search is started from the previous search point. If the choice selection is set, the next search will start from the first selected item.

See also
collection
collection-find-string
collection-find-next-string
collection-last-search

force-screen-update

Summary
Ensures a screen is up to date.

Package
capi

Signature
force-screen-update &key screen
Arguments

A `screen`.

Description

The function `force-screen-update` makes sure that the `screen` specified by `screen` is up to date.

`screen` can be a CAPI object as accepted by `convert-to-screen`. The default value of `screen` is `nil`.

Notes

On GTK+, `force-screen-update` does not work when it is called inside the `display-callback` of an `output-pane` or a sub-class, including drawing of `pinboard-object`s inside a `pinboard-layout`.

See also

`force-update-all-screens`

---

### force-update-all-screens

**Function**

Summary

Ensures a screen is up to date.

Package

capi

Signature

`force-update-all-screens`

Description

The function `force-update-all-screens` makes sure that all screens are up to date.

See also

`force-screen-update`

---

### foreign-owned-interface

**Class**

Summary

Allows another application to own a CAPI dialog.

Package

capi
Superclasses

texture

Description

The class foreign-owned-interface allows another application's window to be the owner of a CAPI dialog. Instances should be created by calling make-foreign-owned-interface.

foreign-owned-interface is implemented only on Microsoft Windows.

See also

make-foreign-owned-interface

form-layout

Summary

The class form-layout lays its children out in a form.

Package

capi

Superclasses

layout

Initargs

:vertical-gap The gap between rows in the form.
:vertical-adjust The adjustment made to the rows.
:title-gap The gap between the two columns.
:title-adjust The adjustment made to the left column.

Accessors

form-vertical-gap
form-vertical-adjust
form-title-gap
form-title-adjust

Description

The form layout lays its children out in two columns, where the children in the left column (which are usually titles) are right adjusted while the children in the right column are left adjusted.

Compatibility note

This class has been superseded by grid-layout, and will probably be removed at some point in the future. The examples below demonstrate the use of grid layouts as an alternative to forms.
Examples

```
(setq children (list
  "Button:"
  (make-instance 'capi:push-button
    :text "Press Me")
  "Enter Text:"
  (make-instance 'capi:text-input-pane)
  "List:"
  (make-instance 'capi:list-panel
    :items '(1 2 3))))
```

```
(capi:contain (make-instance
  'capi:grid-layout
  :description children
  :x-adjust '(:right :left)
  :y-adjust :center))
```

See also

grid-layout
layout

### free-metafile

**Function**

**Summary**

Frees a metafile.

**Package**

capi

**Signature**

```
free-metafile metafile
```

**Arguments**

```
metafile
```

A metafile.

**Description**

The function `free-metafile` releases the window system storage used by `metafile`.

`free-metafile` must be called when the metafile is no longer needed, to avoid memory leaks.

`free-metafile` is supported on GTK+ only where Cairo is supported (GTK+ 2.8 and later).

**Notes**

`free-metafile` is not implemented on X11/Motif.
free-sound

Summary
Frees a loaded sound object on Microsoft Windows and Cocoa.

Package
capi

Signature
free-sound sound

Arguments
sound
An array returned by load-sound.

Description
The function free-sound unloads (frees) the loaded sound object sound.

Notes
free-sound is not implemented on GTK+ and Motif.

See also
load-sound
read-sound-file
18.2.1 Sound API

get-collection-item

Summary
Returns the item at a specified position in a collection.

Package
capi
get-collection-item

collection  index

get-constraints

element => min-width, min-height, max-width, max-height

get-constraints calls the generic function calculate-constraints to calculate these sizes initially, but then just uses the values in the geometry cache for the element. To force an element to take account of its new constraints, call the function...
get-horizontal-scroll-parameters
get-vertical-scroll-parameters

Summary
Queries the scroll parameters of a horizontal or vertical scroll bar.

Package
capi

Signatures
get-horizontal-scroll-parameters self &rest keys => parameter*
get-vertical-scroll-parameters self &rest keys => parameter*

Arguments
self A displayed output-pane or layout.
keys Keywords as below.

Values
parameter* The parameters are returned as multiple values, one for each key passed in keys and in the same order as the arguments.

Description
The functions get-horizontal-scroll-parameters and get-vertical-scroll-parameters retrieve the specified parameters of the horizontal or vertical scroll bar of self.
self should be a displayed instance of a subclass of output-pane (such as editor-pane) or layout and have a scroll bar.
The valid keys are:

:max-range The minimum data coordinate.
:min-range The maximum data coordinate.
:slug-position The current scroll position.
:slug-size The length of the scroll bar slug.
The scroll page size.

The scroll step size.

Notes

For the other pane classes, such as `list-panel`, the underlying widget determines what the scroll range and units are.

Examples

See the following CAPI example files:

```lisp
(ex example-edit-file "capi/output-panes/scrolling-without-bar")

(ex example-edit-file "capi/output-panes/fixed-origin-scrolling")

(ex example-edit-file "capi/output-panes/coordinate-origin-fixed")
```

See also

- `get-scroll-position`
- `scroll`
- `set-horizontal-scroll-parameters`
- `set-vertical-scroll-parameters`
- `simple-pane`
- 12.4 output-pane scrolling

---

### get-page-area

**Function**

Calculates the dimensions of suitable rectangles for use with `with-page-transform`.

**Summary**

Calculates the dimensions of suitable rectangles for use with `with-page-transform`.

**Package**

capi

**Signature**

get-page-area printer &key scale dpi screen

**Arguments**

- `printer`\downarrow: A printer.
- `scale`\downarrow: A real or `nil`.
- `dpi`\downarrow: An integer, a list of two integers or `nil`.
- `screen`\downarrow: A `screen`. 
The function `get-page-area` is provided to simplify the calculation of suitable rectangles for use with `with-page-transform`. It calculates and returns the width and height of the rectangle in the user's coordinate space that corresponds to one printable page on `printer`, based on the logical resolution of the user's coordinate space in dpi.

For example, if a logical resolution of 72 dpi was specified, this means that each unit in user space would map onto 1/72 of an inch on the printed page, assuming that no `scale` is specified.

If `dpi` is `nil` (the default), the logical resolution of `screen` is used, or the logical resolution of the default screen if `screen` is `nil`. `dpi` can be a number, or a list of two elements representing the logical resolution of the coordinate spaces in the x and y directions respectively.

If `scale` is specified the rectangle is calculated so that the image is scaled by this factor when printed. It defaults to 1.0.

Examples

```
(example-edit-file "capi/printing/fit-to-page")

(example-edit-file "capi/printing/multi-page")

(example-edit-file "capi/printing/page-on-demand")
```

See also

`printer-metrics`

`with-page-transform`

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---

### get-printer-metrics

**Function**

#### Summary

Returns the metrics for a printer.

#### Package

`capi`

#### Signature

```
get-printer-metrics printer => metrics
```

#### Arguments

`printer` A printer.

#### Values

`metrics` A `printer-metrics` object.
get-printer-metrics returns the metrics of printer.

The metrics values in metrics should be accessed by the printer-metrics readers.

See also

set-printer-metrics
printer-metrics
with-page-transform

16 Printing from the CAPI—the Hardcopy API

get-scroll-position

Summary

Returns the current scroll position of a pane such as list-panel, display-pane or tree-view.

Package
capi

Signature

get-scroll-position pane dimension => position

Arguments

pane

dimension

A pane with built-in scrolling.
A keyword, either :horizontal or :vertical.

Values

position

An integer or nil.

Description

The generic function get-scroll-position returns the scroll position of the pane pane in the given dimension.

pane should be an instance of a pane class that has built-in scrolling. That is, the scrolling is implemented by the underlying widget. Examples include list-panel, display-pane and tree-view.

In general, the units in the returned value position are unspecified, but they can be passed to the generic function scroll with operation :move to restore the position.

For a list-panel, the vertical units are items.

position is nil if pane is not displayed on the screen, for example if get-scroll-position is called after pane is destroyed.

See also

get-horizontal-scroll-parameters


**graph-edge**

*Class*

**Summary**

The class of objects that represent edges in a graph.

**Package**
capi

**Superclasses**

`graph-object`

**Initargs**

:from The node where the edge starts.
:to The node where the edge ends.

**Accessors**

`graph-edge-from`
`graph-edge-to`

**Description**

The class `graph-edge` represent edges in a `graph-pane`. `from` and `to` are the nodes that the edge connects.

**See also**

`graph-pane`

---

**graph-node**

*Class*

**Summary**

The class of objects that represent nodes in a graph.

**Package**
capi

**Superclasses**

`graph-object`
Readers

- graph-node-x
- graph-node-y
- graph-node-width
- graph-node-height
- graph-node-in-edges
- graph-node-out-edges

Description

The class `graph-node` is the default class of nodes in a `graph-pane`.

The `graph-pane` generates a graph of `graph-node` and `graph-edge` objects.

See also

- graph-edge
- graph-pane

---

**graph-node-children**

*Generic Function*

**Summary**

Returns the children of a graph node.

**Package**

capi

**Signature**

```lisp
graph-node-children node => result
```

**Arguments**

- `node` A `graph-node`.

**Values**

- `result` A list.

**Description**

The generic function `graph-node-children` returns a list of all the 'children' of the node `node`. These children are the nodes which are at the other end of some edge in the `graph-node-out-edges` of the `graph-node` node.

See also

- graph-node
graph-object

Summary
The superclass of node and edge objects.

Package
capi

Superclasses
standard-object

Subclasses
graph-edge
graph-node

Readers
graph-object-element
graph-object-object

Description
The abstract class graph-object is the superclass of graph-edge and graph-node.
The reader graph-object-element returns the CAPI object that is displayed.
The reader graph-object-object returns the user object associated with the graph object.

graph-pane

Summary
A graph pane is a pane that displays a hierarchy of items in a graph.

Package
capi

Superclasses
simple-pinboard-layout
choice

Subclasses
simple-network-pane
Initargs

:roots           The roots of the graph.
:children-function Returns the children of a node.
:layout-function  A keyword denoting how to layout the nodes.
:layout-x-adjust  The adjust value for the x direction.
:layout-y-adjust  The adjust value for the y direction.
:node-pinboard-class The class of pane to represent nodes.
:edge-pinboard-class The class of pane to represent edges.
:node-pane-function A function to return an element for each node.
:edge-pane-function  A function to return an element for each edge.

Accessors

graph-pane-layout-function

graph-pane-roots

Description

The class graph-pane is a pane that displays a hierarchy of items in a graph.

The graph-pane calculates the items of the graph by calling the children-function on each of its roots, and then calling it again on each of the children recursively until no more children are found. The children-function gets called with an item of the graph and should return a list of the children of that item.

Each item is represented by a node in the graph.

The layout-function tells the graph pane how to lay out its nodes. It can be one these values:

:left-right      Lay the graph out from the left to the right.
:top-down        Lay the graph out from the top down.
:right-left      Lay the graph out from the right to the left.
:bottom-up       Lay the graph out from the bottom up.

layout-x-adjust and layout-y-adjust act on the underlying layout to decide where to place the nodes. The values should be a keyword or a list of the form (keyword n) where n is an integer. These values of adjust are interpreted as by pane-adjusted-position. :top is the default for layout-y-adjust and :left is the default for layout-x-adjust.

When a graph pane wants to display nodes and edges, it creates instances of node-pinboard-class and edge-pinboard-class which default to item-pinboard-object and line-pinboard-object respectively. These classes must be subclasses of simple-pane or pinboard-object, and there are some examples of the use of these keywords below.

The node-pane-function is called to create an element for each node, and by default it creates an instance of node-pinboard-class. It gets passed the graph pane and the item corresponding to the node, and should return an instance of a subclass of simple-pane or pinboard-object. Note that the name of the initarg is a little misleading, as in most cases you should return a pinboard-object rather than a pane. If you use your own class which has its own geometry requirements, you should define a calculate-constraints method for it, which should use with-geometry on the object to set...
and %width% to the desired width, and %height% and %min-height% to the desired height. See the example in:

```
(example-edit-file "capi/graphics/circled-graph-nodes")
```

`edge-pane-function` is called to create an element for an edge. The default creates an object of the class specified by `edge-pinboard-class`. If `edge-pane-function` is supplied, it must be a function that takes three arguments: the pane and the two items that are connected by the edge, and must return an element (a `simple-pane` or a `pinboard-object`).

To expand or contract a node, the user clicks on the circle next to the node. An expandable node has an unfilled circle and a collapsible node has a filled circle.

`graph-pane` is a subclass of `choice`, so for details of its selection handling, see `choice`.

The highlighting of the children is controlled as described for `pinboard-layout`, but for `graph-pane` the default value of `highlight-style` is `:standard`.

Notes

The `output-pane` initarg :`drawing-mode` controls quality of drawing in a `graph-pane`, including anti-aliasing of any text displayed on Microsoft Windows and GTK+.

Compatibility note

In LispWorks 4.3 the double click gesture on a `graph-pane` node always calls the `action-callback`, and the user gesture to expand or collapse a node is to click on the circle drawn alongside the node.

In LispWorks 4.2 and previous versions, the double click gesture was used for expansion and contraction of nodes and the `action-callback` was not always called.

Examples

```lisp
(defun node-children (node)
  (when (< node 16)
    (list (* node 2)
          (1+ (* node 2)))
    ))

(setf graph
  (capi:contain
   (make-instance 'capi:graph-pane
                  :roots '(1)
                  :children-function
                  'node-children)
   :best-width 300 :best-height 400))

(capi:apply-in-pane-process
 graph #'(setf capi:graph-pane-roots) '(2 6) graph)

(capi:contain
 (make-instance 'capi:graph-pane
               :roots '(1)
               :children-function
               'node-children
               :layout-function :top-down)
               :best-width 300 :best-height 400)
```
This example demonstrates a different style of graph output with right-angle edges and parent nodes being adjusted towards the top instead of at the center.

This example demonstrates the use of :node-pinboard-class to specify that the nodes are drawn as push buttons.

There are more examples here:

(example-edit-file "capi/graphics/*graph*")

See also

find-graph-edge
find-graph-node
graph-edge
graph-node
graph-node-children
graph-pane-add-graph-node
graph-pane-delete-object
graph-pane-delete-objects
graph-pane-delete-selected-objects
graph-pane-direction
graph-pane-edges
graph-pane-nodes
graph-pane-object-at-position
graph-pane-select-graph-nodes
graph-pane-update-moved-objects
*maximum-moving-objects-to-track-edges*
output-pane
1.2.1 CAPI elements
5 Choices - panes with items
### graph-pane-add-graph-node

**Generic Function**

**Summary**

Adds a node to a graph.

**Package**

capi

**Signature**

```lisp
(graph-pane-add-graph-node graph-pane object parent-node => new-node)
```

**Arguments**

- `graph-pane` (A `graph-pane`)
- `object` (An object)
- `parent-node` (A `graph-node`)

**Values**

- `new-node` (A `graph-node`)

**Description**

The generic function `graph-pane-add-graph-node` adds a new node in the graph `graph-pane` corresponding to `object`, and links it as a child of `parent-node`.

**See also**

- `graph-node`
- `graph-pane`

### graph-pane-delete-object

**Generic Function**

**Summary**

Removes a node from a graph.

**Package**

capi

**Signature**

```lisp
(graph-pane-delete-object graph-pane object)
```
Arguments

graph-pane \(\downarrow\) A \texttt{graph-pane}.
object \(\downarrow\) An object.

Description

The generic function \texttt{graph-pane-delete-object} deletes the node corresponding to \texttt{object} in the graph \texttt{graph-pane}.

See also

\texttt{graph-node} \hfill \texttt{graph-pane} \hfill \texttt{graph-pane-add-graph-node} \hfill \texttt{graph-pane-delete-objects}

---

\texttt{graph-pane-delete-objects} \hfill \texttt{Generic Function}

Summary

Removes nodes from a graph.

Package

capi

Signature

\texttt{graph-pane-delete-objects} \hspace{1cm} \texttt{graph-pane objects}

Arguments

graph-pane \(\downarrow\) A \texttt{graph-pane}.
objects \(\downarrow\) A list of objects.

Description

The generic function \texttt{graph-pane-delete-objects} deletes the node in the graph \texttt{graph-pane} corresponding to each object in the list \texttt{objects}.

See also

\texttt{graph-node} \hfill \texttt{graph-pane} \hfill \texttt{graph-pane-delete-object}
**graph-pane-delete-selected-objects**

*Generic Function*

**Summary**

Removes selected nodes from a graph.

**Package**

capi

**Signature**

graph-pane-delete-selected-objects graph-pane

**Arguments**

- **graph-pane**
  - A graph-pane.

**Description**

The generic function `graph-pane-delete-selected-objects` deletes the currently selected nodes in the graph `graph-pane`.

**See also**

- graph-node
- graph-pane
- graph-pane-delete-object

---

**graph-pane-direction**

*Accessor*

**Summary**

Returns or sets the direction of a graph.

**Package**

capi

**Signature**

graph-pane-direction graph-pane => direction

(setf graph-pane-direction) direction graph-pane => direction

**Arguments**

- **graph-pane**
  - A graph-pane.

- **direction**
  - One of `:forwards` or `:backwards`.

---
Values

\(\text{direction} \downarrow\) One of \texttt{forwards} or \texttt{backwards}.

Description

The accessor \texttt{graph-pane-direction} accesses the direction of the graph \texttt{graph-pane}. If the \texttt{layout-function} of \texttt{graph-pane} is \texttt{top-down} or \texttt{left-right} then \texttt{direction} is \texttt{forwards}. Otherwise \texttt{direction} is \texttt{backwards}.

The setter \texttt{(setf graph-pane-direction)} maintains the dimension of the \texttt{layout-function} but potentially reverses its direction.

Examples

\begin{verbatim}
(setf gp
     (make-instance 'capi:graph-pane
                    :layout-function :top-down))
=> #<CAPI:GRAPH-PANE [0 items] 20603294>

(setf (capi:graph-pane-direction gp) :backwards)
=> NIL

(capi:graph-pane-layout-function gp)
=> :TOP-DOWN
\end{verbatim}

See also

\texttt{graph-pane}

---

\textbf{graph-pane-edges} \textit{Function}

Summary

Returns the edges of a graph.

Package

capi

Signature

\texttt{graph-pane-edges graph-pane => edges}

Arguments

\(\text{graph-pane} \downarrow\) A \texttt{graph-pane}.

Values

\texttt{edges} A list.
21 CAPI Reference Entries

Description

The function `graph-pane-edges` returns a list of all the `graph-edge` objects in the graph `graph-pane`.

See also

`graph-edge`
`graph-pane`

---

`graph-pane-nodes`  

**Function**

*Summary*

Returns the nodes of a graph.

*Package*

`capi`

*Signature*

`graph-pane-nodes graph-pane => nodes`

*Arguments*

- `graph-pane`  
  A `graph-pane`.

*Values*

- `nodes`  
  A list.

*Description*

The function `graph-pane-nodes` returns a list of all the `graph-node` objects in the graph `graph-pane`.

See also

`graph-node`
`graph-pane`

---

`graph-pane-object-at-position`  

**Function**

*Summary*

Returns the graph object at a given position in a graph.

*Package*

`capi`
21 CAPI Reference Entries

Signature

\[ \text{graph-pane-object-at-position} \quad \text{graph-pane} \ x \ y \to \text{object} \]

Arguments

\text{graph-pane}\\ A \text{graph-pane}, \ x, y\\ \text{Non-negative numbers.}\\

Values

\text{object}\\ A \text{graph-object}, \text{ or } \text{nil}.

Description

The function \text{graph-pane-object-at-position} returns the \text{graph-object} (either a \text{graph-edge} or a \text{graph-node}) at the coordinates \( x, y \) in the graph \text{graph-pane}.

If there is no \text{graph-object} at position \( x, y \) then \text{graph-pane-object-at-position} returns \text{nil}.

See also

\text{graph-pane}

\begin{definition}
\text{graph-pane-select-graph-nodes}
\end{definition}

\begin{signature}
\text{graph-pane-select-graph-nodes} \quad \text{graph-pane} \ \text{predicate}
\end{signature}

\begin{description}
\item[Arguments]
\text{graph-pane}\\ A \text{graph-pane},
\text{predicate}\\ A \text{function of one argument with boolean result.}
\end{description}

\begin{description}
\text{Description}

The generic function \text{graph-pane-select-graph-nodes} applies \text{predicate} to all of the \text{graph-node}s in \text{graph-pane}, and sets the \text{selected-items} to be the objects corresponding to those nodes for which \text{predicate} returns a true value.

See also

\text{choice-selected-items}
\text{graph-node}
graph-pane

graph-pane-update-moved-objects  

Summary
Updates a graph after the user moves objects.

Package
capi

Signature
graph-pane-update-moved-objects  graph-pane  objects

Arguments
graph-pane
A graph-pane.
objects
A list.

Description
The generic function graph-pane-update-moved-objects is called after some objects in the graph graph-pane were moved by a user gesture.
objects is a list containing the objects that were moved.
The primary method updates the geometry of edges connected to the moved objects. You can add non-primary methods to perform other operations at that point.

See also
graph-pane

grid-layout

Summary
A layout which positions its children on a two dimensional grid.

Package
capi

Superclasses
x-y-adjustable-layout
Subclasses

text-mode-layout

Initargs

:columns The number of columns in the grid.
:has-title-column-p A boolean specifying whether the first column is a title column.
:orientation The orientation of the children.
:rows The number of rows in the grid.
:x-ratios The ratios between the columns.
:y-ratios The ratios between the rows.
:x-gap The gap between each column.
:y-gap The gap between each row.
:x-uniform-size-p If t, make each of the columns the same size.
:y-uniform-size-p If t, make each of the rows the same size.
:min-column-width nil, or a real number which provides a minimum of the width of each column.
:min-row-height nil, or a real number which provides a minimum of the height of each row.

Accessors

layout-x-ratios
layout-y-ratios
layout-x-gap
layout-y-gap

Description

The class grid-layout is a layout which positions its children on a two dimensional grid.

The row and column sizes are controlled by the constraints on their children. For example, the visible-min-width of any column is the maximum of the visible-min-width in of the children in the column. The size of the layout is controlled by the constraints on the rows and columns.

For grid-layout description is either a two dimensional array or a list in the order specified by orientation (which defaults to :row). In the case of a list, one of columns or rows can be supplied to specify the dimensions (the default is two columns). As well as panes, slot names and strings, description may contain the element nil, which is interpreted as a special dummy pane with suitable geometry for resizable gaps. This special interpretation of nil in the description is specific to grid-layout and its subclasses.

x-ratios and y-ratios control the sizes of the elements in a grid layout.

If x-ratios (or y-ratios) is a list, then each of its elements control the size of each child relative to the others. If an element in x-ratios (or y-ratios) is nil then the child is fixed at its minimum size. Otherwise the size is calculated as follows:

(round (* total ratio) ratio-sum)

where ratio-sum is the sum of the non-nil elements of x-ratios (or y-ratios) and ratio is the element of ratios corresponding to the child. If this ideal ratio size does not fit the maximum or minimum constraints on the child size, and the constraint means that changing the ratio size would not assist the sum of the child sizes fitting the total space available, then the child is fixed.
at its constrained size, the child is removed from the ratio calculation, and the calculation is performed again. If \textit{x-ratios} (or \textit{y-ratios}) has fewer elements than the number of children, 1 is used for each of the missing ratios. Leaving \textit{x-ratios} (or \textit{y-ratios}) \texttt{nil} (the default) causes all of the children to be the same size.

The positions of each pane in the layout can be specified using \textit{x-adjust} and \textit{y-adjust} like every other \texttt{x-y-adjustable-layout}, except that if there is one value then it is used for all of the panes, whereas if it is a list then each value in the list refers to one row or column. If the list does not contain a value for every row or column then the last value is taken to refer to all of the remaining panes.

Normally, the items in a \texttt{grid-layout} are arranged to look like a set of columns that are joined horizontally and rows that are joined vertically. All the cells in each column have the same width and all the cells in each row have the same height. The keyword \texttt{:right-extend} (or \texttt{:bottom-extend}) can be used to allow an item to span more than one column (or row). The keyword should be placed in the cell of the \textit{description} that you want the item to expand into. For \texttt{:right-extend}, the cell immediately to the left will be extended to fill both columns in that row. For \texttt{:bottom-extend}, the cell immediately above will be extended to fill both rows in that column. Note that the item can only be extended if its constraints allow this. For example, a \texttt{push-button-panel} will not extend by default with \texttt{:bottom-extend} because its constraints fix its height at its min-height.

If \texttt{has-title-column-p} is true, then the items in the description which correspond to the first column are treated specially:

- A string Equivalent to specifying \texttt{(:title string)}
- A list of the form \texttt{(:title string . options)}.
  
  Make a title using the given list as initargs. \texttt{options} is a plist of options, which can include the keys \texttt{:title-font}, \texttt{:title-args}, \texttt{:mnemonic} or \texttt{:mnemonic-escape}. See \texttt{titled-object} for how these are processed.

- A list of the form \texttt{(:mnemonic-title string . options)}.
  
  Make a title using the given list as initargs. \texttt{string} can contain the mnemonic escape. \texttt{options} is a plist of options, which can include the keys \texttt{:title-font}, \texttt{:title-args}, or \texttt{:mnemonic-escape}. See \texttt{titled-object} for how these are processed.

Notes

Mnemonics are not supported on all platforms.

Examples

```
(capi:contain (make-instance 'capi:grid-layout :description '("1" "2" "3"
                                 "4" "5" "6"
                                 "7" "8" "9")
                      :columns 3))

(capi:contain (make-instance 'capi:grid-layout :description (list "List:"
                                           (make-instance 'capi:list-panel :items '(1 2 3))
                                           "Buttons:"
                                           (make-instance 'capi:button-panel :items '(1 2 3)))))
```

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This example illustrates the special interpretation of `nil` in the `description`:

```
```

This example illustrates the use of `:right-extend` and `:bottom-extend` to make cells span multiple columns and rows:

```
(example-edit-file "capi/layouts/extend")
```

There are more examples here:

```
(example-edit-file "capi/applications/")
```

This example is a grid with `:has-title-column-p t`:

```
(example-edit-file "capi/layouts/titles-in-grid")
```

See also

layout
hide-interface

Summary
The function `hide-interface` hides the interface containing a specified pane.

Package
capi

Signature
`hide-interface pane &optional iconify`

Arguments
`pane` A simple-pane.
`iconify` A generalized boolean.

Description
The function `hide-interface` hides the interface containing `pane` from the screen. If `iconify` is non-nil then it will iconify it, else it will just remove it from the screen. To show it again, use `show-interface`.

The default value of `iconify` is `t`.

See also
`interface`
`show-interface`
`quit-interface`
7.7 Manipulating top-level windows

hide-pane

Summary
Hides the specified pane.

Package
capi

Signature
`hide-pane pane => pane`
Arguments

pane

An instance of **simple-pane** or a subclass.

Values

pane

An instance of **simple-pane** or a subclass.

Description

The function *hide-pane* hides the pane *pane*, removing it from the screen. *pane*'s children, if any, are hidden too.

To restore *pane* to the screen, use *show-pane*.

See also

hide-interface
show-pane

---

**highlight-pinboard-object**

*Function*

Summary

Highlights a specified pinboard object.

Package

capi

Signature

**highlight-pinboard-object**  *pinboard object &key redisplay => was-unhighlighted-p*

Arguments

pinboard

A *pinboard-layout*.

object

A *pinboard-object*.

redisplay

A generalized boolean.

Values

was-unhighlighted-p

A boolean.

Description

The function *highlight-pinboard-object* causes the pinboard object *object* to become highlighted until *unhighlight-pinboard-object* is called on it.

The pinboard object highlighting is drawn according to the *highlight-style* of the *pinboard-layout* *pinboard*.

If *redisplay* is non-nil the highlighting is drawn immediately. The default value for *redisplay* is **t**.

The returned value *was-unhighlighted-p* is true if *object* was unhighlighted before the call.
See also

unhighlight-pinboard-object
draw-pinboard-object-highlighted
pinboard-object
pinboard-layout

**image-list**

*Class*

**Summary**

An object used to manage the images displayed by tree views and list views.

**Package**

capi

**Superclasses**

capi-object

**Initargs**

- `:image-width` The width of the images in this image list.
- `:image-height` The height of the images in this image list.
- `:image-sets` A list of images or image sets.

**Description**

The class `image-list` is used to manage the images displayed by `tree-view` and `list-view`.

The initarg `:image-sets` specifies a list. Each item in the list `image-sets` may be one of the following:

- A pathname or string This specifies the filename of a file suitable for loading with `load-image`.
- A symbol The symbol must be a predefined image identifier, or have been registered by means of a call to `register-image-translation`.
- An `image` object For example, as returned by `load-image`.
- An `image-set` object See `image-set` for further details.

Note that image sets are added in their entirety; it is not possible to use image-locators to extract a single image from an image set.

The images added to the image list are numbered in order, starting from zero. An `image-set` containing `n` images contributes `n` images to the image list, and hence consumes `n` consecutive integer indices.

**Examples**

```lisp
(example-edit-file "capi/choice/tree-view")

(example-edit-file "capi/choice/extended-selection-tree-view")
```
See also

image-set
load-image
register-image-translation
5.10.4 image-list, image-set and image-locator

image-locator

Summary
The type of the object that make-image-locator creates.

Package
capi

Signature
image-locator

Description
The type image-locator is the type of the object that make-image-locator creates.
See make-image-locator for the details.

See also

make-image-locator
5.10.4 image-list, image-set and image-locator

image-pinboard-object

Summary
A pinboard object that displays itself as an image.

Package
capi

Superclasses
pinboard-object
titled-object

Initargs
:image The image to be displayed.
Accessors

image-pinboard-object-image

Description

The class image-pinboard-object is a pinboard-object that displays itself as an image.

The image initarg for an image-pinboard-object should either be an external-image or any other object accepted by load-image. The image displayed in the object can be changed read or changed dynamically using the accessor image-pinboard-object-image.

Examples

```
(cd (example-file "capi/"))

(setq image
    (capi:contain
      (make-instance
        'capi:image-pinboard-object
        :image "applications/images/info.bmp")))

(capi:apply-in-pane-process
 (capi:element-parent image)
 #'(setf capi:image-pinboard-object-image)
 "graphics/Setup.bmp" image)

(capi:apply-in-pane-process
 (capi:element-parent image)
 #'(setf capi:image-pinboard-object-image)
 "applications/images/info.bmp" image)

(capi:contain
 (make-instance
   'capi:image-pinboard-object
   :image "graphics/Setup.bmp"
   :title "LispWorks Splashscreen"
   :title-adjust :right
   :title-position :bottom))
```

See also

pinboard-layout
12.3 Creating graphical objects
13.10 Working with images

image-set

Class

Summary

An object that identifies the location of image.

Package
capi
Superclasses

Description

An instance of the class `image-set` is an object that identifies the location of an image. The image is typically a large image to be broken down into sub-images. The sub-images must all have the same size and be positioned side by side.

The following functions are available to create image set objects:

See also

- `make-general-image-set`
- `make-icon-resource-image-set`
- `make-scaled-image-set`
- `make-scaled-general-image-set`
- `make-resource-image-set`
- `5.10.4 image-list, image-set and image-locator`
- `9 Adding Toolbars`

### installed-libraries

**Function**

**Summary**

Returns the installed libraries.

**Package**

capi

**Signature**

`installed-libraries => libraries`

**Values**

`libraries` A list of library names.

**Description**

The function `installed-libraries` returns the list of installed CAPI libraries.

A library name is a keyword naming a library.

On Linux, FreeBSD and x86/x64 Solaris platforms, libraries is initially (:gtk) but may also include :motif if the deprecated "capi-motif" module is loaded.

On Microsoft Windows platforms, currently libraries is always (:win32).

On macOS platforms, in the native GUI image `libraries` is always (:cocoa). In the macOS/GTK+ image, libraries is initially (:gtk) but may also include :motif if the deprecated "capi-motif" module is loaded.
install-postscript-printer

Summary
Installs or modifies a Postscript printer definition.

Package
capi

Signature
install-postscript-printer name &key if-exists default savep ppd-file description use-jcl command use-file always-print-to-file orientation installed-options

Arguments
name↓ A string.
if-exists↓ One of :supersede, :error or nil.
default↓ One of t, nil or :when-none.
savep↓ A boolean.
ppd-file↓ A string or pathname.
description↓ A string, or :preserve.
use-jcl↓ A boolean, or :preserve.
command↓ A string, or :preserve.
use-file↓ A boolean, or :preserve.
always-print-to-file↓ A boolean, or :preserve.
orientation↓ One of :landscape, :portrait or :preserve.
installed-options↓ An association list, or :preserve.

Description
The function install-postscript-printer installs or modifies a Postscript printer definition for the given printer name.

This applies only on Motif.

name is a string naming the printer.

if-exists controls what happens if the named printer is already known. The default value is :supersede.

default controls whether the default printer is set. The value t forces the default printer to be set. The value :when-none causes the default printer to be set if there is currently no default. The default value of default is nil.

savep, if true, causes the printer to be saved for subsequent sessions, by writing a file to the path specified by the first item of
21 CAPI Reference Entries

*printer-search-path*.

*ppd-file*, if non-nil, should be a pathname or string specifying the name of a PPD file (PostScript Printer Description File) which comes with the printer and specifies the printer properties. *ppd-file* must be supplied when installing a new printer. The default value is *nil*.

All the other arguments provide optional printer information. Each defaults to the value :preserve, which means that appropriate defaults are used. These correspond to the settings on the dialog displayed by *printer-configuration-dialog*. Non-default values are as follows:

*description* is a string describing the printer.

*use-jcl* controls whether to use Job Control Language (JCL).

*command* is the command to execute to print with the printer.

*use-file* controls how to pass data to the printer. A true value means a file is used, *nil* means a pipe is used.

*always-print-to-file* controls whether printing always goes to a file.

*orientation* controls the orientation of the output.

*installed-options* is an association list, with pairs of strings where the *car* is an option name and the *cdr* is its value. Which options are available and their potential values is defined by the *OpenUI/*CloseUI and *JCLOpenUI/*JCLCloseUI entries in the PPD file.

See also

*printer-configuration-dialog*

* *ppd-directory* *

*printer-search-path* *

*uninstall-postscript-printer*

16.7 Printing on Motif

---

**interactive-pane**

*Class*

**Summary**

An editor with a process reading and processing input, and that collects any output into itself. We are considering deprecating this class - please contact Lisp Support if you use it.

**Package**

capi

**Superclasses**

editor-pane

**Subclasses**

listener-pane

shell-pane
The input processing function.

Readers

interactive-pane-stream
interactive-pane-top-level-function

Description

An instance of the class **interactive-pane** is an editor with a process reading and processing input, and that collects any output into itself.

**interactive-pane** contains its own GUI stream. The **top-level-function** is called once, when the interactive pane is created: it needs to repeatedly take input from the GUI stream and write output to it. The **top-level-function** is called on a separate process from the process that displays the pane and does editor interaction. If the **top-level-function** wants to invoke CAPI functionality, it needs to use **apply-in-pane-process** to ensure it is done on the right process. If the **top-level-function** returns, the process just exits, but the pane itself stays and continues to function as an **editor-pane**.

Note that because the pane is a fully functional **editor-pane**, the user can perform complex operations, and the **top-level-function** should try to cope with it. For example, the user may yank a very large amount of text, or may delete half of the buffer.

The first argument to **top-level-function** is the interface containing the interactive pane. The second argument is the interactive pane itself. The third argument is the GUI stream. The default for **top-level-function** is a function which runs a Lisp listener top-loop.

Notes

The class **listener-pane** is built upon **interactive-pane**. **listener-pane** adds functionality for handling Lisp forms and handles complexities involved with the interaction with the Editor, so it is much easier to use. If you use **interactive-pane** directly please contact Lisp Support.

Compatibility note

This class was named **interactive-stream** in LispWorks 3.2 but has been renamed to avoid confusion (as this class is not a stream but a pane that contains a stream). **interactive-stream** and its accessors **interactive-stream-top-level-function** and **interactive-stream-stream** have now been removed.

Examples

This example assumes there is just one line of output from each command sent to the pipe:

```
(capi:contain
 (make-instance
 'capi:interactive-pane
 :top-level-function
 #'(lambda (interface pane stream)
 (declare (ignore interface pane))
 (with-open-stream (s (sys:open-pipe
 '("/usr/local/bin/bash")
 :direction :io))
 (loop
 (progn
 (format stream "primitive xterm$ ")
 (let ((input (read-line stream nil nil)))
```

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The generic function `interactive-pane-execute-command` has the same effect as the user typing the Lisp form `command` into the `interactive-pane` and pressing Return.

`interactive-pane-execute-command` may be called from any process.

If `command-modification-function` is non-nil, it is a function of one argument. It is called with argument `command` in the process in which `interactive-pane` runs. The result of this call is used as the command to enter. The default value of `command-modification-function` is nil.

If `editp` is true then the command is left at the end of the pane for the user to edit before pressing Return. If `editp` is nil then
interative-pane-execute-command simulates the user pressing Return. The default value of edit is nil.

See also

interactive-pane
listener-pane-insert-value

interface

Class

Summary

The class interface is the top level window class, which contains both menus and a hierarchy of panes and layouts. Interfaces can also themselves be contained within a layout, in which case they appear without their menu bar.

Package
capi

Superclasses

simple-pane
titled-object

Initargs

:title A string, the title of the interface.
:layout The layout of the interface.
:menu-bar-items The items on the menu bar.
:auto-menus A flag controlling the automatic addition of menu objects.
:create-callback A callback done on creating the window, before display and user interaction.
:destroy-callback A callback done on closing the window.
:confirm-destroy-function A function to verify closing of the window.
:best-x The best x position for the interface.
:best-y The best y position for the interface.
:best-width The best width of the interface.
:best-height The best height of the interface.
:geometry-change-callback A function called when the interface geometry changes.
:activate-callback A function called when the interface is activated or deactivated.
:iconify-callback A function called when the interface is iconified or restored.
:override-cursor A cursor that takes precedence over the cursors of panes inside the interface. Not supported on Cocoa and ignored by text-input-pane on GTK+.
:message-area A boolean determining whether the interface has a message area.
:enable-pointer-documentation A boolean determining whether Pointer Documentation is enabled. Supported only on Motif.
A boolean determining whether Tooltip Help is enabled.

A function called when a user gesture requests help.

A function called around the top level event handler.

An integer or nil.

A pane, a symbol naming a pane, or nil.

One of the keywords :normal, :maximized, :iconic and :hidden.

nil (the default), a keyword or a string. Only effective on Cocoa.

A function that takes a single argument or nil.

A real number in the inclusive range [0,1], used on Cocoa, later versions of Microsoft Windows, and GTK+.

A list of keywords, or nil.

A list of items for the toolbar.

A toolbar state plist.

A toolbar state plist.

A pathname designator.

nil, t or an image specifier (that is, a value acceptable as the id argument of load-image).

Accessors

interface-title
pane-layout
interface-menu-bar-items
interface-create-callback
interface-destroy-callback
interface-confirm-destroy-function
interface-geometry-change-callback
interface-activate-callback
interface-iconify-callback
interface-override-cursor
interface-message-area
interface-pointer-documentation-enabled
interface-tooltips-enabled
interface-help-callback
top-level-interface-color-mode-callback
top-level-interface-external-border
top-level-interface-transparency
interface-toolbar-items
interface-toolbar-states
interface-default-toolbar-states
interface-pathname
interface-drag-image

Readers

interface-window-styles
Description

Every interface can have a title title which when it is a top level interface is shown as a title on its window, and when it is contained within another layout is displayed as a decoration (see the class titled-object for more details).

The argument layout specifies a layout object that contains the children of the interface. To change this layout you can either use the writer pane-layout, or you can use the layout switchable-layout which allows you to easily switch the currently visible child.

The argument menu-bar-items specifies a list of menus to appear on the interface’s menu bar.

auto-menus defaults to t, which means that an interface may have some automatic menus created by the environment in which it is running (for example the Works menu in the LispWorks IDE). To switch off these automatic menus, pass :auto-menus nil.

Note: On Cocoa, certain system menu commands such as Edit > Start Dictation are added automatically. auto-menus does not control this.

When you have an instance of an interface, you can display it either as an ordinary window or as a dialog using respectively display and display-dialog. The CAPI calls create-callback (if supplied) with the interface as its single argument, after all the widgets have been created but before the interface appears on screen. Then to remove the interface from the display, you use quit-interface and either exit-dialog or abort-dialog respectively. When the interface is about to be closed, the CAPI calls the confirm-destroy-function (if there is one) with the interface, and if this function returns non-nil the interface is closed as if by calling destroy. Once the interface is closed, the destroy-callback is called with the interface. Therefore, neither confirm-destroy-function nor destroy-callback should call destroy.

Note: create-callback should be used only for operations that must be done with the interface already created and cannot be done in interface-display. Otherwise they should be either done in initialize-instance or between your calls to make-instance and display. An operation that needs to run after the interface is created but just before displaying the interface as an ordinary window (typical cases are font queries and loading images) can be put in the interface-display :before method. An operation that needs to run just after displaying the interface as an ordinary window can be put in the interface-display :after method.

The interface also accepts a number of hints as to the size and position of the interface for when it is first displayed. The arguments best-x and best-y specify the position, while the arguments best-width and best-height specify the size. The values can be any hints accepted by :visible-max-width and :visible-max-height for elements (see 6.4.2 Hint values formats), except for the character, string or text based hints. If best-width or best-height is nil or not specified, then the interface is displayed at its minimum size based on its constraints.

Whether or not an interface window is resizable is indicated as allowed by the window system. For non-resizable windows on Cocoa the interface window’s maximize button is disabled and the resize indicator is not shown, and on Microsoft Windows the maximize box is disabled.

geometry-change-callback may be nil, meaning there is no callback. This is the default value. Otherwise geometry-change-callback is a function of five arguments: the interface and the geometry. Its signature is:

   geometry-change-callback interface x y width height

x and y are measured from the top-left of the screen rectangle representing the area of the primary monitor (the primary screen rectangle).

activate-callback may be nil, meaning there is no callback. This is the default value. Otherwise activate-callback is a function of two arguments: the interface and a boolean activatep which is true on activation and false on deactivation. Its signature is:

   activate-callback interface activatep
iconify-callback may be nil, meaning there is no callback. This is the default value. Otherwise iconify-callback is a function of two arguments: the interface and a boolean iconify which is true when interface is iconified and false when it is restored. Its signature is:

```
iconify-callback interface iconifyp
```

override-cursor, if non-nil, specifies a cursor that is used instead of the cursor of each pane inside the interface. The default value of override-cursor is nil. See below for an example of setting and unsetting the override cursor. override-cursor is not supported on Cocoa.

If message-area is true, then the interface is created with a message area at the bottom. The text of the message area can be accessed using the titled-object accessor titled-object-message. The default value of message-area is nil.

enable-pointer-documentation is a boolean controlling whether Pointer Documentation is enabled. The default value is t. The actual action is done by the help-callback. enable-pointer-documentation is supported only on Motif. It is possible to implement equivalent functionality for output-pane and subclasses such as pinboard-layout by using the focus-callback of output-pane.

enable-tooltip is a boolean controlling whether Tooltip Help is enabled. The default value is t. The actual action is done by the help-callback.

help-callback may be nil, meaning there is no callback. This is the default value. Otherwise help-callback is a function of four arguments: the interface, the pane inside interface where help is requested, the type of help requested, and the help key of the pane. Its signature is:

```
help-callback interface pane type help-key
```

Here type can be one of:

- :tooltip A tooltip is requested. The function needs to return a string to display in the tooltip, or nil if no tooltip should be displayed.

- :help The function should display a detailed, asynchronous help. This value is passed when the user presses the F1 key (not implemented on Cocoa). :help is also passed when the user clicks the '?' box in the title bar of a Microsoft Windows dialog with window style :contexthelp (see window-styles below).

- :pointer-documentation-enter The cursor entered the pane. The function should set the pointer documentation. This is only supported on Motif.

- :pointer-documentation-leave The cursor left the pane. The function needs to reset the pointer documentation. This is only supported on Motif.

help-key is the help-key of pane, as described in element. There is an example illustrating help-callback in:

```
(example-edit-file "capi/elements/help")
```

and there is another example below.

top-level-hook can be used on Microsoft Windows and Motif to specify a hook function that is called around the interface's top level event handler. The hook is passed two arguments: a continuation function (with no arguments) and the interface. The hook must call the continuation, which normally does not return. top-level-hook is designed especially for error handling (see below for an example). It can also be used for other purposes, for instance to bind special variables around the top level function. top-level-hook is not supported on Cocoa.
external-border controls how close to the edge of the screen the interface can be placed with explicit positioning using the best-x, best-y, best-height and best-width initargs or implicit positioning when a dialog is centered within its owner. The value nil allows the window to be anywhere, on or off the screen. The value 0 allows the window can be anywhere on the screen. If external-border is a positive integer then the window can be anywhere within external-border pixels from the edge of the screen. If external-border is a negative integer then the window be anywhere on the screen or up to external-border pixels off the edge of the screen. This does not affect whether the use can move the window after it has been displayed. It also does not affect the default positioning of interfaces, where the window system chooses the position. The default value of external-border is 0.

initial-focus specifies a pane which has the input focus when the interface is first displayed. See pane-initial-focus for more information about the initial focus pane.

display-state controls the initial display of the interface window, as described for top-level-interface-display-state.

color-mode controls the visual appearance the interface window, as described for top-level-interface-color-mode.

Only effective on Cocoa.

If color-mode-callback is non-nil, it is called, with the interface as a single argument, when the global color mode (the Appearance on Cocoa, the Theme on Windows and GTK+) may have changed. It may take any action that is useful. Note that color-mode-callback may be called sometimes where there is no actual change.

transparency is the overall transparency of the whole interface, where 0 is fully transparent and 1 is fully opaque. This has no effect on whether the user can click on the window. This is implemented for Cocoa and Microsoft Windows. It also works on GTK+, provided that GTK+ and the X server support it. On GTK+ it is supported in version 2.12 and later. The X server needs compositing manager to do it. :transparency should only be used for top-level interfaces.

window-styles is a list of keywords controlling various aspects of the top level window's appearance and behavior. Each keyword is supported only on the Window systems explicitly mentioned below.

The following keywords apply to ordinary windows:

: no-geometry-animation
   Cocoa: Programmatic changes to window geometry happen without animation.

: hides-on-deactivate-window
   Cocoa: The window is only visible when the application is the current application.
   Microsoft Windows and GTK+: The window is only visible when it is the active window.

: toolbox
   Cocoa, Microsoft Windows and GTK+: A window with a small title bar. This window style is used in docking-layout.

: borderless
   Cocoa, Microsoft Windows, GTK+ and Motif: A window with no external decoration or frame.

: internal-borderless
   Cocoa and Motif: Remove the default border between the window’s edge and its contents.
   Microsoft Windows: Remove the default border between the window’s edge and its contents for dialogs.

: never-iconic
   Cocoa, Microsoft Windows, GTK+ and Motif: The window cannot be minimized.

: movable-by-window-background
Cocoa and Microsoft Windows: The user can move the window by grabbing at any point not in an inner pane.

:shadowed

Cocoa: Force a shadow on windows with window style :borderless. (Other windows have a shadow by default.)

Windows XP (and later): The window has a shadow.

:shadowless

Cocoa: The window has no shadow.

:textured-background

Cocoa: The window has a textured background (like the Finder).

:always-on-top

Cocoa, Microsoft Windows and GTK+: The window is always above all other windows. Such a window is also known as a windoid.

:ignores-keyboard-input

Cocoa and GTK+: The window cannot be given the focus for keyboard input.

:no-character-palette

Cocoa: The Special Characters... menu item is not inserted automatically. (This menu item is added to the Edit menu by default.)

:motion-events-without-focus

Cocoa: output-pane in the window will see :motion input model events even if the output pane does not have the focus. This is the same behavior as on Microsoft Windows.

:can-full-screen

Cocoa: The window can be made full screen (only supported on macOS 10.7 and later).

The following keywords are supported in window-styles when the interface is displayed as a dialog:

:resizable

Microsoft Windows: The dialog has a border to allow resizing. (Generally Windows dialogs do not allowing resizing.)

:contexthelp

Microsoft Windows: A '?' box appears in the window's title bar that sends help-callback type :help.

If toolbar-items is non-nil, then the interface will have a toolbar, which is typically displayed at the top of the window. The value of toolbar-items is a list of objects of type toolbar-button, toolbar-component or simple-pane, which are items that might be shown on the toolbar. The set of visible items, their order and their appearance is determined by the current toolbar-state, which can be changed if the user customizes the toolbar interactively. Each toolbar-button or simple-pane in the toolbar-items list (including those within a toolbar-component) should have a name that is not cl:eql to any other item in the list. Each toolbar-button should have image and text specified, to control the image and title that is shown for the item. Each simple-pane should have toolbar-title specified, to control the title that is shown for the item.

toolbar-states is a plist containing information about the state of the toolbar. The user can also change this by customizing the toolbar, so you cannot assume that the value will be the same each time you read it. See interface-toolbar-state for a description of the keys and values in this plist.

default-toolbar-states is a plist containing information about the default state of the toolbar, which you can provide as the suggested toolbar state for the interface. The key :items will be used in the Customize Toolbar dialog as the "default" set of toolbar buttons. If both default-toolbar-states and toolbar-states are supplied, then the value of any key in toolbar-states
takes precedence over that of the same key in default-toolbar-states. See interface-toolbar-state for a description of the keys and values in this plist.

pathname specifies the interface pathname. You can get and set this with the accessor interface-pathname. The pathname may be displayed in some way to the user, depending on the GUI library.

Currently, only Cocoa uses pathname, in two ways:

- It makes the interface display a drag image on the title bar (This is the same image that is set by interface-drag-image, and the drag-image takes precedence if it not nil). The user can drag from the drag image, and if there is no drag-callback or if the drag-callback returns nil it will drag the pathname as a one item in a filenames-list. For information about drag-callback, see simple-pane's description of :drag-callback and simple-pane-drag-callback.

- The context menu (invoked by right-mouse-click) on the drag image or on the title raises a menu containing the components of the path. Selecting a component opens the Finder with it.

drag-image is currently only effective on Cocoa. A non-nil value specifies that the interface should have a drag image, which on Cocoa is a small image (16x16px) to the left of the window title.

When the user drags this image, if the interface has a drag-callback it is called and if this returns non-nil LispWorks performs drag-and-drop with the image. See simple-pane for details of the drag-callback.

It is possible to have the image for aesthetic purposes only by supplying drag-image and not specifying a drag-callback. When drag-callback is non-nil, it can dynamically decide whether to allow a dragging, or to disallow dragging (by returning nil).

The image specification can be an already converted image (made by load-image, convert-external-image, make-sub-image or make-image-from-port). The image will be freed automatically when the interface is destroyed or when drag-image is set by (setf interface-drag-image). Otherwise the system uses load-image to create a new image, which is also freed automatically.

The value t for drag-image is interpreted specially: it means display some image. If drag-image is set to t after an image has already been set, it just displays the previous image. This is useful if an image was displayed but then removed by (setf interface-drag-image) with nil. If there was no previous image, a default image is displayed.

Notes

1. create-callback can only be used for actions that are part of the creation of the pane, that is preparing the pane for display. The create-callback is called before the pane is actually displayed, and therefore cannot interact with the user.

2. On Microsoft Windows F1 always calls help-callback if it is non-nil.

3. (setf capi:interface-message-area) has an effect only before display. After display, this writer has no effect unless the interface is destroyed and re-created.

4. Even though interface is a subclass of titled-object, the accessor titled-object-message-font cannot be used to get and set the font of the interface's message.

5. On Cocoa in the presence of a cocoa-default-application-interface, an interface with no menus of its own and with :auto-menus nil uses the menu bar from the application interface.

Compatibility note

interface-iconize-callback is deprecated. Use the synonym interface-iconify-callback instead.
Examples

```
(capi:display (make-instance 'capi:interface
   :title "Test Interface"))

(capi:display (make-instance
   'capi:interface
   :title "Test Interface"
   :destroy-callback
   #'(lambda (interface)
      (capi:display-message
       "Quitting ~S"
       interface)))))

(capi:display (make-instance
   'capi:interface
   :title "Test Interface"
   :confirm-destroy-function
   #'(lambda (interface)
      (capi:confirm-yes-or-no
       "Really quit ~S"
       interface)))))

(capi:display (make-instance
   'capi:interface
   :menu-bar-items
   (list
    (make-instance 'capi:menu
      :title "Menu"
      :items '(1 2 3)))
   :title "Menu Test"))

(setq interface
   (capi:display
    (make-instance 'capi:interface
      :title "Test Interface"
      :layout
      (make-instance 'capi:simple-layout
        :description
        (list (make-instance 'capi:text-input-pane
            :text "Text Pane")))))

(capi:execute-with-interface interface
   #'(setf capi:pane-layout) (make-instance'
      'capi:simple-layout
      :description
      (list (make-instance
        'capi:editor-pane
        :text "Editor Pane")))))
```

```
The following forms illustrate the use of *help-callback*:

\[
\begin{array}{l}
\text{(capi:define-interface my-interface ()} \\
\text{()}} \\
\text{(;panes} \\
\text{(a-pane} \\
\text{  capi:text-input-pane} \\
\text{  :help-key 'input)} \\
\text{(another-pane} \\
\text{  capi:display-pane} \\
\text{  :help-key 'output} \\
\text{  :text "some text"))} \\
\text{(:menu-bar a-menu)} \\
\text{(:menus} \\
\text{ (A-menu} \\
\text{ "A menu"} \\
\text{  ("An item" :help-key "item 1")} \\
\text{  ("Another item" :help-key "item 2")} \\
\text{  :help-key "a menu")} \\
\text{(:layouts} \\
\text{ (main-layout} \\
\text{  capi:column-layout} \\
\text{ '(a-pane another-pane)))} \\
\text{(:default-initargs} \\
\text{  :help-callback 'my-help-callback} \\
\text{  :message-area t))} \\
\text{(defun do-detailed-help (interface)} \\
\text{  (capi:contain} \\
\text{    (make-instance} \\
\text{      'capi:display-pane} \\
\text{      :text "Detailed help for my interface")} \\
\text{    :title} \\
\text{      (format nil "Help for ~a"} \\
\text{        (capi:capi-object-name interface)))))} \\
\text{(defun my-help-callback (interface pane type key) } \\
\text{  (declare (ignore pane))} \\
\text{  (case type} \\
\text{    (:tooltip (if (eq key 'input) } \\
\text{      "enter something"} \\
\text{        (when (stringp key) key))} \\
\text{    (:pointer-documentation-enter} \\
\text{      (when (stringp key) } \\
\text{        (setf (capi:titiled-object-message interface} \\
\text{          key)))} \\
\text{    (:pointer-documentation-leave} \\
\text{      (setf (capi:titiled-object-message interface} \\
\text{          "Something else"))} \\
\text{    (:help (do-detailed-help interface ))))}) \\
\text{(capi:display} \\
\text{  (make-instance 'my-interface :name "Helpful"))} \\
\end{array}
\]

The following forms illustrate the use of *override-cursor* to set and then remove an override cursor.

Create an interface with panes that have various different cursors. Move the pointer across each pane.

\[
\begin{array}{l}
\text{(setf interface} \\
\text{  (capi:element-interface} \\
\text{  (car} \\
\text{    (capi:contain} \\
\text{      (loop for cursor} \\
\text{        in '(;crosshair ;hand ;v-double-arrow) }
\text{)))})}
\end{array}
\]
collect
(make-instance 'capi:editor-pane
  :cursor cursor
  :text
  (format nil "~A CURSOR" cursor))))))}

Override the pane cursors by setting the override cursor on the interface, and move the pointer across each pane again.

(setf (capi:interface-override-cursor interface)
  :i-beam)

Remove the override cursor.

(setf (capi:interface-override-cursor interface)
  :default)

This example illustrates top-level-hook. Evaluate this form and then get an error by the interrupt gesture in the editor pane. (For example, the interrupt gesture is Meta+Control+C on Motif and Control+Break on Microsoft Windows). Then select the Destroy Interface restart.

(capi:display
 (capi:make-container
  (make-instance
   'capi:editor-pane)
  :top-level-hook
  #'(lambda (func interface)
       (restart-case (funcall func)
         (nil ()
           :report
           (list "Destroy Interface ~a" interface)
           (capi:destroy interface)))))))

For an example of using color-mode and color-mode-callback, see:

(example-edit-file "capi/applications/interface-color-mode")

This example illustrates the use of toolbar-items:

(example-edit-file "capi/applications/simple-symbol-browser")

See also

layout
switchable-layout
menu
display
display-dialog
interface-display
quit-interface
define-interface
activate-pane
styled-object
interface-document-modified-p
interface-toolbar-state
interface-customize-toolbar
top-level-interface-display-state
top-level-interface-color-mode
interface-customize-toolbar

Summary
Displays a window that allows the user to customize an interface toolbar.

Package
capi

Signature
interface-customize-toolbar interface

Arguments
interface A CAPI interface.

Description
The function interface-customize-toolbar displays a window owned by the interface interface that allows the user to customize the interface toolbar of interface.

See 9 Adding Toolbars for information on how to specify an interface toolbar.

Notes
interface must be displayed at the time interface-customize-toolbar is called.

See also

interface 9 Adding Toolbars
interface-display  

Summary
The function called to display an interface on screen.

Package
capi

Signature
interface-display interface

Arguments
interface
An instance of a subclass of interface.

Description
The generic function interface-display is called by display to display an interface on screen.

The primary method for interface actually does the work. You can add :before methods on your own interface classes for code that needs to be executed just before the interface appears, and :after methods for code that needs to be executed just after the interface appears.

interface-display is useful when you need to make changes to the interface which require it to be already be created. Font queries and loading images are typical cases.

Notes
1. interface-display is called in the process of interface.
2. interface-display is not called when interface is displayed as a dialog. Another way to run code before it appears on screen is to supply a create-callback for interface.

Examples
This example shows how interface-display can be used to set the initial selection in a choice whose items are computed at display-time:

```lisp
(capi:define-interface my-tree ()
  ((favorite-color :initform :blue))
  (:panes
   (tree
    capi:tree-view
    :roots '(:red :blue :green)
    :print-function
    'string-capitalize))
  (:default-initargs
   :width 200
   :height 200))

(defmethod capi:interface-display :after
  ((self my-tree))
)```
(with-slots (tree favorite-color) self
  (setf (capi:choice-selected-item tree)
    favorite-color)))

(capi:display (make-instance 'my-tree))

See also

display
interface
7 Programming with CAPI Windows
13 Drawing - Graphics Ports

interface-display-title

Function

Summary

Returns the interface title to use on screen.

Package
capi

Signature

interface-display-title interface => string

Arguments

interface
  A CAPI interface.

Values

string
  A string.

Description

The function interface-display-title returns the title to use when displaying the interface interface on screen.

This is equivalent to:

(capi:interface-extend-title
  interface
  (capi:interface-title interface))

See also

interface-extend-title
set-default-interface-prefix-suffix
interface-document-modified-p

Summary
Gets and sets the document-modified flag in the interface.

Package
capi

Signature
interface-document-modified-p interface => value
(setf interface-document-modified-p) value interface => value

Arguments
interface
A CAPI interface.
value
A boolean.

Values
value
A boolean.

Description
The accessor interface-document-modified-p gets and sets the document-modified flag in the interface interface.

Currently this only has a visible effect on Cocoa, where an interface whose document is modified is flagged by adding a dark dot in the middle of its Close button (the red button at top-left of the window).

On other platforms the document-modified state is merely remembered.

See also
interface-editor-pane

11.5.3 Indicating a changed document

interface-editor-pane

Summary
Finds an editor-pane in an interface.

Package
capi
Signature

interface-editor-pane interface => pane

Arguments

interface
An instance of a subclass of interface.

title

Values

pane
An editor-pane or nil.

Description

The generic function interface-editor-pane finds the first pane of interface that is an editor-pane, and returns it. If there is no editor-pane, then interface-editor-pane returns nil.

interface-editor-pane may be useful when you need to apply an editor command in the process of some "random" interface, in which case you can use call-editor with the result of interface-editor-pane (if it is not nil).

See also
call-editor
editor-pane
interface

interface-extend-title

Generic Function

Summary

Calculates the complete interface title.

Package
capi

Signature

interface-extend-title interface title => string

Arguments

interface
A CAPI interface.

title
A string.

Values

string
A string.

Description

The generic function interface-extend-title is called by LispWorks with an interface interface and its title title before
actually displaying the title on the screen. The result must be a string, which is actually displayed. There is no requirement for any relation between title and the result.

The return value string is the title to display on the screen.

The default method uses the values set by set-default-interface-prefix-suffix. You can specialize interface-extend-title to get other effects.

See also

interface-display-title
set-default-interface-prefix-suffix
3.3.2.1 Window titles
11.5 Controlling the appearance of the top level window

---

**interface-geometry**  
*Generic Function*

**Summary**

Returns the geometry of an interface. This function is deprecated. Use top-level-interface-geometry instead.

**Package**

capi

**Signature**

```
interface-geometry interface => geometry
```

**Arguments**

interface↓  
An instance of a subclass of interface.

**Values**

gometry  
A list.

**Description**

The generic function interface-geometry returns a list representing the geometry of interface in pixel values. This function is deprecated. Use top-level-interface-geometry instead.

See also
top-level-interface-geometry
interface-iconified-p

Summary
The predicate for whether an interface is iconified.

Package
capi

Signature

signature interface-iconified-p pane => iconifiedp

Arguments

pane A CAPI element.

Values

iconifiedp A boolean.

Description

The function interface-iconified-p returns t if the top level interface containing pane is iconified. An interface is iconified when its display state as returned by top-level-interface-display-state is :iconic. This means that the window is visible as an icon, also referred to as minimized.

If the top level interface is not iconified, then interface-iconified-p returns nil.

See also

hide-interface
top-level-interface
top-level-interface-display-state

interface-keys-style

Summary
Determines the emulation for an interface.

Package
capi

Signature

signature interface-keys-style interface => keys-style
Arguments

interface⇓

An instance of a subclass of interface.

Values

keys-style⇓

A keyword, :pc, :emacs or :mac.

Description

The generic function interface-keys-style returns a keyword indicating a keys style, or emulation. It is called when interface starts running in a new process, and keys-style determines how user input is interpreted by output panes (including editor-pane) in interface.

The editor (that is, instances of editor-pane and its subclasses) responds to user input gestures according to one of three basic models.

When keys-style is :emacs, the editor emulates GNU Emacs. This value is allowed on all platforms.

When keys-style is :pc, the editor emulates standard Microsoft Windows keys on Windows, and KDE/Gnome keys on GTK+ and Motif. This value is allowed in the Windows, GTK+ and X11/Motif implementations.

When keys-style is :mac, the editor emulates macOS editor keys. This value is allowed only in the macOS Cocoa implementation.

The most important differences between the styles are in the handling of the Alt key on Microsoft Windows, selected text, and accelerators:

.emacs

Alt is interpreted on Microsoft Windows as the Meta key (used to access many Emacs commands).

The modifier :meta is used in an output-pane input-model gesture specification.

Control characters such as Ctrl+S are not interpreted as accelerators.

The selection is not deleted on input.

.pc

Alt is interpreted as Alt on Microsoft Windows and can be used for shortcuts.

The modifier :meta is not used in an output-pane input-model gesture specification.

Control keystrokes are interpreted as accelerators. Standard accelerators are added for standard menu commands, for example Ctrl+S for File > Save. For the full set of standard accelerators see 8.7.1 Standard default accelerators.

The selection is deleted on input, and movement keys behave like a typical Microsoft Windows or KDE/Gnome editor.

.mac

Emacs Control keys are available, since they do not clash with the Macintosh Command key.

The selection is deleted on input, and movement keys behave like a typical macOS editor.

By default keys-style is :pc on Microsoft Windows platforms and :emacs on other platforms. You can supply methods for interface-keys-style on your own interface classes that override the default methods.

In the Cocoa implementation, Command keystrokes such as Command+X are available if there is a suitable Edit menu, regardless of the Editor emulation.

See the chapter "Emulation" in the Editor User Guide for more detail about the different styles.
Notes
On Motif the code to implement accelerators and mnemonics clashes with the LispWorks meta key support. Therefore the keyboard must be configured so that none of the keysyms connected to mod1 (see xmodmap) are listed in the variable `capi-motif-library:*meta-keysym-search-list*`, which must be also be non-nil. Note also that Motif requires Alt to be on mod1.

See also
`editor-pane`

### interface-match-p

**Generic Function**

**Summary**
Determines whether an interface is suitable for displaying initargs.

**Package**
capi

**Signature**

`interface-match-p interface &rest initargs &key &allow-other-keys => matchp`

**Arguments**

- `interface`
  An instance of a subclass of `interface`.
- `initargs`
  Initargs for `interface`.

**Values**

- `matchp`
  A boolean.

**Description**
The generic function `interface-match-p` returns a true value if `interface` is suitable for displaying the initargs `initargs`. `interface-match-p` is used by `locate-interface`. When there is an existing interface for which `interface-match-p` returns true, then `locate-interface` returns it.

The default method for `interface-match-p` always returns `nil`. You can add methods for your own interface classes.

See also
`locate-interface`
21 CAPI Reference Entries

interface-menu-groups  
Generic Function

Summary

Used when an embedded document sets the menu-bar-items to its menus, on Microsoft Windows.

Package
capi

Signature

interface-menu-groups interface => result

Arguments

interface↓  A CAPI interface.

Values

result  A list.

Description

The generic function interface-menu-groups is called when an embedded document sets the menu bar of its containing interface interface. It is called when an embedded object uses the IOleInPlaceFrame::InsertMenus method to add menus from the interface to its own composite menu, which is used as the menubar while the embedded object is active.

The menu bar for the embedded document includes three groups of menus that are supplied by the container (file-group, view-group, windows-group). interface-menu-groups is used to define these groups of menus.

interface-menu-groups should return a list of length 3. Each element is a list of menus. In this list, each item is either a menu object, or a cons. When it is a cons, the car is a menu object and the cdr is a string, which overrides the the title of the menu.

The default method, specialised on interface, simply returns (nil nil nil).

Notes

interface-menu-groups is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

See also

ole-control-pane
### interface-preserve-state

**Generic Function**

**Summary**
Called before an interface is destroyed during session saving.

**Package**
capi

**Signature**

```lisp
interface-preserve-state interface
```

**Arguments**

```lisp
interface
```

**Description**

The generic function `interface-preserve-state` is called by `hcl:save-current-session` just before it destroys `interface`. It is called in the process that runs `interface`. You can specialize this for your own interface classes. Your methods should not interact with the user or other external sources, and should not interact with other processes, because it is called after `hcl:save-current-session` already started to destroy interfaces.

The return value is not used.

The default method does nothing.

**See also**

- `interface-preserving-state-p`

#### 7.7.6 Preserving information when saving an IDE session

### interface-preserving-state-p

**Function**

**Summary**

The predicate for whether an interface is in "preserving-state" context.

**Package**
capi

**Signature**

```lisp
interface-preserving-state-p interface => result
```

**Arguments**

```lisp
interface
```

An interface.
Values

\[ \text{result} \downarrow \]

\[ \text{nil, t, :different-invocation or :keeping-processes.} \]

Description

The function `interface-preserving-state-p` returns information about whether `interface` is in the "preserving-state" context. An interface enters "preserving-state" context just before it is destroyed by `hcl:save-current-session`, and exits the context just after `interface-display` returns.

If the interface `interface` is in "preserving-state" context, then `result` is either `t` or `:different-invocation`. The value `t` means that the current invocation of LispWorks is still the same invocation. The value `:different-invocation` means it is a different invocation, in other words it is the saved image that is restarted.

In other circumstances `interface-preserving-state-p` can return `:keeping-processes`, which means that the interfaces are destroyed but processes that are not associated with `interface` are not killed. That currently happens only on Microsoft Windows when the programmer changes the arrangement of IDE windows via `Preferences... > Environment > General > Window Options`.

Otherwise `result` is `nil`.

`interface-preserving-state-p` is typically used in the `destroy-callback` of an interface or a pane to decide whether really to destroy the information, and in the `create-callback` or `interface-display` to decide whether the existing information can be used. Note that if it is a pane, it needs to find the `top-level-interface`.

Information that is made entirely of Lisp objects can be preserved in all cases. Information that is associated with external objects is invalid when the image is restarted. So when `interface-preserving-state-p` is used inside the `create-callback` or `interface-display`, external information can be preserved only if it returns `t`. When `interface-preserving-state-p` returns `t`, the external information may be preserved, unless it is tied to the lightweight process.

See also

- `interface`
- `interface-display`
- `interface-preserve-state`
- 7.7.6 Preserving information when saving an IDE session

---

### interface-reuse-p

**Generic Function**

**Summary**

Determines whether an interface is suitable for re-use.

**Package**

capi

**Signature**

\[ \text{interface-reuse-p} \text{ interface \&rest initargs \&key \&allow-other-keys => reusep} \]
interface-toolbar-state

Summary

Reads or changes the properties of an interface toolbar that give information about its state.

Package
capi

Signature
interface-toolbar-state interface key => value
(setf interface-toolbar-state) value interface key => value

Arguments

interface↓ An instance of interface or a subclass.
key↓ One of the toolbar-states plist keys.
value The value associated with the toolbar-states plist key.

Values

value The value associated with the toolbar-states plist key.
Description

The accessor `interface-toolbar-state` reads or changes the properties of the interface toolbar of `interface` that give information about its state. The user can also change these properties by customizing the toolbar, so you cannot assume that the value will be the same each time you read it.

See 9 Adding Toolbars for information on how to specify an interface toolbar.

`key` can be one of the following, with the corresponding value:

- **:visible**
  - `visible` is true if the toolbar is visible and false if it is hidden. The default is true.

- **:items**
  - `items` is a list of the names of the `toolbar-items` which are shown on the toolbar, in the order they are shown. The built-in names `:separator`, `:space` and `:flexible-space` represent various kinds of gap between items. On Microsoft Windows, an item can be a list of the form `(:titled-separator title)` which starts a dockable group of items that displays `title` when it is undocked. The default `items` includes all items in `toolbar-items`, with `:separator` between each `toolbar-component`.

- **:display**
  - `display` is a keyword describing what is displayed for each item. It can be `:image` (just shows an image), `:title` (just shows the title), `:image-and-title` (shows both title and image) or `:image-and-title-horizontal` (shows title and image horizontally, only supported on GTK+). The default is platform-specific.

- **:size**
  - `size` is a keyword describing the size of the items. It can be one of `:small`, `:normal` or `:large`. Some of these sizes might be the same as others. The default is platform-specific.

You can set all of the keys simultaneously by setting the `interface-toolbar-state` accessor or providing the `toolbar-states initarg`.

Notes

The value `:separator` in `items` may or may not actually be visible, depending on the windowing system. On macOS Lion it is zero width.

See also

- `interface`
- `interface-customize-toolbar`
- 9 Adding Toolbars

---

**interface-visible-p**

Function

Summary

The predicate for whether the interface containing a pane is visible.

Package

capi

Signature

```lisp
interface-visible-p pane => visiblep
```
Arguments

*pane*↓ A CAPI pane.

Values

*visiblep* A boolean.

Description

The function *interface-visible-p* returns *nil* if one of the following is true:

1. *pane* is not associated with any interface.
2. *pane* is associated with an interface which is not displayed.
3. *pane* is associated with an interface which is minimized or iconified.
4. *pane* is known to be fully obscured by other windows. This can happen on Motif, but is not detected on Microsoft Windows.

An error is signalled if *pane* is not a CAPI pane (that is, it is not an instance of a subclass of *element, collection* or *pinboard-object*).

Otherwise *interface-visible-p* returns *t*.

Notes

On Microsoft Windows, *interface-visible-p* may return *t* even though the interface is entirely obscured by another window.

---

**interpret-description**

*Generic Function*

Summary

Converts an abstract description of a layout's children into a list of objects.

Package
capi

Signature

*interpret-description* *layout description interface => result*

Arguments

*layout*↓ A *layout*.

*description*↓ A list, or other Lisp object accepted for some layout class.

*interface*↓ An *interface*. 
Values

result          A list, each element being a \texttt{simple-pane}, a \texttt{pinboard-object} or a geometry object.

Description

The generic function \texttt{interpret-description} is used by the layout mechanism to translate an abstract description of \texttt{layout}'s children (supplied by the initarg \texttt{:description} or \texttt{(setf layout-description)}) into a list of objects to actually use. Each object must be either an element (an object of type \texttt{simple-pane} or of type \texttt{pinboard-object}) or a geometry object (the result of the default method of \texttt{parse-layout-descriptor}). \texttt{interface} is the interface of \texttt{layout}.

The default method specialized on \texttt{layout} expects \texttt{description} to be a list, and returns a list of the values returned by \texttt{parse-layout-descriptor} for each element. Some built-in subclasses of \texttt{layout} have their own methods, which allow different values of \texttt{description}. In these cases the manual page for the layout class describes what \texttt{description} can be.

For example, \texttt{column-layout} expects as its description a list of items where each item in the list is either the slot-name of the child or a string which should be turned into a title pane. This is the default handling of a layout's description, which is done by calling the generic function \texttt{parse-layout-descriptor} to do the translation for each item.

You can define a method for your own layout class. The elements in the returned list must not be returned more than once for layouts that are displayed at the same time.

See also

\texttt{parse-layout-descriptor}
\texttt{define-layout}
\texttt{layout}
6 Laying Out CAPI Panes

\texttt{invalidate-pane-constraints} \quad \textit{Function}

Summary

Causes the resizing of a pane if its minimum and maximum size constraints have changed. It returns \texttt{t} if resizing was necessary.

Package
capi

Signature

\texttt{invalidate-pane-constraints} \ \texttt{pane}

Arguments

\texttt{pane} \quad \texttt{A simple-pane.}

Description

The function \texttt{invalidate-pane-constraints} informs the CAPI that the constraints (its minimum and maximum size) of \texttt{pane} may have changed. The CAPI then checks this, and if the pane is no longer within its constraints it resizes it so that it is and then makes the pane’s parent layout lay its children out and display them again at their new positions and sizes. If the pane is resized, then \texttt{invalidate-pane-constraints} returns \texttt{t}. 435
**invoke-command**

**Function**

**Summary**
Invokes a command in the input model for a specified output pane.

**Package**
capi

**Signature**
\[ \text{invoke-command \ command \ output-pane \ \&rest \ event-args} \]

**Arguments**
- **command**: A Lisp object defined as a command by `define-command`.
- **output-pane**: An `output-pane`.
- **event-args**: A list of appropriate arguments for the event that `command` is associated with.

**Description**
The function `invoke-command` invokes `command` with arguments `event-args` in the input model of `output-pane`, with the translator being called to process the gesture information. To avoid the translation, use `invoke-untranslated-command`.

**See also**
- `invoke-untranslated-command`
- `define-command`
- `output-pane`
- 12.2.2 Commands - aliases

---

**invoke-untranslated-command**

**Function**

**Summary**
Invokes a command in the input model for a specified output pane, without the translator being called.

**Package**
capi

---

See also
- `get-constraints`
- `layout`
- `element`
- `define-layout`
- 6 Laying Out CAPI Panes
Signature

invoke-untranslated-command command output-pane &rest event-args

Arguments

command
A Lisp object defined as a command by define-command.

output-pane
An output-pane.

event-args
A list of appropriate arguments for the event that command is associated with.

Description

The function invoke-untranslated-command invokes command with arguments event-args in the input model of output-pane, without the translator being called to process the gesture information. To perform the translation, use invoke-command.

See also

invoke-command
define-command
output-pane
12.2.2 Commands - aliases

item

Class

Summary

The class item groups together a title, some data and some callbacks into a single object for use in collections and choices.

Package
capi

Superclasses
callbacks
capi-object

Subclasses

menu-item
class
item-pinboard-object
popup-menu-button
toolbar-button

Initargs

:collection
The collection in which item is displayed.

:data
The data associated with the item.

:text
The text to appear in the item (or nil).

:print-function
If text is nil, this is called to print the data.
If the item is selected.

Accessors

item-collection  item-data  item-text  item-print-function  item-selected

Description

An item can provide its own callbacks to override those specified in its enclosing collection, and can also provide some data to get passed to those callbacks.

An item is printed in the collection by print-collection-item. By default this returns a string using the item’s text if specified, or else calls a print function on the item’s data. The print-function will either be the one specified in the item, or else the print-function for its parent collection.

The selected slot in an item is non-nil if the item is currently selected. The accessor item-selected is provided to access and to set this value.

Examples

(defun main-callback (data interface)
  (capi:display-message "Main callback: ~S" data))

(defun item-callback (data interface)
  (capi:display-message "Item callback: ~S" data))

(capi:contain (make-instance 'capi:list-panel
  :items (list
    (make-instance 'capi:item
      :text "Item"
      :data '(some data)
      :selection-callback
      'item-callback)
    "Non-Item 1"
    "Non-Item 2")
    :selection-callback 'main-callback))

See also

item  collection  choice  print-collection-item

9 Adding Toolbars
**itemp**

*Function*

**Summary**
A predicate for *item*.

**Package**
capi

**Signature**
itemp object => result

**Arguments**
object

A Lisp object.

**Values**
result

A boolean.

**Description**
The function *itemp* returns true if *object* is an *item* and false otherwise. It is equivalent to:

```
(typep object 'capi:item)
```

**See also**
item
collection

---

**item-pane-interface-copy-object**

*Generic Function*

**Summary**
Determines what *pane-interface-copy-object* returns from a *choice*.

**Package**
capi

**Signature**
item-pane-interface-copy-object item choice interface => object, string, plist

**Arguments**
item

A Lisp object that is one of the items of *choice*.
choice

A choice within interface.

interface

An interface.

Values

object

A Lisp object.

string

A string.

plist

A plist.

Description

The generic function \texttt{item-pane-interface-copy-object} is used by the method of \texttt{pane-interface-copy-object} that specializes on \texttt{choice} to decide what to return.

\texttt{item} is one of the items of \texttt{choice}, which is a \texttt{choice} within \texttt{interface}.

If only one item is selected, the \texttt{pane-interface-copy-object} method for \texttt{choice} returns what \texttt{item-pane-interface-copy-object} returns for this item. In this case all three of the return values are used.

If multiple items are selected, \texttt{pane-interface-copy-object} applies \texttt{item-pane-interface-copy-object} to each one, and returns a list of the returned objects as the first value, and a concatenation of returned strings (separated by newlines) as the second value. \texttt{plist} is ignored if the there more than one element.

The default method returns the item and its print representation (using the \texttt{print-function} of the \texttt{choice}), and no third return value.

You can define your own methods for \texttt{item-pane-interface-copy-object}. This is useful to make \texttt{active-pane-copy} work properly for a \texttt{choice}, in cases where the actual items in the choice are not the objects that are displayed in the choice as far as the user is concerned. For example, you may have a structure:

\begin{verbatim}
  (defstruct my-item
    real-object
    color)
\end{verbatim}

To give different colors to different lines in a \texttt{list-panel}. In this case \texttt{pane-interface-copy-object} (and hence \texttt{active-pane-copy} when the \texttt{list-panel} is active) will return the \texttt{my-item} structure, while the user will expect the real object. This can be fixed by adding a method:

\begin{verbatim}
  (defmethod item-pane-interface-copy-object
    ((item my-item) pane interface)
    (let ((real-object (my-item-real-object item)))
      (values real-object
                (print-a-real-object real-object))))
\end{verbatim}

See also

\texttt{pane-interface-copy-object}

\texttt{active-pane-copy}

7.6 Edit actions on the active element
item-pinboard-object

Summary

A pinboard-object that displays a single piece of text.

Package
capi

Superclasses

pinboard-object
item

Description

The class item-pinboard-object displays an item on a pinboard layout. It displays the text specified by the item in the usual way (either by the text field, or through printing the data with the print function).

Examples

(capi:contain (make-instance 'capi:item-pinboard-object
:text "Hello World")

(capi:contain (make-instance 'capi:item-pinboard-object
:data :red
:print-function
'\string-capitalize))

See also

image-pinboard-object
pinboard-layout
12.3 Creating graphical objects

labelled-arrow-pinboard-object

Summary

A pinboard-object that displays an arrow with a label on it.

Package
capi

Superclasses

arrow-pinboard-object
labelled-line-pinboard-object
Description

The class `labelled-arrow-pinboard-object` displays an arrow with a label on it on a `pinboard-layout`.

Examples

See `labelled-line-pinboard-object`.

See also

`pinboard-layout`

12.3 Creating graphical objects

---

### labelled-line-pinboard-object

**Class**

**Summary**

A subclass of `pinboard-object` which draws a labelled line.

**Package**

capi

**Superclasses**

`item-pinboard-object`

`line-pinboard-object`

**Subclasses**

`labelled-arrow-pinboard-object`

**Initargs**

- `:text-foreground`
  
  A valid color specification, as defined for the `graphics-state` parameter `foreground`.

- `:text-background`
  
  A valid color specification, as defined for the `graphics-state` parameter `foreground`, or the keyword `:background`, or `nil`.

**Accessors**

`labelled-line-text-foreground`

`labelled-line-text-background`

**Description**

The class `labelled-line-pinboard-object` displays a line on a `pinboard-layout` and draws a label in the middle of it.

Note that the label text is inherited from `item`.

`text-foreground` defines the color of the label text.

`text-background` defines the background for the text, which is the color used to draw a filled rectangle in the area of the text before drawing the text. The value `:background` means use the `background` of the `pinboard-layout` of the object. The
value nil means do not draw a background rectangle. The default value of text-background is :background.

Notes

For a description of color specifications, see 15.1 Color specs.

Examples

(capi:contain
  (make-instance
    'capi:pinboard-layout
      :description
        (list
          (make-instance
            'capi:labelled-line-pinboard-object
              :text "Labelled Line"
              :start-x 10 :start-y 10
              :end-x 80 :end-y 60)
          (make-instance
            'capi:labelled-arrow-pinboard-object
              :text "Labelled Arrow"
              :start-x 10 :start-y 70
              :end-x 80 :end-y 120
              :head-direction :both))))

See also

graphics-state
pinboard-layout
12.3 Creating graphical objects

layout

Class

Summary

A pane that positions one or more child panes within itself according to a layout policy.

Package
capi

Superclasses
titled-object
  simple-pane

Subclasses
  simple-layout
  grid-layout
  pinboard-layout

Initargs

  :default A flag to mark the default layout for an interface.
  :description The list of the layout's children.
A child of the layout, or its name, specifying where the input focus should be, or nil.

Accessors

layout-description

Description

The class layout is a pane that positions one or more child panes within itself according to a layout policy.

description is an abstract description of the children of the layout, and each layout defines its format. Generally, description is a list, each element of which is one of:

- An element, that is an object of type simple-pane or pinboard-object.
- A slot name, where the name refers to a slot in the layout’s interface containing an element.
- A string, where the string gets converted to a title-pane or an item-pinboard-object.

Note that pinboard-object can be used only when the hierarchy contains pinboard-layout.

Some subclasses of layout have different syntax for description, for example grid-layout (and its subclasses row-layout and column-layout) allows arrays too, and it also accepts nil in the description list.

Setting the layout description causes the layout to translate it, and then to layout the new children, adjusting the size of its parent if necessary. The actual translation is done by interpret-description.

A number of default layouts are provided which provide the majority of layout functionality that is needed. They are as follows:

- simple-layout A layout for one child.
- row-layout Lays its children out in a row.
- column-layout Lays its children out in a column.
- grid-layout Lays its children out in an n by m grid.
- pinboard-layout Places its children where the user specifies.
- switchable-layout Keeps only one of its children visible.

initial-focus specifies which child of the layout has the input focus when the layout is first displayed. Panes are compared by cl: eq or capi-object-name. See pane-initial-focus for more information about the initial focus pane.

Notes

In most cases, a layout does not have its own native GUI object. You can force it to have its own native GUI object by supplying the initargs :background :background. You need to do that if you want to make a layout without a background initially, and change it later using (setf simple-pane-background).

See also

define-layout
interpret-description
6 Laying Out CAPI Panes
**line-pinboard-object**

**Summary**
A subclass of **pinboard-object** which displays a line drawn between two corners of the area enclosed by the pinboard object.

**Package**
capi

**Superclasses**
**pinboard-object**

**Subclasses**
**arrow-pinboard-object**  
**right-angle-line-pinboard-object**

**Initargs**
- :start-x  The x coordinate of the start of the line.  
- :start-y  The y coordinate of the start of the line.  
- :end-x  The x coordinate of the end of the line.  
- :end-y  The y coordinate of the end of the line. 

**Description**
The class **line-pinboard-object** displays a line drawn between two corners of the area enclosed by the pinboard object.

`start-x`, `start-y`, `end-x` and `end-y` default to values computed from the `x`, `y`, `width` and `height`. They are used to compute the size of the object, and the proper value of `x` and `y`. Note that `width` and `height` may be larger, for example to accommodate the label in a **labelled-line-pinboard-object**, and the `x` and `y` are adjusted for that.

To change the end points of the line, call **move-line**.

A complementary class **right-angle-line-pinboard-object** is provided which draws a line around the edge of the pinboard object.

**Examples**

```lisp
(capi:contain
 (make-instance   
   'capi:line-pinboard-object   
   :start-x 0 :end-x 100   
   :start-y 100 :end-y 0))
```

**See also**

**move-line**  
**pinboard-layout**
12.3 Creating graphical objects

### line-pinboard-object-coordinates

**Function**

**Summary**

Returns the coordinates of a `line-pinboard-object`.

**Package**

`capi`

**Signature**

`line-pinboard-object-coordinates object => start-x, start-y, end-x, end-y`

**Arguments**

`object` A `line-pinboard-object`.

**Values**

- `start-x` An integer.
- `start-y` An integer.
- `end-x` An integer.
- `end-y` An integer.

**Description**

The function `line-pinboard-object-coordinates` returns the start and end coordinates of the `line-pinboard-object` `object`.

**See also**

`move-line`

---

### listener-pane

**Class**

**Summary**

An editor that accepts Lisp forms, entered by the user at a prompt, which it then evaluates and displays any output and results.

**Package**

`capi`

**Superclasses**

`interactive-pane`
Description

An instance of the class `listener-pane` is an editor that accepts Lisp forms, entered by the user at a prompt, which it then evaluates. All of the output that is sent to `*standard-output*` is sent to the listener, and finally the results of the evaluation are displayed.

Examples

```lisp
(capi:contain (make-instance 'capi:listener-pane)
  :best-width 300 :best-height 200)
```

See also

`collector-pane`
`interactive-pane`
3.9.6 Stream panes

### listener-pane-insert-value

**Function**

Summary

Evaluates a form and inserts the result in a `listener-pane`.

Package

capi

Signature

`listener-pane-insert-value pane form`

Arguments

- `pane` A `listener-pane`.
- `form` A Lisp form.

Description

The function `listener-pane-insert-value` evaluates the form `form` and inserts the result in the `listener-pane` pane, as if it resulted from user input. The result is printed, and the values of the history variables `*`, `**`, `***`, `/`, `/`, and `/` are set.

`listener-pane-insert-value` may be called in any process.

Multiple values in the result of evaluating `form` are not supported: only the first value is inserted in `pane`.

See also

`interactive-pane-execute-command`
list-panel

Summary
A pane that displays a group of items and provides support for selecting items and performing actions on them. Each item may optionally have an image.

Package
capi

Superclasses
choice
simple-pane
sorted-object
titled-object

Subclasses
list-view
multi-column-list-panel

Initargs
:right-click-selection-behavior
   A keyword or nil. Controls the behavior on a right mouse button click.
:color-function
   A function designator or nil. Controls item text color on Microsoft Windows, Cocoa and GTK+.
:alternating-background
   A boolean influencing the use of alternating background color on Cocoa and GTK+.
:filter
   A boolean. The default value is nil. Only used when filter is non-nil.
:the
:filter-automatic-p
   A boolean. The default value is t. Only used when filter is non-nil.
:filter-callback
   A function designator or the keyword :default, which is the default value. Only used when filter is non-nil.
:filter-change-callback-p
   A boolean. Only used when filter is non-nil.
:filter-short-menu-text
   A boolean. The default value is nil. Only used when filter is non-nil.
:filter-matches-title
   A string, t or nil. Only used when filter is non-nil.
:filter-help-string
   A string, t or nil. Only used when filter is non-nil.
:filter-added-filters
   A list of additional filter specifications.
A function that is used to search for an item when the user types ordinary characters.

Returns an image for an item.

Returns a state image for an item.

A plist of keywords and image-list objects.

Flag to specify whether items have images. Defaults to t.

Flag to specify whether items have state images. Defaults to nil.

Defaults to 16.

Defaults to 16.

Defaults to image-width.

Defaults to image-height.

One of nil (the default), :horizontal, :vertical, :both or t.

Accessors

list-panel-right-click-selection-behavior
list-panel-keyboard-search-callback
list-panel-image-function
list-panel-state-image-function

Description

The class list-panel gains much of its behavior from choice, which is an abstract class that handles items and their selection. By default, a list panel has both horizontal and vertical scrollbars.

list-panel does not support the :no-selection interaction style. For a non-interactive list use a display-pane.

To scroll a list-panel, call scroll with scroll-operation :move.

mnemonic-title is interpreted as for menu.

color-function allows you to control the text colors on Microsoft Windows, Cocoa and GTK+. If color-function is non-nil, then it is a function used to compute the text color of each item, with signature:

\[
\text{color-function list-panel item state } \Rightarrow \text{ result}
\]

When alternating-background is true, the list panel is drawn with alternating background on Cocoa. On GTK+ it provides a hint, which the theme can override. Experience suggests that theme may draw with alternating background even when alternating-background is false, but when it is true they tend to draw it always. The default value of alternating-background is nil.

state is a keyword representing the state of the item. It can be one of :normal, :selected or :disabled. The value result should be a value suitable for the function convert-color. The pane uses the converted color as the foreground color for the item. color-function is called while list-panel is being drawn, so it should not do heavyweight computations.

Description: Filter

If filter is non-nil, the system automatically adds a filtering-layout above the list. The items in the list-panel are filtered by the value in the filtering-layout. Filtering displays only those items whose print representation matches the filter. (The print representation is the result of print-collection-item, and is what the user sees.) Only the items that
match, or those that do not match if `exclude` is set, are displayed in the `list-panel`.

Here filtering means mapping over the unfiltered items, collecting each item that matches the current setting in the filter, and then setting the items of the `list-panel` to the collected items.

For a `list-panel` with a filter, `collection-items` returns only the filtered items, and the selection (that is, the result of `choice-selection` and the argument to `(setf choice-selection)`) index into the filtered items.

Calling `(setf collection-items)` on a filtered `list-panel` sets an internal unfiltered list, and then clears the filtering so that all items are visible.

To get and set the unfiltered items, use the accessor `list-panel-unfiltered-items`. To access the filter-state, use `list-panel-filter-state`. To access both the unfiltered items and the filter simultaneously, which is especially useful when setting both of them at the same time, use `list-panel-items-and-filter`.

`filter-automatic-p` controls whether the filter automatically does the filtering whenever the text in the filter changes, and `filter-callback` defines the callback of the `filtering-layout`.

If `filter-automatic-p` is `t`, whenever a change occurs in the filter the list is refreshed against the new value in the filter. The `filter-callback` (if non-nil) is called with two arguments, the `filtering-layout` and the `list-panel` itself, when the user "confirms" (that is, she presses `return` or clicks the `Confirm` button). If `filter-automatic-p` is false and `filter-callback` is `:default`, then the `filtering-layout` is given a callback that does the filtering when the user "confirms". If `filter-automatic-p` is false and `filter-callback` is non-nil, then no filtering is done explicitly, and it is the responsibility of the callback to do any filtering that is required.

`filter-matches-title` (default `t`) and `filter-help-string` (default `t`) are passed down to the filtering layout using the `filtering-layout` initargs `:matches-title` and `:help-string` respectively. See `filtering-layout` for a description of these initargs.

If `filter-short-menu-text` is true, the filter menu has a short title. For example if the filter is set for case-sensitive plain inclusive matching the short label is `PMC`. If `filter-short-menu-text` were false then this label would be `Filter:C`.

When `filter-added-filters` is non-nil, it adds additional filters that apply to the items of the `list-panel`. Each element of `filter-added-filters` must be one of:

A cons of a string and a function.

This specifies a `check-button`, with the string as its text, plus an associated function.

A list of conses, where each cons is a cons of a string and a function.

This specifies an `option-pane`, where the string of each cons specifies the text of an item in the `option-pane`, plus an associated function for the item. The function can also be `nil`, which means no filtering.

The `check-button` and `option-pane` panes are displayed in the same row as the filter.

Before checking if an item in the `list-panel` matches the filter's text, the filter passes the item to the associated function from each selected `check-button` and from the selected item of each `option-pane` (unless the associated function is `nil`). If any of these functions returns `nil`, then the item is excluded (so it is not displayed). Note that the `exclude` setting of the filter does not apply to the added filters, and the functions are called with the item in the `list-panel`, rather than its printed representation.

Any change in the selection of any of the `check-button` and `option-pane` panes causes the filter to be applied, which recomputes the displayed items.

There is a simple example of using `filter-added-filters` in:

```
(example-edit-file "capi/choice/filter-added-filters")
```
Notes: Filter

If you use filter:

1. You should not rely on the element-parent of the list-panel, because it is implemented by wrapping some layouts around the list-panel.

2. The filter is actually a filtering layout, so it has the same interactive semantics as filtering-layout.

Description: Keyboard search

keyboard-search-callback should be a function with signature:

\[
\text{keyboard-search-callback} \quad \text{pane} \quad \text{string} \quad \text{position} \Rightarrow \text{index}, \text{last-match}, \text{last-match-reset-time}
\]

pane is the list-panel, string is a string to match and position is the item index from which the system thinks that the search should start.

string contains the character that the user typed, appended to the "last match", if there is one. There is a "last match" if the previous call to keyboard-search-callback returned it (see below).

index is an index in the collection-items to move to. Apart from an integer inside the items range of the list-panel, this can be nil, which means do nothing, or :no-change, which selects the current item.

last-match is a string that should be recorded as the "last match" (if it is not a string, the "last match" is reset). This is prepended to the character in the next call, if the character is typed before the "last match" is reset.

last-match-reset-time is the time to wait before resetting the "last match", in seconds. Once this time passes, the last match is reset to nil. If last-match-reset-time is nil, the default value (which defaults to 1) is used. This default value can be changed by set-list-panel-keyboard-search-reset-time.

You can simplify the implementation of keyboard-search-callback by using list-panel-search-with-function.

As a special case, passing :keyboard-search-callback t tells CAPI to use its own internal search mechanism in preference to the native one. That can be useful on GTK+, where the default is to use the native search mechanism (for GTK+ versions after 2.4).

Notes: Keyboard search

keyboard-search-callback is intended for searching, but it is not limited to doing a search, and in fact can be used for implementing other functionality. However, since the system waits for the result, if the callback does something heavy or interacts with the user, it should schedule it in some way and return, for example:

```lisp
(defun my-keyboard-search-callback (pane string pos)
  (declare (ignore pane pos))
  ;; cause a call to display-message in event loop
  (mp:current-process-send
   (list 'capi:display-message
       (format nil "You pressed ~a" string)))
  nil ; return nil so do nothing
)
```

Description: Images

The image-function is called on an item to return an image associated with the item. It can return one of the following:

A pathname or string This specifies the filename of a file suitable for loading with load-image. Currently this must be a bitmap file.
A symbol

The symbol must have been previously registered by means of a call to
\texttt{register-image-translation}. It can also one of the following symbols, which map to
standard images: \texttt{:std-cut}, \texttt{:std-copy}, \texttt{:std-paste}, \texttt{:std-undo}, \texttt{:std-redo},
\texttt{:std-delete}, \texttt{:std-file-new}, \texttt{:std-file-open}, \texttt{:std-file-save}, \texttt{:std-print},
\texttt{:std-print-pre}, \texttt{:std-properties}, \texttt{:std-help}, \texttt{:std-find} and \texttt{:std-replace}.

On Microsoft Windows, the following symbols are also recognized. They map to view images:
\texttt{:view-large-icons}, \texttt{:view-small-icons}, \texttt{:view-list}, \texttt{:view-details},
\texttt{:view-sort-name}, \texttt{:view-sort-size}, \texttt{:view-sort-date}, \texttt{:view-sort-type},
\texttt{:view-parent-folder}, \texttt{:view-net-connect}, \texttt{:view-net-disconnect} and
\texttt{:view-new-folder}.

Also on Microsoft Windows, these symbols are recognized. They map to history images:
\texttt{:hist-back}, \texttt{:hist-forward}, \texttt{:hist-favorites}, \texttt{:hist-addtofavorites} and
\texttt{:hist-viewtree}.

An \texttt{image} object

For example, as returned by \texttt{load-image}.

An image locator object

This allowing a single bitmap to be created which contains several button images side by side.
See \texttt{make-image-locator} for more information. On Microsoft Windows, it also allows access
to bitmaps stored as resources in a DLL.

An integer

This is a zero-based index into the list panel's image lists. This is generally only useful if the
image list is created explicitly. See \texttt{image-list} for more details.

The \texttt{state-image-function} is called on an item to determine the state image: an additional optional image used to indicate the
state of an item. It can return one of the above, or \texttt{nil} to indicate that there is no state image.

If \texttt{image-lists} is specified, it should be a plist containing the following keywords as keys. The corresponding values should be
\texttt{image-list} objects.

\begin{description}
\item[\texttt{:normal}] Specifies an \texttt{image-list} object that contains the item images. The \texttt{image-function} should
return a numeric index into this \texttt{image-list}.
\item[\texttt{:state}] Specifies an \texttt{image-list} object that contains the state images. The \texttt{state-image-function} should
return a numeric index into this \texttt{image-list}.
\end{description}

Description: Right-click selection behavior

\texttt{right-click-selection-behavior} can take the following values:

\begin{description}
\item[\texttt{nil}] Corresponds to the behavior in LispWorks 4.4 and earlier. The data is not passed.
\item[\texttt{:existing-or-clicked/restore/discard}] If the clicked item is not already selected, make it be the entire selection while the menu is
displayed. If the clicked item is already selected, do not change the selection. If the menu is
cancelled, the original selection is restored. If the user chooses an item from the menu, the
selection is not restored.
\item[\texttt{:temporary-selection}] A synonym for \texttt{:existing-or-clicked/restore/discard}.
\end{description}
If the clicked item is not already selected, make it be the entire selection while the menu is displayed. If the clicked item is already selected, do not change the selection. If the user chooses an item from the menu and the item's callback does not set the selection then the original selection is restored after the callback. If the callback sets the selection, then this selection remains. The original selection is restored if the user cancels the menu.

A synonym for :existing-or-clicked/restore/restore.

Make the clicked item be the entire selection while the menu is displayed. If the menu is cancelled, the original selection is restored. If the user chooses an item from the menu, the selection is not restored.

A synonym for :clicked/restore/discard.

Make the clicked item be the entire selection while the menu is displayed. If the user chooses an item from the menu and the item's callback does not set the selection then the original selection is restored after the callback. If the callback sets the selection, then this selection remains. The original selection is restored if the user cancels the menu.

If the clicked item is not already selected, make it be the entire selection while the menu is displayed. If the clicked item is already selected, do not change the selection. The original selection is never restored, regardless of whether the user chooses an item from the menu or cancels the menu.

A synonym for :existing-or-clicked/discard/discard.

Make the clicked item be the entire selection. The original selection is never restored, regardless of whether the user chooses an item from the menu or cancels the menu.

A synonym for :clicked/discard/discard.

Does not affect the selection, but the clicked item is nonetheless passed as the data.

The default value of right-click-selection-behavior is :no-change.

separators controls whether there are separators. Horizontal separators means that each row is separated from the previous row by a horizontal line. Vertical separators are applicable only in multi-column-list-panel, and means that by default each column is separated by a vertical line from the previous column. This can be overridden by the :separator option in the column specification (see entry for multi-column-list-panel). If separators is nil (the default), there are no separators. :both and t are equivalent, and specify both horizontal and vertical separators. :horizontal and :vertical specify separators for one direction.

Examples

(setq list (capi:contain
  (make-instance 'capi:list-panel
    :items '(:red :blue :green)
This example illustrates the use of \texttt{:right-click-selection-behavior}:

\begin{verbatim}
(capi:define-interface click ()
  ((keyword :initarg :right-click-selection-behavior))
  (:panes
    (list-panel
capi:list-panel
      :items '("foo" "bar" "baz" "quux")
      :visible-min-height (4)
      :pane-menu 'my-menu
      :interaction :multiple-selection
      :right-click-selection-behavior keyword)))

(defun my-menu (pane data x y)
  (declare (ignore pane x y))
  (make-instance 'capi:menu
    :items (list "Hi There"
      "Here's the data:" data))

  (capi:display
    (make-instance 'click
      :right-click-selection-behavior
      :clicked/restore/restore))
  
See also this example:

  (example-edit-file "capi/choice/list-panel-pane-menu")
\end{verbatim}

There are further examples here:

  (example-edit-file "capi/choice/")

This example illustrates the use of \texttt{color-function}:

  (example-edit-file "capi/applications/simple-symbol-browser")

There are further examples in \textbf{20 Self-contained examples}. 
See also

button-panel
double-list-panel
1.2.1 CAPI elements
3.1.4.1 Controlling Mnemonics
19.3.2 Matching resources for GTK+
5 Choices - panes with items
7 Programming with CAPI Windows
10.2.3 Prompting for an item in a list
13.10 Working with images
17 Drag and Drop

list-panel-enabled

Accessor Generic Function

Summary

Gets or sets the enabled state of a list-panel. This accessor is deprecated.

Package
capi

Signature

list-panel-enabled list-panel => enabledp
(setf list-panel-enabled) enabledp list-panel => enabledp

Arguments

list-panel
A list-panel.

enabledp
A boolean.

Values

enabledp
A boolean.

Description

The accessor generic function list-panel-enabled gets or sets the enabled state of list-panel.

Notes

list-panel-enabled is deprecated because it is equivalent to the simple-pane accessor simple-pane-enabled. Use simple-pane-enabled instead.

See also

simple-pane
list-panel-filter-state

**Summary**
Accesses the state of the filter in a filtered list-panel.

**Package**
capi

**Signature**

```
list-panel-filter-state list-panel => filter-state
(setf list-panel-filter-state) filter-state list-panel => filter-state
```

**Arguments**

- `list-panel`:
  A list-panel.

- `filter-state`:
  A "state" of a filtering-layout or nil.

**Values**

- `filter-state`:
  A "state" of a filtering-layout or nil.

