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<td>From North America:</td>
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<tr>
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<td>877 759 8839 (toll-free)</td>
<td>617 812 8283</td>
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## Contents

### Preface 9

- About the User Guide 9
- Notational Conventions 9

### 1 Using CLIM 10

- 1.1 Conceptual Overview 10
- 1.2 Highlights of Tools and Techniques 10
- 1.3 How CLIM Helps You Achieve a Portable User Interface 11
- 1.4 What Is CLIM? 12
- 1.5 Loading CLIM 17
- 1.6 Testing Code Examples 18
- 1.7 The CLIM demos 18

### 2 Drawing Graphics 21

- 2.1 Conceptual Overview of Drawing Graphics 21
- 2.2 Examples of Using CLIM Drawing Functions 23
- 2.3 CLIM Drawing Functions 23
- 2.4 Graphics Protocols 31
- 2.5 General Geometric Objects in CLIM 33
- 2.6 Drawing with LispWorks Graphics Ports 51

### 3 The CLIM Drawing Environment 53

- 3.1 CLIM Mediums 53
- 3.2 Using CLIM Drawing Options 56
- 3.3 CLIM Line Styles 58
- 3.4 Transformations in CLIM 61
- 3.5 The Transformations Used by CLIM 62

### 4 Text Styles 71

- 4.1 Conceptual Overview of Text Styles 71
- 4.2 CLIM Text Style Objects 72
- 4.3 CLIM Text Style Functions 73
- 4.4 Text Style Binding Forms 75
- 4.5 Controlling Text Style Mappings 76
5 Drawing in Color  78
  5.1 Conceptual Overview of Drawing With Color  78
  5.2 CLIM Operators for Drawing in Color  79
  5.3 Predefined Color Names in LispWorks CLIM  80
  5.4 Indirect Inks  80
  5.5 Flipping Ink  81
  5.6 Examples of Simple Drawing Effects  81

6 Presentation Types  83
  6.1 Conceptual Overview of CLIM Presentation Types  83
  6.2 How to Specify a CLIM Presentation Type  85
  6.3 Using CLIM Presentation Types for Output  86
  6.4 Using CLIM Presentation Types for Input  90
  6.5 Predefined Presentation Types  93
  6.6 Functions That Operate on CLIM Presentation Types  99

7 Defining a New Presentation Type  103
  7.1 Conceptual Overview of Defining a New Presentation Type  103
  7.2 CLIM Operators for Defining New Presentation Types  105
  7.3 Using Views With CLIM Presentation Types  111
  7.4 Advanced Topics  112

8 Presentation Translators in CLIM  115
  8.1 Conceptual Overview of Presentation Translators  115
  8.2 Applicability of CLIM Presentation Translators  116
  8.3 Pointer Gestures in CLIM  117
  8.4 CLIM Operators for Defining Presentation Translators  118
  8.5 Examples of Defining Presentation Translators in CLIM  121
  8.6 Advanced Topics  122

9 Defining Application Frames  126
  9.1 Conceptual Overview of CLIM Application Frames  126
  9.2 Defining CLIM Application Frames  127
  9.3 Initializing CLIM Application Frames  134
  9.4 Accessing Slots and Components of CLIM Application Frames  136
  9.5 Running a CLIM Application  136
  9.6 Exiting a CLIM Application  136
  9.7 Examples of CLIM Application Frames  136
  9.8 Application Frame Operators and Accessors  138
  9.9 Frame Managers  144
  9.10 Advanced Topics  147
## 10 Panes and Gadgets 149

10.1 Panes 149  
10.2 Layout Panes 151  
10.3 Extended Stream Panes 158  
10.4 Defining A New Pane Type: Leaf Panes 162  
10.5 Gadgets 163

## 11 Commands 181

11.1 Introduction to CLIM Commands 181  
11.2 Defining Commands the Easy Way 182  
11.3 Command Objects 183  
11.4 CLIM Command Tables 185  
11.5 CLIM Predefined Command Tables 187  
11.6 Conditions Relating to CLIM Command Tables 188  
11.7 Styles of Interaction Supported by CLIM 188  
11.8 Command-Related Presentation Types 189  
11.9 The CLIM Command Processor 190  
11.10 Advanced Topics 191

## 12 Menus and Dialogs 201

12.1 Conceptual Overview of Menus and Dialogs 201  
12.2 CLIM Menu Operators 201  
12.3 CLIM Dialog Operators 205  
12.4 Examples of Menus and Dialogs in CLIM 208

## 13 Extended Stream Output Facilities 213

13.1 Basic Output Streams 213  
13.2 Extended Output Streams 214  
13.3 The Text Cursor 215  
13.4 Text 218  
13.5 Attracting the User's Attention 221  
13.6 Buffering Output 221  
13.7 CLIM Window Stream Pane Functions 222

## 14 Output Recording and Redisplay 223

14.1 Conceptual Overview of Output Recording 223  
14.2 CLIM Operators for Output Recording 224  
14.3 Conceptual Overview of Incremental Redisplay 235  
14.4 CLIM Operators for Incremental Redisplay 235  
14.5 Using updating-output 237  
14.6 Example of Incremental Redisplay in CLIM 238
## Contents

15 Extended Stream Input Facilities 240
- 15.1 Basic Input Streams 240
- 15.2 Extended Input Streams 241
- 15.3 Gestures and Gesture Names 245
- 15.4 The Pointer Protocol 247
- 15.5 Pointer Tracking 248

16 Input Editing and Completion Facilities 253
- 16.1 Input Editing 253
- 16.2 Activation and Delimiter Gestures 256
- 16.3 Signalling Errors Inside accept Methods 257
- 16.4 Reading and Writing Tokens 258
- 16.5 Completion 259
- 16.6 Using with-accept-help: some examples 263
- 16.7 Advanced Topics 263

17 Formatted Output 266
- 17.1 Formatting Tables in CLIM 266
- 17.2 Formatting Graphs in CLIM 275
- 17.3 Formatting Text in CLIM 278
- 17.4 Bordered Output in CLIM 279
- 17.5 Advanced Topics 281

18 Sheets 288
- 18.1 Overview of Window Facilities 288
- 18.2 Basic Sheet Classes 289
- 18.3 Relationships Between Sheets 290
- 18.4 Sheet Geometry 292
- 18.5 Sheet Protocols: Input 295
- 18.6 Standard Device Events 298
- 18.7 Sheet Protocols: Output 304
- 18.8 Repaint Protocol 308
- 18.9 Sheet Notification Protocol 309

19 Ports, Grafts, and Mirrored Sheets 310
- 19.1 Introduction 310
- 19.2 Ports 310
- 19.3 Grafts 312
- 19.4 Mirrors and Mirrored Sheets 313

Appendix A: Glossary 316
Appendix B: Implementation Specifics 328
   B.1 Setting Up Your Packages to Use CLIM 328
   B.2 CLIM Packages 328

Appendix C: The CLIM-SYS Package 329
   C.1 Resources 329
   C.2 Multi-Processing 330
   C.3 Locks 331
   C.4 Multiple-Value Setf 332

Appendix D: Common Lisp Streams 333
   D.1 Stream Classes 333
   D.2 Basic Stream Functions 334
   D.3 Character Input 335
   D.4 Character Output 336
   D.5 Binary Streams 337
   D.6 Hardcopy Streams in CLIM 338

Appendix E: Windows 339
   E.1 Window Stream Operations in CLIM 339
   E.2 Functions for Operating on Windows Directly 340

Index
Preface

0.0 About the User Guide

The Common Lisp Interface Manager (CLIM) is a powerful Lisp-based toolkit that provides a layered set of portable facilities for constructing user interfaces. The Common Lisp Interface Manager User Guide is intended for CLIM programmers who are looking for material arranged by concept. The Guide, based on the CLIM II Specification, is a complete reference for the LispWorks version of CLIM. Each chapter of the User Guide explains a key aspect of CLIM and includes summaries of conditions, constants, functions, macros, and presentation types that pertain to the particular topic, as well as many code examples. For a detailed syntactic description of a particular CLIM construct, refer to the on-line CLIM manual pages.

0.1 Notational Conventions

The User Guide employs the following conventions to distinguish different types of text.

**construct**
Lisp and CLIM constructs, such as functions or classes.

**significant term**
Significant terms introduced for the first time. These terms appear in the glossary.

**code examples**
Computer-generated text, prompts, and messages, as well as code examples and user entries.

**KEYSTROKES**
References to keystrokes, as in `META` or `SHIFT`. Logical keystrokes are enclosed in angle brackets. Thus for `<ABORT>`, you might type `CONTROL-z`; for `<END>`, `CONTROL-`; and for `<HELP>`, `META-?`.

**function arguments**
Arguments to functions.

**specified arguments**
Specific values for arguments within code examples.

**unspecified arguments**
Arguments within code examples for which the user must supply a value.

**Menu Item**
Menu items, as in `Exit` or `File>Save` or `Up`.

Please note that `<release-directory>` refers to the location of CLIM in the LispWorks library. `<release-directory>/demo/puzzle.lisp` should be interpreted as `<lispworks-directory>/lib/<version-number>/clim2/demo/puzzle.lisp`.

Mouse pointer gestures are capitalized, as in `Left` or `SHIFT-Middle`.

9
1 Using CLIM

1.1 Conceptual Overview

The Common Lisp Interface Manager (CLIM) is a powerful Lisp-based toolkit that provides a layered set of portable facilities for constructing user interfaces. These include application building facilities; basic windowing, input, output, and graphics services; stream-oriented input and output augmented by facilities such as output recording, presentations, and context sensitive input; high-level "formatted output" facilities; command processing; and a compositional toolkit similar to those found in the X world that supports look-and-feel independence.

CLIM does not compete with the window system or toolkits of the host machine (such as Motif or OpenLook), but rather uses their services, to the extent that it makes sense, to integrate Lisp applications into the host's window environment. For example, CLIM "windows" are mapped onto one or more host windows, and input and output operations performed on the CLIM window are ultimately carried out by the host window system.

The CLIM programmer is insulated from most of the complexities of portability. Regardless of the operating platform (that is, the combination of Lisp system, host computer, and host window environment), applications only need deal with CLIM objects and functions. CLIM makes abstractions out of many of the concepts common to all window environments. The programmer is encouraged to think in terms of these abstractions, rather than in the specific capabilities of a particular host system. For example, using CLIM, the programmer can specify the appearance of output in high-level terms and those high-level descriptions are then turned into the appropriate appearance for the given host. Thus, the application has the same fundamental interface across multiple environments, although the details will differ from system to system.

CLIM provides a spectrum of user interface building options, all the way from detailed, low-level specification of "what goes where," to high-level specifications in which the programmer leaves all of the details up to CLIM. This allows CLIM to balance ease of use on the one hand and versatility on the other. By using high-level facilities, a programmer can build portable user interfaces quickly, whereas by utilizing lower-level facilities, she can customize her programming and user interfaces according to her specific needs or requirements. For example, CLIM supports the development of applications that are independent of look and feel, as well as the portable development of toolkit libraries that define and implement a particular look and feel.

The CLIM architecture is divided into several layers, each with an explicitly-defined protocol. These protocols allow the programmer to customize or re-implement various parts of CLIM.

1.2 Highlights of Tools and Techniques

The facilities provided by CLIM include:

**Graphics**

CLIM offers a rich set of drawing functions, a wide variety of drawing options (such as line thickness), a sophisticated inking model, and color. CLIM provides full affine transformations, so that a drawing may be arbitrarily translated, rotated, and scaled to the extent that the underlying window system is capable of rendering such objects.

**Windowing**

CLIM provides a portable layer for implementing window-like objects known as sheets that are suited to support particular high-level facilities or interfaces. The windowing module of CLIM defines a uniform interface for creating and managing hierarchies of these objects. This layer also provides event management.
Output Recording
CLIM offers a facility for capturing all output done to a window. This facility provides the support for automatic window repainting and scrollable windows. In addition, this facility serves as the foundation for a variety of interesting high-level tools, including incremental redisplay.

Formatted Output
CLIM provides a set of macros and functions that enable programs to produce neatly formatted tabular and graphical displays with very little effort.

Context Sensitive Input
The presentation type facility of CLIM links textual or graphical output on a window with the underlying Lisp object that it represents, so that objects may be retrieved later by selecting their displayed representation with the pointer. This "semantic typing" of output allows the application builder to separate the semantics of the application from the appearance and interaction style.

Application Building
CLIM provides an application framework for organizing an application's top-level user interface and command processing loops. This framework provides support for laying out application windows under arbitrary constraints, managing command menus and/or menu bars, and associating user interface gestures with application commands. Using these tools, application writers can easily and quickly construct user interfaces that can grow flexibly from prototype to delivery.

Adaptive Toolkit
CLIM provides a uniform interface to the standard compositional toolkits available in many commercial computer environments. CLIM defines abstract classes that are analogous to the gadgets or widgets of toolkits such as Motif or OpenLook. CLIM fosters look-and-feel independence by defining these gadgets in terms of their function, without respect to the details of their appearance or operation. If an application uses these gadgets, its user interface will ultimately draw upon whatever toolkit is available in the host environment. This facility lets programmers easily construct applications that automatically conform to a variety of user interface standards. In addition, a portable CLIM-based implementation of these gadgets is provided.

1.3 How CLIM Helps You Achieve a Portable User Interface
Portability is one of the features that sets CLIM apart from other interface managers.

CLIM provides a uniform interface to the standard compositional toolkits available in many environments. By defining user interfaces in terms of CLIM objects rather than by accessing windows and widgets of a given windowing system directly, you are able to achieve a highly portable interface. In addition to CLIM functionality, you may also incorporate aspects of Common Lisp and CLOS into your program. The dependencies of your application are outlined in The Foundation of a Portable Application.

The Foundation of a Portable Application

The portability of your code comes from the fact that it is written in terms of standardized packages: Common Lisp, CLOS, and CLIM. From the perspective of your application, the details of the host windowing system, host operating system, and host computer should be invisible. CLIM handles the interaction with the underlying windowing system. How CLIM Is Layered Over the Host System shows the elements of the host environment from which CLIM insulates your application.
CLIM shields you from the details of any one window system by making abstractions of the concepts that many window systems have in common. In using CLIM, you specify the appearance of your application's interface in general, high-level terms. CLIM then turns your high-level description into the appearance appropriate for a given host environment. For example, a request for a scroll bar pane would be interpreted as a request for the scroll bar widget in the current windowing system.

In some cases, you may prefer to have more explicit control over the appearance of your application. At the expense of portability, you may, at any time, bypass CLIM abstract interface objects and directly use functions provided by the underlying windowing system.

1.4 What Is CLIM?

In the first three sections you have been given a brief introduction to CLIM and some of its features. This section addresses the nature of CLIM in a more concrete and tangible fashion by defining important CLIM terms and discussing the fundamental elements of CLIM, as well as higher-level facilities that have been built from this core.

1.4.1 The Core of CLIM

1.4.1.1 Application Frames

An application frame, or simply a frame, is the locus of all application-specific knowledge. It is a physical, bordered object that is composed of smaller, individually functioning parts, called panes. The frame maintains information regarding the layout of these components, keeps track of the Lisp state variables that contain the state of the application, and optionally has an interface to the window manager.

In developing a simple application such as an on-line address book, the application frame could be divided into several units to accomplish various tasks, as you can see in 1.4.1.2 Panes. One pane could be used to accept commands; another section of the screen could provide an index of names in the address book; another portion could be used to display a specific address entry. We might also choose to have a general menu and a few conveniently placed scroll bars. Each of these components of the application frame is a pane.
1.4.1.2 Panes

A pane is a window-like object that knows how to behave as a component of an application frame. That is, it supports the pane protocol operations for layout.

Panes come in many different varieties. For example, gadget panes include such things as buttons and scroll bars. Stream panes deal specifically with text. Some panes are defined only in terms of their functionality, without regard to their specific appearance or implementation. These panes are called abstract panes. The abstract definition allows various instances of the pane class to take on a platform-dependent look and feel. Panes can also be classified according to their role in pane hierarchies. Panes that can have child panes are called composite panes; those that cannot are called leaf panes. Composite panes that are in charge of spatially organizing their children are called layout panes.

An Example of Panes Within an Application Frame

![Address Book Application Frame](image)

The address book application frame shows a typical pane hierarchy. There are three instances of text panes that have associated scroll bars. For every extended stream pane, or text field, with affiliated scroll bar panes there is an "invisible" parent pane, known as a scroller pane, which does such things as control the layout of the child panes and ensure that its children are given the space they need.

The ability to address space allocation and composition concerns is the primary characteristic that sets panes apart from their superclass, sheets, to be discussed in 1.4.1.3 Sheets. Panes, therefore, understand how much screen space they want and need. For instance, the menu pane in the address book application has a static height, so that if the window is resized, the menu pane will not be scaled vertically. On the other hand, the scroller pane labeled in 1.4.1.2 Panes (the pane controlling the application pane for the address book index and the gadget panes for the two associated scroll bars) can be resized as long as the scroll bars are granted enough screen space to function, that is to say, to display the minimum graphics necessary to implement scrolling.
1.4.1.3 Sheets

Panes are built from more general objects called sheets. Sheets are the fundamental "window-like" entities that specify the areas of the screen to be used for input and output interactions. Sheets consist of, in part, a region on the screen, a coordinate system, and optionally a parent and/or child sheets. For a complete discussion on sheets, refer to 18 Sheets. CLIM programmers will typically not need to deal with sheets directly, but instead will use the higher-level pane objects.

1.4.1.4 Enabling Input and Output

A pane hierarchy must be attached to a display server so as to permit input and output. This is handled by the use of ports and grafts. A port specifies the device acting as the display server, whereas grafts are special sheets, typically representing the root window, which are directly connected to the display server. (The term graft is derived from the horticultural practice of grafting, in which the trunk of one tree is joined onto the rootstock of another.) Again, a CLIM application programmer will not normally deal with these objects directly. A call to make-application-frame automatically results in a port specification and graft instantiation. Refer to 9.2 Defining CLIM Application Frames for details.

1.4.1.5 Graphics

Once your panes are ready to accept output, you may be interested in creating graphics. CLIM provides elementary graphic functions such as draw-point and draw-circle as well as higher-level graphic functions such as draw-arrow and make-elliptical-arc (see 3.2 Using CLIM Drawing Options). CLIM also supports region operations such as region-intersection and region-difference (see 2.5 General Geometric Objects in CLIM).

1.4.1.6 Text

The fundamental function for displaying text is draw-text. In addition to many of the graphic drawing options, text functions take a text-style argument that controls the font, face, and size.

1.4.1.7 Events

An event is a CLIM object that represents some sort of user gesture (such as moving the pointer or pressing a key on the keyboard) or that corresponds to some sort of notification from the display server. Event objects store such things as the sheet associated with the event, the x and y position of the pointer within that sheet, the key name or character corresponding to a key on the keyboard, and so forth.

1.4.1.8 Mediums

Graphical operations performed on panes must ultimately be carried out by the window system of the underlying host computer. This is accomplished primarily via communication with an underlying object called a medium. A medium understands how to implement CLIM graphics operations, such as draw-line, by calling the underlying host window system's graphics functions. A medium also contains default drawing options, such as foreground and background colors, clipping region, transformations, line thickness, and fonts. There are different medium classes to support different windowing systems; thus, there is one medium class for the X Window System and a different one for the Macintosh Common Lisp environment.

This host-specific behavior is kept in a separate medium so that the pane classes themselves will be host-independent. Thus, when you build a new pane class, you do not have to build one version with X graphics mixed in, another one for the Mac, and so forth.

CLIM application programmers will not usually deal with mediums directly. In most cases, panes will automatically be allocated a medium upon creation, and output directed to the pane will be appropriately forwarded to the medium. In situations where efficiency is a concern, you may choose to send graphical output directly to the underlying medium. There
are also situations, particularly when a pane has infrequent output, when you may wish to have many "light-weight" panes that share a medium.

### 1.4.2 CLIM Facilities

CLIM provides many higher-level facilities that are built from the fundamental CLIM elements.

#### 1.4.2.1 Look and Feel

CLIM offers a variety of tools and features for creating portable Lisp applications. One of these techniques, made possible by the adaptive toolkit, is the ability to transform the look and feel of a given application easily. Thus, an application can take on Motif characteristics when running on a Unix workstation, can have a Microsoft Windows look and feel when running on that platform, or can be presented in a different customized manner.

#### 1.4.2.2 Controlling Look and Feel

*Frame managers* are responsible for controlling the look and feel of an application frame. Each different kind of appearance, whether it be Motif or Microsoft Windows, is expressed by a different frame manager. CLIM provides frame managers that interface to a large number of host environments, including X Windows. There is also a "generic" frame manager that allows applications to maintain a "CLIM look and feel" across all platforms, rather than adopting the style of the underlying windowing system. Existing frame managers can be customized, or entirely new frame managers can be created to give your application the look and feel you desire.

A frame manager is responsible for interpreting the portable, window-system-independent layout specification of an application frame in the context of the look and feel supported by the frame manager. The abstract gadget panes, such as the scroll bars and buttons, will be mapped into specific pane classes that implement the gadget in terms of the native gadget of the host window system. For example, `scroll-bar` is mapped onto internal classes which use the `SCROLLBAR` control on Microsoft Windows and the `ScrollBar` widget on Motif.

#### 1.4.2.3 Streams

Because Common Lisp performs its input and output on objects called *streams*, CLIM does, too. In CLIM, streams are specialized sheets that implement the sheet and stream protocols. The basic stream protocols for input and output provide fundamental functionality such as reading and writing characters and flushing the output. Stream input is provided by low-level events; stream output is accomplished through low-level graphics.

#### 1.4.2.4 Extended Input and Output

Streams in CLIM also support extended input and output protocols. The extended input stream protocol handles issues pertaining to, in part, non-character input such as mouse clicks. The extended output stream protocol addresses advanced issues such as text cursors, margins, text styles, inter-line spacing, and *output recording*.

Output recording is a facility CLIM offers for capturing all output done to an extended stream. This information is stored in structures called output records. Output recording is used in the implementation of scrollable windows and incremental redisplay. See *14 Output Recording and Redisplay* and *15 Extended Stream Input Facilities* for more details.

#### 1.4.2.5 Presentations

The presentation facility extends output recording to remember the semantics of output displayed in a CLIM window. *Presentations* are specialized output records that remember not only output, but also the Lisp object associated with the output and the semantic type affiliated with that object. This semantic type, called the *presentation type*, allows display objects to be classified. Such semantic tagging allows the user to re-use existing output on the window to satisfy future input
When a CLIM application is expecting input, an **input context** is established, which means the application is awaiting input of a certain semantic type. Presentations with an appropriate presentation type for the input context become sensitive; that is to say, clicking on them with the mouse will cause some action to happen. For instance, in the previous address book application example, when entering a new address, a user could type in an address or could specify input by clicking on any sensitive presentation. Addresses would be the only logical entry in this case, so only address presentation types will be sensitive. Nothing would happen if you clicked on a name or a phone number.

In a specific input context, when a given presentation type is valid input, all of the subclasses of this type are also acceptable. There are many cases, however, in which you may wish to expand the list of valid presentation types for a given input context. This is possible by the use of **presentation translators**.