**Description**
The accessor generic function `list-panel-filter-state` accesses the state of the filter in a filtered list-panel (that is, a list-panel created with `filter t`).

`list-panel-filter-state` returns the state of the filter in list-panel. The return value `filter-state` is the same type as the state that is used in `filtering-layout`

```
(setf list-panel-filter-state) sets the filter in list-panel, filters the unfiltered items and displays those that match the new-state. The new-state has the same semantics as the new-value of `(setf filtering-layout-state)`. It can be a result of a call to `list-panel-filter-state` or to `filtering-layout-state` (on a `filtering-layout`), or a string (meaning plain match, case-insensitive), or nil (meaning match everything).
```

On an unfiltered `list-panel` `list-panel-filter-state` returns nil, and `(setf list-panel-filter-state)` does nothing.

**See also**

- `list-panel`
- `list-panel-unfiltered-items`
- `filtering-layout`
list-panel-items-and-filter

**Summary**
Accesses the unfiltered items and filter in a list-panel.

**Package**
capi

**Signature**

```lisp
(list-panel-items-and-filter list-panel => unfiltered-items, filter-state)
(setf (list-panel-items-and-filter list-panel) (values unfiltered-items filter-state) => unfiltered-items, filter-state)
```

**Arguments**

- `list-panel`: A list-panel.
- `unfiltered-items`: A sequence.

**Values**

- `unfiltered-items`: A sequence.

**Description**
The accessor `list-panel-items-and-filter` accesses the unfiltered items and the state of the filter in the list panel `list-panel` simultaneously. It is especially useful for setting the filter state and the items without flickering.

The accessor `list-panel-items-and-filter` returns the items and filter state in `list-panel` as multiple values. It is equivalent to:

```lisp
(values (list-panel-unfiltered-items list-panel)
         (list-panel-filter-state list-panel))
```

but is more efficient.

The return value `filter-state` is the same type as the state that is used in `filtering-layout`.

The `setf` form of `list-panel-items-and-filter` takes the items and new filter state as two values and sets them in `list-panel`:

These two forms:

```lisp
(setf (list-panel-items-and-filter list-panel)
      (values new-items new-filter-state))
```

```lisp
(progn
    (setf (list-panel-unfiltered-items list-panel) new-items)
    )
```
have the same ultimate effect on list-panel, but the latter form will filter new-items with the old filter and display the result and then filter new-items again with new-filter-state, whereas the `setf` form of `list-panel-items-and-filter` filters new-items just once, with new-filter-state.

See also

`list-panel`
`list-panel-filter-state`
`list-panel-unfiltered-items`

### list-panel-search-with-function

**Function**

**Summary**

Searches a `list-panel`.

**Package**

`capi`

**Signature**

`list-panel-search-with-function list-panel function arg &key start-index wrap-around reset-time`

**Arguments**

- `list-panel`:
  A `list-panel`.
- `function`:
  A function taking two arguments. The first is `arg`, the second is an item in `list-panel`.
- `arg`:
  Any Lisp object.
- `start-index`:
  An integer, default 0.
- `wrap-around`:
  A boolean, default `t`.
- `reset-time`:
  A real number. The default is an internal value which can be set by `set-list-panel-keyboard-search-reset-time`.

**Description**

The function `list-panel-search-with-function` searches `list-panel` using `function`. `list-panel-search-with-function` is intended to simplify the implementation of the `keyboard-search-callback` of `list-panel`.

`list-panel-search-with-function` searches `list-panel` for a match. It applies `function` to each item and `arg`, until `function` returns non-nil.

When `function` returns non-nil, `list-panel-search-with-function` returns three values: the index of the item, `arg`, and `reset-time`.

The search starts at `start-index` if supplied, and at 0 otherwise. When the search reaches the end of the list panel and it did not start from 0, it wraps around to the beginning, unless `wrap-around` is supplied as `nil`. The default value of `wrap-around` is `t`. 
Examples

(defun string-equal-prefix (string item)
  (let* ((start 0)
         (len (length item))
         (end (+ start (length string))))
    (and (>= len end )
         (string-equal string item
                       :start2 start
                       :end2 end)))]

(capi:contain
 (make-instance
   'capi:list-panel
     :items '("ae" "af" "bb" "cc")
   :keyboard-search-callback
 #'(lambda (pane string position)
          (capi:list-panel-search-with-function
           pane
           'string-equal-prefix ; or 'string-not-greaterp
           string
           :start position
           :reset-time 1
           :wrap-around t))))

Pressing "a" slowly cycles between "ae" and "af". Running the same example with string-not-greaterp instead causes "a" to cycle around all of the items.

See also

list-panel
set-list-panel-keyboard-search-reset-time
5.3.9 Searching by keyboard input

list-panel-unfiltered-items  Accessor Generic Function

Summary

Accesses the unfiltered items of a filtered list-panel.

Package

capi

Signature

list-panel-unfiltered-items list-panel => unfiltered-items

setf (list-panel-unfiltered-items list-panel) unfiltered-items => unfiltered-items

Arguments

list-panel  A list-panel.
unfiltered-items  A sequence.
Values

unfiltered-items A sequence.

Description
The accessor generic function list-panel-unfiltered-items accesses the unfiltered items of a filtered list-panel (that is, a list-panel created with :filter t).

list-panel-unfiltered-items returns the unfiltered items of list-panel (that is all of them, as opposed to the accessor collection-items, which returns only those items that match the filter).

(setf list-panel-unfiltered-items) sets the items of list-panel without affecting the filter (as opposed to (setf collection-items) which resets the filter). The items are then filtered, and only those that match the filter are displayed.

list-panel-unfiltered-items behaves the same as collection-items when called on an unfiltered list-panel.

See also
list-panel
list-panel-items-and-filter
list-panel-filter-state

list-view

Class

Summary
The list view pane is a choice that displays its items as icons and text in a number of formats. Not implemented on Cocoa.

Package
capi

Superclasses
list-panel

Initargs

:view Specifies which view the list view pane shows. The default is :icon.
:subitem-function Returns additional information to be displayed in report view.
:subitem-print-functions Used in report view to print the additional information.
:image-function Returns an image for an item.
:state-image-function Returns a state image for an item.
:image-lists A plist of keywords and image-list objects.
:columns Defines the columns used in report view.
:auto-reset-column-widths Determines whether columns automatically resize. Defaults to :all.
Determines whether icons are automatically arranged to fit the size of the window.

Indicates whether large icons will be used (generally only if the icon view will be used). Defaults to \texttt{t}.

Indicates whether small icons will be used. Defaults to \texttt{t}.

Indicates whether state images will be used. Defaults to \texttt{nil}.

Width of a large image. Defaults to 32.

Height of a large image. Defaults to 32.

Width of a small image. Defaults to 16.

Height of a small image. Defaults to 16.

Width of a state image. Defaults to \texttt{small-image-width}.

Height of a state image. Defaults to \texttt{small-image-height}.

### Accessors

\begin{itemize}
  \item \texttt{list-view-view}
  \item \texttt{list-view-subitem-function}
  \item \texttt{list-view-subitem-print-functions}
  \item \texttt{list-view-image-function}
  \item \texttt{list-view-state-image-function}
  \item \texttt{list-view-columns}
  \item \texttt{list-view-auto-reset-column-widths}
  \item \texttt{list-view-auto-arrange-icons}
\end{itemize}

### Description

The class \texttt{list-view} displays items as icons and text in a number of formats.

\texttt{list-view} inherits its functionality from \texttt{choice}. In many ways it may be regarded as a kind of enhanced list panel, although its behavior is not identical. It supports single selection and extended selection interactions.

The list view displays its items in one of four ways, determined by the value in the \texttt{view} slot. An application may use the list view pane in just a single view, or may change the view between all four available views using \texttt{(setf list-view-view)}.

See the notes below on using both large and small icon views.

In all views, the text associated with the item (the label) is returned by the \texttt{print-function}, as with any other choice.

- The icon view — \texttt{:icon}.
  
  In this view, large icons are displayed, together with their label, positioned in the space available. See also \texttt{auto-arrange-icons}, below.

- The small icon view — \texttt{:small-icon}.
  
  In this view, small icons are displayed, together with their label, positioned in the space available. See also \texttt{auto-arrange-icons}, below.

- The list view — \texttt{:list}.
  
  In this view, small icons are displayed, arranged in vertical columns.
The report view — :report.

In this view, multiple columns are displayed. A small icon and the item's label is displayed in the first column. Additional pieces of information, known as subitems, are displayed in subsequent columns.

To use the view :report, columns must specify a list of column specifiers. Each column specifier is a plist, in which the following keywords are valid:

- :title
  The column heading.

- :width
  The width of the column in pixels. If this keyword is omitted or has the value nil, the width of the column is automatically calculated, based on the widest item to be displayed in that column.

- :align
  May be :left, :right or :center to indicate how items should be aligned in this column. The default is :left. Only left alignment is available for the first column.

If auto-arrange-icons is true, then the icons are automatically arranged to fit the size of the window when the view is showing :icon or :small-icon. The default value of auto-arrange-icons is nil.

The subitem-function is called on the item to return subitem objects that represent the additional information to be displayed in the subsequent columns. Hence, subitem-function should normally return a list, whose length is one less than the number of columns specified. Each subitem is then printed in its column using the appropriate subitem print function. subitem-print-function may be either a single print function, to be used for all subitems, or a list of functions: one for each subitem column.

Note that the first column always contains the item label, as determined by the choice-print-function.

The image-function is called on an item to return an image associated with the item. It can return one of the following:

- A pathname or string This specifies the filename of a file suitable for loading with load-image. Currently this must be a bitmap file.

- A symbol The symbol must have been previously registered by means of a call to register-image-translation.

- An image object For example, as returned by load-image.

- An image locator object Allowing a single bitmap to be created which contains several button images side by side. See make-image-locator for more information. On Microsoft Windows, this also allows access to bitmaps stored as resources in a DLL.

- An integer This is a zero-based index into the list view's image list. This is generally only useful if the image list is created explicitly. See image-list for more details.

The state-image-function is called on an item to determine the state image, an additional optional image used to indicate the state of an item. It can return one of the above, or nil to indicate that there is no state image. State images may be used in any view, but are typically used in the report and list views.

If image-lists is supplied, it should be a plist containing the following keywords as keys. The corresponding values should be image-list objects.

- :normal
  Specifies an image-list object that contains the large item images. The image-function should return a numeric index into this image-list.

- :small
  Specifies an image-list object that contains the small item images. The image-function should return a numeric index into this image-list.

- :state
  Specifies an image-list object that contains the state images. The state-image-function should return a numeric index into this image-list.
If both the large icon view (icon view) and one or more of the small icon views (small icon view, list view, report view) are to be used, special considerations apply.

The image lists must be created explicitly, using the :image-lists initarg, and the image-function must return an integer. Take care to ensure that corresponding images in the :normal and :small image lists have the same numeric index.

Returning pathnames, strings or image-locators from the image function cause the CAPI to create the image-lists automatically; however, if large and small icon views are mixed, this will lead to incorrect icons (or no icons) being displayed in one or other view.

Notes

1. list-view is not implemented on Cocoa.

2. For some applications multi-column-list-panel will suffice instead of list-view.

See also

image-list
list-panel
make-image-locator
multi-column-list-panel
5.10.4 image-list, image-set and image-locator
13.10 Working with images

load-cursor

Summary

Loads a cursor.

Package
capi

Signature

load-cursor filename-or-list => cursor

Arguments

filename-or-list\ A string or a list.

Values

cursor A cursor object.

Description

The function load-cursor loads a cursor from your cursor file, or loads a built-in cursor. It returns a cursor object which can be supplied as the value of the simple-pane :cursor initarg.

The cursor object can also be set with (setf simple-pane-cursor) to change a pane's cursor. This must be done in the process of the pane's interface.
If `filename-or-list` is a string, then it names a file which should be in a suitable format for the platform, as follows:

Microsoft Windows  
`.cur` or `.ani` format.

Cocoa  
TIFF format.

GTK+  
Any image format that `load-image` supports.

**Note:** The image can be of any dimension, but it will be clipped to what the server thinks is an appropriate size, 32x32 or 16x16. Using large images would waste space, because the image would still be in memory.

The file is loaded at the time `load-cursor` is called, so the cursor object does not require the file at the time the cursor is displayed. The cursor object survives saving and delivering the image.

If `filename-or-list` is a list then it names a file or a built-in cursor to be loaded for a particular library, optionally together with arguments to be passed to the library. It should be of the form:

```
((libname_1 filename_1 arg_1a arg_1b ...)
 (libname_2 filename_2 arg_2a arg_2b ...)
 ...
)
```

where `libname_n` is a keyword naming a supported library such as `:cocoa`, `:win32` or `:gtk` (see `default-library` for the values) and `filename_n` is either a string naming the cursor file to load for this library or a keyword naming one of the built-in cursors. `arg_na`, `arg_nb` and so on are library-specific arguments. Currently these are not used on Microsoft Windows. Hotspot keyword arguments `:x-hot` and `:y-hot` are supported on Cocoa and GTK+ as in the example below. They specify the hotspot of the cursor. The values must be integers inside the image dimensions, that is they satisfy:

```
(and (> image-width x-hot -1)
 (> image-height y-hot -1))
```

On GTK+ the library-specific arguments also include the keywords `:transparent-color-index` and `:type`, which are passed to `read-external-image`. Note that supplying the `transparent-color-index` allows making a useful cursor with a simple format image file which does not have transparency.

**Examples**

This example loads a standard Microsoft Windows cursor file:

```
(setq cur1 (capi:load-cursor "arrow_l"))
```

This example loads a standard Windows cursor file, and on Motif uses one of the built-in cursors:

```
(setq cur2
 (capi:load-cursor '((:win32 "3dwns")
 (:motif :v-double-arrow)))
```

This example loads a horizontal double-arrow on Windows, and a vertical double-arrow on Motif:

```
(setq cur3
 (capi:load-cursor '((:win32 :h-double-arrow)
 (:motif :v-double-arrow)))
```

This example loads a custom .cur file:

```
(setq cur4

```
(capi:load-cursor "C:/Temp/Animated_Cursors/la.cur")

In this extended example, firstly we load a custom cursor for two platforms:

(setq cur
 (capi:load-cursor
  '((:win32
     "c:/WINNT40/Cursors/O_CROSS.CUR")
   (:cocoa
    "/Applications/iPhoto.app/Contents/Resources/retouch-cursor.tif"
    :x-hot 2
    :y-hot 2))))

Now we display a pane with the custom cursor loaded above:

(setq oo
 (capi:contain
  (make-instance
   'capi:output-pane
    :cursor cur
    :input-model
    `((:(button-1 :press)
       ,(lambda (&rest x)
          (print x)))))))

We can remove the custom cursor:

(capi:apply-in-pane-process oo
 (lambda ()
  (setf (capi:simple-pane-cursor oo)
    :default)))

And we can restore the custom cursor:

(capi:apply-in-pane-process oo
 (lambda ()
  (setf (capi:simple-pane-cursor oo)
    cur)))

See also

simple-pane

load-sound

Summary

Converts data to a loaded sound object on Microsoft Windows and Cocoa.

Package

capi
Signature

\textbf{load-sound} \texttt{source} \&key \texttt{owner} \Rightarrow \texttt{sound}

Arguments

source\downarrow \quad \text{A pathname designator or an array returned by \texttt{read-sound-file}.}

owner\downarrow \quad \text{A CAPI \texttt{interface}, or \texttt{nil}.}

Values

sound\downarrow \quad \text{An array of element type \texttt{(unsigned-byte 8)}.}

Description

The function \texttt{load-sound} converts \texttt{source} into a loaded sound which can be played by \texttt{play-sound}. \texttt{source} can be a pathname designator or an array returned by \texttt{read-sound-file}. \texttt{owner} should be a CAPI \texttt{interface} object, or \texttt{nil} which means that the sound's owner is the current top level interface.

The loaded sound \texttt{sound} will be unloaded (freed) automatically when its owner is destroyed. To create a sound that is never unloaded, pass the \texttt{screen} as the argument \texttt{owner}.

Notes

1. The array \texttt{sound} contains the contents of the file. Its bytes are interpreted by the OS functions, so the format can be whatever they can deal with, for example WAV on Microsoft Windows. The fact that this date is represented as an \texttt{(unsigned-byte 8)} array in Lisp does not constrain the output size.

2. \texttt{load-sound} is not implemented on GTK+ and Motif.

See also

\texttt{free-sound}  \\
\texttt{play-sound}  \\
\texttt{read-sound-file}  \\
18.2 Sounds

\textbf{locate-interface} \quad \textit{Generic Function}

Summary

Finds an interface of a given class that matches supplied initargs.

Package

capi

Signature

\textbf{locate-interface} \texttt{class-spec} \&rest \texttt{initargs} \&key \texttt{screen no-busy-interface} \&allow-other-keys \Rightarrow \texttt{interface}
Arguments

class-spec
A specifier for a subclass of interface.
initargs
Initialization arguments for class-spec.
screen
A screen or nil.
no-busy-interface
A boolean, defaulting to nil.

Values

interface
An interface of class class-spec, or nil.

Description

The generic function locate-interface finds an interface of the class specified by class-spec that matches initargs and screen.

First, locate-interface finds all interfaces of the class specified by class-spec by calling collect-interfaces with class-spec and screen. The first of these which match initargs (by interface-match-p) is returned.

If there is no match, then locate-interface finds the first of these which can be reused for initargs, by interface-reuse-p. This reusable interface is reinitialized by reinitialize-interface and returned.

no-busy-interface controls the use of the busy cursor during reinitializing of a reusable interface. If no-busy-interface is nil, then this interface has the busy cursor during reinitialization. If no-busy-interface is true, then there is no busy cursor.

If no matching or reusable interface is found, or if global interface re-use is disabled by (setf reuse-interfaces-p), then locate-interface returns nil.

See also

collect-interfaces
interface-match-p
interface-reuse-p
reuse-interfaces-p

lower-interface

Function

Summary

Pushes a window to the back of the screen.

Package
capi

Signature

lower-interface pane

Arguments

pane
A simple-pane.
The function `lower-interface` pushes the window containing `pane` to the back of the screen.

To raise the window use `raise-interface`, and to iconify it use `hide-interface`.

See also

`hide-interface`
`interface`
`raise-interface`
`quit-interface`

7.7 Manipulating top-level windows

---

**make-container**

**Function**

**Summary**

Creates a container for a specified element.

**Package**

capi

**Signature**

```lisp
make-container element &rest interface-args
```

**Arguments**

- `element`\[\] A Lisp object.
- `interface-args`\[\] Initialization arguments of `interface`.

**Description**

The function `make-container` creates a container for `element` such that calling `display` on it will produce a window containing `element` on the screen. It will produce a container for any of the following classes of object:

- simple-pane
- layout
- interface
- pinboard-object
- menu
- menu-item
- menu-component
- list

In the case of a `list`, the CAPI tries to see what sort of objects they are and makes an appropriate container. For instance, if they were all simple panes it would put them into a column layout.
The arguments `interface-args` will be passed through to the `make-instance` of the top-level interface, assuming that pane is not a top-level interface itself.

The complementary function `contain` uses `make-container` to create a container for an element which it then displays.

Examples

```lisp
(capi:display (capi:make-container
               (make-instance
                'capi:text-input-pane)))
```

See also

- `contain`
- `display`
- `interface`
- `element`

10.5 Creating your own dialogs

---

**make-docking-layout-controller**

*Function*

**Summary**

Makes a docking layout controller object.

**Package**

capi

**Signature**

```
make-docking-layout-controller => controller
```

**Values**

- `controller` A docking layout controller.

**Description**

The function `make-docking-layout-controller` returns a docking layout controller object for use as the `:controller` initarg in `docking-layout`.

Layouts which share a docking layout controller are known as a Docking Group. See `docking-layout` for information about Docking Groups.

See also

- `docking-layout`
**make-foreign-owned-interface**

**Summary**

Creates a dummy interface which allows another application’s window to be the owner of a CAPI dialog.

**Package**

capi

**Signature**

\[
\text{make-foreign-owned-interface} \ &\text{key handle name} \Rightarrow \text{interface}
\]

**Arguments**

- **handle**\downarrow
  - A Microsoft Windows hwnd.
- **name**\downarrow
  - A string naming \text{interface}.

**Values**

- **interface**\downarrow
  - An instance of \text{foreign-owned-interface}.

**Description**

The function \text{make-foreign-owned-interface} creates an instance of \text{foreign-owned-interface}. \text{interface} can be used as the \text{owner} argument when displaying a dialog. For information about dialog owners, see \text{10 Dialogs: Prompting for Input}. 

\text{handle} must be supplied and is the window handle (Windows hwnd) of a window in some application. For a CAPI window this window handle can be obtained by \text{simple-pane-handle}. For non-CAPI applications, the method of finding the window handle will depend on the language and the way windows are represented, so you should consult the appropriate documentation.

\text{name} becomes the name of \text{interface}, and has no other meaning.

\text{make-foreign-owned-interface} is implemented only on Microsoft Windows.

**Examples**

This example shows how a CAPI window can be the owner of a dialog in another LispWorks image.

Start LispWorks for Windows.

1. In the Listener, do **Tools > Interface > Listen**. This puts the Listener interface in the value of \*.
2. In the Listener enter \(\text{capi:simple-pane-handle} \ast\). The returned value is the window handle, it should be an integer. Denote this value by \text{hwnd}.

Start another LispWorks for Windows image (do not quit the first image). In the Listener of this second LispWorks image:

1. Enter \(\text{setq foi (capi:make-foreign-owned-interface :handle hwnd)}\).
2. Enter \(\text{capi:prompt-for-color "Color?" :owner foi}\).
Now note that the Color dialog is owned by the Listener of the first LispWorks image.

**make-general-image-set**

**Function**

**Summary**

Creates an **image-set** object.

**Package**

**capi**

**Signature**

```
make-general-image-set &key image-count width height id => image-set
```

**Arguments**

- `image-count` An integer.
- `width` An integer or `nil`.
- `height` An integer or `nil`.
- `id` A pathname, string or symbol.

**Values**

- `image-set` An **image-set** object.

**Description**

The function **make-general-image-set** creates an **image-set** object that refers to an image or a file containing an image.

`id` is a pathname or string identifying an image file, or a symbol previously registered with **register-image-translation**.

`width` and `height` are the dimensions of a single sub-image within the main image, and `image-count` specifies the number of sub-images in the image.

**Examples**

```
(example-edit-file "capi/choice/tree-view")

(example-edit-file "capi/choice/extended-selection-tree-view")

(example-edit-file "capi/elements/toolbar")
```

**See also**

**image-set**

**make-resource-image-set**
make-icon-resource-image-set  

Summary  
Constructs an image set object identifying a icon resource in a Windows DLL.  

Package  
capi  

Signature  

\[
\text{make-icon-resource-image-set} \ & \text{key} \ \text{image-count} \ \text{width} \ \text{height} \ \text{library} \ \text{id} = \Rightarrow \ \text{image-set}
\]

Arguments  
\begin{align*}
\text{image-count} & : \text{An integer.} \\
\text{width} & : \text{An integer.} \\
\text{height} & : \text{An integer.} \\
\text{library} & : \text{A string.} \\
\text{id} & : \text{A string or an integer.}
\end{align*}

Values  
\text{image-set} : \text{An image-set object.}

Description  
The function \text{make-icon-resource-image-set} constructs an image set object that identifies an image stored as a icon resource in a DLL on Microsoft Windows.  

\text{width} and \text{height} are the dimensions of a single sub-image within the main image, and \text{image-count} specifies the number of sub-images in the image.  

\text{library} should be a string specifying the name of the DLL.  

\text{id} should be either an integer which is the resource identifier of the icon, or a string naming the icon resource.  

Notes  
\text{make-icon-resource-image-set} is only available in LispWorks for Windows.  

See also  

\text{image-set}  
\text{make-general-image-set}  
\text{5.10.4 image-list, image-set and image-locator}
**make-image-locator**

*Function*

**Summary**

Creates an *image-locator* object to use with toolbars, list views and tree views.

**Package**

capi

**Signature**

```lisp
(make-image-locator &key image-set index => image-locator)
```

**Arguments**

- **image-set**: An *image-set*.
- **index**: A non-negative integer.

**Values**

- **image-locator**: An *image-locator*.

**Description**

The function `make-image-locator` creates an *image-locator* object for use with toolbar, list-view and tree-view. It is used to specify a single sub-image with index *index* from a larger image in *image-set* that contains many images side by side. It is also useful for accessing some images that can only be specified by means of an *image-set*.

**See also**

- `image-set`
- 5.10.4 image-list, image-set and image-locator

---

**make-menu-for-pane**

*Function*

**Summary**

Makes a *menu* or a *menu-component* for a pane.

**Package**

capi

**Signature**

```lisp
(make-menu-for-pane pane items &key title menu-name component-p => menu)
```
Arguments

pane
A pane.

items
A list of menu-objects.

title
A string or nil.

menu-name
A string or nil.

component-p
A boolean.

Values

menu
A menu or a menu-component.

Description

The function make-menu-for-pane makes a menu or a menu-component for the pane pane with the items specified by items.

items should be a list in which each element is a menu-item, menu-component or menu.

title and menu-name provide a title and name for menu. title and menu-name both default to nil.

If component-p is true, then make-menu-for-pane creates a menu-component rather than a menu. The default value of component-p is nil.

menu is set up so that by default each callback inside it is done on the pane pane itself. This is the useful feature of make-menu-for-pane because it avoids the need to set up items to do their callbacks on pane explicitly.

Note that this is merely the default behavior. You can specify different callback behavior on a per-item basis, using setup-callback-argument and callback-data-function (see menu-object), callback-type (see callbacks) and data for menu-item (see item).

See also

make-pane-popup-menu
pane-popup-menu-items
8.12 Popup menus for panes

make-pane-popup-menu

Generic Function

Summary

Generates a popup menu or menu-component.

Package
capi

Signature

make-pane-popup-menu pane interface &key title menu-name component-p => menu
21 CAPI Reference Entries

Arguments

pane ⇓ A pane in an interface.
interface ⇓ An interface or nil.
title ⇓ A string or nil.
menu-name ⇓ A string or nil.
component-p ⇓ A boolean.

Values

menu ⇓ A menu or a menu-component.

Description

The generic function make-pane-popup-menu generates a popup menu for pane.

interface can be nil if pane has already been created, in which case the interface of pane is used (obtained by the element accessor element-interface).
title and menu-name provide a title and name for menu. title and menu-name both default to nil.

If component-p is true, then make-pane-popup-menu creates a menu-component rather than a menu. The default value of component-p is nil.

Examples

This code makes an interface with two graph-panes. The initialize-instance method uses make-pane-popup-menu to add a menu to the menu bar from which the user can perform operations on the graphs.

Note that, because make-pane-popup-menu calls make-menu-for-pane to make each menu, the callbacks in the menus are automatically done on the appropriate graph.

```lisp
(capi:define-interface gg ()
  ()
  (:panes (g1 capi:graph-pane) (g2 capi:graph-pane))
  (:layouts (main-layout capi:column-layout '(g1 g2)))
  (:menu-bar)
  (:default-initargs :visible-min-width 200 :visible-min-height 300))

(defmethod initialize-instance :after ((self gg) &key)
  (with-slots (g1 g2) self
```
21 CAPI Reference Entries

```lisp
(g1 self :title "graph1")
  (capi:make-pane-popup-menu
g2 self :title "graph2")))))))
(capi:display (make-instance 'gg))
```

See also

make-menu-for-pane

8.12 Popup menus for panes

---

**make-resource-image-set**

*Function*

**Summary**

Constructs an image set object identifying a bitmap resource in a Windows DLL.

**Package**

capi

**Signature**

```lisp
(make-resource-image-set &key image-count width height library id => image-set)
```

**Arguments**

- `image-count` ➘ An integer.
- `width` ➘ An integer.
- `height` ➘ An integer.
- `library` ➘ A string.
- `id` ➘ A string or an integer.

**Values**

- `image-set` ➘ An **image-set** object.

**Description**

The function **make-resource-image-set** constructs an image set object that identifies an image stored as a bitmap resource in a DLL on Microsoft Windows.

`width` and `height` are the dimensions of a single sub-image within the main image, and `image-count` specifies the number of sub-images in the image.

`library` should be a string specifying the name of the DLL.

`id` should be either an integer which is the resource identifier of the bitmap, or a string naming the bitmap resource.
Notes

make-resource-image-set is only available in LispWorks for Windows.

See also

image-set
make-icon-resource-image-set
make-general-image-set

5.10.4 image-list, image-set and image-locator

Function

make-scaled-general-image-set

Summary

Constructs an image set object which scales images in another image set on Microsoft Windows.

Package
capi

Signature

make-scaled-general-image-set &key width height id image-count => image-set

Arguments

width ⇓ An integer.
height ⇓ An integer.
id ⇓ A pathname, string or symbol.
image-count ⇓ An integer.

Values

image-set An image-set object.

Description

The function make-scaled-general-image-set constructs an image set that provides scaled images based on an image-set object constructed from id as if by make-general-image-set.

width and height are the dimensions of a single sub-image within the main image, and image-count specifies the number of sub-images in both images. That is, the sub-images are scaled to this size.

The default value of image-count is 1.

Notes

make-scaled-general-image-set is only available in LispWorks for Windows.
See also

image-set
make-general-image-set
5.10.4 image-list, image-set and image-locator

make-scaled-image-set

Summary

Creates an image set by scaling the images of another image set on Microsoft Windows.

Package
capi

Signature

make-scaled-image-set &key image-count width height base-image-set => image-set

Arguments

image-count↓ An integer.
width↓ An integer.
height↓ An integer.
base-image-set↓ An image-set object.

Values

image-set↓ An image-set object.

Description

The function make-scaled-image-set constructs an image set that provides scaled images based on an existing image set object base-image-set.

width and height are the dimensions of a single sub-image within the main image. That is, the sub-images in base-image-set are scaled to this size to produce the sub-images of image-set.

image-count specifies the number of sub-images in the image. It is unspecified what happens if image-count is different from the image count in base-image-set.

Notes

make-scaled-image-set is only available in LispWorks for Windows.

See also

image-set
make-general-image-set
5.10.4 image-list, image-set and image-locator
make-sorting-description

Summary
Makes a sorting description suitable for use in a `sorted-object`.

Package
capi

Signature
make-sorting-description &key type key sort reverse-sort sort-function object-sort-caller ⇒ sorting-description

Arguments
- **type** A Lisp object naming the type of sorting.
- **key** A function of 1 argument.
- **sort** A function of 2 arguments.
- **reverse-sort** A function of 2 arguments.
- **sort-function** A sorting function.
- **object-sort-caller** A function of 5 arguments.

Values
- **sorting-description** A sorting description object.

Description
The function `make-sorting-description` makes a sorting description object that can be used as one of the `sort-descriptions` in a `sorted-object` such as a `list-panel`.

- **type** is a name that should be unique (compared by `cl:equalp`) amongst the `sort-descriptions` of a `sorted-object`.
- **key** is a function that is passed to `sort-function` as its :key argument. The default value of key is `cl:identity`.
- **sort** is a predicate function that is passed to `sort-function` to compare pairs of items.
- **reverse-sort** is a predicate function that is passed to `sort-function` for reverse sorting.

Unless **object-sort-caller** is supplied, **sort-function** is the function that is called to actually do the sorting. Its signature is:

```lisp
(sort-function items predicate &key key)
```

The default value of **sort-function** is `cl:sort`.

When **object-sort-caller** is supplied, then it is called instead of calling `sort-function`, and is responsible for the sorting. The signature of the caller is:

```lisp
(object-sort-caller sorted-object items sort-function sort-predicate key ⇒ sorted-items)
```
where sorted-object is the sorted-object itself, items is the list of items to sort, and sort-function, sort-predicate and key are taken from the description. sort-predicate is either sort or reverse-sort as appropriate. The caller needs to return a sorted list of the items.

The caller can do the default behavior by:

```
funcall sort-function item sort :key key
```

Notes

1. The purpose of using object-sort-caller is to allow access to the sorted-object to decide how to do the sorting. When using object-sort-caller, sort-function, sort, reverse-sort and key are used solely as arguments to it, hence in this case you can supply arbitrary values which the caller interprets.

2. The sorting can be destructive.

Examples

```
(setq lp
 (capi:contain
  (make-instance
   'capi:list-panel
   :items '("Apple" "Orange" "Mangosteen" "Pineapple")
   :visible-min-height '(:character 5)
   :sort-descriptions
   (list (capi:make-sorting-description
           :type :length
           :sort
           #'(lambda (x y)
               (> (length x) (length y))))
            #'(lambda (x y)
               (< (length x) (length y))))
            (capi:make-sorting-description
             :type :alphabetic
             :sort 'string-greaterp
             :reverse-sort 'string-lessp))))

(capi:sorted-object-sort-by lp :length)

(capi:sorted-object-sort-by lp :alphabetic)
```

See also

- sort-object-items-by
- sorted-object
- sorted-object-sort-by
manipulate-pinboard

**Summary**

Adds or removes one or more pinboard-objects on a pinboard.

**Package**
capi

**Signature**

manipulate-pinboard pinboard-layout pinboard-object action &key position

**Arguments**

- **pinboard-layout**
  - A pinboard-layout.
- **pinboard-object**
  - A pinboard-object to be added, or (with action :add-many) a list of pinboard-objects to be added, or (with action :delete-if) a function of one argument, for multiple deletion.
- **action**
- **position**
  - One of :top or :bottom, or a non-negative integer.

**Description**

The generic function manipulate-pinboard adds pinboard-object to pinboard-layout, or removes one or more pinboard-objects from pinboard-layout. These operations can also be effected using (setf layout-description), but manipulate-pinboard is much more efficient and produces a better display.

If action is :add, then the pinboard-object pinboard-object is added according to the value of position:

- **:top**
  - On top of the other pinboard objects.
- **:bottom**
  - Below the other pinboard objects.
- An integer
  - At index position in the sequence of pinboard objects, where 0 is the index of the topmost pinboard object. Values of position greater than the number of pinboard objects are interpreted as :bottom.

action :add-top is the same as passing action :add and position :top.

action :add-bottom is the same as passing action :add and position :bottom.

action :add-many is like calling the function with action :add several times, but is more efficient. The value of pinboard-object must be a list of pinboard-objects, each of which is added at the specified position, as for :add.

action :delete deletes the pinboard-object pinboard-object from pinboard-layout.

When action is :delete-if, pinboard-object should be a function which takes one argument, a pinboard-object. This function is applied to each pinboard-object in pinboard-layout and each object for which it returns true is deleted from pinboard-layout.
Notes

You can control automatic resizing of pinboard-object using set-object-automatic-resize.

Examples

```lisp
(setq pl
  (capi:contain
    (make-instance 'capi:pinboard-layout
      :visible-min-height 500
      :visible-min-width 200)))

Add some pinboard-objects:

(capi:apply-in-pane-process
  pl #'(lambda (pp)
    (dotimes (y 10)
      (let ((yy (* y 40)))
        (capi:manipulate-pinboard pp
          (make-instance 'capi:line-pinboard-object
            :start-x 4  :start-y yy
            :end-x 54  :end-y (+ 6 yy))
            :add-top)
          (capi:manipulate-pinboard pp
            (make-instance 'capi:pinboard-object
              :x 4  :y (+ 20 yy)
              :width 50 :height 6
              :graphics-args
              '(:background :red))
            :add-top))))
  pl)

Remove some pinboard-objects:

(capi:apply-in-pane-process
  pl #'(lambda (pp)
    (dotimes (y 15)
      (let ((po (capi:pinboard-object-at-position pp
                   10
                   (* y 30)))
        (when po (capi:manipulate-pinboard pp po :delete))))))
  pl)

Remove all line-pinboard-objects:

(capi:apply-in-pane-process
  pl 'capi:manipulate-pinboard pl
  #'(lambda (x)
    (typep x 'capi:line-pinboard-object))
  :delete-if)

See also

pinboard-layout
set-object-automatic-resize
```

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map-collection-items

Summary
The generic function map-collection-items calls a specified function on all the items in a collection.

Package
capi

Signature
map-collection-items collection function &optional collect-results-p

Arguments
collection↓ A collection.
function↓ A function designator for a function of one argument.
collect-results-p↓ A generalized boolean.

Description
Calls function on each item in collection by calling collection's items-map-function. If collect-results-p is true, the results of these calls are returned in a list.

Examples

(setq collection (make-instance 'capi:collection :items '(1 2 3 4 5)))

(capi:map-collection-items collection 'princ-to-string t)

See also
collection
d choice

map-pane-children

Summary
Calls a function on each of a pane's children.

Package
capi
Signature

map-pane-children pane function &key visible test reverse

Arguments

pane A CAPI pane.
function A function of one argument.
visible A boolean. The default value is nil.
test A function of one argument, or nil. The default is nil.
reverse A boolean. The default value is nil.

Description

The generic function map-pane-children applies function to pane's immediate children.

If visible is true, then function is applied only to the visible children.

If test is non-nil, it is a function which is applied first to each child, and only those for which test returns a true value are then passed to function.

If reverse is non-nil, the order in which the children are processed is reversed.

Examples

This example constructs a pinboard containing random ellipses. A repainting function is mapped over them, restricted to those with width greater than height.

(defun random-color ()
  (aref #\(red\ :blue\ :green\ :yellow\ :cyan
    :magenta\ :pink\ :purple\ :black\ :white)
    (random 10)))

(defun random-origin ()
  (list (random 350) (random 250)))

(defun random-size ()
  (list (+ 10 (random 40))
    (+ 10 (random 40))))

(setf ellipses
capi:contain
(make-instance
 'capi:pinboard-layout
 :children
 (loop for i below 40
   for origin = (random-origin)
   for size = (random-size)
   collect
     (make-instance 'capi:ellipse
       :x (first origin)
       :y (second origin)
       :width (first size)
       :height (second size)
       :graphics-args
       (list :foreground
         (random-color))
       :filled t)))))
(defun repaint (ellipse)
  (setf (capi:pinboard-object-graphics-args ellipse)
        (list :foreground (random-color)))
  (capi:redraw-pinboard-object ellipse t))

(defun widep (ellipse)
  (capi:with-geometry ellipse
   (> capi:%width% capi:%height%)))

(capi:map-pane-children ellipses 'repaint :test 'widep)

See also

map-pane-descendant-children

3.7 Hierarchy of panes

map-pane-descendant-children

Summary

Calls a function on each of the descendant panes of a pane.

Package

capi

Signature

map-pane-descendant-children pane function &key visible test reverse leaf-only

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pane</td>
<td>A CAPI pane.</td>
</tr>
<tr>
<td>function</td>
<td>A function of one argument.</td>
</tr>
<tr>
<td>visible</td>
<td>A boolean. The default value is nil.</td>
</tr>
<tr>
<td>test</td>
<td>A function of one argument, or nil. The default is nil.</td>
</tr>
<tr>
<td>reverse</td>
<td>A boolean. The default value is nil.</td>
</tr>
<tr>
<td>leaf-only</td>
<td>A generalized boolean. The default value is nil.</td>
</tr>
</tbody>
</table>

Description

The generic function map-pane-descendant-children applies function to pane's descendant panes (that is, the children and each of their children recursively), depth first.

If visible is true, then function is applied only to the visible descendant panes.

If test is non-nil, it is a function which is applied first to each descendant pane, and only those for which test returns a true value are then passed to function.

If reverse is non-nil, the order in which the children are processed is reversed.

If leaf-only is true, then function is applied only to those panes which do not have children.
See also

map-pane-children
pane-descendant-child-with-focus
3.7 Hierarchy of panes

---

**map-typeout**

*Function*

**Summary**

Makes a collector-pane visible.

**Package**

capi

**Signature**

`map-typeout pane &rest args`

**Arguments**

`pane` A pane.

`args` Initialization arguments for collector-pane.

**Description**

The function `map-typeout` makes a collector-pane the visible child of a switchable-layout, and returns it as well. The switchable layout is found by looking up the parent hierarchy starting from pane.

The switchable-layout should have one or more children. If it has one child, a new collector-pane is made using args as the initargs with `:buffer-name` defaulting to "Background Output". If it has more than one child, it searches through the children to find the first collector-pane.

See also

unmap-typeout
with-random-typeout
collector-pane

---

`*maximum-moving-objects-to-track-edges*`  

*Variable*

**Summary**

Limits the tracking of edges in a graph.

**Package**

capi
Initial Value
15

Description
The variable *maximum-moving-objects-to-track-edges* limits the tracking of edges in a graph.

If there are more than *maximum-moving-objects-to-track-edges* objects being moved in a graph, then edges are not tracked.

The value should be an integer.

See also
 graphepane

---

menu

Class

Summary
The class `menu` creates a menu for an interface when specified as part of the menu bar (or as a submenu of a menu on the menu bar). It can also be displayed as a context menu.

Package
capi

Superclasses
element
titled-menu-object

Initargs

 items  The items to appear in the menu.
 items-function  A function to dynamically compute the items.
 mnemonic  A character, integer or symbol specifying a mnemonic for the menu.
 mnemonic-escape  A character specifying the mnemonic escape. The default value is #\&.
 mnemonic-title  A string specifying the title and a mnemonic.
 image-function  A function providing images for the menu items, or nil.

Accessors
menu-items
menu-image-function

Description
A menu has a title, and has items appearing in it, where an item can be either a menu-item, a menu-component or another menu.

The simplest way of providing items to a menu is to pass them as the argument items, but if you need to compute the items...
dynamically you should provide the setup callback \textit{items-function}. This function should return a list of menu items for the new menu. By default \textit{items-function} is called on the menu's interface, but a different argument can be specified using the \texttt{menu-object} \texttt{initarg} \texttt{setup-callback-argument}.

If an item is not of type \texttt{menu-object}, then it gets converted to a \texttt{menu-object} with the item as its data. This function is called before the \texttt{popup-callback} and the \texttt{enabled-function} which means that they can affect the new items.

To specify a mnemonic in the menu title, you can use the \texttt{initarg} \texttt{mnemonic}. The value \texttt{mnemonic} can be:

- An integer: The index of the mnemonic in the title.
- A character: The mnemonic in the title.
- \texttt{nil}: A character is chosen from a list of common mnemonics, or the \texttt{:default} behavior is followed. This is the default.
- \texttt{:default}: A mnemonic is chosen using some rules.
- \texttt{:none}: The title has no mnemonic.

An alternative way to specify a mnemonic is to pass \texttt{mnemonic-title} (rather than \texttt{title}) This is a string which provides the text for the menu title and also specifies the mnemonic character. The mnemonic character is preceded in \texttt{mnemonic-title} by \texttt{mnemonic-escape}, and \texttt{mnemonic-escape} is removed from \texttt{mnemonic-title} before the text is displayed. For example:

\begin{verbatim}
:mmemonic-title "&Open File..."
\end{verbatim}

At most one character can be specified as the mnemonic in \texttt{mnemonic-title}. To make \texttt{mnemonic-escape} itself appear in the button, precede it in \texttt{mnemonic-title} with \texttt{mnemonic-escape}. For example:

\begin{verbatim}
:mmemonic-title "&Compile && Load File..."
\end{verbatim}

If \texttt{image-function} is non-nil, it should be a function of one argument. \texttt{image-function} is called with the data of each menu item and should return one of:

- \texttt{nil}: No image is shown.
- An \texttt{image}: The menu displays this image.
- An image id or \texttt{external-image}: The system converts the value to a temporary \texttt{image} for the menu item and frees it when it is no longer needed.

If \texttt{image-function} is \texttt{nil}, no items in the menu have images. This is the default value.

**Notes**

1. \texttt{items-function} is called before the menu is raised (in order to initialize accelerators) and in particular it may be called before the interface is created. Therefore \texttt{items-function}, if you supply it, should work at this early stage.

2. On Microsoft Windows, Cocoa and GTK+, menu items can contain both images and strings, so the \texttt{print-function} should return the appropriate string or " " if no string is required. On Motif, if there is an image then the string is ignored. You can test programatically whether menus with images are supported with \texttt{pane-supports-menus-with-images}.

3. On Microsoft Windows and GTK+, menu items that can have check marks (those inside \texttt{menu-component} with \texttt{interaction} \texttt{:multiple-selection} or \texttt{:single-selection}) cannot have images (the image is ignored for such items).
4. When debugging a menu, it may be useful to pop up a window containing a menu with the minimum of fuss. The function `contain` will do just that for you.

5. To display a menu as a context (right button) menu, use `display-popup-menu`, and to display a menu via a labelled button use `popup-menu-button`.

6. You must not use a menu object in multiple different places in menu bar(s) at the same time. Supply distinct instances instead. The one exception is popup menus, which can be used repeatedly and in different places.

7. Microsoft Windows can hide mnemonics when the user is not using the keyboard. See 3.1.4.2 Mnemonics on Microsoft Windows.

Examples

```lisp
(capi:contain (make-instance 'capi:menu
    :title "Test"
    :items '(:red :green :blue)))

(capi:contain (make-instance
  'capi:menu
  :title "Test"
  :items '(:red :green :blue)
  :print-function 'string-capitalize))

(capi:contain (make-instance
  'capi:menu
  :title "Test"
  :items '(:red :green :blue)
  :print-function 'string-capitalize
  :callback #'(lambda (data interface)
    (capi:display-message
      "Pressed ~S" data))))
```

Here is an example showing how to add submenus to a menu:

```lisp
(setq submenu (make-instance 'capi:menu
    :title "Submenu..."
    :items '(1 2 3)))

(capi:contain (make-instance
  'capi:menu
  :title "Test"
  :items (list submenu)))
```

Here is an example showing how to use the `items-function`:

```lisp
(capi:contain (make-instance
  'capi:menu
  :title "Test"
  :items-function #'(lambda (interface)
    (loop for i below 8
      collect (random 10)
    ))))
```

Finally, some examples showing how to specify a mnemonic in a menu title:

```lisp
(capi:contain (make-instance
  'capi:menu
  :mnemonic ?M
  :title "Test")
```

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This example shows how to make a menu with images:

```
(example-edit-file "capi/elements/menu-with-images")
```

There are further examples here:

```
(example-edit-file "capi/applications/")
```

See also

- display-popup-menu
- menu-component
- menu-item
- menu-object
- ole-control-add-verbs
- pane-supports-menus-with-images
- popup-menu-button
- 1.2.1 CAPI elements
- 8 Creating Menus
- 13.10 Working with images

### menu-component

**Class**

**Summary**

The class `menu-component` is a choice that is used to group menu items and submenus both visually and functionally. The items contained by the `menu-component` appear separated from other items, menus, or menu components, by separators.

**Package**

`capi`

**Superclasses**

- `choice`
- `titled-menu-object`

**Initargs**

- `:items` (The items to appear in the menu.)
A setup callback function to dynamically compute the items.

A setup callback function to dynamically compute the selection.

A setup callback function to dynamically compute the selected item.

A setup callback function to dynamically compute the selected items.

Description

Because menu-component is a choice, the component can have interaction :no-selection, :single-selection or :multiple-selection (extended selection does not apply here). This is represented visually in the menu as appropriate to the window system that the CAPI is running on (by ticks in Microsoft Windows, and by radio buttons and check buttons in Motif).

Note that it is not appropriate to have menu components or submenus inside :single-selection and :multiple-selection components, but it is OK in :no-selection components.

items and items-function behave as in menu.

No more than one of selection-function, selected-item-function and selected-items-function should be non-nil. Each defaults to nil. If one of these setup callbacks is supplied, it should be a function which is called before the menu-component is displayed and which determines which items are selected. By default the setup callback is called on the interface of the menu-component, but this argument can be changed by passing the menu-object initarg setup-callback-argument.

selection-function, if non-nil, should return a value which is suitable for passing to the choice accessor (setf choice-selection). This will be nil, or a single index (for interaction :single-selection), or a list of item indices (for interaction :multiple-selection and :extended-selection).

selected-item-function, if non-nil, should return an object which is an item in the menu-component, or is equal to such an item when compared by the menu-component’s test-function.

selected-items-function, if non-nil, should return a list of such objects.

Examples

```lisp
(capi:contain (make-instance
   'capi:menu-component
   :items '(:red :green :blue)
   :print-function 'string-capitalize
   :interaction :single-selection))

(capi:contain (make-instance
   'capi:menu-component
   :items '(:red :green :blue)
   :print-function 'string-capitalize
   :interaction :multiple-selection))

(capi:contain (make-instance
   'capi:menu
   :items (list
      "An Item"
   (make-instance
      'capi:menu-component
      :items '(:red :green :blue)
      :print-function
```
See also

menu-item

1.2.1 CAPI elements
5 Choices - panes with items
8 Creating Menus

menu-item

Class

Summary
An individual item in a menu or menu component.

Package
capi

Superclasses

titem
titled-menu-object

Initargs
:accelerator A character, string or plist, or the keyword :default.
:alternative A generalized boolean.
:help-key An object used for lookup of help. Default value t.
:mnemonic A character, integer or symbol specifying a mnemonic for the menu item.
:mnemonic-escape A character specifying the mnemonic escape. The default value is \&.
:mnemonic-title A string specifying the text and a mnemonic.
:selected-function A setup callback determining whether the item is selected.
:enabled-function-for-dialog nil, t, :same-as-normal or a function designator. Determines enabled state when a dialog is on screen.

Readers

help-key

Description
The class menu-item is an individual item in a menu or menu component. Instances of menu-item are often made automatically by define-interface, but you can make them explicitly as well.

The text displayed in the menu item is the contents of the text slot, or the contents of the title slot, otherwise it is the result of applying the print-function to the data.
If `selected-function` is non-nil it should be a function which is called before the `menu-item` is displayed and which determines whether or not the `menu-item` is selected. By default `selected-function` is called on the interface of the `menu-item`, but this argument can be changed by passing the `menu-object` initarg `setup-callback-argument`. The default value of `selected-function` is `nil`.

Callbacks are made in response to a user gesture on a `menu-item`. The `callback-type` (see `callbacks`), `callback` and `callback-data-function` (see `menu-object`) are found by looking for a non-nil value, first in the `menu-item`, then the `menu-component` (if any) and finally the `menu`. This allows a whole menu to have, for example, `callback-type :data` without having to specify this in each item. Some items could override this by having their `callback-type` slot non-nil if needed.

To specify a mnemonic in the menu item, you can use the initarg `:mnemonic`, or the initargs `:mnemonic-title` and `:mnemonic-escape`. These initargs are all interpreted just as in `menu`.

A menu item should not be used more in more than one place at a time.

`help-key` is interpreted as described for `element`.

`accelerator` can be a character or string specifying a key gesture which will be the accelerator for the menu item.

Note that both-case-p characters are not allowed with the single modifier `Shift` in the accelerator argument. So instead of:

```lisp
:accelerator "shift-x"
```

use:

```lisp
:accelerator "X"
```

Note that the `Shift` modifier still appears in the menu.

A both-case-p character is allowed with `Shift` if there are other modifiers, for example:

```lisp
:accelerator "alt-shift-x"
```

If `accelerator` is a character then the system adds the normal modifier for the platform. That is, `Command` on Cocoa and `Control` on Microsoft Windows. The shortcut is validated for the platform.

If `accelerator` is a string with modifier keys then the system uses it only if it follows the normal conventions for the platform. The shortcut is validated for the platform.

The special virtual modifier name "accelerator" is allowed in string values of `accelerator`. It is interpreted as the normal modifier key for the platform. For example:

```lisp
:accelerator "accelerator-x"
```

means `Control+X` on Microsoft Windows and Motif, and `Command+X` on Cocoa.

If `accelerator` is a plist then its keys are keywords naming some or all of the supported libraries (as returned by `default-library`). The plist's values are characters or strings which the system interprets as above, except that no check is made that the keyboard shortcut is valid for the platform.

`accelerator` has a special default value `:default`, which means that, depending on `interface-keys-style` for the interface, a standard accelerator is added if the item title matches a standard menu command. For the full set of standard accelerators see 8.7.1 Standard default accelerators.

Note: `accelerator` is not supported when the `menu-item` is in the `pane-menu` of a `simple-pane`.

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alternative, when true, makes the menu-item an "alternative item". Alternative items are invoked if modifiers are held while selecting the "main item". These modifiers are defined by the item's accelerator. The main item is the one before the first alternative item, and each alternative item must be within the same menu and menu component. For an example see:

(example-edit-file "capi/elements/accelerators")

and for more information see 8.8 Alternative menu items.

enabled-function-for-dialog determines whether the item is enabled when a dialog is on the screen. Items in the menu bar menus and sub-menus are disabled by default while a dialog is on the screen on top of the active window. You can override this by specifying enabled-function-for-dialog. The value can be one of:

t The item is enabled whenever there is a dialog.

nil The item is disabled whenever there is a dialog.

:same-as-normal Do the same as when there is no dialog. This depends on the enabled-function (see menu-object).

A function A function that is called instead of the enabled-function to decide if the item should be enabled. It is called with one argument, by the default the menu interface, which can be overridden by the initarg :setup-callback-argument (see menu-object for details).

The default value of enabled-function-for-dialog is nil.

Notes

Some accelerators do not work on some platforms because they have other standard meanings, for example on Microsoft Windows F1 always invokes the help-callback.

On X11/Motif the accelerators of alternative items do not work.

Examples

(capi:contain (make-instance 'capi:menu-item
 :text "Press Me"))

(capi:contain (make-instance 'capi:menu-item
 :data :red
 :print-function
 'string-capitalize))

(capi:contain (make-instance
 'capi:menu-item
 :data :red
 :print-function 'string-capitalize
 :callback #'(lambda (data interface)
 (capi:display-message
 "Pressed ~S"
 data))))

In this example note how the File menu gets accelerators automatically for its standard items:

(defun do-menu-item (item)
 (capi:display-message
 (format nil "~A" (capi:item-data item))))

(capi:define-interface mmm () ()

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These are further examples:

(example-edit-file "capi/applications/hangman")

(example-edit-file "capi/printing/fit-to-page")

See also

choice interface-keys-style menu menu-component
1.2.1 CAPI elements
3.12 Tooltips
8 Creating Menus
9.4.1 Sharing toolbar callbacks with menu items

menu-object

Summary

The class menu-object is the superclass of all menu objects, and provides functionality for handling generic aspects of menus, menu components and menu items.

Package

capi
Superclasses

callbacks

Subclasses

titled-menu-object

Initargs

:popup-callback
  Callback before the menu appears.
:enabled-function
  Returns true if the menu is enabled.
:enabled-slot
  The object is enabled if the slot is non-nil.
:callback
  The selection callback for the object.
:callback-data-function
  A function to return data for the callback.
:setup-callback-argument
  If non-nil, specifies the argument to the setup callbacks (listed below) that are used to set up the menu-object.
:title
  The title for the object.
:title-function
  A setup callback which returns the title for the object, and optionally a mnemonic for the title.

Accessors

menu-popup-callback
menu-title
menu-title-function

Readers

menu-object-enabled

Description

The simplest way to give a title to a menu-object is to just supply a title string, and this will then appear as the title of the object.

Alternatively, a title-function can be provided which will be called when the menu is about to appear and which should return the title to use. By default title-function is called on the interface of the menu-object, but this argument can be changed by passing the initarg setup-callback-argument.

To specify a mnemonic in the title returned by title-function, make title-function return the mnemonic as a second value. This value is interpreted in the same way as the mnemonic argument for menu.

When the menu object is about to appear on the screen, the CAPI does the following:

1. The setup callback items-function (if there is one) is called and the result is used to set the items, for menu and menu-component. The argument passed to items-function is the same as for the other setup callbacks (see below).
2. The popup-callback (if there is one) is called and can make arbitrary changes to that object. The popup-callback is always called with the menu object, regardless of the value of setup-callback-argument.
3. The other setup callbacks are called to set up the selection, enabled state and title. These setup callbacks include enabled-function for all menu-objects and title-function for all titled-menu-objects. The additional setup callbacks for menu-component are selection-function, selected-item-function, and selected-items-function. menu-item has the additional setup callback selected-function.

By default setup-callback-argument is nil, which means that each of the setup callbacks is called on the interface of the menu-object. If setup-callback-argument is non-nil, then it is passed (instead of the interface) as the argument to each of the setup callbacks.

4. The menu containing the object appears with all of the changes made.

Note that enabled-slot is a short-hand means of creating an enabled-function which checks the value of a slot in the menu object's interface.

The enabled state of a menu-object is computed each time the menu is displayed, using enabled-function or enabled-slot. Therefore the accessor menu-object-enabled is only useful as a reader.

The callback argument is placed in the selection-callback, extend-callback and retract-callback slots unless these are given explicitly, and so will get called when the menu object is selected or deselected.

The callback-data-function is a function that is called with no arguments and the value it returns is used as the data to the callbacks.

Notes
1. The function enabled-function should not display a dialog or do anything that may cause the system to hang. In general this means interacting with anything outside the Lisp image, including files, databases and so on.

2. The subclass titled-menu-object is retained only for backward compatibility.

Examples

(capi:contain (make-instance 'capi:menu-item
  :text "Press Me"
  :enabled-function #'(lambda (item)
    (eq (random 2)
      1))))

The next example illustrates the use of setup-callback-argument. The initialize-instance method adds to the "Some Numbers" menu a sub-menu that lists the selected items in the list-panel. By using setup-callback-argument in this menu, the setup callbacks (in this case enabled-function and items-function) are called directly on the list-panel.

Note that, while this example uses a CAPI object as the setup-callback-argument, any object of any type can be used.

(capi:define-interface my-interface ()
 ()
 (:panes
  (list-panel
   capi:list-panel
   :items '(1 2 3 4 5 6 7 8 9 0)
   :interaction :extended-selection
   :visible-min-height '(character 10)))
 (:menus
  (a-menu
   "Some Numbers"
   ("One" "Two")
  ))
 (:menu-bar a-menu))
(defmethod initialize-instance :after
  ((self my-interface) &key)
  (with-slots (a-menu list-panel) self
    (setf (capi:menu-items a-menu)
      (append
        (capi:menu-items a-menu)
        (list
          (make-instance 'capi:menu
            :items-function
            'capi:choice-selected-items
            :setup-callback-argument
            list-panel
            :enabled-function
            'capi:choice-selection
            :title
            "Selected Items"))))))

(capi:display (make-instance 'my-interface))

See also

menu
menu-item
menu-component

merge-menu-bars

Summary
Computes the menu bar for a document-frame on Microsoft Windows.

Package
capi

Signature
merge-menu-bars frame document => menus

Arguments
frame↓ A document-frame.
document↓ An interface or nil.

Values
menus A list of menu objects.

Description
The generic function merge-menu-bars is called by the system to compute the menu bar for a document-frame interface frame.

The set of visible menus in such an interface is typically made up from those of frame and those of the active document document within it.
There is a built-in unspecialized method that appends the menu bars of the two interfaces and is equivalent to this:

```lisp
(defun capi:merge-menu-bars ((frame t) (document t))
  (append
   (capi:interface-menu-bar-items frame)
   (and document
     (capi:interface-menu-bar-items document))))
```

You can customize the menu bar by adding methods which specialize on particular frame and document interface classes.

Notes

`merge-menu-bars` is implemented only in LispWorks for Windows.

See also

`document-frame`
`interface`
`menu`

---

**message-pane**

Class

Summary

The class displaying the message when a pane is created with the `:message` initarg.

Package

capi

Superclasses

title-pane

Description

The class `message-pane` is used to implement the message decoration on subclasses of `titled-object`.

A `message-pane` with `text"Message"` is created automatically when a `titled-object` is created with `message "Message"`.

Notes

`message-pane` does not add functionality to `title-pane`, and it is used only to allow different resources in GTK+ and Motif.

See also

titled-object
metafile-port

Summary
A graphics port created by with-external-metafile and with-internal-metafile.

Package
capi

Superclasses
graphics-port-mixin

Description
The class metafile-port is the graphics port that with-external-metafile and with-internal-metafile create when their pane argument is not supplied.

See also
with-external-metafile
with-internal-metafile

modify-editor-pane-buffer

Summary
Modifies the contents and fill mode of a specified buffer.

Package
capi

Signature
modify-editor-pane-buffer pane &key contents flag fill fixed-fill force

Arguments
pane↓ An editor-pane.
contents↓ A string or nil.
flag↓ A keyword.
fill↓ A boolean, with special meaning for a fixnum and :default.
fixed-fill↓ An integer or nil.
force↓ A generalized boolean.
Description
The function `modify-editor-pane-buffer` modifies the `editor-pane` pane according to the keyword arguments.

*Contents* (if non-nil) supplies a new string to place in the buffer.

If `fill` is non-nil the editor fills each paragraph in the buffer. If `fill` is a fixnum then the buffer is filled at that width. If `fill` is `:default` (the default value) and `fixed-fill` is supplied then the value `fixed-fill` is used. Otherwise the buffer is filled to the window width.

`fixed-fill` defaults to `nil`.

If `force` is true (the default), then an editor buffer is created for `pane` if it does not have one yet. If `force` is false then `modify-editor-pane-buffer` will signal an error if `pane` does not have an editor buffer.

Notes
The argument `flag` is deprecated. You can supply the initarg `:flag` when creating an `editor-pane`.

See also
`editor-pane`

---

**modify-multi-column-list-panel-columns**

Summary
Modify the columns of a `multi-column-list-panel`.

Package
capi

Signature
`modify-multi-column-list-panel-columns` self &key columns x-adjust reorderable-columns sort-descriptions column-function item-print-functions

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>self</td>
<td>A <code>multi-column-list-panel</code>.</td>
</tr>
<tr>
<td>columns</td>
<td>A list of column specifications.</td>
</tr>
<tr>
<td>x-adjust</td>
<td>A list.</td>
</tr>
<tr>
<td>reorderable-columns</td>
<td>A list.</td>
</tr>
<tr>
<td>sort-descriptions</td>
<td>A list.</td>
</tr>
<tr>
<td>column-function</td>
<td>A function of one argument or a list of functions of one argument. The default is <code>identity</code>.</td>
</tr>
<tr>
<td>item-print-functions</td>
<td>A function of one argument, or a list of such functions.</td>
</tr>
</tbody>
</table>
21 CAPI Reference Entries

Description
The function `modify-multi-column-list-panel-columns` modifies the columns of `self`.

All the keyword arguments have the same meaning as the corresponding initargs in `multi-column-list-panel`. See the entry for `multi-column-list-panel` for details.

For all the keyword arguments except `x-adjust` and `reorderable-columns`, if they are not supplied then the value does not change. For all keyword arguments except `sort-descriptions`, `x-adjust` and `reorderable-columns`, if they are passed as `nil` then the corresponding value does not change. If `sort-descriptions` is passed as `nil`, then the `sort-descriptions` are changed to `nil`.

Notes
1. `columns` and `column-function` need to match, so normally you modify them both. Supplying `column-function` as a list of functions makes it easier to match, by just making `column-function` a list parallel to `columns`.

2. An alternative solution is to use a `column-function` that decides dynamically what values to return based on some value that you set when you call `modify-multi-column-list-panel-columns`. For example you can make `column-function` a function that closes over the containing interface, and check a slot in it to decide which columns to return, and then update this slot whenever you call `modify-multi-column-list-panel-columns`.

3. If `item-print-functions` is a list, it will also have to be updated when `columns` are updated.

4. If `columns` is supplied then `x-adjust` and `reorderable-columns` are also used to modify the columns, so you might need to supply them as well. `x-adjust` and `reorderable-columns` are ignored if `columns` is not supplied.

5. Since `sort-descriptions` are searched, they do not need to be updated when `columns` is updated, provided that they already contain all the sort kinds that any column may use.

See also
`multi-column-list-panel`

modify-stacked-tree

Function

Summary
Modify several properties of a `stacked-tree` at the same time.

Package
capi

Signature
`modify-stacked-tree` `stacked-tree` &key `root` `value` `max-level` `item-function`

Arguments
`stacked-tree` Down
`root`, `value`, `max-level`, `item-function` Down

See the initargs of `stacked-tree`.
Description

The function `modify-stacked-tree` can be used to modify several properties in `stacked-tree` at the same time. Most importantly, it allows you to set the properties that you are likely to want to change at the time you set the root.

Setting `max-level` and `item-function` has no effect until the next time the root is set. If you want to set one or both of them for the existing root, just supply the `:root` keyword with the current root using `stacked-tree-root`.

Supplying `root` or `value` has an immediate effect, and `stacked-tree` is redrawn with the new setting. When supplying `root`, this means recomputing the whole tree, which may take enough time to cause a noticeable delay.

For keywords that are not supplied, the corresponding properties do not change.

`modify-stacked-tree` can be called before `stacked-tree` is displayed, but will not have any affect until then.

See also

`stacked-tree`

---

**mono-screen**

**Class**

**Summary**

A class for monochrome screen.

**Package**

capi

**Superclasses**

`screen`

**Description**

Instances of the class `mono-screen` are created for monochrome screens. It is available primarily as a means of discriminating on whether or not to use colors in an interface.

See also

`color-screen`

---

**move-line**

**Generic Function**

**Summary**

Moves a `line-pinboard-object`.

**Package**

capi
**Signature**

\texttt{move-line line-pinboard-object start-x start-y end-x end-y &key redisplay}

**Arguments**

- \texttt{line-pinboard-object}:
  An instance of \texttt{line-pinboard-object} or a subclass.

- \texttt{start-x}:
  The x coordinate of the start of the line.

- \texttt{start-y}:
  The y coordinate of the start of the line.

- \texttt{end-x}:
  The x coordinate of the end of the line.

- \texttt{end-y}:
  The y coordinate of the end of the line.

- \texttt{redisplay}:
  A boolean.

**Description**

The generic function \texttt{move-line} moves \texttt{line-pinboard-object} to a new location with start and end points specified by \texttt{start-x}, \texttt{start-y}, \texttt{end-x} and \texttt{end-y}.

This automatically adjusts the geometry of the object, taking into account other constraints. Examples of such constraints are the label in a \texttt{labelled-line-pinboard-object} and the arrowhead in a \texttt{arrow-pinboard-object}.

The default value of \texttt{redisplay} is \texttt{t}, which means that the changed line is redrewn immediately. If you are moving many objects at the same time, it is useful to pass :\texttt{redisplay} \texttt{nil}.

**See also**

- \texttt{line-pinboard-object}
- \texttt{line-pinboard-object-coordinates}

---

**multi-column-list-panel**

**Class**

**Summary**

A list panel with multiple columns of text.

**Package**

capi

**Superclasses**

- \texttt{list-panel}

**Initargs**

- \texttt{:column-function}:
  A function of one argument or a list of functions of one argument. The default is \texttt{idtentity}.

- \texttt{:item-print-functions}:
  A function of one argument, or a list of such functions.

- \texttt{:columns}:
  A list of column specifications.
:header-args  A plist of keywords and values.
:auto-reset-column-widths  A boolean. The default is t.
:reorderable-columns  A boolean. The default is nil.
:x-adjust  A list. The default is nil.

Description

The class **multi-column-list-panel** is a list panel which displays multiple columns of text. The columns can each have a title.

Note that this is a subclass of **list-panel**, and hence of **choice**, and inherits the behavior of those classes.

Each item in a **multi-column-list-panel** is displayed in a line of multiple objects. The corresponding objects of each line are aligned in a column.

The column-function generates the objects for each item. It should take an item as its single argument and return a list of objects to be displayed. The default column-function is **identity**, which works if each item is a list.

This column-function can also be a list of function designators. In this case the length has to match the length of the columns. Each function is called with the item to generate the object for the corresponding column.

The item-print-functions argument determines how to calculate the text to display for each element. If item-print-functions is a single function, it is called on each object, and must return a string. Otherwise item-print-functions should be a sequence of length no less than than the number of columns. The text to display for each object is the result (again, a string) of calling the corresponding element of item-print-functions on that object.

The columns argument specifies the number of columns, and whether the columns have titles and callbacks on these titles.

Each element of columns is a specification for a column. Each column specification is a plist of keyword and values, where the allowed keywords are as follows:

:title  Specifies the title to use for the column. If any of the columns has a title, a header object is created which displays the titles. The values of the :title keywords are passed as the items of the header, unless header-args specifies :items.

:adjust  Specifies how to adjust the column. The value can be one of :right, :left, or :center.

:width  Specifies a fixed width of the column.

:default-width  Specifies the default initial width of the column. The user can resize it. If :width is supplied it overrides :default-width.

:visible-min-width  Minimum width of the column.

:gap  Specifies an additional gap alongside the text in the column. :gap is not supported consistently across platforms (see Notes below).

:reorderable  Has an effect only on GTK+. When non-nil, :reorderable specifies that the column is reorderable, that is the user can drag the header of the column to move the column to another position. Note that the initarg reorderable-columns forces all columns to be reorderable, overriding any :reorderable value in the column specification.
A boolean specifying whether the column has a separator from its previous column. The first column never has a separator. For columns that do not have this keyword, whether they have a separator is determined by the initarg :separators, which is inherited from list-panel and defaults to nil.

The values of :width, :visible-min-width and :gap are interpreted as standard geometric hints. See element for information about these hints.

columns should indicate how many columns to display. At a minimum, the value needs to be (()) for two columns without any titles.

header-args is a plist of initargs passed to the header which displays the titles of the columns. The header object is a collection. The following collection initargs are useful to pass in header-args:

:selection-callback
A callback function for clicking on the header, or the keyword :sort which specifies sorting as described below.

:callback-type
Defines the arguments of the selection-callback.

:items
The items of the header object, that is the titles. Note that :items overrides :title if that is supplied in columns.

:print-function
Controls how each of items is printed, providing the title of each column.

header-args may also contain the keyword :alignments. The value should be a list of alignment keywords, each of which is interpreted like an :adjust value in columns. The alignment is applied to the title only.

When the callback is :sort, clicking on a header causes a call to sorted-object-sorted-by on the pane, with sort-type the title of the column, as given either by :items or :title in the columns. To make it work, you also need to define the sort-definitions, by making the pane with sort-descriptions with types that match the titles (see sorted-object and make-sorting-description).

If auto-reset-column-widths is true, then the widths of the columns are recomputed when the items of the multi-column-list-panel are set.

reorderable-columns has effect only on GTK+. When reorderable-columns is non-nil, it makes all the columns in the multi-column-list-panel reorderable, so the user can change their order by dragging the header of a column. Note that you can also make only some columns reorderable by not using reorderable-columns, and instead using :reorderable in the column specification.

If x-adjust is non-nil, then it specifies the adjust values for each columns, that is it has the same effect as having :adjust in each column specification with the value being the matching item in x-adjust. x-adjust (when non-nil) must be a list of the same length as columns, where each item is one of the keywords that :adjust in the column specification can accept. The value in x-adjust overrides any :adjust given in the column specification.

Notes
1. Similar and enhanced functionality is provided by list-view.

2. On Microsoft Windows, :width in a column specification does not actually make the column width be fixed, though it does supply the initial width.

3. On Microsoft Windows, :gap in a column specification adds the gap on both sides of the text. On Motif it adds the gap only on the right side of the text. On GTK+ and Cocoa :gap is ignored.
4. The number of columns in a `multi-column-list-panel`, their titles and what they show can be changed after the pane is displayed using `modify-multi-column-list-panel-columns`.

Examples

This example uses the `columns` initarg:

```lisp
(capi:contain
 (make-instance
   'capi:multi-column-list-panel
   :visible-min-width 300
   :visible-min-height :text-height
   :columns '(((:title "Fruits"
                 :adjust :right
                 :width (character 15))
              (:title "Vegetables"
                 :adjust :left
                 :visible-min-width (character 30)))
   :items '(("Apple" "Artichoke")
             ("Pomegranate" "Pumpkin")))
)
```

This example uses `header-args` to add callbacks and independent alignment on the titles:

```lisp
(defun mclp-header-callback (interface item)
  (declare (ignorable interface))
  (capi:display-message "Clicked on ~a" item))

(capi:contain
 (make-instance
   'capi:multi-column-list-panel
   :visible-min-width 300
   :visible-min-height :text-height
   :columns '(((:adjust :right
                 :width (character 15))
              (:adjust :left
                 :visible-min-width (character 30)))
   :header-args '(:items ("Fruits" "Vegetables")
                 :selection-callback mclp-header-callback
                 :alignments (:left :right))
   :items '(("Apple" "Artichoke")
             ("Pomegranate" "Pumpkin")))
)
```

This example file illustrates the use of the header's `selection-callback :sort` to implement sorting of the columns:

```lisp
(ex.example-edit-file "capi/choice/multi-column-list-panels")
```

This example uses `column-function` to implement a primitive process browser:

```lisp
(defun get-process-elements (process)
  (list (mp:process-name process)
        (mp:process-whostate process)
        (mp:process-priority process)))

(capi:contain
 (make-instance
   'capi:multi-column-list-panel
   :visible-min-width ' (character 70)
   :visible-min-height ' (character 15)
   :items (mp:list-all-processes)
   :columns '(((:title "Name" :adjust :left
                 :visible-min-width (character 30)))
```
There are further examples in 20 Self-contained examples.

See also

- collection
- list-panel
- list-view
- make-sorting-description
- modify-multi-column-list-panel-columns
- sorted-object-sorted-by

5.3.7 Multi-column list panels

---

**multi-line-text-input-pane**

*Class*

**Summary**

A pane allowing several lines of text to be entered.

**Package**

capi

**Superclasses**

text-input-pane

**Description**

The class `multi-line-text-input-pane` behaves like a `text-input-pane`, except that the text entered by the user is allowed to span several lines — that is, it is allowed to contain Newline characters.

See also

- text-input-pane

3.5 Displaying and entering text

---

**non-focus-list-add-filter**

**non-focus-list-remove-filter**

**non-focus-list-toggle-filter**

*Functions*

**Summary**

Add or remove the filter in a non-focus list.
Package
capi

Signatures

`non-focus-list-add-filter` `non-focus-list-interface`
`non-focus-list-remove-filter` `non-focus-list-interface`
`non-focus-list-toggle-filter` `non-focus-list-interface`

Arguments

`non-focus-list-interface`:

A `non-focus-list-interface`.  

Description

These functions add or remove the filter in a non-focus list `non-focus-list-interface`.

`non-focus-list-toggle-filter` calls `non-focus-list-add-filter` if the filter is off, otherwise it calls `non-focus-list-remove-filter` (it is used as the callback for the `filtering-gesture`).

`non-focus-list-add-filter` adds a filter is it is not already on, resets the text in it to empty string, and enables it.

`non-focus-list-remove-filter` removes the filter if it is on.

See also

`prompt-with-list-non-focus`

---

`non-focus-list-interface`  

Class

Summary

Created (and destroyed) only by `prompt-with-list-non-focus` and `text-input-pane-in-place-complete`.

Package
capi

Superclasses

`interface`

Description

The class `non-focus-list-interface` is the class of interface created and destroyed only by `prompt-with-list-non-focus` and `text-input-pane-in-place-complete`. Do not instantiate this class directly.

See also

`prompt-with-list-non-focus`
non-focus-list-toggle-enable-filter

Summary
Toggles the enabled state of the filter.

Package
capi

Signature
non-focus-list-toggle-enable-filter  non-focus-list-interface

Arguments
non-focus-list-interface

Description
The function non-focus-list-toggle-enable-filter toggles the enabled state of the filter in a non-focus list non-focus-list-interface created by prompt-with-list-non-focus or text-input-pane-in-place-complete. It has no effect if the filter is off.

It is used as the callback of the filtering-toggle.

See also
prompt-with-list-non-focus

non-focus-maybe-capture-gesture

Summary
Maybe capture a gesture by a non-focus-list-interface.

Package
capi

Signature
non-focus-maybe-capture-gesture  non-focus-list-interface  gesture  =>  result

Arguments
non-focus-list-interface

A non-focus-list-interface.
21 CAPI Reference Entries

gesture

A gesture specifier.

Values

result

A generalized boolean.

Description

The function non-focus-maybe-capture-gesture is used to pass input gestures to a non-focus-list-interface that was created by prompt-with-list-non-focus.

A non-focus-list-interface, by its nature, does not receive keyboard input, but in most of cases it is still useful if it responds to some gestures. For that to happen, non-focus-maybe-capture-gesture must be called.

gesture must be a gesture specifier, which is an object that can be coerced to a gesture-spec by sys:coerce-to-gesture-spec.

Currently non-focus-maybe-capture-gesture does the following:

1. If gesture is Escape, it calls non-focus-terminate on non-focus-list-interface.

2. It checks whether the gesture matches any of the gestures in the gesture callbacks of non-focus-list-interface. The gesture callbacks are either explicitly defined using the keyword arguments :gesture-callbacks or :add-gesture-callbacks in prompt-with-list-non-focus, or implicitly. By default, all the gestures that are used in in-place completion (see 10.6 In-place completion) are defined implicitly. These include Up, Down, PageUp, PageDown (change selection in the list panel), Return (invoke the :action-callback), Control+Return and Control+Shift+Return (control of the filter in the list panel). The implicitly defined gestures are affected by the keywords :gesture-callbacks, :filtering-gesture and :filtering-toggle in prompt-with-list-non-focus.

   If a match is found, it is invoked as described for gesture-callbacks in prompt-with-list-non-focus.

3. If filtering is enabled, it checks if the gesture is captured by the filter. A gesture is captured by the filter if it is:

   A plain graphic character.

   It is inserted to the filter.

   Backspace

   The last character in the filter is deleted.

   One of the gestures that update the state of the filter (by default Control+Shift+R, Control+Shift+E, Control+Shift+C)

   The state of the filter is updated.

In any case, where a gesture is captured by the filter the list panel is updated.

If the gesture is captured by one of the possibilities above, non-focus-maybe-capture-gesture returns t, otherwise it returns nil.

See also

non-focus-terminate
prompt-with-list-non-focus
**non-focus-terminate**

*Generic Function*

**Summary**

Terminates the non-focus interface.

**Package**

`capi`

**Signature**

`non-focus-terminate non-focus-interface`

**Method signatures**

`non-focus-terminate (non-focus-interface non-focus-list-interface)`

**Arguments**

`non-focus-interface` \(\downarrow\) A `non-focus-list-interface`.

**Description**

The generic function `non-focus-terminate` closes the non-focus interface `non-focus-interface`. It has no return value.

The method terminates a `non-focus-list-interface`. It destroys the interface in the correct process.

**See also**

`prompt-with-list-non-focus`

---

**non-focus-update**

*Generic Function*

**Summary**

Updates the non-focus-interface.

**Package**

`capi`

**Signature**

`non-focus-update non-focus-interface`

**Method signatures**

`non-focus-update (non-focus-interface non-focus-list-interface) `
Arguments

non-focus-interface \[\downarrow\] A non-focus-list-interface.

Description

The generic function non-focus-update updates the non-focus-interface non-focus-interface.

It has no return value.

The method on non-focus-list-interface needs to be invoked in the process in which the list-updater that was passed to prompt-with-list-non-focus is expecting to run.

It invokes the list-updater without arguments, and then updates the non-focus-interface with result. See the description of list-updater in prompt-with-list-non-focus.

Note that if list-updater returns :destroy, this invokes non-focus-terminate on the interface.

See also

prompt-with-list-non-focus
non-focus-terminate

---

ole-control-add-verbs

Function

Summary

Adds to the menu entries for the "verbs" that a component in an ole-control-pane supports.

Package
capi

Signature

ole-control-add-verbs pane menu item-identifier

Arguments

pane \[\downarrow\] An ole-control-pane.

menu \[\downarrow\] A menu.

item-identifier \[\downarrow\] A string or symbol.

Description

The function ole-control-add-verbs adds to the menu entries for the "verbs" that the component supports. The ole-control-pane pane must have an object already, and the menu menu must have already been created, so ole-control-add-verbs is typically called in the popup-callback of menu.

item-identifier identifies an item in the menu or a component in the menu (but not in a sub-menu), either by being cl: eq to the name of the item or cl: equalp to the title of the item. If the item is found, it is replaced either by a sub-menu with the verbs that the object supports, or, if the object supports only one verb, by an entry for this.

When the user selects an added menu item, the verb is passed to the object (by a call to IoleObject::DoVerb).
21 CAPI Reference Entries

Notes
This function is implemented only in LispWorks for Windows. Load the functionality by `(require "embed")

See also

menu
ole-control-pane

ole-control-close-object

Summary
Closes the object in an ole-control-pane.

Package

capi

Signature

ole-control-close-object pane

Arguments

pane† An ole-control-pane.

Description
The function `ole-control-close-object` closes the object that is currently in the ole-control-pane pane.

Notes
This function is implemented only in LispWorks for Windows. Load the functionality by `(require "embed")

See also

ole-control-pane

ole-control-component

Summary
An implementation of the interfaces in the OLE Control protocol.

Package
capi
Superclasses

\texttt{com:standard-i-unknown}

Initargs

\begin{itemize}
\item \texttt{:pane-function} A function that is called when OLE embeds the Control in a container.
\item \texttt{:create-callback} A function called just after the pane is created.
\item \texttt{:destroy-callback} A function called just before the pane is destroyed.
\end{itemize}

Readers

\texttt{ole-control-component-pane}

Description

The class \texttt{ole-control-component} provides an implementation of the interfaces in the OLE Control protocol, to allow a CAPI pane to be embedded in an OLE Control container implemented outside LispWorks. It is typically used with the macro \texttt{define-ole-control-component} to define a subclass of \texttt{ole-control-component} that implements a particular coclass from a type library. Instances of this class are usually created by the COM run time system, not by explicit calls to \texttt{make-instance}.

A function designator \texttt{pane-function} must be supplied. \texttt{pane-function} that is called when OLE embeds the Control in a container. It receives the component as its argument and should return a CAPI pane that will implement the visual aspects of the control.

\textbf{Note}: The pane returned by \texttt{pane-function} must be a \texttt{output-pane, layout} or \texttt{interface} in the current implementation. The pane is stored in the component and can be accessed using the reader \texttt{ole-control-component-pane}.

\texttt{create-callback}, if non-nil, is a function called when the pane returned by \texttt{pane-function} has been created in the window system. The argument is the pane itself. \texttt{create-callback} can perform initialization such as loading images.

\texttt{destroy-callback}, if non-nil, is a function called when the pane returned by \texttt{pane-function} is going to be destroyed. The argument is the pane itself. \texttt{destroy-callback} can perform cleanups.

Notes

When using an \texttt{ole-control-component}, the normal hierarchy of CAPI objects such as a layout and an interface do not exist above it. The layout and control of the top level window is the responsibility of the application that embeds the control. It can communicate with the control by using COM/Automation.

\texttt{ole-control-component} is implemented only in LispWorks for Windows. Load the functionality by \texttt{(require "embed")}.

See also

\texttt{define-ole-control-component}
ole-control-doc

Class

Summary
A class that implements the document around the object inside an `ole-control-pane`.

Package
capi

Superclasses
`pinboard-layout`

Subclasses
`ole-control-frame`

Description
The class `ole-control-doc` is a CAPI pane that can be used to implement the document around the object inside an `ole-control-pane`. That is, it supports the `IOleInPlaceUIWindow` interface. Note that this is optional, and is rarely useful.

To use it the `ole-control-doc` pane needs to be the parent, not necessarily directly, of an `ole-control-pane`. When the object calls `IOleInPlaceSite::GetWindowContext`, it will get (in the `ppdoc [out]` argument) an `IOleInPlaceUIWindow` interface associated with the `ole-control-doc`.

A `ole-control-doc` must have exactly one sub-pane (that is, the length of its `description` must be 1), but underneath this pane there can be many panes.

Normally the program does not need to do anything else with the `ole-control-doc`. It acts in response to resizing of the window and method calls from the object on the `IOleInPlaceUIWindow` interface.

Notes
`ole-control-doc` is implemented only in LispWorks for Windows. Load the functionality by `(require "embed")`. Even though it is a subclass of `pinboard-layout`, normally you should not use the `pinboard-layout` functionality when using `ole-control-doc`.

See also
`ole-control-pane`

ole-control-frame

Class

Summary
Implements the frame of components in an `ole-control-pane`. 


Package
capi

Superclasses
ole-control-doc

Description
The class `ole-control-frame` is a CAPI pane that implements the frame of components, that is it supports the `IOleInPlaceFrame` interface. When an `ole-control-pane` pane is created, it looks upwards in the hierarchy of panes, and if finds an `ole-control-frame` pane it uses this as the frame. It uses the first such pane found. When the object in the `ole-control-pane` calls `IOleInPlaceSite::GetWindowContext`, it gets back in the `ppframe arg` an interface associated with this frame.

Like `ole-control-doc`, a `ole-control-frame` can have only one sub-pane, which itself may contain many panes.

Normally the program does not need to do anything else with the `ole-control-frame`. It acts in response to resizing of the window and method calls from the object on the `IOleInPlaceFrame` interface.

Note that having a frame is optional, and ActiveX does not need it. It is required when embedding an application by `ole-control-insert-object`.

Notes
`ole-control-frame` is implemented only in LispWorks for Windows. Load the functionality by `(require "embed")`.

Even though it is a subclass of `pinboard-layout`, normally you should not use the `pinboard-layout` functionality when using `ole-control-frame`.

See also
`ole-control-insert-object`
`ole-control-pane`

Function

```
ole-control-i-dispatch
```

Summary
Returns the `com:i-dispatch` of the component of an `ole-control-pane`.

Package
capi

Signature

```
ole-control-i-dispatch pane => result
```

Arguments

`pane` An `ole-control-pane`. 
Values

result A com:i-dispatch or nil.

Description

The function ole-control-i-dispatch returns the com:i-dispatch (that is, the IDispatch interface) of the component within pane, or nil if none exists. The com:i-dispatch is the one that would be returned by com:query-interface on the com:i-ole-object.

Notes

Calling ole-control-i-dispatch does not affect the reference count of the interface.

This function is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

See also

ole-control-pane

Function

ole-control-insert-object

Summary

Embeds a user-specified document in an ole-control-pane.

Package
capi

Signature

ole-control-insert-object pane

Arguments

pane An ole-control-pane.

Description

The function ole-control-insert-object prompts the user for a document using the Microsoft Windows function OleUIInsertObject.

When the user specifies a document in the dialog presented, ole-control-insert-object embeds this document in the ole-control-pane pane.

Notes

This function is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

See also

ole-control-pane
ole-control-ole-object

Summary
Returns the com:i-ole-object of the component of an ole-control-pane.

Package
capi

Signature
ole-control-ole-object pane => result

Arguments
pane
An ole-control-pane.

Values
result
A com:i-ole-object or nil.

Description
The function ole-control-ole-object returns the com:i-ole-object (that is, the I0leObject interface) of the component of the ole-control-pane pane, or nil if none exists.

Notes
Calling ole-control-ole-object does not affect the reference count of the interface.

This function is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

See also
ole-control-pane

ole-control-pane

Class

Summary
A class that implements embedding of external components on Microsoft Windows.

Package
capi

Superclasses
pinboard-layout
Initargs

:component-name A string or nil.
:user-component A COM interface pointer or nil.
:save-name A string.
:insert-callback A function.
:close-callback A function.
:sinks A list of sink specifications.

Description

The class **ole-control-pane** is used to implement embedding of external components.

**Note:** **ole-control-pane** is implemented only in LispWorks for Windows. Load the functionality by

```
(require "embed")
```

**Note:** even though it is a subclass of **pinboard-layout**, normally you should not use the **pinboard-layout** functionality when using **ole-control-pane**.

`component-name` (if non-nil) specifies the `component-name` of the pane, as used by `component-name`.

`user-component` (if non-nil) is a COM interface pointer of an object that supports the `com:i-ole-object` interface, and is ready to display as described in **ole-control-user-component**.

`save-name` is used when creating the `IStorage` object for this component.

`insert-callback` (if non-nil) is a function that takes a single argument, the pane. It is called immediately after a component was inserted into the pane. This can be used for any additional initialization that is required, for example setting the properties of the control.

`close-callback` (if non-nil) is a function that takes a single argument, the pane. It is called just before the component is going to be closed, and can be used to do any cleanups that may be required.

`sinks` is a list of sink specifications for attaching event handlers to the source interfaces of the control. Each element of sinks should be a list of the form:

```
(interface-name &key invoke-callback sink-class sink)
```

The `interface-name` is used to specify the name of the source interface in the control, which is either a string naming the interface or `:default` for the default source interface. If `invoke-callback` is given, then it should be a function which will be called with the pane, method-name, method-kind and arguments vector for each source event. The `sink-class` can be given to set the class of the internal object used for the sink interface. This is similar to calling **attach-simple-sink**. Alternatively, instead of calling `invoke-callback`, the `sink` can be specified directly. This is similar to calling **attach-sink**.

When the **ole-control-pane** is destroyed, the sinks are automatically detached.

There are currently three ways to insert an external component into an **ole-control-pane**. These are:

1. Call **ole-control-user-component**, which asks the user for something to insert.
2. Set the `component-name` of the pane. This can be done either via the initarg `:component-name` or by calling

```
(setf component-name).
```
3. Set the `user-component` of the pane, either via the initarg `:user-component` or by calling

```
(setf ole-control-user-component).
```
Examples

(capi:contain
(list
 (make-instance 'capi:ole-control-pane
 :component-name "OWC.Spreadsheet.9")))

This is a full example:

(example-edit-file "com/ole/html-viewer")

See also
attach-simple-sink
attach-sink
component-name
detach-sink
interface-menu-groups
ole-control-add-verbs
ole-control-close-object
ole-control-i-dispatch
ole-control-insert-object
ole-control-ole-object
ole-control-pane-frame
ole-control-user-component
report-active-component-failure

ole-control-pane-frame

Summary
Returns the ole-control-frame of an ole-control-pane.

Package
capi

Signature
ole-control-pane-frame pane => result

Arguments
pane
An ole-control-pane.

Values
result
An ole-control-frame or nil.

Description
The function ole-control-pane-frame returns the ole-control-frame of the ole-control-pane pane, if there is one.
Note: this function is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

See also

**ole-control-frame**
**ole-control-pane**

### ole-control-pane-simple-sink

**Class**

**Summary**

A class that implements a sink interface for an embedded component on Microsoft Windows.

**Package**

`capi`

**Superclasses**

`com:simple-i-dispatch`

**Initargs**

:ole-control-pane A class instance.

**Description**

The class `ole-control-pane-simple-sink` is used by the function `attach-simple-sink` to implement a sink interface for an embedded component on Microsoft Windows.

`ole-control-pane` is the object of type `ole-control-pane` to whose source interface the sink is being attached.

This class can be subclassed to provide additional functionality in callbacks. See `com:simple-i-dispatch` in the COM/Automation User Guide and Reference Manual for more details.

Note: `ole-control-pane-simple-sink` is implemented only in LispWorks for Windows. Load the functionality by (require "embed").

See also

**attach-simple-sink**
**ole-control-pane**

### ole-control-user-component

**Accessor**

**Summary**

Gets and sets the user-component of an `ole-control-pane`.

**Package**

`capi`
Signature

\texttt{ole-control-user-component pane \Rightarrow user-component}

\texttt{(setf ole-control-user-component) user-component pane \Rightarrow user-component}

Arguments

\texttt{pane} \hspace{1cm} An \texttt{ole-control-pane}.

\texttt{user-component} \hspace{1cm} A COM \texttt{com:i-ole-object} interface pointer or \texttt{nil}.

Values

\texttt{user-component} \hspace{1cm} A COM \texttt{com:i-ole-object} interface pointer or \texttt{nil}.

Description

The accessor \texttt{ole-control-user-component} gets and sets the \texttt{user-component} of the \texttt{ole-control-pane} pane.

\texttt{user-component} (if non-nil) is a COM interface pointer of an object that supports the \texttt{com:i-ole-object} interface, and has been opened and initialized and is ready to be displayed. This is typically created by calling \texttt{OleCreate}, \texttt{OleCreateFromFile}, \texttt{OleCreateFromData} or \texttt{OleLoad} with \texttt{pClientSite} null.

\texttt{user-component} will be closed and released by the \texttt{ole-control-pane} pane, so after you have called \texttt{(setf ole-control-user-component)} you should not try to use it again or release it. Setting \texttt{user-component} also sets the pane’s \texttt{component-name} to \texttt{nil}.

Notes

This function is implemented only in LispWorks for Windows. Load the functionality by \texttt{(require "embed").}

See also

\texttt{ole-control-pane}

---

\texttt{option-pane} \hspace{1cm} \texttt{Class}

Summary

A pane which offers a choice of items, but which displays only the currently selected item.

Package

\texttt{capi}

Superclasses

\texttt{choice}
\texttt{titled-object}
\texttt{simple-pane}
Initargs

:enabled Non-nil if the option pane is enabled.
:visible-items-count An integer or the symbol :default.
:popup-callback A function called just before the popup menu appears, or nil.
:popdown-callback
:image-function A function providing images for items, or nil.
:image-lists A plist of keywords and image-list objects.
:separator-item An item that acts as a separator between other items, or nil.
:enabled-positions A list of fixnums, or the keyword :all.
>window-styles A list of keywords.

Accessors

option-pane-enabled
option-pane-image-function
option-pane-visible-items-count
option-pane-popup-callback
option-pane-separator-item
option-pane-enabled-positions

Description

The class option-pane provides a pane which offers a choice between a number of items via a popup menu. Only the currently selected item is displayed.

The class option-pane inherits from choice, and so has all of the standard choice behavior such as selection and callbacks. It also has an extra enabled slot along with an accessor which is used to enable and disable the option pane.

visible-items-count is implemented only on Microsoft Windows. If visible-items-count is an integer then the popup menu is no longer than this, and is scrollable if there are more items. If visible-items-count is :default, then the popup menu is no longer than 10. This is the default value.

When popup-callback is non-nil, it should be a function of one argument that will be called just before the popup menu appears when the user clicks on it. The single argument to the function is the option pane and the return value is ignored. If required, the function can change the items or selection of the pane. The default value of popup-callback is nil.

If image-function is non-nil, it should be a function of one argument which is called with each item. The return value depends on image-lists. If image-lists contains an image-list for the :normal key, then the result of image-function should be one of the following:

A pathname or string This specifies the filename of a file suitable for loading with load-image. Currently this must be a bitmap file.
A symbol The symbol must have been previously registered by means of a call to register-image-translation.
An image object For example, as returned by load-image.
An image locator object This allowing a single bitmap to be created which contains several button images side by side. See make-image-locator for more information. On Microsoft Windows, it also allows access to bitmaps stored as resources in a DLL.
An integer

This is a zero-based index into the option-pane’s \texttt{image-list}. This is generally only useful if the image list is created explicitly. See \texttt{image-list} for more details.

Otherwise if there is no \texttt{image-list} then it should return one of:

- \texttt{nil} No image is shown.
- An \texttt{image} object The pane displays this image.
- An image id or an \texttt{external-image} object

The system converts the value to a temporary \texttt{image} for the item and frees it when it is no longer needed.

If \texttt{image-function} is \texttt{nil}, no items have images. This is the default value.

If \texttt{image-lists} is specified, it should be a plist containing the keyword \texttt{:normal} as a key. The corresponding value should be an \texttt{image-list} object. No other keys are supported at the present time. The \texttt{image-list} associated with the \texttt{:normal} key is used with the \texttt{image-function} (see above) to specify an image to display in each tab.

\texttt{separator-item} should be an item (compared using \texttt{test-function}) that acts as a separator between other items. A separator item is not selectable. The default value \texttt{nil} means that there are no separators (regardless of \texttt{test-function}).

If \texttt{enabled-positions} is \texttt{:all} then all the items can be selected. Otherwise the value is a list of fixnums indicating the positions in the item list which can be selected. The default value is \texttt{:all}.

On Microsoft Windows, if \texttt{window-styles} contains the keyword \texttt{:simple-text-only}, then the \texttt{option-pane} is displayed using the UI theme and the \texttt{enabled-positions}, \texttt{separator-item}, \texttt{image-function} and \texttt{visible-items-count} initargs are not supported. Otherwise it is displayed without the UI theme and those options work as documented. This is a limitation in Microsoft Windows.

Notes

1. The user cannot edit the items in an \texttt{option-pane}. For an element with similar functionality which allows editing, see \texttt{text-input-choice}.

2. \texttt{:image-function} and \texttt{:image-lists} are currently only implemented for Microsoft Windows, GTK+ and Cocoa.

3. On Motif, the separator is represented simply as a blank item between the other items.

4. On Motif and GTK+ versions older than 2.12, there is no visible representation of the disabled items.

Examples

This example sets the selection and changes the enabled state of an \texttt{option-pane}:

\begin{verbatim}
(setq option-pane (capi:contain
  (make-instance 'capi:option-pane
    :items '(1 2 3 4 5)
    :selected-item 3)))

(capi:apply-in-pane-process
  option-pane #'(setf capi:choice-selected-item)
  5 option-pane)

(capi:apply-in-pane-process
  option-pane #'(setf capi:option-pane-enabled)
  nil option-pane)

(capi:apply-in-pane-process
  option-pane ..
\end{verbatim}
This example illustrates the use of *visible-items-count* (Windows only):

```
(capi:contain
 (make-instance 'capi:option-pane
 :items
 (loop for i below 20 collect i)
 :visible-items-count 6))
```

These are further examples:

```
(example-edit-file "capi/choice/option-pane")

(example-edit-file "capi/choice/option-pane-with-images")
```

There are further examples in [20 Self-contained examples.](#)

See also

text-input-choice

3.1.4.1 Controlling Mnemonics

5 Choices - panes with items

9.7.1 Toolbar items other than buttons with images

---

### output-pane

**Class**

**Summary**

An output pane is a pane whose display and input behavior can be controlled by the programmer.

**Package**

capi

**Superclasses**

* [titled-object](#)
* [simple-pane](#)
* [graphics-port-mixin](#)

**Subclasses**

* [pinboard-layout](#)
* [editor-pane](#)

**Initargs**

- [:display-callback](#) A function called to redisplay the pane.
- [:drawing-mode](#) A keyword controlling quality of drawing, especially anti-aliasing of text.
- [:graphics-options](#) A platform-specific plist of options controlling how graphics are drawn.
- [:draw-with-buffer](#) A boolean controlling whether output is buffered, on Microsoft Windows and Motif.
A list of input specifications, otherwise known as a command table.

A function called when the pane is scrolled, or nil. The default is nil.

Either :scrolled, :fixed or :fixed-graphics.

A function called when the pane gets or loses the input focus, or nil. The default is nil.

A function called when the pane is resized, or nil. The default is nil.

A function called just after the pane is created.

A function called just before the pane is destroyed.

Controls whether to use native input method to interpret keyboard input. Currently this has an effect only on GTK+.

This is called for various events related to composition, which here means composing input characters into other characters by an input method.

Accessors

output-pane-display-callback
output-pane-focus-callback
output-pane-resize-callback
output-pane-scroll-callback
output-pane-create-callback
output-pane-destroy-callback
output-pane-composition-callback
output-pane-input-model

Readers

output-pane-graphics-options
output-pane-coordinate-origin

The class output-pane is a subclass of gp:graphics-port-mixin which means that it supports the graphics ports drawing operations such as draw-image, draw-string and draw-path.

When the CAPI needs to redisplay a region of the output pane, the display-callback gets called with the output-pane and the x, y, width and height of the region that needs redrawing. The display-callback should then use Graphics Ports functions to redisplay that area. To force an area to be re-displayed, use the function invalidate-rectangle.

Note: if you need to temporarily prevent the display-callback from running, for example because it is slow, then use the Cached Display interface so that the pane still redraws. See output-pane-cache-display for the details.

drawing-mode should be either :compatible which causes drawing to be the same as in LispWorks 6.0, or :quality which causes all the drawing to be transformed properly, and allows control over anti-aliasing on Microsoft Windows and GTK+. The default value of drawing-mode is :quality.

For more information about drawing-mode, see 13.2.1 The drawing mode and anti-aliasing.

graphics-options is currently only used by the macOS Cocoa implementation. The single option defined is :text-rendering, with allowed values:

:glyph Draw glyphs directly using Core Graphics. This only draws characters with glyphs in the chosen font.
When `draw-with-buffer` is true, display of the `output-pane` (that is drawing the background and calling the `display-callback`) is done by first drawing to a pixmap buffer, and then drawing from that buffer. This is useful to avoid flickering if the display is complex. The default value of `draw-with-buffer` is `nil`.

The `input-model` provides a means to get callbacks on mouse and keyboard gestures. An `input-model` is a list of mappings from gesture to callback, where each mapping is a list:

```
  (gesture callback . extra-callback-args)
```

gesture specifies the type of gesture, which can be Gesture Spec (representing keyboard input), character, mouse button (including multiple clicks made in quick succession), modifier change, key, command or cursor motion. On Microsoft Windows and Cocoa gesture can also specify multi-touch gestures that come from trackpad or touchscreen devices, including zoom, rotate, pan and more.

gesture can match specific input such as uppercase `A` with the Control key pressed, or a general class of input such as any character.

`input-model` can be set before the pane is displayed, but changes after that are ignored. `cl:initialize-instance` is the natural place for subclasses to modify the existing `input-model`, using the `output-pane` accessor `output-pane-input-model`. Note that since the mappings are processed in order, prepending to an existing `input-model` overrides it when there are clashes, while appending affects only gestures for which the original `input-model` did not have a match.

For all the details of `input-model` syntax and the precedence and interpretation of the various gesture types, see 12.2.1 Detailed description of the input model.

When `coordinate-origin` is `:scrolled`, which is the default, then the CAPI is responsible for scrolling over the scroll range, and the origin for all the coordinates in callbacks and drawing is scrolling when the user scrolls the pane. This is known as ordinary scrolling, and is what you normally use.

When `coordinate-origin` is `:fixed`, then the user code is responsible for handling scrolling inside the `scroll-callback` of the `output-pane`, and the origin for all coordinates is fixed relative to the top left of the visible area.

When `coordinate-origin` is `:fixed-graphics`, the behavior is like `:fixed`, except that the origin for all CAPI callbacks and function is scrolled (like the ordinary case). Note that in this case, the CAPI coordinates do not match the coordinates used when drawing.

Programming with `coordinate-origin` `:fixed` or `:fixed-graphics` is more complex, but is also much more flexible. See 12.4 output-pane scrolling for full details.

When the output pane is scrolled, the CAPI calls the `scroll-callback` if this is non-nil. The arguments of the scroll callback are the `output-pane`, the direction (`:vertical`, `:horizontal` or `:pan`), the scroll operation (`:move`, `:drag`, `:step` or `:page`), the amount of scrolling (an integer), and a keyword argument :interactive. This has value `t` if the scroll was invoked interactively, and value `nil` if the scroll was programmatic, such as via the function `scroll`. In the macOS Cocoa implementation the direction is always `:pan`. See the following CAPI example files:

```
  (example-edit-file "capi/output-panes/scrolling-without-bar.lisp")
  (example-edit-file "capi/graphics/scrolling-test.lisp")
```

`focus-callback`, if non-nil, is a function of two arguments. The first argument is the `output-pane` itself, and the second is a boolean. When the `output-pane` gets the focus, `focus-callback` is called with second argument `t`, and when the `output-pane` loses the focus, `focus-callback` is called with second argument `nil`.

`resize-callback`, if non-nil, is a function of five arguments called when the `output-pane` is resized. The first argument is the `output-pane` itself, and the rest are its new geometry: `x`, `y`, `width` and `height`.

21 CAPI Reference Entries

:atsui Draw using ATSUI APIs where possible. This is slower but can handle more characters.
create-callback, if non-nil, is a function of one argument which is called just after the pane is created (but before it becomes visible). The argument is the pane itself. This function can perform initialization such as loading images.

destroy-callback, if non-nil, is a function of one argument which is called just before the pane is destroyed, for example when the window is closed or the pane is removed from its layout. The argument is the pane itself. This function can perform cleanup operations (though note that images associated with the pane are automatically freed).

use-native-input-method should be nil, t or :default. If use-native-input-method is not supplied, or is :default, the default is used, which is controlled by set-default-use-native-input-method. The default setting is always to use native input methods.

composition-callback is a function with signature:

```
composition-callback pane what
```

where pane is the output pane and what can be one of:

: start The composition operation is starting.
: end The composition ends.

A list A plist describing the "preedit" string, which is a string containing the partial input that should be displayed while the composition is ongoing. These calls with a plist occur only when the underlying system does not display the partial input itself. Currently on Microsoft Windows the system always displays the preedit string itself, so these calls occur only on GTK+ and Cocoa.

During composition there will be repeated calls with a list, in general each time that the preedit string changes. Each call is a complete description of what needs to be displayed. The data from previous calls should be ignored.

The keys that can appear in the plist are currently:

: string-face-lists The value is a list where each element is itself a list, where the first element is a string and the second a plist describing a face (a face plist). The strings are the strings that need to be displayed, and the face plist describing the face that the underlying GUI thinks that each string needs to be displayed. The face plist may contain any of the following keywords: : foreground, : background, : font, : bold-p, : italic-p, : underline-p. The argument string-face-lists may be nil, which means display nothing.

: cursor The argument is an integer describing where the "cursor" should be displayed. The index is into the string that is concatenation of the strings in string-face-lists.

: selected-range If present, the value specifies the selected range as a cons of start and length in characters. The start is an index into the string that is a concatenation of the strings in the string-face-lists.

: selection-needs-face A boolean specifying whether the selected-range should have a different face to the unselected range.

The editor uses the : start call to position the composition window at the cursor by using set-composition-placement and the calls with a list to display the partial composition string.

Notes

1. A composition session is initiated and managed by the underlying windowing system (not CAPI) when it is set to use input method which needs to compose characters from several keyboard gestures (mostly input methods for east Asian languages). Keyboard gestures that are used by the composition session are not visible to the application, but some keyboard gestures, typically gestures with modifiers, may be passed through.
2. When the user commits the composition session, the user callbacks from the `input-model` are called on each character in the resulting string (as if the user typed each of these characters). The call to `composition-callback` with :start should typically use `set-composition-placement` to tell the system where the interaction should happen. The calls to `composition-callback` with a list do not always happen, the underlying system may do it all itself.

3. You can stop an ongoing composition session by calling `output-pane-stop-composition`. That is useful for gestures like mouse clicks that may change the interaction such that it does not make sense to continue the composition.

4. `draw-with-buffer` is typically useful for a `pinboard-layout` with large number of pinboard objects, or any other feature that may cause it to flicker.

5. The GTK+ and Cocoa libraries always buffer, so `draw-with-buffer` is ignored on these platforms.

6. In GTK+ versions before 2.12 the :start and :end calls are not reliable.

**Compatibility note**

In LispWorks 7.0 and earlier versions, the initarg :pane-can-scroll was used instead of :coordinate-origin. :pane-can-scroll can still be used, but it is deprecated. :pane-can-scroll nil is the same as :coordinate-origin :scrolled. :pane-can-scroll t is the same as :coordinate-origin :fixed-graphics. There was no documented equivalent to :coordinate-origin :fixed.

**Examples**

Firstly, here is an example that draws a circle in an output pane.

```lisp
(defun display-circle (self x y width height)
  (declare (ignore x y width height))
  (gp:draw-circle self 200 200 200 :filled t))

(capi:contain (make-instance 'capi:output-pane
                           :display-callback 'display-circle)
              :best-width 200 :best-height 200)
```

Here is an example that shows how to use a button gesture.

```lisp
(defun test-callback (self x y)
  (capi:display-message
   "Pressed button 1 at (~S,~S) in ~S" x y self))

(capi:contain
 (make-instance
  'capi:output-pane
  :title "Press button 1:"
  :input-model '((:button-1 :press)
                 (test-callback)))
  :best-width 200 :best-height 200)
```

This example illustrates Gesture Spec mappings.

```lisp
(defun draw-input (self x y gspec)
  (let ((data (sys:gesture-spec-data gspec))
        (mods (sys:gesture-spec-modifiers gspec)))
    (gp:draw-string self
                    (with-output-to-string (ss)
                      (sys:print-pretty-gesture-spec
                       gspec ss :force-shift-for-upcase nil))
                    x y)))
```

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Here is a simple example that draws the character typed at the cursor point.

```lisp
(defun draw-character (self x y character)
  (gp:draw-character self character x y))
```

This example shows how to use the motion gesture.

```lisp
(defun draw-red-blob (self x y)
  (gp:draw-circle self x y 3
    :filled t
    :foreground :red))
```

This example illustrates the use of `focus-callback`:

```lisp
(defun focus-callback (x y)
  (format t
    "Pane ~a ~:[lost~;got~] the focus~%" x y))
```

This example illustrates the use of `graphics-options` to specify ATSUI drawing on Cocoa:

```lisp
(defvar *string*
  (coerce (loop for i from 0 below 60
                collect (code-char (* 5 i)))
```
This example illustrates some effects of\textit{ drawing-mode:}\par

\texttt{(example-edit-file "capi\slash graphics\slash catherine-wheel")}\par

This example shows how to draw a rectangle indicating selection of objects in response to mouse movement:\par

\texttt{(example-edit-file "capi\slash graphics\slash highlight-rectangle")}\par

This example illustrate drawing the results of dynamic computation:\par

\texttt{(example-edit-file "capi\slash graphics\slash plot-offline")}\par

There are further examples here:\par

\texttt{(example-edit-file "capi\slash output-panes\slash")}\par

See also \textbf{20 Self-contained examples.}\par

See also\par
**output-pane-cached-display-user-info**  

*Accessor*

**Summary**

Gets and sets the `user-info` in the current cached display of an output pane.

**Package**

capi

**Signature**

`output-pane-cached-display-user-info`  
`pane => user-info`

`(setf output-pane-cached-display-user-info)  
user-info pane => user-info`

**Arguments**

`pane`:

An `output-pane`.

`user-info`:

A Lisp object.

**Values**

`user-info`:

A Lisp object.

**Description**

The accessor `output-pane-cached-display-user-info` gets and sets the `user-info` in the current cached display of the output pane `pane`.

If `pane` does not have a cached display, the getter returns `nil` and the setter has no effect (but returns the new `user-info` as per normal Common Lisp conventions).

A value that is set by the setter will be returned by the getter until the cached display is freed by a call to `output-pane-free-cached-display`, either explicitly or implicitly. Note that this means that calls to `start-drawing-with-cached-display` and `output-pane-cache-display` also reset the `user-info`.

**See also**

`output-pane-free-cached-display`
`start-drawing-with-cached-display`

**output-pane-cache-display**  

*Function*

**Summary**

Caches the display of an output pane, ready for later drawing.
Package
capi

Signature

\texttt{output-pane-cache-display output-pane \&optional from-display-p}

Arguments

\texttt{output-pane} \texttt{\downarrow} \quad \text{An \texttt{output-pane}.}

\texttt{from-display-p} \texttt{\downarrow} \quad \text{A generalized boolean.}

Description

The function \texttt{output-pane-cache-display} caches the display of the output-pane \texttt{output-pane}, that is what it currently shows. The result can be used later by \texttt{output-pane-draw-from-cached-display}.

When \texttt{from-display-p} is false the cached display is created by a "dummy" call to the \texttt{display-callback} of \texttt{output-pane}. If \texttt{from-display-p} is true the cached display is created by copying whatever is currently showing on the screen. Note that any obscured part of the pane will not be copied in this case. The default value of \texttt{from-display-p} is false.

Before caching the display, \texttt{output-pane-cache-display} performs an implicit call to \texttt{output-pane-free-cached-display}, which undoes the effect of all previous Cached Display interface calls.

Notes

1. Caching the display is useful when you want to avoid calls to the \texttt{display-callback} during some period, which may be because it is slow or perhaps some other reason.

2. The Cached Display interface functions do not affect the \texttt{display-callback} and it is your responsibility to prevent the \texttt{display-callback} being called. See \texttt{output-pane-draw-from-cached-display} for more information.

See also

\texttt{output-pane}
\texttt{output-pane-draw-from-cached-display}
\texttt{output-pane-free-cached-display}
\texttt{start-drawing-with-cached-display}

12.5 Transient display on output-pane and subclasses

\texttt{Function}

\texttt{output-pane-draw-from-cached-display}

Summary

Draws from the cached display of an output pane.

Package
capi
21 CAPI Reference Entries

Signature

,output-pane-draw-from-cached-display\! pane \! x \! y \! width \! height

Arguments

 pane\!\!\!\!\! \quad \text{An output-pane.}
 x\!, \! y\!, \! width\!, \! height\!
 \quad \text{Real numbers.}

Description

The function \texttt{output-pane-draw-from-cached-display} copies into the output pane \texttt{pane} from the last cached display in the region specified by \texttt{x, y, width} and \texttt{height}. 

Notes

The Cached Display interface functions do not affect the \texttt{display-callback} of \texttt{pane}. It is your responsibility to prevent the \texttt{display-callback} being called, and instead use \texttt{output-pane-draw-from-cached-display}. One way of achieving this is to have a \texttt{display-callback} that does:

\begin{verbatim}
(if (drawing-from-cached-display-p pane)
 (progn
  (output-pane-draw-from-cached-display
   pane x y width height)
  (draw-some-temporary-stuff pane))
 (real-display-callback pane x y width height))
\end{verbatim}

Another way is to replace the \texttt{display-callback} for a while.

See also \texttt{start-drawing-with-cached-display}, which replaces the \texttt{display-callback} too.

See also

\texttt{output-pane-cache-display}
\texttt{output-pane-free-cached-display}
\texttt{start-drawing-with-cached-display}

12.5 Transient display on output-pane and subclasses

\section*{output-pane-free-cached-display\! Function}

Summary

Frees the cached display in an output pane.

Package

capi

Signature

\texttt{output-pane-free-cached-display pane }\!\!\!\!\! \Rightarrow \texttt{user-info}
Arguments

pane\textdagger An \texttt{output-pane}.

Values

user-info\textdagger A Lisp object.

Description

The function \texttt{output-pane-free-cached-display} frees the last cached display in \texttt{pane}. This is useful because the cached display can be large in memory.

\texttt{output-pane-free-cached-display} returns the \texttt{user-info} that is associated with the cached display. Such \texttt{user-info} can be set either by \texttt{(setf output-pane-cached-display-user-info)} or by passing \texttt{user-info} to \texttt{start-drawing-with-cached-display}.

Notes

1. \texttt{output-pane-free-cached-display} also undoes any effect of \texttt{start-drawing-with-cached-display}.

2. The Cached Display interface functions do not affect the \texttt{display-callback} and it is your responsibility to prevent the \texttt{display-callback} being called. See \texttt{output-pane-draw-from-cached-display} for more information.

Examples

This file illustrates the use of \texttt{output-pane-free-cached-display} in a drag operation:

\begin{verbatim}
  (example-edit-file "capi/output-panes/cached-display")
\end{verbatim}

See also

\texttt{output-pane-cache-display}
\texttt{start-drawing-with-cached-display}
\texttt{output-pane-draw-from-cached-display}

### 12.5 Transient display on output-pane and subclasses

---

**output-pane-resize**

Generic Function

Summary

Called when an \texttt{output-pane} is resized.

Package
capi

Signature

\texttt{output-pane-resize output-pane x y width height}

Method signatures

\texttt{output-pane-resize (output-pane output-pane) (x t) (y t) (width t) (height t)}
Arguments

output-pane

An output-pane.

x, y, width, height

Non-negative integers.

Description

The generic function output-pane-resize is called when the output-pane output-pane is resized. width and height specify the new width and height. x and y specify the position, but are not reliable and should not be used.

output-pane-resize should not be called by the user.

The primary method specialized on output-pane sets up internal slots and calls the resize-callback.

Notes

1. Normally you respond to resizing by specifying the resize-callback with the :resize-callback initarg. It is useful to define your own output-pane-resize method only when you define your own subclass of output-pane which needs to do something when resizing, and you want to allow different resize-callbacks for individual instances of this class.

2. output-pane-resize should not draw anything. Newly-exposed areas are automatically displayed by a later call to the display-callback. If areas that are already exposed need redrawing, output-pane-resize should call invalidate-rectangle to mark these areas for the display-callback.

See also

output-pane
invalidate-rectangle

output-pane-stop-composition

Function

Summary

Stops the ongoing composition.

Package
capi

Signature

output-pane-stop-composition output-pane &key process-p x y => result

Arguments

output-pane

An output-pane.

process-p

A generalized boolean.

x, y

An integer or nil.
Values

result A string or nil.

Description

The function `output-pane-stop-composition` stops the ongoing composition session if there is any, returning the currently composed string.

If `process-p` is true and there is a composition, the current composition string is processed as if the user committed it. That is, for each character, the user callbacks from the input model are invoked as if it was typed by the user. The default value of `process-p` is `nil`.

`x` and `y` provide coordinates for the callbacks. If either of them is `nil`, the current pointer position is used. When `process-p` is `nil`, `x` and `y` are ignored.

`output-pane-stop-composition` returns the current composition string, if any, or `nil`.

Notes

1. A composition session is initiated and managed by the underlying windowing system (not CAPI) when it is set to use an input method which needs compositioning (mostly input methods for east Asian languages). You can tell when it happens by using `:composition-callback` in `output-pane`.

2. Calling `output-pane-stop-composition` when there is no composition session has no effect.

3. You will typically need to use `output-pane-stop-composition` when a gesture that is not processed by the input method (for example a mouse click) changes the interaction such that it does not make sense to continue the composition.

See also

`output-pane`

---

**over-pinboard-object-p**  
*Generic Function*

Summary

Tests whether a point lies within the boundary of a pinboard object.

Package

capi

Signature

`over-pinboard-object-p pinboard-object x y`

Arguments

`pinboard-object` A `pinboard-object`.

`x`, `y` Reals.
Description

The generic function over-pinboard-object-p returns non-nil if the coordinates specified by x and y are within the boundary of pinboard-object. To find the actual object at this position, use pinboard-object-at-position.

The default method returns t if x and y are within the bounding area of the pinboard object. A method is supplied for line-pinboard-object and you may add methods for your own pinboard-object subclasses.

See also

pinboard-object-at-position
pinboard-object-overlap-p
pinboard-object
pinboard-layout

page-setup-dialog  

Summary
Displays the page setup dialog for a given printer.

Package
capi

Signature

page-setup-dialog &key screen owner printer continuation

Arguments

screen↓  A screen or nil.
owner↓  A pane or nil.
printer↓  A printer or nil.
continuation↓  A function or nil.

Description
The function page-setup-dialog displays the page setup dialog for printer. If printer is not specified, the dialog for the current printer is displayed.

The CAPI screen on which to display the dialog is given by screen, which is the current screen by default.

owner specifies an owner window for the dialog. See 10 Dialogs: Prompting for Input for details.

If continuation is non-nil, then it must be a function with a lambda list that accepts one argument. continuation is called with the values that would normally be returned by page-setup-dialog. On Cocoa, passing continuation causes the dialog to be made as a window-modal sheet and display-dialog returns immediately, leaving the dialog on the screen. The with-dialog-results macro provides a convenient way to create a continuation function.

Examples

(example-edit-file "capi/printing/simple-print-port")

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See also
current-printer
16 Printing from the CAPI—the Hardcopy API

---

## pane-adjusted-offset

**Generic Function**

### Summary
Calculates the offset required to place a pane correctly in a layout.

### Package
capi

### Signature

```
pane-adjusted-offset pane adjust available-size actual-size &key &allow-other-keys => offset
```

### Arguments

- **pane**
  A pane.
- **adjust**
  A keyword or a list of keyword and an integer.
- **available-size**
  An integer.
- **actual-size**
  An integer.

### Values

- **offset**
  An integer.

### Description
The generic function `pane-adjusted-offset` calculates the offset required by `adjust` so that the pane `pane` of size `actual-size` pixels is placed correctly within `available-size` pixels in its parent layout. It is called by all of the layouts that inherit from `x-y-adjustable-layout` to interpret the values of `x-adjust` and `y-adjust`.

Typically, `adjust` will be a keyword or a list of the form `(keyword n)` where `n` is an integer. These values of `adjust` are interpreted as by `pane-adjusted-position`.

However, new methods can accept alternative values for `adjust` where required and can also add extra keywords. For example, `grid-layout` allows `adjust` to be a list of adjust values, and then passes the offset into this list as an additional keyword.

### Notes

1. `pane-adjusted-offset` is deprecated.
2. Only a keyword value for `adjust` should be supplied when `pane` is a `column-layout` or `row-layout`.

### Examples

```
(setq button-panel (make-instance 'capi:button-panel
```
See also

layout  
x-y-adjustable-layout

**pane-adjusted-position**  

*Generic Function*

**Summary**

Calculates how to place a pane correctly within a layout, given a minimum and maximum position.

**Package**

capi

**Signature**

`pane-adjusted-position pane adjust min-position max-position &key &allow-other-keys`

**Arguments**

- `pane`  
  A pane.

- `adjust`  
  A keyword or a list of keyword and an integer.

- `min-position`  
  An integer.

- `max-position`  
  An integer.

**Description**

The generic function `pane-adjusted-position` calculates the position required by `adjust` so that the pane `pane` is placed correctly within the available space in its parent layout, between `min-position` and `max-position`. It is a complementary function to `pane-adjusted-offset`, and the default method actually calls `pane-adjusted-offset` with the gap between the two positions, and then adds on the minimum position to get the new position.

The default method accepts the following values for `adjust`.

- `:top`  
  Place `pane` at the top of the region.

- `:bottom`  
  Place `pane` at the bottom of the region.

- `:left`  
  Place `pane` at the left of the region.
Place pane at the right of the region.

Place pane in the center of the region.

Place the top of pane \( n \) pixels below the top of the region.

Place the bottom of pane \( n \) pixels above the bottom of the region.

Place the left of pane \( n \) pixels after the left of the region.

Place the right of pane \( n \) pixels before the right of the region.

Place the center of pane \( n \) pixels below the center of the region.

However, new methods can accept alternative values for \( \textit{adjust} \) where required and can also add extra keywords. For example, \texttt{grid-layout} allows \( \textit{adjust} \) to be a list of adjust values, and then passes the offset into this list as an additional keyword. It is preferable to add new methods to \texttt{pane-adjusted-offset} as these changes will be seen by the default method of \texttt{pane-adjusted-position}.

Notes

\texttt{pane-adjusted-position} is deprecated.

Examples

\begin{verbatim}
(setq button-panel (make-instance 'capi:button-panel
    :items '(1 2 3)))

(capi:pane-adjusted-position button-panel
    :center 100 200)

(capi:pane-adjusted-position button-panel
    :right 100 200)

(capi:pane-adjusted-position button-panel
    :left 100 200)
\end{verbatim}

See also

\texttt{layout}
\texttt{graph-pane}
\texttt{x-y-adjustable-layout}

\section*{pane-can-restore-display-p}

\textbf{Function}

\textbf{Summary}

The predicate for whether a pane's disabled display can be restored.

\textbf{Package}

\texttt{capi}
Signature

`pane-can-restore-display-p pane => result`

Arguments

`pane` A CAPI pane.

Values

`result` A boolean.

Description

The function `pane-can-restore-display-p` is the predicate for whether a pane that has its display disabled can be restored by `pane-restore-display`. 

`result` is `t` if `pane` has its display disabled and this can be restored by `pane-restore-display`. Otherwise `result` is `nil`.

See also

`pane-restore-display`

18.4 Restoring display while debugging

---

**pane-close-display**

Summary

Closes the X display of a pane.

Package

capi

Signature

`pane-close-display pane => closedp`

Arguments

`pane` A CAPI element.

Values

`closedp` A boolean.

Description

The function `pane-close-display` closes the X display connection on which `pane` is currently displayed. This destroys all the other panes on the same connection.

`closedp` is true if the connection was closed.
Notes

`pane-close-display` is deprecated. It has no effect on Microsoft Windows and Cocoa, and may not do anything useful on GTK+ either.

---

**pane-descendant-child-with-focus**

*Function*

**Summary**

Finds the child with the input focus.

**Package**

`capi`

**Signature**

`pane-descendant-child-with-focus pane => result`

**Arguments**

`pane\downarrow`  
A pane or layout.

**Values**

`result`  
A pane or `nil`.

**Description**

The function `pane-descendant-child-with-focus` attempts to find the pane inside `pane` that currently has the input focus, and returns this pane if successful.

`pane-descendant-child-with-focus` may return `nil` if it does not find a pane with the focus.

**See also**

`pane-has-focus-p`

3.1.5 Focus

---

**pane-got-focus**

*Generic Function*

**Summary**

A function called when the focus is set programmatically.

**Package**

`capi`
Signature

\texttt{pane-got-focus \ interface \ pane}

Arguments

\begin{itemize}
  \item \texttt{interface} \ A CAPI element.
  \item \texttt{pane} \ The interface of \texttt{pane}.
\end{itemize}

Description

The generic function \texttt{pane-got-focus} is called just before the focus is set in \texttt{pane} by \texttt{set-pane-focus}. \texttt{interface} is the interface of \texttt{pane}.

The supplied primary method does nothing. You may add methods on your own interface classes, which can be useful for example when the focus is set programmatically to a pane which is hidden inside a \texttt{tab-layout} or \texttt{switchable-layout}. Your method can check for this case and modify the layout as required.

See also

\texttt{set-pane-focus}

3.1.5 Focus

\texttt{pane-has-focus-p} \quad \textit{Generic Function}

Summary

Determines whether a pane has the focus.

Package

capi

Signature

\texttt{pane-has-focus-p \ pane \ => \ focusp}

Arguments

\begin{itemize}
  \item \texttt{pane} \ A CAPI element.
\end{itemize}

Values

\begin{itemize}
  \item \texttt{focusp} \ A boolean.
\end{itemize}

Description

The generic function \texttt{pane-has-focus-p} is the predicate for whether \texttt{pane} currently has the input focus.

Notes

On Motif, \texttt{pane-has-focus-p} cannot be used in menu functions such as the \texttt{enabled-function} or \texttt{popup-callback} of a menu.
item. It will always return nil, because the focus is on the menu button when the user clicks on it.

See also

accepts-focus-p
pane-descendant-child-with-focus
set-pane-focus
3.1.5 Focus

pane-initial-focus  Accessor Generic Function

Summary

Gets or sets the initial focus pane.

Package
capi

Signature

pane-initial-focus pane-with-children => pane

(setf pane-initial-focus) pane pane-with-children => pane

Arguments

pane-with-children A pane with children.

pane A child of pane-with-children.

Values

pane A child of pane-with-children.

Description

The accessor generic function pane-initial-focus get or sets the child of pane-with-children that has the input focus when pane-with-children is first displayed.

(setf pane-initial-focus) may be used to set the initial focus pane, but only before pane-with-children has been created. If the setter is called after pane-with-children has been created, an error is signalled.

pane-with-children should be a pane with child panes such as a layout, an interface, a button-panel or a toolbar.

See also

pane-has-focus-p
3.1.5 Focus
Summary

Implements "edit/select operations" and the associated predicates for the active pane.

Package
capi

Signatures

\texttt{pane-interface-copy-object} pane interface => object, string, plist
\texttt{pane-interface-copy-p} pane interface => boolean
\texttt{pane-interface-cut-object} pane interface
\texttt{pane-interface-cut-p} pane interface => boolean
\texttt{pane-interface-deselect-all} pane interface
\texttt{pane-interface-deselect-all-p} pane interface => boolean
\texttt{pane-interface-paste-object} pane interface
\texttt{pane-interface-paste-p} pane interface => boolean
\texttt{pane-interface-select-all} pane interface
\texttt{pane-interface-select-all-p} pane interface => boolean
\texttt{pane-interface-undo} pane interface
\texttt{pane-interface-undo-p} pane interface => boolean

Arguments

\texttt{pane} \downarrow A pane.
The interface of pane.

Values

- **object** A Lisp object.
- **string** A string.
- **plist** A plist.
- **boolean** A generalized boolean.

Description

The active pane "edit/select operations" call these generic functions when the active pane does not specify how to perform the operation. Do not call these directly.

*interface* is the top level interface of *pane*. The predicate functions (those with names ending with `-p`) should return true if the operation can be performed. The other functions should perform the operations.

You can implement your own methods specializing on pane and interface classes.

Notes

1. These generic functions should not display a dialog or do anything that may cause the system to hang. In general this means interacting with anything outside the Lisp image, including files, databases and so on.

2. The three return values of *pane-interface-copy-object* are passed to *set-clipboard*.

See also

- *active-pane-copy*
- *item-pane-interface-copy-object*
- *set-clipboard*
- 7.6 Edit actions on the active element

#### pane-modifiers-state

**Function**

**Summary**

Returns an integer describing which modifiers are currently active.

**Package**

capi

**Signature**

```lisp
pane-modifiers-state pane => gesture-spec-bits
```

**Arguments**

- **pane** A CAPI pane.
Generates the items for the menu associated with a pane.

### Summary

Generates the items for the menu associated with a pane.

### pane-modifiers-state

The function **pane-modifiers-state** returns an integer describing which modifiers are currently pressed. The modifiers are **Control**, **Shift**, **Meta** and **Hyper** (representing **Command** on macOS). It also describes whether Caps Lock is currently on.

*pane* should be a pane that is displayed on the screen. If it is not displayed, **pane-modifiers-state** returns nil.

The result is a **cl:logior** of the following bits:

- `sys:gesture-spec-shift-bit`
- `sys:gesture-spec-control-bit`
- `sys:gesture-spec-meta-bit`
- `sys:gesture-spec-hyper-bit`
- `sys:gesture-spec-caps-lock-bit`

The Caps Lock bit behaves in a special way: it is on when Caps is locked, rather than when the **Caps Lock** key is pressed.

For example, to check if the **Control** modifier is currently pressed call:

```lisp
(logtest (pane-modifiers-state pane)
          sys:gesture-spec-control-bit)
```

### Notes

On Cocoa **sys:gesture-spec-hyper-bit** is for **Command**.

**output-pane** supports responding to modifier changes - see :modifier-change in the input-model.

**sys:gesture-spec-shift-bit** and so on are documented in the *LispWorks® User Guide and Reference Manual*.

### See also

- **output-pane**
- **sys:gesture-spec-shift-bit**
- **sys:gesture-spec-control-bit**
- **sys:gesture-spec-meta-bit**
- **sys:gesture-spec-hyper-bit**
- **sys:gesture-spec-caps-lock-bit**

18.3 Modifier keys state

---

**pane-popup-menu-items**

*Generic Function*

Generates the items for the menu associated with a pane.
Package
capi

Signature
pane-popup-menu-items pane interface => items

Arguments
pane
A pane in interface interface.

interface
An interface.

Values
items
A list in which each element is a menu-item, menu-component or menu.

Description
The generic function pane-popup-menu-items generates the items for the menu associated with the pane pane within the interface interface. The default method of make-pane-popup-menu calls pane-popup-menu-items to find the items for the menu. If pane-popup-menu-items returns nil, then make-pane-popup-menu returns nil.

To specify items for menus associated with panes in your interfaces, define pane-popup-menu-items methods specialized on your interface class.

For most supplied CAPI pane classes, the system method returns nil. The exceptions are editor-pane and graph-pane. To inherit the items from the system method (or other more general method), call call-next-method.

Notes
1. pane-popup-menu-items is not supported for text panes on Cocoa such as rich-text-pane.

2. pane-popup-menu-items is intended to allow multiple calls on the same pane, to generate menus in different places (as in the example in make-pane-popup-menu). Therefore the menu-object that it returns, and their descendant menu-objects, must be constructed each time that pane-popup-menu-items is called, so that no two menus share any menu item.

3. The returned items may specify the arguments for their callbacks, but it is not required. If they do not specify the arguments, then make-pane-popup-menu (by calling make-menu-for-pane) sets up the callbacks such that they are called on the pane pane.

Examples
The methods below specialized on interface class edgraph:

1. Append the items that were returned by the system method in the bottom of the menu for the editor-pane, and:

2. Add them as a sub-menu for the menu of the graph-pane.

```
(capi:define-interface edgraph ()
 ()
 (:panes
 (el capi:editor-pane)
 (g1 capi:graph-pane))
 (:layouts
 (main-layout capi:column-layout '(el g1)))
```
This is a further example:

(axial-view)

(capi:display (make-instance 'edgraph))

See also

make-pane-popup-menu

8.12 Popup menus for panes

pane-restore-display  

Function

Summary

Restores the disabled display of a pane if possible.

Package

capi

Signature

pane-restore-display  pane  =>  result

Arguments

pane  

A CAPI pane.

Values

result  

A boolean.
The function `pane-restore-display` restores the disabled display of the pane `pane` if possible. If the display of `pane` is disabled and can be restored, the function `pane-restore-display` restores it and returns `t`. Otherwise it returns `nil`.

The display of a pane may be disabled to a "restorable" state by some feature, typically a restart around the display callback. For example, if there is an error inside the `display-callback` of an `output-pane`, a restart is added that removes the display callback. If this restart is used, the `output-pane` is not displayed (its `display-callback` is not called) until it is restored (or the `display-callback` gets set explicitly).

Examples

The Window Browser tool in the LispWorks IDE uses `pane-restore-display` in the Enable Display item in its menu.

See also

`pane-can-restore-display-p`

18.4 Restoring display while debugging

---

### pane-screen-internal-geometry

**Function**

**Summary**

Returns the internal geometry of the monitor in which a pane's interface is displayed.

**Package**

`capi`

**Signature**

`pane-screen-internal-geometry pane => x, y, width, height`

**Arguments**

- `pane` ➞ A CAPI pane.

**Values**

- `x` ➞ An integer.
- `y` ➞ An integer.
- `width` ➞ A positive integer.
- `height` ➞ A positive integer.

**Description**

The function `pane-screen-internal-geometry` returns the internal geometry of the "monitor" in which the interface that contains `pane` is displayed. A "monitor" is typically a physical monitor, but can be anything that the underlying GUI
system considers a monitor.

`pane` must be inside an interface that is already displayed. `pane-screen-internal-geometry` returns the internal geometry of the monitor on which this interface is displayed. If the interface spreads across multiple monitors, it returns the geometry for the monitor on which the largest area of the interface is displayed.

The internal geometry of a monitor is a rectangle which excludes "system areas" like taskbars and global menu bars and so on. Examples of these include the Windows taskbar, the macOS menu bar, and the macOS Dock. See `screen-internal-geometry` for information about displaying CAPI windows in system areas.

`x`, `y`, `width` and `height` specify a screen rectangle. `x` and `y` are offsets from the top-left of the primary monitor.

Notes

On GTK+ the internal geometry is of the workspace in which the interface is displayed. When there are multiple monitors these values may be incorrect. You can check the number of monitors by `screen-monitor-geometries`.

See also

`screen-internal-geometry`  
`screen-internal-geometries`  
`virtual-screen-geometry`  
3.13 Screens  
4.3 Support for multiple monitors  
11.6 Querying and modifying interface geometry

---

**pane-string**

*Generic Function*

**Summary**

Returns the text displayed in an `editor-pane`.

**Package**

capi

**Signature**

`pane-string pane => text`

**Arguments**

`pane`  
An `editor-pane`.

**Values**

`text`  
A string.

**Description**

The generic function `pane-string` returns as a string the text of the buffer that is currently displayed in the `editor-pane`.
Notes
pane-string is deprecated. Use the accessor editor-pane-text instead.

See also
editor-pane

pane-supports-menus-with-images  

Summary
Tests whether a pane supports menus with images.

Package
capi

Signature
pane-supports-menus-with-images pane => result

Arguments
pane  
A displayed CAPI pane.

Values
result  
A boolean.

Description
The function pane-supports-menus-with-images returns t if pane supports menus with images. This means that the menus display both the images and the text correctly.

See the image-function of menu for details of creating a menu with images.

When pane-supports-menus-with-images returns nil, menus can display images, but not together with text at the same item. They may also display images with transparency incorrectly.

Whether the pane supports menus with images depends on the library in which it is displayed. Support is currently limited to GTK+ and Cocoa.

See also
menu
8 Creating Menus
parse-layout-descriptor

Summary

Returns the object that layout uses for displaying a child.

Package
capi

Signature

parse-layout-descriptor child-descriptor interface layout => result

Arguments

child-descriptor↓ An element, a symbol, a geometry object or a string.
interface↓ An interface.
layout↓ A layout.

Values

result An element or a geometry object.

Description

The generic function parse-layout-descriptor takes a description of a layout’s child, and returns the object that the layout is actually going to use. The returned object is an element (simple-pane or pinboard-object) or a geometry object (the result of call to the default method of parse-layout-descriptor).

layout is the layout for which child-descriptor is being parsed. interface is the interface of layout.

parse-layout-descriptor is called by interpret-description to parse individual children in a layout.

The default method accepts a child-descriptor argument which can be one of:

• An element.
• A symbol naming a slot in the interface which contains an element.
• A geometry object.
• A string (used to construct a title-pane or item-pinboard-object with the string as its text).

Note that when parse-layout-descriptor is passed an element, it does not necessarily return that element. For example, it may wrap it with some layout that adds functionality. It may also return a completely separate element.

You can define your own methods, which may specialize on the interface, the layout if you define your own layout class(es), or the description by using a description of your own defined type.

The element that parse-layout-descriptor returns, whether explicitly or indirectly, must not be returned more than once for any layouts that are displayed at the same time.
password-pane

Summary
A pane designed for entering passwords, such that when the password is entered it is not visible on the screen.

Package
capi

Superclasses
text-input-pane

Initargs
:overwrite-character

A base-char.

Readers
password-pane-overwrite-character

Description
The class password-pane is a pane designed for entering passwords, such that when the password is entered it is not visible on the screen. password-pane inherits most of its functionality from text-input-pane. It starts with the initial text and caret position specified by the arguments text and caret-position respectively, and limits the number of characters entered with the max-characters argument (which defaults to nil, meaning there is no maximum).

The password pane can be enabled and disabled with the text-input-pane accessor text-input-pane-enabled. overwrite-character is a base-char which is the character to display instead of the real characters. The default value of overwrite-character is #\*.

Examples

(setq password-pane (capi:contain
(make-instance 'capi:password-pane
:callback
#'(lambda (password interface)
  (capi:display-message
   "Password: ~A"
   password)))))

(capi:text-input-pane-text password-pane)

Class
(setq password-pane
  (capi:contain
     (make-instance 'capi:password-pane
                   :max-characters 5
                   :text "abc"
                   :overwrite-character #\$)))

(capi:password-pane-overwrite-character password-pane2)

See also
editor-pane
text-input-pane

pinboard-layout  

Summary
The class `pinboard-layout` provides two very useful pieces of functionality for displaying CAPI windows. Firstly it is a subclass of `static-layout` and so it allows its children to be positioned anywhere within itself (like a pinboard). Secondly it supports `pinboard-object`s which are rectangular areas within the layout which have size and drawing functionality.

Package
capi

Superclasses
output-pane
static-layout

Subclasses
simple-pinboard-layout

Initargs
:highlight-style  A keyword.

Description
When a `pinboard-layout` lays out its children, it positions them at the x and y specified as hints (using :x and :y), and sizes them to their minimum size (which can be specified using :visible-min-width and :visible-max-width). Objects can be moved and resized inside the `pinboard-layout` using (setf `pinboard-pane-position`) and (setf `pinboard-pane-size`). You can find which object is the top object at a point by using `pinboard-object-at-position`.

By default, the `pinboard-layout` is made sufficiently large to accommodate all of its children, as specified by `fit-size-to-children` in the superclass `static-layout`. Note that this results in the pinboard resizing itself automatically when objects are added, removed, moved or resized. If the layout has scrollbars these are also affected. If you need the sizing capabilities, then use the class `simple-pinboard-layout` which surrounds a single child, and adopts the size constraints of that child.

The pinboard layout handles the display of pinboard objects itself by calculating which objects are visible in the region that needs redrawing, and then by calling the generic function `draw-pinboard-object` on these objects in the order that they

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are specified in the layout description. This means that if two pinboard objects overlap, the later one in the layout description will be on top of the other one. In other words, the description defines the Z-order for objects of type `pinboard-object`. (See the note below regarding the Z-order for objects of type `simple-pane`.)

The children of the `pinboard-layout` are defined by its `description` (inherited from `layout`). When the contents of the layout need to be manipulated while it is on the screen, it is possible to do this by using `(setf layout-description)`. However, when the change involves only `pinboard-objects`, it is much more efficient to use `manipulate-pinboard` instead. This will also cause less flickering.

Highlighting of the layout's children by `highlight-pinboard-object` is controlled by the value of `highlight-style`, as follows:

- `:invert` Swaps the foreground and background colors.
- `:standard` Uses system colors.
- `:default` Calls `draw-pinboard-object-highlighted`.

The default value of `highlight-style` is `:default`.

`record-dependent-object` can be used to record objects that need to be cleaned-up when the pinboard layout is destroyed.

**Notes**

1. The `output-pane` initarg `:drawing-mode` controls quality of drawing in a `pinboard-layout`, including anti-aliasing of any text displayed on Microsoft Windows and GTK+.

2. If redrawing flickers on Microsoft Windows or Motif, perhaps because there are many pinboard objects, you can pass the `output-pane` initarg `:draw-with-buffer t`, which uses a pixmap to buffer the output before drawing it to the screen. See `output-pane` for more information.

3. `pinboard-layout` defines its own default `display-callback` (see `output-pane`), `pinboard-layout-display`. If you want to do additional drawing, see `pinboard-layout-display`.

4. Objects of type `simple-pane` are drawn directly by the windowing system and cannot be clipped relative to `pinboard-objects`, which are drawn by CAPI. Therefore `simple-panes` always appear on top in a pinboard, and their position in the `description` does not affect the Z-order.

**Examples**

Here are some examples of the use of pinboard objects with pinboard layouts.

```lisp
(capi:contain
 (make-instance
 'capi:pinboard-layout
 :description (list
 (make-instance
 'capi:image-pinboard-object
 :image
 (example-file "capi/graphics/Setup.bmp")
 :x 20 :y 20)))
 :best-width 540 :best-height 415)

(capi:contain
 (make-instance
 'capi:pinboard-layout
 :description (list
 (make-instance
```
There are further examples here:

(example-edit-file "capi/applications/")

and here:

(example-edit-file "capi/graphics/")

This example illustrates use of draw-with-buffer t:

(example-edit-file "capi/graphics/compositing-mode")

This example shows how to draw a rectangle as the user moves the mouse to select pinboard objects:

(example-edit-file "capi/graphics/highlight-rectangle-pinboard")

There are further examples in 20 Self-contained examples.

See also

12.3 Creating graphical objects
manipulate-pinboard
output-pane
pinboard-object
pinboard-object-at-position
pinboard-pane-position
pinboard-pane-size
record-dependent-object
redraw-pinboard-object
static-layout
1.2.1 CAPI elements
3.12.1 Tooltips for output panes

pinboard-layout-display

Summary

Draws the children of a pinboard-layout, by default.

Package
capi
Signature

**pinboard-layout-display** pane x y width height

Arguments

- **pane**: A **pinboard-layout**.
- **x**, **y**: Real numbers.
- **width**, **height**: Positive real numbers.

Description

The generic function **pinboard-layout-display** is the default **display-callback** of **pinboard-layout** (see **output-pane** for documentation of **display-callback** and a description of **pane**, **x**, **y**, **width** and **height**). It is responsible for the drawing of all the children of the pinboard layout.

If you want to have drawing on a **pinboard-layout** which is not done via the children, you can either supply your own **display-callback** to do the other drawing and call **pinboard-layout-display** (or **draw-pinboard-layout-objects**) to draw the children, or subclass **pinboard-layout** and add methods to **pinboard-layout-display** specialized on your class.

In either case, if any of your drawing is "behind" the children, that is children may overlap it and need to obscure it, you need to do your drawing first and then tell the pane about it by calling **redraw-pinboard-layout** with the region that was redrawn and the optional argument **redisplay** = **nil**.

Compatibility note

In LispWorks 6.1 and earlier versions the default **display-callback** was called **pinboard-pane-display** and was not exported, but apparently some programmers defined methods on it anyway. If you did this, you must change your method to **pinboard-layout-display** for LispWorks 7.0 and later versions.

See also

**pinboard-layout**
**output-pane**
**redraw-pinboard-layout**
**draw-pinboard-layout-objects**

12 Creating Panes with Your Own Drawing and Input

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**pinboard-object**

Class

Summary

Provides a rectangular area in a **pinboard-layout** with drawing capabilities.

Package

**capi**

Superclasses

**capi-object**
Subclasses

**ellipse**
**item-pinboard-object**
**image-pinboard-object**
**line-pinboard-object**
**drawn-pinboard-object**
**rectangle**

Initargs

**:pinboard**

The output pane on which the pinboard object is drawn.

**:activep**

If t, the pinboard object is made active.

**:graphics-args**

A plist of Graphics Ports drawing options.

**:automatic-resize**

A plist.

**:no-highlight**

A boolean.

**:x**

A geometry hint specifying the initial x position of the pinboard object in the pinboard.

**:y**

A geometry hint specifying the initial y position of the pinboard object in the pinboard.

**:external-min-width**

A geometry hint specifying the initial minimum width of the pinboard object in the pinboard.

**:external-min-height**

A geometry hint specifying the initial minimum height of the pinboard object in the pinboard.

**:external-max-width**

A geometry hint specifying the initial maximum width of the pinboard object in the pinboard.

**:external-max-height**

A geometry hint specifying the initial maximum height of the pinboard object in the pinboard.

**:visible-min-width**

A geometry hint specifying the initial minimum visible width of the pinboard object.

**:visible-min-height**

A geometry hint specifying the initial minimum visible height of the pinboard object.

**:visible-max-width**

A geometry hint specifying the initial maximum visible width of the pinboard object.

**:visible-max-height**

A geometry hint specifying the initial maximum visible height of the pinboard object.

**:internal-min-width**

A geometry hint specifying the initial minimum width of the display region.

**:internal-min-height**

A geometry hint specifying the initial minimum height of the display region.

**:internal-max-width**

A geometry hint specifying the initial maximum width of the display region.

**:internal-max-height**

A geometry hint specifying the initial maximum height of the display region.
Accessors

pinboard-object-pinboard
pinboard-object-activep
pinboard-object-graphics-args

Description

The class pinboard-object provides a rectangular area in a pinboard-layout with drawing and highlighting capabilities. A pinboard object behaves just like a simple pane within layouts, meaning that they can be placed into rows, columns and other layouts, and that they size themselves in the same way. The main distinction is that a pinboard object is a much smaller object than a simple pane as it does not need to create a native window for itself.

Each pinboard object is placed into a pinboard layout (or into a layout itself inside a pinboard layout), and then when the pinboard layout wishes to redisplay a region of itself, it calls the function draw-pinboard-object on each of the pinboard objects that are contained in that region (in the order that they are specified as children to the layout).

The graphics-args slot allows drawing options to be set. These include the font, the background and foreground colors, and others (see graphics-state). The graphics-args are used by the built-in pinboard-object (all subclasses of pinboard-object except drawn-pinboard-object) as extra arguments in calls to drawing functions. For example, to create a filled red rectangle object, you can use:

```lisp
(make-instance
   'capi:rectangle
   :filled t :x 100 :y 100
   :visible-min-width 100
   :visible-min-height 100
   :graphics-args '(:foreground :red))
```

The graphics args can be accessed after creation using pinboard-object-graphics-args, and it is also possible to modify a single value using pinboard-object-graphics-arg.

When no-highlight is t, CAPI does not call draw-pinboard-object-highlighted even when the object is highlighted. Typically, the drawing function you supply (either the method draw-pinboard-object or the display-callback for drawn-pinboard-object) will do the highlight in this case, using pinboard-object-highlighted-p to check if they need to.

The geometry hints are interpreted as described for element. After creation, you can query the geometry of a pinboard-object using the functions static-layout-child-position and static-layout-child-size and static-layout-child-geometry. You can also set the geometry using cl:setf with these functions.

By default a pinboard-object does not accept the input focus.

There are a number of predefined pinboard objects provided by the CAPI. They are as follows:

- **ellipse** Draws an ellipse.
- **rectangle** Draws a rectangle.
- **item-pinboard-object** Draws a title.
- **line-pinboard-object** Draws a line.
- **right-angle-line-pinboard-object** Draws a right-angled line.
- **image-pinboard-object** Draws an image.
- **text**
**drawn-pinboard-object** Uses a user-defined display function.

The main user of pinboard objects in the CAPI is the graph pane, which uses **item-pinboard-object** and **line-pinboard-object** to display its nodes and edges respectively.

To force a pinboard object to redraw itself call **redraw-pinboard-object**. The redrawing may be cached and displayed at a later date.

Call the generic functions **highlight-pinboard-object** and **unhighlight-pinboard-object** to highlight a pinboard and remove its highlighting. If you want non-standard highlighting, you can implement methods for your subclass of **pinboard-object**.

You can test whether a whether a point or region coincides with a pinboard object by the generic functions **over-pinboard-object-p** and **pinboard-object-overlap-p**. The default methods assume a rectangle based on the geometry, which must always be the enclosing rectangle of the whole pinboard object. Therefore you only need to implement methods if your subclass of **pinboard-object** has a non-rectangular shape.

**automatic-resize** makes the pinboard object resize automatically. This has an effect only if it is placed inside a **static-layout** (including subclasses like **pinboard-layout**). The effect is that when the **static-layout** is resized then the pinboard object also changes its geometry.

The value of **automatic-resize** defines how the pinboard object's geometry changes. It must be a plist of keywords and values which match the keywords of the function **set-object-automatic-resize** and are interpreted in the same way.

**Notes**

You can also control automatic resizing of a pinboard object using **set-object-automatic-resize**.

**Examples**

```
(example-edit-file "capi/graphics/pinboard-test")
```

```
(example-edit-file "capi/graphics/highlight-rectangle-pinboard")
```

```
(example-edit-file "capi/graphics/circled-graph-nodes")
```

There are further examples in 20 Self-contained examples.

**See also**

- pinboard-layout
- draw-pinboard-object
- graph-pane
- highlight-pinboard-object
- over-pinboard-object-p
- redraw-pinboard-object
- redraw-pinboard-layout
- pinboard-object-overlap-p
- pinboard-object-graphics-arg
- set-object-automatic-resize
- static-layout
- unhighlight-pinboard-object
- 6 Laying Out CAPI Panes
- 12.3 Creating graphical objects
pinboard-object-at-position

Summary
Returns the uppermost pinboard object containing a specified point.

Package
capi

Signature
pinboard-object-at-position pinboard x y

Arguments
pinboard ⇧ A pinboard-layout.
x ⇧ A real.
y ⇧ A real.

Description
The generic function pinboard-object-at-position returns the uppermost pinboard object in pinboard that contains the point specified by x and y. It determines this by mapping over every pinboard object within the pinboard until it finds one for which the generic function over-pinboard-object-p returns t.

Examples

(setq pinboard
  (capi:contain
   (make-instance
    'capi:pinboard-layout
     :best-width 300
     :best-height 300))

(capi:apply-in-pane-process
 pinboard
  #'(lambda ()
     (make-instance 'capi:item-pinboard-object
      :text "Hello world"
      :x 100 :y 100
      :parent pinboard)))

(capi:pinboard-object-at-position pinboard 0 0)

(capi:pinboard-object-at-position pinboard 110 110)

See also
over-pinboard-object-p
pinboard-object-overlap-p
pinboard-object
pinboard-layout
**pinboard-object-graphics-arg**

*Accessor Generic Function*

**Summary**

Gets or sets the value of a particular drawing parameter in a `pinboard-object`.

**Package**

capi

**Signature**

```lisp
(pinboard-object-graphics-arg) self keyword => value
(setf pinboard-object-graphics-arg) value self keyword => value
```

**Arguments**

- `self` A `pinboard-object`.
- `keyword` A keyword denoting a graphics state parameter.
- `value` The value of the drawing option `keyword` in `self`.

**Values**

- `value` The value of the drawing option `keyword` in `self`.

**Description**

The accessor generic function `pinboard-object-graphics-arg` returns or sets the value of the graphics state parameter `keyword` in `self`.

`pinboard-object-graphics-arg` accesses the value in the `graphics-args` plist of the `pinboard-object` `self`, and

```
(setf pinboard-object-graphics-arg) sets the value in this plist. A call to
(setf pinboard-object-graphics-args) will overwrite anything set by previous calls to
```

(setf pinboard-object-graphics-args).

The `graphics-args` are used by built-in subclasses of `pinboard-object`.

See `graphics-state` for details of the drawing parameters.

See also

- `graphics-state`
- `pinboard-object`
pinboard-object-highlighted-p

Summary
The predicate for whether a pinboard-object is in the highlighted state.

Package
capi

Signature
pinboard-object-highlighted-p pinboard-object => result

Arguments
pinboard-object
A pinboard-object.

Values
result
A boolean.

Description
The function pinboard-object-highlighted-p tests whether pinboard-object is in the highlighted state. The state is switched by calls to highlight-pinboard-object or unhighlight-pinboard-object. In graph-pane and tracking-pinboard-layout, the state switches automatically, but in other panes it happens only by your calls to highlight-pinboard-object or unhighlight-pinboard-object.

pinboard-object-highlighted-p is useful when the draw-pinboard-object method also does the highlighting, so needs to decide if the object is highlighted or not.

pinboard-object-overlap-p

Generic Function

Summary
Tests whether a specified region overlaps with the region of a pinboard object.

Package
capi

Signature
pinboard-object-overlap-p pinboard-object top-left-x top-left-y bottom-right-x bottom-right-y => result

Arguments
pinboard-object
A pinboard-object.
top-left-x
A real.
The generic function `pinboard-object-overlap-p` returns true if the region of the pinboard object `pinboard-object` overlaps with the region specified by `top-left-x`, `top-left-y`, `bottom-right-x` and `bottom-right-y`.

See also

`pinboard-object-at-position`
`over-pinboard-object-p`
`pinboard-object`
`pinboard-layout`

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**pinboard-pane-position**

*Accessor*

**Summary**

Gets and sets the location of an object inside its parent `pinboard-layout`. This function is deprecated.

**Package**

capi

**Signature**

`pinboard-pane-position self => x, y`

`setf (pinboard-pane-position self) (values x y) => x, y`

**Arguments**

- `self` - A `pinboard-object` or `simple-pane`.
- `x`, `y` - The horizontal and vertical coordinates in the `pinboard-layout` parent of `self`.

**Values**

- `x`, `y` - The horizontal and vertical coordinates in the `pinboard-layout` parent of `self`.

**Description**

The accessor `pinboard-pane-position` gets and sets the coordinates (x and y) of `self` inside its parent `pinboard-layout` as multiple values.
Examples

(let* ((po (make-instance 'capi:item-pinboard-object
  :text "5x5" :x 5 :y 5
  :graphics-args
  '(:background :red)))
  (pl (capi:contain
       (make-instance 'capi:pinboard-layout
         :description (list po)
         :visible-min-width 200
         :visible-min-height 200)))
  (capi:execute-with-interface
   (capi:element-interface pl)
   #'(lambda (po)
       (dotimes (x 20)
         (mp:wait-processing-events 1)
         (let ((new-x (* (1+ x) 10))
                (new-y (* 5 (+ 2 x))))
           (setf (capi:item-text po)
                 (format nil "-ax-a" new-x new-y))
           (setf (capi:pinboard-pane-position po)
                 (values new-x new-y)))
       po)))

Notes

pinboard-pane-position is deprecated, but is retained in this version for backwards compatibility. Please use static-layout-child-position instead. This does just the same.

See also

static-layout-child-position

pinboard-pane-size

Summary

Gets and sets the size of an object inside its parent pinboard-layout. This function is deprecated.

Package

capi

Signature

pinboard-pane-size  self => width, height

setf (pinboard-pane-size  self) (values width height) => width, height

Arguments

self↓  A pinboard-object or a simple-pane.

width↓, height↓  Positive integers.
Values

\[ width, height \] Positive integers.

Description

The accessor \texttt{pinboard-pane-size} gets and sets the dimensions (\texttt{width} and \texttt{height}) of \texttt{self} as multiple values.

Examples

\begin{verbatim}
(let* ((po (make-instance 'capi:pinboard-object
    :x 5 :y 5
    :width 5 :height 5
    :graphics-args
    '(:background :red)))
  (pl (capi:contain
       (make-instance 'capi:pinboard-layout
         :description (list po)
         :visible-min-width 200
         :visible-min-height 200)))

(capi:execute-with-interface
 (capi:element-interface pl)
 #'(lambda(po)
    (dotimes (x 20)
      (mp:wait-processing-events 1)
      (let ((new-x (* (1+ x) 10))
            (new-y (* 5 (+ 2 x))))
        (setf (capi:pinboard-pane-size po)
              (values new-x new-y))))))
\end{verbatim}

Notes

\texttt{pinboard-pane-size} is deprecated, but is retained in this version for backwards compatibility. Please use \texttt{static-layout-child-size} instead. This does just the same.

See also

\texttt{static-layout-child-size}

\subsection*{play-sound}

\textbf{Function}

Summary

Plays a loaded sound on Microsoft Windows and Cocoa.

Package

capi

Signature

\texttt{play-sound sound &key wait}
Arguments

sound  A sound object returned by load-sound.
wait   A generalized boolean.

Description

The function play-sound plays the loaded sound sound.

If wait is true then play-sound will not return until sound has finished playing. That is, it plays the sound synchronously. The default value of wait is nil.

Notes

1. :wait t is only implemented on Microsoft Windows.
2. play-sound is not implemented on GTK+ and Motif.

See also

load-sound
stop-sound
18.2 Sounds

popup-confirmertilde Function

Summary

Creates a dialog with predefined implementations of OK and Cancel buttons and a programmer-specified pane in a layout with the buttons.

Package
capi

Signature

popup-confirmertilde pane message &rest interface-args &key title title-font value-function exit-function apply-function apply-check apply-button ok-function ok-check ok-button no-button no-function all-button all-function cancel-button help-button help-function buttons print-function callbacks callback-type button-position buttons-uniform-size-p foreground background font modal screen focus owner timeout x y position-relative-to button-container button-font continuation callback-error-handler => result, successp

Arguments

pane  A CAPI pane or interface.
message  A string or nil.
interface-args Initialization arguments for interface.
title  A string specifying the title of the dialog window.
title-font  The font used in the title.
value-function

Controls the value returned, and whether a value can be returned.

exit-function

Called on exiting the dialog.

apply-function, apply-check, apply-button

Define the callback, check function and title an Apply button.

ok-function, ok-check, ok-button

Define the callback, check function and title of an OK button.

no-button, no-function

Define the title and callback of a No button.

all-button, all-function

Define the title and callback of an All button.

cancel-button

Defines the title of a Cancel button.

help-button, help-function

Define the title and callback of a Help button.

buttons

Defines extra buttons.

print-function

Displays ok-button, no-button, cancel-button, apply-button and all-button as button titles.

callbacks

Defines callbacks for buttons.

callback-type

Specifies the callback-type of buttons.

button-position

One of :bottom, :top, :left, :right.

buttons-uniform-size-p

Controls relative button sizes.

foreground, background

Specify colors.

font

A font or a font description.

modal, screen, focus, owner, timeout, x, y, position-relative-to

These are passed to display-dialog.

button-container

A layout controlling where the buttons of the dialog appear.

button-font

A font or a font description.

continuation

A function or nil.

callback-error-handler

A function designator or nil.

Values

result

The result of value-function, or pane, or nil.

successp

nil if the dialog was cancelled, t otherwise.

Description

The function popup-confirm is the quickest way to create new dialogs. It creates a dialog with predefined implementations of buttons such as OK and Cancel and a programmer-specified pane in a layout with the buttons.
Generally the Return key selects the dialog’s OK button and the Escape key selects the Cancel button, if there is one.

The argument value-function should provide a callback which is passed pane and should return the value to return from popup-confirmers. If value-function is not supplied, then pane itself will be returned as result. If value-function wants to indicate that the dialog cannot return a value currently, then it should return a second value that is non-nil.

ok-check is passed the result returned by value-function and should return true if it is acceptable for that value to be returned. These two functions are used by popup-confirmers to decide when the OK button should be enabled, thus stopping the dialog from returning with invalid data. The OK button’s state can be updated by a call to redisplay-interface on the top-level, so the dialog should call it when the button may enable or disable.

ok-button, no-button and cancel-button are the text strings for the OK, No and Cancel buttons respectively, or nil meaning do not include that button. The OK button returns successfully from the dialog (with the result of value-function), the No button means continue but return nil, and the Cancel button aborts the dialog. Note that there are clear expectations on the part of users as to the functions of these buttons — check the style guidelines of the platform you are developing for.

apply-button, if passed, specifies the title of an extra button which appears near to the OK button. apply-check and apply-function define its functionality.

all-button, if passed, specifies the title of an extra button which is always enabled and which appears near to the button added by apply-button (if that exists) or the OK button. all-function defines its functionality.

help-button, if passed, specifies the title of a help button which appears to the right of the Cancel button. help-function defines its functionality.

print-function is called on the various button arguments to generate a string to display for each button title.

button-position specifies where to put the buttons. The default is :bottom.

buttons-uniform-size-p specifies whether the buttons are all the same size, regardless of the text on them. The default is t, but nil can be passed to make each button only as wide as its text.

foreground and background specify colors to use for the parts of the dialog other than pane, including the buttons.

font specifies the font to use for message.

button-font specifies the font to use in the buttons.

button-container indicates where the buttons of the dialog appear. It must be a layout which is a descendant of pane. The description of this layout is automatically set to the button-panel containing the buttons.

exit-function, ok-function and no-function are the callbacks that are called when exiting, pressing OK and pressing No respectively. exit-function defaults to exit-confirmers, ok-function defaults to exit-function and no-function defaults to a function exiting the dialog with nil.

buttons, callbacks and callback-type are provided as a means of extending the available buttons. The buttons provided by buttons will be placed after the buttons generated by popup-confirmers, with the functions in callbacks being associated with them. Finally callback-type will be provided as the callback type for the buttons.

If any of callbacks need to access pane, you could use confirmers-pane together with a callback-type that passes the interface.

If continuation is non-nil, then it must be a function with a lambda list that accepts two arguments. continuation is called with the values that would normally be returned by popup-confirmers. On Cocoa, passing continuation causes the dialog to be made as a window-modal sheet and popup-confirmers returns immediately, leaving the dialog on the screen. The with-dialog-results macro provides a convenient way to create a continuation function.

callback-error-handler, if non-nil, should be a function designator for a function of one argument which is a condition, like the handler-function in cl:handler-bind. The handler is established (by cl:handler-bind with type cl:error) around each callback call inside the scope of popup-confirmers or display-dialog. In recursive calls, only the handler
of the innermost call to \texttt{popup-\textbf{confirmer}} or \texttt{display-\textbf{dialog}} is established.

\texttt{callback-error-handler} can use \texttt{current-\textbf{popup}} to find the popup (first argument to the innermost call of \texttt{display-\textbf{dialog}} or \texttt{popup-\textbf{confirmer}}).

If \texttt{callback-error-handler} wants to do a non-local exit, it should either call \texttt{abort-\textbf{callback}} to abort the callback but leave the dialog, or \texttt{exit-\textbf{dialog}} (or \texttt{abort-\textbf{dialog}}) to exit (or abort) the dialog.

\texttt{title, title-font, foreground, background, font} and the initargs specified by \texttt{interface-args} will be passed to the call to \texttt{make-instance} for the interface that will be displayed using \texttt{display-\textbf{dialog}}. Thus geometry information, colors, and so on can be passed in here as well. \texttt{foreground, background} and \texttt{font} default to the corresponding values in \texttt{pane}.

\texttt{modal, screen, focus, owner, timeout, x, y} and \texttt{position-relative-to} will be passed to the call to \texttt{display-\textbf{dialog}}.

\textbf{Notes}

1. On Microsoft Windows and Motif, the effect of \texttt{callback-error-handler} can be achieved by using \texttt{cl:handler-bind} around the call to \texttt{display-\textbf{dialog}} or \texttt{popup-\textbf{confirmer}} (the handler will also handle errors during raising the dialog, but these are not expected to happen). On Cocoa, using such an error handler does not necessarily work, because the callback may happen in another process. \texttt{callback-error-handler} ensures that the callback is in the scope of the handler on all platforms. From the same reason the handler should not rely on the dynamic environment (including catchers and restarts), and needs to use \texttt{current-\textbf{popup}} to find its "context" and use \texttt{abort-\textbf{callback}}, \texttt{exit-\textbf{dialog}} or \texttt{abort-\textbf{dialog}} for non-local exit.

2. If the callback itself calls \texttt{popup-\textbf{confirmer}} or \texttt{display-\textbf{dialog}}, the error handler \texttt{callback-error-handler} will stay until the callback returns. Unless the recursive call handles the error, the handler of the outer call may be called to handle it, and needs to be written to deal with this possibility correctly. If the handler inside a recursive call needs to access the popup that was used in the same call that the handler was used, it should close over it, because \texttt{current-\textbf{popup}} returns the innermost one.

3. A handler that is established by the callback (by \texttt{cl:handler-bind} or \texttt{cl:handler-case}) is inside the scope of \texttt{callback-error-handler}, and therefore will be called first.

\textbf{Examples}

Here are two simple examples which implement the basic functionality of two CAPI prompters: the first implements a simple \texttt{prompt-for-string}, while the second implements \texttt{prompt-for-confirmation}.

```lisp
(defun pane-integer (pane)
  :value-function #'(lambda (dummy) t))

(defun pane-text (pane)
  :cancel-button nil
  :no-button "No"
  :ok-button "Yes"
  :callback-error-handler
  "Yes or no?"
  :callback-type :none
  :ok-button "Yes"
  :no-button "No"
  :cancel-button nil
  :value-function #'(lambda (dummy) t))

(defun pane-text ()
  :cancel-button nil)

(defun pane-text ()
  :no-button "No"
  :ok-button "Yes"
  :cancel-button nil)

(defun pane-text ()
  :cancel-button nil)
```

This example demonstrates the use of \texttt{redisplay-interface} to make the \textbf{OK} button enable and disable on each keystore.

```lisp
(defun pane-integer (pane)
  (ignore-errors (values
  :value-function #'(lambda (dummy) t))
  :cancel-button nil)
  :no-button "No"
  :ok-button "Yes"
  :callback-error-handler
  "Yes or no?"
  :callback-type :none
  :ok-button "Yes"
  :no-button "No"
  :cancel-button nil
  :value-function #'(lambda (dummy) t))

(defun pane-text ()
  :cancel-button nil)
```

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An example illustrating the use of `:button-container`:

```lisp
(let* ((bt (make-instance 'capi:simple-layout
:title "Button Container"
:title-position :left))
(tip1 (make-instance 'capi:text-input-pane
:title "Top"))
(tip2 (make-instance 'capi:text-input-pane
:title "Bottom"))
(layout (make-instance 'capi:column-layout
:description
(list tip1
bt
Tip2)))
(capi:popup-confirmert layout nil
:title
"Dialog using button-container"
:button-container bt))
```

An example with all the defined buttons in use:

```lisp
(defun all-buttons-dialog (&optional (num 20))
(let ((pane
(make-instance 'capi:list-panel
:items
(loop for ii from 1
to num
collect
(format nil "~r" ii))
:visible-min-width
'(character 20)))
(capi:popup-confirmert pane
"All Buttons"
:callback-type :none
:button-position :right
:cancel-button "Cancel Button"
:ok-button "OK Button"
:ok-function #'(lambda (x)
(declare (ignorable x))
(capi:exit-dialog
(capi:choice-selected-item pane)))
:no-button "No Button"
:no-function
#'(lambda ()
(capi:exit-dialog
(cons :no
(capi:choice-selected-item pane))))
:apply-button "Apply Button"
:apply-function
#'(lambda ()
(capi:display-message
"CAPI Reference Entries

(read-from-string
(capi:text-input-pane-text
pane)))))
(capi:popup-confirmert
(make-instance 'capi:text-input-pane
:callback 'capi:exit-confirmert
:change-callback :redisplay-interface)
"Enter an integer"
:value-function 'pane-integer
:ok-check 'integerp)
```
A dialog with arbitrary buttons:

(defun my-error-handler (condition)
  (let ((pane (capi:current-popup)))
    (capi:display-message
      "Error inside dialog: ~a : ~a"
      (capi:capi-object-name pane)
      condition)
    (capi:abort-callback)))

(let*
  ((foo-callback
    (lambda ()
      (let ((md (make-instance
                   'capi:push-button
                   :text "Error inside Callback-Error-Handler"
                   :name "Chicken"
                   :callback-type :data
                   :data "Twisted ankle."
                   :callback 'error)))
        (capi:popup-confirmer
         md nil
         :callback-error-handler 'my-error-handler)))))

(foo (make-instance
      'capi:push-button
      :text
      "Popup confirmer with Callback-Error-Handler"
      :callback-type :none
      :callback foo-callback))

(bar (make-instance
      'capi:push-button
      :text
      "Error inside Callback-Error-Handler"
      :callback-type :data
      :data "Twisted ankle."
      :callback 'error)))

This example illustrates the use of callback-error-handler:
See also

abort-dialog
abort-exit- confirmer
con firmer- pane
display-dialog
exit- confirmer
exit-dialog

10 Dialogs: Prompting for Input

### popup-menu-button

**Class**

**Summary**

A button with a popup menu.

**Package**

capi

**Superclasses**

simple-pane
item

**Initargs**

:menu  
A menu or nil.

:menu- function  
A function designator or nil.

**Accessors**

popup-menu-button-menu
popup-menu-button-menu- function

**Description**

The class popup-menu-button provides a button with a popup menu, which is displayed when the user clicks on the button.

If menu-function is non-nil, it should be function of one argument (the pane) and should return a menu object. Otherwise, menu should be a menu object.

popup-menu-button inherits from item, so you can supply text, data and so on.

**Notes**

Do not use popup-menu-button inside toolbars. Use toolbar-button instead.
Examples

(example-edit-file "capi/elements/popup-menu-button")

See also

menu
toolbar-button

popup-menu-force-popdown

Summary
Cancels a popup menu.

Package
capi

Signature
popup-menu-force-popdown popup-menu => result

Arguments
popup-menu↓ A menu displayed using display-popup-menu.

Values
result↓ A boolean.

Description
The function popup-menu-force-popdown cancels the menu popup-menu if it is currently displayed.

popup-menu should be a popup menu, that is a menu that is displayed using display-popup-menu.

popup-menu-force-popdown pops it down, in the same way that pressing cancel would normally do.

popup-menu-force-popdown can be called from any process. In particular, it can be called from a timer without worrying on which process it is actually executed. For examples of using timers in CAPI, see 20.4 Examples using timers to implement "animation".

If popup-menu is not displayed, popup-menu-force-popdown has no effect.

The result is t if the menu is displayed when popup-menu-force-popdown is called. Otherwise result is nil.

Notes

popup-menu-force-popdown can be called from any process.

See also
display-popup-menu
### *ppd-directory*

**Summary**

The directory in which LispWorks looks for PPD files.

**Package**

capi

**Initial Value**

nil

**Description**

The variable *ppd-directory* specifies where LispWorks looks for PostScript Printer Definition (PPD) files.

This applies only on Motif.

The directory which is the value of *ppd-directory* should contain PPD files (files with extension ppd) either directly, or under subdirectories. The PPD files under each subdirectory are grouped together, with the name of the directory as the group name. PPD files in *ppd-directory* itself are grouped under the "Other" group.

**See also**

16.7 Printing on Motif

### print-capi-button

**Generic Function**

**Summary**

Generates the text for a button.

**Package**

capi

**Signature**

print-capi-button button => text

**Arguments**

- button: A button.

**Values**

- text: A string.
Description

The generic function `print-capi-button` is called by CAPI to generate the text for `button`.

You can add methods for your own button classes.

See also

`button`

---

### print-collection-item

**Generic Function**

**Summary**

Prints an item as a string.

**Package**

`capi`

**Signature**

`print-collection-item item collection`

**Arguments**

- `item`:
  - An `item` or an Lisp object.
- `collection`:
  - A `collection` or any Lisp object.

**Description**

The generic function `print-collection-item` prints `item` as a string. It is used when `item` is known to be an item in `collection`.

An `item` in a collection prints using the first of these which returns non-nil: the item's `text`, the item's `print-function`, the collection's `print-function` or the item's `data`. An `item` not known to be in the collection is printed simply using `print-object`.

The method on `(t collection)` uses the collection's `print-function`.

**Examples**

```lisp
(setq collection (make-instance 'capi:collection
  :items '(1 2 3 4 5)
  :print-function #'(lambda (x)
    (format nil "<~A:>
    "x)))))

(capi:print-collection-item 2 collection)
```
In this example we provide our own `print-collection-item` method:

```lisp
(defclass my-tree-view (capi:tree-view) ()

(defmethod capi:print-collection-item ((item capi:item) (tree my-tree-view))
  (string-capitalize (svref (capi:item-data item) 0)))

(capi:contain
  (make-instance 'my-tree-view
    :roots
    (list (make-instance 'capi:item
      :data
      (vector "foo"))))))
```

See also

`get-collection-item`
`collection`

---

**print-dialog**  
*Function*

**Summary**

Displays a print dialog and returns a printer object.

**Package**

capi

**Signature**

```
print-dialog &key
  screen owner first-page last-page print-selection-p print-pages-p print-copies-p continuation =>
  printer
```

**Arguments**

- `screen`  
  A `screen` or `nil`.

- `owner`  
  A pane or `nil`.

- `first-page`  
  A positive integer or `nil`.

- `last-page`  
  A positive integer or `nil`.

- `print-selection-p`  
  A generalized boolean.

- `print-pages-p`  
  A generalized boolean.

- `print-copies-p`  
  A generalized boolean.

- `continuation`  
  A function or `nil`.

**Values**

- `printer`  
  A printer, or `nil`.

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The function `print-dialog` displays a print dialog and returns a printer object. The printer object returned will print multiple copies if requested by the user.

If `print-pages-p` is `t`, the user can select a range of pages to print. This should always be the case unless the application only produces single page output. If `print-pages` is `t`, `first-page` and `last-page` can be used to initialize the page range. For example, they could be set to be the first and last pages of the document.

`print-copies-p` indicates whether the application handles production of multiple copies for drivers that do not support this function. Currently this should be `nil` if the application uses Page Sequential printing and `t` if the application uses Page on Demand printing.

If `print-selection-p` is `t`, the user is given the option of printing the current selection. Only specify this if the application has a notion of selection and selecting printing functionality is provided.

The dialog is displayed on the current screen unless `screen` specifies otherwise.

`owner` specifies an owner window for the dialog. See 10 Dialogs: Prompting for Input for details.

If `continuation` is non-nil, then it must be a function with a lambda list that accepts one argument. `continuation` is called with the values that would normally be returned by `print-dialog`. On Cocoa, passing `continuation` causes the dialog to be made as a window-modal sheet and `print-dialog` returns immediately, leaving the dialog on the screen. The `with-dialog-results` macro provides a convenient way to create a `continuation` function.

Note that the printer object itself is opaque but programmatic setting of some printer options is available via the function `set-printer-options`.

### Examples

```
(exexample-edit-file "capi/graphics/metafile")

(exexample-edit-file "capi/printing/fit-to-page")

(exexample-edit-file "capi/printing/multi-page")

(exexample-edit-file "capi/printing/page-on-demand")
```

See also

- `print-file`
- `print-text`
- `set-printer-options`
- 10 Dialogs: Prompting for Input
- 16 Printing from the CAPI—the Hardcopy API

---

**print-editor-buffer**

### Function

**Summary**

Prints the contents of an editor buffer to the printer.

---

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Package
capi

Signature
print-editor-buffer buffer &key start end printer interactive font

Arguments

buffer
An editor buffer.

start, end
Editor points or nil.

printer
A printer or nil.

interactive
A boolean.

font
A font or a font-description or nil.

Description

The function print-editor-buffer prints the contents of buffer to printer, which is the current printer by default. By default the entire editor buffer is printed, but by specifying start and end to be editor points, a part of the buffer can be printed. See the Editor User Guide for information about editor points.

If interactive is t, the default value, then a printer dialog is displayed. font is interpreted as described for print-text.

See also
print-file
print-text
10 Dialogs: Prompting for Input
16 Printing from the CAPI—the Hardcopy API

printer-configuration-dialog Function

Summary
Displays a dialog allowing the user to configure printers.

Package
capi

Signature
printer-configuration-dialog &key screen owner

Arguments

screen
A screen nil.
owner

A pane or nil.

Description

The function `printer-configuration-dialog` displays the printer configuration dialog that allows users to add and configure PostScript printers.

This applies only on Motif.

description specifies a CAPI screen on which to display the dialog. owner controls which interface owns the dialog. If it is specified it should be a currently displayed CAPI interface; it defaults to the current top level interface.

The general options that are available are described under `install-postscript-printer`. In addition, printer-specific options (which are defined in the printer PPD file) are available.

The printers that are visible in the dialog are defined by files in the directories in the list `*printer-search-path*`.

See also

`install-postscript-printer`

`*printer-search-path*`

16.7 Printing on Motif

---

### printer-metrics

**System Class**

**Summary**

The type of objects containing printer metrics.

**Package**

capi

**Superclasses**

t

**Description**

Instances of the system class `printer-metrics` are returned by `get-printer-metrics`. The readers for the slots of a `printer-metrics` object are described below.

`printer-metrics-device-height` and `printer-metrics-device-width` respectively return the height and width of the printable page in the internal units used by the printer driver or printing subsystem of the printer. These functions should not be used to determine the aspect ratio of the printable page as some printers have size units that differ in the x and y directions.

`printer-metrics-dpi-x` and `printer-metrics-dpi-y` return the number of printer device units per inch in the x and y directions respectively. This typically corresponds to the printer resolution, although in some cases this may not be known. For example, a generic PostScript language compatible driver might always return 300dpi, even though it cannot know the resolution of the printer the PostScript file will actually be printed on.

`printer-metrics-height` and `printer-metrics-width` respectively return the height and width of the printable area in millimeters.
**printer-metrics-left-margin** and **printer-metrics-top-margin** respectively return the current left margin and current top margin of the printable area in millimeters.

**printer-metrics-max-height** and **printer-metrics-max-width** respectively return the greatest possible height and width of the printable area in millimeters.

**printer-metrics-min-left-margin** and **printer-metrics-min-top-margin** respectively return the smallest possible left margin and top margin of the printable area in millimeters.

**printer-metrics-paper-height** and **printer-metrics-paper-width** respectively return the height and width of the paper selected for this printer in millimeters.

See also

get-printer-metrics

16 Printing from the CAPI—the Hardcopy API

---

**printer-port**

*Class*

**Summary**

An object that **with-print-job** uses when a pane is not supplied.

**Package**

capi

**Superclasses**

**graphics-port-mixin**

**Description**

The class **printer-port** is the class of the object that **with-print-job** binds its *var* argument to when it is not given a pane.

**printer-port** is a graphics port, which is described in 13 Drawing - Graphics Ports and 22 GRAPHICS-PORTS Reference Entries.

**Notes**

The phrase "printer port" refers to either to an instance of **printer-port** or an instance of **output-pane** when it is used as the pane argument to with-printer-job.

See also

output-pane

with-print-job
printer-port-handle

Summary
Returns the underlying handle to a printer port.

Package
capi

Signature
printer-port-handle &optional port => handle

Arguments
port⇓ A printer port.

Values
handle⇓ Platform-dependent.

Description
The function printer-port-handle returns a platform-dependent value which represents the underlying handle to the printer port.

On Microsoft Windows, handle is the HDC for the printer device.

If port is passed it should be the value bound to var in with-print-job. If port is not supplied it defaults to the current printer port (dynamically bound within with-print-job).

See also
with-print-job

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printer-port-supports-p

Summary
Detects if the printer port can support a certain feature.

Package
capi

Signature
printer-port-supports-p feature &optional port => supportedp, validp
Arguments

- **feature**
  - A keyword.
- **port**
  - A printer port.

Values

- **supportedp**
  - A boolean.
- **validp**
  - A boolean.

Description

The function **printer-port-supports-p** detects if the printer port can support the feature named by **feature**.

If **port** is passed it should be the value bound to **var** in **with-print-job**. If **port** is not supplied it defaults to the current printer port (dynamically bound within **with-print-job**).

**supportedp** indicates if the feature is supported.

**validp** indicates if the feature was recognized.

Currently the only value of **feature** that is recognized is **:postscript** and **supportedp** is true if the printer supports PostScript.

See also

**with-print-job**

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---

**printer-search-path**

**Variable**

Summary

Specifies where to look for printer definition files.

Package

**capi**

Initial Value

"~/.lispworks-printers/" nil

Description

The variable **printer-search-path** specifies where to look for printer definition files.

This applies only on Motif.

The value is a list containing directory pathname designators specifying where to look for printer definition files. The list can also include the value **nil**, which is interpreted as the **printers** directory in the LispWorks library.

To find known printers the system loads all files in these directories. If there are duplicate printer definitions, the printer in the first directory takes precedence.
The default path is useful when printing from the Common LispWorks IDE, but applications that want to allow users to use printers should set the list appropriately.

The first path in the *printer-search-path* list is regarded as the "local" path. New printers are saved in this path. When the user edits a printer that was found in another directory on *printer-search-path* and then tries to save it, the system prompts for whether to overwrite the original or save it in the "local" directory.

The printer files can be copied to other directories, on the same machine, and hence to install printers in different directories.

A printer file can be copied to other machines, provided the printer is installed on the other machine and the PPD file is available in the same path.

See also

16.7 Printing on Motif

---

### print-file

**Summary**

Prints the contents of a specified file.

**Package**

capi

**Signature**

```lisp
print-file file &key printer interactive font
```

**Arguments**

- `file`:
  - A pathname designator.
- `printer`:
  - A printer or nil.
- `interactive`:
  - A boolean.
- `font`:
  - A font or a font-description, or nil.

**Description**

The function `print-file` prints `file` to `printer`, which defaults to the current printer. If `interactive` is t, then a print dialog is displayed. This is the default behavior.

`font` is interpreted as described for `print-text`.

See also

- `print-editor-buffer`
- `print-text`

16 Printing from the CAPI—the Hardcopy API
print-rich-text-pane

Function

Summary

Prints the contents of a `rich-text-pane`, on Microsoft Windows.

Package
capi

Signature

\texttt{print-rich-text-pane \ \textit{pane} \ \&\textit{key} \ \textit{jobname} \ \textit{printer} \ \textit{interactive} \ \textit{selection} \ \Rightarrow \ \textit{result}}

Arguments

\begin{itemize}
\item \texttt{pane} $\Downarrow$ A `rich-text-pane`.
\item \texttt{jobname} $\Downarrow$ A string, or \texttt{nil}.
\item \texttt{printer} $\Downarrow$ A printer, or \texttt{nil}.
\item \texttt{interactive} $\Downarrow$ A boolean.
\item \texttt{selection} $\Downarrow$ A boolean.
\end{itemize}

Values

\begin{itemize}
\item \texttt{result} A boolean.
\end{itemize}

Description

The function \texttt{print-rich-text-pane} prints the contents in \texttt{pane}.

\textit{jobname} is the name of the print job. The default value is \texttt{nil}, meaning that the name "Document" is used.

\textit{printer} is the printer to use. The default value is \texttt{nil}, meaning that the \texttt{current-printer} is used.

\textit{interactive}, if true, specifies that a \texttt{print-dialog} is displayed before printing. The default value of \texttt{interactive} is \texttt{t}.

\textit{selection} is a boolean specifying what to print. If true, only the current selection is printed. If \texttt{nil}, all the contents of \texttt{pane} are printed. The default value is \texttt{nil}.

Notes

\texttt{print-rich-text-pane} is supported only on Microsoft Windows.

See also

\begin{itemize}
\item \texttt{rich-text-pane}
\end{itemize}
print-text

Summary
Prints plain text to a printer.

Package
capi

Signature
print-text line-function &key printer tab-spacing interactive font

Arguments
- line-function: A function.
- printer: A printer or nil.
- tab-spacing: A positive integer or nil.
- interactive: A boolean.
- font: A font or a font-description, or nil.

Description
The function print-text prints plain text to a printer specified by printer, and defaulting to the current printer.

line-function is called repeatedly with no arguments to enumerate the lines of text. It should return nil when the text is exhausted.

tab-spacing, which defaults to 8, specifies the number of spaces printed when a tab character is encountered.

print-text starts a new page when a line consisting of just a formfeed character (ASCII 12) is found in the text.

If interactive is t, then a print dialog is displayed. This is the default behavior.

font should be a gp:font object, or a Font Description object, or a symbol which is a font alias as defined by define-font-alias. The printed text is line wrapped on the assumption that the font is fixed width, so be sure to pass a suitable font. The default value of font is a Font Description for a fixed pitch font of size 10.

See also
print-editor-buffer
print-file

16 Printing from the CAPI—the Hardecopy API
process-pending-messages

Summary
Processes all the pending messages in the current process.

Package
capi

Signature
process-pending-messages ignored => nil

Arguments
ignored This argument is ignored.

Description
The function process-pending-messages processes all the pending messages in the current process, and then returns nil. It is useful when your code needs to continuously do something, but also needs to respond to user input or other messages.

ignored is ignored.

See also
4.1 The correct thread for CAPI operations

progress-bar

Summary
A pane that is used to show progress during a lengthy task.

Package
capi

Superclasses
range-pane
    titled-object
    simple-pane

Description
The class progress-bar is used to display progress during a lengthy task. It has no interactive behavior.
The range-pane accessor (setf range-start) and (setf range-end) are used to specify integers delimiting the
The accessor \texttt{(setf range-slug-start)} is used to set an integer value for the progress indicator.

Examples

\begin{verbatim}
(example-edit-file "capi/elements/progress-bar")

(example-edit-file "capi/elements/progress-bar-from-background-thread")
\end{verbatim}

See also \par
range-pane
\par
titled-object
\par
3.9.4 Slider, Progress bar and Scroll bar

\textbf{prompt-for-color}

\textit{Function}

\textbf{Summary}

Presents a dialog box allowing the user to choose a color.

\textbf{Package}

capi

\textbf{Signature}

\texttt{prompt-for-color message &key color colors owner => result, successp}

\textbf{Arguments}

\begin{itemize}
\item \textit{message}↓ A string.
\item \textit{color}↓ A color specification.
\item \textit{colors}↓ A list.
\item \textit{owner}↓ An owner window.
\end{itemize}

\textbf{Values}

\begin{itemize}
\item \textit{result} A color specification, or \texttt{nil}.
\item \textit{successp} A boolean.
\end{itemize}

\textbf{Description}

The function \texttt{prompt-for-color} pops up a dialog box allowing the user to choose a color. \par
\textit{message} supplies a title for the dialog on GTK+ and Motif. On Microsoft Windows \textit{message} is ignored. \par
\textit{color} provides the default color in the dialog. \par
\textit{colors} is a list of custom color specifications that the user can choose from.
owner specifies an owner window for the dialog. See 10 Dialogs: Prompting for Input for details.

Notes
For a description of color specifications, see 15.1 Color specs.

See also
10 Dialogs: Prompting for Input

---

**prompt-for-confirmation**

**Function**

**Summary**
Displays a dialog box with a message and Yes and No buttons.

**Package**
capi

**Signature**
prompt-for-confirmation message &key screen owner cancel-button default-button continuation => result, successp

**Arguments**

- message
  - A string.
- screen
  - A screen.
- owner
  - An owner window.
- cancel-button
  - A boolean.
- default-button
  - A keyword, or nil.
- continuation
  - A function or nil.

**Values**

- result
  - A boolean.
- successp
  - A boolean.

**Description**
The function prompt-for-confirmation displays a dialog box containing message, with Yes and No buttons. When either Yes or No is pressed, it returns two values:

- A boolean indicating whether Yes was pressed.
- t (for compatibility with other prompt functions).

cancel-button specifies whether a Cancel button also appears on the dialog. When Cancel is pressed, abort is called and the dialog is dismissed. The default value of cancel-button is nil.

default-button specifies which button has the input focus when the dialog appears (and is thus selected when the user
immediately presses Return). The value :ok means Yes, the value :cancel means Cancel, and any other value means No. The default value of default-button is nil.

screen specifies a CAPI screen on which to display the dialog. owner specifies an owner window for the dialog. See 10 Dialogs: Prompting for Input for details.

If continuation is non-nil, then it must be a function with a lambda list that accepts two arguments. continuation is called with the values that would normally be returned by prompt-for-continuation. On Cocoa, passing continuation causes the dialog to be made as a window-modal sheet and prompt-for-confirmation returns immediately, leaving the dialog on the screen. The with-dialog-results macro provides a convenient way to create a continuation function.

Examples

    (capi:prompt-for-confirmation "Continue?")

    (multiple-value-bind (res success)
       (capi:prompt-for-confirmation "Yes, No or Cancel"
         :cancel-button t)
       (if success
          res
          (abort)))

See also

confirm-yes-or-no

10 Dialogs: Prompting for Input

prompt-for-directory

Function

Summary
Displays a dialog prompting the user for a directory.

Package
capi

Signature

prompt-for-directory message &key if-does-not-exist pathname file-package-is-directory pane-args popup-args owner continuation use-file-dialog => result, successp

Arguments

message A string.
if-does-not-exist One of :ok, :prompt or :error.
pathname A pathname, or nil.
file-package-is-directory A generalized boolean.
pane-args Arguments to pass to the pane.
Arguments to pass to the confirmer.

An owner window.

A function or nil.

A generalized boolean.

A directory pathname, or nil.

A boolean.

The function `prompt-for-directory` prompts the user for a directory pathname using a dialog box. Like all the prompters, `prompt-for-directory` returns two values: the directory pathname and a flag indicating success. `successp` will be nil if the dialog was cancelled, and t otherwise.

`message` is shown in the dialog box.

On Windows and Motif, if `if-does-not-exist` is :ok, a non-existent directory can be chosen. When set to :prompt, if a non-existent directory is chosen, the user is prompted for whether the directory should be created. When set to :error, the user cannot choose a non existent directory. The default value of `if-does-not-exist` is :prompt.

On Cocoa it is never possible to choose a non-existent directory, and the value of `if-does-not-exist` is ignored.

`pathname`, if non-nil, supplies an initial directory for the dialog. The default value for `pathname` is nil, and with this value the dialog initializes with the current working directory.

`file-package-is-directory` is handled as by `prompt-for-file`.

`owner` specifies an owner window for the dialog. See 10 Dialogs: Prompting for Input for details.

If `continuation` is non-nil, then it must be a function with a lambda list that accepts two arguments. `continuation` is called with the values that would normally be returned by `prompt-for-directory`. On Cocoa, passing `continuation` causes the dialog to be made as a window-modal sheet and `prompt-for-directory` returns immediately, leaving the dialog on the screen. The `with-dialog-results` macro provides a convenient way to create a `continuation` function.

On Windows, when `use-file-dialog` is true (the default) and the "shell-objs" module has been loaded (not the default), then the directory prompter looks like the standard file prompters. `use-file-dialog` is ignored on other platforms.

The prompt itself is created by passing an appropriate pane to `popup-confirm`. Arguments can be passed to the `make-instance` of the pane and the call to `popup-confirm` using `pane-args` and `popup-args` respectively. Currently, the pane used to create the file prompter is internal to the CAPI.

See also

`popup-confirm`
`prompt-for-file`
10 Dialogs: Prompting for Input
**prompt-for-file**

**Function**

**Summary**
Displays a dialog prompting the user for a filename.

**Package**
capi

**Signature**

```
prompt-for-file message &key pathname ok-check filter filters if-exists if-does-not-exist file-package-is-directory operation owner pane-args popup-args continuation => filename, successp, filter-name
```

**Arguments**

- `message`\(\downarrow\) A string or `nil`.
- `pathname`\(\downarrow\) A pathname designator or `nil`.
- `ok-check`\(\downarrow\) A function or `nil`.
- `filter`\(\downarrow\) A string or `nil`.
- `filters`\(\downarrow\) A property list.
- `if-exists`\(\downarrow\) One of `:ok` or `:prompt`.
- `if-does-not-exist`\(\downarrow\) One of `:ok`, `:prompt` or `:error`.
- `file-package-is-directory`\(\downarrow\) A generalized boolean.
- `operation`\(\downarrow\) One of `:open` or `:save`.
- `owner`\(\downarrow\) An owner window.
- `pane-args`\(\downarrow\) Arguments to pass to the pane.
- `popup-args`\(\downarrow\) Arguments to pass to the confirmer.
- `continuation`\(\downarrow\) A function or `nil`.

**Values**

- `filename`\(\downarrow\) A pathname or `nil`.
- `successp`\(\downarrow\) A boolean.
- `filter-name`\(\downarrow\) A string.

**Description**

The function `prompt-for-file` prompts the user for a file using a dialog box.

`message` is shown in the dialog box.

`pathname`, if non-nil, is a pathname designator providing a default filename for the dialog.
ok-check, if non-nil, should be a function which takes a pathname designator argument and returns a true value if the pathname is valid.

filter specifies the initial filter expression. The default value is "*.*". An example filter expression with multiple filters is "*.LISP;*.LSP".

filter is used on all platforms. However on Motif, if filter contains multiple file types, only the first of these is used.

On Cocoa prompt-for-file supports the selection of application bundles as files if they match the filter. For example, they will match if the filter expression contains *.app or *.*.

filters is a property list of filter names and filter expressions, presenting filters which the user can select in the dialog. If filter is not one of the expressions in filters, an extra filter called "Files" is added for this expression.

On Microsoft Windows the default value of filters is:

("Lisp Source Files" "*.LISP;*.LSP"
 "Lisp Fasls" "*.OFASL"
 "Text Documents" "*.DOC;*.TXT"
 "Image Files" "*.BMP;*.DIB;*.ICO;*.CUR"
 "All Files" "*.*")

The "Lisp Fasls" extension may vary depending on the implementation.

On Cocoa and GTK+ the default value of filters is:

("Lisp Source Files" "*.lisp;*.lsp"
 "Text Documents" "*.txt;*.text"
 "All Files" "*.*")

filters is ignored on Motif.

When if-exists is :ok, an existing file can be returned. Otherwise the user is prompted about whether the file can be overwritten. The default for if-exists is :ok when operation is :open and :prompt when operation is :save.

When if-does-not-exist is :ok, a non-existent file can be chosen. When it is :prompt, the user is prompted if a non-existent file is chosen. When it is :error, the user cannot choose a non-existent file. The default for if-does-not-exist is :prompt if operation is :open and :ok if operation is :save.

operation chooses the style of dialog used, in LispWorks for Windows only. The default value is :open.

owner, if non-nil, specifies an owner window for the dialog. See 10 Dialogs: Prompting for Input for details.

If continuation is non-nil, then it must be a function with a lambda list that accepts three arguments. continuation is called with the values that would normally be returned by prompt-for-file. On Cocoa, passing continuation causes the dialog to be made as a window-modal sheet and prompt-for-file returns immediately, leaving the dialog on the screen. The with-dialog-results macro provides a convenient way to create a continuation function.

On Motif, the prompt itself is created by passing an appropriate pane to popup-confirm. Arguments can be passed to the make-instance of the pane and the call to popup-confirm using pane-args and popup-args respectively. Currently, the pane used to create the file prompter is internal to the CAPI. pane-args and popup-args are ignored on Microsoft Windows.

filename is the full pathname of the file selected, or nil if the dialog was cancelled.

successp is a flag which is nil if the dialog was cancelled, and t otherwise.

On Microsoft Windows prompt-for-file returns a third value: filter-name is the name of the filter that was selected in the dialog.
file-package-is-directory controls how to treat file packages on Cocoa. By default it is nil, which means that a file package is treated as file. If file-package-is-directory is non-nil, the a file package is treated as a directory. file-package-is-directory corresponds to the treatsFilePackagesAsDirectories method of NSSavePanel in Cocoa. It has no effect on other platforms.

Examples

(capi:prompt-for-file "Enter a filename:"
 :pathname "/usr/bin/cal")

(capi:prompt-for-file "Enter a filename:"
 :ok-check 'probe-file)

See also

popup-accepter
prompt-for-string
prompt-for-dialog
10 Dialogs: Prompting for Input

prompt-for-files

Function

Summary
Displays a dialog which returns multiple filenames.

Package
capi

Signature
prompt-for-files message &key pathname ok-check filter filters if-exists if-does-not-exist file-package-is-directory operation owner pane-args popup-args continuation => filenames, successp, filter-name

Arguments

message\down A string or nil.
pathname\down A pathname designator or nil.
ok-check\down A function or nil.
filter\down A string or nil.
filtress\down A property list.
if-exists\down One of :ok or :prompt.
if-does-not-exist\down One of :ok, :prompt or :error.
file-package-is-directory\down A generalized boolean.
The function `prompt-for-files` presents the user with a dialog box similarly to `prompt-for-file`, but in which multiple filenames can be selected.

`message`, `pathname`, `ok-check`, `filter`, `filters`, `if-exists`, `if-does-not-exist`, `file-package-is-directory`, `operation`, `owner`, `pane-args` and `popup-args` are as for `prompt-for-file`, except on Microsoft Windows where the default value of `filters` is:

```
("MS Word files" "*.doc"
 "HTML files" "*.htm;*.html"
 "Plain Text files" "*.txt;*.text"
 "All files" "*.*")
```

On Cocoa and GTK+ the default value of `filters` is:

```
("Lisp Source Files" "*.lisp;*.lsp"
 "Text Documents" "*.txt;*.text"
 "All Files" "*.*")
```

which is the same default as for `prompt-for-file`.

`filenames` is a list of filenames, or `nil` if the user cancels the dialog.

`successp` is a flag which is `nil` if the dialog was cancelled, and `t` otherwise.

`filter-name` is the name of the filter that was selected in the dialog.

If `continuation` is non-nil, then it must be a function with a lambda list that accepts three arguments. `continuation` is called with the values that would normally be returned by `prompt-for-files`. On Cocoa, passing `continuation` causes the dialog to be made as a window-modal sheet and `prompt-for-files` returns immediately, leaving the dialog on the screen. The `with-dialog-results` macro provides a convenient way to create a `continuation` function.

**Notes**

`prompt-for-files` is not implemented on Motif.

**See also**

`prompt-for-file`
prompt-for-font

Summary
Presents a dialog box allowing the user to choose a font.

Package
capi

Signature
prompt-for-font message &key font owner => result, successp

Arguments
message ⇓ A string.
font ⇓ A font, a font description, or nil.
owner ⇓ An owner window, or nil.

Values
result ⇓ A font, or nil.
successp ⇓ A boolean.

Description
The function prompt-for-font displays a dialog box allowing the user to choose a font. message supplies a title for the dialog.
font, if non-nil, provides defaults for the dialog box. The default value is nil.
owner specifies an owner window for the dialog. See 10 Dialogs: Prompting for Input for details.

For a description of Graphics Ports fonts and font descriptions, see 13.9 Portable font descriptions.

See also
find-best-font
10 Dialogs: Prompting for Input

prompt-for-form

Summary
Displays a text input pane and prompts the user for a form.
### Package

capi

### Signature

**prompt-for-form** message &key package initial-value evaluate quotify ok-check value-function pane-args popup-args  
**continuation** => result, okp

### Arguments

- **message**: A string or nil.
- **package**: A package or nil.
- **initial-value**: A Lisp object.
- **evaluate**: A generalized boolean.
- **quotify**: A generalized boolean.
- **ok-check**: A function or nil.
- **value-function**: A function, or nil.
- **pane-args**: Arguments to pass to the pane.
- **popup-args**: Arguments to pass to the confirmer.
- **continuation**: A function or nil.

### Values

- **result**: A Lisp object.
- **okp**: A boolean.

### Description

The function **prompt-for-form** prompts the user for a form by providing a text input pane that the form can be typed into. **message** supplies a title for the dialog.

The form is read in **package** if specified or *package* if not. If **evaluate** is non-nil then the result is the evaluation of the form, otherwise it is just the form itself. The printed version of **initial-value** will be placed into the text input pane as a default, unless **quotify**, which defaults to **evaluate**, specifies otherwise. If **value-function** is provided it overrides the default value function which reads the form and evaluates it when required. If **ok-check** is provided it will be passed the entered form and should return t if the form is a valid result.

If **continuation** is non-nil, then it must be a function with a lambda list that accepts two arguments. **continuation** is called with the values that would normally be returned by **prompt-for-form**. On Cocoa, passing **continuation** causes the dialog to be made as a window-modal sheet and **prompt-for-form** returns immediately, leaving the dialog on the screen. The **with-dialog-results** macro provides a convenient way to create a **continuation** function.

The prompter is created by calling **prompt-for-string**. Arguments can be passed to the **make-instance** of the pane and the call to **popup-confirmers** using **pane-args** and **popup-args** respectively, and an input history can be implemented by supplying a **history-function** or **history-symbol** in **popup-args**.

### Examples

Try the following examples, and each time enter (+ 1 2) into the input pane.
(capi:prompt-for-form "Enter a form:"

(capi:prompt-for-form "Enter a form:" :evaluate nil)

See also

prompt-for-forms
prompt-for-string
popup-confirmers
text-input-pane
10 Dialogs: Prompting for Input

prompt-for-forms

Summary
Displays a text input pane prompting the user for a number of forms.

Package
capi

Signature

prompt-for-forms message &key package initial-value value-function pane-args popup-args continuation => result, okp

Arguments

message↓ A string or nil.
package↓ A package or nil.
initial-value↓ A list.
value-function↓ A function, or nil.
pane-args↓ Arguments to pass to the pane.
popup-args↓ Arguments to pass to the confirmers.
continuation↓ A function or nil.

Values

result A list.
okp A boolean.

Description

The function prompt-for-forms prompts the user for a number of forms by providing a text input pane that the forms can be typed into, and it returns the forms in a list. The forms are read in the specified package or *package* if not. If value-function is provided it overrides the default value function which reads space-separated forms and returns a list of them.

message supplies a title for the dialog.
The printed version of initial-value will be placed into the text input pane as a default.

If continuation is non-nil, then it must be a function with a lambda list that accepts two arguments. continuation is called with the values that would normally be returned by prompt-for-forms. On Cocoa, passing continuation causes the dialog to be made as a window-modal sheet and prompt-for-forms returns immediately, leaving the dialog on the screen. The with-dialog-results macro provides a convenient way to create a continuation function.

The prompter is created by passing an appropriate pane (in this case a text input pane) to popup-confirm. Arguments can be passed to the make-instance of the pane and the call to popup-confirm using pane-args and popup-args respectively.

Examples

Try the following example, and enter 1 2 3 into the input pane.

```
(capi:prompt-for-forms "Enter some forms:" )
```

See also

prompt-for-form
prompt-for-string
popup-confirm

text-input-pane

---

**prompt-for-integer**

*Function*

**Summary**

Prompts the user for an integer.

**Package**

capi

**Signature**

`prompt-for-integer message &key min max initial-value ok-check pane-args popup-args continuation => result, successp`

**Arguments**

- `message`: A string.
- `min`: An integer or `nil`.
- `max`: An integer or `nil`.
- `initial-value`: An integer or `nil`.
- `ok-check`: A function or `nil`.
- `pane-args`: Arguments to pass to the pane.
- `popup-args`: Arguments to pass to the confirmer.
- `continuation`: A function or `nil`. 
Values

result  An integer or nil.
successp  A boolean.

Description

The function \texttt{prompt-for-integer} pops up a \texttt{text-input-pane} and prompts the user for an integer, which is returned in \texttt{result}.

\texttt{message} supplies a title for the dialog.

When \texttt{min} or \texttt{max} are specified the allowable result is constrained accordingly.

\texttt{initial-value} determines the initial value displayed in the dialog. \texttt{initial-value} defaults to the value of \texttt{min}, or if \texttt{min} is \texttt{nil} then no initial value is displayed.

Further restrictions can be applied by passing an \texttt{ok-check} function. \texttt{ok-check} should take one argument, the currently entered number, and should return \texttt{t} if it is valid. If \texttt{ok-check} is \texttt{nil} (the default) then there is no further restriction.

If \texttt{continuation} is non-nil, then it must be a function with a lambda list that accepts two arguments. \texttt{continuation} is called with the values that would normally be returned by \texttt{prompt-for-integer}. On Cocoa, passing \texttt{continuation} causes the dialog to be made as a window-modal sheet and \texttt{prompt-for-integer} returns immediately, leaving the dialog on the screen. The \texttt{with-dialog-results} macro provides a convenient way to create a \texttt{continuation} function.

The prompter is created by passing \texttt{text-input-pane} to \texttt{popup-confirm}. Arguments can be passed to the \texttt{make-instance} of the pane and the call to \texttt{popup-confirm} using \texttt{pane-args} and \texttt{popup-args} respectively.

Examples

\begin{verbatim}
  (capi:prompt-for-integer "Enter an integer:" )

  (capi:prompt-for-integer "Enter an integer:" :max 10)

  (capi:prompt-for-integer "Enter an integer:" 
    :min 100 :max 200)

  (capi:prompt-for-integer "Enter an integer:" 
    :ok-check 'evenp)
\end{verbatim}

See also

\texttt{prompt-for-string}
\texttt{popup-confirm}
\texttt{text-input-pane}

10 Dialogs: Prompting for Input
prompt-for-items-from-list

Summary
Prompts with a choice of items.

Package
capi

Signature
prompt-for-items-from-list items message &key pane-args popup-args interaction choice-class continuation => result, successp

Arguments

- **items** A sequence.
- **message** A string.
- **pane-args** Arguments to pass to the pane.
- **popup-args** Arguments to pass to the confirmer.
- **choice-class** A class name.
- **continuation** A function or nil.

Values

- **result** A list.
- **successp** A boolean.

Description
The function prompt-for-items-from-list is similar to prompt-with-list. interaction defaults to :extended-selection.