### 1.4.2.6 Command Loop

The outermost level of an application is an infinite interaction processing loop, similar to the Lisp **read-eval-print** loop, called a **command loop**. The arguments to commands are defined in terms of the presentation type facility, so that command arguments can be specified via keyboard or mouse input.

It is also possible to map presentation types to commands that operate on arguments of those types. Thus you can invoke commands by clicking on displayed data. For example, in the address book example, as the command loop awaits commands, any command display objects would be sensitive. By using the **define-presentation-to-command-translator** macro, however, many other presentation types can in effect be turned into commands. A click on a name in the index could represent the "Select Address" command. Similarly, clicking on a field in the displayed address, such as the "Number:" field, could be translated into the "Change Address Number" command, as illustrated in **Using Presentation-to-Command Translators**.
1.4.3 Summary

The CLIM core, comprising of sheets, mediums, graphics, and input and output, serves as the foundation for higher-level functionality. CLIM itself provides many advanced capabilities that have been developed from this kernel. Presentations, streams, and gadgets are all descendants of the fundamental CLIM kernel. This resulting hierarchy of objects and functionality gives CLIM a layered structure. For instance, we notice that streams and gadgets are specialized panes that are themselves specialized sheets. Similarly, presentations are customized output records. At any point in these hierarchies, one may customize and specialize objects by making subclasses of existing objects and adding the desired functionality. Although CLIM provides many advanced facilities, it is always possible to return to the fundamental CLIM building blocks and start creating anew.

1.5 Loading CLIM

To load CLIM into your LispWorks image, call:

```
(reuse "clim")
```

To load the PostScript functionality, call:

```
(reuse "clim-postscript")
```
To load the CLIM demos, call:

```
(require "clim-demo")
```

See 1.7 The CLIM demos, for information about running the demos.

Note that module names are case-sensitive. For example `(require "CLIM")` will not work.

Note that the appearance of CLIM windows can be configured on some systems. See 1.7.1 Changing the appearance of CLIM windows.

## 1.6 Testing Code Examples

These instructions assume that a CLIM image has already been built, or that CLIM has been loaded. Load CLIM via `(require "clim")`. See the Release Notes and Installation Guide for instructions on saving an image.

Below, ‘>’ represents the Listener prompt which may appear differently in your Lisp image.

Load the sample file provided which contains CLIM code that defines an application frame:

```
> (load "<library-directory>/clim2/test/template.lisp")
```

Next, enter the following at the Lisp prompt:

```
> (run-frame-top-level
   (make-application-frame 'test :width 400 :height 500))
```

To exit the application and return to the Lisp top level, left-click on the Exit menu item. Enter `(quit)` at the Lisp prompt to quit Lisp.

## 1.7 The CLIM demos

To load the demo software, enter the following in a listener:

```
(require "clim-demo")
```

To run it, enter:

```
(clim-demo:start-demo)
```

This creates a new window, containing a menu listing all the demos. Choose the demo you wish to see. The CLIM demos are quick sketches of possible applications which demonstrate a variety of CLIM programming techniques. They are not robust, production-quality applications with complete error checking, but they can provide you with some ideas.

Note that the appearance of CLIM windows can be configured on some systems. See 1.7.1 Changing the appearance of CLIM windows.

The sources for all the demos are included. The test suite is a collection of examples of CLIM's capabilities. The test suite examples are simple and succinct, so we recommend examining their sources for examples of CLIM's functionality that you may want to employ.

You can also run the demos directly, rather than using the menu, with the following function calls:
1 Using CLIM

Function calls running each of the CLIM demos

<table>
<thead>
<tr>
<th>Demo</th>
<th>Call</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bicycle gearing</td>
<td>(clim-user::do-bicycle-gearing)</td>
</tr>
<tr>
<td>Custom output records</td>
<td>(clim-user::do-scigraph)</td>
</tr>
<tr>
<td>Peek</td>
<td>(clim-user::do-peek)</td>
</tr>
<tr>
<td>Browser</td>
<td>(clim-demo::do-ico)</td>
</tr>
<tr>
<td>Ico demo</td>
<td>(clim-browser::do-browser)</td>
</tr>
<tr>
<td>Bitmap editor</td>
<td>(clim-demo::do-bitmap-editor)</td>
</tr>
<tr>
<td>Graphics editor</td>
<td>(clim-graphics-editor::do-graphics-editor)</td>
</tr>
<tr>
<td>Color chooser</td>
<td>(clim-demo::do-color-chooser)</td>
</tr>
<tr>
<td>Plotting demo</td>
<td>(clim-demo::do-plot-demo)</td>
</tr>
<tr>
<td>Thinkadot</td>
<td>(clim-demo::do-thinkadot)</td>
</tr>
<tr>
<td>Address book</td>
<td>(clim-demo::do-address-book)</td>
</tr>
<tr>
<td>15 puzzle</td>
<td>(clim-demo::do-puzzle)</td>
</tr>
<tr>
<td>Flight planner</td>
<td>(clim-demo::do-flight-planner)</td>
</tr>
<tr>
<td>CAD demo</td>
<td>(clim-demo::do-cad-demo)</td>
</tr>
<tr>
<td>Graphics demos</td>
<td>(clim-demo::do-graphics-demo)</td>
</tr>
<tr>
<td>Lisp listener</td>
<td>(clim-demo::do-lisp-listener)</td>
</tr>
<tr>
<td>Test suite</td>
<td>(clim-test::do-test-suite)</td>
</tr>
</tbody>
</table>

1.7.1 Changing the appearance of CLIM windows

This section describes how you can configure the fonts, colors and so on used in CLIM windows on some systems.

For more information see the section "Properties of the host window system" in the CAPI User Guide and Reference Manual.

1.7.1.1 Changing the appearance on Microsoft Windows

LispWorks (version 5.0 and greater) is a "themed" application on Microsoft Windows XP and later versions. Themes alter the appearance of some CLIM panes.

To make CLIM appear as on earlier versions of Windows and in LispWorks 4.x, call:

```
(win32:set-application-themed nil)
```

before creating any CLIM windows.

1.7.1.2 Changing the appearance on X11/Motif

You can change CLIM's color scheme and default fonts with X resources. Place your X resources in a file called CLIM port (that is, nine characters including the space) on your resource lookup path.

These are the default resources:

```
*buttonFontList: *times-bold-r-normal--14*
```

19
By default, CLIM windows are mostly white. This is specified in the last line above.
## 2 Drawing Graphics

### 2.1 Conceptual Overview of Drawing Graphics

#### 2.1.1 Drawing Functions and Options

CLIM offers a set of drawing functions that enable you to draw points, lines, polygons, rectangles, ellipses, circles, and text. You can affect the way the geometric objects are drawn by supplying options to the drawing functions. The drawing options specify clipping, transformation, line style, text style, ink, and other aspects of the graphic to be drawn. See 3.2 Using CLIM Drawing Options.

#### 2.1.2 The Drawing Plane

When drawing graphics in CLIM, you imagine that they appear on a drawing plane. The drawing plane extends infinitely in four directions and has infinite resolution (no pixels). The drawing plane has no material existence and cannot be viewed directly. The drawing plane provides an idealized version of the graphics you draw. A line that you draw on the drawing plane is infinitely thin.

Rendering from Drawing Plane to Window

Of course, you intend that the graphics should be visible to the user, so they must be presented on a real display device. CLIM transfers the graphics from the drawing plane to the window via the rendering process. Because the window lives on hardware that has physical constraints, the rendering process is forced to compromise when it draws the graphics on the window. The actual visual appearance of the window is only an approximation of the idealized drawing plane.

Rendering from Drawing Plane to Window shows the conceptual model of the drawing functions sending graphical output to the drawing plane, and the graphics being transferred to a screen by rendering. The distinction between the idealized drawing plane and the real window enables you to develop programs without considering the constraints of a real window or other specific output device. This distinction makes CLIM's drawing model highly portable.

CLIM application programs can inquire about the constraints of a device, such as its resolution and other characteristics, and modify the desired visual appearance on that basis. This practice trades portability for a finer degree of control of the appearance on a given device.
2.1.3 Coordinates

When producing graphic output on the drawing plane, you indicate where to place the output with coordinates. *Coordinates* are a pair of numbers that specify the x and y placement of a point. When a window is first created, the origin (that is, \( x = 0 \), \( y = 0 \)) of the drawing plane is positioned at the top-left corner of the window. *X and Y Axes of the Drawing Plane* shows the orientation of the drawing plane. X extends toward the right, and Y extends downward.

X and Y Axes of the Drawing Plane

Each window looks into some rectangular area of its drawing plane. The specific area of the drawing plane that is visible is determined by the window's region and coordinate transformation. As the window scrolls downward, the origin of the drawing plane moves above the top edge of the window. Because windows can be located anywhere in the drawing plane, it may be inconvenient to keep track of the coordinates of the drawing plane, and it can be easier to think in terms of a *local coordinate system*.

Using a Local Coordinate System

For example, you might want to draw some business graphics as shown in *Using a Local Coordinate System*. For these graphics, it is more natural to think in terms of the Y axis growing upwards, and to have an origin other than the origin of the drawing plane, which might be very far from where you want the graphics to appear. You can create a local coordinate system in which to produce your graphics. The way you do this is to define a transformation that informs CLIM how to map from the local coordinate system to the coordinates of the drawing plane. For more information, see *with-room-for-graphics*.

2.1.4 Mediums, Sheets, and Streams

Mediums, sheets, and streams are classes of primary importance in the creation of graphics in CLIM.

One of the arguments taken by drawing functions is a *medium*. A medium keeps track of device-specific information necessary for creating graphics. There are different medium classes to support different devices; thus, there is one medium class for the X Window System and a different one for the Macintosh Common Lisp environment. A medium implements the low-level graphic functions such as drawing a line or displaying a color. A medium also keeps track of its drawing environment, which includes such things as the current transformation, text style, line style, and foreground and background inks.
A sheet specifies the destination for the graphical output of a medium. Whereas mediums are device-specific, sheets are completely portable. Sheets are visible objects that have properties such as a position, a region, a parent, and children. Interface elements such as scrollbars and pushbuttons are subclasses of sheets. For convenience, sheets have also been made to support the graphics protocol. A graphics function call to a sheet object, however, simply results in the same graphics function call being made to the medium object.

Streams are specialized sheets that implement the sheet and stream protocols. A stream is thus a sheet that supports stream methods like write-string and keeps track of additional stream-related state information, such as current cursor position.

2.2 Examples of Using CLIM Drawing Functions

Simple Use of the Drawing Functions shows the result of evaluating the following forms:

```
(clim:draw-rectangle* *my-sheet* 10 10 200 150 :filled nil                             
 :line-thickness 2)                                                           
(clim:draw-line* *my-sheet* 200 10 10 150)                                      
(clim:draw-point* *my-sheet* 180 25)                                            
(clim:draw-circle* *my-sheet* 100 75 40 :filled nil)                           
(clim:draw-ellipse* *my-sheet* 160 110 30 0 0 10 :filled nil)                  
(clim:draw-ellipse* *my-sheet* 160 110 10 0 0 30)                               
(clim:draw-polygon* *my-sheet* '(20 20 50 80 40 20) :filled nil)              
(clim:draw-polygon* *my-sheet* '(30 90 40 110 20 110))                        
```

Simple Use of the Drawing Functions

![Simple Use of the Drawing Functions](image)

2.3 CLIM Drawing Functions

Many of the drawing functions come in pairs. One function in the pair takes two arguments to specify a point by its x and y coordinates; the other function takes one argument, a point object. The function accepting coordinates of the point has a name with an asterisk (*) appended to it, and the function accepting a point object has the same name without an asterisk. For example, draw-point accepts a point object, and draw-point* accepts coordinates of a point. We expect that using the starred functions and specifying points by their coordinates will be more convenient in most cases.

Any drawing functions may create an output record that corresponds to the figure being drawn. _15 Extended Stream Input Facilities_ for a complete discussion of output recording. During output recording, none of these functions capture any arguments that are points, point sequences, coordinate sequences, or text strings. Line styles, text styles, transformations, and clipping regions may be captured.

The drawing functions are all specified as ordinary functions, not as generic functions. This is intended to ease the task of writing compile-time optimizations that avoid keyword argument taking, check for such things as constant drawing options, and so forth. If you need to specialize any of the drawing methods, use define-graphics-method.

Although the functions in this section are specified to be called on sheets, they can also be called on streams and mediums.
2.3.1 Arguments

- `point-seq` is a sequence of point objects.
- `coord-seq` is a sequence of coordinate pairs, which are real numbers. It is an error if `coord-seq` does not contain an even number of elements.
- The drawing functions take keyword arguments specifying drawing options. For information on the drawing options, see 3.2 Using CLIM Drawing Options. If you prefer to create and use point objects, see 2.5.2 CLIM Point Objects.

2.3.2 Basic Drawing Functions

```lisp
(draw-point) Function
(draw-point sheet point &key ink clipping-region transformation line-style line-thickness line-unit)
(draw-point* sheet x y &key ink clipping-region transformation line-style line-thickness line-unit)

Summary: These functions (structured and spread arguments, respectively) draw a single point on the sheet `sheet` at the point `point`, or the position `(x, y)`. The unit and thickness components of the current line style (see 3.2 Using CLIM Drawing Options) affect the drawing of the point by controlling the number of pixels used to render the point on the display device.

(draw-points) Function
(draw-points sheet point-seq &key ink clipping-region transformation line-style line-thickness line-unit)
(draw-points* sheet coord-seq &key ink clipping-region transformation line-style line-thickness line-unit)

Summary: These functions (structured and spread arguments, respectively) draw a set of points on the sheet `sheet`. For convenience and efficiency, these functions exist as equivalents to:

```
(map nil #'(lambda (point) (draw-point sheet point)) point-seq)
```

and:

```
(do ((i 0 (+ i 2)))
    ((= i (length coord-seq)))
  (draw-point* sheet (elt coord-seq i) (elt coord-seq (+ i 1))))
```

(draw-line) Function
(draw-line sheet point1 point2 &key ink clipping-region transformation line-style line-thickness line-unit line-dashes line-cap-shape)
(draw-line* sheet x1 y1 x2 y2 &key ink clipping-region transformation line-style line-thickness line-unit line-dashes line-cap-shape)

Summary: These functions (structured and spread arguments, respectively) draw a line segment on the sheet `sheet` from the point `point1` to `point2`, or from the position `(x1, y1)` to `(x2, y2).`
2 Drawing Graphics

The current line style (see 3.2 Using CLIM Drawing Options) affects the drawing of the line in the obvious way, except that the joint shape has no effect. Dashed lines start dashing at point1.

draw-lines

\begin{verbatim}
draw-lines  sheet point-seq &key  ink clipping-region transformation line-style line-thickness line-unit line-dashes line-cap-shape
\end{verbatim}

Summary: These functions (structured and spread arguments, respectively) draw a set of disconnected line segments. These functions are equivalent to:

\begin{verbatim}
(do ((i 0 (+ i 2)))
  ((= i (length point-seq)))
  (draw-line sheet (elt point-seq i) (elt point-seq (1+ i))))
\end{verbatim}

and:

\begin{verbatim}
(do ((i 0 (+ i 4)))
  ((= i (length coord-seq)))
  (draw-line* sheet
    (elt coord-seq i) (elt coord-seq (+ i 1))
    (elt coord-seq (+ i 2))
    (elt coord-seq (+ i 3))))
\end{verbatim}

draw-polygon

\begin{verbatim}
draw-polygon  sheet point-seq &key (filled t) (closed t) ink clipping-region transformation line-style line-thickness line-unit line-dashes line-joint-shape line-cap-shape
\end{verbatim}

Summary: Draws a polygon or polyline on the sheet sheet. When filled is nil, this draws a set of connected lines; otherwise, it draws a filled polygon. If closed is t (the default) and filled is nil, it ensures that a segment is drawn that connects the ending point of the last segment to the starting point of the first segment. The current line style (see 3.3 CLIM Line Styles for details) affects the drawing of unfilled polygons in the obvious way. The cap shape affects only the "open" vertices in the case when closed is nil. Dashed lines start dashing at the starting point of the first segment, and may or may not continue dashing across vertices, depending on the window system.

If filled is t, a closed polygon is drawn and filled in. In this case, closed is assumed to be t as well.

draw-rectangle

\begin{verbatim}
draw-rectangle  sheet point1 point2 &key (filled t) ink clipping-region transformation line-style line-thickness line-unit line-dashes line-joint-shape
\end{verbatim}

Summary: Draws either a filled or unfilled rectangle on the sheet sheet that has its sides aligned with the coordinate axes of the native coordinate system. One corner of the rectangle is at the position (x1, y1) or point1 and the opposite corner is
2 Drawing Graphics

at (x2, y2) or point2. The arguments x1, y1, x2, and y1 are real numbers that are canonicalized in the same way as for `make-bounding-rectangle`, filled is as for `draw-polygon`.

The current line style (see 3.2 Using CLIM Drawing Options) affects the drawing of unfilled rectangles in the obvious way, except that the cap shape has no effect.

draw-rectangles

Function

draw-rectangles  sheet  points  &key  ink  clipping-region  transformation  line-style  line-thickness  line-unit  line-dashes  line-joint-shape

draw-rectangles'

Function

draw-rectangles*  sheet  position-seq  &key  ink  clipping-region  transformation  line-style  line-thickness  line-unit  line-dashes  line-joint-shape

Summary: These functions (structured and spread arguments, respectively) draw a set of rectangles on the sheet sheet. points is a sequence of point objects; position-seq is a sequence of coordinate pairs. It is an error if position-seq does not contain an even number of elements.

Ignoring the drawing options, these functions are equivalent to:

\[
\begin{align*}
\text{(do \{(i 0 (+ i 2))
\quad (= i (length points)))
\quad (draw-rectangle sheet (elt points i) (elt points (1+ i)))\})
\end{align*}
\]

and:

\[
\begin{align*}
\text{(do \{(i 0 (+ i 4))
\quad (= i (length position-seq)))
\quad (draw-rectangle* sheet
\quad (elt position-seq i)
\quad (elt position-seq (+ i 1))
\quad (elt position-seq (+ i 2))
\quad (elt position-seq (+ i 3)))\})
\end{align*}
\]

draw-ellipse

Function

draw-ellipse  sheet  center-pt  radius-1-dx  radius-1-dy  radius-2-dx  radius-2-dy  &key  (filled t)  start-angle  end-angle  ink  clipping-region  transformation  line-style  line-thickness  line-unit  line-dashes  line-cap-shape

draw-ellipse'

Function

draw-ellipse*  sheet  center-x  center-y  radius-1-dx  radius-1-dy  radius-2-dx  radius-2-dy  &key  (filled t)  start-angle  end-angle  ink  clipping-region  transformation  line-style  line-thickness  line-unit  line-dashes  line-cap-shape

Summary: These functions (structured and spread arguments, respectively) draw an ellipse (when filled is t, the default) or an elliptical arc (when filled is nil) on the sheet sheet. The center of the ellipse is the point center-pt, or the position (center-x, center-y).

Two vectors, (radius-1-dx, radius-1-dy) and (radius-2-dx, radius-2-dy) specify the bounding parallelogram of the ellipse as explained in 2.5 General Geometric Objects in CLIM All of the radii are real numbers. If the two vectors are collinear, the ellipse is not well-defined and the `ellipse-not-well-defined` error will be signaled. The special case of an ellipse with its major axes aligned with the coordinate axes can be obtained by setting both radius-1-dx and radius-2-dx to 0.

start-angle and end-angle are real numbers that specify an arc rather than a complete ellipse. Angles are measured with respect to the positive x axis. The elliptical arc runs positively (counter-clockwise) from start-angle to end-angle. The default for start-angle is 0; the default for end-angle is 2\pi.
In the case of a "filled arc" (that is, when filled is t and start-angle or end-angle are supplied and are not 0 and 2π), the figure drawn is the "pie slice" area swept out by a line from the center of the ellipse to a point on the boundary as the boundary point moves from start-angle to end-angle.

When drawing unfilled ellipses, the current line style (see 3.2 Using CLIM Drawing Options) affects the drawing in the obvious way, except that the joint shape has no effect. Dashed elliptical arcs start dashing at start-angle.

**draw-circle**  
*Function*

**draw-circle** sheet center-pt radius &key (filled t) start-angle end-angle ink clipping-region transformation line-style line-thickness line-unit line-dashes line-cap-shape

**draw-circle**  
*Function*

**draw-circle** sheet center-x center-y radius &key (filled t) start-angle end-angle ink clipping-region transformation line-style line-thickness line-unit line-dashes line-cap-shape

Summary: These functions (structured and spread arguments, respectively) draw a circle (when filled is t, the default) or a circular arc (when filled is nil) on the sheet sheet. The center of the circle is center-pt or (center-x, center-y) and the radius is radius. These are just special cases of draw-ellipse and draw-ellipse*, filled is as for draw-ellipse*. start-angle and end-angle allow the specification of an arc rather than a complete circle in the same manner as that of the ellipse functions.

The "filled arc" behavior is the same as that of an ellipse.

**draw-text**  
*Function*

**draw-text** sheet string-or-char point &key text-style (start 0) end (align-x :left) (align-y :baseline) toward-point transform-glyphs ink clipping-region transformation text-style text-family text-face text-size

**draw-text**  
*Function*

**draw-text** sheet string-or-char x y &key text-style (start 0) end (align-x :left) (align-y :baseline) toward-x toward-y transform-glyphs ink clipping-region transformation text-style text-family text-face text-size

Summary: The text specified by string-or-char is drawn on the sheet sheet starting at the position specified by the point point, or the position (x, y). The exact definition of "starting at" depends on align-x and align-y. align-x is one of :left, :center, or :right. align-y is one of :baseline, :top, :center, or :bottom. align-x defaults to :left and align-y defaults to :baseline; with these defaults, the first glyph is drawn with its left edge and its baseline at point. text-style defaults to nil, meaning that the text will be drawn using the current text style of the sheet's medium.

start and end specify the start and end of the string, in the case where string-or-char is a string. If start is supplied, it must be an integer that is less than the length of the string. If end is supplied, it must be an integer that is less than the length of the string, but greater than or equal to start.

Normally, glyphs are drawn from left to right no matter what transformation is in effect. toward-x or toward-y (derived from toward-point in the case of draw-text) can be used to change the direction from one glyph to the next one. For example, if toward-x is less than the x position of point, then the glyphs will be drawn from right to left. If toward-y is greater than the y position of point, then the glyphs' baselines will be positioned one above another. More precisely, the reference point in each glyph lies on a line from point to toward-point, and the spacing of each glyph is determined by packing rectangles along that line, where each rectangle is "char-width" wide and "char-height" high.

transform-glyphs is not supported in this version of CLIM.
2.3.3 Compound Drawing Functions

CLIM also provides a few compound drawing functions. The compound drawing functions could be composed by a programmer from the basic drawing functions, but are provided by CLIM because they are commonly used.