See prompt-with-list for how items, message, pane-args, popup-args, interaction, choice-class and continuation are used.

See also
prompt-with-list
prompt-for-number

Summary
Prompts the user for a number.

Package
capi

Signature
prompt-for-number message &key min max initial-value ok-check pane-args popup-args continuation => result, successp

Arguments

message A string.
min A number or nil.
max A number or nil.
initial-value A number or nil.
ok-check A function or nil.
pane-args Arguments to pass to the pane.
popup-args Arguments to pass to the confirmer.
continuation A function or nil.

Values

result A number or nil.
successp A boolean.

Description
The function prompt-for-number pops up a text-input-pane and prompts the user for a number, which is returned in result.

The functionality corresponds exactly to that of prompt-for-integer, except that all types of numbers are allowed.

See prompt-for-integer for how message, min, max, initial-value, ok-check, pane-args, popup-args, continuation are used.

See also

prompt-for-integer

10 Dialogs: Prompting for Input
prompt-for-string

Summary
Displays a text input pane and prompts the user for a string.

Package
capi

Signature
prompt-for-string message &key pane-args popup-args ok-check value-function text initial-value print-function history-symbol history-function continuation => result, okp

Arguments
message⇓ A string.
pane-args⇓ Arguments to pass to the pane.
popup-args⇓ Arguments to pass to the confirmer.
ok-check⇓ A function or nil.
value-function⇓ A function or nil.
text⇓ A string or nil.
initial-value⇓ A string or nil.
print-function⇓ A function or nil.
history-symbol⇓ A symbol.
history-function⇓ A function or nil.
continuation⇓ A function or nil.

Values
result⇓ A string or nil.
okp⇓ A boolean.

Description
The function prompt-for-string prompts the user for a string and returns that string in result and a flag okp indicating that the dialog was not cancelled. The initial string can either be supplied directly as a string using text, or by passing initial-value and a print-function for that value. print-function defaults to princ-to-string. The value returned can be converted into a different value by passing a value-function, which by default is the identity function. This value-function gets passed the text that was entered into the pane, and should return both the value to return and a flag that should be non-nil if the value that was entered is not acceptable. If an ok-check is passed, then it should return non-nil if the value about to be returned is acceptable.

prompt-for-string creates an instance of text-input-pane or text-input-choice depending on the value of history-function. Arguments can be passed to the make-instance of this pane using pane-args. prompt-for-string
then passes this pane to **popup-confirm**. Arguments can be passed to the call to **popup-confirm** using **popup-args**.

*message* supplies a title for the dialog.

*history-symbol*, if non-nil, provides a symbol whose value is used to store an input history, when *history-function* is not supplied. The default value of *history-symbol* is **nil**.

*history-function*, if supplied, should be a function designator for a function with signature:

```lisp
(history-function &optional push-value)
```

*history-function* is called with no argument to obtain the history which is used as the *items* of the **text-input-choice**, and with the latest input to update the history.

The default value of *history-function* is **nil**. In this case, if *history-symbol* is non-nil then a history function is constructed which stores its history in the value of that symbol.

If *continuation* is non-nil, then it must be a function with a lambda list that accepts two arguments. *continuation* is called with the values that would normally be returned by **prompt-for-string**. On Cocoa, passing *continuation* causes the dialog to be made as a window-modal sheet and **prompt-for-string** returns immediately, leaving the dialog on the screen. The **with-dialog-results** macro provides a convenient way to create a *continuation* function.

**Examples**

```lisp
(capi:prompt-for-string "Enter a string:"
)

(capi:prompt-for-string
 "Enter an integer:"
 :initial-value 10
 :value-function #'(lambda (x)
 (let ((integer (ignore-errors
 (read-from-string x)))
 (values integer
 (not (integerp integer))
 ))))

See also

**popup-confirm**

**text-input-pane**

10 Dialogs: Prompting for Input

---

**prompt-for-symbol**

**Function**

**Summary**

Prompts the user for a symbol.

**Package**

capi
Signature

```lisp
prompt-for-symbol message &key initial-value symbols package ok-check pane-args popup-args continuation => result, okp
```

Arguments

- `message`: A string or `nil`.  
- `initial-value`: A symbol.  
- `symbols`: A list of symbols.  
- `package`: A package or `nil`.  
- `ok-check`: A function, or `nil`.  
- `pane-args`: Arguments to pass to the pane.  
- `popup-args`: Arguments to pass to the confirmer.  
- `continuation`: A function or `nil`.  

Values

- `result`: A symbol.  
- `okp`: A boolean.  

Description

The function `prompt-for-symbol` prompts the user for a symbol which they should enter into the pane.  

`message` supplies a title for the dialog.  

`initial-value`, if non-nil, should be a symbol which is initially displayed in the pane.  

The symbols that are valid can be constrained in a number of ways.  

`symbols`, if non-nil, should be a list of all valid symbols. The default is `nil`, meaning all symbols are valid.  

`package`, if non-nil, is a package in which the symbol must be available. The value `nil` means that the value of `*package*` is used, and this is the default.  

`ok-check` is a function which when called on a symbol will return non-nil if the symbol is valid.  

The prompter is created by calling `prompt-for-string`. Arguments can be passed to the `make-instance` of the pane and the call to `popup-confirm` using `pane-args` and `popup-args` respectively, and an input history can be implemented by supplying a `history-function` or `history-symbol` in `popup-args`.  

If `continuation` is non-nil, then it must be a function with a lambda list that accepts two arguments. `continuation` is called with the values that would normally be returned by `prompt-for-symbol`. On Cocoa, passing `continuation` causes the dialog to be made as a window-modal sheet and `prompt-for-symbol` returns immediately, leaving the dialog on the screen. The `with-dialog-results` macro provides a convenient way to create a `continuation` function.  

Examples

```lisp
(capi:prompt-for-symbol "Enter a symbol:"
)
```

```lisp
(capi:prompt-for-symbol "Enter a symbol:"
    :package 'cl)
```
This last example shows how to implement a symbol prompter with an input history:

```
(defvar *my-history* (list "cdr" "car"))
(capi:prompt-for-symbol "Enter a symbol"
  :popup-args
  '(:(history-symbol *my-history*))
```

See also

prompt-for-form
prompt-for-string
popup-确认器
text-input-pane

10 Dialogs: Prompting for Input

---

**prompt-for-value**

*Function*

**Summary**

Prompts the user for a form to evaluate.

**Package**

capi

**Signature**

```
prompt-for-value message &key package initial-value value-function pane-args popup-args continuation => value, okp
```

**Arguments**

- `message`\:\ A string or nil.
- `package`\:\ A package or nil.
- `initial-value`\:\ A symbol.
- `value-function`\:\ A function, or nil.
- `pane-args`\:\ Arguments to pass to the pane.
- `popup-args`\:\ Arguments to pass to the confirm器.
- `continuation`\:\ A function or nil.

**Values**

- `value`\:\ A Lisp object.
okp
A boolean.

Description
The function `prompt-for-value` prompts the user for a form and returns the result of evaluating that form.

The form is read in `package` if specified or `*package*` if not and the result is the evaluation of the form.

If `initial-value` is supplied it provides a default form.

If `value-function` is supplied it overrides the default value function which reads the form and evaluates it.

`message` supplies a title for the dialog.

If `continuation` is non-nil, then it must be a function with a lambda list that accepts two arguments. `continuation` is called with the values that would normally be returned by `prompt-for-value`. On Cocoa, passing `continuation` causes the dialog to be made as a window-modal sheet and `prompt-for-value` returns immediately, leaving the dialog on the screen. The `with-dialog-results` macro provides a convenient way to create a `continuation` function.

The prompter is created by passing a `text-input-pane` to `popup-confirm`. Arguments can be passed to the `make-instance` of the pane and the call to `popup-confirm` using `pane-args` and `popup-args` respectively.

Examples

```
(capi:prompt-for-value
  "Square"
  :initial-value '(+ 1 2 3)
  :value-function
  #'(lambda (text)
      (let ((res (eval (read-from-string text))))
          (* res res)))
```

See also

`prompt-for-form`

---

### prompt-with-list

Function

Summary
Prompts the user to select an item or items from a `choice`.

Package
capi

Signature

```
prompt-with-list items message &key choice-class interaction selection selected-item selected-items value-function pane-args popup-args continuation buttons callbacks all-button none-button => result, successp
```

Arguments

- `items` A sequence.
A string.

A class name.


The indexes of the choice's selected items.

The selected item for a single selection choice.

A list of the selected items.

A function, or nil.

Arguments to pass to the pane.

Arguments to pass to the confirmer.

A function or nil.

A list of strings or the keyword :none.

A list of callback specs.

A string, nil or t.

A string, nil or t.

A list.

A boolean.

The function prompt-with-list prompts the user with a choice. The user's selection is normally returned by the prompter.

items supplies the items of the choice.

message supplies a title for the choice.

choice-class determines the type of choice used in the dialog. choice-class defaults to list-panel, and must be a subclass of choice.

interaction determines the interaction style of the choice in the dialog. By default interaction is :single-selection. For single selection, the dialog has an OK and a Cancel button, while for other selection styles it has Yes, No and Cancel buttons where Yes means accept the selection, No means accept a null selection and Cancel behaves as normal. Note that interaction :multiple-selection is not supported for lists on macOS.

One of selection, selected-item or selected-items can be used to set the initial selection of the choice.

The primary returned value is usually the selected items, but a value-function can be supplied that gets passed the result and can then return a new result. If value-function is nil (this is the default), then result is simply the selection.

If continuation is non-nil, then it must be a function with a lambda list that accepts two arguments. continuation is called with the values that would normally be returned by prompt-with-list. On Cocoa, passing continuation causes the dialog to be made as a window-modal sheet and prompt-with-list returns immediately, leaving the dialog on the screen. The with-dialog-results macro provides a convenient way to create a continuation function.

In addition to the choice showing the items, prompt-with-list can also display a panel of push buttons (the "action buttons") which perform actions related to the choice. Note that these buttons are separated from the "dialog buttons" such as
OK and Cancel. The dialog buttons are controlled separately by keywords in popup-args.

By default, prompt-with-list does not display action buttons. However, if interaction is :multiple-selection, the default behavior is to display two action buttons, All and None. These change the selection to all of the items or none of the items respectively.

When buttons is :none, it specifies no action buttons in any case (including no All and None buttons). Otherwise buttons must be a list of strings specifying additional action buttons. Each of the strings specifies a button, and the string is displayed in the button.

callbacks specifies the callbacks of the buttons. It should be a list of callback specifiers matching the list in buttons. Each callback specifier is either a callable (a function or a symbol) which takes one argument, the choice, or a list where the car is a callable which is called as follows:

\[(apply (car callback-spec) choice (cdr callback-spec))\]

When all-button and none-button are supplied they override the default behavior of the All and None buttons. If all-button (none-button) is nil, then All (None) is not displayed. If all-button (none-button) is non-nil and buttons is not :none, the All (None) button is displayed, and if the value is string, that string is used instead of the default string.

The prompter is created by passing an appropriate pane (in this case an instance of class choice-class) to popup-confirm. Arguments can be passed to the make-instance of the pane and the call to popup-confirm using pane-args and popup-args respectively.

Examples

(capi:prompt-with-list
 '(1 2 3 4 5) "Select an item:")

(capi:prompt-with-list
 '(1 2 3 4 5) "Select some items:"
 :interaction :multiple-selection
 :selection '(0 2 4))

(capi:prompt-with-list
 '(1 2 3 4 5) "Select an item:"
 :interaction :multiple-selection
 :choice-class 'capi:button-panel)

(capi:prompt-with-list
 '(1 2 3 4 5) "Select an item:"
 :interaction :multiple-selection
 :choice-class 'capi:button-panel
 :pane-args
 '(:layout-class capi:column-layout))

There is a more complex example in:

(example-edit-file "capi/choice/prompt-with-buttons")

See also

popup-confirm
list-panel
choice
10 Dialogs: Prompting for Input
prompt-with-list-non-focus

Function

Summary
Raises a non-focus window.

Package
capi

Signature
prompt-with-list-non-focus items &key owner x alternative-x right y alternative-y bottom choice-class vertical-scroll print-function selection selected-item visible-items selection-callback action-callback destroy-callback list-updater gesture-callbacks add-gesture-callbacks alternative-bottom alternative-right widget-name filtering-gesture filtering-toggle &allow-other-keys => interface

Arguments
items A sequence.
owner A displayed CAPI pane.
x, alternative-x, right Integers, or one of the keywords :left, :right, :center and :centre.
y, alternative-y, bottom Integers, or one of the keywords :top, :bottom, :center and :centre.
choice-class A subclass of list-panel.
vertical-scroll A boolean.
print-function A function designator or nil.
selection An integer.
selected-item An item.
visible-items A positive integer.
selection-callback A function designator or nil.
action-callback A function designator or nil.
destroy-callback A function designator or nil.
list-updater A function designator or nil.
gesture-callbacks A list of pairs of the form (gesture . callback).
add-gesture-callbacks A list of pairs of the form (gesture . callback).
alternative-bottom An integer, or one of the keywords :top, :bottom, :center and :centre, or t.
alternative-right An integer, or one of the keywords :left, :right, :center and :centre, or t.
widget-name A string.
filtering-gesture A Gesture Spec.
filtering-toggle 

A Gesture Spec.

Values

interface 

A non-focus-list-interface, or nil.

Description

The function prompt-with-list-non-focus raises a non-focus window, displaying the items items in a list of class choice-class, which should be list-panel or a subclass.

The non-focus window does not take the input focus, and hence does not see any keyboard input unless this is passed to it by non-focus-maybe-capture-gesture. It responds to mouse gestures.

Note that even moving the selection in the list vertically in response to the arrow keys cannot happen without non-focus-maybe-capture-gesture.

owner is required, and must be a CAPI pane visible on the screen. The position of the non-focus window is determined relative to owner, and the callbacks are invoked in the process of owner.

x, y, right, bottom, alternative-x, alternative-y, alternative-right, and alternative-bottom are used for positioning the window. x, alternative-right, alternative-x and right are the horizontal keywords, and one of them determines the horizontal position as described below. y, alternative-bottom, alternative-y and bottom are the vertical keywords, and one of them determines the vertical position. The values :center and :centre are synonyms here.

x and y specify the positioning of the left and top sides of the window, except for :center/:centre. An integer means offset in pixels from the left or top of owner. :left, :right, :top and :bottom mean the left/right/top/bottom of owner. :center means the center of the owner, and in this case it specifies the location of the center of the window in the x or y dimension. x must be supplied, unless right is supplied. y must be supplied, unless bottom is supplied.

right and bottom override x and y respectively. They specify the positioning of the right or bottom of the window, except for :center/:centre, where they are interpreted in the same way as x and y.

alternative-x, alternative-y, alternative-right, and alternative-bottom are used if positioning the window using x or right and y or bottom would place it outside of the screen, and are interpreted the same way as the non-alternative keywords. For example, both Editor completion and text-input-pane completion specify a y coordinate below the text, and alternative-bottom above the text. The decision to use the alternative variables is made independently in the horizontal and vertical directions. alternative-right and alternative-bottom can both take the special value t, meaning the height or width of the screen.

The default value of choice-class is list-panel.

selection or selected-item can be used to specify the initially selected item in the list. If neither of these initargs is supplied, the first item is selected.

visible-items specifies the height of the list panel when the filter is not visible. The default value of visible-items is 20.

vertical-scroll is supplied to cl:make-instance when making the list. The default value of vertical-scroll is t.

print-function is also supplied to cl:make-instance when making the list. The default value of print-function is nil.

selection-callback, if non-nil, should be a function of two arguments, the selected item and the non-focus interface. selection-callback is called (in the process of owner) when an item is selected in the list panel. Note that callback-type does not affect the arguments passed to selection-callback.

action-callback, if non-nil, should also be a function of two arguments, the selected item and the non-focus interface. action-callback is called (in the process of owner) when an item is double-clicked in the list panel, or when Return is passed to non-focus-maybe-capture-gesture (by default, see gesture-callbacks). Note that callback-type does not affect the
arguments passed to action-callback.

destroy-callback, if non-nil, should be a function of one argument, the non-focus window (a CAPI interface). destroy-callback is called when the non-focus window is destroyed. It is invoked in the process of owner.

list-updater, if non-nil, should be a function with signature:

\[
\text{list-updater} \Rightarrow \text{result}
\]

list-updater is called in the process of owner whenever non-focus-update is called. result must be a list of items to put into the list panel, or one of the special values t (meaning no effect) and :destroy (meaning destroy the non-focus window).

gesture-callbacks and add-gesture-callbacks define gesture callbacks which the non-focus window can "capture" (when non-focus-maybe-capture-gesture is called). gesture-callbacks and add-gesture-callbacks should both be a list of pairs of the form (gesture . callback). Each gesture must be a gesture specifier, that is an object that sys:coerce-to-gesture-spec can coerce to a sys:gesture-spec. Each callback is either a callable (symbol or function) which takes one argument, the non-focus window, or a list of the form (function . arguments). Note that when it is a list, the window is not automatically passed to the function function amongst the arguments arguments. The gesture callbacks are used only when non-focus-maybe-capture-gesture is called.

add-gesture-callbacks adds more gesture callbacks to those that are implicitly defined for controlling the list panel (see non-focus-maybe-capture-gesture). gesture-callbacks, if supplied, replaces the gesture callbacks that are implicitly defined for the list panel. In both cases, a gesture callback that is defined explicitly overrides any implicitly define gesture callback.

filtering-gesture defines whether it is possible for the user to add a filter to the non-focus window with a keyboard gesture, and defines that gesture. The gesture is actually a toggle: it destroys a filter that is on, and adds a filter when none is present. When the filter is added, its text is reset and it is always enabled, that is it captures characters and Backspace. While the filter is visible, the list panel displays only items that match the filter (see 5.3.6 Filters). The default value of filtering-gesture is a Gesture Spec matching Control+Return.

filtering-toggle defines whether it is possible for the user to disable/enable the filter with a keyboard gesture, and defines that gesture. When a filter is visible and enabled, the non-focus window captures characters and Backspace (when non-focus-maybe-capture-gesture is called) and passes them to the filter. When the filter is visible and disabled, characters and Backspace are captured. The default value of filtering-toggle is a Gesture Spec matching Control+Shift+Return.

widget-name has an effect only on GTK+ and Motif. It defines the widget name of the interface, which can then be used to define resources specific to the non-focus window. Note that the non-focus completers in editor-pane and text-input-pane use the default widget-name which is "non-focus-list-prompter", so defining resources for non-focus-list-prompter will affect them.

If items is nil, prompt-with-list-non-focus returns nil without doing anything. Otherwise, it raises the non-focus window and returns the interface, which is of class non-focus-list-interface.

The non-focus window is "passive", because it does not see keyboard input. It is the responsibility of the caller to pass any keyboard input that the non-focus window needs to process to the window, by using non-focus-maybe-capture-gesture. In general, that should be all keyboard gestures, and non-focus-maybe-capture-gesture decides which gestures it wants to process.

The caller can also use non-focus-terminate, non-focus-update, non-focus-list-toggle-filter, non-focus-list-add-filter, non-focus-list-remove-filter and non-focus-list-toggle-enable-filter to control the non-focus window.
prompt-with-message

Summary
Displays a message dialog, allowing it to be a window-modal sheet on Cocoa.

Package
capi

Signature
prompt-with-message message &key owner continuation

Arguments
message\ A string.
owner\ An owner window, or nil.
continuation\ A function or nil.

Description
The function prompt-with-message displays message in a dialog owned by owner.

If continuation is non-nil, then it must be a function with a lambda list that accepts two arguments. continuation is called with the values that would normally be returned by prompt-with-message. On Cocoa, passing continuation causes the dialog to be made as a window-modal sheet and prompt-with-message returns immediately, leaving the dialog on the screen. The with-dialog-results macro provides a convenient way to create a continuation function.

Examples

    (capi:prompt-with-message
     "No items were deleted.")

See also
display-message-for-pane
display-message
push-button

Summary
A pane that displays either a piece of text or an image and when it is pressed it performs an action.

Package
capi

Superclasses
button
titled-object

Initargs
:alternate-callback
A callback invoked on Microsoft Windows, Cocoa and GTK+ when pressing the mouse button over the button while a platform-specific modifier key is held down.

:press-callback
A callback invoked on Microsoft Windows, GTK+ and Motif when pressing the mouse button over the button.

Accessors
button-alternate-callback
button-press-callback

Description
The class push-button inherits most of its behavior from button. Note that it is normally best to use a push-button-panel rather than make the individual buttons yourself, as the button panel provides functionality for handling groups of buttons. However, push buttons can be used if you need to have more control over the button's behavior.

press-callback, if non-nil, should be a function which is called when the user presses the mouse left button over the push button. The arguments to press-callback are as specified by callback-type. This initarg is not supported on Cocoa.

alternate-callback, if non-nil, should be a function. On Microsoft Windows and GTK+, it is called instead of callback when the button is clicked with the Control key held down. On Cocoa, it is called instead of callback when the button is clicked with the Command key held down. alternate-callback is not implemented for Motif or for other classes of button.

Notes
callback (from superclass button) is the general callback, triggered when the user clicks the button, either by pressing and releasing the mouse button or by a keyboard gesture.

press-callback is called only when the user presses the mouse button.

Examples

(setq button (capi:contain
(make-instance
 'capi:push-button)
push-button-panel

Summary
A pane containing a group of buttons.

Package
capi

Superclasses
button-panel

Description
The class push-button-panel inherits all of its behavior from button-panel, which itself inherits most of its behavior from choice. Thus, the push button panel can accept items, callbacks, and so on.

Examples

```lisp
(defun test-callback (data interface)
  (capi:display-message
   "Pressed ~S" data))

(capi:contain (make-instance 'capi:push-button-panel
  :title "Press a button:"
  :items
  '("Press Me" "No, Me")
  :selection-callback
  'test-callback))
```

See also
radio-button
check-button
button-panel
push-button-panel
1.2.1 CAPI elements
3.10 Button elements
12 Creating Panes with Your Own Drawing and Input
There is a further example here:

```
(example-edit-file "capi/buttons/buttons")
```

See also

- push-button
- radio-button-panel
- check-button-panel

### quit-interface

#### Function

**Summary**

Closes the top level interface containing a specified pane.

**Package**

capi

**Signature**

```
quit-interface pane &key force => result
```

**Arguments**

- **pane**
  - A CAPI element.
- **force**
  - A boolean. The default value is `nil`.

**Values**

- **result**
  - `t` if the interface was closed, `nil` otherwise.
Description

The function **quit-interface** closes the top level interface containing *pane*, but first it verifies that it is OK to do this by calling the interface's **confirm-destroy-function**. If it is OK to close the interface, it then calls **destroy** to do so. If **force** is true, then neither the **confirm-destroy-function** or the **destroy-callback** are called, and the window is just closed immediately.

Notes

**quit-interface** must only be called in the process of the top level interface of *pane*. Menu callbacks on that interface will be called in that process, but otherwise you probably need to use **execute-with-interface** or **apply-in-pane-process**.

Examples

Here are two examples demonstrating the use of **quit-interface** with the **destroy-callback** and the **confirm-destroy-function**.

```lisp
(setq interface (capi:display
  (make-instance
    'capi:interface
    :title "Test Interface"
    :destroy-callback
    #'(lambda (interface)
        (capi:display-message
         "Quitting ~S" interface)))))

(capi:apply-in-pane-process
 interface 'capi:quit-interface interface)

With this second example, the user is prompted as to whether or not to quit the interface.

```lisp
(setq interface (capi:display
  (make-instance
    'capi:interface
    :title "Test Interface"
    :confirm-destroy-function
    #'(lambda (interface)
        (capi:confirm-yes-or-no
         "Really quit ~S" interface)))))

(capi:apply-in-pane-process
 interface 'capi:quit-interface interface)
```

See also

**destroy**
**display**
**interface**

7 Programming with CAPI Windows
radio-button

Class

Summary
A button that can be either selected or deselected, but when selecting it any other buttons in its group will be cleared.

Package
capi

Superclasses
button
titled-object

Description
The class radio-button inherits most of its behavior from button. Note that it is normally best to use a radio-button-panel rather than make the individual buttons yourself, as the button-panel provides functionality for handling groups of buttons. However, radio buttons are provided in case you need to have more control over the button's behavior.

Examples

```
(setq button (capi:contain
    (make-instance 'capi:radio-button
        :text "Press Me")))

(capi:apply-in-pane-process
    button #'(setf capi:button-selected) t button)

(capi:apply-in-pane-process
    button #'(setf capi:button-selected) nil button)

(capi:apply-in-pane-process
    button #'(setf capi:button-enabled) nil button)

(capi:apply-in-pane-process
    button #'(setf capi:button-enabled) t button)
```

There is a further example here:

```
(example-edit-file "capi/buttons/buttons")
```

See also
push-button
check-button
button-panel
radio-button-panel
3.10 Button elements
radio-button-panel

Summary
A pane containing a group of buttons of which only one can be selected at any time.

Package
capi

Superclasses
button-panel

Description
The class radio-button-panel inherits all of its behavior from button-panel, which itself inherits most of its behavior from choice. Thus, the radio button panel can accept items, callbacks, and so forth.

Examples

```lisp
(capi:contain (make-instance 'capi:radio-button-panel
  :title "Select a color:"
  :items '(:red :green :blue)
  :print-function 'string-capitalize))

(setq buttons (capi:contain
  (make-instance 'capi:radio-button-panel
  :title "Select a color:"
  :items '(:red :green :blue)
  :print-function 'string-capitalize
  :layout-class 'capi:column-layout)))

(capi:choice-selected-item buttons)
```

There is a further example here:

```lisp
(example-edit-file "capi/buttons/buttons")
```

See also
radio-button
push-button-panel
check-button-panel

5 Choices - panes with items
**raise-interface**

**Function**

**Summary**

Raises the interface containing a specified pane to the front of the screen.

**Package**

capi

**Signature**

\[
\text{raise-interface} \hspace{1em} \text{pane}
\]

**Arguments**

\[
\text{pane} \quad \text{A pane.}
\]

**Description**

The function `raise-interface` raises the window containing `pane` to the front of the screen. To push it to the back use `lower-interface`, and to iconify it use `hide-interface`.

**Examples**

\[
\begin{align*}
(\text{setq} \hspace{1em} \text{pane} \hspace{1em} (\text{capi:contain} \\
\hspace{1em} (\text{make-instance} \\
\hspace{1em} \text{\'capi:text-input-pane})))) \\
\hspace{1em} (\text{capi:apply-in-pane-process} \\
\hspace{1em} \text{pane \text{\'capi:lower-interface pane}}) \\
\hspace{1em} (\text{capi:apply-in-pane-process} \\
\hspace{1em} \text{pane \text{\'capi:raise-interface pane}})
\end{align*}
\]

**See also**

- `activate-pane`
- `hide-interface`
- `interface`
- `lower-interface`
- `quit-interface`

[7.7 Manipulating top-level windows](#)

---

**range-pane**

**Class**

**Summary**

A class supporting `progress-bar` and `slider`. 
Package
capi

Superclasses
capi-object

Subclasses
progress-bar
scroll-bar
slider

Initargs
:start An integer specifying the lowest value of the range.
:end An integer specifying the highest value of the range.
:slug-start An integer specifying the start of the slug, corresponding to the current value of the range.
:slug-end An integer specifying the end of the slug.
:callback Called when the user changes the value.
:orientation One of :horizontal (the default) or :vertical.

Accessors
range-start
range-end
range-slug-start
range-slug-end
range-callback
range-orientation

Description
The class range-pane exists to support the progress-bar and slider classes. Consult the reference pages for progress-bar and slider for further information.

See also
progress-bar
slider
3.9.4 Slider, Progress bar and Scroll bar

range-set-sizes

Summary
Set values in a range-pane.

Package
capi
Signature

`range-set-sizes range-pane &key start end slug-start slug-end redisplay`

Arguments

- `range-pane`\(\downarrow\): A `range-pane`.  
- `start`\(\downarrow\): A real number or `nil`.  
- `end`\(\downarrow\): A real number or `nil`.  
- `slug-start`\(\downarrow\): A real number or `nil`.  
- `slug-end`\(\downarrow\): A real number or `nil`.  
- `redisplay`\(\downarrow\): A generalized boolean.

Description

The function `range-set-sizes` set the values in the `range-pane` range-pane for any value of `start`, `end`, `slug-start` or `slug-end` that is supplied as non-nil.

For each of `start`, `end`, `slug-start` and `slug-end`, if the value is `nil` or not supplied, the corresponding value in `range-pane` is not changed.

If `redisplay` is true (the default) then `range-pane` is redisplayed with the new values.

Notes

The values can be also set individually by the accessors `(setf range-start)` and so on. `range-set-sizes` has the advantage over the accessors that it causes fewer calls to redisplay.

See also

`range-pane`  
3.9.4 Slider, Progress bar and Scroll bar

---

**read-sound-file**

*Function*

Summary

Reads data from a sound file on Microsoft Windows and Cocoa.

Package

capi

Signature

`read-sound-file source => array`

Arguments

- `source`\(\downarrow\): A pathname designator.
Values

array

An array of element type (unsigned-byte 8).

Description

The function **read-sound-file** reads data from *source* and returns an array of its contents.

Notes

1. **read-sound-file** can be called during image building.
2. **read-sound-file** is not implemented on GTK+ and Motif.

See also

*load-sound*

### 18.2 Sounds

---

**record-dependent-object**

**unrecord-dependent-object**

### Functions

**Summary**

Register or unregister an object for destruction when a **pinboard-layout** is destroyed.

**Package**

capi

**Signatures**

**record-dependent-object** **pinboard-layout** **object**

**unrecord-dependent-object** **pinboard-layout** **object**

**Arguments**

<table>
<thead>
<tr>
<th>pinboard-layout</th>
<th>A <strong>pinboard-layout</strong>.</th>
</tr>
</thead>
<tbody>
<tr>
<td>object</td>
<td>A Lisp object.</td>
</tr>
</tbody>
</table>

**Description**

The functions **record-dependent-object** and **unrecord-dependent-object** are part of a mechanism for destroying objects when a **pinboard-layout** is destroyed.

**record-dependent-object** records the object *object*, which means that when **pinboard-layout** is destroyed, **destroy-dependent-object** is applied to *object*.

**unrecord-dependent-object** removes *object* from the dependents, comparing objects by **cl:equal**.

It is possible to record the same object more than once. **unrecord-dependent-object** removes one occurrence of *object* at most. If there is no object, it does nothing.
Notes

These functions are not designed to deal with many calls to `record-dependent-object` and `unrecord-dependent-object`. If you need to deal with many objects, you can either use the `destroy-callback` of `pinboard-layout` (inherited from `output-pane`), or add a single object of your object type (class or structure) and define a `destroy-dependent-object` method for it that will deal with the many objects in an optimal way.

See also

- `destroy-dependent-object`
- `pinboard-layout`

rectangle

Summary

A `pinboard-object` that draws a rectangle.

Package

capi

Superclasses

- `pinboard-object`

Initargs

- `:filled` : A boolean, default value `nil`.

Accessors

- `filled`

Description

The class `rectangle` provides a simple `pinboard-object` that draws a rectangle.

The rectangle is always drawn with `shape-mode :plain` (that is, without anti-aliasing).

`filled` determines whether the rectangle is filled.

See also

12.3 Creating graphical objects
redisplay-collection-item

Generic Function

Summary
Redisplays the area in a `collection` that belongs to an item.

Package
capi

Signature
`redisplay-collection-item collection item`

Arguments
- `collection` A `collection`.
- `item` A Lisp object that is an item of `collection`.

Description
The generic function `redisplay-collection-item` redisplays `item` in `collection`.

There are methods supplied for `graph-pane` and `tree-view`.

See also
collection

redisplay-element

Function

Summary
Force redisplay of an `output-pane` or a `pinboard-object`.

Package
capi

Signature
`redisplay-element element &optional x y width height`

Arguments
- `element` An `output-pane` or a `pinboard-object`.
- `x`, `y`, `width`, `height`
  Positive reals or `nil`. Default `nil`.

628
Description

The function `redisplay-element` causes `element` to be redisplayed. Redisplaying causes the `display-callback` of `element` to be called. When `element` is `pinboard-object`, the `display-callback` of its `pinboard-layout` is called.

`redisplay-element` is special in that it can be called from any thread, as opposed to almost all of the other CAPI functions, which must be called from the thread to which `element` belongs.

`x`, `y`, `width` and `height` specify which part of `element` to redisplay. If `x` or `y` are `nil`, they are set to 0. If `width` is `nil`, it is set to the width of `element` minus `x`, and if `height` is `nil` it is set to the height of `element` minus `y`. Thus if `redisplay-element` is called with only `element`, it redisplay all of it.

Notes

`redisplay-element` is the same as `gp:invalidate-rectangle`, except that `redisplay-element` is safe to call from any thread, which `gp:invalidate-rectangle` is not.

The call to the `display-callback` is asynchronous, and there is no specific call to the `display-callback` that matches a given call to `redisplay-element`. `redisplay-element` just guarantees that, provided `element` is displayed and nothing is broken, at least one call to the `display-callback` will happen with the given rectangle or a rectangle that contains it.

Examples

This example shows use of `redisplay-element` from a timer:

```
(ex example-edit-file "capi/graphics/metafile-rotation.lisp")
```

See also

`gp:invalidate-rectangle`
`output-pane`
`pinboard-object`

Summary

Updates the state of an interface.

Package

capi

Signature

redisplay-interface interface

Arguments

interface↓ An interface.
Description

The generic function `redisplay-interface` updates the state of the interface `interface`, such as enabling and disabling menus, buttons, and so forth, that might have changed since the last call. When using this as a callback, you can use `:redisplay-interface` instead of the symbol, and then it will get passed the correct arguments regardless of the callback type.

Notes

This method is called by `popup-chooser` to update its button's enabled state, and so it should be called when state changes in a dialog.

See also

- `interface`
- `redisplay-menu-bar`
- `redraw-pinboard-layout`
- `display`

10 Dialogs: Prompting for Input

---

**redisplay-menu-bar**

**Function**

**Summary**

Updates the menu bar of an interface.

**Package**

capi

**Signature**

`redisplay-menu-bar` `interface &key redo-items`

**Arguments**

- `interface`↓
  
  An `interface`.

- `redo-items`↓
  
  A generalized boolean.

**Description**

The function `redisplay-menu-bar` updates the menu bar of `interface`, such that menus become enabled and disabled as appropriate.

When `redo-items` is non-nil, `redisplay-menu-bar` redoes the items in `menu` and `menu-component` that have an `items-function`, by calling the `items-function` and setting the items. The default value of `redo-items` is `t`.

**Notes**

`redo-items` defaults to `t` in order to ensure that any accelerator associated with any item is up-to-date. When the menu bar contains menus (including sub-menus and menu-components) that have an `items-function`, `redisplay-menu-bar` may take a relatively long time (tens of milliseconds). If it is called often (for example, each time the user types a character), then it is better to call `redisplay-menu-bar` with `redo-items nil`. 
Compatibility note

This function has been superseded by `redisplay-interface`, which updates the menu bar, but also updates other state objects such as buttons, list panels and so on.

See also

```
interface
redisplay-interface
```

### redraw-drawing-with-cached-display

**Function**

**Summary**

Redraws a pane with cached display, in particular the areas that were drawn by calls to a `temp-display-callback`.

**Package**

`capi`

**Signature**

```
redraw-drawing-with-cached-display pane
```

**Arguments**

```
pane: An output-pane.
```

**Description**

The function `redraw-drawing-with-cached-display` redraws the output pane `pane`, in particular the areas that were drawn by calls to the `temp-display-callback`. This has the effect of restoring the display to how it was in the last call to `start-drawing-with-cached-display`.

This function must be called in the scope of `start-drawing-with-cached-display` or `output-pane-free-cached-display`. Calls outside this scope have no effect.

**Notes**

This redraws only what it thinks needs to be redrawn. To redraw all of the pane, use `update-drawing-with-cached-display` passing only the pane.

See also

```
start-drawing-with-cached-display
update-drawing-with-cached-display
```
redraw-pinboard-layout

Summary
Redraws any pinboard objects within a specified rectangle.

Package
capi

Signature
redraw-pinboard-layout pinboard x y width height &optional redisplay

Arguments
pinboard⇒ A pinboard-layout.
x⇒, y⇒, width⇒, height⇒
Non-negative integers.
redisplay⇒ A generalized boolean.

Description
The function redraw-pinboard-layout causes any pinboard objects within the rectangle specified by x, y, width and height of the pinboard layout pinboard to get redrawn.

If redisplay is nil, then the redisplay will be cached until a later update. The default for redisplay is t.

See also
pinboard-object
redraw-pinboard-object

redraw-pinboard-object

Summary
Redraws a specified pinboard object.

Package
capi

Signature
redraw-pinboard-object object &optional redisplay
Arguments

\( \text{object} \) \[ A \text{pinboard-object}. \]
\( \text{redisplay} \) \[ A \text{generalized boolean}. \]

Description

The function \texttt{redraw-pinboard-object} causes the pinboard object \texttt{object} to be redrawn, unless \texttt{redisplay} is \texttt{nil} in which case the redisplay will be cached until a later update. The default for \texttt{redisplay} is \texttt{t}.

Examples

There are examples here:

\[
(\text{example-edit-file } "\text{capi/graphics/}")
\]

See also

\texttt{pinboard-object}
\texttt{pinboard-layout}
\texttt{redraw-pinboard-layout}

\texttt{reinitialize-interface} \[ \text{Generic Function} \]

Summary

Reinitializes an existing \texttt{interface}.

Package

\texttt{capi}

Signature

\texttt{reinitialize-interface} \texttt{interface} \&rest \texttt{initargs}

Arguments

\( \text{interface} \) \[ An \text{interface}. \]
\( \text{initargs} \) \[ Initialization arguments for \text{interface}. \]

Description

The generic function \texttt{reinitialize-interface} reinitializes \texttt{interface} (an existing instance of a subclass of \texttt{interface}) using \texttt{initargs}.

\texttt{reinitialize-interface} is called automatically by \texttt{find-interface} when this re-uses an interface.

The applied primary method specialized on \texttt{interface} does nothing. You can add methods to specialize on subclasses of \texttt{interface} which you define.
remove-capi-object-property

Function

Summary
Removes a property from the property list of an object.

Package
capi

Signature
remove-capi-object-property object property

Arguments
object
A capi-object.

property
A Lisp object.

Description
The function remove-capi-object-property removes the property named by property from the property list of object.

All CAPI objects contain a property list, similar to the symbol plist. The functions capi-object-property and (setf capi-object-property) are the recommended ways of setting properties, and remove-capi-object-property is the way to remove a property.

Examples

(setq pane (make-instance 'capi:list-panel
 :items '(1 2 3)))

(capi:capi-object-property pane 'test-property)

(setf (capi:capi-object-property pane 'test-property)
 "Test")

(capi:capi-object-property pane 'test-property)

(capi:remove-capi-object-property pane 'test-property)

See also
capi-object-property
capi-object
18.5 Object properties and name
**remove-items**

*Generic Function*

**Summary**
Removes some items from a collection.

**Package**
capi

**Signature**
remove-items collection list-or-predicate

**Arguments**
- `collection` ↓ A collection.
- `list-or-predicate` ↓ A list, or a function of one argument returning a boolean value.

**Description**
The generic function remove-items removes from the `collection` those items determined by `list-or-predicate`. If `list-or-predicate` is list, then the items removed are those matching some element of `list-or-predicate`, compared by the test-function of `collection`. Otherwise, the items removed are those for which the function `list-or-predicate` returns true.

This is logically equivalent to recalculating the collection items and then calling `(setf collection-items)`. However, `remove-items` is more efficient and causes less flickering on screen.

`remove-items` can only be used when the `collection` has the default `items-get-function` `svref`.

**Notes**
`remove-items` cannot be used a `graph-pane` or a `tree-view`.

**See also**
append-items
collection
replace-items

5 Choices - panes with items

**replace-dialog**

*Function*

**Summary**
Replaces a replacable dialog.

**Package**
capi
replace-dialog

Arguments

interface

An interface.

args

Other arguments as for display-dialog.

Description

The function replace-dialog displays a dialog in the same way the display-dialog does, except that it also destroys the existing dialog.

interface is a CAPI interface to be displayed as a dialog.

The arguments args are interpreted the same as the arguments to display-dialog, except that modal is ignored.

replace-dialog displays the dialog like display-dialog.

See also

display-replacable-dialog

replace-items

Summary

Replaces some items in a collection.

Package
capi

Signature

replace-items collection items &key start new-selection

Arguments

collection

A collection.

items

A list.

start

A non-negative integer.

new-selection

A list specifying the selection.

Description

The generic function replace-items replaces some items in the collection collection from items. replace-items can only be used when the collection has the default items-get-function svref.

start should be a non-negative integer and less than the number of items in collection.

Items in collection are replaced starting at index start, and proceeding until the end of the list items, or the end of the items in
collection. If items is too long, the surplus is quietly ignored. replace-items never alters the number of items in the collection.

If supplied, new-selection should be a list of items specifying the new selection in collection. To specify no selection, pass nil.

If new-selection is not supplied, then replace-items attempts to preserve the selection. If some of the selected items are replaced, then the selection on these items is removed, but if a selected item simply moves, then the selection moves with it.

Notes

replace-items cannot be used a graph-pane or a tree-view.

See also

append-items
collection
remove-items

5 Choices - panes with items

---

report-active-component-failure

Summary

Reports on failures to find or create a component.

Package
capi

Signature

report-active-component-failure pane component-name error-string function-name hresult

Arguments

pane ⇩ An ole-control-pane.
component-name ⇩ A string or nil.
error-string ⇩ A string.
function-name ⇩ A symbol.
hresult ⇩ An integer or nil.

Description

The generic function report-active-component-failure is used to report on failures to find or create a component. component-name is the name of the component it tried to find.

error-string is the error string.

function-name is the name of the function that actually failed.

hresult is the hresult that came back. It may be nil if the error is that the guid of the named component could not be found.
When the system fails to open the component, it calls \texttt{report-active-component-failure}, with the first argument the \texttt{ole-control-pane} pane. The default method for \texttt{ole-control-pane} tries to call \texttt{report-active-component-failure} again on its top level interface. The default method on \texttt{interface} calls \texttt{error}.

You can add your own methods, specializing on subclasses of \texttt{ole-control-pane} or subclasses of \texttt{interface}.

Notes

This function is implemented only in LispWorks for Windows. Load the functionality by \texttt{(require "embed")}.

See also

\texttt{ole-control-pane}

\textbf{reuse-interfaces-p}

\textit{Accessor}

\textbf{Summary}

Determines whether global interface re-use is enabled.

\textbf{Package}

capi

\textbf{Signature}

\texttt{reuse-interfaces-p} \texttt{} \texttt{\Rightarrow} \texttt{reusep}

\texttt{(setf reuse-interfaces-p) \texttt{reusep} \texttt{} \texttt{\Rightarrow} \texttt{reusep}}

\textbf{Arguments}

\texttt{reusep} \texttt{} \texttt{\Downarrow} \texttt{} \texttt{A boolean.}

\textbf{Values}

\texttt{reusep} \texttt{} \texttt{\Downarrow} \texttt{} \texttt{A boolean.}

\textbf{Description}

The accessor \texttt{reuse-interfaces-p} gets and sets a flag that controls whether global interface re-use is enabled.

If \texttt{reusep} is \texttt{t}, then \texttt{locate-interface} and \texttt{find-interface} may return existing interfaces. If \texttt{reusep} is \texttt{nil}, then \texttt{locate-interface} returns \texttt{nil} and \texttt{find-interface} returns a new interface.

See also

\texttt{find-interface}

\texttt{locate-interface}
**rich-text-pane**

*Class*

**Summary**

A text pane with extended formatting.

**Package**

capi

**Superclasses**

simple-pane

**Initargs**

- :character-format A plist.
- :paragraph-format A plist.
- :change-callback A function called when a change is made.
- :protected-callback A function determining whether the user may edit a protected part of the text, on Microsoft Windows.
- :filename A file to display.
- :text A string or nil.
- :text-limit An integer.
- :link-callback Windows only: A function designator, :open (the default), :ignore or nil.

**Accessors**

rich-text-pane-change-callback
rich-text-pane-limit
rich-text-pane-text

**Description**

The class rich-text-pane provides a text editor which supports character and paragraph formatting of its text.

*character-format* is the default character format. It is a plist which is interpreted in the same way as the attributes-plist argument of `set-rich-text-pane-character-format`. The default value of *character-format* is nil.

*paragraph-format* is the default paragraph format. It is a plist which is interpreted in the same way as the attributes-plist argument of `set-rich-text-pane-paragraph-format`. The default value of *paragraph-format* is nil.

*change-callback*, if non-nil, is a function of two arguments: the pane itself, and a keyword denoting the type of change. This second argument is either :text or :selection. The default value of *change-callback* is nil.

*protected-callback*, if supplied, is called when the user tries to modify protected text. (Text is protected by setting the protected attribute, see `set-rich-text-pane-character-format`.) *protected-callback* must be a function of four arguments: the pane itself, bounding indexes of the protected text, and a boolean which is true when the change would affect the selection. If the change would affect just a single character, this last argument is nil. If *protected-callback* returns nil, then the change is not performed. If *protected-callback* is not supplied, then the user cannot modify protected text. protected-
callback is supported only on Microsoft Windows.

filename, if non-nil, should be a string or pathname naming a file to display in the pane. filename takes precedence over text if both are non-nil.

text, if non-nil, should be a string which is displayed in the pane if filename is nil.

text-limit, if non-nil, should be an integer which is an upper bound for the length of text displayed in the pane.

link-callback can be used on Windows to control what happens when the user clicks on a link in the text. By default, LispWorks opens the link in the default browser. link-callback can be used to change this behavior. :open and nil give the default behaviour. :ignore means that LispWorks ignores gestures for the hyperlink. Otherwise, link-callback must be a function designator that takes three arguments: the pane, the gesture that the user entered, and the URL of the hyperlink (a string). The gesture conforms to the syntax of the input model as described in 12.2 Receiving input from the user. Currently it is always either the keyword :motion, or a list specifying a button mapping as in 12.2.1.3 Button mappings. link-callback should do any processing that is required, including opening the URL if appropriate. When the cursor is moved outside of a link, link-callback is called with gesture :motion and the URL is nil.

Notes

1. rich-text-pane is supported only on Microsoft Windows, and Cocoa in macOS 10.3 and later. Some of its features are supported only on Microsoft Windows, as mentioned above.

2. change-callback and protected-callback are not yet implemented on Cocoa.

3. The functions that are specific to rich-text-pane cannot be called before the pane is created. If you need to perform operations on the pane before it appears, and which cannot be performed using the initargs, the best approach is to define an :after method on interface-display on the class of the interface containing the rich-text-pane, and perform the operations inside this method.

Examples

For an example of using rich-text-pane, see:

(example-edit-file "capi/applications/rich-text-editor")

See also

print-rich-text-pane
rich-text-pane-character-format
rich-text-pane-operation
set-rich-text-pane-character-format
rich-text-pane-paragraph-format
set-rich-text-pane-paragraph-format
3.6 Displaying rich text

Richard-pane-character-format

Function

Summary

Returns the character format.
21 CAPI Reference Entries

Package
capi

Signature

rich-text-pane-character-format pane &key selection => result

Arguments

pane↓          A rich-text-pane.
selection↓     Must be t. This argument is deprecated.

Values

result↓       A plist.

Description

The function rich-text-pane-character-format returns as a plist the current character attributes for pane.

If there is a current selection in the pane, then the attributes are those set for the selected text. If there is no selection, then it gets the "typing attributes", which are applied to characters that are typed by the user. Note that any cursor movement changes these attributes, so their values are ephemeral.

Supplying selection is deprecated. If selection is nil an error is signalled. The default value of selection is t.

An attribute appears in result only if its value is the same over all of the range. Therefore this form:

```
(getf
  (capi:rich-text-pane-character-format pane) :bold
  :unknown)
```

will return:

- t if all the selection is bold.
- nil if all the selection is not bold.
- :unknown if the selection is only partially bold.

For the possible attributes, see set-rich-text-pane-character-format.

Compatibility note

The value nil for the keyword argument :selection is not supported in LispWorks 6.1 and later. See the description above for details of the current behavior with respect to the current selection in the rich-text-pane.

See also

rich-text-pane
set-rich-text-pane-character-format
rich-text-pane-operation

Function

Summary

Gets and sets values and performs various operations on a pane.

Package
capi

Signature

rich-text-pane-operation pane operation &rest args => result, result2

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pane</td>
<td>A rich-text-pane.</td>
</tr>
<tr>
<td>operation</td>
<td>A keyword specifying the operation to perform.</td>
</tr>
<tr>
<td>args</td>
<td>The value or values to use, when the operation is setting something.</td>
</tr>
</tbody>
</table>

Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>result</td>
<td>Various, see below.</td>
</tr>
<tr>
<td>result2</td>
<td>Returned only for operation :get-selection, see below.</td>
</tr>
</tbody>
</table>

Description

The function rich-text-pane-operation gets and sets values and performs various operations on pane.

The valid values of operation on Microsoft Windows and Cocoa are:

:pastep, :cutp or :copyp

result is a boolean indicating whether it is currently possible to perform a :paste, :cut or :copy operation.

:paste, :cut, or :copy

Performs the indicated operation.

:select-all

Selects all the text.

:set-selection

args should be two integers start and end. Sets the selection to the region bounded by start (inclusive) and end (exclusive).

:get-selection

Returns as multiple values the bounding indexes of the selection. result is the start (inclusive) and result2 is the end (exclusive). If there is no selection, both values are the index of the insertion point.

:can-undo or :can-redo
result is a boolean indicating whether it is currently possible to perform an :undo or :redo operation.

:undo
Undoes the last editing operation. Note that, after typing, it is the whole input, rather than a single character, that is undone. The :undo operation may be repeated successively, to undo previous editing operations in turn.

Note: with RichEdit 1.0, :undo does not work repeatedly - it only undoes one previous editing operation. See rich-text-version.

:redo
Undoes the effect of the last :undo operation. The :redo operation may be repeated successively, to cancel the effect of previous :undo operations in turn.

Note: with RichEdit 1.0, :redo does not work. See rich-text-version.

:get-modified
result is the value of a boolean modified flag. This flag can be set by the :set-modified operation. Also, editing the text sets it to true.

:set-modified
Sets the modified flag. The argument is a boolean.

:save-file
Saves the text to a file. Details below.

:load-file
Loads the text from a file. Details below.

Additionally these values of operation are valid on Microsoft Windows, only:

:get-word-wrap
Returns a value indicating the word wrap, which can be the keyword :none. result can also be the keyword :window or a CAPI printer object, meaning that the text wraps according to the width of the window or the printer.

:set-word-wrap
Sets the word wrap. The argument can be as described for :get-word-wrap, and additionally it can be the keyword :printer, meaning the current-printer.

:hide-selection
Specifies whether the selection should be hidden (not highlighted) when pane does not have the focus. The argument is a boolean.

For operations :save-file and :load-file, args is a lambda list:

    filename &key selection format plain-text

filename is the file to save or load.

selection is a boolean, with default value nil.

format is nil or a keyword naming the file format. Values include :rtf and :text meaning Rich Text Format and text file respectively.

plain-text is a boolean, with default value nil.

With operation :save-file, if selection is true, only the current selection is saved. If selection is nil, all the text is saved. The default value of format is :rtf and there are two further allowed values, :rtfnoobjs and :textized. These are like :rtf and :text except in the way they deal with COM objects. See the documentation for SF_RTFNOOBSJS and SF_TEXTIZED in the EM_STREAMOUT entry in the MSDN for details. When saving with format :rtf or :rtfnoobjs, if plain-text is true, then keywords that are not common to all languages are ignored. With other values of format, plain-text has no effect.

With operation :load-file, if selection is true, the unselected text is preserved. If there is a selection, the new text replaces it. If there is no selection, the new text is inserted at the current insertion point. If selection is nil, all the text is replaced.
The default value of format is nil, meaning that the RTF signature is relied upon to indicate a Rich Text Format file. If plain-text is true, then keywords that are not common to all languages are ignored.

Examples

```lisp
(setq rtp
  (capi:contain
   (make-instance
    'capi:rich-text-pane
     :text (format nil "First paragraph.~%Second paragraph, a little longer.~%Another paragraph, which should be long long enough that it spans more than one line. ~"))))
)

Set the selection to characters 9 to 18:

```lisp
(capi:rich-text-pane-operation rtp :set-selection 9 18)
```

Write all the text to a file in text format:

```lisp
(capi:rich-text-pane-operation
 rtp :save-file "mydoc.txt" :format :text)
```

Paste:

```lisp
(capi:rich-text-pane-operation rtp :paste)
```

See also

rich-text-pane
rich-text-version

### rich-text-pane-paragraph-format

**Function**

**Summary**

Returns the paragraph format.

**Package**

capi

**Signature**

rich-text-pane-paragraph-format pane => result

**Arguments**

pane

A rich-text-pane.

**Values**

result

A plist.
21 CAPI Reference Entries

Description
The function `rich-text-pane-paragraph-format` returns as a plist the paragraph attributes of the current paragraphs in `pane`.

For the possible attributes, see `set-rich-text-pane-paragraph-format`.

See also
`rich-text-pane`

---

### rich-text-version

**Function**

**Summary**
Identifies the version of RichEdit in use, on Microsoft Windows.

**Package**
capi

**Signature**

```
rich-text-version => result
```

**Values**

```
result ⇩ A keyword indicating the version of the RichEdit control in use.
```

**Description**

The function `rich-text-version` returns the version of RichEdit that is being used to implement `rich-text-pane`. `result` is `:rich-edit-2.0` if RichEdit 2.0 or newer is loaded. Otherwise `result` is `:rich-edit-1.0`.

`rich-text-version` is supported only on Microsoft Windows.

See also
`rich-text-pane`

---

### right-angle-line-pinboard-object

**Class**

**Summary**
A subclass of `pinboard-object` that displays a line drawn around two edges of the area enclosed by the pinboard object.

**Package**
capi
Superclasses

`line-pinboard-object`

Initargs

`:type`  
The type of line.

Description

The class `right-angle-line-pinboard-object` is a subclass of `line-pinboard-object` which displays a line around the edge of the pinboard object rather than diagonally.

type can be one of two values.

`:vertical-first`  
Draw top-left to bottom-left to bottom-right.

`:horizontal-first`  
Draw top-left to top-right to bottom-right.

The main use of this class is to produce graphs with right-angled edges rather than diagonal ones.

Examples

```
(capi:contain
 (make-instance
  'capi:right-angle-line-pinboard-object
   :start-x 20 :start-y 20
   :end-x 280 :end-y 100))

(capi:contain
 (make-instance
  'capi:right-angle-line-pinboard-object
   :start-x 20 :start-y 120
   :end-x 280 :end-y 200
   :type :horizontal-first))
```

See also

`pinboard-layout`

12.3 Creating graphical objects

---

`row-layout`  

Class

Summary

A layout which arranges its children in a row.

Package

capi

Superclasses

`grid-layout`
Initargs

:ratios The size ratios between the layout's children.
:adjust The vertical adjustment for each child.
:gap The gap between each child.
:uniform-size-p If t, each child in the row has the same width.

Accessors

layout-ratios

Description

The class row-layout lays its children out in a row. It inherits the behavior from grid-layout. The description is a list of the layout's children, and the layout also translates the initargs ratios, adjust, gap and uniform-size-p into the grid layout's equivalent arguments x-ratios, y-adjust, x-gap and x-uniform-size-p.

description may also contain the keywords :divider and :separator which create a divider or separator as a child of the row-layout. The user can move a divider, but cannot move a separator.

When specifying :ratios in a row with :divider or :separator, you should use nil to specify that the divider or separator is given its minimum size.

Examples

```
(setq row (capi:contain
  (make-instance 'capi:row-layout
    :description
      (list
        (make-instance 'capi:push-button
          :text "Press me")
        (make-instance 'capi:title-pane
          :text "Title")
        (make-instance 'capi:list-panel
          :items '(1 2 3))
        :adjust :center)))

(capi:apply-in-pane-process
 row #'(setf capi:layout-y-adjust) :bottom row)

(capi:apply-in-pane-process
 row #'(setf capi:layout-y-adjust) :top row)
```

This last example shows a row with a stretchable dummy pane between two other elements which are fixed at their minimum size. Try resizing it:

```
(capi:contain 'capi:row-layout
  :description
    (list (make-instance 'capi:push-button
      :text "foo")
          nil
          (make-instance 'capi:push-button
            :text "bar")
          :ratios '(nil 1 nil)))
```
See also

column-layout
1.2.1 CAPI elements
5.2 Button panel classes
6 Laying Out CAPI Panes
7 Programming with CAPI Windows
11 Defining Interface Classes - top level windows

screen

Summary
An object that represents a known monitor screen.

Package
capi

Superclasses
capi-object

Subclasses
color-screen
mono-screen

Initargs
:width The width in pixels of the screen.
:height The height in pixels of the screen.
:number The screen number.
:depth The number of color planes in the screen.
:interfaces A list of all of the interfaces visible on the screen.

Readers
screen-width
screen-height
screen-number
screen-depth
screen-interfaces
screen-width-in-millimeters
screen-height-in-millimeters

Description
The class screen represents the screen of a monitor.

When the CAPI initializes itself it creates one or more screen objects and they are then used to specify where a window is to appear. A screen object can also be queried for information that the program may need to know about the screen that it is working on, such as its width, height and depth.
On Microsoft Windows and Cocoa there is exactly one CAPI screen. When there are multiple monitors, there are several rectangles of pixels within the single CAPI screen.

On Motif, there is one CAPI screen for each X11 screen.

Compatibility note

In LispWorks for Macintosh 4.3 there is one CAPI screen for each Cocoa screen. In LispWorks for Macintosh 4.4 and later, there is exactly one CAPI screen.

Examples

```
(setq screen (capi:convert-to-screen))
(capi:screen-width screen)
(capi:screen-height screen)
(capi:display (make-instance 'capi:interface :title "Test")

.screen screen)
(capi:screen-interfaces screen)
```

See also

convert-to-screen
3.13 Screens
10.4 Dialog Owners
11 Defining Interface Classes - top level windows

screen-active-interface

**Function**

Summary

Returns the active interface on a screen.

Package
capi

Signature

`screen-active-interface screen => interface`

Arguments

`screen` A screen or document-container.
Values

interface An interface, or nil.

Description

The function `screen-active-interface` returns the currently active interface on the screen, or nil if no CAPI interface is active or if this cannot be determined.

`screen-active-interface` also works with `document-container`, returning the active interface within the container.

See also

- `document-container`
- `screen`
- 3.13 Screens

### screen-active-p

**Function**

**Summary**

Determines whether a screen is active.

**Package**

capi

**Signature**

```
screen-active-p screen => result
```

**Arguments**

- `screen` A screen.

**Values**

- `result` A boolean.

**Description**

The function `screen-active-p` is the predicate for whether `screen` is active.

**Notes**

A screen is normally "active". It can become inactive only when it "dies", which can happen on X interface (GTK+ or Motif) when the X connection get broken for any reason.

See also

- `screen`
- 3.13 Screens
**screen-internal-geometries**

*Function*

**Summary**

Returns the internal geometries of all the monitors of a screen.

**Package**

capi

**Signature**

`screen-internal-geometries screen => internal-geometries`

**Arguments**

`screen` A CAPI screen.

**Values**

`internal-geometries` A list of screen rectangles.

**Description**

The function `screen-internal-geometries` returns the internal geometries of all the "monitors" of `screen`. A "monitor" typically corresponds to a physical monitor, but can be anything that the underlying GUI system considers a monitor.

The internal geometry of a monitor is a rectangle which excludes "system areas" like taskbars and global menu bars and so on. Examples of these include the Windows taskbar, the macOS menu bar, and the macOS Dock. See `screen-internal-geometry` for information about displaying CAPI windows in system areas.

Each internal geometry is represented as a screen rectangle. A screen rectangle is a list of four numbers: `x` and `y` being the coordinates as offsets from the top-left of the primary monitor, and `width` and `height`.

The first screen rectangle in `internal-geometries` corresponds to the usable area of the primary monitor.

**Notes**

On GTK+ when using a desktop with separate workspaces, the workspaces may be considered as separate "monitors". When there are multiple real monitors, the values may be incorrect. You can use `screen-monitor-geometries` to check the number of monitors, and to check the full size of the monitors.

**See also**

- pane-screen-internal-geometry
- virtual-screen-geometry
- screen-internal-geometry
- screen-monitor-geometries

3.13 Screens

4.3 Support for multiple monitors

11.6 Querying and modifying interface geometry
screen-internal-geometry

Summary
Returns the geometry of the unobscured region of a screen or document container.

Package
capi

Signature
screen-internal-geometry screen => x, y, width, height

Arguments

- screen
  - A screen.

Values

- x
  - An integer.
- y
  - An integer.
- width
  - A positive integer.
- height
  - A positive integer.

Description
The function screen-internal-geometry returns the geometry (as multiple values representing a screen rectangle) of the region of screen that can be used to display windows without obstruction. This region excludes "system areas" like menubar and taskbar and so on. Examples of these include the Windows taskbar, the macOS menu bar and the macOS Dock.

x and y are the screen rectangle's coordinates as offsets from the top-left of the primary monitor, and width and height are its dimensions.

On Microsoft Windows screen-internal-geometry works with document-container, returning the current size of the container (which may vary over time).

Notes
1. The internal geometry is a snapshot of the unobscured region of a screen. If a system area moves or changes size, then the screen rectangle returned by screen-internal-geometry changes.

2. It may be possible to display a CAPI window outside the screen's internal geometry, for example under the macOS Dock, but it will be obscured.

3. The primary monitor is that represented by the first screen rectangle in the list returned by screen-internal-geometries.

See also
document-container
screen-logical-resolution  Function

Summary
Returns the logical resolution of screen.

Package
capi

Signature

screen-logical-resolution screen => xlogres, ylogres

Arguments

screen  A screen.

Values

xlogres, ylogres  Integers representing the logical resolution of screen in DPI.

Description
The function screen-logical-resolution returns the logical resolution of screen, as dots per inch in the x and y directions.

See also

screen
3.13 Screens

screen-monitor-geometries  Function

Summary
Returns the geometries of all of a screen's monitors.

Package
capi
screen-monitor-geometries screen => monitor-geometries

Arguments

screen

A CAPI screen.

Values

monitor-geometries

A list of screen rectangles.

Description

The function screen-monitor-geometries returns the geometries of all the monitors of screen. A monitor corresponds to an entity that the host machine regards as a physical monitor. screen-monitor-geometries ignores software manipulations like the desktop on GTK+.

The monitor geometry is a rectangle which includes all of its display area, including "system areas" like menubar and taskbar and so on. Examples of these include the Windows taskbar, the macOS menu bar and the macOS Dock.

Each monitor geometry screen rectangle is represented by a list of four numbers: the x and y coordinates as offsets from the top-left of the primary monitor, and the width and height.

The first screen rectangle in monitor-geometries corresponds to the primary monitor.

Notes

1. screen-monitor-geometries differs from screen-internal-geometries by returning screen rectangles which include all the monitor areas, and also by ignoring desktop manipulations.

2. You cannot display a CAPI window on the macOS menu bar. You can display a CAPI window in the area occupied by the macOS Dock or the Windows task bar, but the window will be obscured.

See also

pane-screen-internal-geometry
screen-internal-geometries
virtual-screen-geometry
3.13 Screens
4.3 Support for multiple monitors
11.6 Querying and modifying interface geometry

screens

Summary

Returns the active screens for a library.

Package

capi
Signature

```
screens &optional library => result
```

Arguments

```
library  A library name, a list, or :any.
```

Values

```
result  A list.
```

Description

The function `screens` returns as a list all the active screens for `library`.

A library name is a keyword naming a library, currently :win32 on Microsoft Windows, :gtk on GTK+, :motif on Motif and :cocoa on macOS with the native GUI.

`library` can be a library name, or a list of library names, or the keyword :any, meaning all the libraries. The default value of `library` is the result of `default-library`.

See also

```
default-library
screen
3.13 Screens
```

---

**scroll**

*Generic Function*

**Summary**

Moves the scrollbar and calls the `scroll-callback`.

**Package**

capi

**Signature**

```
scroll self scroll-dimension scroll-operation scroll-value &rest options
```

Arguments

```
self  A pane that supports scrolling.
scroll-dimension  :vertical, :horizontal or :pan.
scroll-operation  :move, :step or :page.
scroll-value  An integer, or a list of two integers, or a keyword, or a list of two keywords.
options  A list.
```
The generic function `scroll` works for panes that support scrolling - these are subclasses of `output-pane` and `layout`. `scroll` moves the scrollbar of a scrollable pane `self` according to `scroll-dimension`, `scroll-operation` and `scroll-value`. It then calls the `scroll-callback` (see `output-pane`) with these arguments and `options`.

`scroll-dimension` determines whether the scrolling is vertical, horizontal or, if the value is `:pan`, in both dimensions.

`scroll-operation` determines the extent of the scroll. The value `:move` means that the pane scrolls to the position on the scroll range given by `scroll-value`, regardless of the current scroll position. The value `:step` means scroll from the current scroll position by `scroll-value` times the scroll step size. In the case of panes which do their own scrolling the scroll step size is determined by the operating system (OS). In the case of panes for which the CAPI computes the scroll, the scroll step size is as described in `with-geometry`. The value `:page` means scroll from the current scroll position by `scroll-value` times the scroll page size (which is also determined by the OS or the pane's geometry).

`scroll-value` should be an integer or keyword if `scroll-dimension` is `:horizontal` or `:vertical`. Allowed keyword values are `:start` and `:end`. `scroll-value` should be a list of two integers or keywords representing the horizontal and vertical scroll values if `scroll-dimension` is `:pan`.

`options` is a list containing arbitrary user data.

Compatibility note

`scroll` supersedes `set-scroll-position`, which is deprecated and no longer exported. The call:

```
(capi:scroll pane :pan :move (list x y))
```

is equivalent to:

```
(capi:set-scroll-position pane x y)
```

See also

`ensure-area-visible`  
`get-scroll-position`  
`output-pane`  
`set-horizontal-scroll-parameters`  
`set-vertical-scroll-parameters`  
`with-geometry`  

7 Programming with CAPI Windows

---

### scroll-bar

**Class**

**Summary**

A pane which displays a scroll bar.

**Package**

capi
Superclasses

\texttt{range-pane}  
\texttt{simple-pane}  
\texttt{titled-object}

Initargs

:\texttt{line-size}  
The distance scrolled by the scroll-line gesture.

:\texttt{page-size}  
The distance scrolled by clicking inside the scroll bar.

:\texttt{callback}  
A function called after a scroll gesture, or \texttt{nil}.

Accessors

\texttt{scroll-bar-line-size}  
\texttt{scroll-bar-page-size}

Description

The class \texttt{scroll-bar} implements panes which display a scroll bar and call a callback when the user scrolls. It is not however the most usual way to add scroll bars - see the note below about \texttt{simple-pane}.

\texttt{line-size} is the logical size of a line, and is the distance moved when the user enters a scroll-line gesture, that is clicking on one of the arrow buttons at either end of the scroll bar or using a suitable arrow key. The default value of \texttt{line-size} is 1.

\texttt{page-size} is the logical size of a page, and is the distance moved when the user clicks inside the scroll bar. The default value of \texttt{page-size} is 10.

\texttt{callback} can be \texttt{nil}, meaning there is no callback. This is the default value. Otherwise, is a function of four arguments, the interface containing the scroll-bar, the scroll-bar itself, the mode of scrolling and the amount of scrolling. It has this signature:

\texttt{callback interface scroll-bar how where}

\texttt{how} can be one of \texttt{:line}, \texttt{:page}, \texttt{:move}, or \texttt{:drag}.

If \texttt{how} is \texttt{:line}, then \texttt{where} is an integer indicating how many lines were scrolled.

If \texttt{how} is \texttt{:page}, then \texttt{where} is an integer indicating how many pages were scrolled.

If \texttt{how} is \texttt{:move} or \texttt{:drag}, then \texttt{where} is an integer giving the new location of the \texttt{slug-start}, or \texttt{:start} or \texttt{:end}.

Notes

1. The location of the slug can be found by the \texttt{range-pane} accessor \texttt{range-slug-start}.

2. Rather than using \texttt{scroll-bar}, it is more usual to add scroll bars to a pane by the \texttt{simple-pane} initargs \texttt{:horizontal-scroll} and \texttt{:vertical-scroll}

Examples

\begin{verbatim}
(defun sb-callback (interface sb how where)
  (declare (ignorable interface))
  (format t "Scrolled ~a where ~a : ~a~":
    how where (range-slug-start sb)))
\end{verbatim}

(contain
scroll-if-not-visible-p

Accessor Generic Function

Summary
Accesses the `scroll-if-not-visible-p` attribute of a pane.

Package
capi

Signature

scroll-if-not-visible-p pane => value

(setf scroll-if-not-visible-p) value pane => value

Method signatures

scroll-if-not-visible-p (pane simple-pane)

(setf scroll-if-not-visible-p) value (pane simple-pane)

Arguments

pane↓ A pane.
value↓ One of `t`, `nil` or `:non-mouse`.

Values

value↓ One of `t`, `nil` or `:non-mouse`.

Description

The accessor generic function `scroll-if-not-visible-p` gets and sets the `scroll-if-not-visible-p` attribute of `pane`. `value` can be one of the following:

`t` When `pane` is given the input focus, and it is not fully visible, and its parent can be scrolled to make the pane visible, then the parent is scrolled automatically. This is the default value.

`nil` Never scroll the parent to make a pane visible.

`:non-mouse` Like `t`, except that it does not scroll when the focus is given as a result of a mouse click in `pane`.  

See also

simple-pane

3.9.4 Slider, Progress bar and Scroll bar
scroll-if-not-visible-p is called by CAPI each time it may need to scroll the parent. The method on simple-pane returns a value that is kept internally, and can be set by the default setf method.

You can specialize scroll-if-not-visible-p on your classes, but note that it is called often when the user clicks on any pane, so it must be reasonably fast.

The setter sets the scroll-if-not-visible-p attribute. It is called when the initarg :scroll-if-not-visible-p is used in making a simple-pane (or a subclass) instance, and can be called by your program. value must be t, nil or :non-mouse.

The method on simple-pane sets the internal value that is used by scroll-if-not-visible-p on simple-pane.

See also

simple-pane

7 Programming with CAPI Windows

search-for-item

Cartesian Product

Generic Function

Summary

The generic function search-for-item returns the index of an item in a collection.

Package
capi

Signature

search-for-item collection item

Arguments

collection? collection

item? A Lisp object.

Description

Returns the index of item in collection, using its collection-test-function to determine equality, and returns nil if no match is found.

The search is done by sequentially comparing item to each item in collection using the collection's test-function, which is cl: eq by default.

search-for-item is the counterpart function to get-collection-item which given an index, finds the appropriate item.

See also

gcollection

selection

Summary

Returns the primary selection.

Package
capi

Signature

\( \text{selection \ self \ &optional \ format \ => \ result} \)

Arguments

- \( \text{self} \) A displayed CAPI pane or interface.
- \( \text{format} \) A keyword.

Values

- \( \text{result} \) A string, an image, a Lisp object, or nil.

Description

The function selection returns the contents of the primary selection as a string, or nil if there is no selection.

format controls what kind of object is read. The following values of format are recognized:

- \( \text{:string} \) The object is a string. This is the default value.
- \( \text{:image} \) The object is of type image, converted from whatever format the platform supports.
- \( \text{:value} \) The object is the Lisp value.

When format is \( \text{:image} \), the image returned by selection is associated with self, so you can free it explicitly with free-image or it will be freed automatically when the pane is destroyed.

On Microsoft Windows there is no notion of selection, so this mechanism is internal to Lisp.

Note that X applications may or may not use the primary selection for their paste operations. For instance, Emacs is configurable by the variable interprogram-paste-function.

See also

- clipboard
- free-image
- image
- selection-empty
- set-selection
- 18.6 Clipboard
selection-empty

Summary
Determines whether there is a primary selection of a particular kind.

Package
capi

Signature
selection-empty self &optional format => result

Arguments
self
A displayed CAPI pane or interface.

format
A keyword.

Values
result t or nil.

Description
The function selection-empty returns nil if there is a primary selection of the kind indicated by format associated with self, or t if there is no such selection.

format controls what kind of object is checked. The following values of format are recognized:

:string The object is a string. This is the default value.
:image The object is of type image, converted from whatever format the platform supports.
:value The object is the Lisp value.

See also
image
selection

set-application-interface

Summary
Specifies the main Cocoa application interface.

Package
capi
Signature

```
set-application-interface interface
```

Arguments

```
interface
```

An object of type `cocoa-default-application-interface`.

Description

The function `set-application-interface` sets `interface` as the main application interface. This interface is used to supply the application menu and receives various callbacks associated with the application.

`set-application-interface` must be called before any CAPI functions that make the `screen` object (such as `convert-to-screen` and `display`).

`interface` should not be displayed like a normal interface.

An application can only have one application menu and one dock menu. Because the LispWorks IDE already provides these menus, calling `set-application-interface` while running the LispWorks IDE will add a submenu to the LispWorks application menu to contain the `application-menu` and `menu-bar-items` of your application, and you can test them there. Likewise, a submenu will be added to the LispWorks Dock icon menu. Other aspects of the application interface can only be tested when running it standalone.

`set-application-interface` is only applicable when running under Cocoa.

Examples

```
(ex example-edit-file "capi/applications/cocoa-application")
```

```
(ex example-edit-file "capi/applications/cocoa-application-single-window")
```

```
(ex example-edit-file "delivery/macos/multiple-window-application")
```

```
(ex example-edit-file "delivery/macos/single-window-application")
```

See also

`cocoa-default-application-interface`

---

**set-button-panel-enabled-items**

*Generic Function*

Summary

Sets the enabled state of the items in a button panel.

Package

`capi`
### set-button-panel-enabled-items

**Signature**

`set-button-panel-enabled-items button-panel &key enable disable set test key`

**Arguments**

- `button-panel` A `button-panel`
- `enable` A list.
- `disable` A list.
- `set` A boolean.
- `test` A function.
- `key` A function.

**Description**

The generic function `set-button-panel-enabled-items` sets the enabled state of the items in `button-panel`. If `set` is `t`, then `enable` is ignored and all items are enabled except those in `disable`. If `set` is `nil`, `disable` is ignored and all items are disabled except those in `enable`. If `set` is not given, the items in `enable` are enabled and the items in `disable` are disabled. If an item is in both lists, it is enabled. A button is in a list when the result of calling `key` on the data of the button matches one of the items in the list. A match is defined as a non-nil return value from calling `test`. The default value for `test` is `cl:equal`. `key` defaults to `identity`.

**See also**

- `button-panel`
- `redisplay-interface`

---

### set-clipboard

**Summary**

Sets the contents of the system clipboard.

**Package**

capi

**Signature**

`set-clipboard self value &optional string plist => result`

**Arguments**

- `self` A displayed CAPI pane or interface.
- `value` A Lisp object (not necessarily a string) to make available within the local Lisp image.
- `string` The string representation of `value` to export, or `nil`.
- `plist` A property list.
Values

result A string, or nil.

Description

The function `set-clipboard` sets the contents of the system clipboard associated with `self`.

If `string` is non-nil, then the text on the system clipboard is set to `string`. If `string` is `nil` and `value` is a string, then text on the system clipboard is set to `value`. Otherwise, no text is set on the system clipboard.

In addition, `value` is made available within the local Lisp image when calling `clipboard`.

`plist` is a plist of additional format/value pairs to export to the system clipboard. The currently supported formats are as described for `clipboard`. You can export more than one format simultaneously.

In Microsoft Windows applications (including LispWorks in Windows emulation mode), the contents of the system clipboard is usually accessed by the user with the Ctrl+V gesture.

The X clipboard can be accessed by the Ctrl+V gesture in KDE/Gnome emulation, or by running the program `xclipboard` or the Emacs function `x-get-clipboard`. The most likely explanation for apparent inconsistencies after `set-clipboard` is that the pasting application does not use the X clipboard.

In Cocoa applications (including LispWorks), the contents of the system clipboard is usually accessed by the user with the Command+V gesture.

Examples

To export an image:

```
(capi:set-clipboard pane nil nil (list :image image))
```

To export an image with a text description:

```
(capi:set-clipboard pane nil nil
 (list :image image
       :string "my image"))
```

See also

`clipboard`

`selection`

`text-input-pane-copy`

18.6 Clipboard

---

**set-composition-placement**

**Function**

**Summary**

Specifies the placement of the composition window relative to the pane. Composition here mean composing input characters into other characters by an input method.

**Package**

`capi`
Signature

\texttt{set-composition-placement \textit{pane} \textit{x} \textit{y} \&\textit{key} \textit{width} \textit{height} \textit{force}}

Arguments

\begin{itemize}
  \item \textit{pane} \textup{A pane.}
  \item \textit{x}, \textit{y}, \textit{width}, \textit{height} \textup{Non-negative integers or \texttt{nil}.}
  \item \textit{force} \textup{A generalized boolean.}
\end{itemize}

Description

The function \texttt{set-composition-placement} tells the system where to place the composition window in pixel coordinates relative to the pane \textit{pane}.

On systems where the composition text is displayed by the application (rather than by the system, when the composition callback is called with a plist), the placement coordinates are used to place the composition menu when it is raised.

\textit{x} and \textit{y} are the top left coordinates. If both \textit{width} and \textit{height} are supplied, they specify the dimensions of the composition window. If \textit{force} is supplied with a true value, the coordinates are forced, overriding adjustments that the system may otherwise do.

\textit{x}, \textit{y} and, when supplied, \textit{width} and \textit{height} must all be positive integers.

Notes

\texttt{set-composition-placement} does not raise the composition window. It merely tells the system where to place the composition window when it does appear.

See also

\texttt{output-pane}
\texttt{output-pane-stop-composition}
\texttt{12.2.4 Composition of characters}

\texttt{set-confirm-quit-flag} \textit{Function}

Summary

Controls the behavior of \texttt{confirm-quit}.

Package

capi

Signature

\texttt{set-confirm-quit-flag \textit{flag}}
Arguments

flag

One of t, nil or :check-editor-files.

Description

The function set-confirm-quit-flag sets a flag which controls the behavior of confirm-quit.

See confirm-quit for the meaning of flag.

Note: on initialization, the LispWorks IDE sets the flag to the stored value of the option Tools > Preferences... > Environment > General > Confirm Before Exiting.

See also

confirm-quit

set-default-editor-pane-blink-rate

Summary

Sets the default cursor blinking rate for editor panes.

Package
capi

Signature

set-default-editor-pane-blink-rate blink-rate

Arguments

blink-rate

A non-negative real number, or nil.

Description

The function set-default-editor-pane-blink-rate sets the default to use for the editor pane cursor blinking rate. This default value is used when editor-pane-blink-rate returns nil.

Initially the setting is if this call has been made:

(set-default-editor-pane-blink-rate nil)

This means that the native blink rate will be used.

The argument blink-rate is interpreted as a blinking rate as described in editor-pane-blink-rate.

See also

editor-pane-blink-rate
editor-pane-native-blink-rate
set-default-interface-prefix-suffix

Summary
Sets the default suffix and prefix that are added to each interface title.

Package
capi

Signature
/set-default-interface-prefix-suffix &key prefix suffix child-prefix child-suffix => prefix, suffix, child-prefix, child-suffix

Arguments
prefix
A string or nil.
suffix
A string or nil.
child-prefix
A string or nil.
child-suffix
A string or nil.

Values
prefix
A string or nil.
suffix
A string or nil.
child-prefix
A string or nil.
child-suffix
A string or nil.

Description
The function set-default-interface-prefix-suffix sets the global default suffix and prefix that are added to each interface title. The prefix and suffix are added by the default method of interface-extend-title.

If prefix, suffix, child-prefix or child-suffix are supplied, their value must be either a string or nil. If any of them is not passed, the corresponding previously set value is not changed.

prefix and suffix specify the prefix and suffix to use for interfaces that are children of a screen object. These values do not affect child-prefix and child-suffix.

child-prefix and child-suffix specify the prefix and suffix to use for interfaces that are not children of a screen object, such as an interface inside a Multiple Document Interface (MDI) window. These values do not affect prefix and suffix.

The return values are the settings of the prefix, suffix, child prefix and child suffix after the call.

To check the current settings, call set-default-interface-prefix-suffix with no arguments. This does not change the current settings.

Before setting the title on a window on the screen, the system calls interface-extend-title with the interface and the title of the interface, and uses the result for the actual title. The default method of interface-extend-title checks prefix and suffix (or child-prefix and child-suffix for MDI) as were set by set-default-interface-prefix-suffix, and if
they are non-nil adds the value to the title.

**set-default-interface-prefix-suffix** can be called after some windows are displayed. It automatically updates all current interface windows as if by calling **update-all-interface-titles**.

Examples

If you work in an environment when it is not always obvious on which machine your image is running, you can add the name of the machine to all windows by:

```
(capi:set-default-interface-prefix-suffix
 :suffix (format nil "-- ~a" (machine-instance)))
```

See also

**interface-extend-title**
**update-all-interface-titles**

3.3.2.1 Window titles

11.5 Controlling the appearance of the top level window

---

**set-default-use-native-input-method**

*Function*

Summary

Controls the default of using native input method on GTK+.

Package

capi

Signature

**set-default-use-native-input-method** &key output-pane editor-pane => t

Arguments

- **output-pane**: A boolean.
- **editor-pane**: A boolean.

Description

The function **set-default-use-native-input-method** controls whether the native input method is used by default. Currently it has an effect only on GTK+.

The values of the keyword arguments are booleans. **editor-pane** changes the default for **editor-pane** and subclasses. **output-pane** controls the default for **output-pane** and subclasses, except **editor-pane** and its subclasses.

If a keyword argument is not supplied, the corresponding default is not set.

See also

**output-pane**
**editor-pane**
12.2.3 Native input method

**set-display-pane-selection**

*Generic Function*

**Summary**
Sets the selection in a [display-pane](#).

**Package**
capi

**Signature**

```
set-display-pane-selection pane start end
```

**Arguments**

- `pane

- `start`, `end` Bounding indexes for a subsequence of the text of `pane`.

**Description**
The generic function `set-display-pane-selection` sets the selection in `pane` to be the text bounded by the indexes `start` (inclusive) and `end` (exclusive).

**See also**

- [display-pane-selection](#)
- [display-pane](#)

**set-drop-object-supported-formats**

*Function*

**Summary**
Sets the list of formats for a drop object.

**Package**
capi

**Signature**

```
set-drop-object-supported-formats drop-object formats
```

**Arguments**

- `drop-object` A `drop-object`, as passed to the `drop-callback`.
- `formats` A list of format keywords.
The function `set-drop-object-supported-formats` sets the list of formats that the drop object `drop-object` wants to receive.

The format `:string` can be used to receive a string from another application and the `:filename-list` format can be used to receive a list of filenames from another application such as the Macintosh Finder or the Windows Explorer.

GTK+ supports dragging of list of URIs. LispWorks uses a list of URIs to pass/receive the data with the format `:filename-list`, and also adds the format `:uris`. The behavior is as follows:

- For dragging with format `:filename-list` (that is, call `drag-panneauject` with a plist containing `:filename-list`, or including `:filename-list` in the value that `drag-callback` returns) the argument must be a list of pathname designators. LispWorks canonicalizes the pathnames and converts them to file URIs.
- For dragging with format `:uris`, each value in the list must either a string containing a colon, or a pathname designator. A string containing a colon is passed unchanged. Other it is assumed to be a pathname designator, and is converted to a file URI.
- For dropping with format `:filename-list` (that is, calling `drop-object-get-object` with `:filename-list`), LispWorks converts each file URI to the corresponding filename string (without checking whether it is a proper file name), and discards all other URIs.
- For dropping with format `:uris`, LispWorks returns all the URIs as strings.

There is an example of `:filename-list` and `:uris` here:

```lisp
(exexample-edit-file "capi/elements/gtk-filename-list-and-uris")
```

On Cocoa and GTK+ the `:image` format can be used to receive images. The value passed needs to be an `image` object.

Any other keyword in `formats` is assumed to be a private format that can only be used to receive objects from with the same Lisp image.

Notes

`set-drop-object-supported-formats` should only be called within a `drop-callback`. See `simple-pane` for information about drop callbacks.

Examples

```lisp
(exexample-edit-file "capi/output-panes/drag-and-drop")
```

```lisp
(exexample-edit-file "capi/choice/drag-and-drop")
```

```lisp
(exexample-edit-file "capi/choice/list-panel-drag-images")
```

See also

`drop-object-provides-format`

`simple-pane`

17 Drag and Drop
set-editor-parenthesis-colors

Summary
Sets the colors that are used for parenthesis coloring.

Package
capi

Signature
set-editor-parenthesis-colors colors &key dark-background-colors

Arguments

colors⇓ A list of colors, t or nil.
dark-background-colors⇓ A list of colors or nil.

Description

The function set-editor-parenthesis-colors sets the colors that are used for parenthesis coloring in an
eeditor-pane in Lisp mode.

If colors is a non-nil list, each of its elements must be a valid color specification or a defined color alias. See 15 The Color System for information about color specifications and aliases.

If it is called when CAPI is running, set-editor-parenthesis-colors checks that the colors are valid. If it is called when CAPI is not running, set-editor-parenthesis-colors does not check the colors, and a bad color will cause an error later. The colors have an effect only on coloring that happens after the call.

The colors in colors are used when the background is light. When the background is dark, a different set of colors is used. This set can be changed by supplying dark-background-colors, which should be a list colors. Each color in dark-background-colors is paired to a corresponding color in light-background colors (colors if it is a non-nil list, or the current list of colors is nil or t). If there are fewer colors in dark-background-colors than in the light-background colors, LispWorks pairs the rest of the light-background color with random light colors. If there are too many colors in dark-background-colors, the excess ones are ignored.

If colors is t or nil, parenthesis coloring is switched on or off, without changing the list of colors.

When parenthesis coloring is off, parentheses are drawn like other characters.

See also
editor-pane
set-geometric-hint

Summary
Sets a hint.

Package
capi

Signature
set-geometric-hint element key value &optional override

Arguments

element↓ A simple-pane or a pinboard-object.
key↓ A geometric hint keyword.
value↓ A Lisp object.
override↓ A boolean.

Description
The function set-geometric-hint sets the hint associated with key to value in element.

If override is nil, the value is not changed when there is already a hint for this key. The default is t.

See also
set-hint-table
element

set-hint-table

Summary
Modifies the hint table for an element.

Package
capi

Signature
set-hint-table element plist

Arguments

element↓ A simple-pane or a pinboard-object.
plist
A plist.

Description
The function set-hint-table modifies the hint table for the element element to include plist. All existing hints are retained for keys not in plist.

This may or may not change the on-screen geometry. To change the geometry of an interface, use set-top-level-interface-geometry.

Notes
If a hint keyword is repeated in plist, the first value is used.

See also
element
set-geometric-hint
set-top-level-interface-geometry

6 Laying Out CAPI Panes
7 Programming with CAPI Windows

set-horizontal-scroll-parameters
set-vertical-scroll-parameters

Summary
Allows programmatic control of the parameters of a horizontal or vertical scroll bar.

Package
capi

Signatures
set-horizontal-scroll-parameters self &key min-range max-range slug-position slug-size page-size step-size
set-vertical-scroll-parameters self &key min-range max-range slug-position slug-size page-size step-size

Arguments
self
A displayed output-pane or layout.
min-range, max-range, slug-position, slug-size, page-size, step-size
Reals or nil.

Description
The functions set-horizontal-scroll-parameters and set-vertical-scroll-parameters set the specified parameters of the horizontal or vertical scroll bar of self.

self should be a displayed instance of a subclass of output-pane (such as editor-pane) or layout and have a scroll bar.
The other arguments are:

- **min-range**: The minimum data coordinate.
- **max-range**: The maximum data coordinate.
- **slug-position**: The current scroll position.
- **slug-size**: The length of the scroll bar slug.
- **page-size**: The scroll page size.
- **step-size**: The scroll step size.

When one of these keyword arguments is not supplied, the value of the corresponding scroll parameter in `self` is not modified.

See [7.4.2 Scroll values and initialization keywords](#) for a description of these scroll parameters.

Examples

```
(example-edit-file "capi/output-panes/fixed-origin-scrolling")

(example-edit-file "capi/output-panes/scrolling-without-bar")

(example-edit-file "capi/output-panes/coordinate-origin-fixed")
```

See also

- `scroll`
- `get-horizontal-scroll-parameters`
- `get-vertical-scroll-parameters`
- `simple-pane`

7 Programming with CAPI Windows
12.4 output-pane scrolling
7.4.2 Scroll values and initialization keywords

---

**set-interactive-break-gestures**

**Function**

Summary

Sets the break gestures on GTK+ and Motif.

Package

`capi`

Signature

```
set-interactive-break-gestures gestures => result
```

Arguments

- `gestures` A list of gesture specifiers, or `t`.

---
Values

result  
A list.

Description

The function `set-interactive-break-gestures` sets the gestures that can be used to break by typing at an interface. `gestures` is a list of gesture specifiers. A gesture specifier is an object that `sys:coerce-to-gesture-spec` can recognize.

When an interface is created, the break gestures are set such that typing any one of them when the interface is on top causes an “interface break”. This means that, if the interface process is busy, it tries to break it. In a Listener tool, it tries to break the REPL. Otherwise it tries to find a process that appears busy, and breaks that. In the LispWorks IDE, if there is no busy process it raises the Process Browser tool. Otherwise it breaks the current process.

`set-interactive-break-gestures` always returns the list of interactive break gestures.

`gestures` can also be `t`, which means do not change the gestures. This is useful to get the current list.

Notes

1. `set-interactive-break-gestures` has an effect only on GTK+ and Motif.
2. `set-interactive-break-gestures` has no effect on interfaces that are already created.
3. On GTK+ the list can be overridden by the resources file as illustrated in `examples/gtk/gtkrc-break-gestures`.

---

### set-interface-pane-name-appearance
### set-interface-pane-type-appearance

**Summary**

Set the appearance (foreground, background, font) of panes inside interfaces of a specific type.

**Package**

`capi`

**Signatures**

```lisp
set-interface-pane-name-appearance  interface-type pane-name &key font background foreground check-types
set-interface-pane-type-appearance  interface-type pane-type &key font background foreground check-types
```

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>interface-type</code></td>
<td>A symbol naming a subtype of <code>interface</code>.</td>
</tr>
<tr>
<td><code>pane-name</code></td>
<td>Any object.</td>
</tr>
<tr>
<td><code>font</code></td>
<td>A font specification as in <code>simple-pane</code>, or <code>nil</code> or <code>:default</code>, or a function or an <code>fboundp</code> symbol.</td>
</tr>
<tr>
<td><code>background</code>, <code>foreground</code></td>
<td>Color specifications as in <code>simple-pane</code>, or <code>nil</code> or <code>:default</code>, or a function or an <code>fboundp</code> symbol.</td>
</tr>
</tbody>
</table>
Description

The function \texttt{set-interface-pane-name-appearance} creates a setting such that, when a pane whose \texttt{capi-object name} is \texttt{pane-name} is created inside an interface of type \texttt{interface-type}, the pane's font, foreground and background attributes are set to \texttt{font}, \texttt{foreground} and \texttt{background} respectively.

If \texttt{font}, \texttt{foreground} or \texttt{background} is a function or an \texttt{fboundp} symbol, the value to use is the result of calling the function with two arguments: the interface and the pane.

If \texttt{font}, \texttt{foreground} or \texttt{background} is \texttt{nil} then the corresponding attribute is set to what it would have been set if \texttt{set-interface-pane-name-appearance} was not called at all for this \texttt{interface-type} and \texttt{pane-name}. See below for the meaning of \texttt{:default}.

The function \texttt{set-interface-pane-type-appearance} behaves the same as \texttt{set-interface-pane-name-appearance}, but the setting is applied to any pane of type \texttt{pane-type}.

Each call to \texttt{set-interface-pane-name-appearance} with a specific \texttt{interface-type} and \texttt{pane-name}, or to \texttt{set-interface-pane-type-appearance} with a specific \texttt{interface-type} and \texttt{pane-type}, completely overrides previous calls with the same \texttt{interface-type} and \texttt{pane-type} or \texttt{pane-name}.

When a pane (whose type is a subtype of \texttt{simple-pane}) is created (which happens when the interface is displayed by \texttt{display}), the settings that were created by \texttt{set-interface-pane-type-appearance} and \texttt{set-interface-pane-name-appearance} are applied, and override any other settings.

When more than one setting created by \texttt{set-interface-pane-type-appearance} or \texttt{set-interface-pane-name-appearance} is applicable to a pane, settings created by \texttt{set-interface-pane-name-appearance} take precedence over settings created by \texttt{set-interface-pane-type-appearance}, and otherwise the more specific settings, according to \texttt{interface-type} and \texttt{pane-type}, take precedence. The value for each attribute is specified by the setting with the highest precedence where the value is not \texttt{nil}.

If the value for an attribute in the highest precedence settings is \texttt{:default}, then settings of this attribute of lower precedence are ignored, and the attribute is set to what it would have been set to if none of the settings where created. Setting this for one attribute has no effect on the other attributes.

\texttt{check-types}, which defaults to \texttt{t}, controls whether the functions check if \texttt{interface-type} is a subtype of \texttt{interface}, and if \texttt{pane-type} is a subtype of \texttt{simple-pane}. Using \texttt{:check-types nil} allows you to use these functions before \texttt{interface-type} or \texttt{pane-type} are defined, at the price of no error checking.

Notes

The settings override any defaults for the matching panes and changes to the \texttt{simple-pane background}, \texttt{foreground} or \texttt{font} before the creation of the pane. They can be overridden after the pane is created, for example in a method on \texttt{interface-display}.

You can use these functions to customize the LispWorks IDE. For example in the IDE, the type of the interface of the Editor tool is \texttt{lw-tools:editor}, and this is also the name of the editor pane inside (but not of the collector-pane or echo-area pane). So you can customize the background of all the Editors in the IDE to red by:

\begin{verbatim}
(set-interface-pane-name-appearance 'lw-tools:editor 'lw-tools:editor :background :red)
\end{verbatim}
Note that this will not affect the pane in the "Output" tab and the echo area. You can use instead:

(set-interface-pane-type-appearance
 'lw-tools:editor 'capi:editor-pane
 :background :red)

The latter call affects the output and echo-area panes too, because they are subclasses of editor-pane. This will override the preferences that are set by the Preferences Dialog in the IDE.

You can use interface as interface-type to make it applicable to all interfaces, but that may cause undesired effects if it applies to unintended panes. There is also a little overhead associated with settings, though this is probably negligible unless large number of settings are created.

set-interface-pane-name-appearance and set-interface-pane-type-appearance will typically be used in your .lispworks initialization file. They can also be useful for adding customization to your application.

See also

simple-pane
15 The Color System
13.9 Portable font descriptions
18.8 Setting the font and colors for specific panes in specific interfaces.

---

set-list-panel-keyboard-search-reset-time  

Function

Summary

Sets the default length of time before resetting the "last match" in keyboard searching in a list-panel.

Package

capi

Signature

set-list-panel-keyboard-search-reset-time time

Arguments

time  

A positive real number.

Description

The function set-list-panel-keyboard-search-reset-time sets the default length of time before resetting the "last match" in keyboard searching in a list-panel. The argument time specifies this time in seconds.

When the user types a character into a list-panel, if there is a "last match" the system searches for a string made of the "last match" followed by the character, otherwise it searches for a string made of the character only. The system sets the "last match" when it matches, and remembers the "last match" for one second by default. set-list-panel-keyboard-search-reset-time can be used to change the time for which the "last match" is kept.

Notes

When keyboard-search-callback returns a third value non-nil, the value that
set-list-panel-keyboard-search-reset-time sets is ignored.

See also

list-panel
list-panel-search-with-function
5.3.9 Searching by keyboard input

set-object-automatic-resize

Summary

Controls automatic resizing and repositioning of objects in a static layout.

Package
capi

Signature

set-object-automatic-resize object &key x-align y-align x-offset y-offset x-ratio y-ratio width-ratio height-ratio aspect-ratio aspect-ratio-y-weight pinboard

Arguments

object↓ A pinboard-object or a simple-pane.

x-align↓ nil, :left, :center or :right.

y-align↓ nil, :top, :center or :bottom.

x-offset↓ A real number, default value 0.

y-offset↓ A real number, default value 0.

x-ratio↓ A positive real number or nil.

y-ratio↓ A positive real number or nil.

width-ratio↓ A positive real number or nil.

height-ratio↓ A positive real number or nil.

aspect-ratio↓ A positive real number, t or nil.

aspect-ratio-y-weight↓ A real number, default value 0.5.

pinboard↓ A static-layout, if supplied. This argument is deprecated, and can always be omitted.

Description

The function set-object-automatic-resize arranges for object to be resized and/or re-positioned automatically when pinboard is resized, or removes such a setting.

The value of aspect-ratio can be t, which means use the current aspect ratio of object (that is, its height divided by its width).

object should be either a pinboard-object or a simple-pane which is (or will be) displayed in a static-layout. This object will be added to the description of the layout by one of its :description initarg,
pinboard is the layout for object. If pinboard is already displayed with object in its description, the argument pinboard can be omitted.

When pinboard is resized, object is resized if either height-ratio or width-ratio are set.

The new width of object is calculated as follows:

- If width-ratio, height-ratio and aspect-ratio are all set, the new width is the width of pinboard multiplied by width-ratio, and then modified as described below.
- If width-ratio is set and either height-ratio or aspect-ratio is not set, the new width is the width of pinboard multiplied by width-ratio.
- If width-ratio is not set, and both height-ratio and aspect-ratio are set, the new width is the new height divided by aspect-ratio.
- Otherwise, the new width is the same as the old width.

The new height of object is calculated as follows:

- If width-ratio and aspect-ratio are set, the new height is the new width multiplied by the aspect ratio. Note that if height-ratio is set, the new width will depend on height-ratio too.
- If height-ratio is set and either width-ratio or aspect-ratio are not set, the new height is the height of pinboard multiplied by height-ratio.
- If height-ratio is not set, but both width-ratio and aspect-ratio are set, the new height is the new width multiplied by aspect-ratio.
- Otherwise, the new height is the same as the old height.

If all of width-ratio, height-ratio and aspect-ratio are set, the new width and height of object are calculated as follows:

1. Compute calculated-width as the width of pinboard multiplied by width-ratio, and calculated-height as the height of pinboard multiplied by height-ratio.
2. Compute aspect-ratio-ratio as:

   \[
   \frac{\text{calculated-height}}{\text{calculated-width}} \times \frac{1}{\text{aspect-ratio}}
   \]

3. Compute correction as:

   \[
   \text{correction} = \text{expt} \left( \frac{\text{aspect-ratio-ratio}}{\text{aspect-ratio-y-weight}} \right)
   \]

4. Compute the new width as calculated-width multiplied by correction, and the new height as the new width multiplied by aspect-ratio.

The result is that if aspect-ratio-y-weight is 0, correction is 1 and height-ratio is effectively ignored, while if aspect-ratio-y-weight is 1, correction cancels the effect of width-ratio. With the default value of 0.5, the resulting position is in the (geometric) middle, and object takes a fixed fraction of the area of the pinboard.

After resizing (if needed), object is also positioned horizontally if x-align is non-nil, and vertically if y-align is non-nil.

The new x coordinate of object is calculated as follows:

- If x-ratio is set, the new x coordinate is the sum of x-ratio multiplied by the width of pinboard plus x-offset, otherwise it is simply x-offset.
• The actual value of the x coordinate for object is adjusted according to the value of x-align such that the left, center or right of object align with the new coordinate.

The new y coordinate of object is calculated similarly, using y-ratio and y-offset, with an adjustment such that the top, center or bottom of object aligns with the new coordinate according to y-align.

If all of width-ratio, height-ratio, x-align and y-align are nil, automatic resizing/re-positioning of object is removed.

set-object-automatic-resize can be called before object is actually displayed, and its effect persists over calls adding and removing object to/from static-layouts. The effect of set-object-automatic-resize also persists if object is removed and added again, either to the same layout or another layout.

Repeated calls to set-object-automatic-resize set only the values that are passed to set-object-automatic-resize. Keys that are not passed are left with their previous value. A call that removes the automatic resizing (because width-ratio, height-ratio, x-align and y-align are all nil) erases all the values.

set-object-automatic-resize returns t if the object is set up for automatic resizing, or nil if the object is set up for no automatic resizing.

Notes

1. The initarg :automatic-resize can be used to set up automatic resizing in the call to make-instance.

2. The name set-object-automatic-resize is slightly inaccurate, because this function can alter an object's position without actually changing its size.

Compatibility note

In LispWorks 6.0 the effect of set-object-automatic-resize does not persist if the object is removed and then added, to any layout.

In LispWorks 6.0 each call to set-object-automatic-resize sets all the values.

Examples

Put an object of fixed size at the top right corner:

(set-object-automatic-resize object
 :x-ratio 1 :x-align :right)

Put an object in the bottom-right quadrant:

(set-object-automatic-resize
 object
 :x-ratio 0.5 :y-ratio 0.5
 :width-ratio 0.5 :height-ratio 0.5)

Put an object with a fixed aspect ratio and object width linear with the width of the layout in the center:

(set-object-automatic-resize
 object
 :x-align :center :y-align :center
 :x-ratio 0.5 :y-ratio 0.5
 :aspect-ratio 0.6 :width-ratio 0.1)

There is a further example in:

(example-edit-file "capi/layouts/automatic-resize")
See also

manipulate-pinboard
static-layout
pinboard-object
simple-pane

---

**set-pane-focus**

*Generic Function*

**Summary**

Sets the input focus to a pane.

**Package**

capi

**Signature**

`set-pane-focus pane`

**Arguments**

`pane`: An instance of a subclass of `simple-pane` or `choice`.

**Description**

The generic function `set-pane-focus` sets the input focus to `pane` or one of its children.

See also

`pane-has-focus-p`  
3.1.5 Focus

---

**set-printer-metrics**

*Function*

**Summary**

Sets the metrics in the given printer.

**Package**

capi

**Signature**

`set-printer-metrics printer &key left-margin top-margin width height`

**Arguments**

`printer`: A printer.
Description

The function `set-printer-metrics` sets the left margin and top margin, and the printable width and printable height, of `printer` to `left-margin`, `top-margin`, `width` and `height` respectively. Values outside the bounds of the printer will be corrected and values that are `nil` cause no change to the corresponding setting.

Examples

To set the margins as large as possible:

```lisp
(let ((metrics (capi:get-printer-metrics printer)))
  (capi:set-printer-metrics printer
    :left-margin 0
    :top-margin 0
    :width (capi:printer-metrics-paper-width metrics)
    :height (capi:printer-metrics-paper-height metrics)))
```

Actually this sets the margins to the whole paper size, but the printer driver will move these in to take account of the minimum margins of the device.

See also

`get-printer-metrics`
`set-printer-options`
`print-dialog`

16 Printing from the CAPI—the Hardcopy API

---

### set-printer-options

#### Function

**Summary**

Sets various options in the given printer.

**Package**

capi

**Signature**

`set-printer-options` *printer* &key *output-file* *first-page* *last-page* *orientation* *copies*

**Arguments**

*printer*

A printer.
### Description

The function `set-printer-options` allows some printer options for the current job to be set programmatically. Note that the user can change the various printer options in the dialog displayed by `print-dialog`.

`printer` should be a printer object returned by `current-printer` or `print-dialog`. `printer` should then be passed to `with-print-job` to print using the options specified.

The keyword arguments control which options are set. If a keyword is not passed then the option remains unchanged.

**Values of `output-file` are:**

- **nil**: Print directly to the device.
- **t**: Print to a file chosen by the user at printing time.
- A pathname: Print to the file given by pathname.

**Values of `first-page` are:**

- **:all**: Print all pages.
- An integer: Print from this page to the page given by `last-page`.

**Values of `orientation` are:**

- **:landscape**: Print in landscape mode.
- **:portrait**: Print in portrait mode.

**Values of `copies`:**

- An integer: The number of copies to print.

### Notes

Printer objects cannot be reused after changing their options or metrics. Call `current-printer` after `set-printer-options` to get a new printer object containing the latest settings.

### Examples

```lisp
;; Print two copies to the current printer.
(let ((printer (capi:current-printer)))
  (capi:set-printer-options printer :copies 2)
  (capi:with-print-job (port :printer printer)
    (print-my-document port)))
```

### See also

`print-dialog`
set-rich-text-pane-character-format

Summary
Sets the character format.

Package
capi

Signature

set-rich-text-pane-character-format pane &key selection attributes-plist => result

Arguments

pane
A rich-text-pane.

selection
Must be t. This argument is deprecated.

attributes-plist
A plist or :default.

Values

result
A plist.

Description
The function set-rich-text-pane-character-format sets current character attributes for text in pane.

If there is a current selection in the pane, then the attributes are set for the selected text. If there is no selection, then it sets the "typing attributes", which are applied to characters that are typed by the user. Note that any cursor movement changes these attributes, so the setting is ephemeral.

Supplying selection is deprecated. If selection is nil an error is signalled. The default value of selection is t.

If attributes-plist is the symbol :default then the default character format of the pane (that is, the value of the rich-text-pane initarg :character-format) is used. Otherwise attributes-plist is a plist of keywords and values. These are the valid keywords on Microsoft Windows and Cocoa:

:bold A boolean.
:italic A boolean.
:underline A boolean.
:face A string naming a font.
:color A color spec or alias specifying the foreground color.
:size The size of the font.

Additionally these attributes-plist keywords are valid on Microsoft Windows only:
21 CAPI Reference Entries

:strikeout A boolean.

:offset An integer specifying the vertical offset of characters from the line (a positive value makes them superscript and a negative value makes them subscript).

:protected A boolean. See the description of protected-callback in rich-text-pane.

:charset A cons (charset, pitch-and-family) where charset has the value of a Microsoft Windows charset identifier, and pitch-and-family is the value of (logior pitch family) where pitch and family have the value of a Windows pitch and a Windows font family respectively.

Compatibility note

The value nil for the keyword argument :selection is not supported in LispWorks 6.1 and later. See the description above for details of the current behavior with respect to the current selection in the rich-text-pane.

Examples

Note: This example uses some features which are supported only on Microsoft Windows:

```lisp
(defun ok-to-edit-p (pane start end s)
  (declare (ignore pane))
  (capi:prompt-for-confirmation
   (format nil "Editing~:~; selection ~\]from ~\]a to ~\]a"
     s start end)))

(setq rtp
  (capi:contain
   (make-instance
    'capi:rich-text-pane
    :protected-callback 'ok-to-edit-p
    :character-format
    '(:size 14 :color :red)
    :visible-min-height 300
    :visible-min-width 400
    :paragraph-format
    '(:start-indent 20 :offset -15)
    :text-limit 160
    :text (format nil "First paragraph.~%Second paragraph, a little longer.~%Another paragraph, which should be long long enough that it spans more than one line.  ~%" )))

Enter some characters in the rich text window and select a range.

Set the selection to blue:

```
capi:set-rich-text-pane-character-format
rtp
:attributes-plist '(:color :blue))
```

Make it protected:

```
capi:set-rich-text-pane-character-format
rtp :attributes-plist '(:protected t))
```

Now try to delete a character, and also to delete the selection. In both cases the ok-to-edit-p callback is called.

See also

rich-text-pane
set-rich-text-pane-paragraph-format

Summary
Sets the paragraph format.

Package
capi

Signature
set-rich-text-pane-paragraph-format pane attributes-plist => result

Arguments

- **pane**
  A `rich-text-pane`

- **attributes-plist**
  A plist, or `:default`.

Values

- **result**
  A plist.

Description

The function `set-rich-text-pane-paragraph-format` sets paragraph attributes for the current paragraphs in `pane`. The current paragraphs are those paragraphs which overlap the current selection, or the paragraph containing the insertion point if there is no selection.

If `attributes-plist` is the symbol `:default` then the default paragraph format of `pane` is used. Otherwise `attributes-plist` is a plist of keywords and values. These are the valid keywords on Microsoft Windows and Cocoa:

- **:alignment**
  :left, :right or :center.

- **:start-indent**
  A number setting the indentation.

- **:offset-indent**
  A number modifying the indentation.

- **:offset**
  A number setting the relative indentation of subsequent lines in a paragraph.

- **:right-indent**
  A number setting the right margin.

- **:tab-stops**
  A list of numbers.

Additionally this `attributes-list` keyword is valid on Microsoft Windows, only:

- **:numbering**

`numbering` specifies the numbering style. Rich Edit 3.0 supports all the above values of `numbering`. Please note that the Arabic and Roman styles start numbering from zero, and that only t and :bullet work with versions of Rich Edit before 3.0 (other values of `numbering` are quietly ignored).

`start-indent` specifies the indentation of the first line of a paragraph. A negative value removes the indentation.
offset-indent takes effect only when start-indent is not passed. It specifies an increase in the current indentation. Therefore, a negative value of offset-indent decreases the indentation.

offset specifies the offset of the second and following lines relative to the first line of the paragraph. That is, when the indentation of the first line is indent, the indentation of the second and subsequent lines is indent + offset. When offset is negative, the second and subsequent lines are indented less than the first line. If indent + offset is negative, then these lines are not indented.

tab-stops should be a list of numbers specifying the locations of tabs. No more than 32 tabs are allowed.

Examples

```lisp
(setq rtp
  (capi:contain
   (make-instance
    'capi:rich-text-pane
    :visible-min-height 300
    :visible-min-width 400
    :paragraph-format
      '(:start-indent 20 :offset -15)
      :text (format nil "First paragraph.~%Second paragraph, a little longer.~%Another paragraph, which should be long long enough that it spans more than one line. ~")))))

(capi:set-rich-text-pane-paragraph-format
 rtp '(:offset-indent 30 :numbering :lowercase))
```

See also

rich-text-pane
rich-text-pane-paragraph-format

---

**set-selection**  
*Function*

**Summary**

Sets the primary selection.

**Package**

capi

**Signature**

```
set-selection self value &optional string plist => result
```

**Arguments**

- **self**  
  A displayed CAPI pane or interface.

- **value**  
  A Lisp object (not necessarily a string) to make available within the local Lisp image.

- **string**  
  The string representation of value to export, or nil.

- **plist**  
  A property list of additional format/value pairs to export.
### Values

**result**

A string, or `nil`.

### Description

The function `set-selection` sets the primary selection associated with `self`.

If `string` is non-nil, then the text of the primary selection is set to `string`. If `string` is `nil` and `value` is a string, then text of the primary selection is set to `value`. Otherwise, no text is set for the primary selection.

In addition, `value` is made available within the local Lisp image when calling `selection`.

`plist` is a plist of additional format/value pairs to export to the primary selection. The currently supported formats are as described for `selection`. You can export more than one format simultaneously.

On Microsoft Windows there is no notion of selection, so this mechanism is internal to Lisp.

Note that X applications may or may not use the primary selection for their paste operations. The most likely explanation for apparent inconsistencies after `set-selection` is that the pasting application does not use the primary selection. For instance, Emacs is configurable by the variable `interprogram-paste-function`.

See also

- `selection`
- `set-clipboard`

18.6 Clipboard

---

### set-text-input-pane-selection

**Generic Function**

**Summary**

Sets the selection in a `text-input-pane`.

**Package**

capi

**Signature**

```
set-text-input-pane-selection pane start end
```

**Arguments**

- `pane` A `text-input-pane`.
- `start`, `end` Bounding indexes for a subsequence of the text of `pane`.

**Description**

The generic function `set-text-input-pane-selection` sets the selection in `pane` to be the text bounded by the indexes `start` (inclusive) and `end` (exclusive).
See also

text-input-pane-selection
text-input-pane

set-top-level-interface-geometry

Generic Function

Summary

Sets the geometry of a top level interface.

Package
capi

Signature

set-top-level-interface-geometry interface &key x y width height

Arguments

interface

A CAPI interface.

x, y, width, height

Integers specifying the new geometry.

Description

The generic function set-top-level-interface-geometry sets the geometry of a top level interface. The coordinates of interface are modified according to x, y, width and height. interface should be a top level interface. If a keyword is omitted then that part of the coordinates is not changed. x and y are measured from the top-left of the screen rectangle representing the area of the primary monitor (the primary screen rectangle).

Notes

On Cocoa set-top-level-interface-geometry behaves as if an interface toolbar is not present, even if interface does contain an interface toolbar.

Examples

(setf ii
   (capi:element-interface
      (capi:contain
        (make-instance 'capi:text-input-pane))))

(multiple-value-bind (x y width height)
   (capi:top-level-interface-geometry ii)
   (capi:execute-with-interface
      ii
      'capi:set-top-level-interface-geometry
      ii
      :x (round (+ x (/ width 4)))
      :y y)
shell-pane

Class

Summary
A pane allowing the user to interact with a subprocess.

Package
capi

Superclasses
interactive-pane

Initargs
:command The command which is run as a subprocess.

Accessors
shell-pane-command

Description
The class shell-pane creates an editor in which a subprocess runs.

User input is interpreted as input to the subprocess. In particular, when the user enters Return in the last line, the line is sent to the subprocess. The output of the subprocess is displayed in the pane.

The default value of command is nil, which means that the actual command is determined as follows:

On Microsoft Windows, cmd.exe is run.

On non-Windows platforms, the value of the environment variable ESHELL is used if set, and otherwise the environment variable SHELL is consulted. If that is not set, then /bin/csh (/bin/sh on SVR4 platforms) is run.

Examples
This function emulates user input on pane:

(defun send-keys-to-pane-aux (pane string newline-p)
 (loop for char across string
   do (capi:call-editor pane char))
 (if newline-p}
This function trampolines to \texttt{send-keys-to-pane-aux} on the right process:

\begin{verbatim}
(defun send-keys-to-pane (pane string newline-p)
  (capi:apply-in-pane-process pane
   'send-keys-to-pane-aux
   pane string newline-p))
\end{verbatim}

This call emulates the user typing \texttt{dir} followed by \texttt{Return}:

\begin{verbatim}
(send-keys-to-pane sp "dir" t)
\end{verbatim}

\begin{center}
\textbf{show-interface}
\end{center}

\textbf{Function}

\textbf{Summary}

Brings the interface containing a specified pane onto the screen.

\textbf{Package}

capi

\textbf{Signature}

\texttt{show-interface pane}

\textbf{Arguments}

\texttt{pane} \downarrow \quad \text{A pane.}

\textbf{Description}

The function \texttt{show-interface} brings the interface containing \texttt{pane} back onto the screen.

To hide the interface use \texttt{hide-interface}.

\textbf{See also}

\begin{itemize}
  \item \texttt{hide-interface}
  \item \texttt{activate-pane}
  \item \texttt{interface}
\end{itemize}

7.7 Manipulating top-level windows

691
show-pane

Summary
Restores the specified pane to the screen.

Package
capi

Signature
show-pane pane => pane

Arguments
pane
An instance of simple-pane or a subclass.

Values
pane
An instance of simple-pane or a subclass.

Description
The function show-pane restores the pane pane to the screen if it is hidden (for instance by hide-pane) or iconified.

See also
hide-pane
show-interface

simple-layout

Summary
A layout with a single child, and the child is resized to fill the space (where possible).

Package
capi

Superclasses
x-y-adjustable-layout

Subclasses
switchable-layout
The class `simple-layout` is a layout with a single child, and the child is resized to fill the space (where possible).

The description of a `simple-layout` can be either a single child, or a list containing just one child. The simple layout then adopts the size constraints of its child, and lays the child out inside itself.

**Examples**

```lisp
(capi:contain (make-instance 'capi:simple-layout
     :description (list (make-instance 'capi:text-input-pane))))
```

**See also**

`layout`
`row-layout`
`column-layout`

---

**simple-network-pane**

**Class**

A graph pane which arranges its nodes in a grid.

**Package**

capi

**Superclasses**

capi:node-pane

**Initargs**

`:x-gap` The horizontal node spacing.
`:y-gap` The vertical node spacing.

**Description**

The class `simple-network-pane` provides a graph which lays out its nodes in a rectangular grid by a simple algorithm.

The default values of `x-gap` and `y-gap` are 200 and 100 respectively.

`simple-network-pane` is a subclass of `choice`, so for details of its selection handling, see `choice`.

**Examples**

```lisp
(example-edit-file "capi/graphics/network")
```
simple-pane

Summary

The class **simple-pane** is the superclass for any elements that actually appear as a native window, and is itself an empty window.

Package

capi

Superclasses

element

Subclasses

display-pane
interface
title-pane
button-panel
list-panel
option-pane
output-pane
progress-bar
slider
text-input-pane
tree-view
toolbar
layout
button

Initargs

:enabled A boolean controlling whether the pane is enabled.
:background The background color of the pane.
:foreground The foreground color of the pane.
:font The default font for the pane.
:horizontal-scroll t, :without-bar, or nil. If true the pane can scroll horizontally.
:vertical-scroll t, :without-bar, or nil. If true the pane can scroll vertically.
:scroll-bar-type nil (the default) or :always-visible.
:visible-bar A boolean or a keyword controlling whether the pane has a border, for some pane classes.
:internal-border A non-negative integer, or nil. Controls the width of the internal border.
:cursor A keyword naming a built-in cursor, or a cursor object, or nil.
:pane-menu Specifies a menu to be raised by the :post-menu gesture.
:drop-callback Specifies a drop callback for output-pane, interface, list-panel or tree-view.
:drag-callback Specifies a drag callback for list-panel or tree-view.
:automatic-resize A plist.
:scroll-if-not-visible-p
Defines whether, when the focus is given to the pane and the pane is not fully visible, the pane's parent is automatically scrolled to show it.

**:toolbar-title**
A string.

**:scroll-horizontal-slug-size**
Useful only for output-pane and subclasses and for layouts. See `set-horizontal-scroll-parameters`.

**:scroll-vertical-slug-size**
Useful only for output-pane and subclasses and for layouts. See `set-horizontal-scroll-parameters`.

**:scroll-start-x**
Useful only for output-pane and subclasses and for layouts. See `set-vertical-scroll-parameters`.

**:scroll-start-y**
Useful only for output-pane and subclasses and for layouts. See `set-vertical-scroll-parameters`.

**:scroll-width**
Useful only for output-pane and subclasses and for layouts. See `set-vertical-scroll-parameters`.

**:scroll-height**
Useful only for output-pane and subclasses and for layouts. See `set-vertical-scroll-parameters`.

**:scroll-initial-x**
Useful only for output-pane and subclasses and for layouts. See `set-horizontal-scroll-parameters`.

**:scroll-initial-y**
Useful only for output-pane and subclasses and for layouts. See `set-vertical-scroll-parameters`.

**:scroll-horizontal-step-size**
Useful only for output-pane and subclasses and for layouts. See `set-horizontal-scroll-parameters`.

**:scroll-vertical-step-size**
Useful only for output-pane and subclasses and for layouts. See `set-vertical-scroll-parameters`.

**:scroll-horizontal-page-size**
Useful only for output-pane and subclasses and for layouts. See `set-horizontal-scroll-parameters`.

**:scroll-vertical-page-size**
Useful only for output-pane and subclasses and for layouts. See `set-vertical-scroll-parameters`.

**Accessors**

simple-pane-enabled
simple-pane-background
simple-pane-foreground
simple-pane-font
simple-pane-cursor
simple-pane-scroll-callback
simple-pane-drop-callback
simple-pane-drag-callback

**Readers**

simple-pane-horizontal-scroll
simple-pane-vertical-scroll
simple-pane-visible-border

Description

enabled determines whether the pane is enabled. The default value is t. Note that changing the enabled state of a visible pane by (setf simple-pane-enabled) changes its appearance.

background and foreground are colors specified using the Graphics Ports color system. Additionally on Cocoa, the special value :transparent is supported, which makes the pane's background match that of its parent. The keyword :background can also be used as the value for background, which is generally the same as not specifying background at all, except for layout panes where the initargs :background :background also forces the pane to have its own native GUI object. You need to do that if you want to make a layout without a background initially, and change it later using (setf simple-pane-background).

font should be a font, a font-description, a font alias, or nil. If it is not a font, it is converted to a font when the pane is created. nil is converted to the default font, and a font-description is converted as if by calling find-best-font.

pane-menu can be used to specify or create a menu to be displayed when the :post-menu gesture is received by the pane. It has the default value :default which means that make-pane-popup-menu is called to create the menu. For a full description of pane-menu, see 8.12 Popup menus for panes.

Notes

1. foreground is ignored for buttons on Windows and Cocoa.
2. On Microsoft Windows pane-menu is not supported for title-pane. See title-pane for alternative approaches.
3. The font, foreground and background might be overridden by settings created using set-interface-pane-name-appearance or set-interface-pane-type-appearance.

Description: Cursor

cursor specifies a cursor for the pane. On Cocoa and GTK+, the cursor initarg has an effect only in output-pane and its subclasses. On other platforms it changes the cursor for other CAPI pane classes, although this may contravene style guidelines.

nil means use the default cursor, and this is the default value. cursor can also be a cursor object as returned by load-cursor. The other allowed values are keywords naming built-in cursors which are supported on each platform as shown in the table below.

<table>
<thead>
<tr>
<th>cursor</th>
<th>Cocoa</th>
<th>Windows</th>
<th>Motif</th>
</tr>
</thead>
<tbody>
<tr>
<td>:busy</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>:i-beam</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>:top-left-arrow</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>:h-double-arrow</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>:v-double-arrow</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>:left-side</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>:right-side</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>:top-side</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>:bottom-side</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
</tbody>
</table>


Description: Drag and drop

drop-callback can be specified for a pane that is an instance of output-pane, interface, list-panel, tree-view or a subclass of one of these. When the user drags an object over a window, the CAPI first tries to call the drop-callback of any pane under the mouse and otherwise calls the drop-callback of the top-level interface. The default value of drop-callback is nil, which means that there is no support for dropping into the pane.

For editor-pane, drop-callback can be :default, which provides support for dropping a string into the pane and inserting the string into the pane’s editor buffer.

If drop-callback is any other non-nil value, it should be either a list (for simple cases) or function designator (to use all options). When it is a function designator, it needs to have this signature:

\[
\text{drop-callback} \text{ pane} \text{ drop-object} \text{ stage}
\]

The function drop-callback is called by the CAPI at various times such as when the pane is displayed and when the user attempts to drop data into the pane. pane is the pane itself, drop-object is an object used to communicate information about the current dropping operation (see below) and stage is a keyword. drop-callback should handle these values of stage:

<table>
<thead>
<tr>
<th>:format</th>
<th>Yes</th>
<th>Yes</th>
<th>Yes</th>
</tr>
</thead>
<tbody>
<tr>
<td>:enter</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>:leave</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
</tbody>
</table>

This might occur when the pane is being displayed or might occur each time the user drags or drops an object over the pane. It should call set-drop-object-supported-formats with the drop-object and a list of formats that the pane wants to receive. Each format is a keyword. The list of the formats must be the same each time it is called.

This occurs when the user drags an object into a pane which is an output-pane or interface (but not for a pane which is a list-panel or tree-view). It can query the drop-object using drop-object-provides-format and drop-object-allows-drop-effect-p to discover what the user is dragging. It can also use drop-object-pane-x and drop-object-pane-y to query the mouse position relative to the pane. It should call (setf drop-object-drop-effect) with an effect if it wants to allow the object to be dropped. If this is not called, then the object cannot be dropped into the pane.

This occurs when the user drags an object out of a pane which is an output-pane or interface (but not for a pane which is a list-panel or tree-view).
This occurs while the user is dragging an object over the pane. It can query the drop-object using drop-object-provides-format and drop-object-allows-drop-effect-p to discover what the user is dragging. For output-pane, it can use drop-object-pane-x and drop-object-pane-y to query the mouse position relative to the pane. For list-panel and tree-view, it can use drop-object-collection-index or drop-object-collection-item to query where the user is attempting to drop the object and can call their setf functions to adjust this position. It should call (setf drop-object-drop-effect) with an effect if it wants to allow the object to be dropped. If this is not called, then the object cannot be dropped into the pane. For output-pane and interface, it might also want to update the pane to indicate where the object will be dropped.

This occurs when the user drops an object over the pane. It can query the drop-object as for the :drag stage, but can also obtain the object itself using drop-object-get-object for one of the formats in the list returned by drop-object-provides-format. Once the object is received, it should call (setf drop-object-drop-effect) with the effect that has been used by the callback. It should also update the pane to incorporate the object in whatever way the application requires.

When drop-callback is a list, it specifies a simple response. The list should be of the form:

(effects formats drop-stage-callback &optional checker)

Both effects and formats can be either a list of effects or formats, or an atom which is interpreted as a list of one element. effects and formats specify which effects and formats are allowed.

For the stages except :formats, the first effect of the given effects that the drop-object allows is set (by calling (setf drop-object-drop-effect)), except when checker is supplied. In the latter case, before setting an effect it loops through the formats and calls the checker with three arguments:

(funcall checker pane effect format)

If checker returns non-nil it sets the effect. If checker returns nil for the formats, it goes to the next effect.

In the :drop stage, after setting the effect, it gets the object with first format that is provided by the drop-object, and then calls the drop-stage-callback with four arguments:

(funcall drop-stage-callback pane object x-or-index y-or-placement)

If the pane is a tree-view or list-panel, the last two arguments are the item index (for get-collection-item) and placement (:above, :item, :below), which are the results of drop-object-collection-index. Otherwise, the last two arguments are the x and y (results of drop-object-pane-x and drop-object-pane-y). It is the responsibility of the drop-stage-callback to perform whatever dropping should mean.

drag-callback can be specified for a pane that is an instance of list-panel or tree-view. The default value of drag-callback is nil, which means that there is no support for dragging from the pane. Otherwise, it should be a function designator with this signature:

(drag-callback pane info => result)

When the user drags items in the pane, the CAPI calls the drag-callback. pane is the pane itself and info is a list of item indices that are being dragged (compare with choice-selection).

The drag-callback should normally return a plist result whose keys are the data formats to be dragged, with a value associated with each format. Formats are arbitrary keywords that must be interpreted by the pane where you intend to drop the values.
(see the drop-callback). The format :string is understood by some other panes that expect text.

The plist result returned by drag-callback can contain the key :image-function with a function image-function as value. This function is used to generate the image that is used in the dragging itself, exactly as the image-function in drag-pane-object is used. On Cocoa, tree-view and list-panel ignore this key in result.

drag-callback can also be used in top-level interfaces. In this case the second argument info is a flag describing the gesture that caused the call. Currently the only value is :drag-image, which means it was invoked by dragging the drag-image (see interface).

drag-callback is allowed to return the result :default rather than a plist. :default tells the system to do default dragging if there is any. At the time of writing the only place where there is default dragging is on Cocoa for an interface with an :interface-pathname. drag-callback is allowed to return the result nil, meaning do not do dragging.

On output-pane you add dragging by adding an entry to the input-model and which initiates the dragging by calling drag-pane-object.

Notes: Drag and drop

If :image is supplied in the plist returned by drag-callback, the dragging mechanism automatically frees the image object as if by free-image when it no longer needs it.

Description: Scroll

Any simple pane can be made scrollable by specifying t to :horizontal-scroll or :vertical-scroll. By default these values are nil, but some subclasses of simple-pane default them to t where appropriate (for instance editor-pane: always default to having a vertical scroll bar).

For a pane which is scrollable but does not display a scroll bar, pass the value :without-bar for :horizontal-scroll or :vertical-scroll. See:

(example-edit-file "capi/output-panes/scrolling-without-bar.lisp")

The height and width of a scrollable simple pane can be specified by the initargs :scroll-height and :scroll-width, which have the same meaning as :internal-min-height and :internal-min-width. See 6.5.2 Constraint Formats for more information about height and width initargs.

scroll-bar-type controls the visibility of scroll bars on Cocoa. By default, the visibility of scroll bars depends on the System Preferences, which in newer versions of macOS is to have scroll bars that are not always visible. Supplying :always-visible causes the scroll bars to be always visible as they used to be.

scroll-if-not-visible-p controls scrolling behavior of the parent when the pane is given the input focus. scroll-if-not-visible-p can be t, nil, or :non-mouse. See scroll-if-not-visible-p for details. When this initarg is supplied, the generic function (setf scroll-if-not-visible-p) is called with it.

Description: Border

The value for visible-border can be any of the following, with the stated meanings where applicable:

nil Has no border.

t Has a border.

:default Use the default for the window type.

:outline Add an outline border.
There are various platform/pane class combinations which do not respond to all values of visible-border. For example, on Windows XP with the default theme, text-input-choice and option-pane always have a visible border regardless of the value of visible-border, while other classes including display-pane, text-input-pane, list-panel, editor-pane and graph-pane have three distinct border styles, with visible-border :default meaning the same as visible-border t.

If internal-border is non-nil, it should be a non-negative integer specifying the width of an empty region around the edge of the pane.

Description: Miscellaneous

automatic-resize makes the pane resize automatically. This has an effect only if it is placed inside a static-layout (including subclasses like pinboard-layout). The effect is that when the static-layout is resized then the pane also changes its geometry.

The value of automatic-resize defines how the pane's geometry changes. It must be a plist of keywords and values which match the keywords of the function set-object-automatic-resize and are interpreted in the same way.

If the pane is used in the toolbar-items list of an interface, then toolbar-title should be a short string that will be shown near to the pane if required for the toolbar.

Notes: Miscellaneous

1. In order to display a simple pane, it needs to be contained within an interface. In a real application you will will define your interface class, but for debugging and just playing around with pane the two convenience functions make-container and contain are provided to create an interface with enough support for that pane. The function make-container just returns a container for an element, and the function contain displays an interface created for the pane using make-container.

2. You can also control automatic resizing of a simple-pane using set-object-automatic-resize.

Examples

```
(capi:contain (make-instance 'capi:output-pane
   :background :red
   :scroll-width 300
   :horizontal-scroll t))
```

```
(setf ep
   (capi:contain
    (make-instance 'capi:editor-pane
      :visible-border t)))
```

```
(setf (capi:simple-pane-cursor ep) :crosshair)
```

For an example illustrating the use of drag-callback, see:

```
(example-edit-file "capi/choice/drag-and-drop")
```

See also

contain
define-font-alias
set-object-automatic-resize
3 General Properties of CAPI Panes
6 Laying Out CAPI Panes
9 Adding Toolbars
13.10.3.2 Transparency and the alpha channel

simple-pane-handle

Function

Summary
Returns the window handle of a pane.

Package
capi

Signature

simple-pane-handle pane => handle

Arguments

pane
A pane.

Values

handle
An integer, or nil.

Description

The function simple-pane-handle returns the handle of pane in the system that displays it, if there is an underlying window.

On Microsoft Windows handle is the hwnd of pane.

On X11/Motif, handle is the windowid of the main part of pane (type Window in the X library).

If pane is not displayed, or if pane does not have an underlying window, then handle is nil. Note that layouts do not always have an underlying window.

Use this function with caution: in general, drawing and moving of CAPI windows should be done through the CAPI.

See also
current-dialog-handle
18.7 Handles

simple-pane-visible-height

Function

Summary
Gets the visible height of a pane.

Package
capi
21 CAPI Reference Entries

Signature

```
simple-pane-visible-height pane => result
```

Arguments

```
pane   A simple pane.
```

Values

```
result The height of the visible part of pane, or nil.
```

Description

The function `simple-pane-visible-height` returns the height in pixels of the visible part of `pane`, that is the height of the viewport, not including any borders or scroll bars. If `pane` is not displayed the function returns `nil`.

See 6.4.1 Width and height hints for a description of the visible size of a pane.

See also

```
simple-pane-visible-size
simple-pane-visible-width
with-geometry
3.8 Accessing pane geometry
```

---

**Function**

```
simple-pane-visible-size
```

Summary

Gets the visible size of a pane.

Package

```
capi
```

Signature

```
simple-pane-visible-size pane => width, height
```

Arguments

```
pane   A simple pane.
```

Values

```
width  The width of the visible part of pane, or nil.
height The height of the visible part of pane, or nil.
```

Description

The function `simple-pane-visible-size` returns the size in pixels of the visible part of `pane`, that is the width and height of the viewport, not including any borders or scroll bars. If `pane` is not displayed the return values are `nil`. 

---

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See 6.4.1 Width and height hints for a description of the visible size of a pane.

See also

simple-pane-visible-height
simple-pane-visible-width
with-geometry
3.8 Accessing pane geometry

---

**simple-pane-visible-width**

**Function**

**Summary**

Gets the visible width of a pane.

**Package**

capi

**Signature**

```lisp
simple-pane-visible-width pane => result
```

**Arguments**

pane

A simple pane.

**Values**

result

The width of the visible part of pane, or nil.

**Description**

The function `simple-pane-visible-width` returns the width in pixels of the visible part of pane, that is the width of the viewport, not including any borders or scroll bars. If pane is not displayed the function returns nil.

See 6.4.1 Width and height hints for a description of the visible size of a pane.

See also

simple-pane-visible-height
simple-pane-visible-size
with-geometry
3.8 Accessing pane geometry

---

**simple-pinboard-layout**

**Class**

**Summary**

A subclass of `pinboard-layout` that can contain just one pinboard object or pane as its child, and it adopts the size constraints of that child.
Package
capi

Superclasses
pinboard-layout
  simple-layout

Subclasses
graph-pane

Initargs
:child The child of the pinboard layout.

Description
The class simple-pinboard-layout is normally used to place pinboard objects in a layout by placing the layout inside a simple-pinboard-layout, thus displaying the pinboard objects. It inherits all of its layout behavior from simple-layout.

Examples

(setq column
  (make-instance
   'capi:column-layout
   :description
   (list
    (make-instance
     'capi:image-pinboard-object
     :image
     (example-file "capi/graphics/Setup.bmp"))
    (make-instance
     'capi:item-pinboard-object
     :text "LispWorks"))
   :x-adjust :center))

  (capi:contain (make-instance
                     'capi:simple-pinboard-layout
                     :child column))

See also
pinboard-object

**simple-print-port**

Function

Summary
Prints the contents of an output pane to a printer.
21 CAPI Reference Entries

Package
capi

Signature
simple-print-port  port &key jobname scale dpi printer drawing-mode interactive background

Arguments

port ⇓  An output-pane.
jobname ⇓  A string or nil.
scale ⇓  A positive real or nil.
dpi ⇓  A positive real or nil.
printer ⇓  A printer or nil.
drawing-mode ⇓  One of :compatible, :quality or nil.
interactive ⇓  A boolean.
background ⇓  A color in the Graphics Ports color system.

Description

The function simple-print-port prints the output-pane specified by port to the default printer, unless specified otherwise by printer.

If jobname is non-nil then it is used to set the name of the job that is seen by the user.

scale and dpi are used to determine how to transform the output pane's coordinate space to physical units. Their meaning here is the same as in get-page-area, except that scale may also take the value :scale-to-fit, in which case the pane is printed as large as possible on a single sheet.

The background color of port is ignored, and the value given by background is used instead. This defaults to :white.

drawing-mode should be either :compatible which causes drawing to be the same as in LispWorks 6.0, or :quality which causes all the drawing to be transformed properly, and allows control over anti-aliasing on Microsoft Windows and GTK+. The default value of drawing-mode is :quality.

For more information about drawing-mode, see 13.2.1 The drawing mode and anti-aliasing.

If interactive is t, a print dialog is displayed. This is the default. If interactive is nil, then the document is printed to the current printer without prompting the user.

Examples

(example-edit-file "capi/printing/simple-print-port")

(example-edit-file "capi/printing/multi-page")

See also

print-dialog
13 Drawing - Graphics Ports
16 Printing from the CAPI—the Hardcopy API
slider

Summary

A pane with a sliding marker, which allows the user to control a numerical value within a specified range.

Package

capi

Superclasses

range-pane
titled-object
simple-pane

Initargs

:print-function A function of two arguments, or a format string.
:show-value-p A generalized boolean.
:start-point A keyword.
:tick-frequency An integer, a ratio or the keyword :default.

Accessors

slider-print-function

Readers

slider-show-value-p
slider-start-point
slider-tick-frequency

Description

The class slider allows the user to enter a number by moving a marker on a sliding scale to the desired value.

show-value-p determines whether the slider displays the current value, on Microsoft Windows and GTK+. The default value is t. show-value-p is ignored on Cocoa.

start-point specifies which end of the slider is the start point in the range. The values allowed depend on the orientation of the slider. For horizontal sliders, start-point can take these values:

:left The start point is on the left.
:right The start point is on the right.
:default The start point is at the default side (the left).

For vertical sliders, start-point can take these values:

:top The start point is at the top.
:bottom The start point is at the bottom.
The start point is at the default position, which is the top on Microsoft Windows and Motif, and the bottom on Cocoa.

`tick-frequency` specifies the spacing of tick marks drawn on the slider. If `tick-frequency` is `:default`, then the slider may or may not draw tick marks according to the OS conventions. If `tick-frequency` is 0, then no tick marks are drawn. If `tick-frequency` is a ratio 1/N for integer N>1, then tick marks are drawn to divide the slider range into N sections. Otherwise `tick-frequency` should be an integer greater than 1 which specifies the spacing of tick marks in units between `start` and `end`. The default value of `tick-frequency` is `:default`.

`print-function`, when supplied, should be a function with signature:

```
print-function pane value => result
```

where `pane` is the slider pane, `value` is its current value, and `result` is a string or `nil`. When the slider pane displays the current value, it calls `print-function` and displays the value as `result`, unless that is `nil`, in which case the value is printed normally.

As a special case, `print-function` can also be a string, which is used as the format string in a call to `format` with one additional argument, the value, that is:

```
(format nil print-function value)
```

and the result of this call to `format` is displayed.

Notes

1. `print-function` is not implemented on Motif.
2. `print-function` has no effect on Cocoa because the slider pane never displays the value.
3. Use of the `print-function` is determined when the slider pane is displayed. Setting the `print-function` in a slider that did not have a `print-function` when it was first displayed does not work until the slider is destroyed and displayed again. Therefore, if you want to display a `slider` without a `print-function` but set it later, initially you should supply a `print-function` that always returns `nil`, for example:

```
(make-instance 'capi:slider
    :start 10 :end 34
    :print-function 'false)
```

4. `print-function` is useful for displaying fractional values or values that grow logarithmically (or any other non-linear function), because the actual values in a `slider` are always integers that increase linearly as the slider moves.

5. On Windows the value of a `slider` is displayed (when `show-value-p` is true) in a tooltip that is visible only while the user moves the marker with a mouse.

Compatibility note

In LispWorks 6.0 and earlier versions, ticks are drawn as if `tick-frequency` is `:default`.

Examples

Given the default `start` and `end` of 0 and 100, this gives ticks at 0, 25, 50, 75 and 100:

```
(make-instance 'slider :tick-frequency 25)
```
while this gives ticks at 0, 20, 40, 60, 80 and 100:

```lisp
(make-instance 'slider :tick-frequency 1/5)
```

This example illustrates the use of `print-function` to display fractional and non-linear values ranges:

```lisp
(example-edit-file "capi/elements/slider-print-function")
```

See also

3.9.4 Slider, Progress bar and Scroll bar

---

**sorted-object**  

**Class**

**Summary**

Defines sorting operations.

**Package**

capi

**Superclasses**

standard-object

**Subclasses**

list-panel

**Initargs**

:sort-descriptions A list.

**Description**

The class `sorted-object` defines sorting operations.

`sorted-object` is an interface for sorting the items in `list-panel` and `list-view`.

Each element of `sort-descriptions` is a sorting description object, as returned by `make-sorting-description`. These define various sorting options and are used by `sorted-object-sort-by` and `sort-object-items-by`.

**Notes**

The subclass `multi-column-list-panel` supports sortable columns.

See also

list-panel
list-view
make-sorting-description
sort-object-items-by
sorted-object-sort-by
sorted-object-sorted-by

sorted-object-sort-by

Generic Function

Summary
Sets the sorting type of a sorted-object.

Package
capi

Signature
sorted-object-sort-by pane new-sort-type &key allow-reverse

Arguments
pane↓ An instance of sorted-object or a subclass.
new-sort-type↓ The sort type to set.
allow-reverse↓ A boolean.

Description
The generic function sorted-object-sort-by sets the sort type of pane to new-sort-type.

new-sort-type must match by cl:equal the type of one of the sorting descriptions of pane.

If allow-reverse is non-nil and the sort type already matches new-sort-type, then the sort reverses the order of the items. The default value of allow-reverse is t.

If pane is a list-panel, then sorted-object-sort-by also calls sort-object-items-by to sort the items with the new sort type. For your own subclasses of sorted-object which are not subclasses of list-panel, if you need this behavior define an :after method that calls sort-object-items-by. You can also define :after methods on subclasses of list-panel to perform other tasks each time the items are sorted.

See also
list-panel
sort-object-items-by
sorted-object
sorted-object-sorted-by

sorted-object-sorted-by

Function

Summary
Returns the current sorting type and reverse flag of a sorted-object.
21 CAPI Reference Entries

Package
capi

Signature

\texttt{sorted-object-sorted-by} \hspace{0.5em} pane \Rightarrow \hspace{0.5em} \texttt{sort-type}, \hspace{0.5em} \texttt{reversed}

Arguments

pane\downarrow \hspace{1.5em} \text{An instance of } \texttt{sorted-object} \text{ or a subclass.}

Values

sort-type\downarrow \hspace{1.5em} \text{A sort type.}

reversed\downarrow \hspace{1.5em} \text{A boolean.}

Description

The function \texttt{sorted-object-sorted-by} returns the current sorting type \texttt{sort-type} and reverse flag \texttt{reversed} of \texttt{pane}.

\texttt{sort-type} is the \textit{type} of one of the sorting descriptions of \texttt{pane}. \textit{reversed} is true if the pane is sorted in reverse order and false if it is sorted in normal order.

See also

\texttt{sorted-object}

\texttt{sorted-object-sort-by}

\begin{quote}
\textbf{sort-object-items-by} \hspace{1.5em} \textit{Function}
\end{quote}

Summary

Sorts items according to a \texttt{sorted-object}.

Package
capi

Signature

\texttt{sort-object-items-by} \hspace{0.5em} \texttt{sorted-object} \hspace{0.5em} \texttt{items} \Rightarrow \hspace{0.5em} \texttt{result}

Arguments

\texttt{sorted-object}\downarrow \hspace{1.5em} \text{An instance of } \texttt{sorted-object} \text{ or a subclass.}

\texttt{items}\downarrow \hspace{1.5em} \text{A list.}

Values

\texttt{result} \hspace{1.5em} \text{A permutation of } \texttt{items}. 
Description

The function \texttt{sort-object-items-by} sorts \textit{items} according to the current sort type of \texttt{sorted-object}, as set by \texttt{sorted-object-sort-by}.

Notes

1. If the sort type is reversed, \textit{items} will be sorted in reverse order.
2. The sorting may be destructive, that is \textit{items} may be modified during a call to \texttt{sort-object-items-by}.

See also

\texttt{sorted-object}
\texttt{sorted-object-sort-by}
\texttt{sorted-object-sorted-by}

\textbf{stacked-tree} \hspace{1cm} \textit{Class}

Summary

A pane that displays a tree of items in a "stacked" drawing, where each item has an associated value and child items that represent a fraction of that value. Each item is displayed as a rectangle whose width corresponds to the value. Child items are displayed below the item to make a stack of rectangles.

Package

capi

Superclasses

\texttt{choice}
\texttt{output-pane}

Initargs

:\texttt{root} \hspace{1cm} An object which is the root of the tree of items, or \texttt{nil}.
:\texttt{item-function} \hspace{1cm} A designator for a function.
:\texttt{value} \hspace{1cm} A non-negative real or \texttt{nil}.
:\texttt{motion-callback} \hspace{1cm} A designator for a function or \texttt{nil}.
:\texttt{colors} \hspace{1cm} A list of colors.
:\texttt{color-function} \hspace{1cm} A designator for a function or \texttt{nil}.
:\texttt{item-menu-function} \hspace{1cm} A designator for a function or \texttt{nil}.
:\texttt{highlight} \hspace{1cm} A boolean.
:\texttt{max-level} \hspace{1cm} A positive real or \texttt{nil}.
:\texttt{empty-tree-string} \hspace{1cm} A string or \texttt{nil}.
Accessors

stacked-tree-root
stacked-tree-item-function
stacked-tree-item-menu-function
stacked-tree-empty-tree-string

Description

The class *stacked-tree* is a subclass of *output-pane*, which displays a tree of items in a "stacked" drawing. In a stacked drawing, each item of the tree is represented by a horizontal rectangle. The height of the rectangle is fixed to accommodate the height of the font of the *stacked-tree*, while the width corresponds to the "value" of the item. The children of each item are drawn side-by-side below the item itself, to make a stack of rectangles ("stacked").

Within each item's rectangle, the *stacked-tree* displays a label, consisting of the item's name (the third value of *item-function*, see below) and the percentage of the item's value with respect to the value of the *stacked-tree*. The name and/or percentage are omitted if the rectangle is not wide enough.

*root* and *item-function* specify the tree that the *stacked-tree* is displaying. *root* can be initialized by the :root initarg or set by using (setf stacked-tree-root) or modify-stacked-tree. Likewise, *item-function* can be initialized by the :item-function initarg or set by using (setf stacked-tree-item-function) or modify-stacked-tree. The *stacked-tree* uses *item-function* to traverse the tree starting from *root*.

*item-function* must be a designator for a function with two arguments: the *stacked-tree* and an item. It should return three values:

- **item-value**: A *real* or *nil*. If *item-value* is a positive *real*, it specifies the item's value, which affects the width of the rectangle used to represent it. If *item-value* is *nil*, then the *stacked-tree* computes the value as the sum of the values of the *item-children*. If *item-value* is not positive, then the item is ignored.

- **item-children**: A list of items that are the children of the item argument. If *item-children* is *nil* then the item is a leaf item and has no children.

- **item-name**: A string or *nil*. When *item-name* is non-nil, the string representation of it (the result of calling the *print-function* inherited from *collection*) is displayed within the rectangle. Just the rectangle is displayed if *item-name* is *nil*.

Both *root* and elements of *item-children* returned by *item-function* can be any object. The only requirement is that *item-function* returns useful values when called with this object. Thus the tree is completely defined by *root* and by what *item-function* returns.

*stacked-tree* calls *item-function* on items down the tree until either a leaf item is reached (that is when *item-children* is *nil*), or when the depth of the tree reaches max-level, if that is non-nil.

Note: Currently there is nothing else to stop the descent down the tree, so you must either have a finite tree, that is your *item-function* must return *nil* as the *item-children* at some level on every branch, or you must supply a non-nil max-level.

If *value* is non-nil, it specifies the value on which to base the percentage computations when displaying items. If *value* is *nil* or not specified, it defaults to the *item-value* of *root*, which is the natural value in many cases, but not always. For example, the Profiler tool in the LispWorks IDE uses a *value* that is the number of times that the profiling was done, while the *item-value* of its *root* is the sum of the number of times that each process was profiled, which will be much larger when you profile more than one process.

*color-function* or *colors* specify the background color used for each displayed rectangle.

If *color-function* is non-nil, then *colors* is ignored. *color-function* is called for each item, the first time the item is displayed, with two arguments: the *stacked-tree* and the item. It must return a color specification (a color-spec or a recognized
symbol, see \p{15 The Color System}, which is then used as the background color of the rectangle for the item.  

If \textit{color-function} is \texttt{nil}, then \textit{colors} is used. \textit{colors} defaults to a plausible list of colors, so it does not need to be specified. If it supplied, it must be a list of color specifications. The \texttt{stacked-tree} selects a random color from this list for each item the first time the item is displayed.  

\textbf{Note:} If you do not specify \textit{colors} or \textit{color-function}, then the \texttt{stacked-tree} automatically uses darker colors when the window is running with a dark theme. If \textit{color-function} is non-\texttt{nil}, then after a color mode switch, \textit{color-function} is called again for each item that is displayed. \textit{color-function} can use \texttt{top-level-interface-dark-mode-p} on the top-level interface of the \texttt{stacked-tree} to decide whether it is dark mode or not, but it is probably better to set something inside the \texttt{top-level-interface-color-mode-callback} of the interface. If you supply \textit{colors}, then it defines a fixed set that does not change. In this case, you probably want to also set the foreground, so the the color of the text does not change either.  

If \textit{motion-callback} is non-\texttt{nil}, it is called when the user moves the mouse over the \texttt{stacked-tree}, with three arguments: the \texttt{stacked-tree}, the item associated with the rectangle at the mouse position or \texttt{nil} if the mouse is not over any rectangle, and a vector specifying the coordinates of the item (or \texttt{nil} if the item is \texttt{nil}). The vector contains eight elements:  

\begin{itemize}  
  \item [0,1,2,3:] \texttt{x, y, width, height}  
  \item 4: \texttt{label-offset.} The horizontal offset in pixels of the beginning of the label from the left side of the rectangle, that is the label's left side is \texttt{x + label-offset}.  
  \item 5: \texttt{label-draw-width} The width in pixels that is available to display the label. This is always smaller than the width by a few pixels, and if the rectangle is not visible, may be much smaller or 0.  
  \item 6: \texttt{label-width} The width in pixels of the label that should be displayed (as returned by \texttt{get-string-extent} when called with the label).  
  \item 7: \texttt{percent-width} The width in pixels that is required to display the percentage for the item.  
\end{itemize}  

If \textit{highlight} is non-\texttt{nil}, when the user moves the mouse over the \texttt{stacked-tree}, the rectangle under the mouse is highlighted.  

\textbf{Note:} Both \textit{motion-callback} and \textit{highlight} are implemented by defining the \texttt{:motion} gesture in the \texttt{input-model} of the \texttt{stacked-tree}. If you supply an \texttt{input-model} containing \texttt{:motion} (see \texttt{output-pane}), then this will override the internal one, so \textit{motion-callback} will never be called and \textit{highlight} will not have any effect.  

\texttt{empty-tree-string}, if non-\texttt{nil}, should be a string. The default is "Empty STACKED-TREE displayer". It is displayed in the \texttt{stacked-tree} if you set \texttt{root} to \texttt{nil}, or when a non-positive \texttt{item-value} is returned when \texttt{item-function} is called on \texttt{root}.  

If \textit{item-menu-function} is non-\texttt{nil}, it is called when the context menu needs to be raised (normally by right-click of the mouse), with two arguments: the \texttt{stacked-tree} and the selected item (or \texttt{nil} if none is selected). It should return a \texttt{menu}, \texttt{menu-component} or \texttt{nil}. If \textit{item-menu-function} returns a \texttt{menu}, then it is used as the context menu. If it returns a \texttt{menu-component}, LispWorks makes a menu containing the component followed by the default \texttt{stacked-tree} menu (described later). If it returns \texttt{nil}, LispWorks raises the default \texttt{stacked-tree} menu. If \textit{item-menu-function} is \texttt{nil}, LispWorks also raises the default \texttt{stacked-tree} menu.  

\textbf{Note:} \textit{item-menu-function} is called from the \texttt{make-pane-popup-menu} method of \texttt{stacked-tree}. You can completely override this by using the \texttt{:pane-menu} initarg (see \p{8.12 Popups for Panes}), or by defining your own \texttt{make-pane-popup-menu} method specializing on \texttt{stacked-tree} and your own \texttt{interface} class.  

\textbf{Note:} When the menu is raised as a result of a mouse click within a rectangle that is associated with an item then this item is selected while the menu is visible. When the menu has been dismissed, if the contents and the selection of the \texttt{stacked-tree} are still the same, then the selection goes back to the item that was selected before the mouse click.
Description: capi:output-pane features

Some features of stacked-tree are inherited from output-pane as described here.

If you supply a display-callback then it will be called after the stacked-tree has drawn what it wants to draw.

If you supply a resize-callback, then the stacked-tree ensures that the selected item is visible after calling your callback.

stacked-tree forces coordinate-origin to be :fixed-graphics.

The stacked-tree has default initargs for :draw-with-buffer, :horizontal-scroll and :vertical-scroll (all t). If you override any of these you will affect its behavior.

The stacked-tree implements its user input interaction (see below) using the input-model of output-pane. If you supply the :input-model initarg, its value will be appended before the internal input-model of stacked-tree, so your callbacks will override the internal ones. Note that this affects all interaction, including selection of an item. Your input-model callbacks can use stacked-tree-item-at-point to find the item at the x,y coordinates.

Description: capi:choice features

Some features of stacked-tree are inherited from choice as described here.

The interaction of stacked-tree is always :single-selection. Setting the items signals an error.

choice-selection and choice-selected-item can be used in the usual way, including setting them. When the selection is set, the stacked-tree ensures that the selected item is visible.

The selection-callback and action-callback (inherited from callbacks) can be used, and are called due to the input-model as described above.

Description: Mouse interaction

In the following discussion, root-width is the width in pixels of the rectangle used to display root. Whenever root is changed (and initially), root-width is set such that width of the rectangle used to display root is the visible width of the stacked-tree.

Moving the mouse over a stacked-tree calls motion-callback if it is non-nil, and highlights the item under the mouse if highlight is non-nil.

Left-click selects the item that was clicked.

Left-double-click on a item changes the root-width such that the width of the clicked item's rectangle matches the visible width of the stacked-tree, and scrolls horizontally such that the item's rectangle starts at the left of the stacked-tree.

Left-click and drag pans the stacked-tree, scrolling it such that the clicked point follows the mouse.

Description: Keyboard interaction

The arrow keys change the selected item in the direction indicated if possible. The Down key moves to the first child of the currently selected item (if any). The Left and Right keys move to the item at the same depth if there is any, which may be on a completely different branch of the tree.

The following gestures are also available:

Ctrl-+, Ctrl--: Zoom in, zoom out.

    Zooming increases or decreases the root-width. It does not affect the vertical dimension.

Ctrl-i, Ctrl-o: Zoom in and out in large steps.
Zoom like Ctrl++ and Ctrl--., but in larger steps.

**Return, Ctrl-Return:** Action callback, alternative action callback.

See [callbacks](#).

**Ctrl-r:** Reset root-width.

Reset the root-width to its initial value, so the root of the tree has the visible width of the stacked-tree at the time it was first displayed, and scroll the root to the left of the stacked-tree.

**Ctrl-b, Ctrl-f:** Go backwards, Go forwards.

Go to the previous or next state of the display. Whenever the root-width changes or the user left-clicks, the stacked-tree records the current state of the display, including the root-width and scroll position. It uses a ring of length 50 for this record. Ctrl-b and Ctrl-f rotate around this ring.

**Ctrl->, Ctrl-<:** Increment font size, decrement font size.

Try to increment or decrement the font size by one point, and if this fails then try changing the font size by two points. If the font size changes then the height of the rectangles is adjusted to fit the new font height.

**Description: context menu**

The stacked-tree context menu contains items to perform the operations listed for keyboard interaction above. It is intended mainly as a way for the user to find the keyboard interaction shortcut. Note that if you override the input-model, and you redefine some of the keys, the menu will be confusing and you should replace it by your own menu.

**Notes**

The stacked-tree is useful when the values of an item's children sum to the value of the item itself or less. If the values of the children sum to more than the value of the item, they will overflow to the right of the item and clash with the children of the item's next sibling.

The stacked-tree is used in the Stacked Tree tab of the Profiler tool in the LispWorks IDE.

When (setf stacked-tree-root) or modify-stacked-tree is used to set the root of a stacked-tree that is already displayed, it immediately computes an internal representation by traversing the tree. This means that if the tree is big, this operation may take enough time to cause a noticeable delay.

**See also**

modify-stacked-tree
stacked-tree-item-at-point
stacked-tree-zoom-by-factor
stacked-tree-width-ratio
stacked-tree-history-backward
stacked-tree-history-forward
stacked-tree-decrease-font-height
stacked-tree-increment-font-height
stacked-tree-default-color-function
Stacked-Tree Decrease Font Height
Stacked-Tree Increase Font Height

Summary
Decrease or increase the font size in a stacked-tree.

Package
capi

Signatures
stacked-tree-decrease-font-height stacked-tree &rest ignore
stacked-tree-increase-font-height stacked-tree &rest ignore

Arguments
stacked-tree↓ A stacked-tree.
ignore↓ Ignored extra arguments.

Description
The functions stacked-tree-increase-font-height and stacked-tree-decrease-font-height try to increase/decrease the point size of the font in stacked-tree. They add/subtract 1 from the size of the current font, and try to find a font with the new size. If this does not work, they add/subtract 2 and try again. If they find a new font, they set the font in stacked-tree to the new font. The heights of the rectangles are adjusted to fit the new font height.

stacked-tree-increase-font-height and stacked-tree-decrease-font-height are used by the Ctrl-→ and Ctrl← gestures and you can use them to implement your gestures. The &rest ignore means that you can use these functions in the input-model directly.

See also
stacked-tree

Stacked-Tree Default Color Function

Summary
Returns a color like the default algorithm of stacked-tree.

Package
capi

Signature
stacked-tree-default-color-function stacked-tree item => color
Arguments

stacked-tree
A stacked-tree.

item
Any object.

Values

color
A color specification.

Description

The function \texttt{stacked-tree-default-color-function} returns a color for \textit{item} using the same algorithm that \texttt{stacked-tree} uses if you do not specify \textit{color-function} or \textit{colors}.

\texttt{stacked-tree-default-color-function} is useful when you want to associate some items with a fixed color. Your code will be something like:

\begin{verbatim}
(defun my-stacked-tree-color-function (pane node)
  (let ((key (my-get-a-key-from-node node))
    (hash-table (my-find-caching-table)))
    (or (gethash key hash-table)
        (setf (gethash key hash-table)
            (stacked-tree-default-color-function
              pane node))))
\end{verbatim}

Notes

The Profiler tool in the LispWorks IDE uses \texttt{stacked-tree-default-color-function} to make all occurrences of the same function in the tree have the same color even though the items are not \textit{eq}.

Currently \texttt{stacked-tree-default-color-function} actually ignores \textit{stacked-tree} and \textit{item} and returns a random color.

See also

\texttt{stacked-tree}

\texttt{stacked-tree-history-forward} \texttt{stacked-tree-history-backward}

Summary

Go forwards or backwards in the history of a \texttt{stacked-tree}.

Package

capi

Signatures

\texttt{stacked-tree-history-forward} \texttt{stacked-tree} \&\texttt{rest} ignore

\texttt{stacked-tree-history-backward} \texttt{stacked-tree} \&\texttt{rest} ignore
Arguments

stacked-tree
A stacked-tree.
ignore
Ignored extra arguments.

Description

A stacked-tree has a ring of 50 elements in which it records the root-width and scroll position before each change of the root-width, and before each user left-click. The function stacked-tree-history-backward goes to the previous record of stacked-tree, and the function stacked-tree-history-backward goes to the next record. Going to the previous/next record means changing the root-width and scroll position to their recorded values, and making this record the current one.

Notes

The meaning of root-width is explained in stacked-tree.

stacked-tree-history-forward and stacked-tree-history-backward are used by the Ctrl-b and Ctrl-f gestures and you can use them to implement your own gestures. The &rest ignore means that you can use these functions in the input-model directly.

See also

stacked-tree

stacked-tree-item-at-point

Function

Summary

Return the item whose rectangle is displayed at a given point.

Package
capi

Signature

stacked-tree-item-at-point  stacked-tree  x  y =>  item

Arguments

stacked-tree
A stacked-tree.

x, y
real.

Values

item
An object.

Description

The function stacked-tree-item-at-point returns the item that is associated with the rectangle containing the point specified by x and y in stacked-tree. x and y are internal coordinates that include the scroll position, like the coordinates that are passed to the callbacks.
item is either the root of stacked-tree or one of the item-children that is returned by the item-function of stacked-tree.

See also

stacked-tree

stacked-tree-width-ratio  

Summary
The horizontal scale of a stacked-tree.

Package
capi

Signature
stacked-tree-width-ratio  stacked-tree => width-ratio

(setf (stacked-tree-width-ratio  stacked-tree)  width-ratio => width-ratio)

Arguments
stacked-tree↓  A stacked-tree.
width-ratio↓  A non-negative real.

Values
width-ratio↓  A non-negative real.

Description
The accessor stacked-tree-width-ratio accesses the width-ratio of stacked-tree, which is the ratio between the width of the root rectangle now and when the root was set.

The default action of the Ctrl-r gesture is effectively the same as setting stacked-tree-width-ratio to 1 and scrolling to the top left.

Note that width-ratio is not affected by changes in the width of the stacked-tree after the root has been set.

See also

stacked-tree
stacked-tree-width-ratio
**stacked-tree-zoom-by-factor**

*Function*

**Summary**

Zoom the horizontal scale of a `stacked-tree`.

**Package**

capi

**Signature**

`stacked-tree-zoom-by-factor` `stacked-tree factor` => `width-ratio`

**Arguments**

- `stacked-tree`↓  A `stacked-tree`.
- `factor`↓  A non-negative `real`.

**Values**

- `width-ratio`↓  A `real`.

**Description**

The function `stacked-tree-zoom-by-factor` expands the horizontal dimension of `stacked-tree` by `factor`. If `factor` is between 0 and 1, the horizontal dimension contracts.

This is the same operation as is done by the keyboard gestures `Ctrl--`, `Ctrl-+`, `Ctrl-i` and `Ctrl-o` and you can use it to implement your own gestures.

The returned `width-ratio` is the value returned by `stacked-tree-width-ratio`.

**Notes**

Evaluating the form:

```
(stacked-tree-zoom-by-factor stacked-tree factor)
```

is equivalent to:

```
(setf (stacked-tree-width-ratio stacked-tree)
  (* (stacked-tree-width-ratio stacked-tree)
    factor))
```

**See also**

- `stacked-tree`
- `stacked-tree-width-ratio`
start-drawing-with-cached-display

Function

Summary
Temporarily replaces an output pane's display-callback such that it draws from the cached display and optionally adds further drawing.

Package
capi

Signature

\[\texttt{start-drawing-with-cached-display \hspace{0.5em} pane \hspace{0.5em} temp-display-callback \hspace{0.5em} \&key \hspace{0.5em} automatic-cancel \hspace{0.5em} resize-automatic-cancel \hspace{0.5em} user-info \hspace{0.5em} from-display-p} \]

Arguments

\begin{align*}
\texttt{pane} & \quad \text{An output-pane.} \\
\texttt{temp-display-callback} & \quad \text{A function designator, or nil.} \\
\texttt{automatic-cancel} & \quad \text{nil, t} \text{ or a designator for a function of one argument.} \\
\texttt{resize-automatic-cancel} & \quad \text{nil, t} \text{ or a designator for function of one argument.} \\
\texttt{user-info} & \quad \text{A Lisp object.} \\
\texttt{from-display-p} & \quad \text{A boolean.}
\end{align*}

Description

The function \texttt{start-drawing-with-cached-display} caches the display of the output pane \texttt{pane} (by calling \texttt{output-pane-cache-display} with \texttt{pane} and \texttt{from-display-p}, which defaults to \texttt{nil}), remembers the current display-callback, and replaces the display-callback with a callback that first uses the cached display to redraw the area and then uses \texttt{temp-display-callback} (if non-nil) to draw additional arbitrary drawing. \texttt{temp-display-callback} has the same signature as the display-callback of \texttt{pane}:

\[\texttt{temp-display-callback \hspace{0.5em} pane \hspace{0.5em} x \hspace{0.5em} y \hspace{0.5em} width \hspace{0.5em} height}\]

The arguments that will be passed to \texttt{temp-display-callback} are determined by calls to \texttt{update-drawing-with-cached-display} or \texttt{update-drawing-with-cached-display-from-points}. These functions should be called whenever the temporary display needs to be updated.

The effect of \texttt{start-drawing-with-cached-display} is undone by any call to \texttt{output-pane-free-cached-display} (implicit or explicit). Since \texttt{output-pane-cache-display}, and hence \texttt{start-drawing-with-cached-display} itself, makes an implicit call to \texttt{output-pane-free-cached-display}, it is not essential to call \texttt{output-pane-free-cached-display} between calls. However, the cached display can be quite large, so it is normally better to call \texttt{output-pane-free-cached-display} as soon as the cache is no longer needed.

If \texttt{automatic-cancel} is true then the cached drawing is automatically cancelled (by an implicit call to \texttt{output-pane-free-cached-display}) when the pane loses the focus or is resized. This is useful when a cached display...
is used temporarily, for example during drag and drop. If the cached display needs to survive longer, pass
\texttt{:automatic-cancel nil}. The default value of \texttt{automatic-cancel} is true. If \texttt{automatic-cancel} is a designator for function, it is called with \texttt{pane} after the cached displayed is canceled.

\texttt{resize-automatic-cancel}, which defaults to \texttt{automatic-cancel}, has the same effect as \texttt{automatic-cancel} but controls what happens when the window is resized rather than when it loses the focus.

\texttt{user-info} is an arbitrary value which will be returned by calls to \texttt{output-pane-cached-display-user-info} and the call to \texttt{output-pane-free-cached-display}. It is useful for keeping information during an operation that uses the cached display, for example drag and drop.

Notes

1. The most natural usage of this function is in the \texttt{:press} input model handler, with a matching \texttt{output-pane-free-cached-display} call in the \texttt{:release} handler, to temporarily draw something on top of the permanent display while the user drags the mouse.

2. \texttt{start-drawing-with-cached-display} and its associated functions (\texttt{update-drawing-with-cached-display} and \texttt{update-drawing-with-cached-display-from-points}) use the cached display functions (\texttt{output-pane-cache-display}, \texttt{output-pane-draw-from-cached-display}, and \texttt{output-pane-free-cached-display}). Calling the cached display functions in the scope of \texttt{start-drawing-with-cached-display} and \texttt{output-pane-free-cached-display} would confuse them.

Examples

This file shows how to use \texttt{start-drawing-with-cached-display} in the \texttt{:press} input model handler:

\begin{verbatim}
  (example-edit-file "capi/output-panes/cached-display")
\end{verbatim}

See also

\texttt{output-pane-cache-display}
\texttt{output-pane-free-cached-display}
\texttt{redraw-drawing-with-cached-display}
\texttt{update-drawing-with-cached-display}
\texttt{update-drawing-with-cached-display-from-points}

12.5 Transient display on output-pane and subclasses

\begin{FlushRight}
Function
\end{FlushRight}

start-gc-monitor

Summary

Starts a Lisp Monitor window.

Package

capi

Signature

\begin{verbatim}
start-gc-monitor screen => result
\end{verbatim}
Arguments

\texttt{screen} \\downarrow \quad \text{A screen.}

Values

\texttt{result} \\downarrow \quad \text{A boolean.}

Description

The function \texttt{start-gc-monitor} starts a Lisp Monitor window (otherwise known as the GC or Garbage Collector monitor) on the screen \texttt{screen}.

\texttt{result} is \texttt{t} if it started a Lisp monitor, and \texttt{nil} if a Lisp monitor was already running on \texttt{screen}.

Note that this works only on Motif. There is no Lisp Monitor window on other platforms.

On Motif, \texttt{start-gc-monitor} is called automatically when the LispWorks IDE starts, but you can call \texttt{stop-gc-monitor} and \texttt{start-gc-monitor} any time.

See also

\texttt{stop-gc-monitor}

\begin{itemize}
  \item \texttt{start-pane-drag-operation}
  \item \texttt{pane-drag-operation-update}
  \item \texttt{end-pane-drag-operation}
\end{itemize}

Summary

Implement a simple dragging operation, which means the pane scrolls as much as the user drags.

Package

capi

Signatures

\begin{itemize}
  \item \texttt{start-pane-drag-operation pane x y \&key override-cursor}
  \item \texttt{pane-drag-operation-update pane x y}
  \item \texttt{end-pane-drag-operation pane x y}
\end{itemize}

Arguments

\begin{itemize}
  \item \texttt{pane} \\downarrow \quad \text{A simple-pane with scrollbar(s).}
  \item \texttt{x}, \texttt{y} \\downarrow \quad \text{Integers.}
  \item \texttt{override-cursor} \\downarrow \quad \text{A cursor specification or \texttt{nil}.}
\end{itemize}
Description

The functions `start-pane-drag-operation`, `pane-drag-operation-update` and `end-pane-drag-operation` together implement a simple dragging operation, which means that `pane` scrolls as much as the user moves the cursor. The scrolling happens by a call to `scroll` with the appropriate parameters, in the dimension(s) for which `pane` has scrollbar(s).

`start-pane-drag-operation` initializes the dragging operation on `pane`. If `override-cursor` cursor is non-nil, the overriding cursor is set internally (not affecting the value that `interface-override-cursor` accesses). `override-cursor` defaults to `:move`.

`pane-drag-operation-update` performs the dragging operation and calls `scroll` with the appropriate arguments to scroll `pane`, in the direction(s) that the pane has scrollbar(s). `pane` is scrolled based on the difference between the values of `x` and `y` in the calls to `pane-drag-operation-update` and `start-pane-drag-operation`.

`end-pane-drag-operation` stops the dragging operation, and resets the override cursor to the value of that `interface-override-cursor` accesses. It ignores `x` and `y`.

If `pane-drag-operation-update` or `end-pane-drag-operation` are called without a preceding call to `start-pane-drag-operation` or after a call to `end-pane-drag-operation` without following call to `start-pane-drag-operation` they do nothing.

Notes

These functions are intended to be used as callbacks in input model of output-pane and its subclasses.

Examples

```lisp
  (example-edit-file
   "capi/graphics/tracking-pinboard-layout.lisp")
```

See also

`scroll`
`output-pane`
`simple-pane`

---

**static-layout**

Class

Summary

A layout that allows its children to be positioned anywhere within itself.

Package

capi

Superclasses

`layout`

Subclasses

`pinboard-layout`
Initargs

:fit-size-to-children

A generalized boolean.

Description

The class static-layout is a layout that allows its children to be positioned anywhere within itself.

When a static-layout lays out its children, it positions them at the x and y specified as hints (using :x and :y), and sizes them to their minimum size (which can be specified using :visible-min-width and :visible-max-width).

If fit-size-to-children is true, the static-layout is made sufficiently large to accommodate all of its children, and grows and modifies its scrollbars (if they exist) if necessary when a child is added. This is the default behavior. Otherwise the static layout has a minimum size of one pixel by one pixel which is not affected by the size of its children. If you need the sizing capabilities, then use the class simple-layout which surrounds a single child, and adopts the size constraints of that child.

Examples

Here is an example of a static layout placing simple panes at arbitrary positions inside itself.

```
(capi:contain
 (make-instance
   'capi:static-layout
   :description
   (list (make-instance
         'capi:text-input-pane
         :x 20
         :y 100)
         (make-instance
         'capi:push-button-panel
         :x 30
         :y 200
         :items '(1 2 3)))))
   :best-width 300 :best-height 300)
```

There are further examples in 20 Self-contained examples.

See also

pinboard-layout

---

**static-layout-child-geometry**

Accessor

Summary

Gets or sets the geometry of a child in a static-layout.

Package

capi

Signature

static-layout-child-geometry pinboard-object-or-pane => x, y, width, height
setf (static-layout-child-geometry pinboard-object-or-pane) (values x y width height) => x, y, width, height

Arguments

pinboard-object-or-pane

A pinboard-object or a pane.

x, y, width, height

Integers.

Values

x, y, width, height

Integers.

Description

The accessor static-layout-child-geometry returns as multiple values x, y, width and height the geometry of pinboard-object-or-pane inside its parent static-layout. The setter can be used with all four values at the same time.

The setter can be used be used to set only some of the values, by using t for values that need not change. For example, changing the x coordinate to 100 and the width to 50 without affecting the vertical dimension:

(setf (static-layout-child-geometry pinboard-object) (values 100 t 50 t))

The values that static-layout-child-geometry gets or sets are the same as the values that static-layout-child-position and static-layout-child-size get and set. The setter is more efficient than using the setters of static-layout-child-position and static-layout-child-size sequentially, and does only one redisplay.

--

static-layout-child-position

Accessor Generic Function

Summary

Gets and sets the location of an object inside its parent static-layout.

Package
capi

Signature

static-layout-child-position self => x, y

setf (static-layout-child-position self) (values x y) => x, y

Arguments

self

A pinboard-object or a pane.

x, y

Non-negative integers.
Values

Non-negative integers.

Description

The accessor generic function `static-layout-child-position` returns as multiple values `x, y` the horizontal and vertical coordinates of `self` inside its parent `static-layout`.

There is also a `setf` expansion which sets the location of `self` in its parent.

Examples

```lisp
(let* ((po (make-instance 'capi:item-pinboard-object
               :text "5x5" :x 5 :y 5
               :graphics-args
               '(:background :red)))
       (pl (capi:contain
               (make-instance 'capi:pinboard-layout
               :description (list po)
               :visible-min-width 200
               :visible-min-height 200)))
       (capi:execute-with-interface
        (capi:element-interface pl)
        #'(lambda (po)
            (dotimes (x 20)
                (mp:wait-processing-events 1)
                (let ((new-x (* (1+ x) 10))
                       (new-y (* 5 (+ 2 x))))
                    (setf (capi:item-text po)
                          (format nil "~ax~a" new-x new-y))
                    (setf (capi:static-layout-child-position po)
                          (values new-x new-y))))))
      po))
```

See also

`static-layout`
`static-layout-child-size`

`static-layout-child-size` Accessor Generic Function

Summary

Gets and sets the size of an object inside its parent `static-layout`.

Package

capi

Signature

`static-layout-child-size` `self` => `width`, `height`

`setf` `(static-layout-child-size` `self`) (values `width` `height`) => `width`, `height`
Arguments

self ⇓ A `pinboard-object` or a pane.
width ⇓, height ⇓ Positive integers.

Values

width ⇓, height ⇓ Positive integers.

Description

The accessor generic function `static-layout-child-size` returns as multiple values width, height the dimensions of self.

There is also a `setf` expansion which sets the dimensions of self.

Examples

```lisp
(let* ((po (make-instance 'capi:pinboard-object
   :x 5 :y 5
   :width 5 :height 5
   :graphics-args
   '(:background :red)))
  (pl (capi:contain
   (make-instance 'capi:pinboard-layout
   :description (list po)
   :visible-min-width 200
   :visible-min-height 200)))
  (capi:execute-with-interface
   (capi:element-interface pl)
   #'(lambda(po)
      (dotimes (x 20)
        (mp:wait-processing-events 1)
        (let ((new-x (* (1+ x) 10))
          (new-y (* 5 (+ 2 x)))))
          (setf (capi:static-layout-child-size po)
            (values new-x new-y))))
  po))
```

See also

`static-layout`
`static-layout-child-position`

stop-gc-monitor

Function

Summary

Stop a Lisp Monitor.

Package

`capi`
21 CAPI Reference Entries

Signature

stop-gc-monitor  screen  =>  result

Arguments

screen↓  A screen.

Values

result↓  A boolean.

Description

The function stop-gc-monitor stops the Lisp Monitor window on the screen screen.

result is t if it stopped a Lisp monitor, and nil if there was no Lisp monitor running on screen.

Note that this works only on Motif. The Lisp monitor can be restarted with start-gc-monitor.

See also

start-gc-monitor

stop-sound

Summary

Stops a sound from playing.

Package

capi

Signature

stop-sound  sound

Arguments

sound↓  A sound object returned by load-sound.

Description

The function stop-sound stops the sound sound from playing.

See also

play-sound

18.2 Sounds
**switchable-layout**

**Summary**

A layout which displays only one of its children at a time, and supports switching to another child.

**Package**

`capi`

**Superclasses**

`simple-layout`

**Initargs**

- `:visible-child` — The currently visible pane from the children.

**Accessors**

- `switchable-layout-visible-child`

**Readers**

- `switchable-layout-combine-child-constraints`

**Description**

The class `switchable-layout` is a subclass of `simple-layout` which displays only one of its children at a time, and provides functionality for switching the displayed child to one of the other children.

The layout's `description` contains a list of its children. The argument `visible-child` specifies the initially visible child (which defaults to the first of the children).

`switchable-layout` inherits most of its layout behavior from `simple-layout` as it only ever lays out one child at a time.

`combine-child-constraints` influences the initial size of the layout. When `combine-child-constraints` is `nil` the constraints of the switchable layout depend only on its currently visible child pane. Switching to a different child pane might cause the layout to resize. When `combine-child-constraints` is non-nil, the constraints depend on all of the child panes, including those that are not visible. This might increase the time taken to create the switchable layout initially, but can prevent unexpected resizing later. The default value of `combine-child-constraints` is `nil`.

**Examples**

```lisp
(setq children (list
    (make-instance 'capi:push-button
        :text "Press Me")
    (make-instance 'capi:list-panel
        :items '(1 2 3 4 5))))

(setq layout (capi:contain
    (make-instance...

```

730
Here is a further example:

```
(ex example-edit-file "capi/layouts/switchable")
```

See also

```
simple-layout
switchable-layout-switchable-children
6 Laying Out CAPI Panes
7 Programming with CAPI Windows
9.9.1 Changing a non-standard toolbar dynamically
```

---

### switchable-layout-switchable-children

**Generic Function**

**Summary**

Finds the switchable children of a `switchable-layout`.

**Package**

`capi`

**Signature**

`switchable-layout-switchable-children switchable-layout => result`

**Arguments**

`switchable-layout` An instance of `switchable-layout` or a subclass.

**Values**

`result` A list of panes.

**Description**

The generic function `switchable-layout-switchable-children` returns as a list all the children of `switchable-layout` that could be made visible by calling the `switchable-layout` accessor `(setf switchable-layout-visible-child)`.

**See also**

`switchable-layout`
tab-layout  

Summary  
Displays multiple tabs and a pane which shows the main contents. The user can select a tab, which affects what is displayed in the pane.

Package  
capi  

Superclasses  
choice  
layout  

Initargs  
: description  The main layout description.  
: items  Specifies the tabs of the tab layout.  
: visible-child-function  Returns the visible child for a given selection in switchable mode.  
: combine-child-constraints  A generalized boolean which influences the initial size of the layout.  
: print-function  The function used to print a name on each tab.  
: callback-type  The type of data passed to the callback function in callback mode.  
: selection-callback  The function called when a tab is selected, in callback mode.  
: image-function  Returns an image for an item, on Microsoft Windows.  
: image-lists  A plist of keywords and image-list objects, on Microsoft Windows.

Accessors  
tab-layout-visible-child-function  

Readers  
tab-layout-combine-child-constraints  
tab-layout-image-function  

Description  
The class tab-layout displays multiple tabs and a pane which shows the main contents. The user can select a tab, which what affects is displayed in the pane.

tab-layout is a subclass of choice. Most importantly it inherits choice’s selection and selection-callback behavior, and its print-function (which is used to determine the string that appear in each tab), and its items behavior (which in turn derives from collection).

tab-layout has two modes:
Switchable mode  Selecting a different tab causes a different pane to be displayed.

Callback mode  Selecting a tab merely calls a callback. This callback is responsible for making any required change.

The mode of a tab-layout is determined by the initarg :visible-child-function. A non-nil value specifies switchable mode, nil specifies callback mode.

In switchable mode, selecting on a tab causes a call to the function visible-child-function (after doing the selection-callback) with the selected item as a single argument. visible-child-function must return a pane, which is then displayed. The pane that is returned by visible-child-function must not be displayed elsewhere, but can be any pane. Repeated calls with the same item should return the same pane, otherwise it will create a new pane each time the tab is selected.

In callback mode there is only one pane, which you must specify by the initarg :description (which is inherited from layout). In this case the selection-callback must perform any changes that are needed.

In either mode combine-child-constraints influences the initial size of the layout. When combine-child-constraints is nil the constraints of the tab layout depend only on its currently visible tab. Switching to a different tab might cause the layout to resize. When combine-child-constraints is non-nil, the constraints depend on all of the tabs, including those that are not visible. This might increase the time taken to create the tab layout initially, but can prevent unexpected resizing later. The default value of combine-child-constraints is nil.

If image-lists is specified, it should be a plist containing the keyword :normal as a key. The corresponding value should be an image-list object. No other keys are supported at the present time. The image-list associated with the :normal key is used with the image-function to specify an image to display in each tab.

The image-function is called on an item to return an image associated with the item. It can return one of the following:

A pathname or string   This specifies the filename of a file suitable for loading with load-image. Currently this must be a bitmap file.

A symbol   The symbol must have been previously registered by means of a call to register-image-translation.

An image object   For example, as returned by load-image.

An image locator object

This allowing a single bitmap to be created which contains several button images side by side. See make-image-locator for more information. On Microsoft Windows, it also allows access to bitmaps stored as resources in a DLL.

An integer   This is a zero-based index into the tab-layout's image-list. This is generally only useful if the image list is created explicitly. See image-list for more details.

Notes

image-lists and image-function are implemented only on Microsoft Windows.

Examples

The following example shows the use of the switchable mode of tab-layout. Each tab is linked to an output pane by pairing them in the items list.

```
(defun switchable-tab-layout ()
  (let* ((red-pane (make-instance '
capi:output-pane
                                :background :red)))
```
Here is an example of the callback mode of \texttt{tab-layout}, which uses the selection of a tab to change the nodes of a graph pane through the \texttt{selection-callback}.

\begin{verbatim}
(defun non-switchable-tab-layout (tabs)
  (let* ((gp (make-instance 'capi:graph-pane))
         (tl (make-instance 'capi:tab-layout
            :description (list gp)
            :items tabs
            :visible-child-function nil
            :print-function (lambda (x) (format nil "~R" x))
            :callback-type :data
            :selection-callback #'(lambda (data)
                                   (setf (capi:graph-pane-roots gp) (list data))))))

  (capi:contain tl)))

(non-switchable-tab-layout '(1 2 4 5 6))
\end{verbatim}

See also

\begin{itemize}
  \item \texttt{callbacks}
  \item \texttt{simple-layout}
  \item \texttt{switchable-layout}
  \item \texttt{tab-layout-panes}
  \item \texttt{tab-layout-visible-child}
\end{itemize}

6.6.2 Tab layouts

7 Programming with CAPI Windows

\section*{tab-layout-panes}

\textbf{Function}

\textbf{Summary}

Returns the panes in a \texttt{tab-layout}.

\textbf{Package}

capi
Signature

\texttt{tab-layout-panes} \texttt{tab-layout => panes}

Arguments

\texttt{tab-layout} \texttt{A \texttt{tab-layout}.}

Values

\texttt{panes} \texttt{A list.}

Description

The function \texttt{tab-layout-panes} returns the panes in a \texttt{tab-layout}. Note that this is not necessarily the same as the items of \texttt{tab-layout}, since \texttt{visible-child-function} and/or \texttt{key} may be specified.

See also

\texttt{tab-layout}

\texttt{6.6.2 Tab layouts}

\texttt{tab-layout-visible-child} \textit{Function}

Summary

Returns the visible child in a \texttt{tab-layout}.

Package

\texttt{capi}

Signature

\texttt{tab-layout-visible-child} \texttt{tab-layout => result}

Arguments

\texttt{tab-layout} \texttt{A \texttt{tab-layout}.}

Values

\texttt{result} \texttt{A pane.}

Description

The function \texttt{tab-layout-visible-child} returns the currently-visible pane in \texttt{tab-layout}.

See also

\texttt{tab-layout}

\texttt{6.6.2 Tab layouts}
text-input-choice

Summary
This pane consists of a text input area, and a button. Clicking on the button displays a list of editable strings, and selecting one of the strings automatically pastes it into the text input area.

Package
capi

Superclasses
choice
text-input-pane

Initargs
:visible-items-count An integer specifying the maximum length of the list, or the symbol :default.
:popup-callback A function called just before the list appears, or nil.

Description
The class text-input-choice behaves in the same way as a text-input-pane, but has additional functionality. The element inherits from choice, and the choice items are used as the items to display when the user clicks on the button.

The callback is called when the user presses the Return key.

The selection-callback is called when the user selects an item in the list.

Notes
The user can edit the items in a text-input-choice. For an element with similar functionality which does not allow editing, see option-pane.

Compatibility note
In LispWorks 6.0 and earlier versions the text-input-pane initarg value enabled :read-only is not supported for text-input-choice on Microsoft Windows. This restriction is removed for LispWorks 6.1 and later versions.

Examples
(example-edit-file "capi/elements/text-input-choice")

See also
choice
option-pane
text-input-pane
5 Choices - panes with items
9.7.1 Toolbar items other than buttons with images
text-input-pane

Summary

The class `text-input-pane` is a pane for entering a single line of text.

Package

capi

Superclasses

titled-object
simple-pane

Subclasses

multi-line-text-input-pane
password-pane
text-input-choice

Initargs

:text The text in the pane.
:caret-position The position of the caret in the text (from 0).
:max-characters The maximum number of characters allowed.
:enabled Controls the enabled state of the pane.
:callback A function usually called when the user presses Return.
:callback-type The type of arguments to `callback`.
:change-callback A function called when a change is made.
:change-callback-type The type of arguments to `change-callback`.
:text-change-callback A function designator.
:confirm-change-function A function called to validate a change. Implemented for Motif only.
:gesture-callbacks A list of pairs (gesture . callback).
:completion-function A function called to complete the text.
:in-place-completion-function A function designator.
:file-completion t.nil or a pathname designator.
:in-place-filter A boolean.
:directories-only A boolean.
:ignore-file-suffices A list of strings or the keyword `:default`.
Description

The class `text-input-pane` provides a great deal of flexibility in its handling of the text being entered. It starts with the initial text and caret-position specified by the arguments `text` and `caret-position` respectively. It limits the number of characters entered with the `max-characters` argument (which defaults to `nil`, meaning there is no maximum).

If `enabled` is `nil`, the pane is disabled. If `enabled` is :`read-only`, then the pane shows the text and allows it to be selected without it being editable. In this case the visual appearance varies between window systems, but often the text can be copied and the caret position altered. If `enabled` is any other true value, then the pane is fully enabled. The default value of `enabled` is `t`.

You can programmatically get and set the selection and caret position by `set-text-input-pane-selection`, `text-input-pane-selected-text`, `text-input-pane-selection` and `text-input-pane-caret-position`. You can programmatically perform standard edit operations by using `text-input-pane-paste`, `text-input-pane-copy`, `text-input-pane-cut` and `text-input-pane-delete`. You can programmatically invoke the completion functions by `text-input-pane-complete-text` and `text-input-pane-in-place-complete`.

For more than one line of input, use `multi-line-text-input-pane`.

Description: Callbacks

`callback`, if non-nil, is called when the user presses `Return`, unless `navigation-callback` is non-nil, in which case `navigation-
callback is called instead. If the pane has "recent-items" (implemented only on Cocoa) then the timing of calls to callback is modified: see the discussion of recent-items below for the details.

When the text or caret-position is changed, the callback change-callback is called with the text, the pane itself, the interface and the caret-position. The arguments that are passed to the change-callback can be altered by specifying the change-callback-type (see the callbacks class for details of possible values).

With the Motif implementation it is possible to check changes that the user makes to the text-input-pane by providing a confirm-change-function which gets passed the new text, the pane itself, its interface and the new caret position, and which should return non-nil if it is OK to make the change. If nil is returned, then the pane will be unaltered and a beep will be signalled to indicate that the new values were invalid.

gesture-callbacks provides callbacks to perform for specific keyboard gestures. Each gesture must be an object that sys:coerce-to-gesture-spec can coerce to a sys:gesture-spec. Each callback can be a callable (symbol or function) which takes one argument, the pane. Alternatively each callback can be a list of the form (function arguments).

Note that in this case, the pane itself is not automatically passed to the function amongst arguments.

When the user enters a gesture that matches gesture in any pair amongst gesture-callbacks, the callback is executed and the gesture is not processed any more.

text-change-callback is a change callback (see change-callback) that is called only when the text in the pane changes. In contrast, change-callback is also called when the caret moves. If both text-change-callback and change-callback are supplied, only text-change-callback is invoked.

Notes: Callbacks

1. change-callback is potentially called more than once for each user gesture.
2. The interaction of in-place completion is implemented using gesture-callbacks. Gestures which you define explicitly by gesture-callbacks override the gestures which are defined implicitly by the in-place completion mechanism.
3. For gestures that change the text, text-change-callback is probably better than gesture-callbacks.

Description: Completion

A completion-function can be specified which will get called when the completion gesture is made by the user (by pressing the Tab key) or when text-input-pane-complete-text is called. The function should have signature:

completion-function pane string => completions, start, end

where pane is the text-input-pane itself and string is the string to complete. When completion is invoked completion-function is called with pane and a string containing the text of pane to the left of the cursor.

The completion-function is called with the pane and the text to complete and should return either nil, the completed text as a string or a list completions of candidate completions. In the latter case, the CAPI will prompt the user for the completion they wish, and this will become the new text. In addition, the completion-function can return two more values, start and end, which specify a range in the text that is to be replaced if the completion is successful.

When complete-do-action is non-nil, completion of the text in the pane automatically invokes callback (if callback is non-nil). The default value of complete-do-action is nil.

in-place-completion-function tells the pane to do in-place completion and specifies the function to use. The function should have signature:

in-place-completion-function pane string => completions, start, end

where pane is the text-input-pane itself and string is the string to complete. When in-place completion is invoked in-
place-completion-function is called with pane and a string containing the text of pane to the left of the cursor.

completions needs to be a list of strings that are possible completions, a single string that is a unique completion, or the symbol :destroy. :destroy means that the in-place completion needs to stop and close the in-place window. In addition, the completion function can return two more values, start and end, which specify a range in the text that is to be replaced if the completion is successful. The function is called repeatedly whenever there is a change to the text that should be completed.

The default value of in-place-completion-function is nil.

file-completion, if non-nil, tells the pane to do file completion using an in-place window. The user invokes In-place completion or file completion by pressing the Up or Down key. See 10.6 In-place completion for more details of the user interaction.

If file-completion is a pathname designator, its location is used as the root path for the completion.

The default value of file-completion is nil.

in-place-filter takes effect only when either in-place-completion-function or file-completion is non-nil. If in-place-filter is t then the in-place window can have a filter. Note that the filter needs to requested by a user gesture. Control+Return is the default in-place filter gesture. The default value of in-place-filter is t.

directories-only takes effect only if file-completion is used. If directories-only is t then in-place completion shows only directories. The default value of directories-only is nil.

ignore-file-suffices takes effect only if file-completion is used. It tells in-place completion to ignore files whose file namestring (the result of cl:file-namestring) ends with any of the strings in the list ignore-file-suffices. If ignore-file-suffices is :default, then completion uses the default value, which is the value of editor:*ignorable-file-suffices* (see config/a-dot-lispworks.lisp).

Notes: Completion

1. If in-place-completion-function needs some dynamic information, it can put it in a property of the pane (using capi-object-property).
2. For dynamic control over whether there is an in-place completion or not, specify an in-place-completion-function that simply returns the keyword :destroy when there should be no completion.
4. The in-place completion mechanism uses gesture-callbacks to implement the functionality.
5. :in-place-filter can be used to specify that the in-place window can have a filter.
6. The behavior of in-place completion is somewhat different from other completion.
7. The initargs :directories-only and :ignore-file-suffices can be used to change the behavior of the completion.

Description: Editing and navigation callbacks

navigation-callback, if non-nil, is a function that will be called when certain navigation gestures are used in the text-input-pane. The function is called with two arguments, the pane itself, and one of the following keywords:

:tab-forward Tab was pressed.
:tab-backward Tab Backwards (usually Shift+Tab) was pressed.
:return Return was pressed.
When `navigation-callback` is non-nil, it is called instead of `callback` when `Return` is pressed. `callback` is still called via an OK button if there is one (see buttons below).

`navigation-callback` is implemented only on Microsoft Windows and Cocoa.

`editing-callback`, if non-nil, is a function of two arguments:

```
editing-callback pane type
```

`pane` is the `text-input-pane` and `type` is a keyword. `editing-callback` is called with `type :start` when the user starts editing and `type :end` when the user stops editing. In general, this occurs when the focus changes, but on Cocoa `type :start` is passed when the first change is made to the text.

Notes: Editing and navigation callbacks

`Enter` is the key usually found on the numeric keypad.

Description: Buttons

`buttons` specifies toolbar buttons which appear next to the pane and facilitate user actions on it. It also specifies the position of the buttons relative to the pane. This feature appears in the LispWorks IDE, for example the Class box of the Class Browser.

The allowed keys and values of the plist `buttons` are:

- `:ok` A boolean or a plist, default value `t`. If true, a button which calls `callback` appears. If the value is a plist then this plist supplies details for the button, as described below.

- `:cancel` A boolean or a plist, default value `nil`. If true, a button which calls `cancel-function` appears. A plist value is interpreted as for `:ok` and can also contain the key `:accelerator` which specifies an accelerator used for the button. There is no default accelerator.

- `:completion` A boolean or a plist. If true, a button which calls `completion-function` appears. The default value is `t` if `completion-function` is non-nil, and `nil` otherwise. A plist value is interpreted as for `:ok`.

- `:browse-file` A keyword or a plist. If true, a button which invokes `prompt-for-file` appears. If the value is `:save` or `:open` then it is passed as the operation argument to `prompt-for-file`, replacing the text in the pane if successful. If the value is a plist, then it supplies details for the button, as described below, and can also contain the keywords `:message` to specify a message for the file prompter; `:pathname` to specify the default pathname of the file prompter (defaults to the text in the `text-input-pane`); `:directory` to use `prompt-for-directory` rather than `prompt-for-file`, or any of the keywords `:ok-check`, `:filter`, `:filters`, `:if-exists`, `:if-does-not-exist`, `:operation`, `:owner`, `:pane-args` or `:popup-args` which are passed directly to `prompt-for-file` or `prompt-for-directory`.

- `:cancel-function` A function that expects the pane as its single argument. The default is a function which sets `text` to the empty string.
:help

Specifies a help button. The value must be a plist containing either keys :function and optionally :arguments, or the keys :title, :message and optionally :dialog-p.

If function is supplied, when the user presses the help button it calls:

```
(apply function pane arguments)
```

where pane is the text-input-pane. title, message and dialog-p are ignored in this case.

Otherwise when the user presses the help button it opens a window with title title displaying the string message in a display-pane. The message can be long, and can include newlines. The window is owned by the pane, but is not modal, so the user can interact with the pane while the help window is displayed. If dialog-p is true, the help window is raised as a dialog. The default value for dialog-p is nil. function and arguments are ignored in this case.

The plist can contain other keys as described below.

:orientation

The value is either :horizontal or :vertical. orientation controls the orientation of the toolbar. This is useful for multi-line-text-input-pane. The default value is :horizontal.

:adjust

The value is :top, :center, :centre or :bottom. adjust controls how the buttons are adjusted vertically relative to the text input pane. This is useful for multi-line-text-input-pane. The default value is :center.

:position

The value is :top, :bottom, :left or :right. position determines whether the buttons appear above, below, left or right of the text input pane. If :position is not supplied, then the buttons appear to the right of the pane.

The value nil for buttons means there are no buttons - this is the default. When buttons is true the buttons appear or not according to their specified values or their default values.

All of the button plists (for :ok, :cancel, :help and so on) can contain the following keys and values in addition to those mentioned above:

:enabled

A value that controls whether the button is enabled. (See the reader text-input-pane-buttons-enabled).

:image

The image to use for the button. This should be either a pathname or string naming an image file to load, a symbol giving the id of an image registered with register-image-translation, an image object as returned by load-image or an external-image. The default image is one of the symbols ok-button, cancel-button or complete-button, which are pre-registered image identifiers corresponding to each button.

:help-key

The help-key used to find a tooltip for the button.

The reader text-input-pane-buttons-enabled returns a list containing keywords such as :ok, :cancel and :completion, one for each corresponding button (as specified by buttons) that is currently enabled.

The writer (setf text-input-pane-buttons-enabled) takes a list of keywords as described for the reader and sets the enabled state of the buttons, enabling each button if it appears in the list and disabling it otherwise. The value t can also be passed: this enables all the buttons.

Description: Search field and recent items

If search-field is a string and recent-items-name is not supplied, then the value search-field is used as the name. See the discussion of recent-items below.
If any of `search-field`, `recent-items` or `recent-items-name` is supplied and is non-nil, the pane uses `NSSearchField`, and also has "recent items". An `NSSearchField` has a different appearance from `text-input-pane`, can display recent items menu, and its input behavior is a little different too.

If `recent-items` is non-nil, it must be a list of strings, or `t`. When it is a list of strings, it specifies the initial list of "recent items". When it is `t`, it simply specifies that the pane should handle recent items.

If `recent-items-name` is non-nil, it should be a string. The string specifies the autosave name of the pane. When a pane has an autosave name, Cocoa remembers the list of recent items for pane with the same autosave name and same application. The record persists between invocations of the application.

If `recent-items-name` is not supplied or is `nil`, and `search-field` is a string, it is used instead as the name.

The maximum number of recent items defaults to 50 and can be controlled by the initarg value `maximum-recent-items`. The value 0 can be used to switch off the "recent items" feature, including the menu.

The recent items list can be read and set by `text-input-pane-recent-items`, or modified by any of `text-input-pane-replace-recent-items`, `text-input-pane-delete-recent-items`, `text-input-pane-append-recent-items`, `text-input-pane-prepend-recent-items` and `text-input-pane-set-recent-items`.

The input behavior of `text-input-pane` with "recent items" is the same is that of other `text-input-pane`s except for the timing of calls to `callback`. Note that this refers to the function that is passed with the initarg :callback, so change-callback is not affected.

By default, each time the user types a character it causes a scheduling of `callback` some short time later. If the user types another character before the callback, it is re-scheduled later. The result is that as long as the user types, there are no callbacks, but once the user stops a callback is generated.

The behavior of `callback` can be controlled by the initarg value `recent-items-mode`, which can be one of :explicit, :delayed or :immediate. :explicit gives the same behavior as a normal `text-input-pane`. :delayed is the default described above, and :immediate means doing a callback immediately after each character. In addition, when the user selects an item from the recent items menu or clicks its Cancel button, the `callback` is called. In the case of the Cancel button, the string would be empty.

Examples

```
(capi:contain (make-instance 'capi:text-input-pane
  :text "Hello world"))

(setq tip (capi:contain
  (make-instance
    'capi:text-input-pane
    :enabled nil)))

(capi:apply-in-pane-process
  tip #'(setf capi:text-input-pane-enabled) t tip))

(capi:apply-in-pane-process
  tip #'(setf capi:text-input-pane-enabled) nil tip))

(capi:apply-in-pane-process
  tip #'(setf capi:text-input-pane-text) "New text" tip))

(capi:contain (make-instance
  'capi:text-input-pane
  :text "Hello world"
  :callback #'(lambda (text interface)
    (capi:display-message
      (concatenate 'string
        "Text: " text)))))
```
This example uses a plist value for the `buttons` key to specify that the Cancel button is initially disabled:

```lisp
(capi:contain
 (make-instance 'capi:text-input-pane :buttons '((:ok t :cancel (:enabled nil))))
)
```

This example shows how to specify a Help button which displays a help message:

```lisp
(defvar *help-message* "A long help message.")

(capi:contain
 (make-instance 'capi:text-input-pane :buttons '((:help (:title "help window" :message ,*help-message*))))
)
```

This example shows to specify a button which prompts for a directory:

```lisp
(capi:contain
 (make-instance 'capi:text-input-pane :buttons '(:browse-file (:directory t :image :std-file-open) :ok nil) :title "Enter a directory path")
)
```

This example illustrates the use of `gesture-callbacks`. `Ctrl+e` moves the cursor to the end of the input, `Ctrl+a` moves it to the start, and `Ctrl+6` does something else:

```lisp
(capi:contain
 (make-instance 'capi:text-input-pane :gesture-callbacks (list (cons "Ctrl-e" #'(lambda (tip)
          (setf (capi:text-input-pane-caret-position tip)
                (length (capi:text-input-pane-text tip))))))
  (cons "Ctrl-a" #'(lambda (tip)
                    (setf (capi:text-input-pane-caret-position tip) 0))))
  (cons "Ctrl-6" 'do-something-else)))))
```

There is a further example here:

```lisp
(example-edit-file "capi/elements/text-input-pane")
```

See also

- display-pane
- editor-pane
These functions modify the recent items list in a `text-input-pane` with recent items. Strings.

These functions modify the recent items list in `text-input-pane`, which must have recent-items (see `text-input-pane` initargs: `:search-field`, `:recent-items` and `:recent-items-name`).
text-input-pane-append-recent-items appends strings at the end of the recent items, using text-input-pane-set-recent-items with where = :end.

text-input-pane-delete-recent-items deletes from the recent items any item that matches any of strings (compared using cl:string-equal), using text-input-pane-set-recent-items with where = :delete.

text-input-pane-prepend-recent-items prepends strings at the beginning of the recent items, using text-input-pane-set-recent-items with where = :start.

text-input-pane-replace-recent-items uses text-input-pane-set-recent-items with where = :replace, replacing the recent items in the pane by strings. It has the same effect as (setf text-input-pane-recent-items), but takes the strings as &rest arguments.

None of these function return a meaningful value.

Notes

text-input-pane-append-recent-items, text-input-pane-delete-recent-items, text-input-pane-prepend-recent-items and text-input-pane-replace-recent-items are implemented only on Cocoa.

See also

text-input-pane
text-input-pane-set-recent-items

text-input-pane-complete-text

Function

Summary

Calls the completion-function in a text-input-pane.

Package
capi

Signature

text-input-pane-complete-text pane => result

Arguments

pane ↓
A text-input-pane.

Values

result ↓
A string, or nil.

Description

The function text-input-pane-complete-text calls the completion-function of pane with the current text. If this call is successful, then the text of pane is set to the result, and text-input-pane-complete-text returns this result. Otherwise, result is nil.
Note: the completion-function may return a list of completion candidates, in which case text-input-pane-complete-text prompts the user to select one of the candidates.

See also
text-input-pane

text-input-pane-copy

Summary
Copies the selected text in a text-input-pane to the clipboard.

Package
capi

Signature
text-input-pane-copy text-input-pane

Arguments

An instance of text-input-pane or a subclass.

Description
The function text-input-pane-copy performs the clipboard copy operation on the selected text in text-input-pane. It does nothing if there is no selection.

See also
clipboard
text-input-pane
text-input-pane-selection
text-input-pane-cut
text-input-pane-delete
text-input-pane-paste

text-input-pane-cut

Summary
Cuts the selected text in a text-input-pane to the clipboard.

Package
capi
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Signature

text-input-pane-cut text-input-pane

Arguments

text-input-pane↓ An instance of text-input-pane or a subclass.

Description

The function text-input-pane-cut performs the clipboard cut operation on the selected text in text-input-pane. It does nothing if there is no selection.

See also

clipboard
text-input-pane
text-input-pane-selection
text-input-pane-copy
text-input-pane-delete
text-input-pane-paste

Function

text-input-pane-delete

Summary

Deletes the selected text in a text-input-pane.

Package
capi

Signature

text-input-pane-delete text-input-pane

Arguments

text-input-pane↓ An instance of text-input-pane or a subclass.

Description

The function text-input-pane-delete deletes the selected text in text-input-pane. It does nothing if there is no selection.

See also

clipboard
text-input-pane
text-input-pane-selection
text-input-pane-cut
text-input-pane-copy
text-input-pane-paste
text-input-pane-in-place-complete  

Summary  
 Raises the non-focus completion window.  

Package  
capi  

Signature  
\texttt{text-input-pane-in-place-complete text-input-pane}  

Arguments  
\texttt{text-input-pane}  

Description  
The function \texttt{text-input-pane-in-place-complete} raises the non-focus completion window.  
The pane \texttt{text-input-pane} must have been made with either \texttt{in-place-completion-function} or \texttt{file-completion}. See the description of this functionality in \texttt{text-input-pane}.  

See also  
\texttt{text-input-pane}  

---  

text-input-pane-paste  

Summary  
 Pastes the clipboard text into a \texttt{text-input-pane}.  

Package  
capi  

Signature  
\texttt{text-input-pane-paste text-input-pane}  

Arguments  
\texttt{text-input-pane}  

Description  
The function \texttt{text-input-pane-paste} performs the clipboard paste operation on \texttt{text-input-pane}, replacing any selected...
text.

See also

clipboard
text-input-pane
text-input-pane-selection
text-input-pane-cut
text-input-pane-copy
text-input-pane-delete

text-input-pane-recent-items

Summary

Gets and sets the recent items in a text-input-pane on Cocoa.

Package
capi

Signature

text-input-pane-recent-items text-input-pane => list-of-strings

(setf text-input-pane-recent-items) list-of-strings text-input-pane => list-of-strings

Arguments

text-input-pane
list-of-strings

A text-input-pane with recent items.
A list of strings.

Values

list-of-strings

A list of strings.

Description

The accessor text-input-pane-recent-items gets and sets the recent items in text-input-pane, which must have recent-items. (see text-input-pane initargs :search-field, :recent-items and :recent-items-name).

The value list-of-strings passed to (setf text-input-pane-recent-items) must be a list of strings.

Notes
text-input-pane-recent-items is implemented only on Cocoa.
text-input-pane-recent-items does not work properly before the pane is displayed.

See also
text-input-pane
text-input-pane-set-recent-items
text-input-pane-selected-text

Function

Summary
Returns the selected text in a text-input-pane.