```
Function  draw-arrow

Function  draw-arrow* 功用
```

```
draw-arrow  sheet  point-1  point-2  &key  ink  clipping-region  transformation  line-style  line-thickness  line-unit  line-dashes  line-cap-shape  to-head  from-head  head-length  head-width

draw-arrow*  sheet  x1  y1  x2  y2  &key  ink  clipping-region  transformation  line-style  line-thickness  line-unit  line-dashes  line-cap-shape  from-head  to-head  head-length  head-width
```

Summary: These functions (structured and spread arguments, respectively) draw a line segment on the sheet `sheet` from the point `point1` to `point2`, or from the position `(x1, y1)` to `(x2, y2). If `to-head` is `t` (the default), then the "to" end of the line is capped by an arrowhead. If `from-head` is `t` (the default is `nil`), then the "from" end of the line is capped by an arrowhead. The arrowhead has length `head-length` (default 10) and width `head-width` (default 5).

The current line style (see 3.2 Using CLIM Drawing Options) affects the drawing of the line portion of the arrow in the obvious way, except that the joint shape has no effect. Dashed arrows start dashing at `point1`.

```
Function  draw-oval

Function  draw-oval* 与
```

```
draw-oval  sheet  center-pt  x-radius  y-radius  &key  (filled  t)  ink  clipping-region  transformation  line-style  line-thickness  line-unit  line-dashes  line-cap-shape

draw-oval*  sheet  center-x  center-y  x-radius  y-radius  &key  (filled  t)  ink  clipping-region  transformation  line-style  line-thickness  line-unit  line-dashes  line-cap-shape
```

Summary: These functions (structured and spread arguments, respectively) draw a filled or unfilled oval (that is, a "race-track" shape) on the sheet `sheet`. The oval is centered on `center-pt`, or `(center-x, center-y). If `x-radius` or `y-radius` is 0, then a circle is drawn with the specified non-zero radius. Otherwise, a figure is drawn that is a rectangle with dimension `x-radius` by `y-radius`, with the two short sides replaced by a semicircular arc of the appropriate size.

2.3.4 Patterns and Stencils

_Patterning_ creates a bounded rectangular arrangement of designs, like a checkerboard. Drawing a pattern draws a different design in each rectangular cell of the pattern. To create an infinite pattern, apply _make-rectangular-tile_ to a pattern.

A _stencil_ is a special kind of pattern that contains only opacities.

```
Function  make-pattern

Function  make-pattern  array  inks
```

Summary: Returns a pattern ink that has `(array-dimension  array  0)` cells in the vertical direction and `(array-dimension  array  1)` cells in the horizontal direction. `array` must be a two-dimensional array of non-negative integers less than the length of `inks`. `inks` must be a sequence of designs. The design in cell `(i, j)` of the resulting pattern is the `n`th element of `inks`, if `n` is the value of `(aref  array  i  j)`. For example, `array` can be a bit-array and `inks` can be a list of two inks, the ink drawn for 0 and the one drawn for 1.

Each cell of a pattern can be regarded as a hole that allows the ink in it to show through. Each cell might have a different ink in it. The portion of the ink that shows through a hole is the portion on the part of the drawing plane where the hole is located. In other words, incorporating an ink into a pattern does not change its alignment to the drawing plane, and does

---

28
not apply a coordinate transformation to the design. Drawing a pattern collects the pieces of inks that show through all the holes and draws the pieces where the holes lie on the drawing plane. The pattern is completely transparent outside the area defined by the array.

This function captures its mutable inputs; the consequences of modifying those objects are unspecified.

**Tiling** repeats a rectangular portion of a pattern throughout the drawing plane.

### make-rectangular-tile

**Function**

**Syntax:**

```
make-rectangular-tile pattern width height
```

**Summary:** Returns a pattern that, when used as an ink, tiles a rectangular portion of the pattern `pattern` across the entire drawing plane. The resulting pattern repeats with a period of `width` horizontally and `height` vertically. `width` and `height` must both be integers. The portion of `pattern` that appears in each tile is a rectangle whose top-left corner is at `(0, 0)` and whose bottom-right corner is at `(width, height)`. The repetition of `pattern` is accomplished by applying a coordinate transformation to shift `pattern` into position for each tile, and then extracting a `width`-by-`height` portion of that pattern.

Applying a coordinate transformation to a rectangular tile does not change the portion of the argument `pattern` that appears in each tile. However, it can change the period, phase, and orientation of the repeated pattern of tiles. This is so that adjacent figures drawn using the same tile have their inks "line up".

### draw-pattern*

**Function**

**Syntax:**

```
draw-pattern* sheet pattern x y &key clipping-region transformation
```

**Summary:** Draws the pattern `pattern` on the sheet `sheet` at the position `(x, y)`. `pattern` is any pattern created by `make-pattern`, `clipping-region` and `transformation` are as for `with-drawing-options` or any of the drawing functions.

Note that `transformation` only affects the position at which the pattern is drawn, not the pattern itself. If you want to affect the pattern, you should explicitly call `transform-region` on the pattern.

You draw a bitmap by drawing an appropriately aligned and scaled pattern constructed from the bitmap's bits. A 1 in the bitmap corresponds to `+foreground-ink+`. A 0 corresponds to `+background-ink+` if an opaque drawing operation is desired, or to `+nowhere+` if a transparent drawing operation is desired.

Drawing a (colored) raster image consists of drawing an appropriately aligned and scaled pattern constructed from the raster array and raster color map.

`draw-pattern*` could be implemented as follows, assuming that the functions `pattern-width` and `pattern-height` return the width and height of the pattern.

```lisp
(defun draw-pattern* (sheet pattern x y &key clipping-region
  transformation
  (:clipping-region clipping-region)
  (:transformation transformation)
  (:filled t :ink pattern)))
```

```lisp
(draw-rectangle* sheet x y (+ x width) (+ y height)
  :filled t :ink pattern)))
```
2.3.5 Pixmaps

A pixmap can be thought of as an "off-screen window," that is, a medium that can be used for graphical output, but that is not visible on any display device. Pixmaps are provided to allow a programmer to generate a piece of output associated with some display device that can then be rapidly drawn on a real display device. For example, an electrical CAD system might generate a pixmap that corresponds to a complex, frequently-used part in a VLSI schematic, and then use copy-from-pixmap to draw the part as needed.

The exact representation of a pixmap is explicitly unspecified. There is no interaction between the pixmap operations and output recording; that is, displaying a pixmap on a medium is a pure drawing operation that affects only the display, not the output history. Some mediums may not support pixmaps; in this case, an error will be signaled.

allocate-pixmap

allocate-pixmap medium width height

Summary: Allocates and returns a pixmap object that can be used on any medium that shares the same characteristics as medium. (What constitutes "shared characteristics" varies from host to host.) medium can be a sheet, a medium, or a stream.

The resulting pixmap will be width units wide, height units high, and as deep as is necessary to store the information for the medium. The exact representation of pixmaps is explicitly unspecified. The returned value is the pixmap.

deallocate-pixmap

deallocate-pixmap pixmap

Summary: Deallocates the pixmap pixmap.

pixmap-width

pixmap-width pixmap

pixmap-height

pixmap-height pixmap

pixmap-depth

pixmap-depth pixmap

Summary: These functions return, respectively, the programmer-specified width, height, and depth of the pixmap pixmap.

copy-to-pixmap

copy-to-pixmap medium medium-x medium-y width height &optional pixmap (pixmap-x 0) (pixmap-y 0)

Summary: Copies the pixels from the medium medium starting at the position specified by (medium-x, medium-y) into the pixmap pixmap at the position specified by (pixmap-x, pixmap-y). A rectangle whose width and height is specified by width and height is copied. medium-x and medium-y are specified in user coordinates. (If medium is a medium or a stream, then medium-x and medium-y are transformed by the user transformation.)

If pixmap is not supplied, a new pixmap will be allocated. Otherwise, pixmap must be an object returned by allocate-pixmap that has the appropriate characteristics for medium.

The returned value is the pixmap.
2.4.1 Arguments

- All these generic functions take the same arguments as the non-generic spread function equivalents, except that the arguments that are keyword arguments in the non-generic functions are required arguments in the generic functions.

- The drawing-function-specific arguments are either \texttt{x} and \texttt{y} positions, or a sequence of \texttt{x} and \texttt{y} positions. Note that these positions will first be transformed by the medium's current transformation, and then transformed a second time by the medium's device transformation in order to produce the coordinates as they will actually appear on the screen.

- The ink, line style (or text style), and clipping regions arguments are optional, and default from the medium, based on \texttt{medium-ink}, \texttt{medium-line-style} (or \texttt{medium-current-text-style}), and \texttt{medium-clipping-region}, respectively.

---

### 2.4 Graphics Protocols

Every medium implements methods for the various graphical drawing generic functions. Furthermore, every sheet that supports the standard output protocol implements these methods as well; often, the sheet methods will simply call the same methods on the sheet's medium.

#### 2.4.1 Arguments

- All these generic functions take the same arguments as the non-generic spread function equivalents, except that the arguments that are keyword arguments in the non-generic functions are required arguments in the generic functions.

- The drawing-function-specific arguments are either \texttt{x} and \texttt{y} positions, or a sequence of \texttt{x} and \texttt{y} positions. Note that these positions will first be transformed by the medium's current transformation, and then transformed a second time by the medium's device transformation in order to produce the coordinates as they will actually appear on the screen.

- The ink, line style (or text style), and clipping regions arguments are optional, and default from the medium, based on \texttt{medium-ink}, \texttt{medium-line-style} (or \texttt{medium-current-text-style}), and \texttt{medium-clipping-region}, respectively.
2 Drawing Graphics

2.4.2 General Behavior of Drawing Functions

Using **draw-line** as an example, calling any of the drawing functions specified previously results in the following series of function calls on a non-output recording sheet:

- A program calls **draw-line** on arguments *sheet, xl, y1, x2, and y2*, and perhaps some drawing options.
- **draw-line** merges the supplied drawing options into the sheet's medium, and then calls **medium-draw-line** on the sheet. (Note that a compiler macro could detect the case where there are no drawing options or constant drawing options, and do this at compile time.)
- **medium-draw-line** on the sheet calls the same method—**medium-draw-line**—on the medium.
- **medium-draw-line** performs the necessary user transformations by applying the medium transformation to *xl, y1, x2, and y2*, and to the clipping region.

2.4.3 Medium-Specific Drawing Functions

All mediums and all sheets that support the standard output protocol implement methods for the following generic functions.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>medium-draw-point</strong></td>
<td>Draws a point on the medium.</td>
</tr>
<tr>
<td><strong>medium-draw-points</strong></td>
<td>Draws a set of points on the medium.</td>
</tr>
<tr>
<td><strong>medium-draw-line</strong></td>
<td>Draws a line from (xl, y1) to (x2, y2) on the medium.</td>
</tr>
<tr>
<td><strong>medium-draw-lines</strong></td>
<td>Draws a set of disconnected lines on the medium.</td>
</tr>
<tr>
<td><strong>medium-draw-polygon</strong></td>
<td>Draws a polygon or polyline on the medium.</td>
</tr>
<tr>
<td><strong>medium-draw-rectangle</strong></td>
<td>Draws a rectangle whose corners are at (xl, y1) and (x2, y2) on medium.</td>
</tr>
<tr>
<td><strong>medium-draw-ellipse</strong></td>
<td>Draws a rectangle on medium. The center is at (center-x, center-y). The vectors (radius-1-dx, radius-1-dy)</td>
</tr>
</tbody>
</table>
and \((\text{radius-2-dx}, \text{radius-2-dy})\) specify the radii. \text{start-angle} and \text{end-angle} are real numbers that specify an arc, not a complete ellipse.

### medium-draw-text*

**Generic Function**

\[
\text{medium-draw-text}^* \quad \text{medium} \quad \text{text} \quad x \quad y \quad (\text{start} \ 0) \quad \text{end} \quad (\text{align-x :left}) \quad (\text{align-y :baseline}) \quad \text{toward-x} \quad \text{toward-y} \quad \text{transform-glyphs}
\]

**Summary:** Draws a character or a string on the medium \text{medium}. The text is drawn starting at \((x, y)\), and towards \((\text{toward-x}, \text{toward-y})\).

### 2.5 General Geometric Objects in CLIM

#### 2.5.1 Regions in CLIM

A \textit{region} is an object that denotes a set of points in the plane. Regions include their boundaries; that is, they are closed. Regions have infinite resolution.

A \textit{bounded region} is a region that contains at least one point for which there exists a number, \(d\), called the region's diameter, such that if \(p1\) and \(p2\) are points in the region, the distance between \(p1\) and \(p2\) is always less than or equal to \(d\).

An \textit{unbounded region} either contains no points or contains points arbitrarily far apart. \textit{nowhere} and \textit{everywhere} are examples of unbounded regions.

Another way to describe a region is to say that it maps every \((x, y)\) pair into either true or false (meaning member or not a member, respectively, of the region). Later, in Chapter 5, we will generalize a region to something called an \textit{ink} that maps every point \((x, y)\) into color and opacity values.

CLIM classifies the various types of regions in the following way. All regions are a subclass of \texttt{region}, and all bounded regions are also a subclass of either \texttt{point}, \texttt{path}, or \texttt{area}, as shown in [The Class Structure for All Regions](#).

The Class Structure for All Regions

### region

**Protocol Class**

**Summary:** The protocol class that corresponds to a set of points. This includes both bounded and unbounded regions. This is a subclass of \texttt{ink} (see 5 Drawing in Color for details).

If you want to create a new class that behaves like a region, it should be a subclass of \texttt{region}. Subclasses of \texttt{region}
must obey the region protocol.

There is no general constructor called \texttt{make-region} because of the impossibility of a uniform way to specify the arguments to such a function.

**regionp**

\texttt{regionp object}

*Summary:* Returns \texttt{t} if \textit{object} is a region; otherwise, it returns \texttt{nil}.

**path**

*Summary:* The protocol class \texttt{path} denotes bounded regions that have dimensionality 1 (that is, lines or curves). It is a subclass of \texttt{region} and \texttt{bounding-rectangle}. If you want to create a new class that behaves like a path, it should be a subclass of \texttt{path}. Subclasses of \texttt{path} must obey the path protocol.

Constructing a \texttt{path} object with no length (via \texttt{make-line*}, for example) canonicalizes it to \texttt{+nowhere}. Some rendering models support the constructing of areas by filling a closed path. In this case, the path needs a direction associated with it. Since CLIM does not currently support the path-filling model, paths are directionless.

**pathp**

\texttt{pathp object}

*Summary:* Returns \texttt{t} if \textit{object} is a path; otherwise, it returns \texttt{nil}.

Note that constructing a \texttt{path} object with no length (by calling \texttt{make-line} with two coincident points, for example) canonicalizes it to \texttt{+nowhere}.

**area**

*Summary:* The protocol class \texttt{area} denotes bounded regions that have dimensionality 2 (that is, are flat surfaces). It is a subclass of \texttt{region} and \texttt{bounding-rectangle}. If you want to create a new class that behaves like an area, it should be a subclass of \texttt{area}. Subclasses of \texttt{area} must obey the area protocol.

Note that constructing an \texttt{area} object with no area (by calling \texttt{make-rectangle} with two coincident points, for example) canonicalizes it to \texttt{+nowhere}.

**areap**

\texttt{areap object}

*Summary:* Returns \texttt{t} if \textit{object} is an area; otherwise, it returns \texttt{nil}.

**coordinate**

*Summary:* The type that represents a coordinate. All of the specific region classes and subclasses of \texttt{bounding-rectangle} will use this type to store their coordinates. However, the constructor functions for the region classes and for bounding rectangles accept numbers of any type and coerce them to \texttt{coordinate}.

The following two constants represent the regions that correspond, respectively, to all of the points on the drawing plane and to none of the points on the drawing plane.

**+everywhere+**

*Summary:* The region that includes all the points on the infinite drawing plane.
2 Drawing Graphics

+nowhere+

Constant

Summary: The empty region (the opposite of +everywhere+).

2.5.1.1 Region Predicates in CLIM

The following generic functions comprise the region predicate protocol. All classes that are subclasses of region must either inherit or implement methods for these generic functions.

The methods for region-equal, region-contains-region-p, and region-intersects-region-p will typically specialize both the region1 and region2 arguments.

region-equal

Generic Function

region-equal region1 region2

Summary: Returns t if the two regions region1 and region2 contain exactly the same set of points; otherwise, it returns nil.

region-contains-region-p

Generic Function

region-contains-region-p region1 region2

Summary: Returns t if all points in the region region2 are members of the region region1; otherwise, it returns nil.

region-contains-position-p

Generic Function

region-contains-position-p region x y

Summary: Returns t if the point at (x, y) is contained in the region region; otherwise, it returns nil. Since regions in CLIM are closed, this must return t if the point at (x, y) is on the region's boundary.

region-contains-position-p is a special case of region-contains-region-p in which the region is the point (x, y).

region-intersects-region-p

Generic Function

region-intersects-region-p region1 region2

Summary: Returns nil if region-intersection of the two regions region1 and region2 would be +nowhere+; otherwise, it returns t.

2.5.1.2 Composition of CLIM Regions

Region composition in CLIM is the process in which two regions are combined in some way (such as union or intersection) to produce a third region.

Since all regions in CLIM are closed, region composition is not always equivalent to simple set operations. Instead, composition attempts to return an object that has the same dimensionality as one of its arguments. If this is not possible, then the result is defined to be an empty region, which is canonicalized to +nowhere+. (The exact details of this are specified with each function.)

Sometimes composition of regions can produce a result that is not a simple contiguous region. For example, region-union of two rectangular regions might not be rectangular. In order to support cases like this, CLIM has the concept of a region set, an object that represents one or more region objects related by some region operation, usually a union.
region-set

Summary: The protocol class that represents a region set; a subclass of region and bounding-rectangle.

Members of this class are immutable.

region-set-p

region-set-p object

Summary: Returns t if object is a region set; otherwise, it returns nil.

standard-rectangle-set

Summary: This instantiable subclass of region-set and bounding-rectangle represents the union of several axis-aligned rectangles.

standard-region-union

standard-region-intersection

standard-region-difference

Classes

Summary: These three instantiable classes respectively implement the union, intersection, and differences of regions.

Region sets that are composed entirely of axis-aligned rectangles must be canonicalized into either a single rectangle or a union of rectangles. Furthermore, the rectangles in the union must not overlap each other.

The following generic functions comprise the region composition protocol. All classes that are subclasses of region must implement methods for these generic functions.

The methods for region-union, region-intersection, and region-difference will typically specialize both the region1 and region2 arguments.

region-set-regions

region-set-regions region &key normalize

Summary: Returns a sequence of the regions in the region set region. region can be either a region set or a "simple" region, in which case the result is simply a sequence of one element: region.

Note: This function returns objects that reveal CLIM's internal state; do not modify these objects.

For the case of region sets that are unions of axis-aligned rectangles, the rectangles returned by region-set-regions are guaranteed not to overlap.

If normalize is supplied, it must be either :x-banding or :y-banding. If it is :x-banding and all the regions in region are axis-aligned rectangles, the result is normalized by merging adjacent rectangles with banding done in the x direction. If it is :y-banding and all the regions in region are rectangles, the result is normalized with banding done in the y direction. Normalizing a region set that is not composed entirely of axis-aligned rectangles using x- or y-banding causes CLIM to signal the region-set-not-rectangular error.
Normalizing of Rectangular Region Sets

map-over-region-set-regions

map-over-region-set-regions function region &key normalize

Summary: Calls function on each region in the region set region. This is often more efficient than calling region-set-regions. function is a function of one argument, a region; it has dynamic extent. region can be either a region set or a "simple" region, in which case function is called once on region itself. normalize is as for region-set-regions.

region-union

region-union region1 region2

Summary: Returns a region that contains all points that are in either of the regions region1 or region2 (possibly with some points removed in order to satisfy the dimensionality rule). The result of region-union always has dimensionality that is the maximum dimensionality of region1 and region2. For example, the union of a path and an area produces an area; the union of two paths is a path.

region-union will return either a simple region or a member of the class standard-region-union.

This function captures its mutable inputs; the consequences of modifying those objects are unspecified.

region-intersection

region-intersection region1 region2

Summary: Returns a region that contains all points that are in both of the regions region1 and region2 (possibly with some points removed in order to satisfy the dimensionality rule). The result of region-intersection has dimensionality that is the minimum dimensionality of region1 and region2, or is +nowheret. For example, the intersection of two areas is either another area or +nowheret; the intersection of two paths is either another path or +nowheret; the intersection of a path and an area produces the path clipped to stay inside of the area.

region-intersection will return either a simple region or a member of the class standard-region-intersection.

This function captures its mutable inputs; the consequences of modifying those objects are unspecified.
region-difference

Summary: Returns a region that contains all points in the region \textit{region1} that are not in the region \textit{region2} (possibly plus additional boundary points to make the result closed). The result of \texttt{region-difference} has the same dimensionality as \textit{region1}, or is \texttt{+nowhere}. For example, the difference of an area and a path produces the same area; the difference of a path and an area produces the path clipped to stay outside of the area.

\texttt{region-difference} will return either a simple region, a region set, or a member of the class \texttt{standard-region-difference}.

This function captures its mutable inputs; the consequences of modifying those objects are unspecified.

Examples of Region Union, Intersection, and Difference

2.5.2 CLIM Point Objects

A \texttt{point} is a mathematical point in the drawing plane that is identified by its coordinates, a pair of real numbers. Points have neither area nor length. Note that a point is not the same thing as a pixel; CLIM’s model of the drawing plane has continuous coordinates.

You can create point objects and use them as arguments to the drawing functions. Alternatively, you can use the \texttt{spread} versions of the drawing functions, that is, the drawing functions with stars appended to their names. For example, instead of \texttt{draw-point}, use \texttt{draw-point*}, which takes two arguments specifying a point by its coordinates. (Note that, for performance reasons, we generally recommend the use of the spread versions.)

The operations for creating and dealing with points are:

\texttt{point}

Summary: The protocol class that corresponds to a mathematical point. This is a subclass of \texttt{region} and \texttt{bounding-rectangle}. If you want to create a new class that behaves like a point, it should be a subclass of \texttt{point}. Subclasses of \texttt{point} obey the point protocol.

\texttt{pointp}

\texttt{pointp object}

Summary: Returns \texttt{t} if \textit{object} is a point; otherwise, it returns \texttt{nil}.
standard-point

Class

Summary: An instantiable class that implements a point. This is a subclass of point. This is the class that make-point instantiates. Members of this class are immutable.

make-point

make-point x y

Function

Summary: Returns an object of class standard-point whose coordinates are x and y. x and y must be real numbers.

The following generic functions comprise the point Application Programmer Interface. Only point-position is in the point protocol; that is, all classes that are subclasses of point must implement methods for point-position, but need not implement methods for point-x and point-y.

point-position

point-position point

Generic Function

Summary: Returns both the x and y coordinates of the point point as two values.

point-x

point-x point

Generic Function

point-y

point-y point

Generic Function

Summary: Returns the x or y coordinate of the point point, respectively. CLIM will supply default methods for point-x and point-y on the protocol class point that are implemented by calling point-position.

2.5.3 Polygons and Polylines in CLIM

A polyline is a path that consists of one or more line segments joined consecutively at their end-points. A line is a polyline that has only one segment.

Polylines that have the end-point of their last line segment coincident with the start-point of their first line segment are called closed; this use of the term "closed" should not be confused with closed sets of points.

A polygon is an area bounded by a closed polyline.

If the boundary of a polygon intersects itself, the odd-even winding-rule defines the polygon: a point is inside the polygon if a ray from the point to infinity crosses the boundary an odd number of times.

Polylines and polygons are closed under affine transformations.

The classes that correspond to polylines and polygons are:

polyline

Protocol Class

Summary: The protocol class that corresponds to a polyline. It is a subclass of path. If you want to create a new class that behaves like a polyline, it should be a subclass of polyline. Subclasses of polyline must obey the polyline protocol.

polylinep

Function

polylinep object
Summary: Returns t if object is a polyline; otherwise, it returns nil.

polygon

Summary: The protocol class (a subclass of area) that corresponds to a mathematical polygon. If you want to create a new class that behaves like a polygon, it should be a subclass of polygon. Subclasses of polygon must obey the polygon protocol.

polygonp

polygonp object

Summary: Returns t if object is a polygon; otherwise, it returns nil.

standard-polyline

Summary: A class that implements a polyline. This is a subclass of polyline. This is the class that make-polyline and make-polyline* instantiate. Members of this class are immutable.

standard-polygon

Summary: A class that implements a polygon. This is a subclass of polygon. This is the class that make-polygon and make-polygon* instantiate. Members of this class are immutable.

2.5.3.1 Constructors for CLIM Polygons and Polylines

The following functions can be used to create polylines and polygons:

make-polyline

make-polyline point-seq &key closed

make-polyline*

make-polyline* coord-seq &key closed

Summary: Returns an object of class standard-polyline consisting of the segments connecting each of the points in point-seq (or the points represented by the coordinate pairs in coord-seq).

If closed is t, then the segment connecting the first point and the last point is included in the polyline. The default for closed is nil.

These functions capture their mutable inputs; the consequences of modifying those objects are unspecified.

make-polygon

make-polygon point-seq

make-polygon*

make-polygon* coord-seq

Summary: Returns an object of class standard-polygon consisting of the area contained in the boundary that is specified by the segments connecting each of the points in point-seq (or the points represented by the coordinate pairs in coord-seq).

These functions capture their mutable inputs; the consequences of modifying those objects are unspecified.
2.5.3.2 Accessors for CLIM Polygons and Polylines

The following generic functions comprise the polygon and polyline protocol. All classes that are subclasses of \texttt{polygon} or \texttt{polyline} must implement methods for them. Some of the functions take an argument \texttt{polygon-or-polyline}, which may be a polygon or a polyline.

\textbf{polygon-points} \hfill \textit{Generic Function}

\texttt{polygon-points \ polygon-or-polyline}

\textit{Summary:} Returns a sequence of points that specify the segments in \texttt{polygon-or-polyline}. This function returns objects that reveal CLIM's internal state; do not modify those objects.

\textbf{map-over-polygon-coordinates} \hfill \textit{Generic Function}

\texttt{map-over-polygon-coordinates \ function \ polygon-or-polyline}

\textit{Summary:} Applies \texttt{function} to all of the coordinates of the vertices of \texttt{polygon-or-polyline}. \texttt{function} is a function of two arguments, the \texttt{x} and \texttt{y} coordinates of the vertex; it has dynamic extent.

\textbf{map-over-polygon-segments} \hfill \textit{Generic Function}

\texttt{map-over-polygon-segments \ function \ polygon-or-polyline}

\textit{Summary:} Applies \texttt{function} to the segments that compose \texttt{polygon-or-polyline}. \texttt{function} is a function of four arguments, the \texttt{x} and \texttt{y} coordinates of the start of the segment, and the \texttt{x} and \texttt{y} coordinates of the end of the segment; it has dynamic extent. When \texttt{map-over-polygon-segments} is called on a closed polyline, it will call \texttt{function} on the segment that connects the last point back to the first point.

\textbf{polyline-closed} \hfill \textit{Generic Function}

\texttt{polyline-closed \ polyline}

\textit{Summary:} Returns \texttt{t} if the polyline \texttt{polyline} is closed; otherwise, it returns \texttt{nil}.

2.5.4 Lines in CLIM

A line is a special case of a polyline having only one segment. The functions for making and dealing with lines are the following:

\textbf{line} \hfill \textit{Protocol Class}

\textit{Summary:} The protocol class that corresponds to a mathematical line segment, that is, a polyline with only a single segment. This is a subclass of \texttt{polyline}. If you want to create a new class that behaves like a line, it should be a subclass of \texttt{line}. Subclasses of \texttt{line} must obey the line protocol.

\textbf{linep} \hfill \textit{Function}

\texttt{linep \ object}

\textit{Summary:} Returns \texttt{t} if \texttt{object} is a line; otherwise, it returns \texttt{nil}.

\textbf{standard-line} \hfill \textit{Class}

\textit{Summary:} An instantiable class that implements a line segment. This is a subclass of \texttt{line}. This is the class that \texttt{make-line} and \texttt{make-line*} instantiate. Members of this class are immutable.
2 Drawing Graphics

make-line

make-line start-point end-point

make-line*

make-line* start-x start-y end-x end-y

Summary: Returns an object of class standard-line that connects the two points start-point and end-point, or the positions (start-x, start-y) and (end-x, end-y).

These functions capture their mutable inputs; the consequences of modifying those objects are unspecified.

The following generic functions comprise the line Application Programmer Interface. Only line-start-point* and line-end-point* are in the line protocol; that is, all classes that are subclasses of line must implement methods for line-start-point* and line-end-point*, but need not implement methods for line-start-point and line-end-point.

line-start-point*

line-start-point* line

line-end-point*

line-end-point* line

Summary: Returns the starting or ending point, respectively, of the line line as two real numbers representing the coordinates of the point.

line-start-point

line-start-point line

line-end-point

line-end-point line

Summary: Returns the starting or ending point of the line line, respectively.

CLIM will supply default methods for line-start-point and line-end-point on the protocol class line that are implemented by calling line-start-point* and line-end-point*.

2.5.5 Rectangles in CLIM

A rectangle is a special case of a four-sided polygon whose edges are parallel to the coordinate axes. A rectangle can be specified completely by four real numbers (min-x, min-y, max-x, max-y). They are not closed under affine transformations, although they are closed under rectilinear transformations. CLIM uses rectangles extensively for various purposes, particularly in optimizations.

The functions for creating and dealing with rectangles are the following:

rectangle

Summary: The protocol class that corresponds to a mathematical rectangle, that is, a rectangular polygons whose sides are parallel to the coordinate axes. This is a subclass of polygon. If you want to create a new class that behaves like a rectangle, it should be a subclass of rectangle. Subclasses of rectangle must obey the rectangle protocol.
rectanglep

*rectanglep* object

**Summary:** Returns t if object is a rectangle; otherwise, it returns nil.

standard-rectangle

**Class**

**Summary:** An instantiable class that implements an axis-aligned rectangle. This is a subclass of *rectangle*. This is the class that *make-rectangle* and *make-rectangle* instantiate. Members of this class are immutable.

make-rectangle

*make-rectangle* point1 point2

**Function**

make-rectangle*

*make-rectangle* x1 y1 x2 y2

**Function**

**Summary:** Returns an object of class standard-rectangle whose edges are parallel to the coordinate axes. One corner is at the point point1, or the position (x1, y1), and the opposite corner is at the point point2, or the position (x2, y2). There are no ordering constraints among point1 and point2 (or x1 and x2, and y1 and y2).

This function captures its mutable inputs; the consequences of modifying those objects are unspecified.

The following generic functions comprise the rectangle Application Programmer Interface. Only *rectangle-edges* is in the rectangle protocol; that is, all classes that are subclasses of *rectangle* must implement methods for *rectangle-edges*, but need not implement methods for the remaining functions.

rectangle-edges*

*rectangle-edges* rectangle

**Generic Function**

**Summary:** Returns the coordinates of the minimum x and y and maximum x and y of the rectangle rectangle as four values, min-x, min-y, max-x, and max-y.

rectangle-min-point

*rectangle-min-point* rectangle

**Generic Function**

rectangle-max-point

*rectangle-max-point* rectangle

**Generic Function**

**Summary:** Returns the min point and max point of the rectangle rectangle, respectively. The position of a rectangle is specified by its min point.

CLIM supplies default methods for *rectangle-min-point* and *rectangle-max-point* on the protocol class *rectangle* that are implemented by calling *rectangle-edges*.

rectangle-min-x

*rectangle-min-x* rectangle

**Generic Function**

rectangle-min-y

*rectangle-min-y* rectangle

**Generic Function**
2 Drawing Graphics

rectangle-max-x

\texttt{rectangle-max-x \hspace{1mm} rectangle}

\texttt{rectangle-max-y}

\texttt{rectangle-max-y \hspace{1mm} rectangle}

\textit{Summary:} Returns (respectively) the minimum \(x\) and \(y\) coordinate and maximum \(x\) and \(y\) coordinate of the rectangle \texttt{rectangle}.

CLIM supplies default methods for these four generic functions on the protocol class \texttt{rectangle} that are implemented by calling \texttt{rectangle-edges*}.

rectangle-width

\texttt{rectangle-width \hspace{1mm} rectangle}

rectangle-height

\texttt{rectangle-height \hspace{1mm} rectangle}

rectangle-size

\texttt{rectangle-size \hspace{1mm} rectangle}

\textit{Summary:} \texttt{rectangle-width} returns the width of the rectangle \texttt{rectangle}, which is the difference between its maximum and minimum \(x\) values. \texttt{rectangle-height} returns the height, which is the difference between its maximum and minimum \(y\) values. \texttt{rectangle-size} returns two values, the width and the height.

CLIM supplies default methods for these four generic functions on the protocol class \texttt{rectangle} that are implemented by calling \texttt{rectangle-edges*}.

2.5.6 Ellipses and Elliptical Arcs in CLIM

An \texttt{ellipse} is an area that is the outline and interior of an ellipse. Circles are special cases of ellipses.

An \texttt{elliptical arc} is a path consisting of all or a portion of the outline of an ellipse. \texttt{Circular arcs} are special cases of elliptical arcs.

An ellipse is specified in a manner that is easy to transform, and treats all ellipses on an equal basis. An ellipse is specified by its center point and two vectors that describe a bounding parallelogram of the ellipse. The bounding parallelogram is made by adding and subtracting the vectors from the center point in the following manner:

**Bounding Parallelogram of an Ellipse**

<table>
<thead>
<tr>
<th></th>
<th>(x) coordinate</th>
<th>(y) coordinate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Center of Ellipse</td>
<td>(x_c)</td>
<td>(y_c)</td>
</tr>
<tr>
<td>Vectors</td>
<td>(dx_1)</td>
<td>(dy_1)</td>
</tr>
<tr>
<td></td>
<td>(dx_2)</td>
<td>(dy_2)</td>
</tr>
<tr>
<td>Corners of Parallelogram</td>
<td>(x_c + dx_1 + dx_2)</td>
<td>(y_c + dy_1 + dy_2)</td>
</tr>
<tr>
<td></td>
<td>(x_c + dx_1 - dx_2)</td>
<td>(y_c + dy_1 - dy_2)</td>
</tr>
<tr>
<td></td>
<td>(x_c - dx_1 - dx_2)</td>
<td>(y_c - dy_1 - dy_2)</td>
</tr>
<tr>
<td></td>
<td>(x_c - dx_1 + dx_2)</td>
<td>(y_c - dy_1 + dy_2)</td>
</tr>
</tbody>
</table>
The special case of an ellipse with its axes aligned with the coordinate axes can be obtained by setting $dx$, and $dy$, to 0, or setting $dx$, and $dy$, to 0.

Note that several different parallelograms specify the same ellipse, as shown here:

Ellipses Specified by Parallelograms

One parallelogram is bound to be a rectangle—the vectors will be perpendicular and correspond to the semi-axes of the ellipse.

The following classes and functions are used to represent and operate on ellipses and elliptical arcs.

**ellipse**

*Protocol Class*

*Summary:* The protocol class that corresponds to a mathematical ellipse. This is a subclass of *area*. If you want to create a new class that behaves like an ellipse, it should be a subclass of *ellipse*. Subclasses of *ellipse* must obey the ellipse protocol.

**ellipsep**

*Function*

`ellipsep object`

*Summary:* Returns t if `object` is an ellipse; otherwise, it returns `nil`.

**standard-ellipse**

*Class*

*Summary:* An instantiable class that implements an ellipse. This is a subclass of *ellipse*. This is the class that *make-ellipse* and *make-ellipse* instantiate. Members of this class are immutable.

**elliptical-arc**

*Protocol Class*

*Summary:* The protocol class that corresponds to a mathematical elliptical arc. This is a subclass of *path*. If you want to create a new class that behaves like an elliptical arc, it should be a subclass of *elliptical-arc*. Subclasses of *elliptical-arc* must obey the elliptical arc protocol.

**elliptical-arc-p**

*Function*

`elliptical-arc-p object`

*Summary:* Returns t if `object` is an elliptical arc; otherwise, it returns `nil`.

**standard-elliptical-arc**

*Class*

*Summary:* An instantiable class that implements an elliptical arc. This is a subclass of *elliptical-arc*. This is the class that *make-elliptical-arc* and *make-elliptical-arc* instantiate. Members of this class are immutable.
2 Drawing Graphics

2.5.6.1 Constructor Functions for Ellipses and Elliptical Arcs in CLIM

**make-ellipse**  
*Function*  

```
make-ellipse center-point radius-1-dx radius-1-dy radius-2-dx radius-2-dy &key start-angle end-angle
```

**make-ellipse***  
*Function*  

```
make-ellipse* center-x center-y radius-1-dx radius-1-dy radius-2-dx radius-2-dy &key start-angle end-angle
```

**Summary:** Returns an object of class `standard-ellipse`. The center of the ellipse is at the point `center-point`, or the position `(center-x, center-y)`.

Two vectors, `(radius-1-dx, radius-1-dy)` and `(radius-2-dx, radius-2-dy)` specify the bounding parallelogram of the ellipse as explained previously. All of the radii are real numbers. If the two vectors are collinear, the ellipse is not well-defined and an `ellipse-not-well-defined` error will be signaled. The special case of an ellipse with its axes aligned with the coordinate axes can be obtained by setting both `radius-1-dx` and `radius-2-dx` to 0.

If `start-angle` or `end-angle` are supplied, the ellipse is the "pie slice" area swept out by a line from the center of the ellipse to a point on the boundary as the boundary point moves from the angle `start-angle` to `end-angle`. Angles are measured counter-clockwise with respect to the positive x axis. If `end-angle` is supplied, the default for `start-angle` is 0; if `start-angle` is supplied, the default for `end-angle` is $2\pi$; if neither is supplied, then the region is a full ellipse and the angles are meaningless.

This function captures its mutable inputs; the consequences of modifying those objects are unspecified.

**make-elliptical-arc**  
*Function*  

```
make-elliptical-arc center-point radius-1-dx radius-1-dy radius-2-dx radius-2-dy &key start-angle end-angle
```

**make-elliptical-arc***  
*Function*  

```
make-elliptical-arc* center-x center-y radius-1-dx radius-1-dy radius-2-dx radius-2-dy &key start-angle end-angle
```

**Summary:** Returns an object of class `standard-elliptical-arc`. The center of the ellipse is at the point `center-point`, or the position `(center-x, center-y)`.

Two vectors, `(radius-1-dx, radius-1-dy)` and `(radius-2-dx, radius-2-dy)`, specify the bounding parallelogram of the ellipse as explained previously. All of the radii are real numbers. If the two vectors are collinear, the ellipse is not well-defined and an `ellipse-not-well-defined` error will be signaled. The special case of an elliptical arc with its axes aligned with the coordinate axes can be obtained by setting both `radius-1-dx` and `radius-2-dx` to 0.

If `start-angle` and `end-angle` are supplied, the arc is swept from `start-angle` to `end-angle`. Angles are measured counter-clockwise with respect to the positive x axis. If `end-angle` is supplied, the default for `start-angle` is 0; if `start-angle` is supplied, the default for `end-angle` is $2\pi$; if neither is supplied, then the region is a closed elliptical path and the angles are meaningless.

This function captures its mutable inputs; the consequences of modifying those objects are unspecified.

2.5.6.2 Accessors for CLIM Elliptical Objects

The following functions apply to both ellipses and elliptical arcs. In all cases, the name `elliptical-object` means that the argument may be an ellipse or an elliptical arc. These generic functions comprise the ellipse protocol. All classes that are subclasses of either `ellipse` or `elliptical-arc` must implement methods for these functions.

**ellipse-center-point***  
*Generic Function*  

```
ellipse-center-point* elliptical-object
```
2 Drawing Graphics

Summary: Returns the center point of *elliptical-object* as two values representing the coordinate pair.

**ellipse-center-point**

**ellipse-center-point** *elliptical-object*

*Summary:* Returns the center point of *elliptical-object*.

**ellipse-center-point** is part of the ellipse Application Programmer Interface, but not part of the ellipse protocol. CLIM will supply default methods for **ellipse-center-point** on the protocol classes *ellipse* and *elliptical-arc* that are implemented by calling **ellipse-center-point**.

**ellipse-radii**

**ellipse-radii** *elliptical-object*

*Summary:* Returns four values corresponding to the two radius vectors of *elliptical-arc*. These values may be canonicalized in some way, and so may not be the same as the values passed to the constructor function.

**ellipse-start-angle**

**ellipse-start-angle** *elliptical-object*

*Summary:* Returns the start angle of *elliptical-object*. If *elliptical-object* is a full ellipse or closed path, then **ellipse-start-angle** will return nil; otherwise the value will be a number greater than or equal to zero, and less than 2π.

**ellipse-end-angle**

**ellipse-end-angle** *elliptical-object*

*Summary:* Returns the end angle of *elliptical-object*. If *elliptical-object* is a full ellipse or closed path, then **ellipse-end-angle** will return nil; otherwise the value will be a number greater than zero, and less than or equal to 2π.

2.5.7 Bounding Rectangles

Every bounded region in CLIM has a *derived bounding rectangle*, which is the smallest rectangle that contains every point in the region and which may contain additional points as well. Unbounded regions do not have any bounding rectangle. For example, all windows and output records have bounding rectangles whose coordinates are relative to the bounding rectangle of the parent of the window or output record.

The coordinate system in which the bounding rectangle is maintained depends on the context. For example, the coordinates of the bounding rectangle of a sheet are expressed in the sheet's parent's coordinate system. For output records, the coordinates of the bounding rectangle are maintained in the coordinate system of the stream with which the output record is associated.

Note that the bounding rectangle of a transformed region is not in general the same as the result of transforming the bounding rectangle of a region, as shown in **The Bounding Rectangle of an Output Record**. For transformations that satisfy **rectilinear-transformation-p**, the following equality holds. For all other transformations, it does not hold.

```
(region-equal
 (transform-region transformation
  (bounding-rectangle region))
 (bounding-rectangle (transform-region
                      transformation region)))
```
The Bounding Rectangle of an Output Record

CLIM uses bounding rectangles for a variety of purposes. For example, repainting of windows is driven from the bounding rectangle of the window's viewport, intersected with a "damage" region. The formatting engines used by formatting-table and formatting-graph operate on the bounding rectangles of the output records in the output. Bounding rectangles are also used internally by CLIM to achieve greater efficiency. For instance, when performing hit detection to see if the pointer is within the region of an output record, CLIM first checks to see if the pointer is within the bounding rectangle of the output record.

Note that the bounding rectangle for an output record may have a different size depending on the medium on which the output record is rendered. Consider the case of rendering text on different output devices; the font chosen for a particular text style may vary considerably in size from one device to another.

**bounding-rectangle**

*Summary:* The protocol class that represents a bounding rectangle. If you want to create a new class that behaves like a bounding rectangle, it should be a subclass of bounding-rectangle. Subclasses of bounding-rectangle must obey the bounding rectangle protocol.

Note that bounding rectangles are not a subclass of rectangle, nor even a subclass of region. This is because, in general, bounding rectangles do not obey the region protocols. However, all bounded regions and sheets that obey the bounding rectangle protocol are subclasses of bounding-rectangle.

Bounding rectangles are immutable, but since they reflect the live state of such mutable objects as sheets and output records, bounding rectangles are volatile. Therefore, programmers must not depend on the bounding rectangle associated with a mutable object remaining constant.

**bounding-rectangle-p**

*bounding-rectangle-p* *object*

*Summary:* Returns t if *object* is a bounding rectangle (that is, supports the bounding rectangle protocol); otherwise, it returns nil.

**standard-bounding-rectangle**

*Summary:* An instantiable class that implements a bounding rectangle. This is a subclass of both bounding-rectangle and rectangle; that is, standard bounding rectangles obey the rectangle protocol.

*make-bounding-rectangle* returns an object of this class.

The representation of bounding rectangles in CLIM is chosen to be efficient. CLIM represents such rectangles by storing the coordinates of two opposing corners of the rectangle, namely, the "min point" and the "max point." Because this representation is not sufficient to represent the result of arbitrary transformations of arbitrary rectangles, CLIM returns a polygon as the result of such a transformation. (The most general class of transformations that is guaranteed to always
turn a rectangle into another rectangle is the class of transformations that satisfy \texttt{rectilinear-transformation-p.}

### make-bounding-rectangle

**Function**

```
make-bounding-rectangle x1 y1 x2 y2
```

**Summary:** Returns an object of the class \texttt{standard-bounding-rectangle} with the edges specified by \texttt{x1, y1, x2,} and \texttt{y2}, which must be real numbers.

\(x1, y1, x2,\) and \(y2\) are "canonicalized" in the following way. The min point of the rectangle has an \(x\) coordinate that is the smaller of \(x1\) and \(x2\) and a \(y\) coordinate that is the smaller of \(y1\) and \(y2\). The max point of the rectangle has an \(x\) coordinate that is the larger of \(x1\) and \(x2\) and a \(y\) coordinate that is the larger of \(y1\) and \(y2\). (Therefore, in a right-handed coordinate system the canonicalized values of \(x1, y1, x2,\) and \(y2\) correspond to the left, top, right, and bottom edges of the rectangle, respectively.)

This function returns fresh objects that may be modified.

### 2.5.7.1 The Bounding Rectangle Protocol

The following generic functions comprise the bounding rectangle protocol. All classes that participate in this protocol (including all subclasses of \texttt{region} that are bounded regions) implement a method for \texttt{bounding-rectangle*}.

These functions take the argument \texttt{region}, which must be either a bounded region (such as a line or an ellipse) or some other object that obeys the bounding rectangle protocol, such as a sheet or an output record.

#### bounding-rectangle*

**Generic Function**

```
bounding-rectangle* region
```

**Summary:** Returns the bounding rectangle of \texttt{region} as four real numbers specifying the \(x\) and \(y\) coordinates of the min point and the \(x\) and \(y\) coordinates of the max point of the rectangle.

The four returned values \texttt{min-x, min-y, max-x,} and \texttt{max-y} satisfy the inequalities:

\[
\begin{align*}
\text{min-x} & \leq \text{max-x} \\
\text{min-y} & \leq \text{max-y}
\end{align*}
\]

#### bounding-rectangle

**Generic Function**