Package
capi

Signature
text-input-pane-selected-text  text-input-pane => result

Arguments
text-input-pane  An instance of text-input-pane or a subclass.

Values
result  A string or nil.

Description
The function text-input-pane-selected-text returns the selected text in text-input-pane, or nil if there is no selection.

See also
text-input-pane
text-input-pane-selection
text-input-pane-selection-p

---

text-input-pane-selection

Function

Summary
Returns the bounds of the selection in a text-input-pane.

Package
capi

Signature
text-input-pane-selection  pane => start, end

Arguments
pane  A text-input-pane.
Values

\(\text{start}, \text{end}\)  
Non-negative integers.

Description

The function \textit{text-input-pane-selection} returns as multiple values the bounding indexes of the selection in \textit{pane}. That is, \textit{start} is the inclusive index of the first selected character, and \textit{end} is one greater than the index of the last selected character.

If there is no selection, then both \textit{start} and \textit{end} are the caret position in \textit{pane}.

See also

\textit{set-text-input-pane-selection}  
\textit{text-input-pane}  
\textit{text-input-pane-selected-text}  
\textit{text-input-pane-selection-p}

\textit{text-input-pane-selection-p}  
\textit{Function}

Summary

Returns true if there is selected text in a \textit{text-input-pane}.

Package

capi

Signature

\textit{text-input-pane-selection-p} \textit{pane} \Rightarrow \textit{selectionp}

Arguments

\textit{pane}  
A \textit{text-input-pane}.

Values

\textit{selectionp}  
A boolean.

Description

The function \textit{text-input-pane-selection-p} returns \textit{t} if there is a selected region in \textit{pane} and \textit{nil} otherwise.

See also

\textit{set-text-input-pane-selection}  
\textit{text-input-pane}  
\textit{text-input-pane-selected-text}  
\textit{text-input-pane-selection}
text-input-pane-set-recent-items

Function

Summary
Sets the recent items in a text-input-pane.

Package
capi

Signature
text-input-pane-set-recent-items text-input-pane strings where

Arguments
text-input-pane↓ A text-input-pane with recent items.
strings↓ A list of strings.
where↓ One of the keywords :replace, :delete, :start and :end, or a non-negative integer.

Description
The function text-input-pane-set-recent-items sets the recent items in text-input-pane, which must have recent items, that is it must have been created with one of the keyword arguments :search-field, :recent-items or :recent-items-name. strings must be a list of strings.
text-input-pane-set-recent-items modifies the recent items according to the argument where, which can one of:

:replace The strings replace the recent items in the text-input-pane.
:delete Delete from the recent items any item that matches any of the string (using cl:string-equal).
:start Insert the strings at the beginning of the recent items.
:end Insert the strings at the end of the recent items.

A non-negative integer

Insert the strings at the position indicated by the value. 0 means the same as :start. If the integer is greater than the length of the current recent items list, the strings are inserted in the end of the list.

In all cases, if any of the strings is already in the recent-items list (as compared by cl:string-equal), it is first deleted from the list. This means that passing strings that already exist just moves them around in the list.

Notes

text-input-pane-set-recent-items is a little more efficient than using text-input-pane-recent-items and (setf text-input-pane-recent-items) but the different is unlikely to be significant.
text-input-pane-set-recent-items does not return a meaningful value.
text-input-range  

Summary

The class `text-input-range` is a pane for entering a number in a given range. Typically there are up and down buttons at the side which can be used to quickly adjust the value.

Package

capi

Superclasses

`titled-object`

`simple-pane`

Initargs

`:start` An integer specifying the lowest possible value in the range.

`:end` An integer specifying the highest possible value in the range.

`:wraps-p` A generalized boolean.

`:value` An integer specifying the current value in the pane.

`:callback` A function called when the value is changed by the user.

`:change-callback` A function called when the user edits the text in the pane.

`:callback-type` The type of arguments passed to the callback.

Description

The class `text-input-range` provides numeric input of integers in a given range (some systems refer to this as a spinner or spin-box).

The range is controlled by the :start and :end initargs. start defaults to 0 and end defaults to 10. The initial value is set with the argument value (which defaults to 0).

wraps-p controls what happens if the user presses the up or down button until the start or end is reached. If wraps-p is `nil`,
then it stops at the limit. If wraps-p is true then it wraps around to the other end. The default value of wraps-p is nil.

callback, if non-nil, should be a function to be called whenever the value is changed by the user. The arguments to callback are specified by callback-type (see the callbacks class for details of possible values, noting that the "data" is the value and the "item" is the pane itself). The default callback-type is (:item :data). Note that, if the value is changed by the user editing the text, then change-callback, if supplied, is called as well.

change-callback, if non-nil, should be a function of four arguments, to be called when the user edits the text in the pane. It should have this signature:

```
callback string pane interface caret-position
```

where the arguments are interpreted just as for the change-callback of text-input-pane. Note that editing of the text may or may not change the value in the text-input-range (that is, what text-input-range-value returns). If the value does change, then callback is called too.

Notes

On Cocoa, change-callback is not called for a cursor move only.

Examples

```
(capi:contain
 (make-instance 'capi:text-input-range
 :start 0
 :end 100
 :value 42))

(ex:example-edit-file "capi/elements/text-input-range")
```

See also
text-input-pane
text-input-choice
option-pane

titled-menu-object

Class

Summary

A deprecated class retained only for backward compatibility.

Package
capi

Superclasses

menu-object

Subclasses

menu
21 CAPI Reference Entries

**menu-component**

**menu-item**

**Description**

The class `titled-menu-object` is deprecated, and left only for backward compatibility. Use `menu-object` instead.

See also

**menu-object**

---

**titled-object**

*Abstract Class*

**Summary**

A mixin class which provides support for decorating a pane with a title and a message.

**Package**

capi

**Superclasses**

`standard-object`

**Subclasses**

`interface`

`layout`

`title-pane`

`display-pane`

`text-input-pane`

`toolbar`

`button-panel`

`list-panel`

`option-pane`

`progress-bar`

`output-pane`

`slider`

**Initargs**

:title

A title string for the pane (or `nil`).

:title-args

Initargs to the title `make-instance`.

:title-font

The font used for the title.

:title-position

The position of the title.

:title-adjust

How to adjust the title relative to the pane.

:title-gap

The gap between the title and the pane.

:message

A message string for the pane (or `nil`).

:mnemonic-title

A string specifying the title and a mnemonic. Applies only to the subclasses specified below.
The gap between the message and the pane.

Accessors

titled-object-title
titled-object-title-font
titled-object-message
titled-object-message-font

Description

The abstract class titled-object is a mixin class which provides support for decorating a pane with a title (a piece of text positioned next to the pane) and with a message (a piece of text below the pane).

The titled pane makes its title decoration from a title-pane and the message decoration from a message-pane.

The text of the title-pane is passed via the titled-object initarg title and the text of the message-pane is passed via the titled-object initarg message.

The initargs and font for the title-pane are passed via the titled-object initargs title-args and title-font respectively.

title-gap specifies the size in pixels of the gap between the title and the pane. The default value of title-gap is 3.

For subclasses other than interface, the font used for the message can be found by titled-object-message-font and set by (setf titled-object-message-font).

message-gap specifies the size in pixels of the gap between the message and the pane. The default value of message-gap is 3.

The message is always placed below the pane, but the title’s position can be adjusted by specifying title-position which can be any of the following.

:left Place the title to the left of the pane.

:right Place the title to the right of the pane.

:top Place the title above the pane.

:bottom Place the title below the pane.

:frame Place the title in a frame (like a groupbox) around the pane.

The title-adjust slot is used to adjust the title so that it is left justified, right justified or centered. The value of title-adjust can be any of the values accepted by the function pane-adjusted-offset, which are :left, :right, :top, :bottom, :center and :centre.

Note: title-adjust cannot handle both x and y. It is designed for cases like this:

```
(capi:contain
  (make-instance 'capi:list-panel
    :items '(1 2 3 4 5)
    :title "Temp"
    :title-position :left
    :title-adjust :center
    :title-args
    '(:visible-min-width (:character 12)))))
```

mnemonic-title offers an alternate way to provide the pane's title, and with a mnemonic. It takes effect only for button-panel, list-panel, list-view, option-pane, output-pane, progress-bar, scroll-bar, slider, text-input-pane, text-input-range, tree-view and their subclasses, and is interpreted as described for menu.
Note: titles and mnemonic titles can now be added in a grid-layout.

Compatibility note

titled-object corresponds to the LispWorks 4.1 class titled-pane. For backwards compatibility the accessors titled-pane-title and titled-pane-message, including setf methods, are provided. These simply trampoline to titled-object-title and titled-object-message, and may not be supported in future releases.

Examples

Try each of these examples to see some of the effects that titled panes can produce. Note that text-input-pane is a subclass of titled-object, and that it has a default title-position of :left.

(capi:contain (make-instance 'capi:text-input-pane))

(capi:contain (make-instance 'capi:text-input-pane
:title "Enter some text:"))

(capi:contain (make-instance
'capi:text-input-pane
:title "Enter some text:" :title-position :top))

(capi:contain (make-instance 'capi:text-input-pane
:title "Enter some text:" :title-position :top :title-adjust :center))

(capi:contain (make-instance 'capi:text-input-pane
:title "Enter some text:" :title-position :top :title-adjust :right))

(capi:contain (make-instance 'capi:text-input-pane
:message "A message"))

(capi:contain (make-instance 'capi:text-input-pane
:message "A message" :title "Enter some text:"))

(capi:contain (make-instance 'capi:text-input-pane
:title "Enter some text:" :title-args
'(:foreground :red)))

See also

message-pane
title-pane
3.1.4.1 Controlling Mnemonics
3.3 Specifying titles
**titled-pinboard-object**

**Summary**
A pinboard object with a title.

**Package**
capi

**Superclasses**
- pinboard-object
  - titled-object

**Subclasses**
- image-pinboard-object

**Description**
The class **titled-pinboard-object** provides a pinboard object with a title. The title is regarded as part of the object in geometry calculations.

**Notes**
**titled-pinboard-object** does not allow the value :frame for the **titled-object** initarg title-position. The values :top, :bottom, :left and :right are allowed.

**Examples**
This example creates three instances of **titled-pinboard-object** and one of **item-pinboard-object**, all with with a yellow background. Note that:

1. The title does not have the yellow background in the **titled-pinboard-object**, as opposed to the **item-pinboard-object**. To specify the title background, we pass it in the title-args.
2. The width of the title area is determined by the title, but passing :visible-min-width (and other geometric hints) can be used to override this.
3. Setting the **titled-object-title** of the **titled-pinboard-object** does not reset its width.

```lisp
(setq tpo1 (make-instance 'capi:titled-pinboard-object
  :graphics-args
  '(:background :yellow)
  :x 10 :y 10
  :width 150 :height 20
  :title "Short"
  :title-position :left
  :title-args
  '(:background :red ))

  tpo2 (make-instance 'capi:titled-pinboard-object
  :graphics-args
  '(:background :yellow)
  :x 10 :y 40
```
Class

title-pane

Summary
This class provides a pane that displays a single line of text.

Package
capi

Superclasses
titled-object

Subclasses
message-pane

Initargs
:text
 The text to appear in the title pane.

See also

item-pinboard-object

12.3 Creating graphical objects
Accessors

`title-pane-text`

Description

The class `title-pane` provides a pane that displays a single line of text.

The most common use of `title-pane` is as a title decoration for a pane, and so the class `titled-object` is provided as a class that supports placing title panes around itself.

A `title-pane` with text "Title" is created automatically when a `titled-object` is created with `title"Title"`.

By default, a `title-pane` is constrained so that it cannot resize (that is, the values of `visible-max-width` and `visible-max-height` are t). This can be overridden by passing `:visible-max-width nil` or `:visible-max-height nil`.

Notes

`title-pane` does not support the `:pane-menu` initarg on Microsoft Windows. If you need interaction, use `display-pane` or `text-input-pane` with `:pane-menu` and `:enabled :read-only`.

Examples

```lisp
(setq title-pane (capi:contain
   (make-instance
       'capi:title-pane
       :text "This is a title pane")))

(capi:apply-in-pane-process
   title-pane #'(setf capi:title-pane-text
       "New title" title-pane))
```

See also

`display-pane`
`text-input-pane`
`editor-pane`

3 General Properties of CAPI Panes

---

`toolbar`

Class

Summary

This class provides a pane containing toolbar buttons and panes.

Package

`capi`

Superclasses

`collection`
`simple-pane`
`titled-object`
`toolbar-object`
Initargs

:dividerp If t, a divider line is drawn above the toolbar, to separate it from the menu bar. The default value is nil.

:image A list of images.

:callbacks A list of callback functions.

:names A list of names.

:texts A list of strings.

:tooltips A list of tooltip strings used on Microsoft Windows.

:button-width The width of the toolbar buttons.

:button-height The height of the toolbar buttons.

:stretch-text-p A generalized boolean.

:image-width The width of images in the toolbar.

:image-height The height of images in the toolbar.

:default-image-set An optional image-set object which can be used to specify images. See image-list, image-set and image-locator for more details.

:flatp A generalized boolean.

Readers

toolbar-flat-p

Description

The class toolbar inherits from collection, and therefore has a list of items. It behaves in a similar manner to push-button-panel, which inherits from choice.

The items argument may be used to specify a mixture of toolbar-buttons and toolbar-components, or it may contain arbitrary objects as items. The list may also contain CAPI panes, which will appear within the toolbar. This is typically used with text-input-pane, option-pane, and text-input-choice.

For items that are not toolbar buttons or toolbar components, a toolbar button is automatically created, using the appropriate elements of the images, callbacks, names, texts and tooltips lists. If no image is specified, the item itself is used as the image. For more information on acceptable values for images, see toolbar-button.

Each of the images, callbacks, names, texts and tooltips lists should be in one-to-one correspondence with the items. Elements of these lists corresponding to toolbar-button items or toolbar-component items are ignored.

Note: :tooltips is now deprecated. Use the interface help-callback with help-key :tooltip instead.

All toolbar buttons within the item list behave as push buttons. However, toolbar button components may have :single-selection or :multiple-selection interaction. See toolbar-component for further details.

button-width and button-height specify the size of each button in the toolbar. If a button contains text and stretch-text-p is true, then the button stretches to the width of the toolbar if needed.

images, if supplied, must specify images all of the same size.

image-width and image-height must match the sub-image dimensions in default-image-set or the dimensions of the images.

flat specifies whether the toolbar is 'flat' on Cocoa. If flat is true, then the buttons do not have a visible outline until the user moves the mouse over them. flat is only implemented on Cocoa. (On Microsoft Windows, all toolbars are flat. On Motif, no toolbar is flat.) The default value of flat is :default.
Notes

1. text-input-pane, option-pane, and text-input-choice and so on cannot contain titles when embedded in a toolbar.

2. Rather than creating a toolbar explicitly you can add an interface toolbar by supplying the interface initarg :toolbar-items. This has the advantages that the toolbar is automatically positioned correctly within the window and has platform-standard behavior such as folding on Cocoa.

See also
collection
ing-swish
toolbar
image-set
push-button-panel
toolbar-component

5.10.4 image-list, image-set and image-locator
9.9 Non-standard toolbars
13.10 Working with images

toolbar-button

Class

Summary
This class is used to create instances of toolbar buttons.

Package
capi

Superclasses
item
toolbar-object

Initargs
:callback A function that is called when the user presses the toolbar button and popup-interface is non-nil.
:image Specifies the image to use for the toolbar button.
:selected-image Specifies the image to use for the toolbar button when it is selected.
tooltip An optional string which is displayed, on Microsoft Windows, when the mouse moves over the button. :tooltip is deprecated.
:help-key An object used for lookup of help. Default value t.
:remapped Links the button to a menu item.
dropdown-menu A menu or nil.
dropdown-menu-function A function of no arguments, or nil.
dropdown-menu-kind One of the keywords :button, :only and :delayed.
:popup-interface An interface or nil.
Accessors

toolbar-button-image
toolbar-button-selected-image
toolbar-button-dropdown-menu
toolbar-button-dropdown-menu-function
toolbar-button-dropdown-menu-kind
toolbar-button-popup-interface

Readers

help-key

Description

The class toolbar-button is used to create instances of toolbar buttons.

Toolbar buttons may be placed within toolbars and toolbar components. However, there is usually no need to create toolbar buttons explicitly; instead, the callbacks and images arguments to toolbar or toolbar-component can be used. To add tooltips, use the interface help-callback with help-key :tooltip.

In addition, an interface can have its own toolbar buttons, specified by its toolbar-items. No toolbar object is explicitly needed in that situation.

image and selected-image may each be one of the following:

A pathname or string This specifies the filename of a file suitable for loading with load-image. Currently this must be a bitmap file.


Also on Microsoft Windows, these symbols are recognized for history images: :hist-back, :hist-forward, :hist-favorites, :hist-addtofavorites and :hist-viewtree.

An image object For example, as returned by load-image.

An image locator object.

This allows a single bitmap to be created which contains several button images side by side. See make-image-locator for more information. On Microsoft Windows, this also allows access to bitmaps stored as resources in a DLL.

An integer This is a zero-based index into the default-image-set of the toolbar or toolbar component in which the toolbar button is used.

Each image should be of the correct size for the toolbar. By default, this is 16 pixels wide and 16 pixels high.

help-key is interpreted as described for element.
remapped, if non-nil, should match the name of a menu-item in the same interface as the button. Then, the action of pressing the button is remapped to selecting that menu-item and calling its callback. The default value of remapped is nil.

Toolbar buttons can be made with an associated dropdown menu by passing the :dropdown-menu or :dropdown-menu-function initargs.

If dropdown-menu is non-nil then it should be a menu object to display for the button.

If dropdown-menu-function is non-nil then it should be a function which will be called with the toolbar-button as its single argument. It should return a menu object to display for the button.

dropdown-menu-kind can have the following values:

:button There is a separate smaller button for the dropdown menu next to the main button.

:only There is no main button, only the smaller button for the dropdown.

:delayed There is only one button and the menu is displayed when the user holds the mouse down over the button for some short delay. If the user clicks on the button then the normal callback is called.

Note: dropdown-menu-kind is not supported for toolbar buttons in the interface toolbar-items list.

popup-interface, if non-nil, should be an interface. When the user clicks on the toolbar button, the interface popup-interface is displayed near to the button. The normal callback is not called, but you can detect when the interface appears by using its activate-callback. popup-interface is useful for popping up windows with more complex interaction than a menu can provide. The default value of popup-interface is nil.

Note: popup-interface is not supported for toolbar buttons in the interface toolbar-items list.

Toolbar buttons can display text, which should be in the data or text slot inherited from item.

Note: display of text in toolbar buttons is implemented only on Motif and Cocoa.

Examples

A callback function:

```lisp
(defun do-redo (data interface)
  (declare (ignorable data interface))
  (capi:display-message "Doing Redo"))
```

A simple interface:

```lisp
(capi:define-interface redo ()
 ()
 (:panes
  (toolbar
capi:toolbar
  :items
  (list
   (make-instance
    'capi:toolbar-component
    :items
   (list (make-instance
          'capi:toolbar-button
          ;; remap it to the menu item
          :remapped 'redo-menu-item
          :image :std-redo)))))))
 (:menu-bar a-menu)
 (:menus
  (a-menu
   "A menu")
```
In this interface, pressing the toolbar button invokes the menu item callback:

```lisp
(capi:display (make-instance 'redo))
```

This last example illustrates the use of `selected-image`.

```lisp
(capi:contain
 (make-instance
  'capi:toolbar
  :items
  (list
   (make-instance
    'capi:toolbar-component
    :interaction :multiple-selection
    :items
    (list (make-instance 'capi:toolbar-button
                       :image 0
                       :selected-image 1)))))
)
```

See also

- item
- make-image-locator
- menu-item
- toolbar
- toolbar-component
- 3.12 Tooltips
- 9 Adding Toolbars
- 13.10 Working with images

**toolbar-component**

*Class*

**Summary**

A toolbar component is used to group several toolbar buttons together. Each component is separated from the surrounding components and buttons. Toolbar components are choices, and may be used to implement toolbars on which groups of buttons have single-selection or multiple-selection functionality.

**Package**

capi

**Superclasses**

toolbar-object
choice

Initargs

:images  A list of images, in one-to-one correspondence with the items.
:callbacks  A list of callback functions, in one-to-one correspondence with the items.
:names  A list of names, in one-to-one correspondence with the items.
:texts  A list of strings, in one-to-one correspondence with the items.
:tooltips  A list of tooltip strings, in one-to-one correspondence with the items.
:default-image-set  An optional image-set object which can be used to specify images. See 5.10.4 image-list, image-set and image-locator for more details.
:selection-function  A function to dynamically compute the selection.
:selected-item-function  A function to dynamically compute the selected item.
:selected-items-function  A function to dynamically compute the selected items.

Description

The class toolbar-component inherits from choice, and hence has a list of items. Its behavior is broadly similar to button-panel.

items may be used to specify a mixture of toolbar-buttons and toolbar-components, or may contain arbitrary objects as items. The list may also contain CAPI panes, which will appear within the toolbar. This is typically used with text-input-pane, option-pane, and text-input-choice.

For items that are not toolbar buttons or toolbar components, a toolbar button is automatically created, using the appropriate elements of the images, callbacks, names, texts and tooltips lists. If no image is specified, the item itself is used as the image. For more information on acceptable values for images, see toolbar-button. Elements of images, callbacks, names, texts and tooltips corresponding to toolbar-button items or toolbar-component items are ignored.

No more than one of selection-function, selected-item-function and selected-items-function should be non-nil. Each defaults to nil. If one of these is non-nil, it should be a function which is called before the toolbar-component is displayed and when update-toolbar is called and which determines which items are selected. The function takes a single argument, which is the interface of the toolbar-component.

selection-function, if non-nil, should return a list of indices suitable for passing to the choice accessor (setf choice-selection).

selected-item-function, if non-nil, should return an object which is an item in the toolbar-component, or is equal to such an item when compared by the toolbar-component's test-function and key-function.

selected-items-function, if non-nil, should return a list of such objects.

Examples

(example-edit-file "capi/elements/toolbar")

See also

toolbar
toolbar-object  

Class

Summary

This is a common superclass of all toolbar objects.

Package

capi

Superclasses

standard-object

Subclasses

toolbar

toolbar-button

toolbar-component

Initargs

:enabled If t, the toolbar object is enabled.
:enabled-function A function determining the enabled state.

Accessors

simple-pane-enabled
toolbar-object-enabled-function

Description

The class toolbar-object is a common superclass of all toolbar objects.

Any toolbar object may be disabled, by setting its enabled slot to nil. Disabling a toolbar or toolbar component prevents the user from interacting with any buttons contained in it.

All toolbar objects may also have an enabled-function specified. This is called whenever update-toolbar is called. If it returns t, the toolbar object will be enabled; if it returns nil, the object will be disabled.

Notes

The function enabled-function should not display a dialog or do anything that may cause the system to hang. In general this means interacting with anything outside the Lisp image, including files, databases and so on.

See also

toolbar
toolbar-button
**top-level-interface**  
*Generic Function*

**Summary**
Returns the top level interface containing a specified pane.

**Package**
capi

**Signature**
```lisp
top-level-interface pane
```

**Arguments**
```lisp
pane ⇩ A simple-pane or a pinboard-object.
```

**Description**
The generic function `top-level-interface` returns the top level interface that contains `pane`.

**See also**
- `top-level-interface-p`
- `interface`
- `element`
- 3.7 Hierarchy of panes

**top-level-interface-color-mode**  
*Accessor*

**Summary**
A value that indicates the color mode of a top level interface.

**Package**
capi

**Signature**
```lisp
top-level-interface-color-mode interface => color-mode
setf (top-level-interface-color-mode interface) color-mode => color-mode
```

**Arguments**
interface

An interface instance.

color-mode

nil, a keyword or a string.

Values

color-mode

nil, a keyword or a string.

Description

The accessor top-level-interface-color-mode reads or sets the Appearance of interface on Cocoa. top-level-interface-color-mode has no effect on other platforms.

If color-mode is nil then interface is displayed in the Appearance specified by the System Preferences.

Otherwise, when color-mode is non-nil, it specifies that interface has its own Appearance, overriding the System Preferences.

When color-mode is a keyword, it must be one of the keywords in the following table, and it is mapped to the specified Cocoa appearance name.

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Cocoa appearance name</th>
</tr>
</thead>
<tbody>
<tr>
<td>:light or :aqua</td>
<td>NSAppearanceNameAqua</td>
</tr>
<tr>
<td>:dark or :dark-aqua</td>
<td>NSAppearanceNameDarkAqua</td>
</tr>
</tbody>
</table>

Any other keyword will signal an error.

When color-mode is a string, it specifies the name of a Cocoa appearance, and it is looked up by calling the appearanceNamed: method of the Cocoa NSAppearance class. It is your responsibility to pass a valid string. If appearanceNamed: fails to find the appearance, a warning is signalled and the color-mode is ignored.

top-level-interface-color-mode-callback is called when macOS changes the Appearance.

top-level-interface-color-mode returns the desired color mode. Call top-level-interface-dark-mode-p to determine if interface is currently in dark mode.

Examples

For an example of using color-mode and color-mode-callback, see:

```lisp
(examp-le-edit-file "capi/applications/interface-color-mode")
```

See also

top-level-interface-color-mode-callback
top-level-interface-dark-mode-p
top-level-interface-dark-mode-p  

Summary
Determines if a top level interface is displayed in dark mode.

Package
capi

Signature
top-level-interface-dark-mode-p interface => dark-mode-p

Arguments
interface  
An interface instance.

Values
dark-mode-p  
A Boolean.

Description
The function top-level-interface-dark-mode-p returns true if interface is currently displayed in dark mode and false otherwise. If interface is not displayed, top-level-interface-dark-mode-p returns false.

On Cocoa, interface is in dark mode if the name of its effective Appearance contains "dark" (ignoring case). That works for the standard appearances, but may not work for user defined ones. On GTK+ and Microsoft Windows, interface is in dark mode if its default background color is dark, which is checked summing the RGB values and comparing with 1.5.

Examples

    (example-edit-file "capi/applications/interface-color-mode")

See also

interface
top-level-interface-color-mode

top-level-interface-display-state  

Summary
Returns a value which indicates how the top level interface is displayed.

Package
capi
Signature

top-level-interface-display-state  interface  =>  display-state

Arguments

interface

A top level interface or dialog window.

Values

display-state


Description

Top level interfaces and dialogs can be manipulated by the user, such as being iconified or maximized. The program can manipulate these windows too. The generic function top-level-interface-display-state returns a value that indicates the current state of the interface interface. The following values can be returned:

:normal

The window is visible and has its normal size.

:maximized

The window is visible and has been maximized.

:iconic

The window is visible as an icon.

:hidden

The window is not visible.

:full-screen

The window is full screen (only supported on macOS 10.7 and later). This value is only applicable when the window-styles list contains the keyword :can-full-screen.

These values can also be passed as the :display-state initarg when making a top level interface.

In addition, the function (setf top-level-interface-display-state) can be used to change the state of a top level interface. The value can be set to one of the above, or to :restore if the current state is :iconic or :hidden. When set to :restore, the state will become :normal or :maximized depending on how the interface was visible in the past.

See also

top-level-interface-p
top-level-interface-geometry
set-top-level-interface-geometry
interface

7 Programming with CAPI Windows

---

Function

**top-level-interface-geometry**

Summary

Returns the geometry of the top level interface.

Package

capi
Signature

top-level-interface-geometry interface => tx, ty, twidth, theight

Arguments

interface↓ An interface.

Values

tx↓, ty↓, twidth, theight

Integers.

Description

The function top-level-interface-geometry returns the coordinates of the given interface in a form suitable for use as the :best-x, :best-y, :best-width and :best-height initargs to interface. The value of interface should be a top level interface.

tx and ty are measured from the top-left of the screen rectangle representing the area of the primary monitor (the primary screen rectangle).

Notes

On Cocoa, the result does not account for the size of the interface toolbar, if present in interface.

Examples

;; Define and display an interface.
(capi:define-interface test ()
 ()
 (:panes (panel capi:list-panel)))

(setq int (capi:display (make-instance 'test)))
;; Now manually position the interface somewhere.

;; Find where the interface is.
(multiple-value-setq (tx ty twidth theight)
 (capi:top-level-interface-geometry int))

;; Now manually close the interface.
;; Create a new interface in the same place.
(setq int
 (capi:display
 (make-instance
 'test
 :best-x tx
 :best-y ty
 :best-width twidth
 :best-height theight)))

See also

top-level-interface-p

top-level-interface-display-state

set-top-level-interface-geometry

interface

4.3 Support for multiple monitors
7 Programming with CAPI Windows
11.6 Querying and modifying interface geometry

top-level-interface-geometry-key

Generic Function

Summary
Determines where the geometry of an interface is saved.

Package
capi

Signature
top-level-interface-geometry-key interface => key, product-name

Arguments
interface⇒ A top level interface.

Values
key⇒ A symbol.
product-name⇒ A symbol, a string or a list of strings.

Description
The generic function top-level-interface-geometry-key returns as multiple values a key and a product name, which determine where the geometry of interface is saved. The saved geometry is used when displaying a future instance.

The supplied method on interface returns the class name of interface as key, and nil as product-name. You can define methods for your interfaces and products.

key must be a symbol.

product-name is used to derive the product-registry-path.

product-name can be a symbol which was previously defined to have a registry path by (setf sys:product-registry-path).

product-name can alternatively be a string, which is taken directly as product-registry-path.

product-name can alternatively be a list of strings, denoting multiple path components. These are concatenated together with the appropriate separator for the platform to give product-registry-path.

The geometry of interface is saved at the path which is constructed by concatenating (with appropriate separators) these values:

user-path
product-registry-path
"Environment"
(symbol-package #KEY)
(symbol-name #KEY)
where *user-path* is the registry branch HKEY_CURRENT_USER on Microsoft Windows and the home directory on other platforms.

**Note:** for your interface classes for which you want the geometry to be saved, define a method on `top-level-interface-save-geometry-p`.

**Note:** in an image delivered at delivery level 5, symbol names are removed by default. This breaks the saved geometry mechanism as the registry path is constructed using `symbol-name`. To make this work in a level 5 delivered image, explicitly keep the symbol key. See the *Delivery User Guide* for details.

See also

`top-level-interface-save-geometry-p`

### 11.6 Querying and modifying interface geometry

#### top-level-interface-p

**Generic Function**

**Summary**

The predicate for top level interfaces.

**Package**

capi

**Signature**

```
top-level-interface-p pane => result
```

**Arguments**

`pane` A Lisp object.

**Values**

`result` A boolean.

**Description**

The generic function `top-level-interface-p` returns true if `pane` is a top level interface.

See also

`top-level-interface`
`top-level-interface-geometry`
`top-level-interface-display-state`
`interface`
`element`

### 3.7 Hierarchy of panes
top-level-interface-save-geometry-p

**Summary**

Return true if the geometry of an interface should be saved for use by a future instance.

**Package**
capi

**Signature**

top-level-interface-save-geometry-p interface => result

**Arguments**

interface ⇩ A top level interface.

**Values**

result A boolean.

**Description**
The generic function top-level-interface-save-geometry-p returns true if the geometry of interface should be saved for use by a future instance.

The default method (on interface) returns nil.

See also
top-level-interface-geometry-key

11.6 Querying and modifying interface geometry

tracking-pinboard-layout

**Summary**

A pinboard with automatic highlighting.

**Package**
capi

**Superclasses**
pinboard-layout
Description

The class `tracking-pinboard-layout` provides a pinboard which tracks mouse movement by highlighting its objects as the mouse cursor moves over them.

This functionality is implemented via a `:motion` specification in the `input-model`. Therefore, you may not specify `:motion` in the `input-model` of a `tracking-pinboard-layout`. See `output-pane` for a description of `input-model`.

Examples

```lisp
(example-edit-file "capi/graphics/tracking-pinboard-layout")
```

### tree-view

**Class**

**Summary**

A tree view is a pane that displays a hierarchical list of items. Each item may optionally have an image and a checkbox.

**Package**

capi

**Superclasses**

choice
titled-object
simple-pane

**Initargs**

- `:roots` A list of the root items.
- `:children-function` Returns the children of an item and hence defines the hierarchy in the tree.
- `:leaf-node-p-function` Optional function which determines whether an item is a leaf item (that is, has no children). This is useful if it can be computed faster than the `children-function`.
- `:retain-expanded-nodes` Specifies if the tree view remembers whether hidden nodes were expanded.
- `:expandp-function` A designator for a function of one argument, or `nil`.
- `:action-callback-expand-p` A boolean. The default value is `nil`.
- `:delete-item-callback` A function designator for a function of two arguments.
- `:right-click-extended-match` Controls the area within which selection by the mouse right button occurs. Default `t`.
- `:has-root-line` Controls whether the line and expanding boxes of the root items are drawn. Default `t`.
- `:checkbox-status` Controls whether the tree has checkboxes. If non-nil, the value should be a non-negative integer less than the length of the image-list, or `t`. An integer specifies the default initial status, and `t` means the same as `2` (that is, by default the checkboxes are checked initially). The default is `nil`, meaning no checkboxes. Not implemented on Cocoa.
The class `tree-view` is a pane that displays a hierarchical list of items. Each item may optionally have an image and a
The tree view pane allows the user to select between items displayed in a hierarchical list. Although it is a choice, only :single-selection interaction is supported. Use extended-selection-tree-view if you need other selection interaction styles.

The hierarchy of items in the tree is defined by the children-function, which must be a function taking a single argument (an item) and returning a list of child items. When an item is expanded, whether programmatically, automatically, or in response to a user gesture, the system calculates what children this item has by calling the children-function on it.

Both the roots and what children the children-function returns for an item can be any object. However, the list must not include an object which is cl:eql to another object in the tree. To work sensibly it also needs to be consistent over time, that is return the same objects each time it is called, unless the state of the entity that the tree represents changes. It should also be reasonably fast, as the user will be waiting to see the items.

If the tree is supposed to display items that are "the same" in different parts of the tree, you can define a "wrapper", typically cl:defstruct with a few slots, and return a list of these wrappers (each pointing to the actual object). This wrapping is also useful for keeping other information related to the display in the tree, for example the string or the image to display, and maybe cache the children.

If leaf-node-p-function is not supplied, the children-function is also used to decide whether unexpanded nodes are leaf items or not (and hence whether to display the expanding box). If the children-function is slow, this may slow significantly the display of large trees. If it is possible to check for the existence of children faster, you should supply leaf-node-p-function to avoid this slow down.

The default value of children-function is (constantly false), that is no children, and hence only the roots are displayed.

expandp-function controls automatic expansion of nodes (items) in the tree-view. By default, initially only the items specified by the roots argument are displayed. This initial display can be altered by supplying a function expandp-function which allows further items to be displayed. If supplied, expandp-function should be a function which is called on the roots and is called recursively on the children if it returns true. When the user expands a node, expandp-function is called on each newly created child node, which is expanded if this call returns true, and so on recursively. The default value of expandp-function is nil so that there is no automatic expansion and only the root nodes are visible initially.

The default value of retain-expanded-nodes is t.

Any item which has children has a small expansion button next to it to indicate that it can be expanded. When the user clicks on this button, the children items (as determined by the children function) are displayed.

If action-callback-expand-p is true, then the activate gesture expands a collapsed node, and collapses an expanded node. This expansion and contraction of the node is additional to any supplied action-callback.

delete-item-callback is called when the user presses the Delete key. Two arguments are passed: the tree-view and the selected item item. Note that, apart from calling the callback, the system does nothing in response to the Delete key. In particular, if you want to remove the selected item, delete-item-callback needs to do it by changing what the children-function returns when called on the parent of item. Normally you also need to to call tree-view-update-item with in-parent = t to actually update the tree on the screen.

Note also that in extended-selection-tree-view (a subclass of tree-view), if the interaction was not explicitly changed to :single-selection, the second argument to delete-item-callback is a list of the selected items (even when only one item is selected).

The image-function is called on an item to return an image associated with the item. It can return one of the following:

A pathname or string  This specifies the filename of a file suitable for loading with load-image. Currently this must be a bitmap file.
A symbol


Also on Microsoft Windows, these symbols are recognized. They map to history images: `:hist-back`, `:hist-forward`, `:hist-favorites`, `:hist-addtofavorites` and `:hist-viewtree`.

An `image` object

For example, as returned by `load-image`.

An image locator object

This allowing a single bitmap to be created which contains several button images side by side. See `make-image-locator` for more information. On Microsoft Windows, it also allows access to bitmaps stored as resources in a DLL.

An integer

This is a zero-based index into the tree-view's image lists. This is generally only useful if the image list is created explicitly. See `image-list` for more details.

The `state-image-function` is called on an item to determine the state image: an additional optional image used to indicate the state of an item. It can return one of the objects listed above, just as for `image-function`, or `nil` to indicate that there is no state image. See also `checkbox-status`, which overrides the `state-image-function`.

If `image-lists` is specified, it should be a plist containing the following keywords as keys. The corresponding values should be `image-list` objects.

- `:normal`
  Specifies an `image-list` object that contains the item images. The `image-function` should return a numeric index into this `image-list`.

- `:state`
  Specifies an `image-list` object that contains the state images. The `state-image-function` should return a numeric index into this `image-list`.

If `right-click-extended-match` is `nil`, the mouse right button gesture within the tree view selects an item only when the cursor is on the item. Otherwise, this gesture also selects an item to the left or right of the cursor. The default for `right-click-extended-match` is `t`.

If `has-root-line` is `nil`, the vertical root line and expanding boxes of the root items are not drawn. This is useful in two cases:

- When the tree view needs to be neater. Note that the user does not have a mouse gesture to expand the root item. Normally the programmer would compensate for this by making some other gesture call `(setf tree-view-expanded-p)`.
- If a `children-function` is not supplied, this can be used to create a pane like a list view with checkboxes (see below for details of checkboxes). This pane can be handled as if it is a typical choice, except that setting the items is done by `(setf tree-view-roots)` or by passing `:roots` to `make-instance`. In a typical choice, you would do `(setf collection-items)` or pass `:items` to `make-instance`.

The default for `has-root-line` is `t`.

If the `checkbox-status` is non-nil then the tree view provides an automatic way of using the state images as checkboxes (except
on Cocoa where check boxes are not supported). The state-image is defaulted to a set of images containing checkboxes and the state-image-function is ignored, but each item has a status that is a non-negative integer no greater than the number of images in state-image-list. The status specifies which image is displayed alongside item.

When item is expanded in the tree for the first time, the status of each child is set to item's status. The status can be changed interactively by the user:

- Left mouse button on a checkbox changes its status.
- Space changes the status of all selected items.

The status can also be read and set programmatically (see tree-view-item-checkbox-status).

When the status of an item changes:

- The statuses of its ancestors may change if a checkbox-parent-function was supplied.
- The statuses of an items descendants may change if a checkbox-child-function was supplied.
- A callback given by checkbox-callback-function will be called, if this was supplied.

By default checkboxes have three statuses indicated by images: un-checked(0), gray-checked(1) and checked(2). If an item is checked or un-checked, then all its descendants have the same status. If an item is gray-checked, then its descendants have various statuses. When the status of an item changes, all the descendants of that item change to the same status, and all its ancestors change to gray-checked.

For non-default status-changing behavior, specify checkbox-next-map. The value can be:

- An array of statuses. When the user clicks on item's checkbox, the status of item is used to index into checkbox-next-map, and the status at that index becomes the new status of item. For example, with the default checkbox-next-map, checked(0) changes to un-checked(2), gray-checked(1) changes to un-checked(2), and un-checked(2) changes to checked(0).
- A function of two arguments. The first argument is a list of items and the second argument is their current status (and if the items have various statuses, the most common is used). checkbox-next-map should return the new status to use.
- An integer: the status is increased by 1, until this integer is reached, at which point the status becomes 0 again.

When the status of an item is changed, the statuses of items above and below it in the tree may also be changed: the system recurses up and down the tree using checkbox-parent-function and checkbox-child-function respectively.

To recurse upwards, checkbox-parent-function is called on the parent with five arguments: the parent, the parent's status, the item, the item's status and an flag which is non-nil if all the items at the same level as the item now have the same status:

    checkbox-parent-function parent parent-status item item-status all-items-same-p => new-parent-status, recurse-up, recurse-down

If new-parent-status differs from parent-status, then the status of parent is set to new-parent-status. If recurse-up is non-nil, then the system recurses up from parent, and if recurse-down is non-nil, the system recurses down. The default checkbox-parent-function returns (values new-item-status t nil) where new-item-status is item-status if all-items-same-p is non-nil and 1 otherwise.

To recurse downwards, checkbox-child-function is called on each child with four arguments and the results are used similarly to those of checkbox-parent-function:

    checkbox-child-function child child-status item item-status => new-child-status, recurse-up, recurse-down

The default checkbox-child-function returns (values parent-status nil t).
Note: if an item has never been expanded, then it has no children. If an item has been collapsed, then it has children even though they are not currently visible.

`checkbox-parent-function` and `checkbox-child-function` should not modify the tree in any way.

`checkbox-change-callback` takes three arguments: the tree, a list of items and their new status:

```
checkbox-change-callback  tree  items  new-status
```

This is called after the new statuses of `items` and their ancestors and descendants have been resolved.

`checkbox-initial-status` is used the first time that each specified item, which can be anywhere in the tree, appears. The value is a list of conses of items and their initial statuses, for example `((item1. 2) (item2. 0))`. When item is displayed, its status is set from this list or, if item is not specified, from `checkbox-status`. Items are removed from the list when they are displayed and setting the list does not affect the checkbox status of items that have already been displayed. Note that checkboxes are not supported on Cocoa.

The default value of `vertical-scroll` in a `tree-view` is `t`.

Notes

1. Since the items of a tree view are not computed until display time, the `choice` initarg `:selected-item` has no effect. See the examples in `interface-display` for a way to set the selected item in a tree view.

2. Although `tree-view` is a subclass of `collection`, it does its own items handling and you must not access its `items` and related slots directly. In particular for `tree-view` do not pass `:items`, `:items-count-function`, `:items-get-function` or `:items-map-function`, and do not use the corresponding accessors.

3. On Microsoft Windows, the system always sets the input focus to the `tree-view` after its `selection-callback` returns. If you need this callback to set the focus elsewhere, call `set-pane-focus` outside the callback, like this:

```
(mp:process-send process
 (list 'capi:set-pane-focus pane))
```

Examples

This example shows how to combine an XML parser with `tree-view` to display an RSS file.

```
(example-edit-file "capi/applications/rss-reader")
```

There are further examples in 20 Self-contained examples.

See also

`choice`
`extended-selection-tree-view`
`tree-view-ensure-visible`
`tree-view-expanded-p`
`tree-view-item-checkbox-status`
`tree-view-item-children-checkbox-status`
`tree-view-update-item`
1.2.1 CAPI elements
5 Choices - panes with items
13.10 Working with images
17 Drag and Drop
tree-view-ensure-visible

Summary
Ensures that an item in a tree-view is visible.

Package
capi

Signature
tree-view-ensure-visible tree-view item

Arguments

tree-view \downarrow A tree view.
item \downarrow A displayed item of tree-view.

Description
The function tree-view-ensure-visible ensures that an item in a tree view is visible, scrolling the tree view if necessary.

Note that item must be an item that is displayed in tree-view.

See also
tree-view

tree-view-expanded-p

Summary
Gets and sets the expanded state of an item in a tree-view.

Package
capi

Signature
tree-view-expanded-p tree-view item => value
setf (tree-view-expanded-p tree-view item) value => value

Arguments

tree-view \downarrow A tree-view.
item \downarrow An item.
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<th>value</th>
<th>A boolean.</th>
</tr>
</thead>
<tbody>
<tr>
<td>values</td>
<td>A boolean.</td>
</tr>
</tbody>
</table>

Description

The accessor generic function `tree-view-expanded-p` is the predicate for whether `item` is expanded in `tree-view`. If `item` is not in `tree-view`, the function returns `nil`.

`(setf tree-view-expanded-p)` sets the expanded state of `item` in `tree-view` to `value`. If `item` is not in `tree-view`, the function does nothing.

See also

`tree-view`

---

**Tree-view-item-checkbox-status**

**Summary**

Gets and sets the checkbox status of an item in a `tree-view`.

**Package**

`capi`

**Signature**

```lisp
(defun tree-view-item-checkbox-status (tree-view item) => status)
```

```lisp
(defun (setf tree-view-item-checkbox-status) (status tree-view item) => status)
```

**Arguments**

- `tree-view`  A tree view.
- `item`  An item.
- `status`  A non-negative integer.

**Values**

- `status`  A non-negative integer.

**Description**

The accessor `tree-view-item-checkbox-status` gets and sets the checkbox status of `item` in `tree-view`, except on Cocoa.

`(setf tree-view-item-checkbox-status)` sets the checkbox status of `item` in `tree-view`. `status` must be a non-negative integer smaller than the number of images in `tree-view's state-image-list`. 784
See also

```lisp
(tree-view tree-view-item-children-checkbox-status)
```

### tree-view-item-children-checkbox-status

**Function**

**Summary**

Gets the checkbox statuses of a `tree-view` item's children.

**Package**

capi

**Signature**

```
(tree-view-item-children-checkbox-status tree-view item => result)
```

**Arguments**

- `tree-view` (A `tree-view`.
- `item` (An item).

**Values**

- `result` (A list of conses `(child . status)` where each `child` is a child of `item` and `status` is `child`'s checkbox status).

**Description**

The function `tree-view-item-children-checkbox-status` returns `item`'s children together with their checkbox statuses, except on Cocoa.

Note that, if `item` has not been expanded in `tree-view`, then it has no children and `result` will be `nil`.

See also

```lisp
(tree-view tree-view-item-children-checkbox-status)
```

### tree-view-update-an-item

**Generic Function**

**Summary**

Updates an item in a `tree-view`.

**Package**

capi
Signature

tree-view-update-an-item  tree-view  item  in-parent

Arguments

tree-view↓  A tree-view.
item↓  A Lisp object.
in-parent↓  A boolean.

Description

The generic function tree-view-update-an-item is a synonym for tree-view-update-item, with the same meaning for tree-view, item and in-parent.

Notes

tree-view-update-an-item is deprecated. Please use tree-view-update-item instead.

See also

tree-view

    tree-view-update-item

---

Function

tree-view-update-item

Summary

Updates an item in a tree-view.

Package
capi

Signature

tree-view-update-item  tree-view  item  in-parent

Arguments

tree-view↓  A tree-view.
item↓  An item.
in-parent↓  A boolean.

Description

The function tree-view-update-item updates the item item in tree-view. This includes recomputing the text, images and children of item. This is useful when the data in tree-view changes, but the entire tree does not need recomputing.

When in-parent is non-nil, tree-view-update-item updates the children of the parent of item. This is useful when item is actually removed from tree-view, causing the children of its parent to be re-positioned.
See also

tree-view

**undefine-menu**

*Macro*

**Summary**

Undefines a menu.

**Package**

capi

**Signature**

```
undefine-menu function-name &rest args
```

**Arguments**

- `function-name` (A symbol.)
- `args` (Ignored extra arguments.)

**Description**

The macro `undefine-menu` undefines a menu named `function-name` that was created with `define-menu`. `args` are ignored.

See also

define-menu

menu

**unhighlight-pinboard-object**

*Function*

**Summary**

Removes the highlighting from a `pinboard-object`.

**Package**

capi

**Signature**

```
unhighlight-pinboard-object pinboard object &key redisplay => was-highlighted-p
```

**Arguments**

- `pinboard` (A `pinboard-layout`.)
- `object` (A `pinboard-object`.)
Values

was-highlighted-p A boolean.

Description

The function `unhighlight-pinboard-object` removes the highlighting from a pinboard object if necessary, and then if `redisplay` is non-nil it redisplays it. The default value of `redisplay` is `t`.

`pinboard` should be the `pinboard-layout` of `object`.

To highlight a pinboard object use `highlight-pinboard-object`.

The returned value `was-highlighted-p` is true if `object` was highlighted before the call.

See also

`highlight-pinboard-object`

`pinboard-object`

---

### uninstall-postscript-printer

**Function**

**Summary**

Uninstalls a Postscript printer definition.

**Package**

capi

**Signature**

`uninstall-postscript-printer name &key if-does-not-exist deletep`

**Arguments**

- `name` A string.
- `if-does-not-exist` One of `nil` or `:error`.
- `deletep` A boolean.

**Description**

The function `uninstall-postscript-printer` uninstalls a PostScript printer definition for the given device `name`.

This applies only on GTK+ and Motif.

`if-does-not-exist` controls what happens if the named printer does not exist. The default value is `:error`.

`deletep`, if true, causes the printer to be removed for subsequent sessions as well as the current session, by deleting the file on the disk. The default value of `deletep` is `nil`. 
unmap-typeout  

**Summary**  
Removes a `collector-pane` that `map-typeout` had made visible.

**Package**  
capi

**Signature**  
`unmap-typeout` `collector-pane`

**Arguments**  

```plaintext
collector-pane
```

**Description**  
The function `unmap-typeout` switches `collector-pane` out from its switchable layout, and brings back the pane that was there before `map-typeout` was called.

See also  
`map-typeout`  
`with-random-typeout`  
`collector-pane`

update-all-interface-titles  

**Summary**  
Updates interface window titles.

**Package**  
capi

**Signature**  
`update-all-interface-titles`

**Description**  
The function `update-all-interface-titles` can be used to update all the `interface` window titles when needed.
This is useful when `interface-extend-title` may return a new, different, value.

`update-all-interface-titles` calls `update-screen-interface-titles` on all the screens.

See also

`interface-extend-title`  
`update-screen-interface-titles`

---

### Functions

#### `update-drawing-with-cached-display`  
#### `update-drawing-with-cached-display-from-points`

**Summary**

Updates the drawing using the cached display.

**Package**

capi

**Signatures**

```
update-drawing-with-cached-display pane &optional x y width height
update-drawing-with-cached-display-from-points pane x1 y1 x2 y2 &key extend extend-x extend-y
```

**Arguments**

- **pane** — An `output-pane`.
- **x***, **y***, **width***, **height*** — Real numbers.
- **x1***, **y1***, **x2***, **y2***, **extend***, **extend-x***, **extend-y*** — Real numbers.

**Description**

The functions `update-drawing-with-cached-display` and `update-drawing-with-cached-display-from-points` update the drawing using the cached display, indicating the rectangle in which the `temp-display-callback` (argument to `start-drawing-with-cached-display`) needs to draw.

These functions must be called in the scope of `start-drawing-with-cached-display` or `output-pane-free-cached-display`. Calls outside this scope have no effect.

`pane` is the output pane to update. The other arguments specify the rectangle to be updated. The arguments are used in three ways: first they cause an implicit call to `invalidate-rectangle` with the appropriate arguments, secondly they define a mask that is used when calling the `temp-display-callback`, and third they provide arguments that are passed to the `temp-display-callback`.

In the case of `update-drawing-with-cached-display`, the arguments specify the rectangle in the standard way (the same way that they are passed to the `display-callback`). `x` and `y` default to 0, `width` defaults to the width of `pane` minus `x`, and `height` defaults to the height of `pane` minus `y`. 
In the case of `update-drawing-with-cached-display-from-points`, the arguments specify two points, \((x_1, y_1)\) and \((x_2, y_2)\), which are corners of a rectangle. This rectangle is then extended horizontally in both directions by `extend-x`, and extended vertically in both directions by `extend-y`. `extend-x` and `extend-y` default to `extend`, which defaults to 0. The final result is:

\[
\begin{align*}
x &= (- (\min x_1 x_2) \text{extend-x}) \\
y &= (- (\min y_1 y_2) \text{extend-y}) \\
width &= (+ (- (\max x_1 x_2) x) \text{extend-x}) \\
height &= (+ (- (\max y_1 y_2) y) \text{extend-y})
\end{align*}
\]

Both `extend-x` and `extend-y` default to `extent`, which itself defaults to 0.

**Notes**

Omitting the rectangle (that is, calling `update-drawing-with-cached-display` with only `pane`) causes all of the pane to be redisplayed each time. On slow displays, that may cause the display to be sluggish. On Windows and Cocoa with the normal settings, it is probably always fast enough, at least with modern machines. On GTK+ it depends on the speed of the connection to the X server, which in many cases is too slow for medium-size panes.

These calls also take care to redraw the area that was drawn by previous calls to the `temp-display-callback`, so you do not to do anything about erasing the results of previous calls.

**Examples**

This file shows how to use `update-drawing-with-cached-display-from-points` to redraw an arrowhead shape:

```
(example-edit-file "capi/output-panes/cached-display")
```

**See also**

`start-drawing-with-cached-display`

`redraw-drawing-with-cached-display`

12.5 Transient display on output-pane and subclasses

---

**update-interface-title**

*Generic Function*

**Summary**

Updates the title of an interface window.

**Package**

capi

**Signature**

`update-interface-title interface`

**Arguments**

`interface`\downarrow A CAPI `interface`. 
Description

The generic function **update-interface-title** updates the title of interface **interface**. This is useful when **interface-extend-title** may return a new, different, value.

You can specialize **update-interface-title** if needed.

To update all the interface titles, use **update-all-interface-titles** or **update-screen-interface-titles**.

See also

**interface-extend-title**  
**update-all-interface-titles**  
**update-screen-interface-titles**

### update-internal-scroll-parameters

**Function**

**Summary**

Updates the internal scroll parameters.

**Package**

**capi**

**Signature**

`update-internal-scroll-parameters pane scroll-dimension scroll-operation scroll-value`

**Arguments**

- `pane`\[\] A pane that supports scrolling.
- `scroll-dimension`\[\] :horizontal, :vertical or :pan.
- `scroll-value`\[\] An integer, or a list of two integers, or a keyword, or a list of two keywords.

**Description**

The function **update-internal-scroll-parameters** updates the internal scroll parameters of `pane` (the ones you read by **with-geometry**, or **get-horizontal-scroll-parameters** and **get-vertical-scroll-parameters**), according to its arguments. The arguments `pane`, `scroll-dimension`, `scroll-operation` and `scroll-value` are interpreted the same way as the arguments to **scroll**. **update-internal-scroll-parameters** does not affect the display and does not perform any drawing.

**Notes**

**update-internal-scroll-parameters** is needed only when `pane` is an **output-pane** created with initargs :coordinate-origin :fixed or :coordinate-origin :fixed-graphics (see 12.4 output-pane scrolling). It normally should not be used when :coordinate-origin is not supplied or :coordinate-origin :scrolled is supplied (the default).

The other way of setting the scroll parameters is using **set-horizontal-scroll-parameters** and **set-vertical-scroll-parameters**.
update-internal-scroll-parameters is intended to be used in your scroll-callback (see simple-pane and 12.4 output-pane scrolling). It changes the internal parameters in the same way that ordinary scrolling would change them for the same arguments, so it gives a consistent behavior with the rest of the application. You will still need to draw the appropriate things in the display-callback.

For example, scrolling needs to update the display based on the values of the scroll parameters before and after the scrolling happened, you can define a scroll-callback like this:

```lisp
(defun my-scroll-callback (self scroll-dimension scroll-operation scroll-value)
  (with-geometry self
    (let ((prev-scroll-x %scroll-x%)
          (prev-scroll-y %scroll-y%))
      (update-internal-scroll-parameters
       self scroll-dimension scroll-operation scroll-value)
      (let ((new-scroll-x %scroll-x%)
            (new-scroll-y %scroll-y%))
        (update-display self
                        prev-scroll-x prev-scroll-y
                        new-scroll-x new-scroll-y))))
```

See also

set-horizontal-scroll-parameters
set-vertical-scroll-parameters
simple-pane
output-pane
12.4 output-pane scrolling

## update-pinboard-object

**Function**

### Summary

Updates the size of a pinboard-object to match its constraints.

### Package
capi

### Signature

update-pinboard-object object => result

### Arguments

object

A pinboard-object.
Values

result A boolean.

Description

The function `update-pinboard-object` checks the constraints of `object`, and adjusts its size as necessary. It then forces the parent layout to redisplay `object` at its new size. Finally, it returns `t` if a resize was necessary and `nil` otherwise.

See also

`redraw-pinboard-object`
`pinboard-object`

*`update-screen-interfaces-hooks`* 

Variable

Summary

A list of functions that are called when a CAPI interface is created or destroyed. This variable is deprecated.

Package

capi

Initial Value

`nil`

Description

The variable `*update-screen-interfaces-hooks*` contains a list of function designators. Each function the list is called when an interface `interface` is created or destroyed.

Each function takes two arguments: the screen and `interface`.

You should not remove system functions from this variable so take care if setting its value. Only add or delete your own functions.

Notes

`*update-screen-interfaces-hooks*` is deprecated. If you use it, please contact Lisp Support.

`update-screen-interface-titles`

Function

Summary

Updates interface window titles.

Package

capi
Signature

update-screen-interface-titles screen

Arguments

screen ➡️ A CAPI screen.

Description

The function **update-screen-interface-titles** can be used to update the titles of all the interface windows on the screen **screen** when needed.

This is useful when **interface-extend-title** may return a new, different, value.

**update-screen-interface-titles** calls **update-interface-title** on all the relevant interfaces.

See also

**interface-extend-title**
**update-interface-title**

### update-toolbar

**Function**

Summary

Updates a toolbar object.

Package
capi

Signature

update-toolbar self

Arguments

self ➡️ A toolbar-object.

Description

The function **update-toolbar** updates the toolbar object **self**. It computes the enabled function of **self** and the enabled functions of any toolbar components or toolbar buttons contained in it. Each toolbar object is enabled if the enabled function returns `t`, and is disabled if it returns `nil`.

See also

**toolbar**
**toolbar-button**
**toolbar-component**
virtual-screen-geometry

Summary

Returns, as multiple values, a screen rectangle covering the full area of all the monitors associated with a screen.

Package
capi

Signature

virtual-screen-geometry screen => x, y, width, height

Arguments

screen\downarrow \quad \text{A CAPI screen.}

Values

x\downarrow \quad \text{An integer.}

y\downarrow \quad \text{An integer.}

width\downarrow \quad \text{A positive integer.}

height\downarrow \quad \text{A positive integer.}

Description

The function \texttt{virtual-screen-geometry} returns the "virtual" geometry of the screen \textit{screen}, which is a screen rectangle covering the full area of all the monitors that are associated with \textit{screen}.

The screen rectangle is at coordinates \(x\) and \(y\) as offsets from the top-left of the primary screen, with dimensions \(width\) and \(height\).

See also

\texttt{pane-screen-internal-geometry}
\texttt{screen-internal-geometries}
\texttt{screen-monitor-geometries}
4.3 Support for multiple monitors
11.6 Querying and modifying interface geometry

with-atomic-redisplay

Macro

Summary

Delays the updating of specified panes until all state changes have been performed.
with-atomic-redisplay (\&rest panes) &body body => result*

Arguments

- panes: Panes.
- body: Lisp forms.

Values

- result*: Multiple values.

Description

The macro `with-atomic-redisplay` delays the updating of `panes` and their descendants until the exit from the `with-atomic-redisplay` macro.

The forms in `body` are evaluated as in implicit `progn` and the value of the last form is returned.

Most CAPI pane slot writers update the visual appearance of the pane at the point that their state changes, but it is sometimes necessary to cause all updates to the pane to be left until after they are all completed. The macro `with-atomic-redisplay` defers all visible changes to the state of each pane in `panes` until the end of the scope of the macro.

Notes

1. `with-atomic-redisplay` does not cause Graphics Ports drawing operations on `panes` to be deferred.
2. `with-atomic-redisplay` can be used recursively. The actual display happens when exiting the outermost invocation.

See also

- `display`
- `simple-pane`

with-busy-interface

Summary

Displays an alternate cursor during the execution of some code, on platforms other than Cocoa.

Package
capi

Signature

with-busy-interface (pane &key cursor delay) &body body => result*
Arguments

pane

A simple-pane.

cursor

A keyword naming a cursor or a cursor object.

delay

A real number.

body

Lisp forms.

Values

result*

Multiple values.

Description

The macro with-busy-interface switches the cursor of the interface containing pane to be the busy cursor, evaluates the forms in body as an implicit progn, and then restores the cursor. The value of the last form is returned. This is useful when a piece of code may take significant time to run, and visual feedback should be provided.

cursor specifies the cursor to use while body is running. The default value is :busy. For other allowed values, see simple-pane.

delay specifies a time in seconds before the cursor is switched, so if body runs in less than delay seconds, then the cursor is not switched at all. This is usually more useful behavior than switching the cursor immediately. The default value of delay is 0.5.

with-busy-interface must be called in the process of the interface containing pane.

with-busy-interface has no effect on Cocoa.

See also

simple-pane

with-dialog-results

Macro

Summary

Displays a dialog and executes a body when the dialog is dismissed.

Package

capi

Signature

with-dialog-results (&rest results) dialog-form &body body => result1, result2

Arguments

results

Variables.

dialog-form

A function call form.

body

Forms.
Values

result1 :continuation.
result2 nil.

Description

The macro `with-dialog-results` is designed to evaluate `dialog-form` in a special way to allow dialogs on Cocoa to use window-modal sheets. It is not needed unless you want to make code that is portable to Cocoa. `dialog-form` should be a function call form that displays a dialog.

The overall effect is that the forms in `body` are evaluated with the variables in `results` bound to the values returned by `dialog-form` when the dialog is dismissed.

The dynamic environment in which `body` is evaluated varies between platforms:

- On Microsoft Windows, GTK+ and Motif, the `with-dialog-results` macro waits until the dialog has been dismissed and then evaluates `body`.

- On Cocoa, `dialog-form` creates a sheet attached to the active window and the `with-dialog-results` macro returns immediately. `body` is evaluated when the user dismisses the sheet.

`dialog-form` must be a cons with one of the following two formats:

- `(function-name . arguments)`
- `(apply function-name . arguments)`

The `function-name` is called with all the given `arguments`, plus an additional pair of arguments, `:continuation` and a continuation function created from `body`. In the first format, the additional arguments are placed after all the given `arguments`. In the second format, the additional arguments are placed just before the last of the given `arguments` (i.e. before the list of remaining argument to `apply`).

The continuation function binds the variables in `results` to its arguments and evaluates `body`. If there are more arguments than `results` variables, the extra arguments are discarded.

This macro is designed for use with `function-names` such as `popup-confirm` or `prompt-for-string`, which take a `:continuation` keyword. You can define your own such functions provided that they call one of the CAPI functions, passing the received `continuation` argument.

Examples

On Microsoft Windows, GTK+ and Motif, this displays a dialog, calls `record-label-in-database` when the user clicks OK and then returns. On Cocoa, this creates a sheet and returns; `record-label-in-database` will be called when the user clicks OK.

```lisp
(with-dialog-results (new-label okp)
  (prompt-for-string "Enter a label")
  (when okp ; the user clicked in the OK button
    (record-label-in-database new-label)))
```

Here is an example with skeleton code for using `with-dialog-results`. Note that the dialog function (choose-file below) that is called by `with-dialog-results` must take a `continuation` keyword argument and pass it to a CAPI prompting function. Also note that the call to the CAPI prompting function must be the last form in the dialog function. Forms after the CAPI prompting function will be executed at an indeterminate time, and their values will not be used in the body of `with-dialog-results`.

```lisp
(defun choose-file (&key continuation)
  ;; CAPI example
  ; (choose-file)
)
```
with-document-pages

Summary

Executes a body of code repeatedly with a variable bound to the number of the page to be printed each iteration.

Package
capi

Signature

\texttt{with-document-pages page-var first-page last-page \&body body}

Arguments

\texttt{page-var} A symbol (not evaluated).
\texttt{first-page} A positive integer.
\texttt{last-page} A positive integer.
\texttt{body} Lisp forms.
21 CAPI Reference Entries

**Description**

The macro `with-document-pages` evaluates the forms in `body` repeatedly, with `page-var` bound to the number of the page to print on each iteration. It is used to by applications providing Page on Demand printing.

`first-page` and `last-page` are evaluated to yield the page numbers of the first and last pages in the document.

`with-document-pages` takes care of `first-page` and `last-page` when the user sets them in `print-dialog`, by evaluating `body` for the pages that are in the intersection of what user chose and the other arguments.

`with-document-pages` must be called within the dynamic context of `with-print-job`.

**Notes**

The code in `body` should do the printing by calling standard GRAPHICS-PORTS drawing functions (see 13.4 Drawing functions), typically also using `with-page-transform`.

**Examples**

```lisp
(example-edit-file "capi/printing/fit-to-page")

(example-edit-file "capi/printing/multi-page")

(example-edit-file "capi/printing/page-on-demand")
```

See also

`print-dialog`  
`with-page`  
`with-print-job`

16 Printing from the CAPI—the Hardcopy API

---

### with-external-metafile

**Macro**

**Summary**

Creates a metafile on disk using Graphics Ports operations.

**Package**

capi

**Signature**

```lisp
with-external-metafile (var &key pane bounds format pathname owner drawing-mode) &body body => nil
```

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>var</td>
<td>A variable.</td>
</tr>
<tr>
<td>pane</td>
<td>A graphics port, or nil.</td>
</tr>
<tr>
<td>bounds</td>
<td>A list of four integers. Can also be nil on Microsoft Windows.</td>
</tr>
</tbody>
</table>
21 CAPI Reference Entries

format

One of the keywords :enhanced, :enhanced-plus, :enhanced-gdi and :windows.

pathname

A pathname or string.

owner

A graphics port, or nil.

drawing-mode

One of the keywords :compatible and :quality.

body

Code containing Graphic Ports operations that draw to var.

Description

The macro with-external-metafile creates a metafile at the location given by pathname containing records corresponding to the Graphics Ports operations in body that draw to var.

On Microsoft Windows the metafile is a device-independent format for storing pictures. For more information about metafiles, see the Microsoft documentation.

On Cocoa and GTK+ the metafile format is PDF.

If pane is nil, the macro binds var to an object of type metafile-port. If pane is non-nil then it must be an instance of output-pane or a subclass. In this case var is bound to pane, and pane is modified within the dynamic extent of with-external-metafile so all drawing operations draw to the metafile instead of pane. This can be useful when reusing existing redisplay code that is written expecting an output-pane. The default value of pane is nil.

If bounds is nil the metafile size will be computed from the drawing done within the body. This value is not allowed on Cocoa.

If bounds is non-nil (required on Cocoa), it should be a list of integers specifying the coordinate rectangle (x y width height) that the metafile contains.

pathname specifies the filename of the metafile. If its pathname-type is nil, then the file extension "EMF" is used for an Enhanced-metafile, or "WMF" for a Windows-metafile.

owner specifies the owner of the metafile, which calls to port-owner will return. This has an effect only when pane is nil.

drawing-mode should be either :compatible which causes drawing to be the same as in LispWorks 6.0, or :quality which causes all the drawing to be transformed properly, and allows control over anti-aliasing on Microsoft Windows and GTK+. The default value of drawing-mode is :quality.

For more information about drawing-mode, see 13.2.1 The drawing mode and anti-aliasing.

On Cocoa and GTK+ the metafile format is always PDF as a single page, and format is ignored. format is used only on Microsoft Windows and it can be one of:

:enhanced Generate an Enhanced-metafile file containing "dual drawing" both in GDI+ and GDI.

:enhanced-plus Generate an Enhanced-metafile file containing drawing only in GDI+.

:enhanced-gdi Generate an Enhanced-metafile file containing drawing only in GDI.

:windows Generate a Windows-metafile.

The default value of format is :enhanced.

When drawing-mode is :compatible (rather than the default value :quality) :enhanced and :enhanced-plus behave like :enhanced-gdi.
Notes

1. GDI+ gives the best quality, so normally that is what you would want. However some programs may be able to display only GDI (and not GDI+), which is why the default is dual drawing. This however generates a larger file and is presumably slightly slower, so if you are sure that the file will be used only by programs that can draw GDI+ emf files (sometimes called EMF+), you can use format :enhanced-plus.

2. with-external-metafile is not implemented on X11/Motif.

See also
draw-metafile
metafile-port
port-owner
with-internal-metafile
with-geometry

---

with-geometry

Macro

Summary

Helps you to define layouts and create new pinboard-object subclasses.

Package
capi

Signature

with-geometry pane &body body => result*

Arguments

pane↓ A simple-pane or a pinboard-object.
body↓ Lisp forms.

Values

result* Multiple values.

Description

The macro with-geometry is used for defining layouts and for creating new pinboard-object subclasses, by providing access to the geometry of a pane.

with-geometry evaluates the forms in body as an implicit progn while binding the following variables to slots in the geometry of pane in much the same way as the Common Lisp macro with-slots. Except the special cases which are mentioned below, these variables are read-only and should not be set.

Four variables define the geometry of the pane. If you define define your own calculate-layout method, it can set these variables:

%x% An integer specifying the x position of the pane in pixels relative to its parent.
%y%  An integer specifying the y position of the pane in pixels relative to its parent.

%width%  An integer specifying the width in pixels of the pane.

%height%  An integer specifying the height in pixels of the pane.

Four variables specify constraints on the pane. If you define your own calculate-constraints method, it can set these variables:

%min-width%  A real number specifying the minimum width of the pane.

%min-height%  A real number specifying the minimum height of the pane.

%max-width%  A real number specifying the maximum width of the pane.

%max-height%  A real number specifying the maximum height of the pane.

The following variables are also bound but apply only to instances of output-pane or layout which have at least one scroll bar. They can be retrieved by get-horizontal-scroll-parameters and get-vertical-scroll-parameters. They can be set by set-horizontal-scroll-parameters and set-vertical-scroll-parameters. These variables should be regarded as read-only inside with-geometry (they are writable for backwards compatibility only).

%scroll-width%  The extent of the horizontal scroll range.

%scroll-height%  The extent of the vertical scroll range.

%scroll-horizontal-page-size%  The horizontal scroll page size.

%scroll-horizontal-slug-size%  The width of the scroll bar slug.

%scroll-horizontal-step-size%  The horizontal scroll step size.

%scroll-start-x%  The start of the horizontal scroll range.

%scroll-start-y%  The start of the vertical scroll range.

%scroll-vertical-page-size%  The vertical scroll page size.

%scroll-vertical-slug-size%  The height of the scroll bar slug.

%scroll-vertical-step-size%  The vertical scroll step size.

%scroll-x%  x coordinate of the current scroll position.

%scroll-y%  y coordinate of the current scroll position.

The following two variables access the object for which the representation is:
with-internal-metafile

Macro

Summary

Creates a metafile in memory using Graphics Ports operations.

Package
capi

Signature

(with-internal-metafile (var &key pane bounds format owner drawing-mode) &body body => metafile)

Arguments

var
A variable.

pane
A graphics port, or nil.

bounds
A list of four integers. Can also be nil on Microsoft Windows.

format
One of the keywords :enhanced, :enhanced-plus and :enhanced-gdi.

owner
A graphics port, or nil.

drawing-mode
One of the keywords :compatible and :quality.

body
Lisp code.

Values

metafile
A metafile.

Description

The macro with-internal-metafile creates a metafile containing records corresponding to the Graphics Ports
operations in *body* that draw to *var*.

`with-internal-metafile` behaves like `with-external-metafile` except that an object representing the metafile is returned, and no file is created on disk.

*var, pane, bounds, format, owner, drawing-mode* and *body* are interpreted as for `with-external-metafile` except that *format* cannot have the value :windows.

Note: GDI+ gives the best quality, so normally that what you want. But you cannot put a GDI+ only metafile on the clipboard, which is why the default is to make a "dual" metafile containing both GDI and GDI+ drawing. If are not going to put the metafile on the clipboard (by calling `set-clipboard` with `format :metafile`) you can use `format :enhanced-plus` which is slightly faster and uses less memory.

`metafile` must be freed after use, by calling `free-metafile`.

Notes

1. `with-internal-metafile` is supported on GTK+ only where Cairo is supported (GTK+ version 2.8 and later).
2. On GTK+, the internal metafile is slow to resize, so it is probably not useful when it is frequently resized (that is, drawn with different width or height).
3. `with-internal-metafile` is not implemented on X11/Motif.

Examples

```lisp
(example-edit-file "capi/graphics/metafile")

(example-edit-file "capi/graphics/metafile-rotation")
```

See also

`draw-metafile`
`free-metafile`
`port-owner`
`with-external-metafile`

13 Drawing - Graphics Ports

---

### with-output-to-printer

**Macro**

**Summary**

Binds a stream variable and prints its output.

**Package**

`capi`

**Signature**

```lisp
with-output-to-printer (stream &key printer tab-spacing interactive jobname) &body body => result*
```
Arguments

- **stream** A variable.
- **printer** A printer or **nil**.
- **tab-spacing** An integer.
- **interactive** A boolean.
- **jobname** A string.
- **body** Lisp forms.

Values

- **result** The values returned by evaluating **body**.

Description

The macro **with-output-to-printer** binds the variable **stream** to a stream object, and prints everything that is written to it in the code of **body**.

If **interactive** is **t** then **print-dialog** is called to select the printer to use. If **interactive** is **nil** then **printer** is used unless it is **nil** in which case the **current-printer** is used. The default value of **interactive** is **t** and the default value of **printer** is **nil**.

The values of **jobname** and **tab-spacing** are passed to **print-text**, which is used to actually do the printing. The default value of **tab-spacing** is 8 and the default value of **jobname** is "Text".

See also

- **current-printer**
- **print-dialog**
- **print-text**
- **print-text**

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---

### with-page

**Macro**

Summary

Binds a variable to either **t** or **nil**, and executes a body of code to print a page only if the variable is **t**.

Package

capi

Signature

**with-page**(printp) **&body** body

Arguments

- **printp** A symbol (not evaluated).
- **body** Lisp forms.
Description

The macro `with-page` binds `printp` to `t` if a page is to be printed, or `nil` if it is to be skipped. The forms in `body` are evaluated once as in implicit `progn`, and are expected to draw the document only if `printp` is `t`.

Each call to `with-page` contributes a new page to the document.

`with-page` must be called within the dynamic context of `with-print-job`.

Notes

1. *with-page* does not work on Cocoa.
2. The code in `body` should do the printing by calling standard GRAPHICS-PORTS drawing functions (see 13.4 Drawing functions), typically also using `with-page-transform`.
3. `printp` can be `nil` when only part of the document is printed, for example when the user specifies that she wants only odd pages. When `printp` is `nil`, the code in `body` needs to ensure that the next call to `with-page` prints the right page.

See also

`with-document-pages`
`with-page-transform`
`with-print-job`

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**with-page-transform**

*Macro*

Summary

Defines a rectangular region within the coordinate space of an output pane or printer port.

Package

capi

Signature

`with-page-transform (x y width height) &body body`

Arguments

\[
\begin{align*}
x & \downarrow, y & \downarrow & \text{Real numbers.} \\
width & \downarrow, height & \downarrow & \text{Positive real numbers.} \\
body & \downarrow & \text{Lisp forms.}
\end{align*}
\]

Description

The macro `with-page-transform` evaluates `x`, `y`, `width` and `height` to define a rectangular region within the coordinate space of an output pane or printer port. The forms of `body` are evaluated as an implicit `progn` with that region mapped onto the printable area of the page. If the specified rectangle does not have the same aspect ratio as the printable area of the page,
then non-isotropic scaling will occur.

Any number of calls to \texttt{with-page-transform} can occur during the printing of a page; for example, it is sometimes convenient to use a different page transform from that used to print the main body of the page when printing headers and footers.

Examples

\begin{verbatim}
(ex example-edit-file "capi/graphics/metafile")
(ex example-edit-file "capi/printing/fit-to-page")
(ex example-edit-file "capi/printing/multi-page")
(ex example-edit-file "capi/printing/page-on-demand")
\end{verbatim}

See also

\texttt{get-printer-metrics}
\texttt{with-document-pages}
\texttt{with-page}

16 Printing from the CAPI—the Hardcopy API

\section*{with-print-job}

\textit{Macro}

\textbf{Summary}

Creates a print job that prints to the specified printer.

\textbf{Package}

capi

\textbf{Signature}

\texttt{with-print-job (var \&key pane jobname printer owner drawing-mode) \&body body}

\textbf{Arguments}

\begin{itemize}
    \item \texttt{var} \downarrow \ A symbol.
    \item \texttt{pane} \downarrow \ A \texttt{output-pane} or \texttt{nil}.
    \item \texttt{jobname} \downarrow \ A string or \texttt{nil}.
    \item \texttt{printer} \downarrow \ A printer or \texttt{nil}.
    \item \texttt{owner} \downarrow \ An owner window, or \texttt{nil}.
    \item \texttt{drawing-mode} \downarrow \ One of \texttt{compatible}, \texttt{quality} or \texttt{nil}.
    \item \texttt{body} \downarrow \ Lisp forms.
\end{itemize}
Description

The macro `with-print-job` creates a print job that prints to `printer`. If `printer` is not specified, the default printer is used. The macro binds `var` to a graphics port object and evaluates the forms in `body` as an implicit `progn`. Printing is performed by these forms using Graphics Ports operations to draw to `var`.

If `pane` is non-nil it must be an instance of `output-pane` or a subclass. In this case `var` is bound to `pane`, and `pane` is modified within the dynamic extent of the `with-print-job` so all drawing operations draw to the printer instead of `pane`. This can be useful when implementing printing by modifying existing redisplay code that is written expecting an `output-pane`. If `pane` is `nil`, `var` is bound to a graphics port of type `printer-port`, which is alive only inside the body of `with-print-job`, and sends any drawing into it to the printer.

`jobname` is the name of the print job. The default value is `nil`, meaning that the name "Document" is used.

The actual printing is done by using one of the macros `with-document-pages` or `with-page`, within the scope of `with-print-job`.

`owner` specifies the owner of the printer port object, which calls to `port-owner` will return. This has an effect only when `pane` is `nil`.

`drawing-mode` should be either `:compatible` which causes drawing to be the same as in LispWorks 6.0, or `:quality` which causes all the drawing to be transformed properly, and allows control over anti-aliasing on Microsoft Windows and GTK+. If `pane` is supplied, then `pane` determines the print job’s `drawing-mode`, otherwise the default value of `drawing-mode` is `:quality`.

For more information about `drawing-mode`, see 13.2.1 The drawing mode and anti-aliasing.

Examples

```lisp
(example-edit-file "capi/graphics/metafile")
```

```lisp
(example-edit-file "capi/printing/fit-to-page")
```

```lisp
(example-edit-file "capi/printing/multi-page")
```

```lisp
(example-edit-file "capi/printing/page-on-demand")
```

See also

`port-owner`

`printer-port-handle`

`printer-port-supports-p`

`set-printer-options`

`with-document-pages`

`with-page`

`with-page-transform`

16 Printing from the CAPI—the Hardecopy API

13 Drawing - Graphics Ports
with-random-typeout  

Macro

Summary
Binds a stream variable to a collector pane.

Package
capi

Signature

with-random-typeout (stream-variable pane) &body body

Arguments
stream-variable\nA symbol (not evaluated).
pane\nA pane.
body\nLisp forms.

Description
The macro **with-random-typeout** binds the variable *stream-variable* to a collector pane stream associated with *pane* for the scope of the macro and evaluates the forms in *body* as an implicit **progn**. The collector pane is automatically mapped and unmapped around the body. If *body* exits normally, the typeout is not unmapped until the space bar is pressed or the mouse is clicked.

See also

map-typeout
unmap-typeout

collector-pane

wrap-text  

Function

Summary
Wraps text for a given character width.

Package
capi

Signature

wrap-text text width &key start end => strings
Arguments

text⇓ A string.
width⇓ A positive integer.
start⇓, end⇓ Bounding index designators of text.

Values

strings⇓ A list of strings.

Description

The function `wrap-text` takes a string `text` and returns a list of strings, each of which is no longer than `width`. Together the strings in `strings` contain all the non-whitespace characters of `text` between `start` and `end` and are suitable for displaying this text on multiple lines of length `width`.

See also

`wrap-text-for-pane`

`wrap-text-for-pane`

Function

Summary

Wraps text for a given pane.

Package

capi

Signature

`wrap-text-for-pane` pane text &key external-width visible-width font start end => strings

Arguments

pane⇓ A displayed CAPI pane.
text⇓ A string.
external-width⇓ An integer or nil.
visible-width⇓ An integer or nil.
font⇓ A font object.
start⇓ An integer.
end⇓ An integer or nil.

Values

strings⇓ A list of strings.
Description

The function `wrap-text-for-pane` takes a string `text` and returns a list of strings. Together the strings in `strings` contain all the non-whitespace characters of `text` and are suitable for displaying this text on `pane`. That is, each string has a display width no greater than the width of `pane` when drawn using the font of `pane`. The arguments `start` and `end` are used as bounding index designators for `text` and characters outside these bounds are ignored.

If `visible-width` is non-nil then text is wrapped to that width. Otherwise, if `external-width` is non-nil then text is wrapped as if the pane had that external width (that is, taking account of any borders in the pane). If both `visible-width` and `external-width` are `nil`, then the text is wrapped to the current visible width of the pane. The default value of both `visible-width` and `external-width` is `nil`.

`font` is used to perform the wrapping calculations. If it is `nil` (the default), then the `graphics-state-font` is used for panes such as `output-pane` that have a `graphics-state` and the `simple-pane-font` is used for other panes.

See also

`wrap-text`

---

**x-y-adjustable-layout**

Class

Summary

The class `x-y-adjustable-layout` provides functionality for positioning panes in a space larger than themselves (for example, it is used to choose whether to center them, or left justify them).

Package

capi

Superclasses

`layout`

Subclasses

`simple-layout`
`grid-layout`

Initargs

`:x-adjust` The adjust value for the x direction.
`:y-adjust` The adjust value for the y direction.

Accessors

`layout-x-adjust`
`layout-y-adjust`

Description

The values `x-adjust` and `y-adjust` of the slots are used by layouts to decide what to do when a pane is smaller than the space in which it is being laid out. Typically the values will be a keyword or a list of the form `(keyword n)` where `n` is an integer. These values of `adjust` are interpreted as by `pane-adjusted-position`. 
:top is the default for y-adjust and :left is the default for x-adjust.

Examples

Note: column-layout is a subclass of x-y-adjustable-layout.

```lisp
(setq column (capi:contain
  (make-instance
   'capi:column-layout
   :description (list
     (make-instance
      'capi:push-button
      :text "Ok")
     (make-instance
      'capi:list-panel
      :items '(1 2 3 4 5)
    )))
  )

  (capi:apply-in-pane-process
   column #'(setf capi:layout-x-adjust) :right column))

  (capi:apply-in-pane-process
   column #'(setf capi:layout-x-adjust) :center column))

See also

pane-adjusted-position
```
22 GRAPHICS-PORTS Reference Entries

The following chapter provides reference entries for the symbols exported from the `graphics-ports` package. You can use these to draw graphics in CAPI output panes, which are a kind of graphics port. See 13 Drawing - Graphics Ports for more information on graphics ports and their associated types.

### 2pi

#### Constant

**Summary**

\((* 2 \pi)\) as a `double-float`.

**Package**

`graphics-ports`

**Description**

The constant \(2\pi\) is the result of \((* 2 \text{cl:pi})\). It is a `cl:double-float`.

**See also**

- `fpi`
- `pi-by-2`

### `analyze-external-image`

#### Function

**Summary**

Gets the properties of DIB data in an external image.

**Package**

`graphics-ports`

**Signature**

`analyze-external-image external-image => width, height, color-table, number`

**Arguments**

- `external-image` An `external-image`.

**Values**

- `width` An integer.
The function `analyze-external-image` returns the width, height, color-table, and number of important colors for the external image `external-image`.

The image data in `external-image` must be in Device Independent Bitmap (DIB) format.

---

**apply-rotation**

**Function**

**Summary**

Modifies a `transform` such that a rotation of a given number of radians is performed on any points multiplied by the transform.

**Package**

`graphics-ports`

**Signature**

`apply-rotation transform theta => transform`

**Arguments**

- `transform` A `transform`.
- `theta` A real number.

**Values**

- `transform` A `transform`.

**Description**

The function `apply-rotation` modifies `transform` such that a rotation of `theta` radians is performed on any points multiplied by the transform. Any operations already contained in the `transform` occur before the new rotation.

The rotation is around the point (0,0).

If `theta` is positive, then the rotation is clockwise.

`apply-rotation` returns the transform.

**Notes**

See `graphics-state` for details of how a `transform` is used.
Examples

```scheme
(example-edit-file "capi/graphics/metafile-rotation")
```

See also

- `apply-rotation-around-point`
- `apply-scale`
- `apply-translation`
- `graphics-state`
- `transform`

---

### apply-rotation-around-point

**Function**

**Summary**

Modifies a `transform` such that a specified rotation around a specified point is performed on any points multiplied by the transform.

**Package**

`graphics-ports`

**Signature**

```scheme
apply-rotation-around-point transform theta x y => transform
```

**Arguments**

- `transform` A `transform`.
- `theta` A real number.
- `x` A real number.
- `y` A real number.

**Values**

- `transform` A `transform`.

**Description**

The function `apply-rotation-around-point` modifies `transform` such that a clockwise rotation of `theta` radians around the point `(x,y)` is performed on any points multiplied by the transform. Any operations already contained in the transform occur before the new rotation.

`apply-rotation-around-point` returns the transform.

**Notes**

See `graphics-state` for details of how a `transform` is used.
Examples

(exexample-edit-file "capi/graphics/rotation-around-point")

There are further examples in 20 Self-contained examples.

See also

apply-rotation
graphics-state
transform

apply-scale

Function

Summary

Modifies a transform such that a scaling occurs on any points multiplied by the transform.

Package

graphics-ports

Signature

apply-scale transform sx sy => transform

Arguments

transform A transform.
sx A real number.
sy A real number.

Values

transform A transform.

Description

The function apply-scale modifies transform such that a scaling of sx in x and sy in y is performed on any points multiplied by the transform. Any operations already contained in the transform occur before the new scaling.

apply-scale returns the transform.

Notes

See graphics-state for details of how a transform is used.

Examples

(exexample-edit-file "capi/graphics/metafile-rotation")
apply-translation

Summary
Modifies a transform such that a translation is performed on any points multiplied by the transform.

Package
graphics-ports

Signature
apply-translation transform dx dy => transform

Arguments
transform
A transform.
dx
A real number.
dy
A real number.

Values
transform
A transform.

Description
The function apply-translation modifies transform such that a translation of (dx dy) is performed on any points multiplied by the transform. Any operations already contained in the transform occur before the new translation.

apply-translation returns the transform.

Notes
See graphics-state for details of how a transform is used.

Examples
(ex example-edit-file "capi/graphics/metafile-rotation")

See also
apply-rotation
apply-rotation-around-point
apply-scale
augment-font-description

Summary
Returns a font description combining the attributes of a given font description with a set of font attributes.

Package
graphics-ports

Signature
augment-font-description fdesc &rest font-attributes => return

Arguments
fdesc⇓ A font description.
font-attributes⇓ Font attributes.

Values
return⇓ A font description.

Description
The function augment-font-description returns a font description that contains all the attributes of fdesc combined with font-attributes. The attribute :stock is handled specially: it is omitted from return, unless it is the only attribute specified.

If an attribute appears in both fdesc and font-attributes, the value in font-attributes is used. The contents of fdesc are not modified.

See also
make-font-description
13 Drawing - Graphics Ports

clear-external-image-conversions

Summary
Clears external image conversions for a port.

Package
graphics-ports
22 GRAPHICS-PORTS Reference Entries

Signature

`clear-external-image-conversions` `external-image-or-null` `gp-or-null` `&key` `free-image` `all` `errorp`

Arguments

`external-image-or-null` ↓
An external image or `nil`.

`gp-or-null` ↓
A graphics port or `nil`.

`free-image` ↓
A boolean.

`all` ↓
A boolean.

`errorp` ↓
A boolean.

Description

The function `clear-external-image-conversions` clears the external image conversions for a port.

If `external-image-or-null` is `nil`, then conversions for all images are cleared. Otherwise, only conversions for `external-image-or-null` are cleared.

If `gp-or-null` is `nil` all conversions are cleared using the image-color-users. If `all` is non-nil all conversions for all ports are cleared using `gp-or-null`. Conversions are also freed if `free-image` is non-nil. By default, `free-image` is `t`, `all` is `(null gp-or-null)`, and `errorp` is `t`.

See also

13 Drawing - Graphics Ports

`clear-graphics-port` Function

Summary

Draws a filled rectangle covering the entire port in the port's background color.

Package

`graphics-ports`

Signature

`clear-graphics-port` `port`

Arguments

`port` ↓
A graphics port.

Description

The function `clear-graphics-port` draws a filled rectangle in `port` covering the entire port in the port's `background`. All other graphics state parameters are ignored.
clear-graphics-port-state

Summary
Sets the graphics state of a port back to its default values.

Package
graphics-ports

Signature
clear-graphics-port-state port

Arguments
port A graphics port.

Description
The function clear-graphics-port-state sets the graphics state of port back to its default values, which are the ones it possessed immediately after creation.

See also
graphics-state

clear-rectangle

Summary
Draws a rectangle in the port's background color. This function is deprecated.

Package
graphics-ports

Signature
clear-rectangle port x y width height

Arguments
port A graphics port.
x A real number.
y A real number.
width A real number.
height A real number.
Description

The function `clear-rectangle` (deprecated) draws the rectangle specified by \textit{x}, \textit{y}, \textit{width}, and \textit{height} in \textit{port} using the port's background color. All other \texttt{graphics-state} parameters are ignored.

`clear-rectangle` is deprecated because it ignores the graphics state args, which means it does not work properly with other drawing functions. In particular, it does not work properly in the \texttt{display-callback} of \texttt{output-pane}.

Use instead:

```
(draw-rectangle pane x y width height
   :filled t
   :foreground color
   :compositing-mode :copy
   :shape-mode :plain)
```

\texttt{compositing-mode} is needed only when the color has alpha.

\texttt{foreground} is needed only if it is different from the foreground in the graphics state.

Note that \texttt{draw-rectangle} does take into account the transformation in the \texttt{graphics-state}.

See also

\texttt{draw-rectangle}

13 Drawing - Graphics Ports

---

**compress-external-image**

\textit{Function}

Summary

Compresses DIB data in an external image.

Package

\texttt{graphics-ports}

Signature

\texttt{compress-external-image external-image => result}

Arguments

\textit{external-image} \texttt{An external-image.}

Values

\textit{result} \texttt{The difference in bytes between size of the original image and the size of the compressed version.}

Description

The function \texttt{compress-external-image} converts the data of \texttt{external-image} into compressed DIB format.

The image data in \texttt{external-image} must be in Device Independent Bitmap (DIB) format.
compute-char-extents

Summary
Returns the $x$ coordinates of the end of each of the characters in a string if the string was printed to a graphics port.

Package
graphics-ports

Signature
compute-char-extents port string &optional font => extents

Arguments
- $port$ A CAPI pane.
- $string$ A string.
- $font$ A font.

Values
- $extents$ An array of integers.

Description
The function $\text{compute-char-extents}$ returns the extents of the characters in $\text{string}$ in the font associated with $\text{port}$, or of $\text{font}$ if given. The extents are an array, one element per character, which gives the ending $x$ coordinate of that character if the string was drawn to $\text{port}$.

Note: To compute the extents of the entire string for a given port or font, use $\text{port-string-width}$ or $\text{get-string-extent}$.

See also
- $\text{get-string-extent}$
- $\text{port-string-width}$

convert-external-image

Summary
Returns an image derived from an external image format.

Package
graphics-ports
convert-external-image \( gp \) \( \text{external-image} \) &key cache force-new => image

Arguments

\( gp \)\( \downarrow \) A CAPI pane.
\( \text{external-image} \)\( \downarrow \) An \texttt{external-image}.
\( \text{cache} \)\( \downarrow \) A boolean.
\( \text{force-new} \)\( \downarrow \) A boolean.

Values

\( \text{image} \)\( \downarrow \) An \texttt{image}.

Description

The function \texttt{convert-external-image} returns an \texttt{image} derived from \texttt{external-image}. The image is ready for drawing to \( gp \).

If \texttt{cache} is non-nil image conversions are cached in \texttt{external-image}. The default value of \texttt{cache} is \texttt{nil}.

If \texttt{force-new} is non-nil a new image is always created, and put in the cache. The default value of \texttt{force-new} is \texttt{nil}.

See also

\textit{13 Drawing - Graphics Ports}

\texttt{convert-to-font-description}  

Function

Summary

Converts a font-spec to a font description.

Package

\texttt{graphics-ports}

Signature

\texttt{convert-to-font-description} \( port \) \( \text{font-spec} \) => \( \text{fdesc} \)

Arguments

\( port \)\( \downarrow \) A graphics port.
\( \text{font-spec} \)\( \downarrow \) A font description object, font or symbol.

Values

\( \text{fdesc} \)\( \downarrow \) A font-description.
The function **convert-to-font-description** converts *font-spec* to a font description object *fdesc* for the graphics port *port*. If *font-spec* is a font, then its description is returned. If *font-spec* is a font description object, then it is returned. If *font-spec* is a symbol naming a font alias, then **convert-to-font-description** converts this alias to a font and returns its font description. Other platform-specific values of *font-spec* are also accepted.

### See also

- **font-description**
- **make-font-description**

---

**copy-area**

**Function**

### Summary

Copies a rectangular area from one port to another.

### Package

**graphics-ports**

### Signature

```
copy-area to-port from-port to-x to-y width height from-x from-y &rest args
```

### Arguments

- **to-port** - A graphics port.
- **from-port** - A graphics port.
- **to-x** - A real number.
- **to-y** - A real number.
- **width** - A real number.
- **height** - A real number.
- **from-x** - A real number.
- **from-y** - A real number.
- **args** - **graphics-state** parameters passed as keyword arguments.

### Description

The function **copy-area** copies a rectangular area from *from-port* to *to-port*, taking account of transformations.

In **drawing-mode**: **compatible** (old drawing mode), **copy-area** is exactly the same as **copy-pixels**.

In **drawing-mode**: **quality** (the default), **copy-area** copies a rectangular area from one port to another. The *transform*, *mask*, *mask-transform*, *compositing-mode* and *shape-mode* from *to-port’s graphics-state* are all used, unless overridden in *args*. *to-port* and *from-port* need not have the same depth and can be the same object. The corners of the copied rectangle are (from-x from-y), (from-x+width from-y), (from-x+width from-y+height) and (from-x from-y+height), which are interpreted as pixel positions in the window coordinates of *from-port*, that is, they are not transformed by *from-port’s* transform. The top
left of the rectangle is copied to \((\text{to-x to-y})\) in \(\text{to-port}'s\) coordinates.

Notes

The main difference between \texttt{copy-area} and \texttt{copy-pixels} in \texttt{drawing-mode :quality} is when copying from a displayed window. \texttt{copy-area} always copies using the correct transformation of the target, but that it means that it may copy from an obscured part of the window and hence copy the wrong thing. \texttt{copy-pixels} generates an exposure event on the target port instead of copying obscured areas, but to do that it has to ignore the transformation.

Examples

\begin{verbatim}
(exexample-edit-file "capi/graphics/compositing-mode")
\end{verbatim}

See also

\texttt{copy-pixels}
\texttt{graphics-state}

13 Drawing - Graphics Ports

\texttt{copy-external-image}

\begin{flushright}
\textit{Function}\end{flushright}

Summary

Returns a copy of an external image.

Package

\texttt{graphics-ports}

Signature

\begin{verbatim}
copy-external-image external-image &key new-color-table => new-external-image
\end{verbatim}

Arguments

\begin{verbatim}
external-image:\downarrow\quad\text{An external image.}
new-color-table:\downarrow\quad\text{A color table.}
\end{verbatim}

Values

\begin{verbatim}
new-external-image\quad\text{An external image.}
\end{verbatim}

Description

The function \texttt{copy-external-image} returns a copy of \texttt{external-image}, optionally supplying a \texttt{new-color-table}. An error is signalled if this is a different size from the existing color-table.
Function

**copy-pixels**

Summary
Copies a rectangular area from one port to another.

Package
**graphics-ports**

Signature

```lisp
copy-pixels to-port from-port to-x to-y width height from-x from-y &rest args
```

Arguments

- `to-port`\(\downarrow\) A graphics port.
- `from-port`\(\downarrow\) A graphics port.
- `to-x`\(\downarrow\) A real number.
- `to-y`\(\downarrow\) A real number.
- `width`\(\downarrow\) A real number.
- `height`\(\downarrow\) A real number.
- `from-x`\(\downarrow\) A real number.
- `from-y`\(\downarrow\) A real number.
- `args`\(\downarrow\) **graphics-state** parameters passed as keyword arguments.

Description

The function `copy-pixels` copies a rectangular area from `from-port` to `to-port`. The `transform`, `mask`, `mask-transform`, `compositing-mode` and `shape-mode` from `to-port's` **graphics-state** are all used, unless overridden in args. `to-port` and `from-port` need not have the same depth and can be the same object.

The corners of the copied rectangle are `(from-x from-y)`, `(from-x+width from-y)`, `(from-x+width from-y+height)` and `(from-x from-y+height)`, which are interpreted as pixel positions in the window coordinates of `from-port`, that is, they are not transformed by `from-port's` transform. The top left of the rectangle is copied to `(to-x to-y)` in `to-port's` coordinates.

When `to-port's` drawing-mode is :**quality** the target is generally fully transformed, except that when it copies from a visible window it may generate expose events when copying from an obscured part, and in drawing-mode :**quality** it ignores the transformation in this case.

If `to-port's` drawing-mode is :**compatible** then the image is not scaled or rotated. For more information about drawing-mode, see 13.2.1 The drawing mode and anti-aliasing.

Notes

`copy-pixels` can be used to draw to an **output-pane** inside the display-callback of that pane, but it cannot be used to copy from the **output-pane** inside its display-callback (the result of such an operation is not defined).
See also

`copy-area`
`output-pane`

13 Drawing - Graphics Ports

---

**copy-transform**

**Function**

**Summary**

Returns a copy of a transform.

**Package**

`graphics-ports`

**Signature**

`copy-transform transform => result`

**Arguments**

`transform`  
A `transform`.

**Values**

`result`  
A `transform`.

**Description**

The function `copy-transform` returns a copy of `transform`.

**Notes**

See `graphics-state` for details of how a `transform` is used.

See also

`graphics-state`
`transform`

---

**create-pixmap-port**

**Function**

**Summary**

Creates a pixmap port and its window system representation.

**Package**

`graphics-ports`
Signature

create-pixmap-port port width height &key background foreground collect relative clear drawing-mode => pixmap-port

Arguments

port↓ A graphics port for a window.
width↓ An integer.
height↓ An integer.
background↓ A color specification, or nil.
foreground↓ A color specification, or nil.
collect↓ A boolean.
relative↓ A boolean.
clear↓ A list or t.
drawing-mode↓ One of the keywords :compatible and :quality.

Values

pixmap-port↓ A pixmap graphics port.

Description

The function create-pixmap-port creates a pixmap port pixmap-port and its window system representation. port specifies the color-user, used for color conversions, and its representation may also be used by the library to match the pixmap port properties. pixmap-port will have dimensions width, height and will use the specified drawing-mode.

background and foreground are used to initialize the graphics-state-background and graphics-state-foreground of pixmap-port. If background or foreground are nil then the corresponding color from port is used.

If clear is t, then pixmap-port is cleared to its background color, otherwise the initial colors will be non-deterministic. If clear is a list of the form (x y width height), only that part of pixmap-port is cleared initially. The default value is nil.

If relative is non-nil, then pixmap-port collects pixel coordinates corresponding to the left, top, right, and bottom extremes of the drawing operations taking place within the body forms, and if these extend beyond the edges of pixmap-port (into negative coordinates for example) the entire drawing is offset by an amount which ensures it remains within the port. It is as if the port moves its relative origin in order to accommodate the drawing. If the drawing size is greater than the screen size, then some of it is lost. The default value is nil.

If collect is non-nil, this causes the drawing extremes to be collected but without having the pixmap shift to accommodate the drawing, as relative does. The extreme values can be read using the get-bounds function. The default value of collect is relative.

When pixmap-port is no longer needed, it should be destroyed by calling destroy-pixmap-port. Alternatively, use with-pixmap-graphics-port to create and destroy the port within a dynamic extent.

See also

get-bounds
destroy-pixmap-port
with-pixmap-graphics-port
13 Drawing - Graphics Ports
**default-image-translation-table**  
*Variable*

Summary
The default image translation table.

Package
*graphics-ports*

Initial Value
The global image translation table.

Description
The variable *default-image-translation-table* contains the default image translation table. It is used if no image translation table is specified in calls to image translation table functions.

See also
*load-image*

---

**define-font-alias**  
*Function*

Summary
Defines an alias for a font.

Package
*graphics-ports*

Signature

```
define-font-alias  keyword  font
```

Arguments

<table>
<thead>
<tr>
<th>keyword</th>
<th>A keyword.</th>
</tr>
</thead>
<tbody>
<tr>
<td>font</td>
<td>A font or a <em>font-description</em> object.</td>
</tr>
</tbody>
</table>

Description
The function `define-font-alias` defines `keyword` as an alias for `font`.

Notes
Once a font alias is defined, it can be used to specify the `font` for a CAPI pane (see *simple-pane*).
See also

13.9 Portable font descriptions

---

**destroy-pixmap-port**

*Function*

**Summary**

Destroys a pixmap port, thereby freeing any window system resources it used.

**Package**

*graphics-ports*

**Signature**

*destroy-pixmap-port* *pixmap-port*

**Arguments**

*pixmap-port*

A pixmap port.

**Description**

The function `destroy-pixmap-port` destroys *pixmap-port*, freeing any window system resources.

---

**dither-color-spec**

*Function*

**Summary**

Returns `t` if the color specification for a given pixel should result in a pixel that is on in a 1 bit dithered bitmap.

**Package**

*graphics-ports*

**Signature**

*dither-color-spec* *rgb-color-spec* *y* *x* => *result*

**Arguments**

*rgb-color-spec*

An RGB specification.

*y*

An integer.

*x*

An integer.

**Values**

*result*

A boolean.
Description

The function `dither-color-spec` returns `t` if `rgb-color-spec` should result in a pixel that is on at the point `(x y)` in a 1-bit dithered bitmap. The current set of dithers is used in the decision.

Notes

`dither-color-spec` is deprecated. Dithers do not affect drawing or the anti-aliasing that occurs when drawing in Cocoa.

See also

- `initialize-dithers`
- `make-dither`
- `with-dither`

---

**draw-arc**

Function

Summary

Draws an arc.

Package

`graphics-ports`

Signature

```
(draw-arc port x y width height start-angle sweep-angle &rest args &key filled)
```

Arguments

- `port` A graphics port.
- `x` A real number.
- `y` A real number.
- `width` A real number.
- `height` A real number.
- `start-angle` A real number.
- `sweep-angle` A real number.
- `args` `graphics-state` parameters passed as keyword arguments.
- `filled` A boolean.