```
bounding-rectangle region
```

**Summary:** Returns the bounding rectangle of \texttt{region} as an object that is a subclass of \texttt{rectangle} (described in \texttt{Rectangles in CLIM}). Since bounding rectangles are volatile, programmers should not depend on the object returned by \texttt{bounding-rectangle} remaining constant.

\texttt{bounding-rectangle} is part of the bounding rectangle Application Programmer Interface, but is not part of the bounding rectangle protocol. CLIM supplies a default method for \texttt{bounding-rectangle} on the protocol class \texttt{bounding-rectangle} that calls \texttt{bounding-rectangle*}.

### 2.5.7.2 Bounding Rectangle Convenience Functions

The following functions are part of the bounding rectangle Application Programmer Interface, but are not part of the bounding rectangle protocol. They are provided as a convenience to programmers who wish to specialize classes that participate in the bounding rectangle protocol, but they will not complicate the task of those programmers who define their own types (such as sheet classes) that participate in this protocol.

CLIM supplies default methods for all of these generic functions on the protocol class \texttt{bounding-rectangle} that are
implemented by calling `bounding-rectangle*`.

\[\text{with-bounding-rectangle*} \]

\[\text{with-bounding-rectangle*} \ (\text{min-x min-y max-x max-y}) \ \text{region &body body} \]

\[\text{Summary:} \ Binds \text{min-x, min-y, max-x, and max-y} \text{ to the edges of the bounding rectangle of region, and then executes body in that context. The argument region must be either a bounded region (such as a line or an ellipse) or some other object that obeys the bounding rectangle protocol, such as a sheet or an output record.} \]

The arguments \text{min-x, min-y, max-x, and max-y} are not evaluated. \text{body} may have zero or more declarations as its first forms.

\[\text{with-bounding-rectangle*} \text{ calls } \text{bounding-rectangle*}. \]

\[\text{bounding-rectangle-position} \]

\[\text{bounding-rectangle-position region} \]

\[\text{Summary:} \ Returns \text{the position of the bounding rectangle of region. The position of a bounding rectangle is specified by its min point.} \]

\[\text{bounding-rectangle-min-x} \]

\[\text{bounding-rectangle-min-x region} \]

\[\text{bounding-rectangle-min-y} \]

\[\text{bounding-rectangle-min-y region} \]

\[\text{bounding-rectangle-max-x} \]

\[\text{bounding-rectangle-max-x region} \]

\[\text{bounding-rectangle-max-y} \]

\[\text{bounding-rectangle-max-y region} \]

\[\text{Summary:} \ Returns \text{(respectively) the x and y coordinates of the min point and the x and y coordinates of the max point of the bounding rectangle of region. The argument region must be either a bounded region or some other object that obeys the bounding rectangle protocol.} \]

\[\text{bounding-rectangle-width} \]

\[\text{bounding-rectangle-width region} \]

\[\text{bounding-rectangle-height} \]

\[\text{bounding-rectangle-height region} \]

\[\text{bounding-rectangle-size} \]

\[\text{bounding-rectangle-size region} \]

\[\text{Summary:} \ Returns \text{the width, height, or size (as two values, the width and height) of the bounding rectangle of region, respectively. region must be either a bounded region or some other object that obeys the bounding rectangle protocol.} \]

The width of a bounding rectangle is the difference between its maximum \text{x coordinate and its minimum x coordinate.} The height is the difference between the maximum \text{y coordinate and its minimum y coordinate.}
2.6 Drawing with LispWorks Graphics Ports

You can use Graphics Ports drawing in your CLIM application with the functions and macros described in this section. For more information about LispWorks Graphics Ports, see the CAPI User Guide and Reference Manual.

2.6.1 Arguments

- **gp-port** is a symbol (not evaluated).
- **sheet** is a CLIM sheet.
- **x, y, width, height** are each integers or **nil**.
- **to-x, to-y, to-width, to-height, from-x, from-y, from-width, from-height** are each integers or **nil**.
- **background** is a graphics ports color specifier.
- **body** is an implicit progn.
- **gp-drawing-func** is a function that takes one argument, a **gp-port**.
- **pixmap** is a graphics port pixmap.
- **image** is a graphics ports BMP image.

2.6.2 API for Drawing with Graphics Ports (deprecated)

**with-gp-drawing-to-sheet**  
Macro

```
with-gp-drawing-to-sheet (gp-port sheet &key x y width height background) &body body
```

**perform-gp-drawing**  
Function

```
perform-gp-drawing sheet gp-drawing-func &key x y width height background
```

Summary: Binds **gp-port** to a graphics port, executes the **body**, and then copies the drawing on the port to the screen. **x** and **y** specify the position in the **sheet** to which the contents of the port are copied. They both default to 0. **width** and **height** specify the dimensions of the port. **width** defaults to the width of the **sheet** minus **x**, and **height** defaults to the height of the **sheet** minus **y**. **background** specifies the background of the port. It is a graphics port color specification, rather than a CLIM ink. See “The Color System” chapter in the CAPI User Guide and Reference Manual for details. Note that named colors can be specified by keywords like **:red**, **:green** and so on. **background** defaults to **:white**.

**with-gp-drawing-to-sheet** creates the port using **width** and **height** and **background**, binds **gp-port** to it and evaluates the **body**. When the **body** finishes, it copies the contents to the **sheet** at the position specified by **x** and **y**.

**perform-gp-drawing** is equivalent to:

```
(with-gp-drawing-to-sheet
 (gp-port sheet :x x :y y
           :width width :height height
           :background background)
 (funcall gp-drawing-func gp-port))
```

**Note:** In general, **body** should contain calls to graphics ports drawing functions like **gp:draw-string**, with the **port** argument **gp-port**.

**Note:** Drawings into the **port** can exceed the dimensions. Any drawing beyond **width** and **height** is ignored.

**Note:** The coping completely overwrites the contents of the **sheet** in the rectangle specified by **x, y, width** and **height**.

51
Note: **perform-gp-drawing** is especially convenient when drawing something that also needs to be printed, because gp-drawing-func can also be used to do the drawing to a **capi:printer-port**.

In this example **draw-some-strings** draws a string with fonts in different sizes using gp:draw-string. This is purely a graphics ports function, without any relation to CLIM, and can be used to draw into a **capi:output-pane**, or to a **capi:printer-port**: 

```lisp
(defun draw-some-strings (port)
  (dotimes (x 10)
    (let ((font (gp:find-best-font
                 port
                 (gp:make-font-description :size (+ 6 (* x 3))))))
      (gp:draw-string port "A string " 30 (+ 40 (* x 30))
                     :font font))))
```

In this example we use **draw-some-strings** to draw into a CLIM stream (using *standard-output* here). Note that only the first few strings are visible, because we restrict the drawing to 100x100. The background is yellow and we also draw a pink circle under the strings:

```lisp
(clim:with-gp-drawing-to-sheet (port *standard-output*
                         :x 0 :y 100
                         :width 100 :height 100
                         :background :yellow)
  (gp:draw-circle port 50 50 50 :foreground :pink :filled t)
  (draw-some-strings port))

In this example **perform-gp-drawing** draws into a CLIM stream (again using *standard-output*). The drawing is offset by 100 in the x direction, but fills the full height:

```lisp
(clim:perform-gp-drawing *standard-output*
             'draw-some-strings
             :x 100)
```

This form sends the same drawing to a printer specified by **my-printer**:

```lisp
(capi:with-print-job (printer-port :printer my-printer)
  (draw-some-strings printer-port))
```

See also **perform-gp-drawing**.
3 The CLIM Drawing Environment

3.1 CLIM Mediums

Drawing in CLIM is done through a medium. A medium can be thought of as an object that knows how to draw on a specific device. For example, a medium translates a CLIM draw-rectangle call into the appropriate draw-rectangle call to the underlying graphics host. Mediums also keep track of default drawing options, such as a drawing plane, foreground and background inks, a transformation, a clipping region, a line style, and a text style. These default values are used when these function-call parameters are left otherwise unspecified. For related information, refer to 2.4 Mediums, Sheets, and Streams.

The drawing environment is dynamic. The CLIM facilities for affecting the drawing environment do so within their dynamic extent. For example, any drawing done by the user function draw-stuff (as well as any drawing performed by its callees) will be affected by the scaling transformation:

```
(clim:with-scaling (medium 2 1) (draw-stuff medium))
```

The medium has components that are used to keep track of the drawing environment. The drawing environment is controlled through the use of drawing options that can be provided as keyword arguments to all of the drawing functions.

Each CLIM medium contains components that correspond to the drawing options. These components provide the default values for the drawing options. When drawing functions are called and some options are unspecified, the options default to the values maintained by the medium.

CLIM provides accessors that enable you to read and write the values of these components. Also, these components are temporarily bound within a dynamic context by using with-drawing-options, with-text-style, and related forms. Using setf on a component while it is temporarily bound takes effect immediately but is undone when the dynamic context is exited.

The following functions read and write components of a medium related to drawing options. While these functions are defined for mediums, they can also be called on sheets that support the sheet output protocol and on streams that output to such sheets. All classes that support the medium protocol implement methods for these generic functions. Often, a sheet class that supports the output protocol will implement a "trampoline" method that passes the operation directly on to sheet-medium of the sheet.

```
<table>
<thead>
<tr>
<th>medium-foreground</th>
<th>Generic Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>medium-foreground medium</td>
<td></td>
</tr>
</tbody>
</table>

```

```
<table>
<thead>
<tr>
<th>medium-background</th>
<th>Generic Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>medium-background medium</td>
<td></td>
</tr>
</tbody>
</table>
```

Summary: Returns the foreground and background inks (which are designs) for the medium medium, respectively. The foreground ink is the default ink used when drawing. The background ink is the ink used when erasing. See 5 Drawing in Color for a more complete description of designs.

Any indirect inks are resolved against the foreground and background at the time a design is rendered.
(setf medium-foreground)  
Generic Function
(setf medium-foreground) ink medium

(setf medium-background)  
Generic Function
(setf medium-background) ink medium

Summary: Sets the foreground and background ink, respectively, for the medium medium to ink. You may not set medium-foreground or medium-background to an indirect ink.

Changing the foreground or background of a sheet that supports output recording causes the contents of the stream's viewport to be erased and redrawn using the new foreground and background.

medium-ink  
Generic Function
medium-ink medium

Summary: The current drawing ink for the medium medium, which can be any design. The drawing functions draw with the color and pattern that this specifies. See 5 Drawing in Color for a more complete description of inks. The :ink drawing option temporarily changes the value of medium-ink.

(setf medium-ink)  
Generic Function
(setf medium-ink) ink medium

Summary: Sets the current drawing ink for the medium medium to ink. ink is as for medium-foreground, and may be an indirect ink as well.

medium-transformation  
Generic Function
medium-transformation medium

Summary: The current user transformation for the medium medium. This is used to transform the coordinates supplied as arguments to drawing functions to the coordinate system of the drawing plane. See 3.5 The Transformations Used by CLIM for a complete description of transformations. The :transformation drawing option temporarily changes the value of medium-transformation.

(setf medium-transformation)  
Generic Function
(setf medium-transformation) transformation medium

Summary: Sets the current user transformation for the medium medium to the transformation transformation.

medium-clipping-region  
Generic Function
medium-clipping-region medium

Summary: The current clipping region for the medium medium. The drawing functions do not affect the drawing plane outside this region. The :clipping-region drawing option temporarily changes the value of medium-clipping-region.

The clipping region is expressed in user coordinates.

(setf medium-clipping-region)  
Generic Function
(setf medium-clipping-region) region medium

Summary: Sets the current clipping region for the medium medium to region. region must be a subclass of area.
3 The CLIM Drawing Environment

**medium-line-style**

**medium-line-style** medium

Summary: The current line style for the medium `medium`. The line and arc drawing functions render according to this line style. See 3.3 CLIM Line Styles for a complete description of line styles. The :line-style drawing option temporarily changes the value of `medium-line-style`.

**medium-default-text-style**

**medium-default-text-style** medium

Summary: The default text style for the medium `medium`. `medium-default-text-style` will return a fully specified text style, unlike `medium-text-style`, which may return a text style with null components. Any text styles that are not fully specified by the time they are used for rendering are merged against `medium-default-text-style` using `merge-text-styles`.

The default value for `medium-default-text-style` for any medium is *default- text-style*.

4 Text Styles for a complete description of text styles.

**medium-default-text-style**

**medium-default-text-style** medium

Summary: Sets the current line style for the medium `medium` to the line style `line-style`.

**medium-text-style**

**medium-text-style** medium

Summary: The current text style for the medium `medium`. The text drawing functions, including ordinary stream output, render text as directed by this text style merged against the default text style. This controls both graphical text (such as that drawn by `draw-text`) and stream text (such as that written by `write-string`). 4 Text Styles for a complete description of text styles. The :text-style drawing option temporarily changes the value of `medium-text-style`.

**medium-current-text-style**

**medium-current-text-style** medium

Summary: The current, fully merged text style for the medium `medium`. This is the text style that will be used when drawing text output, and is the result of merging `medium-text-style` against `medium-default-text-style`. 
3.2 Using CLIM Drawing Options

Drawing options control various aspects of the drawing process. You can supply drawing options in a number of ways:

- The medium (the destination for graphic output) itself has default drawing options. If a drawing option is not supplied elsewhere, the medium supplies the value. See the preceding section, 3.1 CLIM Mediums.
- You can use with-drawing-options to bind the drawing options of the medium temporarily. In many cases, it is convenient to use with-drawing-options to surround several calls to drawing functions, each using the same options.
- You can supply the drawing options as keyword arguments to the drawing functions. These override the drawing options specified by with-drawing-options.

In some cases, it is important to distinguish between drawing options and suboptions. Both text and lines have an option that controls the complete specification of the text and line style, and there are suboptions that can affect one aspect of the text or line style. For example, the value of the :text-style option is a text style object, which describes a complete text style consisting of family, face, and size. There are also suboptions called :text-family, :text-face, and :text-size. Each suboption specifies a single aspect of the text style, while the option specifies the entire text style. Line styles are analogous to text styles; there is a :line-style option and some suboptions.

In a given call to with-drawing-options or a drawing function, you would normally supply either the :text-style option or a text style suboption (or more than one suboption), but not both. If you do supply both, then the text style comes from the result of merging the suboptions with the :text-style option, and then merging that with the prevailing text style.

with-drawing-options  
Macro

with-drawing-options (medium &rest drawing-options) &body body

Summary: Binds the state of the medium designated by medium to correspond to the supplied drawing options, and executes the body with the new drawing options specified by drawing-options in effect. Each option causes binding of the corresponding component of the medium for the dynamic extent of the body. The drawing functions effectively do a with-drawing-options when drawing option arguments are supplied to them.

medium can be a medium, a sheet that supports the sheet output protocol, or a stream that outputs to such a sheet. The medium argument is not evaluated, and must be a symbol that is bound to a sheet or medium. If medium is t, *standard-output* is used. body may have zero or more declarations as its first forms.

with-drawing-options expands into a call to invoke-with-drawing-options, supplying a function that executes body as the continuation argument to invoke-with-drawing-options.

invoke-with-drawing-options  
Generic Function

invoke-with-drawing-options medium continuation &rest drawing-options

Summary: Binds the state of the medium medium to correspond to the supplied drawing options, and then calls the function continuation with the new drawing options in effect. continuation is a function of one argument, the medium; it has dynamic extent. drawing-options is a list of alternating keyword-value pairs, and must have even length. Each option in drawing-options causes binding of the corresponding component of the medium for the dynamic extent of the body.

medium can be a medium, a sheet that supports the sheet output protocol, or a stream that outputs to such a sheet. All classes that obey the medium protocol implement a method for invoke-with-drawing-options.

drawing-options can be any of the following, plus any of the suboptions for line and text styles. The default value specified for a drawing option is the value to which the corresponding component of a medium is normally initialized.
3 The CLIM Drawing Environment

3.2.1 Set of CLIM Drawing Options

Drawing options can be any of the following, plus any of the line-style or text-style suboptions.

:ink

*Summary:* The drawing functions draw with the color and pattern that this ink specifies. The default value is `+foreground-ink+`. See 5 Drawing in Color for a complete description of inks.

The :ink drawing option temporarily changes the value of `(medium-ink medium)` to ink, replacing (not combining) the previous ink.

:transformation

*Summary:* This transforms the coordinates used as arguments to drawing functions to the coordinate system of the drawing plane. The default value is `+identity-transformation+`. See 3.5 The Transformations Used by CLIM for a complete description of transformations.

The :transformation xform drawing option temporarily changes the value of `(medium-transformation medium)` to:

`(compose-transformations (medium-transformation medium) xform)`

:clipping-region

*Summary:* The drawing functions do not affect the drawing plane outside this region, which must be an area. Rendering is clipped both by this clipping region and by other clipping regions associated with the mapping from the target drawing plane to the viewport that displays a portion of the drawing plane. The default is `+everywhere+`, or in other words, no clipping occurs in the drawing plane, only in the viewport.

The :clipping-region region drawing option temporarily changes the value of `(medium-clipping-region medium)` to:

`(region-intersection
 (transform-region
  (medium-transformation medium) region)
 (medium-clipping-region medium))`

If both a clipping region and a transformation are supplied in the same set of drawing options, the clipping region argument is transformed by the newly composed transformation before calling `region-intersection`.

:line-style

*Summary:* The line- and arc-drawing functions render according to this line style. The line style suboptions and default are defined in 3.3 CLIM Line Styles.

The :line-style Is drawing option temporarily changes the value of `(medium-line-style medium)` to Is, replacing the previous line style; the new and old line styles are not combined in any way.

If line-style suboptions are supplied, they temporarily change the value of `(medium-line-style medium)` to a line style constructed from the specified suboptions. Components not specified by suboptions default from the :line-style drawing option, if it is supplied, or else from the previous value of `(medium-line-style medium)`. That is, if both the :line-style option and line-style suboptions are supplied, the suboptions take precedence over the components of the :line-style option.

:text-style

*Summary:* The text drawing functions, including ordinary stream output, render text as directed by this text style merged
against the default text style. The default value has all null components. See 4 Text Styles for a complete description of text styles, including the text style suboptions.

The :text-style ts drawing option temporarily changes the value of (medium-text-style medium) to:

(merge-text-styles ts (medium-text-style medium))

If text-style suboptions are supplied, they temporarily change the value of (medium-text-style medium) to a text style constructed from the specified suboptions, merged with the :text-style drawing option if it is specified, and then merged with the previous value of (medium-text-style medium). That is, if both the :text-style option and text-style suboptions are supplied, the suboptions take precedence over the components of the :text-style option.

3.2.2 Using the :filled Option

Certain drawing functions can draw either an area or the outline of that area. This is controlled by the :filled keyword argument to these functions. If the value is t (the default), then the function paints the entire area. If the value is nil, then the function outlines the area under the control of the line-style drawing option.

The :filled keyword argument is not a drawing option and cannot be specified to with-drawing-options.

The following functions have a :filled keyword argument:

- draw-circle
- draw-circle*
- draw-ellipse
- draw-ellipse*
- draw-polygon
- draw-polygon*
- draw-rectangle*

3.3 CLIM Line Styles

A line is a one-dimensional object. In order to be visible, however, the rendering of a line must occupy some non-zero area on the display hardware. CLIM uses a line style object to represent the advice supplied to the rendering substrate on how to perform the rendering.

It is often useful to create a line style object that represents a style you wish to use frequently, rather than continually specifying the corresponding line style suboptions.

<table>
<thead>
<tr>
<th>Protocol Class</th>
<th>line-style</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: The protocol class for line styles. If you want to create a new class that behaves like a line style, it should be a subclass of line-style. Subclasses of line-style must obey the line style protocol.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Function</th>
<th>line-style-p</th>
</tr>
</thead>
<tbody>
<tr>
<td>line-style-p object</td>
<td></td>
</tr>
<tr>
<td>Summary: Returns t if object is a line style; otherwise, it returns nil.</td>
<td></td>
</tr>
</tbody>
</table>
standard-line-style

Summary: An instantiable class that implements line styles. A subclass of line-style, this is the class that make-line-style instantiates. Members of this class are immutable.

make-line-style

make-line-style &key unit thickness joint-shape cap-shape dashes

Summary: Returns an object of class standard-line-style with the supplied characteristics. The arguments and their default values are described in 3.3 CLIM Line Styles.

Each of the following suboptions has a corresponding reader that can be used to extract a particular component from a line style. The following generic functions comprise the line style protocol; all subclasses of line-style implement methods for these generic functions.

;line-unit

line-style-unit

line-style-unit line-style

Summary: Gives the unit used for measuring line thickness and dash pattern length for the line style. Possible values are as follows:

- :normal—thicknesses and lengths are given in a relative measure in terms of the usual or "normal" line thickness, which is the thickness of the "comfortably visible thin line," a property of the underlying rendering substrate. (This is the default value.)

- :point—thicknesses and lengths are given in an absolute measure in terms of printer's points (approximately 1/72 of an inch). This measure was chosen so that CLIM implementors who interface CLIM to an underlying rendering engine (the window system) may legitimately choose to make it render as 1 pixel on current (1992) display devices.

- :coordinate—the same units should be used for line thickness as are used for coordinates. In this case, the line thickness is scaled by the medium's current transformation, whereas :normal and :point do not scale the line thickness.

;line-thickness

line-style-thickness

line-style-thickness line-style

Summary: The thickness, in the units indicated by line-style-unit, of the lines or arcs drawn by a drawing function. The thickness must be a real number. The default is 1, which, when combined with the default unit of :normal, means that the default line drawn is the "comfortably visible thin line".

;line-joint-shape

line-style-joint-shape

line-style-joint-shape line-style

Summary: Specifies the shape of joints between segments of unfilled figures. The possible shapes are :miter, :bevel, :round, and :none; the default is :miter. Note that the joint shape is implemented by the host window system, so not all platforms will necessarily fully support it.
Line Joint Shapes

**:line-cap-shape**

**line-style-cap-shape**

Generic Function

**line-style-cap-shape**  line-style

*Summary:* Specifies the shape for the ends of lines and arcs drawn by a drawing function, one of :butt, :square, :round, or :no-end-point; the default is :butt. Note that the cap shape is implemented by the host window system, so not all platforms will necessarily fully support it.

Line Cap Shapes

**:line-dashes**

**line-style-dashes**

Generic Function

**line-style-dashes**  line-style

*Summary:* Controls whether lines or arcs are drawn as dashed figures, and if so, what the dashing pattern is. Possible values are:

- **nil**—lines are drawn solid, with no dashing. This is the default.
- **t**—lines are drawn dashed, with a dash pattern that is unspecified and may vary with the rendering engine. This allows the underlying display substrate to provide a default dashed line for the programmer whose only requirement is to draw a line that is visually distinguishable from the default solid line.
- A sequence—specifies a sequence, usually a vector, controlling the dash pattern of a drawing function. It is an error if the sequence does not contain an even number of elements. The elements of the sequence are lengths (as real numbers) of individual components of the dashed line or arc. The odd elements specify the length of inked components; the even elements specify the gaps. All lengths are expressed in the units described by **line-style-unit**.

**make-contrasting-dash-patterns**

Function

**make-contrasting-dash-patterns**  n  &optional  k

*Summary:* If k is not supplied, this returns a vector of n dash patterns with recognizably different appearance. Elements
of the vector are guaranteed to be acceptable values for :dashes, and do not include nil, but their class is not otherwise specified. The vector is a fresh object that may be modified.

If $k$ is supplied, it must be an integer between 0 and $n-1$ (inclusive), in which case make-contrasting-dash-patterns returns the $k^{th}$ dash-pattern rather than returning a vector of dash-patterns.

CLIM has at least 8 different contrasting dash patterns. If $n$ is greater than 8, make-contrasting-dash-patterns signals an error.

**contrasting-dash-pattern-limit**

*Generic Function*

**contrasting-dash-pattern-limit** *port*

*Summary:* Returns the number of contrasting dash patterns that can be rendered on any medium on the port *port*. It is at least 8. All classes that obey the port protocol implement a method for this generic function.

### 3.4 Transformations in CLIM

One of the features of CLIM's graphical capabilities is the use of coordinate system transformations. By using transformations, you can often write simpler graphics code because you can choose a coordinate system in which to express the graphics that simplifies the description of the drawing.

A **transformation** is an object that describes how one coordinate system is related to another. A graphic function performs its drawing in the current coordinate system of the stream. A new coordinate system is defined by describing its relationship to the old one (the transformation). The drawing can now take place in the new coordinate system. The basic concept of graphic transformations is illustrated in **Graphic Transformation**.

**Graphic Transformation**

![Graphic Transformation Diagram]

For example, you might define the coordinates of a five-pointed star and a function to draw it.

```lisp
(defvar *star* '(0 3 2 -3 -3 1/2 3 1/2 -2 -3))
(defun draw-star (stream)
  (clim:draw-polygon* stream *star* :closed t :filled nil))
```

Without any transformation, the function draws a small star centered around the origin. By applying a transformation, the same function can be used to draw a star of any size, anywhere. For example:

```lisp
(clim:with-room-for-graphics (stream)
  (draw-star stream))
```
will draw a picture somewhat like Graphic Transformation on stream.

3.5 The Transformations Used by CLIM

The type of transformations that CLIM uses are called affine transformations. An affine transformation is a transformation that preserves straight lines. In other words, if you take a number of points that fall on a straight line and apply an affine transformation to their coordinates, the transformed coordinates will fall on a straight line in the new coordinate system. Affine transformations include translations, scalings, rotations, and reflections.

A translation is a transformation that preserves the length, angle, and orientation of all geometric entities.

A rotation is a transformation that preserves the length and angles of all geometric entities. Rotations also preserve one point and the distance of all entities from that point. You can think of that point as the "center of rotation"; it is the point around which everything rotates.

There is no single definition of a scaling transformation. Transformations that preserve all angles and multiply all lengths by the same factor (preserving the "shape" of all entities) are certainly scaling transformations. However, scaling is also used to refer to transformations that scale distances in the x direction by one amount and distances in the y direction by another amount.

A reflection is a transformation that preserves lengths and magnitudes of angles but changes the sign (or "handedness") of angles. If you think of the drawing plane on a transparent sheet of paper, a reflection is a transformation that "turns the paper over".

If we transform from one coordinate system to another, then from the second to a third coordinate system, we can regard the resulting transformation as a single transformation resulting from composing the two component transformations. It is an important and useful property of affine transformations that they are closed under composition.

Note that composition is not commutative; in general, the result of applying transformation A and then applying transformation B is not the same as applying B first, then A.

Any arbitrary transformation can be built up by composing a number of simpler transformations, but that same transformation can often be constructed by a different composition of different transformations.

Transforming a region applies a coordinate transformation to that region, thus moving its position on the drawing plane, rotating it, or scaling it. Note that this creates a new region, but it does not affect the region argument.

The user interface to transformations is the :transformation option to the drawing functions. Users can create transformations with constructors. See 3.5.1 CLIM Transformation Constructors. The other operators documented in this section are used by CLIM itself, and are not often needed by users.

3.5.1 CLIM Transformation Constructors

The following functions create transformation objects that can be used, for instance, in a call to compose-transformations. The transformation constructors do not capture any of their inputs. The constructors all create objects that are subclasses of transformation.
Summary: A translation is a transformation that preserves the length, angle, and orientation of all geometric entities.

**make-translation-transformation** function

**make-translation-transformation** translation-x translation-y

**Summary:** A translation is a transformation that preserves the length, angle, and orientation of all geometric entities.

**make-translation-transformation** returns a transformation that translates all points by translation-x in the x direction and translation-y in the y direction. translation-x and translation-y must be real numbers.

**make-rotation-transformation** function

**make-rotation-transformation** angle &optional origin

**Summary:** A rotation is a transformation that preserves the length and angles of all geometric entities. Rotations also preserve one point (the origin) and the distance of all entities from that point.

**make-rotation-transformation** returns a transformation that rotates all points by angle (which is a real number indicating an angle in radians) around the point origin. If origin is supplied it must be a point; if not supplied, it defaults to (0, 0). origin-x and origin-y must be real numbers.

**make-scaling-transformation** function

**make-scaling-transformation** scale-x scale-y &optional origin

**Summary:** As discussed previously, there is no single definition of a scaling transformation.

**make-scaling-transformation** returns a transformation that multiplies the x-coordinate distance of every point from origin by scale-x and the y-coordinate distance of every point from origin by scale-y. scale-x and scale-y must be real numbers. If origin is supplied it must be a point; if not supplied, it defaults to (0, 0). origin-x and origin-y must be real numbers.

**make-reflection-transformation** function

**make-reflection-transformation** point1 point2

**Summary:** A reflection is a transformation that preserves lengths and magnitudes of angles, but changes the sign (or "handedness") of angles. If you think of the drawing plane on a transparent sheet of paper, a reflection is a transformation that "turns the paper over".

**make-reflection-transformation** returns a transformation that reflects every point through the line passing through the points point1 and point2 (or through the positions (x1, y1) and (x2, y2) in the case of the spread version).

**make-transformation** function

**make-transformation** a b c d u v

**Summary:** Returns a general transformation whose effect is:

\[ x' = ax+by+u \]
3.5.2 CLIM Transformation Protocol

\[ y' = cx + dy + v \]

where \( x \) and \( y \) are the coordinates of a point before the transformation and \( x' \) and \( y' \) are the coordinates of the corresponding point after.

All of the arguments to `make-transformation` must be real numbers.

**make-3-point-transformation**  
Function

```
make-3-point-transformation point-1 point-2 point-3 point-1-image point-2-image point-3-image
```

Summary: Returns a transformation that takes points `point-1` into `point-1-image`, `point-2` into `point-2-image`, and `point-3` into `point-3-image`. Three non-collinear points and their images under the transformation are enough to specify any affine transformation.

If `point-1`, `point-2`, and `point-3` are collinear, the `transformation-underspecified` error will be signaled. If `point-1`-image, `point-2`-image, and `point-3`-image are collinear, the resulting transformation will be singular (that is, will have no inverse), but this is not an error.

**make-3-point-transformation***  
Function

```
make-3-point-transformation* x1 y1 x2 y2 x3 y3 x1-image y1-image x2-image y2-image x3-image y3-image
```

Summary: Returns a transformation that takes the points at the positions \((x1, y1)\) into \((x1-image, y1-image)\), \((x2, y2)\) into \((x2-image, y2-image)\) and \((x3, y3)\) into \((x3-image, y3-image)\). Three non-collinear points and their images under the transformation are enough to specify any affine transformation.

If the positions \((x1, y1)\), \((x2, y2)\), and \((x3, y3)\) are collinear, the `transformation-underspecified` error will be signaled. If \((x1-image, y1-image)\), \((x2-image, y2-image)\), and \((x3-image, y3-image)\) are collinear, the resulting transformation will be singular, but this is not an error.

This is the spread version of `make-3-point-transformation`.

3.5.2 CLIM Transformation Protocol

**transformation**  
Protocol Class

Summary: The protocol class of all transformations. There are one or more subclasses of `transformation` that implement transformations, the exact names of which are explicitly unspecified. If you want to create a new class that behaves like a transformation, it should be a subclass of `transformation`. Subclasses of `transformation` obey the transformation protocol.

All of the instantiable transformation classes provided by CLIM are immutable.

**transformationp**  
Function

```
transformationp object
```

Summary: Returns `t` if `object` is a transformation; otherwise, it returns `nil`.

**+identity-transformation+**  
Constant

Summary: An instance of a transformation that is guaranteed to be an identity transformation, that is, the transformation that "does nothing".

**transformation-error**  
Condition Class

Summary: The class that is the superclass of the following three conditions. This class is a subclass of `error`.
transformation-underspecified  

**Condition Class**

*Summary:* The error that is signaled when `make-3-point-transformation` is given three collinear image points.

reflection-underspecified  

**Condition Class**

*Summary:* The error that is signaled when `make-reflection-transformation` is given two coincident points.

singular-transformation  

**Condition Class**

*Summary:* The error that is signaled when `invert-transformation` is called on a singular transformation, that is, a transformation that has no inverse.

### 3.5.3 CLIM Transformation Predicates

The following predicates are provided in order to be able to determine whether or not a transformation has a particular characteristic.

transformation-equal  

**Generic Function**

`transformation-equal transformation1 transformation2`

*Summary:* Returns `t` if the two transformations have equivalent effects (that is, are mathematically equal); otherwise, it returns `nil`.

identity-transformation-p  

**Generic Function**

`identity-transformation-p transformation`

*Summary:* Returns `t` if `transformation` is equal (in the sense of `transformation-equal`) to the identity transformation; otherwise, it returns `nil`.

translation-transformation-p  

**Generic Function**

`translation-transformation-p transformation`

*Summary:* Returns `t` if `transformation` is a pure translation, that is, a transformation that moves every point by the same distance in `x` and the same distance in `y`. Otherwise, it returns `nil`.

invertible-transformation-p  

**Generic Function**

`invertible-transformation-p transformation`

*Summary:* Returns `t` if `transformation` has an inverse; otherwise, it returns `nil`.

reflection-transformation-p  

**Generic Function**

`reflection-transformation-p transformation`

*Summary:* Returns `t` if `transformation` inverts the "handedness" of the coordinate system; otherwise, it returns `nil`. Note that this is a very inclusive category—transformations are considered reflections even if they distort, scale, or skew the coordinate system, as long as they invert the handedness.

rigid-transformation-p  

**Generic Function**

`rigid-transformation-p transformation`

*Summary:* Returns `t` if `transformation` transforms the coordinate system as a rigid object, that is, as a combination of translations, rotations, and pure reflections. Otherwise, it returns `nil`. 

65
Rigid transformations are the most general category of transformations that preserve magnitudes of all lengths and angles.

### even-scaling-transformation-p

**even-scaling-transformation-p** transformation

**Summary:** Returns t if transformation multiplies all x-lengths and y-lengths by the same magnitude; otherwise, it returns nil. This includes pure reflections through vertical and horizontal lines.

### scaling-transformation-p

**scaling-transformation-p** transformation

**Summary:** Returns t if transformation multiplies all x-lengths by one magnitude and all y-lengths by another magnitude; otherwise, it returns nil. This category includes even scalings as a subset.

### rectilinear-transformation-p

**rectilinear-transformation-p** transformation

**Summary:** Returns t if transformation will always transform any axis-aligned rectangle into another axis-aligned rectangle; otherwise, it returns nil. This category includes scalings as a subset, and also includes 90 degree rotations.

Rectilinear transformations are the most general category of transformations for which the bounding rectangle of a transformed object can be found by transforming the bounding rectangle of the original object.

### 3.5.4 CLIM Transformation Functions

#### compose-transformations

**compose-transformations** transformation1 transformation2

**Summary:** Returns a transformation that is the mathematical composition of its arguments. Composition is in right-to-left order; that is, the resulting transformation represents the effects of applying the transformation `transformation2` followed by the transformation `transformation1`.

#### invert-transformation

**invert-transformation** transformation

**Summary:** Returns a transformation that is the inverse of the transformation `transformation`. The result of composing a transformation with its inverse is equal to the identity transformation.

If `transformation` is singular, `invert-transformation` will signal the `singular-transformation` error, with a named restart that is invoked with a transformation and makes `invert-transformation` return that transformation. This is to allow a drawing application, for example, to use a generalized inverse to transform a region through a singular transformation.

Note that with finite-precision arithmetic there are several low-level conditions that might occur during the attempt to invert a singular or "almost singular" transformation. (These include computation of a zero determinant, floating-point underflow during computation of the determinant, or floating-point overflow during subsequent multiplication.) `invert-transformation` signals the `singular-transformation` error for all of these cases.

#### compose-translation-with-transformation

**compose-translation-with-transformation** transformation dx dy
compose-scaling-with-transformation

Function

compose-scaling-with-transformation transformation sx sy &optional origin

compose-rotation-with-transformation

Function

compose-rotation-with-transformation transformation angle &optional origin

Summary: These functions create a new transformation by composing the transformation *transformation* with a given translation, scaling, or rotation, respectively. The order of composition is that the translation, scaling, or rotation "transformation" is first, followed by *transformation*.

dx and dy are as for make-translation-transformation, sx and sy are as for make-scaling-transformation, angle and origin are as for make-rotation-transformation.

Note that these functions could be implemented by using the various constructors. They are provided because it is common to build up a transformation as a series of simple transformations.

compose-transformation-with-translation

Function

compose-transformation-with-translation transformation dx dy

compose-transformation-with-scaling

Function

compose-transformation-with-scaling transformation sx sy &optional origin

compose-transformation-with-rotation

Function

compose-transformation-with-rotation transformation angle &optional origin

Summary: These functions create a new transformation by composing a given translation, scaling, or rotation, respectively, with the transformation *transformation*. The order of composition is *transformation* first, followed by the translation, scaling, or rotation "transformation".

dx and dy are as for make-translation-transformation, sx and sy are as for make-scaling-transformation, angle and origin are as for make-rotation-transformation.

Note that these functions could be implemented by using the various constructors and compose-transformations. They are provided because it is common to build up a transformation as a series of simple transformations.

The following three functions are no different than using with-drawing-options with the :transformation keyword argument supplied. However, they are sufficiently useful that they are provided as a convenience to programmers.

In order to preserve referential transparency, these three forms apply the translation, rotation, or scaling transformation first, then the rest of the transformation from (medium-transformation medium). That is, the following two forms would return the same transformation (assuming that the medium's transformation in the second example is the identity transformation):

```
(with-transformation (medium dx dy)
  (with-rotation (medium angle)
    (medium-transformation medium)))
```

with-translation

Macro

with-translation (medium dx dy) &body body
Summary: Establishes a translation on the medium *medium* that translates by *dx* in the *x* direction and *dy* in the *y* direction, and then executes *body* with that transformation in effect.

*dx* and *dy* are as for **make-translation-transformation**.

The *medium* argument is not evaluated, and must be a symbol that is bound to a sheet or medium. If *medium* is *t*, **standard-output** is used. *body* may have zero or more declarations as its first forms.

**with-scaling**

**with-scaling** (*medium* *sx* &optional *sy* *origin*) **&body** *body*

Summary: Establishes a scaling transformation on the medium *medium* that scales by *sx* in the *x* direction and *sy* in the *y* direction, and then executes *body* with that transformation in effect. If *sy* is not supplied, it defaults to *sx*. If *origin* is supplied, the scaling is about that point; if it is not supplied, it defaults to (0, 0).

*sx* and *sy* are as for **make-scaling-transformation**.

The *medium* argument is not evaluated, and must be a symbol that is bound to a sheet or medium. If *medium* is *t*, **standard-output** is used. *body* may have zero or more declarations as its first forms.

**with-rotation**

**with-rotation** (*medium* *angle* &optional *origin*) **&body** *body*

Summary: Establishes a rotation on the medium *medium* that rotates by *angle*, and then executes *body* with that transformation in effect. If *origin* is supplied, the rotation is about that point; if it is not supplied, it defaults to (0, 0).

*angle* and *origin* are as for **make-rotation-transformation**.

The *medium* argument is not evaluated, and must be a symbol that is bound to a sheet or medium. If *medium* is *t*, **standard-output** is used. *body* may have zero or more declarations as its first forms.

These two functions also compose a transformation into the current transformation of a stream, but have more complex behavior.

**with-local-coordinates**

**with-local-coordinates** (*medium* &optional *x* *y*) **&body** *body*

Summary: Binds the dynamic environment to establish a local coordinate system on the medium *medium* with the origin of the new coordinate system at the position (*x*, *y*). The "directionality" of the coordinate system is otherwise unchanged. *x* and *y* are real numbers, and both default to 0.

The *medium* argument is not evaluated, and must be a symbol that is bound to a sheet or medium. If *medium* is *t*, **standard-output** is used. *body* may have zero or more declarations as its first forms.

**with-first-quadrant-coordinates**

**with-first-quadrant-coordinates** (*medium* &optional *x* *y*) **&body** *body*

Summary: Binds the dynamic environment to establish a local coordinate system on the medium *medium* with the positive *x* axis extending to the right and the positive *y* axis extending upward, with the origin of the new coordinate system at the position (*x*, *y*). *x* and *y* are real numbers, and both default to 0.

The *medium* argument is not evaluated, and must be a symbol that is bound to a sheet or medium. If *medium* is *t*, **standard-output** is used. *body* may have zero or more declarations as its first forms.
3 The CLIM Drawing Environment

3.5.5 Applying CLIM Transformations

Transforming a region applies a coordinate transformation to that region, thus moving its position on the drawing plane, rotating it, or scaling it. Note that transforming a region does not affect the region argument; it is free to either create a new region or return an existing (cached) region.

These generic functions are implemented for all classes of transformations. Furthermore, all subclasses of region and ink implement methods for transform-region and untransform-region. That is, methods for the following generic functions will typically specialize both the transformation and region arguments.

transform-region
Generic Function

transform-region transformation region

Summary: Applies transformation to the region region, and returns the transformed region.

untransform-region
Generic Function

untransform-region transformation region

Summary: This is exactly equivalent to:

(transform-region (invert-transformation transformation) region)

CLIM provides a default method for untransform-region on the transformation protocol class that does exactly this.

transform-position
Generic Function

transform-position transformation x y

Summary: Applies the transformation transformation to the point whose coordinates are the real numbers x and y, and returns two values, the transformed x coordinate and the transformed y coordinate.

transform-position is the spread version of transform-region in the case where the region is a point.

untransform-position
Generic Function

untransform-position transformation x y

Summary: This is exactly equivalent to:

(transform-position (invert-transformation transformation) x y)

CLIM provides a default method for untransform-position on the transformation protocol class that does exactly this.

transform-distance
Generic Function

transform-distance transformation dx dy

Summary: Applies the transformation transformation to the distance represented by the real numbers dx and dy, and returns two values, the transformed dx and the transformed dy.

A distance represents the difference between two points. It does not transform like a point.

untransform-distance
Generic Function

untransform-distance transformation dx dy

Summary: This is exactly equivalent to:

\[(\text{transform-distance} \ (\text{invert-transformation} \ \text{transformation}) \ dx \ dy)\]

CLIM provides a default method for \text{untransform-distance} on the \text{transformation} protocol class that does exactly this.

\texttt{transform-rectangle*} \hspace{1cm} \text{Generic Function}

\texttt{transform-rectangle*} \ \text{transformation} \ x1 \ y1 \ x2 \ y2

Summary: Applies the transformation \text{transformation} to the rectangle specified by the four coordinate arguments, which are real numbers. The arguments \(x1\), \(y1\), \(x2\), and \(y2\) are canonicalized in the same way as for \text{make-bounding-rectangle}. Returns four values that specify the minimum and maximum points of the transformed rectangle in the order \(\text{min-x}\), \(\text{min-y}\), \(\text{max-x}\), and \(\text{max-y}\).

It is an error if \text{transformation} does not satisfy \text{rectilinear-transformation-p}.

\texttt{transform-rectangle*} is the spread version of \text{transform-region} in the case where the transformation is rectilinear and the region is a rectangle.

\texttt{untransform-rectangle*} \hspace{1cm} \text{Generic Function}

\texttt{untransform-rectangle*} \ \text{transformation} \ x1 \ y1 \ x2 \ y2

Summary: This is exactly equivalent to:

\[(\text{transform-rectangle*} \ (\text{invert-transformation} \ \text{transformation}) \ x1 \ y1 \ x2 \ y2)\]

CLIM provides a default method for \text{untransform-rectangle*} on the \text{transformation} protocol class that does exactly this.
4 Text Styles

4.1 Conceptual Overview of Text Styles

CLIM's model for the appearance of text is that the application program should describe how the text should appear in high-level terms, and that CLIM will take care of the details of choosing a specific device font. This approach emphasizes portability.

You specify the appearance of text by giving it an abstract text style. Each CLIM medium defines a mapping between these abstract style specifications and particular device-specific fonts. At run time, CLIM chooses an appropriate device font to represent the characters. However, some programmers may require direct access to particular device fonts. The text-style mechanism allows you to specify device fonts by name, thus trading portability for control.

A text style is a combination of three characteristics that describe how characters appear. Text style objects have components for family, face, and size:

family
Characters of the same family have a typographic integrity, so that all characters of the same family resemble one another. One of :fix, :serif, :sans-serif, or nil.

face
A modification of the family, such as bold or italic. One of :roman (meaning normal), :bold, :italic, (:bold :italic), or nil.

size
The size of the character. One of the logical sizes (:tiny, :very-small, :small, :normal, :large, :very-large, :huge, :smaller, :larger), or a real number representing the size in printer's points, or nil.

Not all of these attributes need be specified for a given text style object. Text styles can be merged in much the same way as pathnames are merged; unspecified components in the style object (that is, components that have nil in them) may be filled in by the components of a "default" style object.

*default-text-style*

Variable

Summary: This is the default text style used by all streams.

Note that the sizes smaller and larger are treated differently than the others, in that they are merged with the default text style size to produce a size that is discernibly smaller or larger. For example, a text style size of :larger would merge with a default text size of :small to produce the resulting size :normal.

A text style object is called fully specified if none of its components is nil and the size component is not a relative size (that is, neither :smaller nor :larger).

When text is rendered on a medium, the text style is mapped to some medium-specific description of the glyphs for each character. This description is usually that medium's concept of a font object. This mapping is mostly transparent to the application developer, but it is worth noting that not all text styles have mappings associated with them on all mediums. If the text style used does not have a mapping associated with it on the given medium, a special text style reserved for this case will be used.
4 Text Styles

*undefined-text-style*  
*Variable*  

*Summary:* The text style that is used as a fallback if no mapping exists for some other text style when some text is about to be rendered on a display device (via `write-string` and `draw-string*`, for example). This text style must be fully merged, and it must have a mapping for all display devices.

4.2 CLIM Text Style Objects

It is often useful to create a text style object that represents a style you wish to use frequently, rather than continually specifying the corresponding text style suboptions.