Description

The function `draw-arc` draws an arc contained in the rectangle from `(x y)` to `(x+width y+height)` from `start-angle` to `start-angle+sweep-angle`. Both angles are specified in radians. Currently, arcs are parts of ellipses whose major and minor axes are parallel to the screen axes. When `port's drawing-mode` is `:quality` the arc is transformed properly, but if `drawing-mode` is `:compatible` and `port` has rotation in its transform, the enclosing rectangle is modified to be the external enclosing orthogonal rectangle of the rotated rectangle. The start angle is rotated. The `transform, foreground, background, operation, pattern, thickness, scale-thickness, mask, shape-mode and compositing-mode` from `port's graphics-state` are all used,
unless overridden in \textit{args}. Additionally on X11/Motif only, \textit{stipple} is used. When \textit{filled} is non-nil, a sector is drawn.

\textbf{See also}

\begin{verbatim}
draw-arcs
graphics-state
13 Drawing - Graphics Ports
\end{verbatim}

\noindent\textbf{draw-arcs} \hfill \textit{Function}

\textbf{Summary}

Draws several arcs.

\textbf{Package}

\textit{graphics-ports}

\textbf{Signature}

\begin{verbatim}
draw-arcs port description &rest args &key filled
\end{verbatim}

\textbf{Arguments}

\begin{verbatim}
port\downarrow A graphics port.
description\downarrow A description sequence.
args\downarrow \textit{graphics-state} parameters passed as keyword arguments.
filled\downarrow A boolean.
\end{verbatim}

\textbf{Description}

The function \textit{draw-arcs} draws several arcs to \textit{port} as specified by \textit{description}. This is usually more efficient than making several calls to \textit{draw-arc}. \textit{description} is a repeating sequence of values of the form \textit{x y width height start-angle sweep-angle}. See \textit{draw-arc} for more information, including about how \textit{args} and \textit{filled} are used.

\textbf{See also}

\begin{verbatim}
draw-arc
graphics-state
13 Drawing - Graphics Ports
\end{verbatim}

\noindent\textbf{draw-character} \hfill \textit{Function}

\textbf{Summary}

Draws a character in a given graphics port.

\textbf{Package}

\textit{graphics-ports}
Signature

draw-character port character x y &rest args &key block

Arguments

port\downarrow A graphics port.
character\downarrow A character.
x\downarrow A real number.
y\downarrow A real number.
args\downarrow graphics-state parameters passed as keyword arguments.
block\downarrow A boolean.

Description

The function draw-character draws the character character at (x y) on the port. The transform, foreground, background, operation, stipple, pattern, mask, mask-transform, font, text-mode and compositing-mode from port's graphics-state are all used, unless overridden in args.

(x y) specifies the leftmost point of the character's baseline.

block, if true, causes the character to be drawn in a character cell filled with the port's graphics-state background.

Notes

The graphics-state parameter operation is not supported for drawing text on Windows.

See also

graphics-state
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draw-circle

Function

Summary

Draws a circle.

Package

graphics-ports

Signature
draw-circle port x y radius &rest args &key filled

Arguments

port\downarrow A graphics port.
x\downarrow A real number.
22 GRAPHICS-PORTS Reference Entries

Description
The function **draw-circle** draws a circle with radius *radius* centered on *(x, y)*. The *transform, foreground, background, operation, thickness, scale-thickness, mask, shape-mode and compositing-mode* from *port's graphics-state* are all used, unless overridden in *args*. When *filled* is non-nil, the circle is filled with the foreground color.

Notes
**draw-circle** does not work properly under a rotation transform (see **make-transform**). A workaround is to use a many-sided polygon drawn by **draw-polygon** which will be rotated correctly.

Examples

```
(gp:draw-circle port 100 100 20)

(gp:draw-circle port 100 100 50
    :filled t
    :foreground :green)
```

See also

**graphics-state**

12 Creating Panes with Your Own Drawing and Input

---

**draw-ellipse**

Function

Summary
Draws an ellipse.

Package
**graphics-ports**

Signature

```
draw-ellipse port x y x-radius y-radius &rest args &key filled
```

Arguments

- **port**
  - A graphics port.
- **x**
  - A real number.
- **y**
  - A real number.
The function `draw-ellipse` draws an ellipse of the given radii `x-radius` and `y-radius` centered on `(x y)`. The transform, foreground, background, operation, thickness, scale-thickness, mask, shape-mode and compositing-mode from port's `graphics-state` are all used, unless overridden in `args`. When `filled` is true, the ellipse is filled with the foreground color.

Notes

1. `draw-ellipse` does not work properly under a rotation transform when port's `drawing-mode` is `:compatible`. A workaround is to use a many-sided polygon drawn by `draw-polygon` which will be rotated correctly.

2. `draw-ellipse` does work properly under any transform when port's `drawing-mode` is `:quality`.

3. See `make-transform` for information about rotation transforms.

4. For more information about `drawing-mode`, see 13.2.1 The drawing mode and anti-aliasing.

Examples

```
(gp:draw-ellipse port 100 100 20 40)
```

```
(gp:draw-ellipse port 100 100 50 10
   :filled t
   :foreground :green)
```

See also

`graphics-state`

13 Drawing - Graphics Ports

**draw-image**

Function

Summary

Displays an image on a graphics port at a given position.

Package

`graphics-ports`

Signature

```
draw-image port image to-x to-y &rest args &key from-x from-y to-width to-height from-width from-height global-alpha
```
Arguments

port
A graphics port.

image
An image.

to-x, to-y
Real numbers.

args
graphics-state parameters passed as keyword arguments.

from-x, from-y
Real numbers.

to-width, to-height
Real numbers.

from-width, from-height
Real numbers.

global-alpha
A real number in the inclusive range [0,1], or nil.

Description

The function draw-image displays image on the port at to-x to-y. The transform, operation, mask and compositing-mode from port's graphics-state are all used, unless overridden in args.

The default values of from-x and from-y are 0. from-width and from-height default to the size of image. In addition, to-width defaults to from-width and to-height defaults to from-height.

When port's drawing-mode is :compatible, graphics state translation is guaranteed to be supported but support for scaling and rotation are library dependent. Specifically, scaling is supported in the Windows, Cocoa and GTK+ implementations, but not on X11/Motif.

When port's drawing-mode is :quality, the target coordinates are fully transformed according to the transformation in the graphics-state.

For more information about drawing-mode, see 13.2.1 The drawing mode and anti-aliasing.

global-alpha, if non-nil, is a blending factor that applies to the whole image, in the Windows and Cocoa implementations, but not on X11/Motif or GTK+. The value 0 means use only the target (that is, do not draw anything) and the value 1 means use only the source (that is, normal drawing). Intermediate real values mean use proportions of both the target and source. The value nil also means normal drawing, and this is the default value.

Notes

On Microsoft Windows, if the image was loaded from a .ico file then draw-image ignores from-x, from-y, from-width, from-height and the graphics-state operation when drawing the image, and also global-alpha is ignored.

Compatibility note

In LispWorks 6.1 and earlier versions, to-width and to-height defaulted to the size of the image and from-width defaulted to to-width and from-height defaulted to to-height.

Examples

This example scales an image with various values of from-width, to-width, from-height and to-height. It illustrates the effect of the default of these value which has changed since LispWorks 6.1:

(example-edit-file "capi/graphics/image-scaling")

Further examples:
22 GRAPHICS-PORTS Reference Entries

Draw the whole image at (10 20) without scaling:

(gp:draw-image port image 10 20)

Draw the whole image at (10 20) scaling it to 100x200:

(gp:draw-image port image 10 20
 :to-width 100
 :to-height 200)

Draw a 16x32 pixel rectangle from (60 80) in the image at (10 20) without scaling:

(gp:draw-image port image 10 20
 :from-x 60
 :from-y 80
 :from-width 16
 :from-height 32)

Draw a 16x32 pixel rectangle from (60 80) in the image at (10 20) scaling it to 100x200:

(gp:draw-image port image 10 20
 :from-x 60
 :from-y 80
 :from-width 16
 :from-height 32
 :to-width 100
 :to-height 200)

See also

image
13 Drawing - Graphics Ports

draw-line

Function

Summary

Draws a line between two given points.

Package

graphics-ports

Signature

draw-line port from-x from-y to-x to-y &rest args

Arguments

port\v
from-x\v
from-y\v
to-x\v
A graphics port.
A real number.
A real number.
A real number.
A real number.

Abbr

graphics-state parameters passed as keyword arguments.

Description

The function draw-line draws a line from \((from-x \ from-y)\) to \((to-x \ to-y)\).

The transform, foreground, background, operation, pattern, thickness, scale-thickness, dashed, dash, line-end-style, mask, shape-mode and compositing-mode from port's graphics-state are all used, unless overridden in args. Additionally on X11/Motif only, stipple is used.

See also
draw-line

13 Drawing - Graphics Ports

draw-lines

Summary

Draws several lines between pairs of two given points.

Package

graphics-ports

Signature

draw-lines port description &rest args

Arguments

\(port\) A graphics port.
\(description\) A description sequence.
\(args\) graphics-state parameters passed as keyword arguments.

Description

The function draw-lines draws several lines to port as specified by description. This is usually more efficient than making several calls to \(\text{draw-line}\). description is a repeating sequence of values of the form \(x1 \ y1 \ x2 \ y2\). See \(\text{draw-line}\) for more information, including about how args is used.

See also
draw-line

13 Drawing - Graphics Ports
draw-path

Summary
Draws a path at a given point, optionally closing it or filling it.

Package
graphics-ports

Signature
draw-path port path x y &rest args &key closed filled fill-rule

Arguments
port
A graphics port.

path
A path specification.

x
A real number.

y
A real number.

args
graphics-state parameters passed as keyword arguments.

closed
A boolean.

filled
A boolean.

fill-rule
One of the keywords :even-odd and :winding.

Description
The function draw-path draws the path path at (x y) in port.

When closed is non-nil, a line is drawn from the last point in the path to the start of the last figure in the path. When filled is non-nil, the path is filled, otherwise its outline is drawn; closed is ignored if filled is non-nil. The transform, foreground, background, thickness, scale-thickness, dashed, dash, line-end-style, line-joint-style and mask from port's graphics-state are all used, unless overridden in args. fill-rule specifies how overlapping regions are filled. Possible values for fill-rule are :even-odd and :winding.

path is a path specification, which consists of path elements that describe a number of disconnected figures. The origin of the path is (x y), so all other coordinates within the path are translated relative to that point.

The following formats of path specification are supported:

- A sequence of lists, each of which is a path element as described below.
- A function designator to generate the path elements. Graphics ports calls the function when it wants to obtain the path elements. The function takes a single argument, which is a function that should be called with each path elements as its arguments.

The following path elements can be used:

:close
Closes the current figure by adding a straight line from the current point to the start point.
:move nx ny  Closes the current figure and starts a new one at (nx ny).

:line nx ny  Adds a straight line to the current figure, from the current point to (nx ny) and makes (nx ny) be the current point.

:arc ax ay width height start-angle sweep &optional movep

Adds an elliptical arc to the current figure, contained in the rectangle from (ax ay) to (ax+width ay+width) from start-angle to start-angle+sweep-angle. Both angles are specified in radians and positive values mean anticlockwise. If movep is nil (the default), then a straight line is also added from the current point to the start of the arc, otherwise a new figure is started from the start of the arc. The end of the arc becomes the new current point.

:bezier cx1 cy1 cx2 cy2 nx ny

Adds a cubic Bézier curve to the current figure, from the current point to (nx ny) using control points (cx1 cy1) and (cx2 cy2).

:rectangle rx ry width height

Adds a self contained figure, a rectangle from (rx ry) to (rx+width ry+width).

:ellipse ex ey x-radius y-radius

Adds a self contained figure, an ellipse of the given radii centered on (ex ey).

:scale sx sy elements

Adds the path elements elements, scaling them by sx and sy.

:rotate theta elements

Adds the path elements elements, rotating them theta radians about the origin. If theta is positive, then the rotation is clockwise.

:translate dx dy elements

Adds the path elements elements, translating them by dx and dy.

:transform transform elements

Adds the path elements elements, transformed by transform.

Examples

Draws two lines from (40 30) to (140 30) and from (140 30) to (140 130):

(draw-path port '((:line 100 0) (:line 100 100)) 40 30)

Draws an outline triangle with vertices (40 30), (140 30) and (140 130):

(draw-path port '((:line 100 0) (:line 100 100)) 40 30 :closed t)

Draws a filled triangle with vertices (40 30), (140 30) and (140 130):

(draw-path port '((:line 100 0) (:line 100 100))
Draws a filled triangle exactly as in the previous example but using a function to generate the path elements:

```lisp
(flet ((generate (fn)
            (funcall fn :line 100 0)
            (funcall fn :line 100 100)))
    (draw-path port #'generate 40 30 :filled t))
```

Draws 6 copies of a shape consisting of two lines and an arc:

```lisp
(labels ((generate-1 (fn)
            (funcall fn :line 50 0)
            (funcall fn :line 50 50)
            (funcall fn :arc 0 -50 100 100
                        (/ pi -2) (/ pi -2))
            (generate-6 (fn)
                        (dotimes (x 6)
                            (funcall fn :rotate (* 2 pi (/ x 6))
                                         #'generate-1)))))
    (draw-path port #'generate-6 80 80))
```

There are more examples in:

```lisp
(example-edit-file "capi/graphics/paths")
```

There are further examples in **20 Self-contained examples**.

See also

- `draw-polygon`
- `draw-line`
- `draw-arc`
- `draw-ellipse`
- `graphics-state`

13 Drawing - Graphics Ports

---

**draw-point**

Function

Summary

Draws a pixel or unit square at a given point.

Package

`graphics-ports`

Signature

```
draw-point port x y &rest args
```

Arguments

- `port` A graphics port.
\[ \text{x} \uparrow \quad \text{A real number.} \\
\text{y} \downarrow \quad \text{A real number.} \\
\text{args} \uparrow \quad \textbf{graphics-state} \text{ parameters passed as keyword arguments.} \\
\]

\textbf{Description}

The function \texttt{draw-point} draws a single-pixel point at \((x, y)\). The \texttt{transform}, \texttt{foreground}, \texttt{background}, \texttt{operation}, \texttt{mask}, \texttt{pattern}, \texttt{shape-mode} and \texttt{compositing-mode} from \texttt{port's graphics-state} are all used, unless overridden in \texttt{args}. Additionally on X11/Motif only, \texttt{stipple} is used.

When \texttt{drawing-mode} is \texttt{:compatible} the output is a single pixel. Note that its position is transformed in the normal way.

When \texttt{drawing-mode} is \texttt{:quality} this draws a unit square as if by \texttt{draw-rectangle}, transformed in the normal way.

\textbf{See also}

\texttt{draw-points}

\texttt{graphics-state}

\textbf{draw-points} \hfill \textit{Function}

\textbf{Summary}

Draws pixels or unit squares at given points.

\textbf{Package}

\texttt{graphics-ports}

\textbf{Signature}

\texttt{draw-points port description &rest args}

\textbf{Arguments}

\texttt{port} \uparrow \quad \text{A graphics port.}

\texttt{description} \uparrow \quad \text{A description sequence.}

\texttt{args} \uparrow \quad \textbf{graphics-state} \text{ parameters passed as keyword arguments.}

\textbf{Description}

The function \texttt{draw-points} draws several points in \texttt{port} (as if by \texttt{draw-point}) as specified by \texttt{description}, which is a sequence of \(x\ y\) pairs. It is usually faster than several calls to \texttt{draw-point}. See \texttt{draw-point} for more information, including about how \texttt{args} are used.

\textbf{See also}

\texttt{draw-point}

\textbf{844}
draw-polygon

Summary

Draws a polygon.

Package

graphics-ports

Signature

draw-polygon port points &rest args &key filled closed fill-rule

Arguments

port  A graphics port.
points  A description sequence.
args  graphics-state parameters passed as keyword arguments.
filled  A boolean.
closed  A boolean.
fill-rule  A keyword.

Description

The function draw-polygon draws a polygon using alternating x and y values in points as the vertices. When closed is true the edge from the last vertex to the first to be drawn. When filled is true a filled, closed polygon is drawn; closed is ignored if filled is true.

The transform, foreground, background, operation, thickness, scale-thickness, dashed, dash, line-end-style, line-joint-style, mask, pattern, shape-mode and compositing-mode from port's graphics-state are all used, unless overridden in args. Additionally on X11/Motif only, stipple is used.

fill-rule specifies how overlapping regions are filled. Possible values are :even-odd and :winding.

See also

draw-polygons

13 Drawing - Graphics Ports

draw-polygons

Summary

Draws several polygons.
Package

\texttt{graphics-ports}

Signature

\texttt{draw-polygons port description \&rest args \&key filled closed fill-rule}

Arguments

- \texttt{port} \hspace{1em} A graphics port.
- \texttt{description} \hspace{1em} A sequence of sequences of real numbers.
- \texttt{args} \hspace{1em} \texttt{graphics-state} parameters passed as keyword arguments.
- \texttt{filled} \hspace{1em} A boolean.
- \texttt{closed} \hspace{1em} A boolean.
- \texttt{fill-rule} \hspace{1em} A keyword.

Description

The function \texttt{draw-polygons} draws several polygons in \texttt{port}. \texttt{description} should be a sequence containing sequences with alternating \texttt{x} and \texttt{y} values representing the vertices. \texttt{description} consists of groups of \texttt{points} as in \texttt{draw-polygon}.

When \texttt{closed} is true the edge from the last vertex to the first to be drawn.

When \texttt{filled} is true a filled, closed polygons are drawn; \texttt{closed} is ignored if \texttt{filled} is true.

The \texttt{transform}, \texttt{foreground}, \texttt{background}, \texttt{operation}, \texttt{thickness}, \texttt{scale-thickness}, \texttt{dashed}, \texttt{dash}, \texttt{line-end-style}, \texttt{line-joint-style}, \texttt{mask}, \texttt{pattern}, \texttt{shape-mode} and \texttt{compositing-mode} from \texttt{port}'s \texttt{graphics-state} are all used, unless overridden in \texttt{args}.

Additionally on X11/Motif only, \texttt{stipple} is used.

\texttt{fill-rule} specifies how overlapping regions are filled. Possible values are \texttt{:even-odd} and \texttt{:winding}.

Examples

This draws two hexagons, one inside the other:

\begin{verbatim}
(gp:draw-polygons oo
  '((150 100 200 100 235 150 200 200 150 200 115 150)
    (140 90 210 90 250 150 210 210 140 210 100 150))
  :closed t)
\end{verbatim}

See also

\texttt{draw-polygon}
\texttt{graphics-state}

13 Drawing - Graphics Ports
Function

draw-rectangle

Summary
Draws a rectangle.

Package
graphics-ports

Signature
draw-rectangle port x y width height &rest args &key filled

Arguments

- **port**: A graphics port.
- **x**: A real number.
- **y**: A real number.
- **width**: A real number.
- **height**: A real number.
- **args**: **graphics-state** parameters passed as keyword arguments.
- **filled**: A boolean.

Description
The function **draw-rectangle** draws a rectangle whose corners are \((x, y), (x + \text{width}, y), (x + \text{width}, y + \text{height})\) and \((x, y + \text{height})\). If **filled**, if non-nil, causes a filled rectangle to be drawn. While the exact results are host-specific, it is intended that a filled rectangle does not include the lines where the \(x\) coordinate is \(x + \text{width}\) or the \(y\) coordinate is \(y + \text{height}\) while a non-filled rectangle does. This function works correctly if \(port\)'s transform includes rotation.

The **transform**, **foreground**, **background**, **operation**, **thickness**, **scale-thickness**, **dashed**, **dash**, **line-joint-style**, **mask**, **pattern**, **shape-mode** and **compositing-mode** from **port's graphics-state** are all used, unless overridden in **args**. Additionally on X11/Motif only, **stipple** is used.

See also

draw-rectangles

graphics-state

13 Drawing - Graphics Ports
**draw-rectangles**

*Function*

**Summary**

Draws several rectangles.

**Package**

`graphics-ports`

**Signature**

`draw-rectangles port description &rest args &key filled`

**Arguments**

- `port`\[\[A graphics port.\]
- `description`\[\[A description sequence.\]
- `args`\[\[`graphics-state` parameters passed as keyword arguments.\]
- `filled`\[\[A boolean.\]

**Description**

The function `draw-rectangles` draws several rectangles as specified by `description`. This is usually more efficient than making several calls to `draw-rectangle`. `description` is a repeating sequence of values of the form `x y width height`.

`filled`, if true, causes filled rectangles to be drawn. While the exact results are host-specific, it is intended that a filled rectangle does not include the lines where the x coordinate is `x+width` or the y coordinate is `y+height` while a non-filled rectangle does. This function works correctly if `port`'s transform includes rotation.

The `transform`, `foreground`, `background`, `operation`, `thickness`, `scale-thickness`, `dashed`, `dash`, `line-joint-style`, `mask`, `pattern`, `shape-mode` and `compositing-mode` from `port`'s `graphics-state` are all used, unless overridden in `args`. Additionally on X11/Motif only, `stipple` is used.

**See also**

- `draw-rectangle`
- `graphics-state`
- 13 Drawing - Graphics Ports

---

**draw-string**

*Function*

**Summary**

Draws a string with the baseline positioned at a given point.

**Package**

`graphics-ports`
Signature

draw-string port string x y &rest args &key start end block

Arguments

port↓ A graphics port.
string↓ A string.
x↓ A real number.
y↓ A real number.
args↓ graphics-state parameters passed as keyword arguments.
start↓ A real number.
end↓ A real number.
block↓ A boolean.

Description

The function draw-string draws the string string with the baseline starting at (x y). The transform, foreground, background, operation, stipple, pattern, mask, mask-transform, font, text-mode and compositing-mode from port's graphics-state are all used, unless overridden in args.

start and end specify which elements of string to draw. The default value of start is 0.

block, if true, causes each character to be drawn in a character cell filled with the background of port's graphics-state.

You can draw with the system highlight by setting graphics-state parameter foreground :color_highlighttext and background :color_highlight.

Notes

The graphics-state parameter operation is not supported for drawing text on Microsoft Windows.

Examples

(let ((op (capi:contain
  (make-instance 'capi:output-pane
    :background :red)))))
(gp:draw-string op "highlighted"
  10 10
  :graphics-args
  (list :foreground
    :color_highlighttext)))

See also

graphics-state

13 Drawing - Graphics Ports
**ensure-gdiplus**

**Function**

**Summary**
Ensures GDI+ is present and running, or shuts it down. Needed only when writing FLI graphics code on Windows.

**Package**
`graphics-ports`

**Signature**

```
ensure-gdiplus &key event-func force shutdown => result
```

**Arguments**

- `event-func`  A function, or `nil`.
- `force`  A boolean.
- `shutdown`  A boolean.

**Values**

- `result`  A boolean.

**Description**

The function `ensure-gdiplus` checks that the GDI+ module `gdiplus.dll` is loaded and that `GdiplusStartup` has been called, or shuts down GDI+.

Most users will not need to call `ensure-gdiplus`. This is because when LispWorks itself uses GDI+, for instance via `read-external-image`, it calls `ensure-gdiplus` automatically, and never shuts GDI+ down.

However, if your code uses GDI+ directly (by calling it through the Foreign Language Interface), then you should call `ensure-gdiplus` instead of using `GdiplusStartup` directly. Then, LispWorks will know that GDI+ has already started. This is the only circumstance in which you need to call `ensure-gdiplus`.

**Note:** `ensure-gdiplus` is implemented only in LispWorks for Windows.

If `shutdown` is `nil`, `ensure-gdiplus` ensures GDI+ is started, by the following steps:

1. Load the GDI+ module `gdiplus.dll`, if it is not already loaded.
2. If GDI+ was already started by a previous call to `ensure-gdiplus`, `force` is `nil`, and `event-func` was either not passed or is `cl:eq` to the value that was passed in the previous call to `ensure-gdiplus` then `ensure-gdiplus` simply returns `nil`.
3. If GDI+ was already started, shut it down.
4. Start GDI+, and return the result of `GdiplusStartup`. This is `0` for success. For the meaning of other values, see the documentation of `gpStatus` in the MSDN.

If `shutdown` is `true`, then if GDI+ was started `ensure-gdiplus` shuts it down, and returns `t`, otherwise `ensure-gdiplus` returns `nil`. The default value of `shutdown` is `nil`.

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The default value of both event-func and force is nil.

See also

read-external-image

---

**external-image**

*System Class*

**Summary**

A class representing a color image.

**Package**

graphics-ports

**Superclasses**

t

**Description**

The system class `external-image` provides a representation of a color image that is subject to `write-external-image`, `read-external-image` and `convert-external-image` operations.

See also

convert-external-image
read-external-image
write-external-image
13 Drawing - Graphics Ports

---

**external-image-color-table**

*Accessor*

**Summary**

Returns a vector containing RGB color specifications of an external image.

**Package**

graphics-ports

**Signature**

`external-image-color-table external-image => color-table`

`setf (external-image-color-table external-image) color-table => color-table`

**Arguments**

`external-image` An `external-image`.  

851
color-table A color table.

Values

| color-table | A color table. |

Description

The accessor `external-image-color-table` gets and sets a vector containing RGB color specifications representing the color table as specified in `external-image`.

`external-image` must be a plain `external-image`. See [13.10 Working with images](#) for details.

If the result is `nil`, the external image is a 24-bit DIB, with the colors defined in each pixel instead of through a table.

When setting the color-table of an external image, the new color-table must be the same length as the external image's original color table.

---

### externalize-and-write-image

*Function*

Summary

Externalizes and writes an image to file.

Package

`graphics-ports`

Signature

```
externalize-and-write-image gp image destination &key type if-exists errorp x-hot y-hot quality &allow-other-keys => result
```

Arguments

<table>
<thead>
<tr>
<th>gp</th>
<th>A CAPI pane.</th>
</tr>
</thead>
<tbody>
<tr>
<td>image</td>
<td>An <code>image</code> object.</td>
</tr>
<tr>
<td>destination</td>
<td>A file name string, a pathname or an open output stream with element type compatible with <code>(unsigned-byte 8)</code>, i.e. <code>base-char</code>, <code>(signed-byte 8)</code> or <code>(unsigned-byte 8)</code>.</td>
</tr>
<tr>
<td>type</td>
<td>One of the keywords :bmp, :jpg, :jpeg, :png and :tiff. Other keywords may be supported, depending on the platform.</td>
</tr>
<tr>
<td>errorp</td>
<td>A boolean.</td>
</tr>
<tr>
<td>x-hot</td>
<td>A non-negative integer.</td>
</tr>
<tr>
<td>y-hot</td>
<td>A non-negative integer.</td>
</tr>
<tr>
<td>quality</td>
<td>An integer in the range [0,100].</td>
</tr>
</tbody>
</table>
Description

The function `externalize-and-write-image` externalizes and writes an `image` object to a file or stream. `image` should be an image that can be drawn to `gp`. The bytes of `image` are written to `destination` as if by `write-sequence`. The output image type can be specified by `type`. If `type` is not supplied then the output image type is determined by the file type of `destination`.

If `type` is supplied, it must be a keyword which specifies a known type, as returned by `list-known-image-formats` with `for-writing-too` t. The types :bmp, :jpg, :png and :tiff are known on all platforms (except Motif). Additionally, :jpeg is an as alias for :jpg.

If `type` is not supplied, then the file extension of `destination` is used to "guess" the type. In general it is the extension uppercased and interned in the keyword package. It also recognizes some special cases:

<table>
<thead>
<tr>
<th>File extension</th>
<th>Image type</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;TIF&quot;</td>
<td>:tiff</td>
</tr>
<tr>
<td>&quot;DIB&quot;</td>
<td>:bmp</td>
</tr>
<tr>
<td>&quot;JPE&quot;</td>
<td>:jpg</td>
</tr>
<tr>
<td>&quot;JPEG&quot;</td>
<td>:jpg</td>
</tr>
<tr>
<td>&quot;JFIF&quot;</td>
<td>:jpg</td>
</tr>
<tr>
<td>&quot;JP2&quot;</td>
<td>:jpg2000</td>
</tr>
</tbody>
</table>

Note: Image type :jpg2000 is implemented on Cocoa only.

`errorp` controls what happens if `externalize-and-write-image` does not recognize the type. If `errorp` is non-nil, it calls `error`, otherwise it returns `nil`. The default value of `errorp` is `t`.

`if-exists` controls what to do if `destination` already exists, in the same way as the `if-exists` argument to `open`. However, unlike `open`, the default value of `if-exists` is :supersede.

`x-hot` and `y-hot` are used only when generating a CUR file, which is currently implemented on GTK+ only. They specify the hotspot coordinates when the image is used as a cursor (in a LispWorks application by `load-cursor` and `(setf capi:simple-pane-cursor)`, or in other applications). Their values must be integers within the width/height of the image. The default value of both `x-hot` and `y-hot` is 0.

`quality` is used for writing a JPG image on GTK+. It must be an integer in the inclusive range [0,100]. High values generate better images and larger files.

`result` is `destination` on success, or `nil` for an unknown type when `errorp` is `nil`. It signals an error in other cases (for example, failure to open the file because of permissions).

Examples

There is a simple example in:
See also

list-known-image-formats

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---

**externalize-image**

*Function*

**Summary**

Returns an external image containing color information from an image.

**Package**

graphics-ports

**Signature**

`externalize-image gp image &key maximum-colors important-colors type quality &allow-other-keys => external-image`

**Arguments**

- `gp`\: A CAPI pane.
- `image`\: An image.
- `maximum-colors`\: An integer or nil. The default is nil.
- `important-colors`\: An integer or nil.
- `type`\: One of the keywords `:bmp`, `:jpg`, `:jpeg`, `:png` and `:tiff`. Other keywords may be supported, depending on the platform.
- `quality`\: An integer in the range [0,100].

**Values**

- `external-image`\: An external image.

**Description**

The function `externalize-image` returns an `external-image` containing color information from `image`, which should be an image that can be drawn to `gp`.

If `maximum-colors` is nil or if the screen has no palette, an `external-image` using all the colors in `image` is created.

If `maximum-colors` is an integer, the `external-image` containing image will be created using no more than that number of colors. If the image contains more than `maximum-colors` colors, then `maximum-colors` most frequently used colors will be accurately stored; the remainder will be approximated by nearest colors out of the accurate ones, using internal Color System parameters as the weighting factors for the color distance.

`important-colors` is recorded in `external-image` for later use, and specifies the number of colors required to draw a good likeness of the image. The default value is the number of colors in the image.
If type is supplied, it must be a keyword which specifies a known type, as returned by list-known-image-formats with for-writing-too. The types :bmp, :jpg, :png and :tiff are known on all platforms (except Motif). Additionally, :jpeg is an as alias for :jpg.

quality is used for writing a JPG image on GTK+. It must be an integer in the inclusive range [0,100]. High values generate better images and larger files.

See also
make-image-from-port
write-external-image
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---

### f2pi

**Constant**

**Summary**

(* 2 pi) as a single-float.

**Package**

graphics-ports

**Description**

The constant f2pi is the result of (float (* 2.0 cl:pi) 1.0). It is a cl:single-float.

See also

fpi
fpi-by-2

---

### find-best-font

**Function**

**Summary**

Returns the best font for a CAPI pane.

**Package**

graphics-ports

**Signature**

(find-best-font pane fdesc => font)

**Arguments**

- pane
  - A graphic port.
- fdesc
  - A font description.
Values

font  A font.

Description

The function \texttt{find-best-font} returns the best font for \textit{pane} which matches \textit{fdesc}. When there alternative fonts available the choice of best font is operating system dependent.

When \textit{fdesc} contains the attribute \texttt{:stock} with value \texttt{:system-font} or \texttt{:system-fixed-font}, the lookup will always find a stock font.

By default \texttt{find-best-font} looks only for Truetype fonts in LispWorks 6.1 and later.

Notes

With the default \textit{drawing-mode} \texttt{:quality} only Truetype fonts are supported. Non-Truetype fonts are supported only when using \textit{drawing-mode} \texttt{:compatible}.

Compatibility note

To get the LispWorks 6.0 behavior where non-Truetype fonts are also found, pass \texttt{:type :wild} to \texttt{make-font-description}.

Examples

\begin{verbatim}
(example-edit-file "capi/graphics/catherine-wheel")
\end{verbatim}

See also

\texttt{find-matching-fonts}
\texttt{make-font-description}
\texttt{prompt-for-font}

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\begin{verbatim}
find-matching-fonts
\end{verbatim}

Function

\texttt{find-matching-fonts}

Summary

Returns a list of the font objects available for a pane.

Package

\texttt{graphics-ports}

Signature

\texttt{find-matching-fonts pane fdesc => fonts}

Arguments

\begin{verbatim}
pane\[\Downarrow\] A CAPI pane.
\end{verbatim}
The function \texttt{find-matching-fonts} returns a list of the font objects available for \textit{pane} which match the attributes in \texttt{fdesc}. \texttt{nil} is returned if none match.

When \texttt{fdesc} contains the attribute \texttt{:stock} with value \texttt{:system-font} or \texttt{:system-fixed-font}, the lookup will always find a stock font.

\texttt{find-matching-fonts} behaves as if the \texttt{:family}, \texttt{:weight}, \texttt{:slant} and \texttt{:size} attributes have value \texttt{:wild} if they are missing from \texttt{fdesc}.

\textbf{See also}
\begin{itemize}
  \item \texttt{find-best-font}
  \item \texttt{list-all-font-names}
  \item \texttt{make-font-description}
\end{itemize}

\begin{itemize}
  \item \texttt{13 Drawing - Graphics Ports}
\end{itemize}

\textbf{font}

\textit{Type}

\textbf{Summary}

An object corresponding to a font in the native system.

\textbf{Package}

\texttt{graphics-ports}

\textbf{Signature}

\texttt{font}

\textbf{Description}

The type \texttt{font} is the type of objects are returned by \texttt{find-best-font} and \texttt{find-matching-fonts}.

\texttt{font} objects are used to specify fonts for drawing, either in the \texttt{graphics-state} of the port or in the drawing functions themselves. \texttt{font} objects can also be used for querying the actual attributes of the font (ascent, descent and so on) and the dimensions of character and strings.

\textbf{Notes}

\texttt{font} objects are not externalizable objects.

\textbf{See also}
\begin{itemize}
  \item \texttt{font-description}
  \item \texttt{find-best-font}
\end{itemize}
font-description

Function

Summary

Returns a font description object for a given font.

Package

graphics-ports

Signature

font-description font => fdesc

Arguments

font A font.

Values

fdesc A font description.

Description

The function font-description returns a font description object for font. Using this font description in a later call to find-matching-fonts or find-best-font on the original pane is expected to return a similar font.

See also

convert-to-font-description
make-font-description
font-description
font-description

Summary
An object used in CAPI to describe a font.

Package
graphics-ports

Signature
font-description

Description
The type `font-description` is used for objects that contain a description of a font. The description can be partial, with only some attributes given values. `font-description` objects are the normal way of specifying fonts in CAPI.

`font-description` objects are created or returned by `make-font-description`, `convert-to-font-description`, `font-description`, `merge-font-descriptions` and `augment-font-description`.

`font-description` objects are used as the font specification for CAPI panes (see `simple-pane`). They can also be used directly in calls to `find-best-font` and `find-matching-fonts`.

Notes
1. `font-description` objects do not contain native system dependent values, and are externalizable objects.
2. A `font-description` cannot be used directly as an argument to `draw-string` or `draw-character`, or as the value of the graphics state parameter `font` in a `graphics-state`. These require the result of `find-best-font` or `find-matching-fonts`.

See also
`make-font-description`
`convert-to-font-description`
`merge-font-descriptions`
`augment-font-description`
`font-description-attributes`
`find-best-font`
`find-matching-fonts`

3 General Properties of CAPI Panes

font-description-attributes

Summary
Returns the attributes of a given font description.
Package

**graphics-ports**

Signature

`font-description-attributes fdesc => font-attributes`

Arguments

`fdesc` A font description.

Values

`font-attributes` A list of font attributes.

Description

The function `font-description-attributes` returns the attributes of `fdesc`. The list should not be destructively modified.

See also

`font-description-attribute-value`

---

**font-description-attribute-value**  

Function

Summary

Returns the values of a given font attribute in a font description.

Package

**graphics-ports**

Signature

`font-description-attribute-value fdesc font-attribute => value`

Arguments

`fdesc` A font description.

`font-attribute` A font attribute.

Values

`value` A font attribute value.

Description

The function `font-description-attribute-value` returns the value of `font-attribute` in `fdesc`, or `:wild` if `font-attribute` is not specified in `fdesc`. 
See also

`font-description-attributes`

---

**font-dual-width-p**

**Function**

**Summary**
The predicate for dual-width fonts. This function is deprecated.

**Package**

`graphics-ports`

**Signature**

`font-dual-width-p port &optional font => result`

**Arguments**

- `port`:
  A graphics port.
- `font`:
  A `font` object.

**Values**

- `result`:
  A boolean.

**Description**
The function `font-dual-width-p` returns `t` if `font` is fixed-width and contains double width characters. Such a font is dual-width. `font` defaults to the font associated with `port`.

See also

`font-fixed-width-p`

---

**font-fixed-width-p**

**Function**

**Summary**
The predicate for fixed-width fonts.

**Package**

`graphics-ports`

**Signature**

`font-fixed-width-p port &optional font => result`
Arguments

.port
A graphics port.

font
A font object.

Values

result
A boolean.

Description

The function `font-fixed-width-p` returns `t` if `font` is fixed-width. `font` defaults to the font associated with `port`.

Fixed-width is not exactly the same as single-width. A fixed-width font with double width characters is dual-width; other fixed-width fonts are single-width.

Notes

`editor-pane` supports variable width fonts on Microsoft Windows, GTK+ and Motif.

See also

`font-dual-width-p`

---

### font-single-width-p

Function

Summary

The predicate for single-width fonts. This function is deprecated.

Package

`graphics-ports`

Signature

`font-single-width-p port &optional font => result`

Arguments

.port
A graphics port.

font
A font object.

Values

result
A boolean.

Description

The function `font-single-width-p` returns `t` when all characters in the font specified by `font` are of the same width. `font` defaults to the font associated with `port`. 
A single-width font is fixed-width.

See also

\texttt{font-fixed-width-p}  
\texttt{font-dual-width-p}

---

\textbf{fpi}

\textit{Constant}

\textbf{Summary}

\texttt{pi} as a \texttt{single-float}.

\textbf{Package}

\texttt{graphics-ports}

\textbf{Description}

The constant \texttt{fpi} is the result of \texttt{(float cl:pi 1.0)}. It is a \texttt{cl:single-float}.

See also

\texttt{2pi}  
\texttt{f2pi}  
\texttt{fpi-by-2}

---

\textbf{fpi-by-2}

\textit{Constant}

\textbf{Summary}

\texttt{(// pi 2)} as a \texttt{single-float}.

\textbf{Package}

\texttt{graphics-ports}

\textbf{Description}

The constant \texttt{fpi-by-2} is the result of \texttt{(float (* 0.5 cl:pi) 1.0)}. It is a \texttt{cl:single-float}.

See also

\texttt{fpi}  
\texttt{f2pi}
**free-image**

**Summary**
Frees the library resources allocated with an image.

**Package**
`graphics-ports`

**Signature**
`free-image port image`

**Arguments**
- `port`\[\] A CAPI pane.
- `image`\[\] An image.

**Description**
The function `free-image` frees the library resources associated with `image`. This should be done when an image is no longer needed.

`port` should be the pane used when the image was created, for example by `load-image`.

**See also**

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17 Drag and Drop

---

**free-image-access**

**Summary**
Frees an Image Access object.

**Package**
`graphics-ports`

**Signature**
`free-image-access image-access`

**Arguments**
- `image-access`\[\] An Image Access object.
Description

The function `free-image-access` discards `image-access`, which should be an Image Access object returned by `make-image-access`.

See also

- `image-access-transfer-from-image`
- `image-access-transfer-to-image`
- `image-access-pixel`
- `make-image-access`

13.0.8 Image access

---

**get-bounds**

**Function**

**Summary**

Returns the four values of the currently collected drawing extremes.

**Package**

`graphics-ports`

**Signature**

`get-bounds` `pixmap-port` `=>` `left`, `top`, `right`, `bottom`

**Arguments**

`pixmap-port` A graphics port.

**Values**

`left` An integer.
`top` An integer.
`right` An integer.
`bottom` An integer.

**Description**

The function `get-bounds` returns the four values `left`, `top`, `right`, `bottom` of the currently collected drawing extremes in `pixmap-port`. The values can be used to get an image from the port.

Drawing extremes are collected by passing non-nil for the `collect` or `relative` arguments to `create-pixmap-port` or `with-pixmap-graphics-port`.

**Examples**

```lisp
(with-pixmap-graphics-port (pl pane width height :relative t)
  (with-graphics-rotation (pl 0.123)
    (draw-rectangle pl 100 100 200 120 :filled t)
```

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get-character-extent

Summary

Returns the extent of a character in pixels.

Package

graphics-ports

Signature

\texttt{get-character-extent \ port \ character \ &optional \ font =\> left, \ top, \ right, \ bottom}

Arguments

\texttt{port} \downarrow \ A \ CAPI\ pane.
\texttt{character} \downarrow \ A \ character.
\texttt{font} \downarrow \ A \ font.

Values

\texttt{left} \ An \ integer.
\texttt{top} \ An \ integer.
\texttt{right} \ An \ integer.
\texttt{bottom} \ An \ integer.

Description

The function \texttt{get-character-extent} returns the extent in pixels of \texttt{character} in \texttt{font}.

\texttt{font} defaults to the font associated with \texttt{port}. 

See also

\texttt{create-pixmap-port}
\texttt{make-image-from-port}
\texttt{with-pixmap-graphics-port}
get-char-ascent

Function

Summary
Returns the ascent of a character in pixels.

Package
graphics-ports

Signature
get-char-ascent port character font => ascent

Arguments
port
A CAPI pane.
character
A character.
font
A font.

Values
ascent
An integer.

Description
The function get-char-ascent returns the ascent in pixels of character in in font.
font defaults to the font associated with port.

get-char-descent

Function

Summary
Returns the descent of a character in pixels.

Package
graphics-ports

Signature
get-char-descent port character font => descent

Arguments
port
A CAPI pane.
character
A character.
get-char-descent

Summary
The function **get-char-descent** returns the descent in pixels of *character* in *font*.

*font* defaults to the font associated with *port*.

get-char-width

Summary
Returns the width in pixels of *character* in *font*.

*font* defaults to the font associated with *port*.

get-enclosing-rectangle

Summary
Returns the smallest rectangle enclosing the given points.
Package

graphics-ports

Signature

get-enclosing-rectangle &rest points => left, top, right, bottom

Arguments

points↓ Real numbers.

Values

left A real number.
top A real number.
right A real number.
bottom A real number.

Description

The function get-enclosing-rectangle returns four values, describing the rectangle which exactly encloses the input points. points must be a (possibly empty) list of alternating x and y values. If no points are given the function returns the null (unspecified) rectangle, which is four nils.

get-font-ascent Function

Summary

Returns the ascent of a font.

Package

graphics-ports

Signature

get-font-ascent port &optional font => ascent

Arguments

port↓ A CAPI pane.
font↓ A font.

Values

ascent An integer.

Description

The function get-font-ascent returns the ascent in pixels of font.
get-font-average-width

Summary
Returns the average width of a font in pixels.

Package
graphics-ports

Signature
get-font-average-width port &optional font => average-width

Arguments
port
A CAPI pane.
font
A font.

Values
average-width
An integer.

Description
The function get-font-average-width returns average width in pixels of font.
font defaults to the font associated with port.

See also
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ger-font-descent

Summary
Returns the descent in pixels of a font.

Package
graphics-ports

Signature
get-font-descent port &optional font => descent
Arguments

port

A CAPI pane.

font

A font.

Values

descent

An integer.

Description

The function get-font-descent returns the descent in pixels of font.

font defaults to the font associated with port.

get-font-height

Function

Summary

Returns the height of a font.

Package

graphics-ports

Signature

get-font-height port &optional font => height

Arguments

port

A CAPI pane.

font

A font.

Values

height

An integer.

Description

The function get-font-height returns the height in pixels of font.

font defaults to the font associated with port.

See also

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get-font-width

Summary
Returns the width of a font.

Package
graphics-ports

Signature
get-font-width port &optional font => width

Arguments
port
A graphics port.
font
A font.

Values
width
An integer.

Description
The function get-font-width returns the width in pixels of font.

font defaults to the font associated with port.

See also
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get-graphics-state

Summary
Returns the graphics-state object for a graphics port. Deprecated, use port-graphics-state instead.

Package
graphics-ports

Signature
get-graphics-state port => state

Arguments
port
A graphics port.
Values

state A graphics-state object.

Description

The function get-graphics-state returns the graphics-state object of port. get-graphics-state is deprecated. Use port-graphics-state instead.

See also

port-graphics-state

generate

Function

Summary

Returns the coordinate origin of a pixmap graphics port.

Package

graphics-ports

Signature

get-origin pixmap-port => x, y

Arguments

 pixmap-port A graphics port.

Values

x An integer.
y An integer.

Description

The function get-origin returns the coordinate origin or pixmap-port. Normally this is (0 0) but after a series of drawing function calls with :relative t, the drawing may have been shifted. The values returned by get-origin tell you by how much. The values are not needed when making images from the port's drawing.

Examples

(with-pixmap-graphics-port (p1 pane width height :relative t)
  (with-graphics-rotation (p1 0.123)
    (draw-rectangle p1 0 0 200 120 :filled t :foreground :red)
    (get-origin p1)))

produces:
get-string-extent

Function

Summary
Returns the extent in pixels of a string.

Package
graphics-ports

Signature
get-string-extent port string &optional font => left, top, right, bottom

Arguments
port\downarrow A CAPI pane.
string\downarrow A string.
font\downarrow A font.

Values
left An integer.
top An integer.
right An integer.
bottom An integer.

Description
The function `get-string-extent` returns the extent in pixels of `string` in `font`.

`font` defaults to the font associated with `port`.

Note: To compute the horizontal extents of each successive character in a string for a given port or font, use `compute-char-extents`.

See also
`compute-char-extents`

get-transform-scale

Function

Summary
Returns the overall scaling factor of a transform.
Package
graphics-ports

Signature

get-transform-scale  transform => result

Arguments

transform  A transform object.

Values

result  A real number.

Description

The function get-transform-scale returns a single number representing the overall scaling factor present in transform.

Notes

See graphics-state for details of how a transform is used.

See also

graphics-state
transform

Summary

Accesses the background, font, foreground or transform in the graphics state of a graphics port.

Package
graphics-ports

Signatures

graphics-port-background  port => background
(setf graphics-port-background) background port => background

graphics-port-font  port => font
(setf graphics-port-font) font port => font

graphics-port-foreground  port => foreground

Accessors
(setf graphics-port-foreground) foreground port => foreground

graphics-port-transform port => transform

(setf graphics-port-transform) transform port => transform

Arguments

port↓ A graphics port.

background↓ A color specification, or nil.

font↓ A font object, or nil.

foreground↓ A color specification, or nil.

transform↓ A transform object.

Values

background↓ A color specification, or nil.

font↓ A font object, or nil.

foreground↓ A color specification, or nil.

transform↓ A transform object.

Description

The accessors graphics-port-background, graphics-port-font, graphics-port-foreground and graphics-port-transform access the current background, font, foreground or transform in the graphics-state associated with port. This can be used to set the value by setf.

See the graphics-state entry for the types and acceptable values of the various slots, and information about how they are used.

See also

graphics-state
port-graphics-state
set-graphics-state
transform
with-graphics-state

---

### graphics-port-mixin

**Class**

**Summary**

An abstract class supporting Graphics Ports operations.

**Package**

graphics-ports
Superclasses

standard-object

Subclasses

output-pane
pixmap-port
printer-port
metafile-port

Description

The class graphics-port-mixin is an abstract class for supporting graphics ports operations. All the classes that support drawing (generally referred to as “graphics ports”) inherit from it.

See also

13 Drawing - Graphics Ports

---

**graphics-state**

*System Class*

Summary

The graphics state object, holding default parameters for drawing operations on an associated port.

Package

graphics-ports

Superclasses

t

Accessors

graphics-state-transform
graphics-state-foreground
graphics-state-background
graphics-state-operation
graphics-state-stipple
graphics-state-pattern
graphics-state-thickness
graphics-state-scale-thickness
graphics-state-dashed
graphics-state-dash
graphics-state-fill-style
graphics-state-line-end-style
graphics-state-line-joint-style
graphics-state-mask
graphics-state-mask-x
graphics-state-mask-y
graphics-state-mask-transform
graphics-state-font
graphics-state-text-mode
graphics-state-shape-mode
graphics-state-compositing-mode

Description
The system class graphics-state contains the default values of graphics parameters for drawing operations. Each graphics port has a graphics-state object associated with it. The drawing operations such as draw-ellipse, draw-rectangle and draw-string can override specific parameters by passing them as keyword arguments.

graphics-state objects are used in the with-graphics-state macro and modified using the accessor functions listed above. See 13.3.1 Setting the graphics state for examples.

graphics-state contains the following properties:

transform
A transform object which determines the coordinate transformation applying to the graphics port. The default value is the unit transform which leaves the port coordinates unchanged from those used by the host window system — origin at top left, X increasing to the right and Y increasing down the screen. Allowed values are anything returned by the transform functions, described in 13.6 Graphics state transforms.

foreground
Determines the foreground color used in drawing functions. The value can be a converted color (result of convert-color), a color name symbol, a color name string or a color spec object. Using converted colors results in better performance, because it saves the system from doing the conversion each time it uses it. The default value is :black. The value :color_highlight is useful for drawing text with the system highlighting.

background
Determines the background color used in functions which draw text such as draw-string when block is true.

On X11/Motif, background also determines the background color used in drawing functions which use a stipple.

Valid values are the same as for foreground. The default value is :white. The value :color_highlight is useful for drawing text with the system highlighting.

operation
Determines the color combination used in the drawing primitives when the port's drawing-mode is :compatible. Valid values are 0 to 15, being the same logical values as the op arg to the Common Lisp function boole. The default value is boole-1. 13.7.1 Combining pixels with :compatible drawing shows how to use operation.

stipple
On X11/Motif stipple is a 1-bit pixmap ("bitmap") or nil (which is the default value). The bitmap is used in conjunction with the fill-style when drawing. Here, nil means that all pixels are drawn in the foreground color. A stipple is not transformed by the transform parameter. Its origin is assumed to coincide with the origin of the port. The stipple is tiled across the drawing. stipple is ignored if a pattern is given. If no fill-style is given, or it is specified as :solid, when a stipple is given, then fill-style defaults to :opaque-stippled.

fill-style
Determines how the drawing is done. The value should be one of :solid, :tiled, :opaque-stippled or :stippled. The default value :solid means that the foreground is used everywhere. :tiled means that the pattern is repeated over across the drawing.

Additionally on X11/Motif :opaque-stippled means that the stipple bitmap is used with stipple 1s giving the foreground and 0s the background. :stippled means that the stipple bitmap is used with foreground where there are 1s and where the are 0s, no drawing is done. If you specify a stipple but no fill-style, or a fill-style of :solid, it defaults to :opaque-stipple.
pattern

An image the same depth as the port, or nil. If non-nil, pattern is used as the source of color for drawing instead of the foreground and background parameters. A pattern is not transformed by the transform parameter. The pattern is tiled across the drawing. When pattern is specified, the stipple value is ignored. The default value of pattern is nil.

See 13.10 Working with images for information on creating an image.

thickness

A number (defaulting to 1) specifying the thickness of lines drawn. If scale-thickness is non-nil, the value thickness is in port (transformed) coordinates, otherwise thickness is in pixels.

scale-thickness

A boolean, defaulting to t which means interpret the thickness parameter in transformed port coordinates. If scale-thickness is nil, thickness is interpreted in pixels.

dashed

A boolean, defaulting to nil. If dashed is t then lines are drawn as a dashed line using dash as the mark-space specifier.

dash

A list of two or more integer, or nil. A list of integers specifies the alternate mark and space sizes for dashed lines. These mark and space values are interpreted in pixels only. The default value of dash is (4 4).

line-end-style

The value should be one of :butt, :round or :projecting and specifies how to draw the ends of lines. The default value is :butt.

line-joint-style

The value should be one of :bevel, :miter or :round and specifies how to draw the areas where the edges of polygons meet. The default value is :miter.

mask

nil, or a list specifying a shape. The mask clips the drawing, so that drawing occurs only inside it.

mask should be nil (the default), a list of the form (x y width height), defining a rectangle inside which the drawing is done or a list of the form (:path path :fill-rule fill-rule) specifying a path inside which the drawing is done. The mask is not tiled.

In the latter case path should be a path specification (see draw-path). The fill-rule specifies how overlapping regions are filled. Possible values are :even-odd and :winding. The mask will be transformed by the mask-transform parameter.

There some examples of path masks in:

    (example-edit-file "capi/graphics/paths")

mask-x

An integer specifying in window coordinates where in the port the X coordinate of the mask origin is to be considered to be. The default value is 0.

The mask-x parameter works only when the drawing-mode is :compatible and the platform is GTK+ or X11/Motif.

mask-x is deprecated.

mask-y

An integer specifying in window coordinates where in the port the Y coordinate of the mask origin is to be considered to be. The default value is 0.

The mask-y parameter works only when the drawing-mode is :compatible and the platform is GTK+ or X11/Motif.

mask-y is deprecated.
On Cocoa 10.5 and later and GTK+ 2.8 or later, which can be displayed directly or converted to an image by `make-image-from-port`. The default value of `compositing-mode` is `:over`.

The value `:copy` of `compositing-mode` is especially useful for creating a transparent or semi-transparent ` pixmap-port`, which can be displayed directly or converted to an image by `make-image-from-port`. On Cocoa 10.5 and later and GTK+ 2.8 or later, these additional keyword values of `compositing-mode` are supported: `clear`, `:over`, `:in`, `:out`, `:atop`, `:dest-over`, `:dest-in`, `:dest-out`, `:dest-stop`, `:xor` and `:add`. These

```common-lisp
(ail
  (compositing-mode (:source-copy :target-copy)
    (compositing-mode (:source-dest-copy :target-dest-copy)
      (compositing-mode (:source-dest-over :target-dest-over)
        (compositing-mode (:source-dest-in :target-dest-in)
          (compositing-mode (:source-dest-out :target-dest-out)
            (compositing-mode (:source-dest-stop :target-dest-stop)
              (compositing-mode (:source-xor :target-xor)
                (compositing-mode (:source-add :target-add)
                  (compositing-mode (:source-clear :target-clear)
                    (compositing-mode (:source-over :target-over)
                      (compositing-mode (:source-in :target-in)
                        (compositing-mode (:source-out :target-out)
                          (compositing-mode (:source-atop :target-atop)
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                                    (compositing-mode (:source-xor :target-xor)
                                      (compositing-mode (:source-add :target-add)
                                        (compositing-mode (:source-clear :target-clear)
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                                                                                                                                             (compositing-mode (:source-in :target-in)
                                                                                                                                             (compositing mode):over

  The default value of `compositing-mode` is `:over`.

  The value `:copy` of `compositing-mode` is especially useful for creating a transparent or semi-transparent ` pixmap-port`, which can be displayed directly or converted to an image by `make-image-from-port`. On Cocoa 10.5 and later and GTK+ 2.8 or later, these additional keyword values of `compositing-mode` are supported: `clear`, `:over`, `:in`, `:out`, `:atop`, `:dest-over`, `:dest-in`, `:dest-out`, `:dest-stop`, `:xor` and `:add`. These

880
correspond to the CAIRO_OPERATOR_* operators in Cairo, which are documented in cairographics.org/operators and the CGBlendMode values which are documented in the CGContext Reference at developer.apple.com.

Note: on GTK+, the "unbounded" operators (:in, :out, :dest-in and :dest-atop) do not work properly for shape drawings. They can only be used for image drawing and copying operations.

Both Cocoa and GTK+ also allow compositing-mode to be an integer, which is simply passed through to the underlying system. This allows using modes that are not available via keywords, but it is not portable. For Cocoa, it is a CGBlendMode as documented in the CGContext Reference. For GTK+ it is cairo_operator_t, as documented in the entry for cairo_t in the Gnome documentation for Cairo.

Note: For drawing images on Cocoa, only values that corresponding to available keywords work properly.

Notes

1. operation is not supported for drawing text on Microsoft Windows.
2. stipple is supported only on X11/Motif.
3. mask-x and mask-y are supported only on GTK+ and X11/Motif, and only when the drawing-mode is :compatible.
4. pattern is supported only on Microsoft Windows, GTK+ and X11/Motif.
5. operation is not supported by Cocoa/Core Graphics so this slot or argument is ignored on Cocoa.
6. operation is ignored when the port's drawing-mode is :quality.
7. text-mode and shape-mode are supported only on Cocoa, Cairo and GDI+, which are used on Macintosh, GTK and Windows respectively when the drawing-mode is :quality. For more information about drawing-mode, see 13.2.1 The drawing mode and anti-aliasing.

Examples

(example-edit-file "capi/graphics/compositing-mode-simple")

(example-edit-file "capi/graphics/compositing-mode")

See also

make-graphics-state
set-graphics-state
with-graphics-state
13 Drawing - Graphics Ports

image

Summary

An abstract image object.

Package
graphics-ports
Superclasses

t

Accessors

image-height
image-width

Description

The system class image is the abstract image object class. An image can be drawn using draw-image.

image-height and image-width return the image size in pixels.

Notes

On Cocoa and GTK+ you can drag and drop images. See set-drop-object-supported-formats for more information.

See also

convert-external-image
draw-image
load-image
make-image-from-port
make-sub-image
make-scaled-sub-image
read-and-convert-external-image

9 Adding Toolbars
13 Drawing - Graphics Ports
17 Drag and Drop

---

image-access-height
image-access-width

Functions

Summary

Return the dimensions of the underlying image in an Image Access object.

Package

graphics-ports

Signatures

image-access-height image-access => height
image-access-width image-access => width

Arguments

image-access

An Image Access object.
Values

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>height</td>
<td>An integer.</td>
</tr>
<tr>
<td>width</td>
<td>An integer.</td>
</tr>
</tbody>
</table>

Description

The functions `image-access-height` and `image-access-width` return the height and width of the underlying image in `image-access`.

`image-access` must be an Image Access object returned by `make-image-access`.

Notes

It is an error to call `image-access-height` or `image-access-width` on an Image Access object that has been freed by `free-image-access`.

Examples

```
(example-edit-file "capi/graphics/image-access")

(example-edit-file "capi/graphics/image-access-alpha")
```

See also

`free-image-access`

`make-image-access`

**image-access-pixel**

Summary

Gets and sets the pixels in an Image Access object.

Package

`graphics-ports`

Signature

```
(image-access-pixel image-access x y => color-rep)

(setf image-access-pixel) color-rep image-access x y => color-rep
```

Arguments

```
image-access
x
y
color-rep
```

An Image Access object.

An integer.

An integer.

A color reference.
Values

\texttt{color-rep} \downarrow

A color reference.

Description

The accessor \texttt{image-access-pixel} accesses the converted color at position $x$, $y$ in the Image Access object \texttt{image-access}.

The converted color \texttt{color-rep} is a color representation like that returned by \texttt{convert-color}. If needed, \texttt{color-rep} can be converted to an RGB value using \texttt{unconvert-color}. \texttt{color-rep} can contain an alpha value, for images with an alpha channel, and in that case the values in \texttt{color-rep} are assumed to be premultiplied.

The function \texttt{(setf image-access-pixel)} sets the value of the pixel at position $x$, $y$ in the Image Access object \texttt{image-access}.

The color rep has to be a converted color, and if the image has alpha it is assumed to be premultiplied.

\texttt{image-access} must be an Image Access object returned by \texttt{make-image-access}.

Notes

If the result of \texttt{image-access-pixel} on an image with alpha is used elsewhere (for example drawing a string with the same color), to get the same color you need to un-premultiply it first using \texttt{color-from-premultiplied}. When setting the color that came from elsewhere in an image with alpha, you will need to premultiply it using \texttt{color-to-premultiplied}. For images without alpha, premultiplication has no effect.

Examples

\begin{verbatim}
  (example-edit-file "capi/graphics/image-access")

  (example-edit-file "capi/graphics/image-access-alpha")
\end{verbatim}

See also

\texttt{color-from-premultiplied}
\texttt{color-to-premultiplied}
\texttt{image-access-pixels-from-bgra}
\texttt{image-access-pixels-to-bgra}
\texttt{image-access-transfer-to-image}
\texttt{image-access-transfer-from-image}
\texttt{free-image-access}
\texttt{make-image-access}
\texttt{13.10.8 Image access}

\begin{function}
\textbf{image-access-pixels-from-bgra}
\end{function}

Summary

Copies a vector of pixel values into an Image Access object.

Package

\texttt{graphics-ports}
Signature

image-access-pixels-from-bgra image-access vector

Arguments

image-access

 ⇦ An Image Access object.

vector

 ⇦ A vector.

Description

The function image-access-pixels-from-bgra copies all the pixels to the Image Access object image-access from the vector vector. vector should contain a sequence of integer values in the range 0-255 for blue, green, red and alpha of each pixel. This function is optimized for the case where vector has element type (unsigned-byte 8). If the image has alpha, the values in vector are premultiplied.

An error is signalled if vector is not of the correct length for the Image Access object, that is (* 4 width height) where width and height represent the size of image-access.

image-access must be an Image Access object returned by make-image-access.

Notes

1. If you want to use the values in the vector that was filled from an image with alpha in other places, to get the sample color you will need to un-premultiply them, either by hand (divide the color values by the alpha), or by making a RGB color and using color-from-premultiplied.

2. image-access-transfer-to-image must be called after this function (similarly to (setf image-access-pixel)).

Examples

(example-edit-file "capi/graphics/image-access-bgra")

See also

color-from-premultiplied
image-access-pixel
image-access-pixels-to-bgra

---

image-access-pixels-to-bgra

Function

Summary

Copies pixel values from an Image Access object into a vector.

Package

graphics-ports

Signature

image-access-pixels-to-bgra image-access vector
Arguments

image-access
An Image Access object.

vector
A vector.

Description

The function image-access-pixels-to-bgra copies all the pixels in the Image Access object image-access into the vector vector as a sequence of integer values in the range 0-255 for the blue, green, red and alpha components of each pixel. This function is optimized for the case where vector has element type (unsigned-byte 8). If the image has alpha, the values in vector are assumed to be premultiplied.

An error is signalled if vector is not of the correct length for the Image Access object, that is (* 4 width height) where width and height represent the size of image-access.

image-access must be an Image Access object returned by make-image-access.

Notes

1. When setting values in a vector that is going to be used by image-access-pixels-to-bgra to modify an image with alpha using colors that came from elsewhere, you need to premultiply them either by hand (multiply the color values by the alpha), or using color-to-premultiplied.

2. image-access-transfer-from-image must be called before this function (similarly to image-access-pixel).

Examples

(example-edit-file "capi/graphics/image-access-bgra")

See also

color-to-premultiplied
image-access-pixel
image-access-pixels-from-bgra

image-access-transfer-from-image

Summary

Gets the pixel values from an image.

Package

graphics-ports

Signature

image-access-transfer-from-image image-access

Arguments

image-access
An Image Access object.
Description

The function `image-access-transfer-from-image` gets the pixel values from an `image` object, making them accessible via a corresponding Image Access object `image-access`.

`image-access` must be an Image Access object returned by `make-image-access`.

Notionally `image-access-transfer-from-image` transfers the pixel data from the window system into `image-access`, though it might do nothing on platforms where the window system allows direct access to the pixel data.

You can read the pixel data with `image-access-pixel` and `image-access-pixels-to-bgra`.

You can write the pixel data with `(setf image-access-pixel)` and `image-access-pixels-from-bgra`.

Examples

```
  (example-edit-file "capi/graphics/image-access")
```

See also

- `image-access-transfer-to-image`
- `image-access-pixel`
- `image-access-pixels-from-bgra`
- `image-access-pixels-to-bgra`
- `free-image-access`
- `make-image-access`
- `13.10.8 Image access`

---

**Function**

image-access-transfer-to-image

Summary

Sets the pixel values in an `image`.

Package

`graphics-ports`

Signature

```
image-access-transfer-to-image  image-access
```

Arguments

- `image-access` An Image Access object.

Description

The function `image-access-transfer-to-image` sets the pixel values in an `image` object from the values in a corresponding Image Access object `image-access`.

`image-access` must be an Image Access object returned by `make-image-access`.

Notionally `image-access-transfer-to-image` transfers the pixel data from `image-access` to the window system, though...
it might do nothing on platforms where the window system allows direct access to the pixel data.

Examples

(example-edit-file "capi/graphics/image-access")

See also

free-image-access
image-access-transfer-from-image
image-access-pixel
make-image-access
13.10.8 Image access

---

**image-freed-p**

*Function*

**Summary**

Determines whether an image has been freed.

**Package**

graphics-ports

**Signature**

`image-freed-p image => bool`

**Arguments**

`image`  
An image object.

**Values**

`bool`  
A boolean.

**Description**

The function `image-freed-p` returns non-nil if `image` has been freed, and `nil` otherwise.

---

**image-loader**

*Function*

**Summary**

Returns the image load function.

**Package**

graphics-ports
22 GRAPHICS-PORTS Reference Entries

Signature

image-loader image-id &key image-translation-table => loader

Arguments

image-id
An image identifier.

image-translation-table
An image translation table.

Values

loader
An image load function.

Description

The function image-loader returns the image load function that would be called to load the image associated with image-id in image-translation-table. If image-id is not registered with a load function, the default image load function is returned. The default value of image-translation-table is *default-image-translation-table*.

See also

register-image-load-function
register-image-translation

image-translation

Function

Summary

Returns the translation for an image registered in its image translation table.

Package

graphics-ports

Signature

image-translation image-id &key image-translation-table => translation

Arguments

image-id
An image identifier.

image-translation-table
An image translation table.

Values

translation
A translation.
The function `image-translation` returns the translation for `image-id` registered in `image-translation-table`. The default value of `image-translation-table` is `*default-image-translation-table*`.

See also

`register-image-load-function`
`register-image-translation`

### initialize-dithers

**Function**

**Summary**

Initialize dither objects up to a given order.

**Package**

`graphics-ports`

**Signature**

`initialize-dithers &optional order`

**Arguments**

`order` An integer.

**Description**

The function `initialize-dithers` initializes dither objects up to the given `order` (size = \(2^\text{order}\)). The default value of `order` is 3.

**Notes**

`initialize-dither` is deprecated. Dithers do not affect drawing or anti-aliasing.

See also

`dither-color-spec`
`make-dither`
`with-dither`

### inset-rectangle

**Function**

**Summary**

Moves the corners of a rectangle inwards by a given amount.
Package

graphics-ports

Signature

inset-rectangle rectangle dx dy &optional dx-right dy-bottom

Arguments

rectangle⇓ A list of integers.
dx⇓ An integer.
dy⇓ An integer.
dx-right⇓ An integer.
dy-bottom⇓ An integer.

Description

The function inset-rectangle moves the left, top, right and bottom elements of rectangle inwards towards the center by the distances dx, dy, dx-right and dy-bottom respectively.

By default, dx-right is dx, and dy-bottom is dy.

inside-rectangle

Function

Summary

Determines if a point lies inside a rectangle.

Package

graphics-ports

Signature

inside-rectangle rectangle x y => result

Arguments

rectangle⇓ A list of integers.
x⇓ An integer.
y⇓ An integer.

Values

result A boolean.

Description

The function inside-rectangle returns t if the point (x y) is inside rectangle.
rectangle is expected to be ordered; if rectangle is specified by (left top right bottom), then left must be less than right, and top must be less than bottom. The lines \( y = \text{bottom} \) and \( x = \text{right} \) are not considered to be inside the rectangle.

### invalidate-rectangle

#### Generic Function

**Summary**

Invalidates the rectangle associated with the object, which causes it to be redisplayed.

**Package**

`graphics-ports`

**Signature**

\[
\text{invalidate-rectangle} \quad \text{object} \quad \&\text{optional} \quad \text{x} \quad \text{y} \quad \text{width} \quad \text{height} \Rightarrow \text{result}
\]

**Arguments**

- `object`:
  - An instance of a subclass of `graphics-port-mixin` or a subclass of `pinboard-object`.
- `x`:
  - A real number.
- `y`:
  - A real number.
- `width`:
  - A real number.
- `height`:
  - A real number.

**Values**

- `result`:
  - A boolean.

**Description**

The generic function `invalidate-rectangle` invalidates the rectangle associated with `object`, which causes it to be redisplayed.

By default, `invalidate-rectangle` invalidates the whole rectangle, but this can be limited by supplying `x`, `y`, `width` and `height`.

The effect of invalidating an area is to cause the area to be redrawn. It has no effect on `Pixmap-port`. When the pane has a supplied `display-callback`, this callback is called with an area containing the area specified by the argument to `invalidate-rectangle`. However, the call to `display-callback` is asynchronous, and the system coalesces areas from calls to `invalidate-rectangle` and actual expose events, so there is not a one-to-one relation between calls to `invalidate-rectangle` and invocations of `display-callback`.

In general, `invalidate-rectangle` should not be called inside the `display-callback`. If it is called, it must be conditional, otherwise this will cause repeated redisplay.

**Notes**

With `drawing-mode :quality`, drawings are done with anti-aliasing, which means that they affect pixels which are not obviously part of the drawing. For example, drawing a rectangle with \( x = 10 \) may affect the pixel at \( x = 9 \). This needs to be taken into account when computing the arguments to `invalidate-rectangle`. 
For pinboard objects the recommended way of forcing redraw is `redraw-pinboard-object`, which takes anti-aliasing into account.

Examples

```
(example-edit-file "capi/graphics/plot-offline")
```

See also

- `invalidate-rectangle-from-points`
- `validate-rectangle`

### invalidate-rectangle-from-points

#### Function

**Summary**

Invalidates a rectangle specified by two points, causing it to be redisplayed.

**Package**

- `graphics-ports`

**Signature**

```
invalidate-rectangle-from-points port x1 y1 x2 y2 &key extend extend-x extend-y
```

**Arguments**

- `port` A graphics port.
- `x1`, `y1`, `x2`, `y2` Real numbers.
- `extend`, `extend-x`, `extend-y` Real numbers.

**Description**

The function `invalidate-rectangle-from-points` invalidates a rectangle in `port` (by calling `invalidate-rectangle`) specified by two points. The coordinates of one point are `(x1, y1)` and the other `(x2, y2)` The points do not have to be ordered.

The keyword arguments specify extending the rectangle: `extend-x` extends the rectangle in the x dimension in both directions, and `extend-y` extends the rectangle in the y dimension in both directions. Both `extend-x` and `extend-y` default to `extend`, which itself defaults to 0 (that is, no extension).

`invalidate-rectangle-from-points` does not return a useful value.

See also

- `invalidate-rectangle`
Function

### invert-transform

**Summary**

Constructs the inverse of a transform.

**Package**

`graphics-ports`

**Signature**

`invert-transform transform &optional into => inverse`

**Arguments**

- `transform` \(\downarrow\) A `transform` object.
- `into` \(\downarrow\) A `transform` object or `nil`.

**Values**

- `inverse` A `transform` object.

**Description**

The function `invert-transform` constructs the inverse of `transform`. If \(T\) is `transform` and \(T'\) is its inverse, then \(TT' = I\). If `into` is non-nil it is modified to contain \(T'\) and returned, otherwise a new transform is constructed and returned.

**Notes**

See `graphics-state` for details of how a `transform` is used.

See also

- `graphics-state`
- `transform`

### list-all-font-names

**Summary**

Finds the names of the available fonts.

**Package**

`graphics-ports`

**Signature**

`list-all-font-names pane => fdescs`
Arguments

pane†
A graphics port.

Values

fdescs
A list of font description objects.

Description

The function list-all-font-names returns a list of partially-specified font description objects which contain the "name" attributes for each known font that is available for pane.

On Microsoft Windows and Cocoa the "name" attributes are just the :family attribute.

On X11 the "name" attributes are :foundry and :family.

See also

font-description-attributes
find-matching-fonts
13 Drawing - Graphics Ports

list-known-image-formats

Function

Summary

Returns the known image formats.

Package

graphics-ports

Signature

list-known-image-formats screen-spec &optional for-writing-too => formats

Arguments

screen-spec†
A CAPI object, a plist, or nil.

for-writing-too†
A generalized boolean.

Values

formats†
A list of keywords.

Description

The function list-known-image-formats returns a list of keywords which specify known image formats.

screen-spec is an object that convert-to-screen can recognize, typically a pane or simply nil.

If for-writing-too is not supplied or is nil, then formats is a list of formats that can be loaded. All the formats in the list can
be loaded, but on Cocoa and Windows the list is not exhaustive, and it may be possible to load formats that are not listed.

If for-writing-too is supplied as non-nil, then formats is a list of types that externalize-and-write-image can write. In this case the list is exhaustive on all platforms, and externalize-and-write-image can write a format if and only if it appears in the list.

All platforms (except Motif) can read and write :bmp, :jpg, :png and :tiff images, and also recognize :jpeg as an alias for :jpg, so the list will always include all of these keywords.

See also

convert-to-screen
externalize-and-write-image
13 Drawing - Graphics Ports

---

### load-icon-image

**Function**

**Summary**

Loads a Windows icon image, and returns the image object.

**Package**

graphics-ports

**Signature**

```
load-icon-image port id &key width height => image
```

**Arguments**

- `port` A graphics port or CAPI object.
- `id` A keyword, string or pathname.
- `width` The desired width in pixels, or `nil`.
- `height` The desired height in pixels, or `nil`.

**Values**

- `image` An `image` object.

**Description**

The function `load-icon-image` loads an icon specified by `id` which should be either a keyword describing a standard icon, or a string or a pathname naming a Windows format icon (.ico) file.

The following keyword values of `id` are recognized:

- `:sample` A rectangle.
- `:hand` A cross in a circle.
load-icon-image returns an image object which can be drawn to port using draw-image and which must be freed using free-image when no longer needed.

When id specifies a file and width and height are specified, then the most appropriate image is chosen from the icon file and is scaled accordingly. If width and height are nil the first image in the file is used at its natural size. width defaults to nil and height defaults to width.

Note: load-icon-image is defined only in LispWorks for Windows.

See also
draw-image
free-image
load-image
13 Drawing - Graphics Ports

load-image

Summary
Loads an image and returns the image object.

Package
graphics-ports

Signature
load-image gp id &key cache type editable image-translation-table => image

Arguments
gp
An graphics port.
id
An image identifier, a file, an external-image, or an image.
cache
A boolean.
type
A keyword, or nil.
editable
One of the keywords :with-alpha and :without-alpha, or a boolean.
image-translation-table
An image translation table.
Values

image ⇓  An image object.

Description

The function `load-image` loads an image identified by `id` via `image-translation-table` using the image load function registered with it. It returns an `image` object with the representation slot initialized. `gp` specifies a graphics port used to identify the library. It also specifies the resource in which colors are defined and if necessary allocated for the image. If `id` is in the table but the translation is not an external image, and the image loader returns an external image as the second value, that external image replaces the translation in the table. The default value of `image-translation-table` is `*default-image-translation-table*`.

`id` can be an `image`, which is just associated with the port `gp` and returned if it is a Plain Image or if `editable` is `nil`. Otherwise a new Plain Image object is returned, as described below.

`cache` controls whether the image translation is cached. See the `convert-external-image` function for more details.

type tells `load-image` that the image is in a particular graphics format. Currently the only recognized value is `:bmp`, which means the image is a Bitmap. Other values of `type` cause `load-image` to load the image according to the file type of `id`, if `id` denotes a file, as described for `read-external-image`. See 13 Drawing • Graphics Ports for a discussion of image handling. The default value of `type` is `nil`.

describe whether the image `image` is a Plain Image suitable for use with the Image Access API. The values of `editable` have the following effects:

nil The image is not editable.

:without-alpha The image is editable, but does not have an alpha channel.

t The image is editable, but does not have an alpha channel if the source of the image has an alpha channel (for example, a TIFF file with alpha channel).

:with-alpha The image is editable and has an alpha channel. It will be fully opaque when loading files without an alpha channel.

Given an `image my-image`, call:

```
(load-image.port my-image :editable t)
```

to create an `image` guaranteed to work with `make-image-access`. The default value of `editable` is `nil`.

Normally the image is freed automatically, when `gp` is destroyed. However there are circumstances where you need to explicitly free an image, for example when you want it to go away before the port. If the image is not freed, a memory leak occurs.

**Note:** `gp` must already be created at the time `load-image` is called. If you need to delay loading the image, for example if you are computing the image dynamically, then you can call `load-image` in the `create-callback` of the port or even in its first `display-callback`.

Compatibility note

In LispWorks 4.4 there is a keyword argument `:force-plain` with the same effect as `:editable`. `:force-plain` is still accepted in LispWorks 8.0 for backwards compatibility, but you should now use `:editable` instead.
See also

convert-external-image  
*default-image-translation-table*  
load-icon-image  
make-image  
make-image-access  

13 Drawing - Graphics Ports

make-dither  

Function

Summary

Makes a dither matrix of a given size.

Package

graphics-ports

Signature

make-dither size => matrix  

Arguments

size↓  
An integer.

Values

matrix  
A dither matrix.

Description

The function make-dither makes a dither matrix of the given size.

Notes

make-dither is deprecated. Dithers do not affect drawing or anti-aliasing.

See also

dither-color-spec  
initialize-dithers  
with-dither

make-font-description  

Function

Summary

Returns a new font description object containing given font attributes.
Package

graphics-ports

Signature

make-font-description &rest font-attribute* => fdesc

Arguments

font-attribute*↓ Keywords and values to initialize a font description.

Values

fdesc↓ A font description object.

Description

The function make-font-description returns a new font description object containing the given font-attribute* keywords and values. There is no error checking of the attributes at this point.

The attribute :stock is handled specially: it is omitted from fdesc, unless it is the only attribute specified.

See also

augment-font-description    convert-to-font-description
find-best-font             find-matching-fonts
font-description           merge-font-descriptions

make-graphics-state   Function

Summary

Creates a graphics-state object.

Package

graphics-ports

Signature

make-graphics-state &key transform foreground background operation thickness scale-thickness dashed dash line-end-style line-join-style mask fill-style stipple pattern mask-x mask-y font text-mode shape-mode compositing-mode mask-transform => state

Arguments

transform↓, foreground↓, background↓, operation↓, thickness↓, scale-thickness↓, dashed↓, dash↓, line-end-style↓, line-join-style↓, mask↓, fill-style↓, stipple↓, pattern↓, mask-x↓, mask-y↓, font↓, text-mode↓, shape-mode↓, compositing-mode↓, mask-transform↓
See **graphics-state** for interpretation of the arguments.

### Values

- **state**: A **graphics-state** object.

### Description

The function **make-graphics-state** creates a **graphics-state** object using `transform`, `foreground`, `background`, `operation`, `thickness`, `scale-thickness`, `dashed`, `dash`, `line-end-style`, `line-joint-style`, `mask`, `fill-style`, `stipple`, `pattern`, `mask-x`, `mask-y`, `font`, `text-mode`, `shape-mode`, `compositing-mode` and `mask-transform`. Each graphics port has a graphics state associated with it, but you may want to create your own individual graphics states for use in specialized drawing operations. Graphics state objects do not consume local resources beyond dynamic memory for the structure (so you can be relaxed about creating them in some number if you really need to).

See also

- **graphics-state**
- **set-graphics-state**

---

### make-image

**Function**

#### Summary

Makes a new, empty, **image** object.

#### Package

**graphics-ports**

#### Signature

```scheme
make-image port width height &key alpha => image
```

#### Arguments

- **port**: A graphics port.
- **width**: A positive integer.
- **height**: A positive integer.
- **alpha**: A generalized boolean.

#### Values

- **image**: An **image** object.

#### Description

The function **make-image** makes a new blank, editable **image** object associated with **port** and of the given **width** and **height**. On Windows and Cocoa, if **alpha** is true, then the image will have an alpha channel.
The initial pixels in *image* are undefined. *image* is editable, that is, it is suitable for use with the Image Access API. To set the pixels, see *make-image-access*.

See also

*load-image*

*make-image-access*

---

**make-image-access**

**Function**

**Summary**

Creates an Image Access object.

**Package**

`graphics-ports`

**Signature**

```lisp
make-image-access port image => image-access
```

**Arguments**

- `port`\(\downarrow\)
  A graphics port.

- `image`\(\downarrow\)
  An *image* object.

**Values**

- `image-access`\(\downarrow\)
  An Image Access object.

**Description**

The function *make-image-access* returns an Image Access object for the given *image* image on *port*.

*image* can be any *image* object returned by *make-image-from-port*. An *image* object returned by *load-image* is also suitable, but only if it is a Plain Image (see below).

`image-access` is used when reading and writing the pixel values of the image. For an overview of using Image Access objects, see 13.10.8 Image access.

**Notes**

1. On some platforms (currently Windows) not every *image* object is a Plain Image. If needed, forcibly create a Plain Image suitable for passing to *make-image-access* as described in *load-image*.

2. Ensure that you eventually discard `image-access`, using *free-image-access*.

**Examples**

```lisp
(example-edit-file "capi/graphics/image-access")
```
See also

- free-image-access
- image-access-transfer-from-image
- image-access-transfer-to-image
- image-access-height
- image-access-pixel
- load-image
- make-image

13.10.8 Image access

**make-image-from-port**

*Function*

**Summary**

Makes an image out of a specified rectangle of a graphics port's contents.

**Package**

graphics-ports

**Signature**

`make-image-from-port port &optional x y width height => image`

**Arguments**

- `port`:
  A graphics port.
- `x`:
  An integer.
- `y`:
  An integer.
- `width`:
  An integer.
- `height`:
  An integer.

**Values**

- `image`:
  An image.

**Description**

The function `make-image-from-port` makes an image out of the specified rectangle of the port's contents. The default is the whole port, but a region can be specified by supplying `x`, `y`, `width`, and `height`. The default values of `x` and `y` is 0.

Normally the image is freed automatically, when `port` is destroyed. However there are circumstances where you need to explicitly free an image, for example when you want it to go away before the port. If the image is not freed, a memory leak occurs.

See also

- externalize-image

13 Drawing - Graphics Ports
make-scaled-sub-image

Summary

Makes a new image from a scaled part of an image.

Package

graphics-ports

Signature

make-scaled-sub-image port image to-width to-height &key from-x from-y from-width from-height => sub-image

Arguments

port\downarrow A graphics port.

image\downarrow An image.

to-width\downarrow An integer.

to-height\downarrow An integer.

from-x\downarrow An integer.

from-y\downarrow An integer.

from-width\downarrow An integer.

from-height\downarrow An integer.

Values

sub-image\downarrow An image.

Description

The function make-scaled-sub-image makes a new image from the scaled rectangular region of image specified by from-x, from-y, from-width and from-height. The returned sub-image is associated with port and has size specified by to-width and to-height.

The default values of from-x and from-y are 0.

The default value of from-width is the width of image.

The default value of from-height is the height of image.

When from-width equals to-width and from-height equals to-height, then this function is equivalent to make-sub-image.

See also

image
make-sub-image
13 Drawing - Graphics Ports
17 Drag and Drop

904
make-sub-image

Summary
Makes a new image from part of an image.

Package
graphics-ports

Signature
make-sub-image port image &optional x y width height => sub-image

Arguments
port↓ A graphics port.
image↓ An image.
x↓ An integer.
y↓ An integer.
width↓ An integer.
height↓ An integer.

Values
sub-image An image.

Description
The function make-sub-image makes a new image object from the rectangular region of the supplied image specified by x, y, width and height, for use with port.

The default values of x and y are 0.

The default value of width is the width of image.

The default value of height is the height of image.

See also
image
make-scaled-sub-image
13 Drawing - Graphics Ports
17 Drag and Drop
make-transform

Summary
Returns a new transform object initialized according to a set of optional arguments.

Package
graphics-ports

Signature
make-transform &optional a b c d e f => transform

Arguments
a⇓, b⇓, c⇓, d⇓, e⇓, f⇓
Real numbers.

Values
transform A transform object.

Description
The function make-transform returns a new transform object initialized according to the optional args. The default args make the unit transform.

Default values are as follows: a and d are 1; b, c, e, and f are 0. The transform matrix is:

\[
\begin{pmatrix}
a & b & 0 \\
c & d & 0 \\
e & f & 1 \\
\end{pmatrix}
\]
for generalized two dimensional points of the form (x y 1).

Notes
See graphics-state for details of how a transform is used.

Examples
This transform will cause rotation by pi/4 radians:

(let ((s (sin (/ pi 4)))
  (c (cos (/ pi 4))))
  (gp:make-transform c s (- s) c 0 0))

See also
graphics-state
transform
merge-font-descriptions

Summary
Returns a font description containing the attributes of two specified font descriptions.

Package
graphics-ports

Signature
merge-font-descriptions fdesc1 fdesc2 => fdesc

Arguments
fdesc1↓ A font description.
fdesc2↓ A font description.

Values
fdesc↓ A font description.

Description
The function merge-font-descriptions returns a font description containing all the attributes of fdesc1 and fdesc2. If an attribute appears in both fdesc1 and fdesc2, the value in fdesc1 is used. The attribute :stock is handled specially: it is omitted from fdesc, unless it is the only attribute in fdesc1 and fdesc2.

The contents of fdesc1 and fdesc2 are not modified.

See also
make-font-description
13 Drawing - Graphics Ports

offset-rectangle

Summary
Offsets a rectangle by a given distance.

Package
graphics-ports

Signature
offset-rectangle rectangle dx dy
Arguments

rectangle A list of integers.
dx A real number.
dy A real number.

Description

The function offset-rectangle offsets rectangle by the distance (dx dy).
rectangle is a list (left top right bottom).

ordered-rectangle-union

Function

Summary

Returns the union of two rectangles.

Package

graphics-ports

Signature

ordered-rectangle-union left-1 top-1 right-1 bottom-1 left-2 top-2 right-2 bottom-2 => left, top, right, bottom

Arguments

left-1, top-1, right-1, bottom-1
Real numbers.
left-2, top-2, right-2, bottom-2
Real numbers.

Values

left, top, right, bottom
Real numbers.

Description

The function ordered-rectangle-union returns four values: the left, top, right and bottom of the union of the two rectangles specified by (left-1 top-1 right-1 bottom-1) and (left-2 top-2 right-2 bottom-2). The caller guarantees that each input rectangle is ordered, that is, the left values must be smaller or equal to the right values, and the top values must be greater than or equal to the bottom ones.

See also

rectangle-union
pi-by-2

Summary

(/ pi 2) as a double-float.

Package

graphics-ports

Description

The constant pi-by-2 is the result of (/ cl:pi 2). It is a cl:double-float.

See also

2pi
fpi

pixblt

Summary

Copies one area of a graphics port to another area of a different graphics port (deprecated).

Package

graphics-ports

Signature

pixblt to-port operation from-port to-x to-y width height from-x from-y

Arguments

to-port A graphics port.
operation A graphics state operation.
from-port A graphics port.
to-x A real number.
to-y A real number.
width A real number.
height A real number.
from-x A real number.
from-y A real number.
The function **pixblt** copies one area of from-port to another area of to-port using the specified operation and mask. Both ports should be the same depth.

The corners of the copied rectangle are (from-x from-y), (from-x+width from-y), (from-x+width from-y+height) and (from-x from-y+height), which are interpreted as pixel positions in the window coordinates of from-port. The top left of the rectangle is copied to (to-x to-y) in to-port's coordinates. The graphics port transforms are not used.

operation is ignored when the drawing-mode is :quality (the default). See 13.7.1 Combining pixels with :compatible drawing for valid values for operation.

pixblt is deprecated, because the :quality drawing-mode does not support operation, and because it ignores the transformations, which means it does not always work as expected. In particular, it can draw at the wrong place inside the display-callback of output-pane.

pixblt is deprecated -- use copy-area instead, which does take account of the transform. See also graphics-state parameter compositing-mode for a way to control how copy-area blends the source and the target.

See also

- copy-area
- graphics-state

13 Drawing - Graphics Ports

---

**pixmap-port**

Class

Summary

The class of pixmap graphics port objects.

Package

graphics-ports

Superclasses

graphics-port-mixin

Description

The class **pixmap-port** is the class of pixmap graphics port objects which can be used for drawing operations.

See also

- create-pixmap-port
- destroy-pixmap-port
- with-pixmap-graphics-port
port-drawing-mode-quality-p

Summary
Tests whether a port does quality drawing.

Package
graphics-ports

Signature
port-drawing-mode-quality-p port => result

Arguments
port
A graphics port.

Values
result
A boolean.

Description
The generic function port-drawing-mode-quality-p returns true if the graphics port port does quality drawing.

A port does quality drawing if both:

1. It was not made with drawing-mode :compatible.
2. The underlying library supports quality drawing.

Microsoft Windows and Cocoa always support quality drawing, GTK+ supports it from version 2.8 and greater, but Motif never supports it.

Examples

(example-edit-file "capi/graphics/images-with-alpha")

See also

13.2.1 The drawing mode and anti-aliasing.

port-graphics-state

Summary
Returns the graphics-state object for a graphics port.
Package

`graphics-ports`

Signature

`port-graphics-state port => state`

Arguments

`port` A graphics port.

Values

`state` A `graphics-state` object.

Description

The function `port-graphics-state` returns the `graphics-state` object for `port`. The individual slots can be accessed using the accessor functions documented for `graphics-state`.

See also

`graphics-state`

---

`port-height`

Function

Summary

Returns the pixel height of a port.

Package

`graphics-ports`

Signature

`port-height port => result`

Arguments

`port` A graphics port.

Values

`result` An integer.

Description

The function `port-height` returns the pixel height of `port`. 
port-owner

Summary
Returns the port owner of a graphics port.

Package
graphics-ports

Signature
port-owner graphics-port => owner

Arguments
graphics-port A graphics port.

Values
owner A graphics port.

Description
The function **port-owner** returns the port owner of the graphics port **graphics-port**.

For **output-pane** the owner is always the pane itself.

For ** pixmap-port** it is the owner of the port that was used when it was made.

For **metafile-port** the owner can be specified by the keyword argument :owner in the macros **with-internal-metafile** and **with-external-metafile**, otherwise it is the port itself.

For **printer-port** the owner can be specified by the keyword argument :owner in **with-print-job**, otherwise it is the port itself.

port-string-height

Summary
Returns the height of a string drawn to a given port in pixels.

Package
graphics-ports

Signature
port-string-height port string => height
Arguments

\[\text{port}\] A graphics port.

\[\text{string}\] A string.

Values

\[\text{height}\] An integer.

Description

The function \texttt{port-string-height} returns the height in pixels of \texttt{string} when drawn to \texttt{port}. The font used is the \texttt{font} currently in the port's \texttt{graphics-state}.

\textbf{port-string-width} \hspace{1cm} \textit{Function}

Summary

Returns the width of a string drawn to a given port in pixels.

Package

\texttt{graphics-ports}

Signature

\texttt{port-string-width \hspace{0.5cm} port string => width}

Arguments

\[\text{port}\] A graphics port.

\[\text{string}\] A string.

Values

\[\text{width}\] An integer.

Description

The function \texttt{port-string-width} returns the width in pixels of \texttt{string} when drawn to \texttt{port}. The font used is the \texttt{font} currently in the port's \texttt{graphics-state}.

Notes

To compute the horizontal extents of each successive character in a string for a given port or font, use \texttt{compute-char-extents}.

See also

\texttt{compute-char-extents}
port-width

Summary
Returns the pixel width of a port.

Package
graphics-ports

Signature
port-width port => width

Arguments
port A graphics port.

Values
width An integer.

Description
The function port-width returns the pixel width of port.

postmultiply-transforms

Summary
Postmultiplies two transforms.

Package
graphics-ports

Signature
postmultiply-transforms transform1 transform2

Arguments
transform1 A transform object.
transform2 A transform object.

Description
The function postmultiply-transforms postmultiplies the partial 3 x 3 matrix represented by transform1 by the partial 3 x 3 matrix represented by transform2, storing the result in transform1. In the result, the translation, scaling and rotation
operations contained in transform2 are effectively performed after those in transform1.

\[
\text{transform1} = \text{transform1} \cdot \text{transform2}
\]

---

**premultiply-transforms**

*Function*

**Summary**

Premultiplies two transforms.

**Package**

`graphics-ports`

**Signature**

```
premultiply-transforms transform1 transform2
```

**Arguments**

- `transform1` - A `transform` object.
- `transform2` - A `transform` object.

**Description**

The function `premultiply-transforms` premultiplies the partial 3 x 3 matrix represented by `transform1` by the partial 3 x 3 matrix represented by `transform2`, storing the result in `transform1`. In the result, the translation, scaling and rotation operations contained in `transform2` are effectively performed before those in `transform1`.

\[
\text{transform1} = \text{transform2} \cdot \text{transform1}
\]

---

**read-and-convert-external-image**

*Function*

**Summary**

Returns an image converted from an external image read from a file.

**Package**

`graphics-ports`

**Signature**

```
read-and-convert-external-image gp file &key transparent-color-index => image, external-image
```

**Arguments**

- `gp` - A CAPI pane.
- `file` - A pathname designator.
The function `read-and-convert-external-image` returns an image converted for use with gp from an external image read from `file`. The external image is returned as a second value.

transparent-color-index is interpreted as described for `read-external-image`.

See also

- `convert-external-image`
- `external-image`
- `read-external-image`

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---

**read-external-image**

**Function**

**Summary**

Returns an external image read from a file.

**Package**

`graphics-ports`

**Signature**