For example, if you want to write on a stream with a particular family, face, and size, you can create a text style object using `make-text-style`:

```
(clim:with-text-style
  ((clim:make-text-style :fix :bold :large) my-stream)
  (write-string "Here is a text-style example." my-stream))
```

Note that text style objects are interned. That is, two different invocations of `make-text-style` with the same combination of family, face and size will result in the same (in the sense of `eq`) text style object. For this reason, you should not modify text style objects.

### Summary

The protocol class for text styles. If you want to create a new class that behaves like a text style, it should be a subclass of `text-style`. Subclasses of `text-style` must obey the text style protocol.

### text-style-p

*Function*

`text-style-p object`

*Summary:* Returns `t` if `object` is a text style; otherwise, it returns `nil`.

### standard-text-style

*Class*

*Summary:* An instantiable class that implements text styles. It is a subclass of `text-style`. This is the class that `make-text-style` instantiates. Members of this class are immutable.

### make-text-style

*Function*

`make-text-style family face size`

*Summary:* Returns an object of class `standard-text-style` with a family of `family`, a face of `face`, and a size of `size`

*family* is one of `:fix`, `:serif`, `:sans-serif`, or `nil`.

*face* is one of `:roman`, `:bold`, `:italic`, `(:bold :italic)`, or `nil`.

*size* is a real number representing the size in printer's points, one of the logical sizes (`:normal`, `:tiny`, `:very-small`, `:small`, `:large`, `:very-large`, `:huge`), a relative size (`:smaller` or `:larger`), or `nil`.

You can use text style suboptions to specify characteristics of a text style object. Each text style suboption has a reader function which returns the current value of that component from a text style object. The suboptions are listed as follows.
### 4.3 CLIM Text Style Functions

The following functions can be used to parse, merge, and create text-style objects, as well as to read the components of the objects.

#### parse-text-style

**Generic Function**

```lisp
parse-text-style style-spec
```

*Summary:* Returns a text-style object. *style-spec* may be a text-style object or a device font, in which case it is returned as is, or it may be a list of the family, face, and size (that is, a "style spec"), in which case it is "parsed" and a text-style object is returned.

This function is for efficiency, since a number of common functions that take a style object as an argument can also take a style spec, in particular `draw-text`.

#### merge-text-styles

**Generic Function**

```lisp
merge-text-styles style1 style2
```

*Summary:* Merges the text styles *style1* with *style2*; that is, returns a new text style that is the same as *style1*, except that unspecified components in *style1* are filled in from *style2*. For convenience, the two arguments may be also be style specs.

When merging the sizes of two text styles, if the size from *style1* is a relative size, the resulting size is either the next smaller or next larger size than is specified by *style2*. The ordering of sizes, from smallest to largest, is `:tiny`, `:very-small`, `:small`, `:normal`, `:large`, `:very-large`, and `:huge`.

Merging font faces is also possible. For example, merging bold and italic faces results in a bold-italic face. When the faces are mutually exclusive, the face specified by *style1* prevails.
4 Text Styles

Summary: Returns the components of text-style as three values (family, face, and size).

`text-style-family`  
`text-style-family` text-style

Summary: Returns the family component of text-style.

`text-style-face`  
`text-style-face` text-style

Summary: Returns the face component of text-style.

`text-style-size`  
`text-style-size` text-style

Summary: Returns the size component of text-style.

`text-style-ascent`  
`text-style-ascent` text-style medium

Summary: The ascent (an integer) of text-style as it would be rendered on medium medium.

Summary: The ascent of a text style is the ascent of the medium's font corresponding to text-style. The ascent of a font is the distance between the top of the tallest character in that font and the baseline.

`text-style-descent`  
`text-style-descent` text-style medium

Summary: The descent (an integer) of text-style as it would be rendered on medium medium.

The descent of a text style is the descent of the medium's font corresponding to text-style. The descent of a font is the distance between the baseline and the bottom of the lowest descending character (usually "y," "q," "p," or "g").

`text-style-height`  
`text-style-height` text-style medium

Summary: Returns the height (an integer) of the "usual character" in text-style on medium medium.

The height of a text style is the sum of its ascent and descent.

`text-style-width`  
`text-style-width` text-style medium

Summary: Returns the width (an integer) of the "usual character" in text-style on medium medium.

`text-style-fixed-width-p`  
`text-style-fixed-width-p` text-style medium

Summary: Returns t if text-style will map to a fixed-width font on medium medium; otherwise, it returns nil.

The methods for this generic function will typically specialize both the text-style and port arguments. CLIM provides a "trampoline" for this generic function for mediums and output sheets which will simply call the method for the port.

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74
**4 Text Styles**

### text-size

**Generic Function**

```lisp
text-size medium string &key text-style (start 0) end
```

**Summary:** Computes the "cursor motion" in device units that would take place if `string` (which may be either a string or a character) were output to the medium `medium` starting at the position `(0, 0)`.

Five values are returned: the total width of the string in device units, the total height of the string in device units, the final x cursor position (which is the same as the width if there are no `\Newline` characters in the string), the final y cursor position (which is 0 if the string has no `\Newline` characters in it, and is incremented by the line height of `medium` for each `\Newline` character in the string), and the string's baseline.

`text-style` specifies what text style is to be used when doing the output, and defaults to `medium-merged-text-style` of the medium. `text-style` must be a fully specified text style. `start` and `end` may be used to specify a substring of `string`.

Programmers needing to account for kerning or the ascent or descent of the text style should measure the size of the bounding rectangle of the text rendered on `medium`.

All mediums and output sheets implement a method for this generic function.

---

### 4.4 Text Style Binding Forms

CLIM provides several forms with which you can establish a binding of a text style or a text-style component. The extent of the binding is the dynamic extent of the particular binding form.

**with-text-style**

**Macro**

```lisp
with-text-style (medium text-style) &body body
```

**Summary:** Binds the current text style of the medium `medium` to correspond to the new text style. `text-style` may either be a text style object or a style spec (that is, a list of a family, a face, and a size). `body` is executed with the new text style in effect.

The `medium` argument is not evaluated, and must be a symbol that is bound to a sheet or medium. If `medium` is `t`, `*standard-output*` is used. `body` may have zero or more declarations as its first forms.

`with-text-style` expands into a call to `invoke-with-text-style` and supplies a function that executes `body` as the `continuation` argument to `invoke-with-text-style`.

**invoke-with-text-style**

**Generic Function**

```lisp
invoke-with-text-style medium continuation text-style
```

**Summary:** Binds the current text style of the medium `medium` to correspond to the new text style, and calls the function `continuation` with the new text style in effect. `text-style` may either be a text style object or a style spec (that is, a list of a family, a face, and a size). `continuation` is a function of one argument, the medium; it has dynamic extent.

`medium` can be a medium, a sheet that supports the sheet output protocol, or a stream that outputs to such a sheet. All classes that obey the medium protocol implement a method for `invoke-with-text-style`.

The following macros are "convenience" forms of `with-text-style` that expand into calls to `invoke-with-text-style`.

The `medium` argument of these macros is not evaluated, and must be a symbol that is bound to a sheet or medium. If `medium` is `t`, `*standard-output*` is used. `body` may have zero or more declarations as its first forms.
4 Text Styles

with-text-face

**with-text-face** (medium face) &body body

*Summary:* Binds the current text face of medium to correspond to the new text face face, within the body. face is one of :roman, :bold, :italic, (:bold :italic), or nil.

with-text-family

**with-text-family** (medium family) &body body

*Summary:* Binds the current text family of medium to correspond to the new text family family, within the body. family is one of :fix, :serif, :sans-serif, or nil.

with-text-size

**with-text-size** (medium size) &body body

*Summary:* Binds the current text size of medium to correspond to the new text size size, within the body.

4.5 Controlling Text Style Mappings

Text styles are mapped to fonts using the **text-style-mapping** function, which takes a port and a text style, and returns a font object. All ports implement methods for the following generic functions, for all classes of text style.

The objects used to represent a font mapping are unspecified and are likely to vary from port to port. For instance, a mapping might be some sort of font object on one type of port, or might simply be the name of a font on another. Part of initializing a port is to define the mappings between text styles and font names for the port's host window system.

**text-style-mapping**

**text-style-mapping** port text-style

*Summary:* Returns the font mapping that will be used when rendering characters in the text style text-style on any medium on the port port. If there is no mapping associated with text-style on port, then some other object will be returned that corresponds to the "unmapped" text style.

(setf text-style-mapping)

**setf text-style-mapping** mapping port text-style

*Summary:* Sets the text style mapping for port and text-style to mapping. port and text-style are as for **text-style-mapping**. mapping is either a font name or a list of the form (:style family face size); in the latter case, the given style is translated at run time into the font represented by the specified style.

**make-device-font-text-style**

**make-device-font-text-style** port font-description &rest attributes

*Summary:* Returns a text style object that will be mapped directly to the specified device font when text is output to the display device with this style. Device font styles do not merge with any other kind of style. As the specified font is device-specific, the use of this function may result in non-portable applications.

port is the port that the font is going to be used on.

**make-device-font-text-style** first use font-description and attributes to construct a **gp:font-description** as follows:

If font-description is a **gp:font-description** object, it is used as is and attributes is ignored.
If `font-description` is a string, it should be a family name, and a `gp:font-description` is created by executing:

```lisp
(apply 'gp:make-font-description
       :family font-description
       :attributes)
```

If `font-description` is `nil`, a `gp:font-description` is created by executing:

```lisp
(apply 'gp:make-font-description attributes)
```

`make-device-font-text-style` tries to find a device font that matches the `gp:font-description`. If it is successful, it returns a `text-style` that maps to this device font. If it is not successful, it returns `nil`.


This code creates a device font text style and applies it to a string of characters.

```lisp
(let ((my-device-font
       (make-device-font-text-style
        (port my-sheet)
        (gp:make-font-description :family "courier"
                                  :size 14
                                  :weight :medium
                                  :slant :italic))))
  (draw-text* my-sheet "This appears in the specified device font."
              10 10 :text-style my-device-font))
```
5 Drawing in Color

5.1 Conceptual Overview of Drawing With Color

This chapter describes the \texttt{:ink} drawing option and the simpler values that can be supplied for that option, such as colors.

To draw in color, you supply the \texttt{:ink} drawing option to CLIM's drawing functions (see Chapter 2, "Drawing Graphics in CLIM," for details). \texttt{:ink} can take as its value:

- a color
- the constant \texttt{+foreground-ink+}
- the constant \texttt{+background-ink+}
- a flipping ink

The drawing functions work by selecting a region of the drawing plane and painting it with color. The region is clipped by the current \texttt{:clipping-region} drawing option in effect, and is then transformed by the current \texttt{:transformation} drawing option (see 3 The CLIM Drawing Environment for the rules controlling these options). The shape can be a graphical area (such as a rectangle or an ellipse), a path (such as a line segment or the outline of an ellipse), or the letter forms of text. Any viewports or dataports attached to this drawing plane are updated accordingly. The \texttt{:ink} drawing option is never affected by the \texttt{:transformation} drawing option nor by the sheet transformation; this ensures that stipple patterns on adjacent sheets join seamlessly.

Along with its drawing plane, a medium has a \texttt{foreground} and a \texttt{background}. The foreground is the default ink when the \texttt{:ink} drawing option is not specified. The background is drawn all over the drawing plane before any output is drawn. You can erase by drawing the background over the region to be erased. You can change the foreground or background at any time. This changes the contents of the drawing plane. The effect is as if everything on the drawing plane is erased, the background is drawn on the entire drawing plane, and then everything that was ever drawn (provided it was saved in the output history) is redrawn using the new foreground and background.

5.1.1 Color Objects

A \texttt{color} in CLIM is an object representing the intuitive definition of color: white, black, red, pale yellow, and so forth. The visual appearance of a single point is completely described by its color.

A color can be specified by three real numbers between 0 and 1 inclusive, giving the amounts of red, green, and blue. Three 0's mean black; three 1's mean white. A color can also be specified by three numbers giving the intensity, hue, and saturation. A totally unsaturated color (a shade of gray) can be specified by a single real number between 0 and 1, giving the amount of white.

You can obtain a color object by calling one of \texttt{make-rgb-color}, \texttt{make-ihs-color}, or \texttt{make-gray-color}, or by using one of the predefined colors listed in 5.3 Predefined Color Names in LispWorks CLIM or . Specifying a color object as the \texttt{:ink} drawing option, the foreground, or the background causes CLIM to use that color in the appropriate drawing operations.

<table>
<thead>
<tr>
<th>color</th>
</tr>
</thead>
</table>

\textit{Protocol Class}

\textit{Summary}: The \texttt{color} class is the protocol class for a color. If you want to create a new class that behaves like a color, it should be a subclass of \texttt{color}. Subclasses of \texttt{color} must obey the color protocol.

78
All of the standard instantiable color classes provided by CLIM are immutable.

**colorp**

**Function**

**colorp** object

*Summary:* Returns t if object is a color; otherwise, it returns nil.

### 5.1.2 Rendering

When CLIM renders the graphics and text in the drawing plane onto a real display device, physical limitations of the display device force the visual appearance to be an approximation of the drawing plane. Colors that the hardware does not support might be approximated by using a different color or by using a stipple pattern. Even primary colors such as red and green can’t be guaranteed to have distinct visual appearance on all devices, so if device independence is desired, it is best to use `make-contrasting-inks` (which produces designs of different appearances) rather than a fixed palette of colors.

The line style and text style respectively control the region of the display device that is colored when a path or text is rendered.

### 5.2 CLIM Operators for Drawing in Color

The following functions create colors. These functions produce objects that have equivalent effects and are indistinguishable when drawn; the only difference is in how the color components are specified. Whether these functions use the specified values exactly or approximate them because of limited color resolution is unspecified. Whether these functions create a new object or return an existing object with equivalent color component values is also unspecified.

**make-rbg-color**

**Function**

**make-rbg-color** red green blue

*Summary:* Returns a member of the class `color`. The red, green, and blue arguments are real numbers between 0 and 1 (inclusive) that specify the values of the corresponding color components.

**make-ihs-color**

**Function**

**make-ihs-color** intensity hue saturation

*Summary:* Returns a member of class `color`. The intensity argument is a real number between 0 and 0.5 (inclusive). The hue and saturation arguments are real numbers between 0 and 1 (inclusive).

**make-gray-color**

**Function**

**make-gray-color** luminance

*Summary:* Returns a member of class `color`. luminance is a real number between 0 and 1 (inclusive). On a black-on-white display device, 0 means black, 1 means white, and the other values are shades of gray. On a white-on-black display device, 0 means white, 1 means black, and the other values are shades of gray.

**make-contrasting-inks**

**Function**

**make-contrasting-inks** n &optional k

*Summary:* If k is not supplied, this returns a vector of n designs with recognizably different appearance. Elements of the vector are guaranteed to be acceptable values for the :ink argument to the drawing functions, and will not include `+foreground-ink+, +background-ink+,` or nil. Their class is otherwise unspecified. The vector is a fresh object that may be modified.

If k is supplied, it must be an integer between 0 and n – 1 (inclusive), in which case `make-contrasting-inks` returns
the $k^{th}$ design rather than returning a vector of designs.

CLIM supports at least 8 different contrasting inks. If $n$ is greater than the number of contrasting inks, \texttt{make-contrasting-inks} signals an error.

The rendering of the design may be a color or a stippled pattern, depending on whether the output medium supports color.

\textbf{contrasting-inks-limit}  
\textit{Generic Function}

\textbf{contrasting-inks-limit} \textit{port}

\textit{Summary:} Returns the number of contrasting colors (or stipple patterns if \textit{port} is monochrome or grayscale) that can be rendered on any medium on the port \textit{port}. All classes that obey the medium protocol implement a method for this generic function.

The following two functions comprise the color protocol. Both of them return the components of a color. All subclasses of \texttt{color} implement methods for these generic functions.

\textbf{color-rgb}  
\textit{Generic Function}

\textbf{color-rgb} \textit{color}

\textit{Summary:} Returns three values, the \textit{red}, \textit{green}, and \textit{blue} components of the color \textit{color}. The values are real numbers between 0 and 1 (inclusive).

\textbf{color-ihs}  
\textit{Generic Function}

\textbf{color-ihs} \textit{color}

\textit{Summary:} Returns three values, the \textit{intensity}, \textit{hue}, and \textit{saturation} components of the color \textit{color}. The first value is a real number between 0 and \(\frac{1}{2}\) (inclusive). The second and third values are real numbers between 0 and 1 (inclusive).

\section*{5.3 Predefined Color Names in LispWorks CLIM}

The following color constants are provided in LispWorks CLIM: +black+, +white+, +red+, +blue+, +green+, +cyan+, +magenta+, and +yellow+. Other predefined colors are available through the facility of a palette. Application programs can define other colors.

\section*{5.4 Indirect Inks}

Drawing with an \textit{indirect ink} is the same as drawing another design named directly. For example, \texttt{+foreground-ink+} is a design that draws the medium's foreground design and is the default value of the \texttt{:ink} drawing option.

Indirect ink is a useful abstraction that enables your code to ignore the issue of what specific ink to use. It is also useful for output recording. For example, you can draw with \texttt{+foreground-ink+}, change to a different \texttt{medium-foreground}, and replay the output record; the replayed output will come out in the new color.

You can change the foreground or background design of a medium at any time. This changes the contents of the medium's drawing plane. The effect is as if everything on the drawing plane is erased, the background design is drawn onto the drawing plane, and then everything that was ever drawn (provided it was saved in the output history) is drawn over again, using the medium's new foreground and background.

If an infinite recursion is created using an indirect ink, an error is signaled when the recursion is created, when the design is used for drawing, or both. Two indirect inks have been defined:
5 Drawing in Color

+foreground-ink+

Summary: An indirect ink that uses the medium's foreground design.

+background-ink+

Summary: An indirect ink that uses the medium's background design.

5.5 Flipping Ink

Use "flipping ink" to exchange the colors of two inks. You can also use it to exchange the values of +foreground-ink+ and +background-ink+. For an example of its use, see 5.6.1 Using Flipping Ink.

+flipping-ink+

Summary: A flipping ink that flips +foreground-ink+ and +background-ink+.

make-flipping-ink

make-flipping-ink ink1 ink2

Summary: Returns a design that interchanges occurrences of the two designs ink1 and ink2.

Drawing a flipping ink over a background changes the color in the background that would have been drawn by ink1 at that point into the color that would have been drawn by ink2 at that point, and vice versa. The effect on any color other than the colors determined by those two inks is unspecified; however, drawing the same figure twice using the same flipping ink is guaranteed to be an "identity" operation. If either ink1 or ink2 is not solid, the consequences are unspecified. The purpose of flipping is to allow the use of (xor) operations for temporary changes to the display.

If ink1 and ink2 are equivalent, the result can be +nowhere+.

5.6 Examples of Simple Drawing Effects

To draw in the foreground color, use the default, or specify :ink +foreground-ink+.

To erase, specify :ink +background-ink+.

To draw in color, specify :ink +green+, :ink (make-rgb-color 0.6 0.0 0.4), and so forth.

To draw an opaque gray, specify :ink (make-gray-color 0.25). This will draw a shade of gray independent of the window's foreground color. On a non-color, non-grayscale display this will generally turn into a stipple.

To draw a stipple of little bricks, specify :ink bricks, where bricks is defined as:

(make-rectangular-tile
  (make-pattern #2a(0 0 0 0 1 0 0 0 0)
    (0 0 0 1 0 0 0 0)
    (0 0 0 1 0 0 0 0)
    (1 1 1 1 1 1 1 1)
    (0 0 0 0 0 0 0 1)
    (0 0 0 0 0 0 0 1)
    (0 0 0 0 0 0 0 1)
    (1 1 1 1 1 1 1 1))
  (list +background+ +foreground+)) 8 8)

To draw a tiled pattern, specify :ink (make-rectangular-tile (make-pattern array colors)).

To draw a pixmap, use (draw-design (make-pattern array colors) medium).
5.6.1 Using Flipping Ink

(defun cmd-rubberband ()
  (let ((x1 0) ; x1, y1 represents the fix point
        (y1 0)
        (x2 0) ; x2, y2 represents the point that is changing
        (y2 0)
        (mouse-button-press nil)
        ;; press to select pivot
        (stream (get-frame-pane *application-frame* 'main)))
    (tracking-pointer (stream)
      (:pointer-button-press (event x y)
        (setf x1 x y1 y x2 x y2)
        (draw-line* stream x1 y1 x2 y2
                     :ink +flipping-ink+)
        (setf mouse-button-press t))
      (:pointer-motion (window x y)
                       ;; erase
                       (draw-line* stream x1 y1 x2 y2
                                    :ink +flipping-ink+)
                       ;; draw
                       (draw-line* stream x1 y1 x y
                                    :ink +flipping-ink+)
                       (setf x2 x y2 y))
      (:pointer-button-release
       (event x y)
       (cond
        ((eq mouse-button-press t)
         (return
          (list x1 y1 x2 y2))))))))
6 Presentation Types

6.1 Conceptual Overview of CLIM Presentation Types

6.1.1 User Interaction With Application Objects

In object-oriented programming systems, applications are built around internal objects that model something in the real world. For example, an application that models a university has objects representing students, professors, and courses. A CAD system for designing circuits has objects representing gates, resistors, and so on. A desktop publishing system has objects representing paragraphs, headings, and illustrations.

User Interaction With Application Objects

Application objects have to be presented to the user, and the user has to be able to interact with them. In CLIM, an interface enables the user to see visual representations of the application objects and, via these representations, operate on the application objects themselves.

A very basic part of designing a CLIM user interface is specifying how the user will interact with application objects. There are two directions of interaction: you must present application objects to the user as output, and you must accept input from the user that indicates application objects. This is done with two basic functions, `present` and `accept`, plus some related functions.

6.1.2 Presentations and Presentation Types

CLIM keeps track of the association between a visual representation of an object and the object itself. CLIM maintains this association in a data structure called a *presentation*. A presentation embodies three things:

- The underlying application object.
- Its presentation type.
- Its visual representation.

In other words, a presentation is a special kind of output record that remembers not only output, but the object associated with the output and the semantic type associated with that object.
A *presentation type* can be thought of as a CLOS class that has some additional functionality pertaining to its roles in the user interface of an application. In defining a presentation type, the application programmer defines all of the user interface components of the entity:

- Its displayed representation, textual or graphical.
- Textual representation, for user input via the keyboard.
- Pointer sensitivity, for user input via the pointer.

In other words, the application programmer describes in one place all the information about an object necessary to display it to the user and interact with the user for object input.

### 6.1.3 Output With Its Semantics Attached

For example, a university application has a "student" application object. The user sees a visual representation of a student, which might be a textual representation, a graphical representation (such as a form with name, address, and student id number), or even an image of the face of the student. The presentation type of the student is "student"; that is, the semantic type of the object that appears on the screen is "student." Since the type of a displayed object is known, CLIM knows which operations are appropriate to perform on the displayed object. For example, when a student is displayed, it is possible to perform operations such as *send-tuition-bill* or *show-transcript*.