```
read-external-image file &key transparent-color-index type => image
```

**Arguments**

- `file` A pathname designator.
- `transparent-color-index` An integer, a cons or `nil`.
- `type` A keyword, or `nil`.

**Values**

- `image` An external image.

**Description**

The function `read-external-image` returns an external image read from `file`. 
If \textit{transparent-color-index} is an integer it specifies the index of the transparent color in the color map.

\textit{transparent-color-index} can also be a cons \((\text{index} . \text{new-color})\) where \textit{new-color} is a color specification that is converted to the color to use instead of the color at index \textit{index} in the color map. \textit{new-color} can also be the keyword \texttt{transparent}. On most platforms this makes it truly transparent. On Motif it uses the background of the pane that it is associated with by \texttt{load-image}.

\textit{transparent-color-index} works only for images with a color map, that is, those with 256 colors or less. The default value is \texttt{nil}, meaning that there is no transparent color.

\textit{type} tells \texttt{read-external-image} that the image is in a particular graphics format. Currently the only recognized value is \texttt{:bmp}, which means the image is read as a Bitmap. Other values of \textit{type} cause \texttt{read-external-image} to read the image according to the file type of \textit{file}. "bmp" or "dib" mean that the image is read as a Bitmap. Other file types are handled in Operating System-specific ways. See \texttt{13.10 Working with images} for details. The default value of \textit{type} is \texttt{nil}.

Examples

To see the effect of \textit{transparent-color-index}, do:

1. \texttt{(example-edit-file "capi/graphics/images")}
2. Specify a non-white \texttt{:background} for the \textit{viewer} pane. Use an image editing tool to find the transparent color index (183 in this image) and change the call to \texttt{read-external-image} like this:

   \begin{verbatim}
   (gp:read-external-image file
   :transparent-color-index 183)
   \end{verbatim}

3. Then compile and run the example, click the \texttt{Change...} button and select the \texttt{Setup.bmp} file.

See also

\texttt{external-image}

\begin{center}
\textbf{rectangle-bind} \hspace{1cm} \textit{Macro}
\end{center}

Summary

Binds four variables to the corners of a rectangle across a body of code.

Package

\texttt{graphics-ports}

Signature

\texttt{rectangle-bind ((a b c d) rectangle) &body body => result}

Arguments

- \texttt{a} \hspace{1cm} A variable.
- \texttt{b} \hspace{1cm} A variable.
- \texttt{c} \hspace{1cm} A variable.
- \texttt{d} \hspace{1cm} A variable.
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rectangle
A rectangle.

body
A body of code.

Values
result
The return value of the last form in body.

Description
The macro rectangle-bind binds the variables a b c d to left top right bottom of rectangle and evaluates the forms in body as an implicit progn.

rectangle-bottom
Macro

Summary
Get and sets the bottom element of a rectangle.

Package
graphics-ports

Signature
rectangle-bottom rectangle => bottom

Arguments
rectangle
A rectangle.

Values
bottom
A real number.

Description
The macro rectangle-bottom returns the bottom element of rectangle, rectangle-bottom can also be used with set to set the bottom element of rectangle.

rectangle is a list of numbers (left top right bottom).

rectangle-height
Macro

Summary
Returns the height of a rectangle.

Package
graphics-ports
Signature

\texttt{rectangle-height \hspace{1mm} rectangle => height}

Arguments

\texttt{rectangle} \hspace{1mm} A rectangle.

Values

\texttt{height} \hspace{1mm} A real number.

Description

The macro \texttt{rectangle-height} returns the difference between the \textit{bottom} and \textit{top} elements of \texttt{rectangle}.

\texttt{rectangle} is a list of numbers (\textit{left top right bottom}).

---

\texttt{rectangle-left} \hspace{1mm} \textit{Macro}

Summary

Gets and set the \textit{left} element of a rectangle.

Package

\texttt{graphics-ports}

Signature

\texttt{rectangle-left \hspace{1mm} rectangle => left}

Arguments

\texttt{rectangle} \hspace{1mm} A rectangle.

Values

\texttt{left} \hspace{1mm} A real number.

Description

The macro \texttt{rectangle-left} returns and via \texttt{setf} sets the \textit{left} element of \texttt{rectangle}. \texttt{rectangle-left} can also be used with \texttt{setf} to set the \textit{left} element of \texttt{rectangle}.

\texttt{rectangle} is a list of numbers (\textit{left top right bottom}).
rectangle-right

Summary
Gets and sets the right element of a rectangle.

Package
graphics-ports

Signature
rectangle-right rectangle => right

Arguments
rectangle A rectangle.

Values
right A real number.

Description
The macro rectangle-right returns and via setf sets the right element of rectangle. rectangle-right can also be used with setf to set the right element of rectangle.

rectangle is a list of numbers (left top right bottom).

rectangle-top

Summary
Gets and sets the top element of a rectangle.

Package
graphics-ports

Signature
rectangle-top rectangle => top

Arguments
rectangle A rectangle.

Values
top A real number.
Description

The macro \texttt{rectangle-top} returns and via \texttt{setf} sets the top element of \texttt{rectangle}. \texttt{rectangle-top} can also be used with \texttt{setf} to set the top element of \texttt{rectangle}.

\texttt{rectangle} is a list of numbers (left top right bottom).

\begin{description}
\item rectangle-union \hspace{1cm} \textit{Function}
\end{description}

\textbf{Summary}

Returns the four values representing a union of two rectangles.

\textbf{Package}

\texttt{graphics-ports}

\textbf{Signature}

\texttt{rectangle-union left-1 top-1 right-1 bottom-1 left-2 top-2 right-2 bottom-2 => left, top, right, bottom}

\textbf{Arguments}

\begin{itemize}
\item left-1 \hspace{1cm} A real number.
\item top-1 \hspace{1cm} A real number.
\item right-1 \hspace{1cm} A real number.
\item bottom-1 \hspace{1cm} A real number.
\item left-2 \hspace{1cm} A real number.
\item top-2 \hspace{1cm} A real number.
\item right-2 \hspace{1cm} A real number.
\item bottom-2 \hspace{1cm} A real number.
\end{itemize}

\textbf{Values}

\begin{itemize}
\item left \hspace{1cm} A real number.
\item top \hspace{1cm} A real number.
\item right \hspace{1cm} A real number.
\item bottom \hspace{1cm} A real number.
\end{itemize}

\textbf{Description}

The function \texttt{rectangle-union} returns four values: the \texttt{left}, \texttt{top}, \texttt{right} and \texttt{bottom} of the union of the two rectangles specified by \texttt{(left-1 top-1 right-1 bottom-1)} and \texttt{(left-2 top-2 right-2 bottom-2)}. The values input for the two rectangles are ordered by this function before it uses them.

\textbf{See also}

\texttt{ordered-rectangle-union}
**rectangle-width**

Macro

Summary

Returns the difference between the left and right elements of a rectangle.

Package

`graphics-ports`

Signature

`rectangle-width` rectangle => width

Arguments

rectangle \downarrow \quad A rectangle.

Values

width \quad A real number.

Description

The macro `rectangle-width` returns the difference between right and left elements of `rectangle`. `rectangle` is a list of numbers (left top right bottom).

**rect-bind**

Macro

Summary

Binds four variables to the elements of a rectangle across a body of code.

Package

`graphics-ports`

Signature

`rect-bind` ((x y width height) rectangle) &body body => result

Arguments

x \downarrow \quad A variable.

y \downarrow \quad A variable.

width \downarrow \quad A variable.

height \downarrow \quad A variable.
Values

result

The return value of the last form in body.

Description

The macro rect-bind binds x, y, width and height to the appropriate values from rectangle and evaluates the forms in body as an implicit progn. rectangle is a list of the form (left top right bottom).

register-image-load-function

Function

Summary

Registers one or more image identifiers with an image loading function.

Package

graphics-ports

Signature

register-image-load-function image-id image-load-function &key image-translation-table

Arguments

image-id

An image identifier or a list of image identifiers.

image-load-function

A function.

image-translation-table

An image translation table.

Description

The function register-image-load-function registers one or more image-ids with an image-load-function in image-translation-table. If image-load-function is nil it causes the default loader to be used in subsequent calls to load-image. image-id can be a list of identifiers or a single identifier. The default value of image-translation-table is *default-image-translation-table*.

See also

*default-image-translation-table*

load-image
register-image-translation

Function

Summary
Registers an image identifier and image loading function with a translation in an image translation table.

Package
graphics-ports

Signature
register-image-translation image-id translation &key image-translation-table image-load-fn => image-id, image-load-fn

Arguments
image-id An image identifier.
translation An image translation.
image-translation-table An image translation table.
image-load-fn An image loading function.

Values
image-id An image identifier.
image-load-fn An image loading function.

Description
The function register-image-translation registers image-id and image-load-fn with translation in image-translation-table. When load-image is called with second argument image-id, then image-load-fn is called with translation as its second argument.

If image-load-fn is nil, the default image loader in image-translation-table is used; this converts an external image object or file to an image.

If translation is nil then image-id is deregistered.

The default value of image-translation-table is *default-image-translation-table*.

See also
*default-image-translation-table*
load-image
reset-image-translation-table
13 Drawing - Graphics Ports
reset-image-translation-table

Summary
Clears the image translation table hash tables.

Package
graphics-ports

Signature
reset-image-translation-table &key image-translation-table

Arguments
image-translation-table

Description
The function reset-image-translation-table clears the image translation table hash tables and set the default image-load-fn to read-and-convert-external-image. The default value of image-translation-table is *default-image-translation-table*.

See also
*default-image-translation-table*
read-and-convert-external-image
register-image-translation

separation

Summary
Returns the distance between two points.

Package
graphics-ports

Signature
separation x1 y1 x2 y2 => dist

Arguments
x1

y1

An integer.

An integer.
An integer.

An integer.

Values
dist A real number.

Description
The function separation returns the distance between points \((x_1 y_1)\) and \((x_2 y_2)\).

---

**set-default-image-load-function**

**Function**

**Summary**
Sets the default image load function of an image translation table.

**Package**
graphics-ports

**Signature**

\[
\text{set-default-image-load-function} \quad \text{image-load-function} \quad \& \text{key} \quad \text{image-translation-table}
\]

**Arguments**

image-load-function\(\downarrow\) An image load function.

image-translation-table\(\downarrow\) An image translation function.

**Description**

The function set-default-image-load-function sets the default image load function of image-translation-table to image-load-function. The initial default image load function is read-and-convert-external-image. The default value of image-translation-table is *default-image-translation-table*.

See also

*default-image-translation-table*
read-and-convert-external-image

---

**set-graphics-port-coordinates**

**Function**

**Summary**
Modifies the transform of a port such that the edges of the port correspond to the arguments given.
Package

graphics-ports

Signature

\texttt{set-graphics-port-coordinates} \texttt{port \&key left top right bottom}

Arguments

\begin{itemize}
  \item \texttt{port} \texttt{↓} A graphics port.
  \item \texttt{left} \texttt{↓} A real number.
  \item \texttt{top} \texttt{↓} A real number.
  \item \texttt{right} \texttt{↓} A real number.
  \item \texttt{bottom} \texttt{↓} A real number.
\end{itemize}

Description

The function \texttt{set-graphics-port-coordinates} modifies the transform of the graphics port \texttt{port} permanently such that the edges of \texttt{port} correspond to the rectangle \texttt{(left top right bottom)}.

Notes

The transform is part of the port's graphics state. See \texttt{graphics-state} for details of how it is used.

Examples

The following code:

\begin{verbatim}
(set-graphics-port-coordinates port :left -1.0
  :top 1.0
  :right 1.0
  :bottom -1.0)
\end{verbatim}

changes the coordinates of the port so that the point \texttt{(0 0)} is in the exact center of the port and the edges are a unit distance away, with a right-handed coordinate system.

By default, \texttt{left} and \texttt{top} are 1.

See also

\texttt{graphics-state}

\section*{set-graphics-state}

\texttt{Function}

Summary

Directly alters the \texttt{graphics-state} of a graphics port according to the keyword arguments supplied.

Package

graphics-ports
Signature

`set-graphics-state port &rest args &key transform foreground background operation stipple pattern fill-style thickness scale-thickness dashed dash line-end-style line-joint-style mask mask-x mask-y font shape-mode text-mode compositing-mode mask-transform`

Arguments

`port`  A graphics port.
`args` Keywords and values to initialize a `graphics-state`.
`transform`, `foreground`, `background`, `operation`, `stipple`, `pattern`, `fill-style`, `thickness`, `scale-thickness`, `dashed`, `dash`, `line-end-style`, `line-joint-style`, `mask`, `mask-x`, `mask-y`, `font`, `shape-mode`, `text-mode`, `compositing-mode`, `mask-transform`

See `graphics-state` for interpretation of the arguments.

Description

The function `set-graphics-state` directly alters the graphics state of `port` according to the values of the keyword arguments `transform`, `foreground`, `background`, `operation`, `stipple`, `pattern`, `fill-style`, `thickness`, `scale-thickness`, `dashed`, `dash`, `line-end-style`, `line-joint-style`, `mask`, `mask-x`, `mask-y`, `font`, `shape-mode`, `text-mode`, `compositing-mode` and `mask-transform`. Unspecified keywords leave the associated slots unchanged. The keyword arguments `args` correspond to the slots in the graphics state, as described in `graphics-state`.

See also

`graphics-state`
`with-graphics-state`

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---

**transform**

Type

Summary

The transform type, defined for transform objects.

Package

`graphics-ports`

Signature

`transform`

Description

The type `transform` is the type defined for transform objects, which are six-element lists of numbers.

Notes

For information about how transforms are used, see `graphics-state`.

---

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See also

graphic-port-transform
6 Laying Out CAPI Panes
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transform-area

Summary
Transforms a set of points and returns the resulting rectangle.

Package

graphics-ports

Signature

transform-area transform x y width height => rectangle

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>transform</td>
<td>A <code>transform</code>.</td>
</tr>
<tr>
<td>x</td>
<td>A real number.</td>
</tr>
<tr>
<td>y</td>
<td>A real number.</td>
</tr>
<tr>
<td>width</td>
<td>A real number.</td>
</tr>
<tr>
<td>height</td>
<td>A real number.</td>
</tr>
</tbody>
</table>

Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>rectangle</td>
<td>A rectangle.</td>
</tr>
</tbody>
</table>

Description
The function `transform-area` transforms the points \((x, y)\) and \((x + width, y + height)\) using `transform` and returns the transformed rectangle as \((x, y, width, height)\) values.

See also

transform

transform-distance

Summary
Transforms a distance vector by the rotation and scale of a transform.
Package graphics-ports

Signature

transform-distance transform dx dy => dx2, dy2

Arguments

transform A transform.
dx A real number.
dy A real number.

Values

dx2 A real number.
dy2 A real number.

Description

The function transform-distance transforms the distance (dx dy) by the rotation and scale in transform. The translation in transform is ignored. The transformed distance is returned as two values.

See also

transform

transform-distances Function

Summary

Transforms a list of alternating distance vectors by a given transform.

Package graphics-ports

Signature

transform-distances transform distances => result

Arguments

transform A transform.
distances A list of pairs of real numbers.

Values

result A list of pairs of real numbers.
The function `transform-distances` transforms a list of alternating \((dx\ dy)\) pairs in \(distances\) by \(transform\). The transformed distances are returned as a new list.

See also

`transform`

---

**transform-is-rotated**

*Function*

**Summary**

Returns `t` if a given transform contains a rotation.

**Package**

`graphics-ports`

**Signature**

`transform-is-rotated transform => bool`

**Arguments**

\(transform\)

A `transform`.

**Values**

\(bool\)

A boolean.

**Description**

The function `transform-is-rotated` returns `t` if `transform` contains any rotation.

See also

`transform`

---

**transform-point**

*Function*

**Summary**

Transforms a point by multiplying it by a transform.

**Package**

`graphics-ports`
Signature

\texttt{transform-point \ transform \ x \ y \Rightarrow \ xnew \ ynew}

Arguments

\textit{transform}
\texttt{\downarrow}
A \texttt{transform}.

\textit{x}
\texttt{\downarrow}
A real number.

\textit{y}
\texttt{\downarrow}
A real number.

Values

\textit{xnew}
A real number.

\textit{ynew}
A real number.

Description

The function \texttt{transform-point} transforms the point \((x \ y)\) by multiplying it by \texttt{transform}. The transformed point is returned as two values.

See also

\texttt{transform}

\textbf{transform-points} \hspace{1cm} \textit{Function}

Summary

Transforms a list of points by a transform.

Package

\texttt{graphics-ports}

Signature

\texttt{transform-points \ transform \ points \ \&optional \ into \Rightarrow \ result}

Arguments

\textit{transform}
\texttt{\downarrow}
A \texttt{transform}.

\textit{points}
\texttt{\downarrow}
A list of pairs of real numbers.

\textit{into}
\texttt{\downarrow}
A list.

Values

\textit{result}
A list of pairs of real numbers.
Description

The function `transform-points` transforms a list of alternating (x y) pairs in `points` by multiplying them by `transform`. If `into` is supplied it is modified to contain the result and must be a list the same length as `points`. If `into` is not supplied, a new list is returned.

See also

`transform`

---

**transform-rect**

*Function*

**Summary**

Returns the transform of two points representing the top-left and bottom-right of a rectangle.

**Package**

`graphics-ports`

**Signature**

`transform-rect transform left top right bottom => left2, top2, right2, bottom2`

**Arguments**

- `transform`: A `transform`.
- `left`: A real number.
- `top`: A real number.
- `right`: A real number.
- `bottom`: A real number.

**Values**

- `left2`: A real number.
- `top2`: A real number.
- `right2`: A real number.
- `bottom2`: A real number.

**Description**

The function `transform-rect` transforms the rectangle represented by the two points `(left top)` and `(right bottom)` by `transform`.

See also

`transform`
**undefined-font-alias**

*Function*

**Summary**
Removes a font alias.

**Package**
`graphics-ports`

**Signature**
`undefined-font-alias keyword`

**Arguments**

- `keyword`\[\]
  
  A keyword.

**Description**

The function `undefined-font-alias` removes the font alias named by `keyword`.

---

**union-rectangle**

*Macro*

**Summary**

Modifies a rectangle to be a union of itself and another rectangle.

**Package**
`graphics-ports`

**Signature**
`union-rectangle rectangle left top right bottom => rectangle`

**Arguments**

- `rectangle`\[\]
  
  A rectangle.

- `left`\[\]
  
  A real number.

- `top`\[\]
  
  A real number.

- `right`\[\]
  
  A real number.

- `bottom`\[\]
  
  A real number.

**Values**

- `rectangle`\[\]
  
  A rectangle.
Description

The macro **union-rectangle** modifies *rectangle* to be the union of *rectangle* and the rectangle specified by (*left* *top* *right* *bottom*).

### *unit-transform*

**Variable**

**Summary**

The list (1 0 0 1 0 0).

**Package**

*graphics-ports*

**Initial Value**

(1 0 0 1 0 0)

**Description**

The variable **unit-transform** holds the list (1 0 0 1 0 0) which is the unit transform I, such that X = XI, where X is a 3-vector. Graphics ports are initialized with the unit transform in their *graphics-state*. This means that port coordinate axes are initially the same as the window axes.

**See also**

*graphics-state*

### unit-transform-p

**Function**

**Summary**

Returns t if a given transform is a unit transform.

**Package**

*graphics-ports*

**Signature**

unit-transform-p transform => bool

**Arguments**

transform

A *transform*.

**Values**

bool

A boolean.
Description

The function `unit-transform-p` returns `t` if `transform` is the unit transform.

Notes

See `graphics-state` for details of how a `transform` is used.

See also

`graphics-state`

**unless-empty-rect-bind**

**Macro**

Summary

Binds the elements of a rectangle to four variables, and if the rectangle has a non-zero area, executes a body of code.

Package

`graphics-ports`

Signature

```
unless-empty-rect-bind ((x y width height) rectangle) &body body => result
```

Arguments

\[
\begin{align*}
x &\downarrow & \text{A variable.} \\
y &\downarrow & \text{A variable.} \\
width &\downarrow & \text{A variable.} \\
height &\downarrow & \text{A variable.} \\
rectangle &\downarrow & \text{A rectangle.} \\
body &\downarrow & \text{A body of Lisp code.}
\end{align*}
\]

Values

\[
\begin{align*}
result & & \text{The return value of the last form executed in } body.
\end{align*}
\]

Description

The macro `unless-empty-rect-bind` binds `x`, `y`, `width`, and `height` to the appropriate values from `rectangle` and if `width` and `height` are both positive, evaluates the forms in `body` as an implicit `progn`. 
untransform-distance

Summary
Transforms a distance by the rotation and scale of the inverse of a given transform.

Package
graphics-ports

Signature
untransform-distance transform dx dy => x, y

Arguments
transform
A transform.
dx
A real number.
dy
A real number.

Values
x
A real number.
y
A real number.

Description
The function untransform-distance transforms the distance (dx dy) by the rotation and scale of the effective inverse of transform. The translation in the inverse transform is ignored. The transformed distance is returned as two values.

Notes
See graphics-state for details of how a transform is used.

See also
graphics-state
transform

untransform-distances

Summary
Transforms a list of integer pairs representing distances by the inverse of a transform.

Package
graphics-ports
untransform-distances transform distances => result

A transform.

A list of pairs of real numbers.

A list of pairs of real numbers.

The function untransform-distances transforms a list of alternating \((dx \ dy)\) pairs in distances by the effective inverse of transform. Transformed values are returned as a new list.

See graphics-state for details of how a transform is used.

See also graphics-state

transform

untransform-point

Transforms a point by multiplying it by the inverse of a given transform.

transform

x

y

A transform.

A real number.

A real number.

A real number.

A real number.
The function `untransform-point` transforms the point \((x, y)\) by effectively multiplying it by the inverse of \(transform\). The transformed point is returned as two values.

### untransform-points

**Function**

**Summary**
Transforms a list of points by the inverse of a given transform.

**Package**
`graphics-ports`

**Signature**

`untransform-points transform points &optional into => result`

**Arguments**
- `transform`\(\downarrow\)
  - A `transform`.
- `points`\(\downarrow\)
  - A list of pairs of real numbers.
- `into`\(\downarrow\)
  - A list.

**Values**
- `result`\(\downarrow\)
  - A list of pairs of real numbers.

**Description**
The function `untransform-points` transforms a list of alternating \((x, y)\) pairs in `points` by the effective inverse of `transform`. If `into` is supplied it must be a list the same length as `points`. If `into` is not supplied, a new list is returned.

### validate-rectangle

**Generic Function**

**Summary**
Validates the rectangle associated with the object, marks it as already drawn.

**Package**
`graphics-ports`

**Signature**

`validate-rectangle object &optional x y width height => result`
Arguments

$object$\downarrow$\uparrow$ A instance of a subclass of $\texttt{graphics-port-mixin}$ or a subclass of $\texttt{pinboard-object}$.

$x$\downarrow$\uparrow$ A real number.

$y$\downarrow$\uparrow$ A real number.

$width$\downarrow$\uparrow$ A real number.

$height$\downarrow$\uparrow$ A real number.

Values

$result$\downarrow$\uparrow$ A boolean.

Description

The generic function $\texttt{validate-rectangle}$ validates the rectangle associated with $object$ and marks it as already drawn.

The given area of $object$ is marked as not needing to be displayed. This can be useful if you want to draw that area immediately and avoid it being drawn again by the window system. By default $\texttt{validate-rectangle}$ validates the whole rectangle, but this can be limited by passing the optional arguments.

$result$ is non-nil if the function succeeds and $\texttt{nil}$ if it fails (doing nothing).

Notes

$\texttt{validate-rectangle}$ is not fully implemented on all platforms.

On Windows, it succeeds for all valid values of $x$, $y$, $width$ and $height$.

On Cocoa, it fails if $x$, $y$, $width$ and $height$ are passed.

On Motif, it fails in all cases.

See also

$\texttt{invalidate-rectangle}$

---

$\texttt{with-dither}$

Macro

Summary

Specifies a dither for use within a specified body of code.

Package

$\texttt{graphics-ports}$

Signature

$\texttt{with-dither (dither-or-size)} \ &\texttt{body body => result}$
Arguments

dither-or-size\[\downarrow\] See Description.
body\[\downarrow\] A body of Lisp code.

Values

result The return value of the last form executed in body.

Description

The macro with-dither specifies a dither for use within body. dither-or-size can be a dither mask object from make-dither or a size, in which case a dither of that size is created.

Notes

with-dither is deprecated. Dithers do not affect drawing or anti-aliasing.

See also

dither-color-spec
make-dither
initialize-dithers

with-graphics-mask

Macro

Summary

Binds the mask slot of a port's graphics state across the execution of a body of code.

Package

graphics-ports

Signature

with-graphics-mask (port mask &key mask-x mask-y mask-transform) &body body => result

Arguments

port\[\downarrow\] A graphics port.
mask\[\downarrow\] nil or a list specifying a shape.
mask-x, mask-y\[\downarrow\] Integers. These arguments are deprecated.
mask-transform\[\downarrow\] nil, t, the keyword :dynamic, or a transform.
body\[\downarrow\] A body of Lisp code.

Values

result The return value of the last form executed in body.
Description

The macro with-graphics-mask binds the mask slot of port's graphics-state while evaluating the forms in body as an implicit prog. The mask can be a rectangular area specified by a list of the form (x y width height) or a path specified by a list of the form (:path path :fill-rule fill-rule).

mask-x and mask-y are deprecated. They work only when the drawing-mode is compatible and the platform is GTK+ or X11/Motif. By default, mask-x and mask-y are both 0.

MASK-TRANSFORM is used to set the mask-transform graphics state parameter. If mask-transform is nil, then mask will not not transformed. If mask-transform is t, then mask will be transformed by the current graphics state transform at the time that with-graphics-mask is used. If mask-transform is :dynamic, then mask will be transformed by the graphics state transform that is in effect when the drawing operation uses the mask. Otherwise mask-transform should be a transform object. The default value of mask-transform is nil.

Notes

See graphics-state for more details about mask and mask-transform.

Examples

This example file demonstrates the use of mask-transform:

    (example-edit-file "capi/graphics/paths")

See also

    graphics-state

13.3 Graphics state

with-graphics-post-translation

Macro

Summary

Like with-graphics-translation except that the translation is done after applying all existing transforms.

Package

    graphics-ports

Signature

    with-graphics-post-translation (port dx dy) &body body => result

Arguments

    port\ A graphics port.
    dx\ A real number.
    dy\ A real number.
    body\ Lisp forms.
Values

result The value returned by the last form of body.

Description

The macro \texttt{with-graphics-post-translation} is the same as \texttt{with-graphics-translation}, but the translation of \((dx, dy)\) is done after applying all existing transforms. That means that the translation is "absolute", not transformed. In contrast, when using \texttt{with-graphics-translation} the translation is transformed by any existing transform(s).

The forms in body are evaluated as an implicit \texttt{progn} with the new transform bound to \texttt{port}.

Examples

This form draws a 40x40 rectangle at (100,100), because the scale is applied to the coordinates of the rectangle, but not to the translation.

\begin{verbatim}
(gp:with-graphics-scale (port 2 2)
 (gp:with-graphics-post-translation (port 100 100)
  (gp:draw-rectangle port 0 0 20 20)))
\end{verbatim}

Compare with this form, using \texttt{with-graphics-translation} instead, which draws a 40x40 rectangle at (200,200), because the scale applies to the translation too:

\begin{verbatim}
(gp:with-graphics-scale (port 2 2)
 (gp:with-graphics-translation (port 100 100)
  (gp:draw-rectangle port 0 0 20 20)))
\end{verbatim}

See also

\texttt{with-graphics-transform-reset}
\texttt{with-graphics-translation}
13.3.1 Setting the graphics state

with-graphics-rotation
with-graphics-scale
with-graphics-translation

\textit{Macros}

Summary

Combines a transformation (rotation, scaling or translation) with the transform of a port for the duration of the macro.

Package

graphics-ports

Signatures

\texttt{with-graphics-rotation (port angle) &body body => result}
\texttt{with-graphics-scale (port sx sy) &body body => result}
\texttt{with-graphics-translation (port dx dy) &body body => result}
Arguments

port
A graphics port.

$\downarrow$

$\downarrow$

angle
A real number.

body
A body of Lisp code.

$sx, sy$
Real numbers.

$\downarrow$

$\downarrow$

dx, dy
Real numbers.

Values

result
The return value(s) of the last form executed in body.

Description

The macros with-graphics-rotation, with-graphics-scale and with-graphics-translation combine the transform associated with port with an additional transform while evaluated the forms in body as an implicit prog. port is given a new transform obtained by pre-multiplying its current transform with the transform that the macro creates.

with-graphics-rotation creates a transformation that rotates by angle radians. If angle is positive, then the rotation is clockwise.

with-graphics-scale creates a transformation that scales by sx and sy in the X and Y dimensions.

with-graphics-translation creates a transformation that translates by dx and dy in the X and Y dimensions.

Notes

1. These macros do the same as with-graphics-transform does with an appropriate transform.

2. The transform associated with a graphics port is part of the port's graphics state. See graphics-state for details.

Examples

(example-edit-file "capi/graphics/catherine-wheel")

See also

graphics-state
with-graphics-post-translation
with-graphics-transform
13.6 Graphics state transforms
13.3.1 Setting the graphics state

with-graphics-state

Macro

Summary

Binds the graphics state values of a port to a list of arguments and executes a body of code.
with-graphics-state (port &rest args &key state transform foreground background operation stipple pattern fill-style thickness scale-thickness dashed dash line-end-style line-joint-style mask mask-x mask-y font shape-mode text-mode compositing-mode mask-transform) body => result

Arguments

port

A graphics port.

args

Keywords and values to initialize a graphics-state.

state

A graphics-state or nil.

transform, foreground, background, operation, stipple, pattern, fill-style, thickness, scale-thickness, dashed, dash, line-end-style, line-joint-style, mask, mask-x, mask-y, font, shape-mode, text-mode, compositing-mode and mask-transform

See graphics-state for interpretation of the arguments.

body

A body of Lisp code.

Values

result

The return value of the last form executed in body.

Description

The macro with-graphics-state binds the graphics state values for port according to the values of the keyword arguments transform, foreground, background, operation, stipple, pattern, fill-style, thickness, scale-thickness, dashed, dash, line-end-style, line-joint-style, mask, mask-x, mask-y, font, shape-mode, text-mode, compositing-mode and mask-transform. Unspecified keywords leave the associated slots unchanged. The keyword arguments args correspond to the slots in the graphics state, as described in graphics-state.

If state is non-nil then the graphics-state of port is bound to it before the other keywords are processed.

The forms in body are evaluated as an implicit progn with the new graphics state bound to port.

For example:

(with-graphics-state (port :thickness 12 :foreground my-color) ...)

Arguments that are not supplied default to the current state of that slot in the graphics-state. stipple is used only on X11/Motif.

mask-x and mask-y are deprecated. They work only when the drawing-mode is :compatible and the platform is GTK+ or X11/Motif.

Examples

(setf gstate (make-graphics-state))

(setf (graphics-state-foreground gstate) my-color)
(with-graphics-state (port :state gstate)
  (draw-rectangle port image-1 100 100))

See also

graphics-state
set-graphics-state
with-graphics-translation
with-graphics-post-translation
with-graphics-scale
with-graphics-rotation
with-graphics-transform
with-graphics-transform-reset
with-graphics-mask

13 Drawing - Graphics Ports

with-graphics-transform

Macro

Summary

Combines a given transform with the transform of a port for the duration of the macro.

Package

graphics-ports

Signature

with-graphics-transform (port transform) &body body => result

Arguments

port
A graphics port.
transform
A transform.
body
A body of Lisp code.

Values

result The return value of the last form executed in body.

Description

The macro with-graphics-transform combines the transform associated with port with transform while evaluating the forms of body as an implicit prog. port is given a new transform obtained by pre-multiplying its current transform with transform. This has the effect of preceding any translation, scaling and rotation operations specified in the body of the macro by those operations embodied in transform.

Notes

See graphics-state for details of how a transform is used.
Examples

(ex example-edit-file "capi/graphics/metafile-rotation")

See also

graphics-state
transform

with-graphics-transform-reset

Macro

Summary

Like \texttt{with-graphics-transform} except that it ignores existing transforms.

Package

\texttt{graphics-ports}

Signature

\texttt{with-graphics-transform-reset \ (port \ &optional \ transform) \ &body \ body \ => \ result}

Arguments

\texttt{port} \downarrow \quad \text{A graphics port.}
\texttt{transform} \downarrow \quad \text{A \texttt{transform}.}
\texttt{body} \downarrow \quad \text{Lisp forms.}

Values

\texttt{result} \quad \text{The value returned by the last form of \texttt{body}.}

Description

The macro \texttt{with-graphics-transform-reset} works the same as \texttt{with-graphics-transform} except that it ignores existing transforms.

If \texttt{transform} is \texttt{nil}, then \texttt{body} is evaluated without any transform in \texttt{port} (that is, with the unit transform).

Examples

This form ignores the translation, and applies only the explicit transform (which is really just scale), so that the overall effect is to draw a 30x20 rectangle at (0,0).

\begin{verbatim}
(gp:with-graphics-translation (port 100 100)
  (gp:with-graphics-transform-reset (port (gp:make-transform 3 0 0 2 0 0))
    (gp:draw-rectangle port 0 0 10 10)))
\end{verbatim}

Compare with using \texttt{with-graphics-transform}, which applies both the translation and the explicit transform, so that the overall effect is to draw a rectangle 30x20 at (100,100).
with-inverse-graphics

Macro

Summary
Executes all drawing function calls to a given port within the body of the macro with foreground and background colors swapped.

Package
graphics-ports

Signature
with-inverse-graphics (port) &body body => result

Arguments

port
A graphics port.

body
A body of Lisp code.

Values

result
The return value of the last form executed in body.

Description
The macro with-inverse-graphics evaluates the forms in body as an implicit progn with the foreground and background slots of the graphics-state of port swapped.

without-relative-drawing

Macro

Summary
Evaluates a body of Lisp code with the relative and collect internal variables of the port set to nil.

Package
graphics-ports
Signature

without-relative-drawing (port) &body body => result

Arguments

port⇓ A graphic port.
body⇓ A body of Lisp code.

Values

result The return value of the last form executed in body.

Description

The macro without-relative-drawing evaluates the forms in body as an implicit prog with the relative and collect internal variables of the pixmap graphics port port set to nil to turn off the port’s collecting of drawing bounds and automatic shifting of its origins. Use this macro only within a with-pixmap-graphics-port macro.

with-pixmap-graphics-port

Macro

Summary

Binds a port to a new pixmap graphics port for the duration of the macro’s code body.

Package

graphics-ports

Signature

with-pixmap-graphics-port (port pane width height &key background foreground collect relative clear drawing-mode) &body body => result

Arguments

port⇓ A graphics port.
pane⇓ An output pane.
width⇓ An integer.
height⇓ An integer.
background⇓ A color specification, or nil.
foreground⇓ A color specification, or nil.
collect⇓ A boolean.
relative⇓ A boolean.
clear⇓ A list or t.
drawing-mode⇓ One of the keywords :compatible and :quality.
body⇓ A body of Lisp code.
Values

\[ \text{result} \quad \text{The return value of the last form executed in body.} \]

Description

The macro \texttt{with-pixmap-graphics-port} binds \texttt{port} to a new pixmap graphics-port. \texttt{pane}, \texttt{width}, \texttt{height}, \texttt{background}, \texttt{foreground}, \texttt{collect}, \texttt{relative}, \texttt{clear} AND \texttt{drawing-mode} are used as specified by \texttt{create-pixmap-port}. The forms in \texttt{body} are then evaluated as an implicit \texttt{progn}. \texttt{port} is destroyed when \texttt{body} returns.

Examples

In the code below the background in \textit{p2} inherits from \textit{p1}, so it draws two green rectangles.

\begin{verbatim}
(let ((op (capi:contain
            (make-instance 'capi:output-pane
                        :background :red))))
  (sleep 0.1)
  (gp:with-pixmap-graphics-port (p1 op 20 30
                              :background :green
                              :clear t)
  (gp:with-pixmap-graphics-port (p2 p1 20 30 :clear t)
    (gp:copy-pixels op p1 10 10 20 30 0 0)
    (gp:copy-pixels op p2 10 60 20 30 0 0))))
\end{verbatim}

See also

\texttt{create-pixmap-port}

13 Drawing - Graphics Ports

\section{with-transformed-area \quad \textit{Macro}}

Summary

Transforms a rectangle using a port's transform, and binds the resulting values to a variable across the evaluation of the macro's body.

Package

\texttt{graphics-ports}

Signature

\texttt{with-transformed-area (points port left top right bottom) &body body => result}

Arguments

\begin{description}
  \item[\texttt{points}] A variable.
  \item[\texttt{port}] A graphics port.
  \item[\texttt{left}] A real number.
  \item[\texttt{top}] A real number.
\end{description}
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right
A real number.
bottom
A real number.
body
A body of Lisp code.

Values

result
The return value of the last form executed in body.

Description

The macro with-transformed-area uses port's transform to transform a rectangle specified by left, top, right AND bottom. Then points is bound to the resulting list of eight values (alternating x and y values for four corner points) while the forms of body are evaluated as an implicit prog.

with-transformed-point

Macro

Summary

Binds a point transformed by a given ports transform to two variables across the body of the macro.

Package

graphics-ports

Signature

with-transformed-point (new-x new-y port x y) &body body => result

Arguments

new-x
A variable.
new-y
A variable.
port
A graphics port.
x
A real number.
y
A real number.
body
A body of Lisp code.

Values

result
The return value of the last form executed in body.

Description

The macro with-transformed-point transforms the point given by (x y) using port's transform and new-x and new-y are bound to the transformed point. The forms in body are then evaluated as an implicit prog with this binding.
with-transformed-points

Summary
Binds a list of transformed points in a port to a list across the execution of the macro's body.

Package
graphics-ports

Signature
with-transformed-points (points port) &body body => result

Arguments
points↓ A list of real numbers.
port↓ A graphics port.
body↓ A body of Lisp code.

Values
result The return value of the last form executed in body.

Description
The macro with-transformed-points binds points to a new list of x and y values obtained by post-multiplying them by the current transform of port, and then evaluates the forms in body as an implicit progn. points must be bound to a list of alternating x and y values representing coordinate points in port.

with-transformed-rect

Summary
Transforms the coordinates of a rectangle and binds them to variables while executing a body of code.

Package
graphics-ports

Signature
with-transformed-rect (nx1 ny1 nx2 ny2 port x1 y1 x2 y2) &body body => result

Arguments
nx1↓ A variable.
ny1↓ A variable.
A variable.
A variable.
A graphics port.
A real number.
A real number.
A real number.
A real number.
A body of Lisp code.

The return value of the last form executed in body.

The macro with-transformed-rect transforms the coordinates of a rectangle and binds them to four variables for the duration of the macro's body.

During the evaluation of the forms in body, the two points \((x_1, y_1)\) and \((x_2, y_2)\) are transformed by the current transform of port and the resulting values are bound to the variables \(nx_1\), \(ny_1\), \(nx_2\) and \(ny_2\).

write-external-image

Function

Summary

Writes external image data to a file.

Arguments

- external-image: An external-image.
- destination: A pathname designator.
- if-exists: A keyword.

Description

The function write-external-image writes external-image to destination. If destination is a stream, it must be an output stream with element type compatible with \((unsigned-byte 8)\), that is one of cl:base-char, (signed-byte 8) and (unsigned-byte 8). If destination is a pathname or namestring the file is opened for output with the correct element type, and write-external-image writes the bytes to the resulting stream as if by cl:write-sequence.
if-exists is passed to open when opening file. The default value of if-exists is :error.

See also

externalize-image
13.10.3 External images
This chapter provides reference entries for the symbols exported from the **lw-gt** package. This package is for the Graphic Tools, which are interfaces which use Graphics Ports and CAPI. These contain the drawing objects, which add a mechanism to creates a hierarchy of drawing, when a "drawing" is (typically) a simple Graphics Ports drawing operation. The hierarchy specifies the geometry of each node in the hierarchy, so the whole group drawings can be manipulated as a single object.

To use Graphic Tools, you first need to load the module "graphic-tools", like this:

```
(requiere "graphic-tools")
```

See [14 Graphic Tools drawing objects](#) for an overview of Graphic Tools.

See [1 Introduction to the CAPI](#) for an overview of CAPI, and [13 Drawing - Graphics Ports](#) for more information on Graphics Ports.

---

### apply-drawing-object  
**Class**

**Summary**

A **drawing-object** that applies a supplied function to supplied arguments.

**Package**

**lw-gt**

**Superclasses**

**drawing-object**

**Description**

The class **apply-drawing-object** is a **drawing-object** that applies a supplied function to a list of supplied arguments, normally preceded by the **objects-displayer**. Its main usage is for doing the actual drawing.

**apply-drawing-objects** can be used repeatedly and concurrently in the same or different panes. The ones that are created by the **make-draw-*** functions (**make-draw-arc** and so on) are fixed, but for objects created by **make-a-drawing-call**, the supplied function may depend on values that change, and hence needs to be redisplayed when these values change. Use **force-objects-redraw** on the root of the hierarchy (an **objects-displayer** or a **pinboard-objects-displayer**) to do that.

See **drawing-object** for description of the drawing operation.

See also

**objects-displayer**

**pinboard-objects-displayer**

**position-object**

**fit-object**
**basic-graph-spec**

*System Class*

**Summary**

Provides a mechanism to simplify generating a graph of a mathematical function which maps x to y.

**Package**

lw-gt

**Superclasses**

t

**Accessors**

basic-graph-spec-function  
basic-graph-spec-start-x  
basic-graph-spec-step-x  
basic-graph-spec-range  
basic-graph-spec-color  
basic-graph-spec-thickness  
basic-graph-spec-name  
basic-graph-spec-x-scale  
basic-graph-spec-y-scale  
basic-graph-spec-x-offset  
basic-graph-spec-y-offset  
basic-graph-spec-var1  
basic-graph-spec-var2  
basic-graph-spec-var3  
basic-graph-spec-var4  
basic-graph-spec-var5  
basic-graph-spec-var6

**Description**

The system class **basic-graph-spec** provides a mechanism to simplify generating a graph of a mathematical function which maps x to y. Create it with **make-basic-graph-spec**.

**Notes**

1. The **basic-graph-spec** mechanism is intended to make it simpler to repeatedly compute graphs for a function with values that may change. It is a thin layer, and you can implement you own version using **generate-graph-from-pairs**.

2. **basic-graph-spec** is a structure type, and can be included in structures your define to extend the functionality.

**See also**

make-basic-graph-spec  
14.2 Higher level - drawing graphs and bar charts
**compound-drawing-object**

**Class**

**Summary**

A **drawing-object** that draws the "child** drawing-object** in its sub-object slot.

**Package**

lw-gt

**Superclasses**

drawing-object

**Subclasses**

geometry-drawing-object

**Accessors**

compound-drawing-object-sub-object

compound-drawing-object-data

**Description**

The class **compound-drawing-object** is a **drawing-object** that has a "child" **drawing-object** in its sub-object slot. The **compound-drawing-object** draws the "child".

The main usage of **compound-drawing-object** is through its subclass **geometry-drawing-object**, which manipulates the geometry around drawing the objects. See **geometry-drawing-object**.

It is possible to set the sub-object slot in a **compound-drawing-object** using (setf compound-drawing-object-sub-object). This can be done on any thread. This setting does not cause automatic redisplay of the object. The redisplay happens next the time the hierarchy is redisplayed. You can force the redisplay by calling **force-objects-redraw**.

**compound-drawing-object** should not be made by **cl:make-instance**. See **geometry-drawing-object** for how to make it.

The accessor **compound-drawing-object-data** can be used to read and set the data slot in the **compound-drawing-object**. You can use the data slot to store related information, and it is used by **compute-drawing-object-from-data**.

**See also**

objects-displayer

pinboard-objects-displayer

14.1 Lower level - drawing objects and objects displayers
compute-drawing-object-from-data  
recurse-compute-drawing-object

**Functions**

**Summary**

Use the function and/or data in **compound-drawing-object**s.

**Package**

lw-gt

**Signatures**

- `compute-drawing-object-from-data` \(\text{object} \Rightarrow \text{result}\)
- `recurse-compute-drawing-object` \(\text{object-or-displayer}\)

**Arguments**

- `object`\(\downarrow\) A Lisp object.
- `object-or-displayer`\(\downarrow\) An **objects-displayer**, **pinboard-objects-displayer**, a list, or a **compound-drawing-object**.

**Values**

- `result` A boolean.

**Description**

The function `compute-drawing-object-from-data` computes the drawing for an object.

If `object` is not a **compound-drawing-object**, then `compute-drawing-object-from-data` just returns nil.

If `object` is a **compound-drawing-object**, then `compute-drawing-object-from-data` checks if `object` has a non-nil value for either function or data. For `object` to have a non-nil function, this must have been supplied when `object` was created (for example when creating **geometry-drawing-object**). data can be passed during creation or set later by using **setf** with **compound-drawing-object-data**.

If `object` has a non-nil function, then `compute-drawing-object-from-data` calls function with data as a single argument, and uses the result. Otherwise, if `object` has a non-nil data, `compute-drawing-object-from-data` calls the generic function `get-drawing-object` with data as a single argument, and uses the result. If this result is :no-change, `compute-drawing-object-from-data` just returns nil. `get-drawing-object` has a default method that returns :no-change.

Otherwise, the result must be a "drawing-object-spec", which means either an instance of (a subclass of) **drawing-object** or a list of "drawing-object-specs". `compute-drawing-object-from-data` then sets the sub-object of the object to the result, and returns t.

For `recurse-compute-drawing-object`, `object-or-displayer` should be an **objects-displayer**, a **pinboard-objects-displayer**, a list, or a **compound-drawing-object**. For other objects `recurse-compute-drawing-object` just returns nil.

`recurse-compute-drawing-object` recurses the hierarchy starting at `object-or-displayer`, and for each
**compound-drawing-object** that it finds calls `compute-drawing-object-from-data`.

When it finds an objects-displayer or a pinboard-objects-displayer, `recurse-compute-drawing-object` also calls `force-objects-redraw` when it finishes.

These functions can be called on any thread.

**Notes**

1. The purpose of these functions is to allow creating a tree of `drawing-object`s that can update itself, by passing the function argument when making it or defining `get-drawing-object` and passing the appropriate data. Then the tree can be told to recompute itself by calling `recurse-compute-drawing-object`.

2. These functions do not cause redraw, except when `recurse-compute-drawing-object` is applied to objects-displayer or pinboard-objects-displayer. You will have to do it yourself by using `force-objects-redraw` on the root of the hierarchy or hierarchies which need redrawing.

3. `recurse-compute-drawing-object` does not check against duplication, so if the same object appears in the hierarchy more than once, it will be updated repeatedly.

**See also**

geometry-drawing-object  
compound-drawing-object

14.1 Lower level - drawing objects and objects displayers

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**drawing-object**

Class

**Summary**

The root class for drawing objects.

**Package**

lw-gt

**Superclasses**

t

**Subclasses**

compound-drawing-object  
apply-drawing-object  
string-drawing-object

**Description**

The class `drawing-object` is the root class for drawing objects, which are used to create hierarchies of drawings. The hierarchy is made of `compound-drawing-object` objects, which group other drawing objects and affect their geometry, lists of `drawing-objects`, and leaf drawing objects (currently `apply-drawing-object` and `string-drawing-object`), which actually do the drawing.

A `drawing-object` is part of the hierarchy when it is in the `drawing-object` slot of an objects-displayer or a pinboard-objects-displayer, or it is inside a list which is in a hierarchy, or it is in the sub-object slot of a
compound-drawing-object. The root of the hierarchy is always an objects-displayer or a pinboard-objects-displayer. A node in the hierarchy (except the root) is either a drawing-object or a list, which is collectively called "drawing-object-spec". In a list all the elements must be "drawing-object-specs".

drawing-object can concurrently appear multiple times in the same or different hierarchies, in the same or different panes and same or different interfaces.

Drawing drawing-objects is always done top-down: the root object draws its drawing-object. Typically this is either a compound-drawing-object or a list, which will draw their sub-object or elements respectively. Each object which is a geometry-drawing-object does something to the geometry, that is set up some Graphics Ports transformation, and then draw all its objects inside this context. For lists the elements are drawn in the same context in which the list is drawn. Leaf drawing-objects actually draw something.

parent, root, and root pane

When the drawing operation reaches a drawing-object, it is because it is inside the hierarchy inside a compound-drawing-object or directly inside the hierarchy under an objects-displayer or a pinboard-objects-displayer. This compound-drawing-object objects-displayer or pinboard-objects-displayer is the "parent" of the drawing-object for this drawing operation, and determines its geometry. During the drawing operation there is also the "root" (the objects-displayer or pinboard-objects-displayer from which the drawing started), and the "root pane" (the objects-displayer when the root is an objects-displayer, or the pane of the pinboard-objects-displayer).

Note that "parent", "root" and "root pane" of a drawing-object are transient concepts, and are applicable only inside the context of a drawing operation of the drawing-object. The same drawing-object may be drawn many times, with (potentially) different "parent", "root" and "root pane". It can be even drawn concurrently with different "root panes".

Notes
drawing-objects should not be made by cl:make-instance. See the entries for the subclasses for how to make them.

See also
objects-displayer
pinboard-objects-displayer

14.1 Lower level - drawing objects and objects displayers

<table>
<thead>
<tr>
<th>fit-object</th>
<th>make-absolute-drawing</th>
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<tbody>
<tr>
<td>position-object</td>
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<td>rotate-object</td>
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</tbody>
</table>

Functions

Summary
Create a geometry-drawing-object, where the sub-object is the drawing-object.

Package
dl-gt
Signatures

\texttt{fit-object} \texttt{drawing-object} \texttt{intended-width} \texttt{intended-height} \texttt{&key} \texttt{data} \texttt{function} \Rightarrow \texttt{geometry-drawing-object}

\texttt{make-absolute-drawing} \&\texttt{rest} \texttt{drawing-objects} \Rightarrow \texttt{geometry-drawing-object}

\texttt{make-absolute-drawing*} \texttt{drawing-objects} \Rightarrow \texttt{geometry-drawing-object}

\texttt{position-object} \texttt{drawing-object} \texttt{&key} \texttt{left-margin} \texttt{left-ratio} \texttt{right-margin} \texttt{right-ratio} \texttt{top-margin} \texttt{top-ratio} \texttt{bottom-margin} \texttt{bottom-ratio} \texttt{data} \texttt{function} \Rightarrow \texttt{geometry-drawing-object}

\texttt{position-and-fit-object} \texttt{drawing-object} \texttt{intended-width} \texttt{intended-height} \texttt{&key} \texttt{left-margin} \texttt{left-ratio} \texttt{right-margin} \texttt{right-ratio} \texttt{top-margin} \texttt{top-ratio} \texttt{bottom-margin} \texttt{bottom-ratio} \texttt{data} \texttt{function} \Rightarrow \texttt{geometry-drawing-object}

\texttt{rotate-object} \texttt{drawing-object} \texttt{angle} \texttt{&key} \texttt{left-margin} \texttt{left-ratio} \texttt{bottom-margin} \texttt{bottom-ratio} \texttt{data} \texttt{function} \Rightarrow \texttt{geometry-drawing-object}

Arguments

\texttt{drawing-object} \downarrow \text{A "drawing-object-spec".}

\texttt{intended-width}, \texttt{intended-height} \downarrow \text{Real numbers or nil.}

\texttt{data} \downarrow \text{Any Lisp object.}

\texttt{function} \downarrow \text{A function designator or nil.}

\texttt{drawing-objects} \downarrow \text{A list of "drawing-object-specs".}

\texttt{left-margin}, \texttt{left-ratio} \downarrow \text{Real numbers or nil.}

\texttt{right-margin}, \texttt{right-ratio} \downarrow \text{Real numbers or nil.}

\texttt{top-margin}, \texttt{top-ratio} \downarrow \text{Real numbers or nil.}

\texttt{bottom-margin}, \texttt{bottom-ratio} \downarrow \text{Real numbers or nil.}

\texttt{angle} \downarrow \text{A real number or nil.}

Values

\texttt{geometry-drawing-object}

\texttt{A geometry-drawing-object.}

Description

The functions \texttt{fit-object}, \texttt{make-absolute-drawing}, \texttt{make-absolute-drawing*}, \texttt{position-object}, \texttt{position-and-fit-object} and \texttt{rotate-object} are the "geometry" functions. Each creates a \texttt{geometry-drawing-object}, where the \texttt{sub-object} slot contains \texttt{drawing-object}.

Each \texttt{drawing-object} argument must be a "drawing-object-spec", which means either an instance of (a subclass of) \texttt{drawing-object} or a list of "drawing-object-specs".
position-object

When drawing, the **geometry-drawing-object** created by **position-object** computes its own position and size based on the keyword arguments and the position and size of its parent (see **drawing-object** for the meaning of "parent"). It then establishes a Graphics Ports translation to translate from its parent’s left/bottom corner to its own left/bottom corner, and draws its **sub-object**.

**left-margin**, **left-ratio**, **right-margin**, **right-ratio**, **top-margin**, **top-ratio**, **bottom-margin** and **bottom-ratio** specify how to compute the left, right, bottom and top of the positioning object with respect to its parent. For each side, the value is computed by multiplying the ratio by the relevant dimension (width for left and right, height for top and bottom), and then add (for left and bottom) or subtract (for right and top) the margin. Note that the vertical coordinate is 0 at the bottom and increases towards the top.

The default values of **right-ratio** and **top-ratio** are 1, and the default values of all the other keyword arguments are 0, making it compute the same position and size as the parent.

Notes

1. The width and height of a positioning object are not used explicitly, but will be used by any child object that is itself a **geometry-drawing-object**.

2. A positioning **geometry-drawing-object** does not cause any scaling.

3. Calling **position-object** without passing right and top values is a useful way to just shift objects around, but the resulting width and height are probably not useful. If **drawing-object** contains drawing objects that need the width and height (result of **fit-object**, **position-and-fit-object**, or **rotate-object**), you probably need to set the right and top too.

fit-object

When drawing, the **geometry-drawing-object** created by **fit-object** computes scaling factors for the horizontal and vertical dimensions by dividing its width and height, which it inherits from its parent, by its intended-width and intended-height. It then establishes a Graphics Ports scaling transformation with these factors, and draws its **sub-object**.

position-and-fit-object

**position-and-fit-object** creates a **drawing-object** that performs the equivalent of using **position-object** with the result of calling **fit-object** with **drawing-object**. In other words, it first positions and then fits.

rotate-object

When drawing, the **geometry-drawing-object** created by **rotate-object** computes the transform for rotating the object by angle radians around the point specified by the keyword arguments (default to left-bottom corner). **left-margin**, **left-ratio**, **bottom-margin** and **bottom-ratio** are used to compute the center of rotation, using the same algorithm as in **position-object**.

**rotate-object** does not affect the width and height of the drawing, but since the drawing itself is rotated, the direction in which the width and height apply are rotated too. For example, if you rotate by pi/2, the width is in the vertical dimension on the screen.

make-absolute-drawing and make-absolute-drawing*

**make-absolute-drawing** and **make-absolute-drawing** create an object that displays **drawing-objects** in "absolute mode", which means drawing without scaling or rotation, but still taking account of the translation. When using a metafile, the absolute drawing is into the metafile. When the metafile is drawn, it normally scales and this scales everything, including absolute drawings.
Notes

1. Inside the "absolute" scope, the y increases downwards rather than upwards.

2. An example where absolute drawing is useful is drawing of strings and some associated drawing-objects inside a larger object, where you want to allow the larger object to scale and rotate and the strings displayed in the correct place, but you want the strings to be upright and optimal size for readability.

data and function

data argument can be anything, and is stored in the geometry-drawing-object, and can be accessed by compound-drawing-object-data. It can be used to keep arbitrary data, and is also used by compute-drawing-object-from-data.

function is used by compute-drawing-object-from-data only. See compute-drawing-object-from-data.

geometry-drawing-object objects can be used repeatedly and concurrently in the same or different panes. The sub-object can be changed dynamically by using (setf compound-drawing-object-sub-object) from any thread, but if it is already being displayed, you will need to ensure that they are redrawn. See force-objects-redraw.

See also
drawing-object
compound-drawing-object
objects-displayer
pinboard-objects-displayer
force-objects-redraw

14.1 Lower level - drawing objects and objects displayers

force-objects-redraw

Function

Summary

Forces redrawing of objects.

Package

lw-gt

Signature

force-objects-redraw pane

Arguments

pane An objects-displayer or a pinboard-objects-displayer.

Description

The function force-objects-redraw forces redrawing of the objects in the drawing-object slot of pane.

pane should be either an objects-displayer or a pinboard-objects-displayer. When force-objects-redraw is called on any other object it silently does nothing.

force-objects-redraw uses apply-in-pane-process, so can be used on any process.
Notes
In the case of \texttt{objects-displayer}, \texttt{force-objects-redraw} forces redrawing of the \texttt{drawing-object} of the \texttt{objects-displayer} and the \texttt{drawing-objects} and any \texttt{pinboard-objects-displayer} objects in the \texttt{description} of the \texttt{objects-displayer}, but does not force redraw of other \texttt{pinboard-objects}. \texttt{force-objects-redraw} is needed when you set the \texttt{sub-object} slot in any of the \texttt{drawing-objects} inside a hierarchy, because setting does not cause automatic redrawing.

See also
\texttt{objects-displayer}  
\texttt{pinboard-objects-displayer}  

\texttt{14.1 \textit{Lower level} - \textit{drawing objects and objects displayers}}

generate-bar-chart \hfill \textit{Function}

Summary
Generate a list of \texttt{drawing-objects} which display the bars of a bar chart.

Package
\texttt{lw-gt}

Signature
\texttt{generate-bar-chart \ \texttt{values \ \&key function start-position step-position width orientation colors title-position argument font base title-color absolute-p} \Rightarrow \ \texttt{bars}}

Arguments
\texttt{values} \hfill A list.
\texttt{function} \hfill A function of one or two arguments, depending on \texttt{argument}.
\texttt{start-position} \hfill The position of the first bar.
\texttt{step-position} \hfill The distance between bars.
\texttt{width} \hfill The width of a bar.
\texttt{orientation} \hfill One of the keywords \texttt{:rightward}, \texttt{:leftward}, \texttt{:downward} and \texttt{:upward}.
\texttt{colors} \hfill A list of colors.
\texttt{title-position} \hfill One of the keywords \texttt{:middle}, \texttt{:top}, \texttt{:bottom}, \texttt{:right} and \texttt{:left}, or \texttt{nil}.
\texttt{argument} \hfill A Lisp object.
\texttt{font} \hfill A font specification.
\texttt{base} \hfill The position of the "base" of each bar.
\texttt{title-color} \hfill A color specification.
\texttt{absolute-p} \hfill A boolean.
Values

bars A list of drawing-objects.

Description

The function generate-bar-chart generates a list of drawing-objects which display the bars of a bar chart.

values is a list giving the values that need displaying. There is a bar for each element in the list.

For each element in values, generate-bar-chart uses the function function to find the length of the bar and a title to add to it. If argument is non-nil, function is called with two arguments: argument and the element of values. Otherwise, function is called with one argument, the element. function must return the length of the bar, and optionally the title as a second return value. The default value of argument is nil.

If function is not supplied, the default function checks if the element is a list, and if it is returns the first element of it as the length and the second element as the title. If it is not a list it returns it and nil as the second value.

generate-bar-chart then generates a drawing-object that draws the bar, which is a rectangle with length being the result of the function and width width. The default value of width is 1.

For orientation :upward or :downward, the "length dimension" is vertical, and the "width dimension" is the horizontal, and the reverse for the other orientations. The default value of orientation is :upward.

The position of the rectangle in the "length dimension" is from base to (+ base length) for orientation :upward and :leftward, and from base to (- base length) for the other orientations. The default value of base is 0.

start-position and step-position determine the position of the center of the rectangle in the "width dimension". Hence the position of the n'th rectangle in the "width dimension" is from:

\[ (- (+ \#START-POSITION (* (1- n) \#STEP-POSITION)) (/ \#WIDTH 2)) \]

to:

\[ (+ (+ \#START-POSITION (* (1- n) \#STEP-POSITION)) (/ \#WIDTH 2)) \]

The default value of start-position is 1. The default value of step-position is (* 3 width).

The color of the rectangle is taken from the items of colors in turn, starting again from the beginning when reaching the end. The default value of colors is (:red :green :blue :yellow :purple).

generate-bar-chart then also computes where the string should appear with respect to the bar, depending on title-position, generates a drawing object using make-draw-string, passing it font, absolute-p and title-color. title-position nil means the end of the bar. The default value of font is the font of the pane. absolute-p determines whether the title is drawn in absolute mode. The default value of absolute-p is t.

See also
drawing-object

14.1 Lower level - drawing objects and objects displayers
**generate-graph-from-pairs**

**Summary**
Generates a drawing object which draws lines connecting points.

**Package**
`lw-gt`

**Signature**
`generate-graph-from-pairs x-y-pairs &key thickness color x-offset y-offset x-scale y-scale => drawing-object`

**Arguments**
- **x-y-pairs**: A list.
- **thickness**: A positive real number.
- **color**: A Color specification.
- **x-offset, y-offset**: Non-negative real numbers.
- **x-scale, y-scale**: Positive real numbers.

**Values**
- **drawing-object**: A `drawing-object`.

**Description**
The function `generate-graph-from-pairs` generates a "graph", which is a drawing object which draws lines connecting the points in `x-y-pairs`.

`x-y-pairs` must be a list where each element is a list of length 2 specifying a point as a pair of coordinates `(x, y)`.

`x-scale`, `y-scale`, `x-offset` and `y-offset` are used to scale and offset the graph. Each `x` value is multiplied by `x-scale` and then `x-offset` is added, and similarly for the `y` value. The default value of both `x-offset` and `y-offset` is 0. The default value of both `x-scale` and `y-scale` is 1.

`thickness` specifies the thickness of the line, which is not scaled (it passes `:scale-thickness nil` to `make-draw-lines`). `thickness` defaults to 1.

`color` specifies the foreground color of the line `color` defaults to `:red`.

**Notes**
`generate-graph-from-pairs` is a quite thin interface on top of `make-draw-lines`. If it does not do what you want, you can easily replace it by your own code.

**See also**
- `generate-graph-from-graph-spec`
- `drawing-object`
14.2 Higher level - drawing graphs and bar charts

**generate-grid-lines**

*Function*

**Summary**

Generate a grid of lines, to be used for drawing graphs of functions or bar charts.

**Package**

lw-gt

**Signature**

`generate-grid-lines (&key x-offset y-offset x-spacing y-spacing horizontal-count vertical-count width height thickness vertical-thickness minor-thickness minor-vertical-thickness left-thickness right-thickness top-thickness bottom-thickness major-x-step major-y-step color vertical-color major-color major-vertical-color left-color right-color top-color bottom-color) => list`

**Arguments**

- `x-offset`, `y-offset`\(\downarrow\) Non-negative real numbers.
- `x-spacing`, `y-spacing`\(\downarrow\) Positive real numbers.
- `horizontal-count`, `vertical-count`\(\downarrow\) nil or positive integers.
- `width`, `height`\(\downarrow\) nil or positive real numbers.
- `thickness`, `vertical-thickness`, `minor-thickness`, `minor-vertical-thickness`, `left-thickness`, `right-thickness`, `top-thickness`, `bottom-thickness`\(\downarrow\) Positive real numbers. Each defaults to 1.
- `major-x-step`, `major-y-step`\(\downarrow\) nil or integers.
- `color`, `vertical-color`, `major-color`, `major-vertical-color`, `left-color`, `right-color`, `top-color`, `bottom-color`\(\downarrow\) Colors in the standard definition. Each defaults to :gray.

**Values**

`list` A list of drawing-objects.

**Description**

The function `generate-grid-lines` generates a grid of lines, to be used for drawing graphs of functions or bar charts.

`generate-grid-lines` returns a list of drawing-objects which when drawn display a grid of horizontal and vertical lines, according to the supplied specification.

The grid is made of vertical lines spaced regularly in the horizontal dimension, and horizontal lines spaced regularly in the vertical dimension. The specification of the graph is conceptual starting from 0 and increasing in both dimensions. This does
not affect what values the graph shows, because these are defined by the labels which are produced separately (typically by \texttt{generate-labels}).

\texttt{x-offset} and \texttt{y-offset} specify the offset of the origin of the graph, which means the position of the first horizontal and vertical line respectively, and where the other horizontal and vertical lines start. The default value of both \texttt{x-offset} and \texttt{y-offset} is 0.

\texttt{x-spacing} and \texttt{y-spacing} specify the gaps in the horizontal and vertical dimensions respectively (that is, the distance between the lines). The default value of both \texttt{x-spacing} and \texttt{y-spacing} is 1.

\texttt{horizontal-count} and \texttt{vertical-count} specify the numbers of lines in the horizontal and vertical dimensions respectively (that is, the number of lines).

The length of the horizontal (vertical) lines is computed by the product \texttt{x-spacing * horizontal-count} (\texttt{y-spacing * vertical-count}).

\texttt{width} and \texttt{height} are used only when \texttt{horizontal-count} or \texttt{vertical-count} respectively is \texttt{nil}, to compute the value of \texttt{horizontal-count} or \texttt{vertical-count}, by truncating \texttt{width} or \texttt{height} by \texttt{x-spacing} or \texttt{y-spacing}.

\texttt{major-x-step} and \texttt{major-y-step} specify that each \texttt{major-x-step}'th (horizontally) or \texttt{major-y-step}'th (vertically) line is "major", which means drawn with (potentially) different thickness and color (see below).

\texttt{thickness}, \texttt{vertical-thickness}, \texttt{minor-thickness}, \texttt{minor-vertical-thickness}, \texttt{left-thickness}, \texttt{right-thickness}, \texttt{top-thickness} and \texttt{bottom-thickness} specify the thickness of the lines. \texttt{color}, \texttt{vertical-color}, \texttt{major-color}, \texttt{major-vertical-color}, \texttt{left-color}, \texttt{right-color}, \texttt{top-color} and \texttt{bottom-color} specify the color of the lines. The default values for these arguments are shown in \textbf{Default values for \texttt{*-thickness} and \texttt{*-color} arguments to \texttt{generate-grid-lines}}:

\begin{table}[h]
\centering
\begin{tabular}{|l|l|}
\hline
Argument & Default value \\
\hline
\texttt{thickness} & 1 \\
\texttt{vertical-thickness} & \texttt{thickness} \\
\texttt{major-thickness} & \texttt{thickness} \\
\texttt{major-vertical-thickness} & \texttt{major-thickness} \\
\texttt{top-thickness} & \texttt{major-thickness} \\
\texttt{bottom-thickness} & \texttt{major-thickness} \\
\texttt{left-thickness} & \texttt{major-vertical-thickness} \\
\texttt{right-thickness} & \texttt{major-vertical-thickness} \\
\texttt{color} & \texttt{:gray} \\
\texttt{vertical-color} & \texttt{color} \\
\texttt{major-color} & \texttt{color} \\
\texttt{major-vertical-color} & \texttt{major-color} \\
\texttt{top-color} & \texttt{major-color} \\
\texttt{bottom-color} & \texttt{major-color} \\
\texttt{left-color} & \texttt{major-color} \\
\texttt{right-color} & \texttt{major-vertical-color} \\
\hline
\end{tabular}
\end{table}

The \texttt{top-*}, \texttt{bottom-*}, \texttt{left-*}, \texttt{right-*} variables specify the values for the outer lines of the grid. The \texttt{major-*} variables specify the values for the major lines, the other variables specify the values for the ordinary lines. The \texttt{vertical-*} variables specify the values for the vertical lines, the other variables for the horizontal.
Notes

1. To actually be displayed, the result of \texttt{generate-grid-lines} must be in a hierarchy which is rooted in an \texttt{objects-displayer} or a \texttt{pinboard-objects-displayer}.

2. The result of \texttt{generate-grid-lines} is a list of \texttt{drawing-object}, so it is a valid "drawing-object-spec". It will be typically be grouped together with some other "drawing-object-specs", for example labels for the graph, by simply listing them, and then positioned and fitted by passing it to \texttt{position-object} or \texttt{fit-object} or \texttt{position-and-fit-object}.

3. The function \texttt{generate-labels} is intended to be useful to generate the labels.

4. \texttt{x-offset} and \texttt{y-offset} are useful for leaving space for the labels.

5. The units of the numbers that in the location of the lines are abstract, not pixels, and will typically correspond to the units of the data that the graph displays. They will be in pixels only if there is no fitting around the graph. For example, if you make the grid from 0 to 9 in the x dimension, and then fit to \texttt{natural-width} 10, that is you pass the result, or an object that contains the result in its hierarchy, to \texttt{fit-object} with the \texttt{natural-width} 10, the graph will take 90\% of the width of the \texttt{geometry-drawing-object} that \texttt{fit-object} generated, whatever that is.

See also

\texttt{drawing-object}
\texttt{generate-graph-from-graph-spec}
14.2 Higher level - drawing graphs and bar charts

\texttt{generate-labels}

\texttt{Function}

Summary

Return the labels of a graph of a function.

Package

\texttt{lw-gt}

Signature

\texttt{generate-labels} \hspace{1em} horizontal-p start step range \&key print-function decimal-point color x-adjust y-adjust absolute-p => labels

Arguments

\begin{itemize}
  \item \texttt{horizontal-p} \hspace{1em} A boolean.
  \item \texttt{start} \hspace{1em} A real number.
  \item \texttt{step} \hspace{1em} A real number.
  \item \texttt{range} \hspace{1em} A positive real number.
  \item \texttt{print-function} \hspace{1em} \texttt{nil}, or a function of one argument which takes a real and returns a string.
  \item \texttt{decimal-point} \hspace{1em} An integer or \texttt{nil}.
  \item \texttt{color} \hspace{1em} A color specification in the Color system.
  \item \texttt{x-adjust}, \texttt{y-adjust} \hspace{1em} \texttt{nil}, a number, or one of the keywords \texttt{:center} and \texttt{:end-align}.
\end{itemize}
**absolute-p**
A boolean.

**Values**
**labels**
A list of **drawing-objects**.

**Description**

The function `generate-labels` returns a list **labels** of **drawing-objects**, which are supposed to be the labels of a graph of a function.

`generate-labels` generates a list of drawing objects, which draw strings representing numbers and positioned in regular intervals in one dimension and fixed value in the other dimension.

`horizontal-p` specifies the dimension. When `horizontal-p` is true, the objects are placed in a row with regular horizontal intervals, otherwise they are spaced in a column with regular vertical intervals.

`start` determines the lowest value, `range` determines the range of values, and `step` determines the distance between neighbouring values. When `step` is negative, `start` is on the right (or top) and the values increase from right to left (or top to bottom).

For each value, `generate-labels` generates a string. If `print-function` is a function, it is called with the value and must return the string. Otherwise `generate-labels` makes the string using `decimal-point` and the value as follows:

```
(format nil "~,vf" decimal-point value)
```

It then uses `make-draw-string` to generate a **drawing-object**, adjusting the position by `x-adjust` horizontally and `y-adjust` vertically and using `color` as the foreground color and make it "absolute mode" depending on `absolute-p`. It then positions the object (using `position-object`) at the right place. The default value of `x-adjust` is :center if `horizontal-p` is true, and :end-align otherwise. The default value of `y-adjust` is -1 if `horizontal-p` is true, and :center otherwise. The default value of `color` is :black.

`generate-labels` returns a list of **drawing-objects**, which is a valid "drawing-object-spec".

**Notes**

1. `generate-labels` will typically be used in conjunction with `generate-grid-lines`.
2. `generate-labels` is quite a simple function. If it does not do what you want, you can improve it easily by writing your own version.
3. The defaults for `x-adjust` and `y-adjust` are what you typically use when the labels are at the left and bottom of the graph.
   To put the labels somewhere else in the graph, use `position-object` on **labels** to move it around. If you want the labels at the top, change `y-adjust` to 0 when passing `horizontal-p` true (so the labels are above the line), and then use `position-object` with `bottom-margin` the height of the grid to move the whole row of labels:

   ```lisp
   (position-object (generate-labels ... :y-adjust 0)
                   :bottom-margin grid-height)
   ``

   To move the column to the right, change `x-adjust` to `nil` and use `left-margin`.
4. The size on the screen would normally be scaled by using `fit-object` on the result.

**See also**

`fit-object`
geometry-drawing-object

Summary

A `drawing-object` which when drawn changes the geometry of the drawing.

Package

lw-gt

Superclasses

compound-drawing-object

Description

The class `geometry-drawing-object` is a `drawing-object` which when drawn changes the geometry of the drawing by establishing a Graphics Ports transformation, and then draws the `sub-object` (slot inherited from `compound-drawing-object`) in this context.

See also

compound-drawing-object

make-a-drawing-call

make-draw-arc

make-draw-circle

make-draw-ellipse

make-draw-line

make-draw-lines

make-draw-polygon

make-draw-rectangle

Summary

Create and return an `apply-drawing-object`.

Package

lw-gt
Signatures

**make-a-drawing-call** function arguments &optional pass-pane-p => apply-drawing-object

**make-draw-arc** x y width height start-angle sweep-angle &rest args => apply-drawing-object

**make-draw-circle** x y radius &rest args => apply-drawing-object

**make-draw-ellipse** x y x-radius y-radius &rest args => apply-drawing-object

**make-draw-line** from-x from-y to-x to-y &rest args => apply-drawing-object

**make-draw-lines** lines &rest args => apply-drawing-object

**make-draw-polygon** points &rest args => apply-drawing-object

**make-draw-rectangle** x y width height &rest args => apply-drawing-object

Arguments

*function* A function designator.

*arguments* A list.

*pass-pane-p* A generalized boolean.

*x, y, width, height, start-angle, sweep-angle* Real numbers.

*args* Other drawing function arguments.

*radius, x-radius, y-radius* Real numbers.

*from-x, from-y, to-x, to-y* Real numbers.

*lines* A sequence of real numbers of the form x1 y1 x2 y2.

*points* A sequence of real numbers of the form x y.

Values

*apply-drawing-object* An **apply-drawing-object**.

Description


For **make-a-drawing-call**, the drawing is done by applying the function *function* to *arguments*. When *pass-pane-p* is true, *function* is applied to the "root pane" (see **drawing-object**) followed by *arguments*. *function* should typically draw something, but it does not have to, and may do other things. The default value of *pass-pane-p* is true.

For the other functions, the drawing is done using the corresponding Graphics Ports function:

**make-draw-arc** **draw-arc**

**make-draw-circle** **draw-circle**

**make-draw-ellipse** **draw-ellipse**
make-basic-graph-spec  draw-basic-graph-spec
make-basic-graphspec  basic-graph-spec
make-copy-basic-graph-spec  copy-basic-graph-spec
make-draw-rectangle  draw-rectangle
make-draw-rectangle  draw-rectangle

x, y, width, height, start-angle, sweep-angle, args, radius, x-radius, y-radius, from-x, from-y, to-x, to-y, lines and points are interpreted as for the corresponding Graphics Ports function (except that y is interpreted from the bottom, see below).

Once created, the drawing object can be used in the drawing-object slot of an objects-displayer or a pinboard-objects-displayer, but more commonly it would be passed to one of the positioning/fitting functions (position-object, fit-object and so on), which will position and scale it with, by drawing the object inside a context of Graphics Ports transformation.

At the top level, the y coordinate is reversed, so y is measured from the bottom of the objects-displayer or pinboard-objects-displayer, as opposed to the default for Graphics Ports which is from the top down. A fitting object in the hierarchy may change that.

apply-drawing-objects can be used repeatedly and concurrently in the same or different panes. The ones that are created by the make-draw-* functions are fixed, but for objects created by make-a-drawing-call, the supplied function may depend on values that change, and hence needs to be redisplayed when these values change. Use force-objects-redraw on the root of the hierarchy (an objects-displayer or a pinboard-objects-displayer) to do that.

See drawing-object for description of the drawing operation.

See also

objects-displayer
pinboard-objects-displayer
position-object
fit-object
position-and-fit-object

14.1 Lower level - drawing objects and objects displayers

make-basic-graph-spec  draw-basic-graph-spec
make-basic-graphspec  basic-graph-spec
make-copy-basic-graph-spec  copy-basic-graph-spec
generate-graph-from-graph-spec

Functions

Summary

Create a basic-graph-spec object.

Package

lw-gt

Signatures

make-basic-graph-spec function start-x step-x range &key color thickness name x-offset y-offset x-scale y-scale var1 var2 var3 var4 var5 var6 => basic-graph-spec
basic-graph-spec-p object => boolean

copy-basic-graph-spec basic-graph-spec => basic-graph-spec

generate-graph-from-graph-spec basic-graph-spec => drawing-object

Arguments

function\(\downarrow\) A function of two arguments x and y.

start-x\(\downarrow\), step-x\(\downarrow\), range\(\downarrow\) Real numbers.

color\(\downarrow\) A color specification in the Color system.

thickness\(\downarrow\) A positive real numbers.

name\(\downarrow\) A Lisp object.

x-offset\(\downarrow\), y-offset\(\downarrow\), x-scale\(\downarrow\), y-scale\(\downarrow\) Real numbers.

var1\(\downarrow\), var2\(\downarrow\), var3\(\downarrow\), var4\(\downarrow\), var5\(\downarrow\), var6\(\downarrow\) Lisp objects.

object\(\downarrow\) A Lisp object.

basic-graph-spec\(\downarrow\) A basic-graph-spec object.

Values

basic-graph-spec A basic-graph-spec object.

boolean A boolean.

drawing-object A drawing-object.

Description

The function make-basic-graph-spec creates a basic-graph-spec object. This object can be modified by the basic-graph-spec-* accessors. The function generate-graph-from-graph-spec generates the graph using the current values in the basic-graph-spec object, which is a drawing-object which when drawn draws the graph, which means drawing a line between each two successive points.

function must be a function of two arguments: the basic-graph-spec and the x value. It needs to return the corresponding y value.

start-x, step-x and range define which x values to use: the first value is start-x, and then increase by step-x until the x is greater than (+ start-x range). For each x value, generate-graph-from-graph-spec calls function with basic-graph-spec and the x value to generate the y value.

x-scale and y-scale (default to 1) are used to scale the x and y after calling function, by multiplying the x and y by x-scale and y-scale respectively.

x-offset and y-offset (default to 0) are used to translate the scaled values of x and y by adding x-offset and y-offset to the scaled x and y.

The scaled and transformed pair x, y define a point. generate-graph-from-graph-spec then generates a drawing-object that draws a line between each two successive points.

thickness and color specify the thickness and the color of the lines. The lines are drawn with scale-thickness nil.
name, var1, var2, var3, var4, var5 AND var6 are arbitrary values, which you can use to store anything that the function needs to compute the y value. The system does not read or write them.

The function copy-basic-graph-spec can be used to copy a basic-graph-spec.

The functionp basic-graph-spec-p is the predicate, which returns true if object is a basic-graph-spec and false otherwise.

See also

basic-graph-spec
generate-graph-from-pairs
drawing-object

14.2 Higher level - drawing graphs and bar charts

make-draw-string

Function

Summary

Creates a string-drawing-object.

Package

lw-gt

Signature

make-draw-string string font-descriptor &rest arguments &key x-adjust y-adjust absolute &allow-other-keys =>
string-drawing-object

Arguments

string\[
A string.
\]

font-descriptor\[
A font-description object, an integer or nil.
\]

arguments\[
Other keyword arguments for draw-string.
\]

x-adjust, y-adjust\[
One of the keywords :end-align and :center, or a number.
\]

absolute\[
A generalized boolean.
\]

Values

string-drawing-object A string-drawing-object.

Description

The function make-draw-string creates a string-drawing-object, which draws the string using draw-string. string is the string to draw.

font-descriptor can be a font-description specifying the font to use. It can also be an integer specifying the size only, which is equivalent to:

(gp:make-font-description :size font-descriptor)
font-descriptor can also be nil meaning using the default font of the root pane.

When absolute is non-nil, the string is drawn in "absolute mode", which means ignoring scaling and rotation. The default value of absolute is nil.

x-adjust and y-adjust specify adjustment to the position of the string. The adjustments are done independently vertically and horizontally. The drawing point is the left/corner of the current geometry (inherited from the parent). If x-adjust and y-adjust are not supplied, the string is drawn at the drawing point. Note that this means that the descent part is below this point. If x-adjust and/or y-adjust are supplied, they can be one of:

: end-align  Align the "end" (right side or top) of the string with the drawing point.
: center    Align the center of the string with the drawing point.
A number    Multiply by the average width (x-adjust) or height (y-adjust) of the font and add to the drawing point.

Any other value of x-adjust or y-adjust is regarded as no adjustment. Adjustments are applied in the same scope as drawing the string, which means they are scaled or not depending on the value absolute. However, the y direction still increases upwards when computing the y adjustment.

arguments can also contain all the keyword arguments that draw-string takes, but :font is overridden by font-descriptor.

See drawing-object about the drawing operation and the meaning of "parent" and "root pane".

See also
drawing-object
14.1 Lower level - drawing objects and objects displayers

make-pinboard-objects-displayer  Function

Summary
Creates a pinboard-objects-displayer.

Package
lw-gt

Signature
make-pinboard-objects-displayer drawing-object &rest args &key use-metafile natural-width natural-height &allow-other-keys => pinboard-objects-displayer

Arguments
drawing-object  A "drawing-object-spec".
args           Initargs for pinboard-object.
use-metafile   A generalized boolean.
natural-width, natural-height  Integers.
Values

pinboard-objects-displayer

A pinboard-objects-displayer.

Description

The function make-pinboard-objects-displayer creates a pinboard-objects-displayer, which is a subclass of pinboard-object. The pinboard-objects-displayer draws the drawing-object drawing-object.

drawing-object must be a "drawing-object-spec", which means either an instance of (a subclass of) drawing-object or a list of "drawing-object-specs".

use-metafile specifies whether to use an internal metafile. When use-metafile is true the pinboard-objects-displayer draws the objects to a metafile, and then draws the metafile to the screen. natural-width and natural-height determine the size of the metafile to use. They are ignored if use-metafile is false. The default value of use-metafile is t.

The default value of natural-width x natural-height is 800 x 600.

args can contain all the initargs of pinboard-object. In particular, all the geometry initargs can be used to define the initial geometry. The geometry can be changed later by (setf capi:static-layout-child-geometry) and the related functions.

See also
drawing-object
objects-displayer
pinboard-objects-displayer
14.1 Lower level - drawing objects and objects displays

objects-displayer

Class

Summary

A subclass of pinboard-layout, which adds displaying of hierarchial objects.

Package

lw-gt

Superclasses

pinboard-layout

Initargs

:drawing-object A drawing-object or a list (see Description below).
:use-metafile A generalized boolean.
:natural-width Integers.

Accessors

objects-displayer-objects
Description

The class `objects-displayer` is a subclass of `pinboard-layout` that in addition to `pinboard-object`s can also have "drawing objects" which contain hierarchies of graphics. These objects are created by the `make-draw-*` functions and the positioning functions (`position-and-fit-object`, `position-object`, `fit-object`). An `objects-displayer` can also have in its description `pinboard-objects-displayers`, which can also contain hierarchies of drawings.

drawing-object is either a "drawing-object-spec", which is an instance of a subclass of `drawing-object`, or a list of "drawing-object-specs". The value can be modified later by `(setq objects-displayer-drawing-object)`. The drawing objects in the objects slot are displayed after any `pinboard-objects` in the layout-description of pane (if any) are displayed. If it is a list, they are displayed according to the order in the list. This is implemented via a `display-callback`, so you cannot use `:display-callback` in an `objects-displayer`.

Objects which are the result of the positioning functions are being positioned and scaled again when the `objects-displayer` is resized, before being displayed.

`use-metafile` specifies whether the drawing of the objects should be done via a metafile. When using a metafile, the objects are first drawn to an internal metafile, which is then drawn to the pane. The result is another scaling (between the size of the metafile and the size of pane). Note that means that objects that are drawn in their "absolute" size (not inside a fitting object, or explicitly absolute) are resized at that stage. Drawing via a metafile makes resizing better and faster.

When `use-metafile` is true, `natural-width` and `natural-height` define the size of the metafile to create in pixels. For objects that are supposed to be drawn in their absolute size, that will affect how much they are actually resized. The default value of `use-metafile` is true. The default value of `natural-width x natural-height` is 800 x 600.

Objects in the drawing-object list or inside the hierarchy inside any of these objects may change, which may require redisplaying it. The function `force-objects-redraw` can be used to force redrawing all the objects.

Notes

The drawing via the metafile is applicable only to the drawing objects, not to the `pinboard-object`s in the layout-description of the pane.

See also

`position-object`
`fit-object`
`position-and-fit-object`
`make-draw-line`
`make-draw-lines`
`make-draw-arc`
`make-draw-polygon`
`make-draw-ellipse`
`make-draw-circle`
`make-draw-rectangle`
`force-objects-redraw`

14.1 Lower level - drawing objects and objects displayers

---

`pinboard-objects-displayer`  
Class

Summary

A `pinboard-object` which draws its `drawing-object`.
Package
lw-gt

Superclasses
pinboard-object

Accessors
pinboard-objects-displayer-objects

Description
The class \texttt{pinboard-objects-displayer} draws its \texttt{drawing-object}.

Like other \texttt{pinboard-objects}, to be displayed a \texttt{pinboard-objects-displayer} needs to be added to the \texttt{description} of a \texttt{pinboard-layout}, using the standard CAPI interface of \texttt{pinboard-layout}, that is :description passed to \texttt{cl:make-instance}. (setf capi:layout-description), or \texttt{manipulate-pinboard}.

When displayed, a \texttt{pinboard-objects-displayer} draws its \texttt{drawing-object}. If it was created with use-metafile \texttt{t} (see \texttt{make-pinboard-objects-displayer}), it draws to a metafile of the size indicated by \texttt{natural-width} and \texttt{natural-height}, and then draws the metafile to the screen using its own geometry as the target rectangle. Otherwise it may draw to the screen or use a pixmap cache.

The \texttt{drawing-object} in the \texttt{pinboard-objects-displayer} can be changed by (setf pinboard-objects-displayer-drawing-object), which automatically forces it to be redisplayed. If any of the objects inside the hierarchy below the \texttt{drawing-object} changes, there is no forced redisplay. You need to use \texttt{force-objects-redraw} on the \texttt{pinboard-objects-displayer} (or the parent \texttt{objects-displayer}) to redisplay.

See also
\texttt{make-pinboard-objects-displayer}

\begin{description}
\item[string-drawing-object]{Class}
\end{description}

Summary
A \texttt{drawing-object} which draws its string.

Package
lw-gt

Superclasses
drawing-object

Description
The class \texttt{string-drawing-object} draws its string. Instances are created by \texttt{make-draw-string}. See \texttt{make-draw-string} for the details.

\texttt{string-drawing-object} objects can be used repeatedly and concurrently in the same or different panes.
See also

make-draw-string
24 COLOR Reference Entries

This chapter describes symbols available in the color package.

apropos-color-alias-names

Function

Summary
Returns color aliases containing a given string.

Package
color

Signature

apropos-color-alias-names substring => list

Arguments
substring
A string.

Values
list
A list of symbols.

Description
The function `apropos-color-alias-names` returns a list of symbols whose symbol-names contain `substring` and which are defined as aliases in the color-database defining color aliases. By convention these are in the keyword package.

Examples
In this example, a color alias is defined for the color `indianred1`. `apropos-color-alias-names` only returns this alias, rather than both the alias and the original color, despite the similarity in the names.

```
CL-USER 8 > (color:define-color-alias :myindianred1 :indianred1)
(#S(COLOR-ALIAS COLOR :INDIANRED1))
CL-USER 9 > (color:apropos-color-names "INDIANRED1")
( :INDIANRED1 :MYINDIANRED1)
CL-USER 10 > (color:apropos-color-alias-names "INDIANRED1")
( :MYINDIANRED1)
CL-USER 11 >
```
See also

\texttt{apropos-color-names}  
\texttt{apropos-color-spec-names}  
\texttt{get-all-color-names}

15 The Color System

\textbf{apropos-color-names} \textit{Function}

Summary

Returns colors and color aliases containing a given string.

Package

color

Signature

\texttt{apropos-color-names} \textit{substring => list}

Arguments

\textit{substring} \quad A string.

Values

\textit{list} \quad A list of symbols.

Description

The function \texttt{apropos-color-names} returns a list of symbols whose symbol-names contain \textit{substring} and which are present in the color-database defining color aliases. By convention these are in the keyword package.

Examples

\begin{verbatim}
COLOR-4> (color:apropos-color-names "RED")
 (:ORANGERED3 :ORANGERED1 :INDIANRED3 :INDIANRED1
 :PALEVIOLETRED :RED :INDIANRED :INDIANRED2
 :INDIANRED4 :ORANGERED :MEDIUMVIOLETRED
 :VIOLETRED :ORANGERED2 :ORANGERED4 :RED1 :RED2 :RED3
 :RED4 :PALEVIOLETRED1 :PALEVIOLETRED2 :PALEVIOLETRED3
 :PALEVIOLETRED4 :VIOLETRED3 :VIOLETRED1 :VIOLETRED2
 :VIOLETRED4)
\end{verbatim}

See also

\texttt{apropos-color-alias-names}  
\texttt{apropos-color-spec-names}  
\texttt{get-all-color-spec-names}

15 The Color System
apropos-color-spec-names

Summary
Returns colors containing a given string.

Package
color

Signature
apropos-color-spec-names substring => list

Arguments
substring A string.

Values
list A list of symbols.

Description
The function `apropos-color-spec-names` returns a list of symbols whose symbol-names contain `substring` and which are defined as original entries in the color-database defining color aliases. By convention these are in the keyword package.

Examples

```
CL-USER 14 > (color:define-color-alias :mygray100 :gray100)
(#S(COLOR-ALIAS COLOR :GRAY100))

CL-USER 15 > (color:apropos-color-names "GRAY100")
(:MYGRAY100 :GRAY100)

CL-USER 16 > (color:apropos-color-spec-names "GRAY100")
(:GRAY100)

CL-USER 17 >
```

See also

`apropos-color-alias-names`
`apropos-color-names`
`get-all-color-names`
15 The Color System
Function

color-alpha

Summary
Returns the alpha component of a color specification.

Package
color

Signature
color-alpha color-spec &optional default => alpha

Arguments

color-spec
A color specification.

default
A number between 0 and 1.

Values
alpha
The alpha component of color-spec.

Description
The function color-alpha returns the alpha component on color-spec, which is a color specification in any model.

If color-spec does not have an alpha component, then default is returned.

The default value of default is 1.0.

See also
make-hsv
make-rgb
make-gray

Function

color-blue
color-green
color-red
color-hue
color-saturation
color-value

Summary
Returns the associated component of a color specification.
Package

color

Signatures

color-blue color-spec => color-component

color-green color-spec => color-component

color-red color-spec => color-component

color-hue color-spec => color-component

color-saturation color-spec => color-component

color-value color-spec => color-component

Arguments

color-spec↓ A color specification.

Values

color-component A color component from the appropriate color model.

Description

These functions return the specified component of color-spec.

If color-spec is not from the appropriate color model (:rgb in the case of color-red, color-green and color-blue, and :hsv in the case of color-hue, color-saturation and color-value) then the component is calculated.

Examples

CL-USER 31 > (color:make-rgb 1.0s0 0.0s0 0.0s0)
#:RGB 1.0S0 0.0S0 0.0S0

CL-USER 32 > (color:color-red *)
1.0S0

CL-USER 33 > (color:color-green **)
0.0S0

CL-USER 34 > (color:color-value ***)
1.0S0

CL-USER 35 >

See also

make-hsv
make-rgb
make-gray

color-model

color-level
*color-database*  

**Variable**

**Summary**

The current color-database.

**Package**

color

**Initial Value**

The colors are in the file `config/colors.db`.

**Description**

The variable `*color-database*` is the current color-database.

**Examples**

To replace the current color database with a new one, do the following:

```lisp
(setf color:*color-database* (color:make-color-db))
```

**See also**

- delete-color-translation
- read-color-db
- load-color-database

15.4 Loading the color database

---

**color-from-premultiplied**  

**Function**

**Summary**

Transforms a color to its un-premultiplied version.

**Package**

color

**Signature**

color-from-premultiplied color => result

**Arguments**

- `color`  
  A color-spec.
Values

result A color-spec.

Description

The function `color-from-premultiplied` transforms a color, which is assumed to be premultiplied, to its un-premultiplied version. `color` should be a color-spec (see 15.1 Color specs).

If `color` is RGB with alpha it is transformed to its RGB un-premultiplied version. Otherwise `color` is returned without a change.

Notes

You get premultiplied colors when using Image Access, either by unconverting (using `unconvert-color`) the result of `image-access-pixel`, or by reading the values from the vector that is filled by `image-access-pixels-from-bgra`.

See also

- `color-to-premultiplied`
- `image-access-pixel`
- `image-access-pixels-to-bgra`
- `image-access-pixels-from-bgra`
- 13.10.8 Image access

---

**color-level**

Function

Summary

Returns the gray level of a color specification.

Package

color

Signature

`color-level color-spec => gray-level`

Arguments

`color-spec` A color specification.

Values

`gray-level` Color component from the :gray model.

Description

The function `color-level` return the gray level of `color-spec`. If `color-spec` is not from the :gray model, the component is calculated.
Examples

CL-USER 2 > (color:make-gray 0.66667s0)
#:GRAY 0.66667s0

CL-USER 3 > (color:color-level *)
0.66667s0

CL-USER 4 >

See also

make-hsv
make-rgb
make-gray
color-model
color-blue
15.3 Color models

**color-model**

Function

Summary

Returns the model of a color-spec.

Package

color

Signature

color-model color-spec => color-model

Arguments

color-spec

A color specification.

Values

color-model :gray, :rgb, or :hsv.

Description

The function **color-model** returns the model of **color-spec**.

Examples

CL-USER 29 > (color:make-gray 0.66667s0)
#:GRAY 0.66667s0

CL-USER 30 > (color:color-model *)
:GRAY

CL-USER 31 >
See also

make-hsv
make-rgb
make-gray
color-blue
color-level
15.1 Color specs

(colors=) Function

Summary
Tests to see if two colors are equal.

Package
color

Signature
(colors= color1 color2 &optional tolerance => bool)

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>color1</td>
<td>A color specification.</td>
</tr>
<tr>
<td>color2</td>
<td>A color specification.</td>
</tr>
<tr>
<td>tolerance</td>
<td>A tolerance level within which color1 and color2 may vary. The default value is 0.001s0.</td>
</tr>
</tbody>
</table>

Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bool</td>
<td>t if the two colors are equal within the given tolerance, nil otherwise.</td>
</tr>
</tbody>
</table>

Description
The function colors= return t if color1 and color2 are equal, within the tolerance tolerance.

See also

ensure-color
ensure-rgb
convert-color
15 The Color System
Transform a color to its premultiplied version.

Package
color

Signature
color-to-premultiplied color => result

Arguments
color A color-spec.

Values
result A color-spec.

Description
The function color-to-premultiplied transforms a color to its premultiplied version, which is needed when modifying images using Image Access.

color must be a color-spec, such as the result of a call to make-rbg (see 15.1 Color specs).

If color does not have an alpha component, it is returned without a change. If it does have alpha, it is transformed to RGB if needed, and premultiplied, returning a premultiplied RGB color.

Notes
You need to premultiply when setting pixels using Image Access in an image with alpha. The result is unconverted, so when using image-access-pixel it still needs to be converted (by convert-color).

See also
color-from-premultiplied
image-access-pixel
image-access-pixels-to-bgra
image-access-pixels-from-bgra
13.10.8 Image access
**color-with-alpha**

**Function**

**Summary**

Adds a specified alpha component to a color.

**Package**

color

**Signature**

color-with-alpha color alpha => color-spec

**Arguments**

- color : A color specification.
- alpha : A real in the inclusive range [0,1].

**Values**

- color-spec : A color specification, or *nil*.

**Description**

The function `color-with-alpha` returns a color like the argument `color` but with alpha component `alpha`.

`color` needs to be a color specification, either a keyword naming a color (a member of the result of calling `get-all-color-names`), or a color-spec (for example the result of `make-rgb`).

`alpha` must be a real in the inclusive range [0,1], otherwise an error is signaled. `alpha = 0` means `color-spec` is transparent, `alpha = 1` means it is solid.

`color-with-alpha` returns a color-spec, or *nil* if `color` is not recognized.

**See also**

`get-all-color-names`
`make-rgb`
`15.1 Color specs`

---

**convert-color**

**Function**

**Summary**

Return the representation of a color specification on a given graphics port.

**Package**

color
Signature

convert-color port color &key errorp => color-rep

Arguments

port↓

A graphics port.

color↓

A color specification.

errorp↓

A generalize boolean.

Values

color-rep↓

Representation of color on port.

Description

The function convert-color returns the representation of color on the given graphics port port.

If errorp is t (the default), then convert-color checks for errors. Otherwise nil might be returned.

Notes

color-rep might be a "pixel" value, which corresponds to an index into the default colormap. It is more efficient to use the result of convert-color in place of its argument in drawing function calls, but the penalty is the risk of erroneous colors being displayed should the colormap or the colormap entry be changed.

See also

colors=
ensure-color
ensure-rgb
unconvert-color
13.10.8 Image access
15 The Color System

define-color-alias

Summary

Lets you define an alias for a color specification or alias.

Package

color

Signature

define-color-alias name color &optional if-exists => name

Arguments

name↓

The name of the new alias.
A color specification for the new alias.

One of :replace, :error or :ignore.

The name of the new alias.

The function define-color-alias defines name to be a color alias for color, which may be another color alias or a color spec.

When color is a color spec rather than another color name, the entry is better described as a "color translation" rather than a "color alias". In particular, calling get-color-alias-translation on name will just return name. get-color-spec with name will return color.

if-exists controls what happens in name is already a known alias:

:replace Replace any existing alias.
:error Raise an error if alias is already defined.
:ignore Ignore redefinition of an alias.

if-exists defaults to :replace.

Examples: 1

    CL-USER 16 > (color:define-color-alias :mygray :darkslategray)
      :mygray
    CL-USER 17 > (color:define-color-alias :mygray :darkslategray :error)
      Error: :MYGRAY names an existing alias for #:rgb 0.1843133s0 0.309803s0 0.309803s0
    1 (continue) Replace :MYGRAY with the alias :DARKSLATEGRAY
    2 Continue, without redefining alias :MYGRAY
    3 Try a new name for the alias, instead of :MYGRAY
    4 (abort) Return to level 0.
    5 Return to top loop level 0.
    6 Destroy process.

    Type :c followed by a number to proceed or type :? for other options

    CL-USER 18 : 1 >

Examples: 2

    CL-USER 19 > (color:define-color-alias :lispworks-blue
    (color:make-rgb 0.70s0 0.90s0 0.99s0))
      :lispworks-blue
    CL-USER 20 >

See also

get-color-alias-translation
get-color-spec
define-color-models

Summary
Defines all the color models.

Package
color

Signature
define-color-models model-descriptors => color-models

Arguments
model-descriptors↓ A list, each element being a model-descriptor.

Values
color-models The color models defined.

Description
The macro define-color-models defines the color models in model-descriptors.

A model descriptor has the syntax:

   (model-name component-descr*)

A component-descr is a list:

   (component-name lowest-value highest-value)

The default color models are defined by the following form:

   (color:define-color-models ((:rgb (red 0.0 1.0)
                                      (green 0.0 1.0)
                                      (blue 0.0 1.0))
                              (:hsv (hue 0.0 5.99999)
                                     (saturation 0.0 1.0)
                                     (value 0.0 1.0))
                              (:gray (level 0.0 1.0))))

If you want to keep existing color models, add your new ones to this list: only one define-color-models form is recognized. The form should be compiled.

Examples
To replace the HSV color model with a CMYK model, while retaining the other color models:

   (define-color-models ((:rgb (red 0.0 1.0)
delete-color-translation

Summary
Removes an entry from the color-database.

Package
color

Signature
delete-color-translation color-name

Arguments
color-name
A defined color spec or alias.

Description
The function delete-color-translation removes the entry for color-name from the current color-database. Both original entries and aliases can be removed.

See also
load-color-database
*color-database*
read-color-db
15 The Color System

ensure-color

Summary
Return a color specification in the model of a supplied color spec.

Package
color
ensure-color \texttt{color-spec \ match-color-spec} \Rightarrow \texttt{result}

Arguments

\begin{itemize}
\item \texttt{color-spec} \downarrow \quad \text{A color specification.}
\item \texttt{match-color-spec} \downarrow \quad \text{A color specification.}
\end{itemize}

Values

\begin{itemize}
\item \texttt{result} \downarrow \quad \text{A color specification.}
\end{itemize}

Description

The function \texttt{ensure-color} returns a color specification for \texttt{color-spec}, in the color model of \texttt{match-color-spec}. This allows you to convert color specifications from one model to another with having to explicitly state the color model.

If \texttt{color-spec} has an alpha component, then \texttt{result} has that same alpha component.

Examples

\begin{verbatim}
(ensure-color (make-rgb 1 1 0 0.75) (make-hsv 0 0 0)) =>
#:HSV 1 1 1 0.75
\end{verbatim}

See also

\texttt{convert-color}
\texttt{colors=}
\texttt{ensure-model-color}
\texttt{15 The Color System}

\textbf{ensure-model-color} \hfill \textit{Function}

Summary

Converts a color specification to a given model.

Package

\texttt{color}

Signature

\texttt{ensure-model-color \color-spec \ model} \Rightarrow \texttt{result}

Arguments

\begin{itemize}
\item \texttt{color-spec} \downarrow \quad \text{A color specification.}
\item \texttt{model} \downarrow \quad \text{A color-model (:rgb, :hsv or :gray).}
\end{itemize}
24 COLOR Reference Entries

Values

\[ \text{result} \Rightarrow \text{A color specification.} \]

Description

The function \texttt{ensure-model-color} returns a color specification for \texttt{color-spec} in the color model specified by \texttt{model}.

If \texttt{color-spec} has an alpha component, then \texttt{result} has that same alpha component.

Examples

\[
\begin{align*}
\text{(ensure-model-color (make-rgb 1 1 0 0.75) :hsv)} \\
\Rightarrow \\
\text{#:HSV 1 1 0 0.75)
\end{align*}
\]

See also

\texttt{convert-color}
\texttt{colors=}
\texttt{ensure-color}
\texttt{ensure-rgb}

15 The Color System

\texttt{ensure-rbg}
\texttt{ensure-hsv}
\texttt{ensure-gray}

Functions

Summary

Returns a color specification for a particular model.

Package

\texttt{color}

Signatures

\texttt{ensure-rbg \texttt{color-spec => result}}
\texttt{ensure-hsv \texttt{color-spec => result}}
\texttt{ensure-gray \texttt{color-spec => result}}

Arguments

\texttt{\texttt{color-spec\downarrow}} \text{A color specification.}

Values

\texttt{\texttt{result\downarrow}} \text{A color specification.}
Description

The functions **ensure-rgb**, **ensure-hsv** and **ensure-gray** each return a color specification matching the supplied *color-spec*, but in the appropriate model.

If *color-spec* is in the same model, it is just returned. Otherwise a new color specification for that model is calculated. Thus, **ensure-rgb** returns a color specification in the RGB color model, whatever color model is used in *color-spec*.

If *color-spec* has an alpha component, then *result* has that same alpha component.

Examples

```lisp
(ensure-hsv (make-rgb 1 1 0 0.75)) =>
#:HSV 1 1 1 0.75

(ensure-gray (make-rgb 0 0 1 0.75)) =>
#:GRAY 0.33333302S0 0.75
```

See also

- **convert-color**
- **colors**
- **ensure-color**
- **ensure-model-color**

15.3 Color models

### get-all-color-names

**Function**

#### Summary

Returns a list of all color-names in the color database.

#### Package

**color**

#### Signature

```lisp
get-all-color-names &optional sort => color-names
```

#### Arguments

- `sort` If **t**, sort list of color names alphanumerically. By default, this is **nil**.

#### Values

- `color-names` A list of all color names in the color database.

#### Description

The function **get-all-color-names** returns a list of all color-names in the color database. By convention these are
symbols in the keyword package. The returned list is alphanumerically sorted on the symbol-names if sort is non-nil.

See also

apropos-color-names
apropos-color-spec-names
apropos-color-alias-names

15 The Color System

get-color-alias-translation  

Function

Summary

Return the ultimate color name associated a color alias.

Package
color

Signature

get-color-alias-translation  color-alias => color-name

Arguments

color-alias

A defined color alias.

Values

color-name

The color name associated with color-alias.

Description

The function get-color-alias-translation returns the ultimate color name associated with color-alias.

Examples

CL-USER 23 > (color:define-color-alias :lispworks-blue
  (color:make-rgb 0.70s0 0.90s0 0.99s0))
 :lispworks-blue

CL-USER 24 > (color:define-color-alias
  :color-background :lispworks-blue)
 :color-background

CL-USER 25 > (color:define-color-alias
  :listener-background :color-background)
 :listener-background

CL-USER 26 > (color:get-color-alias-translation
  :listener-background)
 :LISPWORKS-BLUE

CL-USER 27 > (color:get-color-alias-translation
  :color-background)
 :LISPWORKS-BLUE
get-color-spec

Summary

Returns the color-spec for a color.

Package
color

Signature

get-color-spec color => color-spec

Arguments
color
A defined color specification, color alias, or an original color name.

Values
color-spec
A color specification.

Description

The function get-color-spec returns the color-spec for color, which can be a color-spec, a color-alias, or an original color name.

Examples

CL-USER 28 > (color:define-color-alias :lispworks-blue (color:make-rgb 0.70s0 0.90s0 0.99s0)) (#S(COLOR-ALIAS COLOR #(:RGB 0.699999S0 0.9S0 0.99S0)))


CL-USER 30 > (color:define-color-alias :listener-background :color-background) (#S(COLOR-ALIAS COLOR :COLOR-BACKGROUND))

CL-USER 31 > (color:get-color-spec :listener-background) #:RGB 0.699999S0 0.9S0 0.99S0)

CL-USER 32 > (color:get-color-spec :color-background) #:RGB 0.699999S0 0.9S0 0.99S0)
See also

define-color-alias
getcOLOR-alias-translation
15 The Color System

load-color-database

Function

Summary

Loads a color database.

Package

color

Signature

load-color-database data

Arguments

data

A description of a color database.

Description

The function load-color-database loads the color database with color definitions contained in data, which should have been obtained via the functions read-color-db. The colors thus defined may not be replaced by color aliases.

See also

*color-database*
delete-color-translation
read-color-db
15 The Color System

make-gray

Function

Summary

Returns a color specification in the gray model.
Package

color

Signature

make-gray level &optional alpha => color-spec

Arguments

level
A color component used to define the gray level required.

alpha
A number between 0 and 1, or nil.

Values

color-spec
A color specification.

Description

The function make-gray returns a color-spec in the :gray model with component level.

Note that short-floats are used for the component; this results in the most efficient color conversion process. However, any floating point number type can be used.

alpha indicates the alpha value of the color. 0 means it is transparent, 1 means it is solid. If alpha is nil or not specified then the color does not have an alpha component and it is assumed to be solid.

Examples

CL-USER 25 > (color:make-gray 0.66667s0)
#:GRAY 0.66667S0

See also

make-hsv
make-rgb
color-model
color-blue
color-level
color-alpha
15.1 Color specs

make-hsv

Function

Summary

Returns a color specification in the hue-saturation-value model.

Package

color
Signature

`make-hsv hue saturation value &optional alpha => color-spec`

Arguments

- `hue`↓: A hue component.
- `saturation`↓: A saturation component.
- `value`↓: A value component.
- `alpha`↓: A number between 0 and 1, or `nil`.

Values

- `color-spec`: A color specification.

Description

The function `make-hsv` return a color-spec in the :hsv model with components `hue`, `saturation` and `value`.

Note that short-floats are used for each component; this results in the most efficient color conversion process. However, any floating-point number type can be used.

`alpha` indicates the alpha value of the color. 0 means it is transparent, 1 means it is solid. If `alpha` is `nil` or not specified then the color does not have an alpha component and it is assumed to be solid.

Examples

```
CL-USER 27 > (color:make-hsv 1.2s0 0.5s0 0.9s0)
#:HSV 1.2S0 0.5S0 0.9S0)
```

See also

- `make-rgb`
- `make-gray`
- `color-model`
- `color-blue`
- `color-level`
- `color-alpha`

15.1 Color specs

`make-rgb`

Summary

Returns a color specification in the red-green-blue model.

Package

`color`

1004
Signature

\texttt{make-rgb \ red \ green \ blue \ optional \ alpha => \ color-spec}

Arguments

- \texttt{\ red} \ A red component.
- \texttt{\ green} \ A green component.
- \texttt{\ blue} \ A blue component.
- \texttt{\ alpha} \ A number between 0 and 1, or \texttt{nil}.

Values

- \texttt{\ color-spec} \ A color specification.

Description

The function \texttt{make-rgb} returns a color-spec in the \texttt{:rgb} model with components \texttt{red}, \texttt{green} and \texttt{blue}.

Note that short floats are used for each component; this results in the most efficient color conversion process. However, any floating point number type can be used.

\textit{alpha} indicates the alpha value of the color. 0 means it is transparent, 1 means it is solid. If \textit{alpha} is \texttt{nil} or not specified then the color does not have an alpha component and it is assumed to be solid.

Examples

The object returned by the following call defines the color red in the RGB model:

\begin{verbatim}
CL-USER 25 > (color:make-rgb 1.0s0 0.0s0 0.0s0)
#(:RGB 1.0S0 0.0S0 0.0S0)
\end{verbatim}

See also

- \texttt{make-hsv}
- \texttt{make-gray}
- \texttt{color-model}
- \texttt{color-blue}
- \texttt{color-level}
- \texttt{color-alpha}

15.1 Color specs

\textbf{read-color-db}

Function

Summary

Reads the color definitions contained in a file.

Package

\texttt{color}
Signature

```lisp
read-color-db &optional file => color-database
```

Arguments

```lisp
file
```
A filename or pathname containing the color definitions to be read.

Values

```lisp
color-database
```
A database definition.

Description

The function `read-color-db` reads color definitions from `file`. `file` defaults to the default color definitions file in the LispWorks library.

The format of the file is:

```
#(:RGB 1.0s0 0.980391s0 0.980391s0)     snow
#(:RGB 0.972548s0 0.972548s0 1.0s0)     GhostWhite
...
```

Each line contains a color definition which consists of a color-spec and a name. The names are converted to uppercase and interned in the keyword package. Whitespace in names is preserved.

`color-database` can be passed to `load-color-database`.

See also

```lisp
load-color-database
*color-database*
delete-color-translation
```

15 The Color System

unconvert-color

Function

Summary

Returns a color specification for a color representation.

Package

```lisp
color
```

Signature

```lisp
unconvert-color port color-rep => color
```

Arguments

```lisp
port
```
A graphics port.

```lisp
color-rep
```
A color representation on `port`. 
Values

*color*       A color specification.

Description

The function `unconvert-color` returns a color specification corresponding to the color representation `color-rep` on the Graphics Port `port`.

If `color-rep` is a color specification, a symbol or a color alias, then it is simply returned since the color system can interpret these directly.

Otherwise `color-rep` is assumed to be a color representation on `port`, like those returned by `convert-color` and `image-access-pixel`, and a corresponding RGB value is returned.

See also

*convert-color*
*image-access-pixel*
13.10.8 Image access
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