### 6.1.4 Input Context

Presentations are the basis of many of the higher-level application-building tools that use `accept` to get input and `present` to display output. A command that takes arguments as input specifies the presentation type of each argument. When a call to `accept` is made, CLIM establishes an "input-context" based on the presentation type. This input context is used to determine which presentations will be sensitive to mouse clicks. For instance, when a user gives the `send-tuition-bill` command, the input context is of type "student," so any students displayed—both those being displayed for the first time and those that have been displayed before—are sensitive. This is because presentations that have been output in previous user interactions retain their semantics; that is, CLIM has recorded the fact that a student has been displayed and has saved this information.

### 6.1.5 Inheritance

CLIM presentation types are designed to use inheritance, just as CLOS classes do. For example, a university might need to model "night-student," which is a subclass of "student." When the input context is looking for a student, night-students are sensitive because they are represented as a subtype of student.

The set of presentation types forms a type lattice, an extension of the Common Lisp CLOS type lattice. When a new presentation type is defined as a subtype of another presentation type, it inherits all the attributes of the supertype except those explicitly overridden in the definition.

### 6.1.6 Presentation Translators

You can define presentation translators to make the user interface of your application more flexible. For example, suppose the input context is expecting a command. In this input context, all displayed commands are sensitive, so the user can point to one to execute it. However, suppose the user points to another kind of displayed object, such as a student. In the absence of a presentation translator, the student is not sensitive because only commands can be entered to this input context.

In the presence of a presentation translator that translates from students to commands, however, both students and commands would be sensitive. When the student is highlighted, the middle pointer button might execute the command *show-transcript* for that student.
6.1.7 What the Application Programmer Does

By the time you get to the point of designing the user interface, you have probably designed the rest of the application and know what the application objects are. At this point, you need to do the following:

1. Decide what types of application objects will be presented to the user as output and accepted from the user as input.
2. For each type of application object that the user will see, assign a corresponding presentation type. In many cases, this means simply using a predefined presentation type. In other cases, you need to define a new presentation type yourself. Usually the presentation type is the same as the class of the application object.
3. Use the application-building tools to specify the windows, menus, commands, and other elements of the user interface. Most of these elements will use the presentation types of your objects.

6.2 How to Specify a CLIM Presentation Type

This section describes how to specify a CLIM presentation type. For a complete description of CLIM presentation types, options, and parameters, see 6.5 Predefined Presentation Types.

Several CLIM operators take presentation types as arguments. You specify them using a presentation type specifier.

Most presentation type specifiers are also Common Lisp type specifiers. For example, the boolean presentation type is a Common Lisp type specifier. Not all presentation types are Common Lisp types, and not all Common Lisp types are presentation types (e.g., hash-tables), but there is a lot of overlap (e.g., commands, numbers, and strings).

A presentation type specifier appears in one of the following three patterns:

- **name**
- `(name parameters...)`
- `((name parameters...) options...)`

The first pattern, *name*, indicates a simple presentation type, which can be one of the predefined presentation types or a user-defined presentation type. Examples of the first pattern are:

```
integer       A predefined presentation type.
pathname      A predefined presentation type.
boolean       A predefined presentation type.
student       A user-defined presentation type.
```

The second pattern, `(name parameters...)`, supports parameterized presentation types, which are analogous to parameterized Common Lisp types such as `(integer 0 9)` in method lambda lists. The function `presentation-typep` uses the parameters to check object membership in a type. Adding parameters to a presentation type specifier produces a subtype that contains some but not necessarily all of the objects that are members of the unparameterized type. Thus the parameters can turn off the sensitivity of some presentations that would otherwise be sensitive. The parameters state a restriction on the presentation type, so a parameterized presentation type is a specialization or a subset of the unparameterized presentation type of that name.

Examples of the second pattern are:

```
(integer 0 10)   A parameterized type indicating an integer in the range of zero through ten.
(string 25)      A parameterized type indicating a string whose length is 25.
(member :yes :no :maybe)
```
A parameterized type that can be one of the three given values: \( \text{:yes, :no, and :maybe.} \)

The third pattern, \((\text{name parameters... options...})\), enables you to specify options that affect the use or appearance of the presentation, but not its semantic meaning. The options are keyword/value pairs, and are defined by the presentation type. All presentation types accept the \text{:description} option, which enables you to provide a string describing the presentation type. If provided, this option overrides the description specified in the \text{define-presentation-type} form, and also overrides the \text{describe-presentation-type} presentation method.

For example, you can use this form to specify an octal integer from 0 to 10:

\[
((\text{integer 0 10}) \text{:base 8})
\]

While in theory some presentation type options may appear as an option in any presentation type specifier, currently the only such option is \text{:description}.

Each presentation type has a name, which is usually a symbol naming the presentation type. The name can also be a CLOS class object (but not a built-in class object); this usage provides the support for anonymous CLOS classes.

Every presentation type is associated with a CLOS class. If \text{name} is a class object or the name of a class, and that class is not a built-in class, that class is used as the associated class. Otherwise, \text{define-presentation-type} defines a class with the metaclass \text{clim:presentation-type-class} and superclasses determined by the presentation type definition. This class is not named \text{name}, since that could interfere with built-in Common Lisp types such as \text{and, member, and integer}. \text{class-name} of this class returns a list of the form \((\text{presentation-type name})\). \text{clim:presentation-type-class} is a subclass of \text{standard-class}.

Programmers are required to evaluate the \text{defclass} form first in the case when the same name is used in both a \text{defclass} and a \text{define-presentation-type}.

Every CLOS class (except for built-in classes) is a presentation type, as is its name. Unless it has been defined with \text{define-presentation-type}, it allows no parameters and no options.

\textit{Presentation type inheritance} is used both to inherit methods ("what parser should be used for this type?"), and to establish the semantics for the type ("what objects are sensitive in this input context?"). Inheritance of methods is the same as in CLOS and thus depends only on the type name, not on the parameters and options.

During presentation method combination, presentation type inheritance arranges to translate the parameters of a subtype into a new set of parameters for its supertype, and translates the options of the subtype into a new set of options for the supertype.

### 6.3 Using CLIM Presentation Types for Output

Presentations for program output so that the objects presented will be acceptable to input functions. Suppose, for example, you present an object, such as \text{5}, as a TV channel. When a command that takes a TV channel as an argument is issued or when a presentation translation function is "looking for" such a thing, the system will make that object sensitive. Also, when a command that is looking for a different kind of object (such as a highway number), the object \text{5} is not sensitive, because that object represents a TV channel, not a highway number.

A presentation includes not only the displayed representation itself, but also the object presented and its presentation type. When a presentation is output to a CLIM window, the object and presentation type are "remembered"—that is, the object and type of the display at a particular set of window coordinates are recorded in the window's output history. Because this information remains available, previously presented objects are themselves available for input to functions for accepting objects.

An application can use the following operators to produce output that will be associated with a given Lisp object and declared to be of a specified presentation type. This output is saved in the window's output history as a presentation. Specifically, the presentation remembers the output that was performed (by saving the associated output record), the Lisp object associated with the output, and the presentation type specified at output time. The object can be any Lisp object.
6.3.1 CLOS Operators

CLOS provides these top-level facilities for presenting output. `with-output-as-presentation` is the most general operator, and `present` and `present-to-string` support common idioms.

```
with-output-as-presentation

with-output-as-presentation (stream object type &key modifier single-box allow-sensitive-inferiors record-type)
&body body

Summary: The output of body to the extended output recording stream stream is used to generate a presentation whose underlying object is object and whose presentation type is type. Each invocation of this macro results in the creation of a presentation object in the stream's output history unless output recording has been disabled or :allow-sensitive-inferiors nil was specified at a higher level, in which case the presentation object is not inserted into the history. with-output-as-presentation returns the presentation corresponding to the output.

The stream argument must be a symbol that is bound to an extended output stream or output recording stream. If stream is t, *standard-output* is used. body may have zero or more declarations as its first forms.

type is a presentation type specifier and may be an abbreviation.

modifier, which defaults to nil, is a function that describes how the presentation object might be modified. For example, it might be a function of one argument (the new value) that can be called in order to store a new value for object after a user somehow "edits" the presentation. modifier must have indefinite extent.

single-box is used to specify the presentation-single-box component of the resulting presentation. It can take on the values described under presentation-single-box.

When the boolean allow-sensitive-inferiors is nil, nested calls to present or with-output-as-presentation inside this one will not generate presentations. The default is t.

record-type specifies the class of the presentation output record to be created. It defaults to standard-presentation. This argument should only be supplied by a programmer if there is a new class of output record that supports the updating output record protocol.

All arguments of this macro are evaluated:

```
(with-output-as-presentation (stream #p"foo" 'pathname)
 (princ "FOO" stream))
```

```
present

present object &optional type &key stream view modifier acceptably for-context-type single-box allow-sensitive-inferiors sensitive record-type

Summary: The object of presentation type type is presented to the extended output stream stream (which defaults to *standard-output*), using the type's present method for the supplied view view. type is a presentation type specifier, and can be an abbreviation. It defaults to (presentation-type-of object). The other arguments and overall behavior of present are as for stream-present.

The returned value of present is the presentation object that contains the output corresponding to the object.

present expands any presentation type abbreviations (type and for-context-type), and then calls stream-presents on stream, object, type, and the remaining keyword arguments.

```
stream-presents

stream-presents stream object type &key view modifier acceptably for-context-type single-box allow-sensitive-inferiors sensitive record-type
```

87
Summary: The following functions can be used to examine or modify presentations:

### present-to-string

`present-to-string` function:

```lisp
present-to-string object &optional type &key view acceptably for-context-type string index
```

**Summary:** Same as `present` inside `with-output-to-string`. If `string` is supplied, it must be a string with a fill pointer. When `index` is supplied, it is used as an index into `string`. `view`, acceptably, and `for-context-type` are as for `present`.

The first returned value is the string. When `string` is supplied, a second value is returned, the updated `index`.

### 6.3.2 Additional Functions for Operating on Presentations in CLIM

The following functions can be used to examine or modify presentations:

**presentation**

**Protocol Class**

**Summary:** The protocol class that corresponds to a presentation and is a subclass of `output-record`. If you want to create a new class that behaves like a presentation, it should be a subclass of `presentation`. Subclasses of `presentation` obey the presentation protocol.

**presentationp**

**Function**

```lisp
presentationp object
```

**Summary:** Returns `t` if and only if `object` is of type `presentation`.

**presentation-object**

**Generic Function**

```lisp
presentation-object presentation
```

**Summary:** Returns the object represented by the presentation `presentation`.

**(setf presentation-object)**

**Generic Function**

```lisp
(setf presentation-object) object presentation
```

**Summary:** Changes the object associated with the presentation `presentation` to `object`. 
6 Presentation Types

**presentation-type**

*Generic Function*

**presentation-type** *presentation*

*Summary:* Returns the presentation type of the presentation *presentation*.

**setf presentation-type**

*Generic Function*

**(setf presentation-type)*** type *presentation*

*Summary:* Changes the type associated with the presentation *presentation* to *type*.

**presentation-single-box**

*Generic Function*

**presentation-single-box** *presentation*

*Summary:* Returns the "single box" attribute of the presentation *presentation*, which controls how the presentation is highlighted and when it is sensitive. This will be one of four values:

- **nil** (the default)—if the pointer is pointing at a visible piece of the output that was drawn as part of the presentation, then it is considered to be pointing at the presentation. The presentation is highlighted by highlighting each visible part of the output that was drawn as part of the presentation.

- **t**—if the pointer is inside the bounding rectangle of the presentation, it is considered to be pointing at the presentation. The presentation is highlighted by drawing a thin border around the bounding rectangle.

- **:position**—like **t** for determining whether the pointer is pointing at the presentation, but like **nil** for highlighting.

- **:highlighting**—like **nil** for determining whether the pointer is pointing at the presentation, but like **t** for highlighting.

**setf presentation-single-box**

*Generic Function*

**(setf presentation-single-box)*** single-box *presentation*

*Summary:* Changes the "single box" attribute of the presentation *presentation* to single-box.

**presentation-modifier**

*Generic Function*

**presentation-modifier** *presentation*

*Summary:* Returns the "modifier" associated with the presentation *presentation*. The modifier is some sort of object that describes how the presentation object might be modified. For example, it might be a function of one argument (the new value) that can be called in order to store a new value for *object* after a user somehow "edits" the presentation.

**standard-presentation**

*Class*

*Summary:* The output record class that represents presentations. **present** normally creates output records of this class. Members of this class are mutable.

**:object**
**:type**
**:view**
**:single-box**
**:modifier**

*Initargs*

All presentation classes must handle these five initargs, which are used to specify, respectively, the object, type, view,
single-box, and modifier components of a presentation.

6.4 Using CLIM Presentation Types for Input

The primary means for getting input from the end user is accept. Characters typed in at the keyboard in response to a call to accept are parsed, and the application object they represent is returned to the calling function. (The parsing is done by the accept method for the presentation type.) Alternatively, if a presentation of the type specified by the accept call has previously been displayed, the user can click on it with the pointer and accept returns it directly (that is, no parsing is required).

Examples:

```
=>(clim:accept 'string)
Enter a string: abracadabra
"abracadabra"

=>(clim:accept 'string)
Enter a string [default abracadabra]: abracadabra
"abracadabra"
```

In the first call to accept, abracadabra was typed at the keyboard. In the second call to accept, the user clicked on the keyboard-entered string of the first function. In both cases, the string object "abracadabra" was returned.

Typically, not all objects are acceptable as input. Only an object of the presentation type specified in the current accept function (or one of its subtypes) can be input. In other words, the accept function establishes the current input context. For example, if the call to accept specifies an integer presentation type, only an entered or displayed integer is acceptable. Numbers displayed as integer presentations would, in this input context, be sensitive, but those displayed as part of some other kind of presentation, such as a file pathname, would not. In this manner, accept controls the input context and the sensitivity of displayed presentations.

It is possible, however, to click on a presentation of a type different from the current input context and invoke a presentation translator that would produce a type acceptable to the input context. For example, you could make a presentation of a file pathname translate to an integer—say, its length—if you want. It is very common to translate to a command that operates on a presented object. For more information on presentation translators, see 6.5 Predefined Presentation Types.

We said previously that the range of acceptable input is typically restricted, but how restricted is up to you, the programmer. Using compound presentation types like and and or, as well as other predefined or specially devised presentation types, gives you a high degree of flexibility and control over the input context.

CLIM provides the following top-level operators for accepting typed input. The most general operator is with-input-context, and accept and accept-from-string support common idioms.

Note that, in general, CLIM accept operators do not insert newlines. If you want each call to accept to appear on a new line, use terpri.

*input-context*

<table>
<thead>
<tr>
<th>Variable</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: The current input context. This will be a list, each element of which corresponds to a single call to with-input-context. The first element of the list is the context established by the most recent call to with-input-context, and the last element is the least recent call to with-input-context. This ordering of input contexts is called &quot;nesting&quot;.</td>
</tr>
</tbody>
</table>

The exact format of the elements in the list is unspecified, but will typically be a list of a presentation type and a tag that corresponds to the point in the control structure of CLIM at which the input context was established.
with-input-context

with-input-context (type &key override) (&optional object-var type-var event-var options-var) form &body

Summary: Establishes an input context of presentation type type; this is done by binding *input-context* to reflect the new input context. When the boolean override is nil (the default), this invocation of with-input-context adds its context presentation type to the current context. In this way an application can solicit more than one type of input at the same time. Alternatively, when override is t, it overrides the current input context rather than nesting inside the current input context.

type can be a presentation type abbreviation.

After establishing the new input context, form is evaluated. If no pointer gestures are made by the user during the evaluation of form, the values of form are returned. Otherwise, one of the pointer-cases is executed (based on the presentation type of the object that was clicked on) and its value is returned. (See the descriptions of call-presentation-menu and throw-highlighted-presentation.) pointer-cases is constructed like a typecase statement clause list whose keys are presentation types; the first clause whose key satisfies the condition (presentation-subtype type key) is the one that is chosen.

During the execution of one of the pointer-cases, object-var is bound to the object that was clicked on (the first returned value from the presentation translator that was invoked), type-var is bound to its presentation type (the second returned value from the translator), and event-var is bound to the pointer button event that was used. options-var is bound to any options that a presentation translator might have returned (the third value from the translator), and will be either nil or a list of keyword-value pairs. object-var, type-var, event-var, and options-var must all be symbols.

type, stream, and override are evaluated, but the others are not:

(with-input-context (’pathname)
  (path)
  (read)
  (pathname
    (format t
      "~&The pathname ~A was clicked on."
      path))

accept

accept type &key stream view default default-type provide-default insert-default replace-input history prompt prompt-mode display-default query-identifier activation-gestures additional-activation-gestures delimiter-gestures additional-delimiter-gestures

Summary: Requests input of type type from the stream stream, which defaults to *query-io*. accept returns two values, the object representing the input and its presentation type. type is a presentation type specifier, and can be an abbreviation. The other arguments and overall behavior of accept are as for accept-1.

accept first expands any presentation type abbreviations (type, default-type, and history), handles the interactions between the default, default type, and presentation history, prompts the user by calling prompt-for-accept, and then calls stream-accept on stream, type, and the remaining keyword arguments.

Note: The reason accept is specified as a three-function "trampoline" is to allow close tailoring of the behavior of accept. accept itself is the function that should be called by application programmers. stream-accept exists so that CLIM implementors can specialize on a per-stream basis. (For example, the behavior of accepting-values can be implemented by creating a special class of stream that turns calls to accept into fields of a dialog.) accept-1 is provided as a convenient function for the stream-accept methods to call when they require the default behavior.
stream-accept

**stream-accept** stream type &key view default default-type provide-default insert-default replace-input history prompt prompt-mode display-default query-identifier activation-gestures additional-activation-gestures delimiter-gestures additional-delimiter-gestures

Summary: **stream-accept** is the per-stream implementation of **accept**, analogous to the relationship between **read-char** and **stream-read-char**. All extended input streams implement a method for **stream-accept**. The default method (on **standard-extended-input-stream**) simply calls **accept-1**.

The arguments and overall behavior of **stream-accept** are as for **accept-1**.

accept-1

**accept-1** stream type &key view default default-type provide-default insert-default replace-input history prompt prompt-mode display-default query-identifier activation-gestures additional-activation-gestures delimiter-gestures additional-delimiter-gestures

Summary: Requests input of type **type** from the stream **stream**. **type** must be a presentation type specifier. **view** is a view object that defaults to **stream-default-view** of **stream**. **accept-1** returns two values, the object representing the input and its presentation type. (If **frame-maintain-presentation-histories** is true for the current frame, then the returned object is also pushed on to the presentation history for that object.)

**accept-1** establishes an input context via **with-input-context**, and then calls the **accept** presentation method for **type** and **view**. **accept** allows input editing when called on an interactive stream; see 16.1 Input Editing for a discussion of input editing. The call to **accept** will be terminated when the **accept** method returns or the user clicks on a sensitive presentation. The typing of an activation and delimiter character is typically one way in which a call to an **accept** method is terminated.

A top-level **accept** satisfied by keyboard input discards the terminating keyboard gesture (which will be either a delimiter or an activation gesture). A nested call to **accept** leaves the terminating gesture unread.

If the user clicked on a matching presentation, **accept-1** will insert the object into the input buffer by calling **presentation-replace-input**, on the object and type returned by the presentation translator, unless either the boolean **replace-input** is **nil** or the presentation translator returned an **:echo** option of **nil**. **replace-input** defaults to **t**, but this default is overridden by the translator explicitly returning an **:echo** option of **nil**.

If **default** is supplied, then it and **default-type** are returned as values from **accept-1** when the input is empty. **default-type** must be a presentation type specifier. If **default** is not supplied and **provide-default** is **t** (the default is **nil**), then the default is determined by taking the most recent item from the presentation type history specified by **history**. If **insert-default** is **t** and there is a default, the default will be inserted into the input stream by calling **presentation-replace-input**. It will be editable.

**history** must be either **nil**, meaning that no presentation type history will be used, or a presentation type (or abbreviation) that names a history to be used for the call to **accept**. **history** defaults to **type**.

**prompt** can be **t**, which prompts by describing the type, **nil**, which suppresses prompting, or a string, which is displayed as a prompt (via **write-string**). The default is **t**, which produces **Enter a type**: in a top-level call to **accept** or "(type)" in a nested call to **accept**.

If the boolean **display-default** is **t**, the default is displayed (if one was supplied). If **display-default** is **nil**, the default is not displayed. **display-default** defaults to **t** if **prompt** was provided; otherwise, it defaults to **nil**.

**prompt-mode** can be **:normal** (the default) or **:raw**, which suppresses putting a colon after the prompt and/or default in a top-level **accept** and suppresses putting parentheses around the prompt and/or default in a nested **accept**.

**query-identifier** is used within **accepting-values** to identify the field within the dialog.

**activation-gestures** is a list of gesture names that will override the current activation gestures, which are stored in...
6 Presentation Types

*activation-gestures*, additional-activation-gestures can be supplied to add activation gestures without overriding the current ones. See 16.2 Activation and Delimiter Gestures for a discussion of activation gestures.

delimiter-gestures is a list of gesture names that will override the current delimiter gestures, which are stored in *delimiter-gestures*. additional-delimiter-gestures can be supplied to add delimiter gestures without overriding the current ones. See 16.2 Activation and Delimiter Gestures for a discussion of delimiter gestures.

accept-from-string

Function

accept-from-string type string &key view default default-type start end

Summary: Like accept, except that the input is taken from string, starting at the position specified by start and ending at end. view, default, and default-type are as for accept.

accept-from-string returns an object and a presentation type (as in accept), but also returns a third value, the index at which input terminated.

prompt-for-accept

Generic Function

prompt-for-accept stream type view &rest accept-args &allow-other-keys

Summary: Called by accept to prompt the user for input of presentation type type on the stream stream for the view view. accept-args are all of the keyword arguments supplied to accept. The default method (on standard-extended-input-stream) simply calls prompt-for-accept-1.

prompt-for-accept-1

Function

prompt-for-accept-1 stream type &key default default-type display-default prompt prompt-mode &allow-other-keys

Summary: Prompts the user for input of presentation type type on the stream stream.

If the boolean display-default is t, then the default is displayed; otherwise it is not. When the default is being displayed, default and default-type are taken as the object and presentation type of the default to display. display-default defaults to t if prompt is non-nil; otherwise, it defaults to nil.

If prompt is nil, no prompt is displayed. If it is a string, that string is displayed as the prompt. If prompt is t (the default), the prompt is generated by calling describe-presentation-type to produce a prompt of the form Enter a type: in a top-level call to accept, or "(type)" in a nested call to accept.

prompt-mode can be :normal (the default) or :raw, which suppresses putting a colon after the prompt and/or default in a top-level accept and suppresses putting parentheses around the prompt and/or default in a nested accept.

6.5 Predefined Presentation Types

This section documents predefined CLIM presentation types, presentation type options, and parameters. For more information on how to use these presentation types, see 6.2 How to Specify a CLIM Presentation Type.

Note that any presentation type with the same name as a Common Lisp type accepts the same parameters as the Common Lisp type (and additional parameters in a few cases).

6.5.1 Basic Presentation Types

These basic presentation types correspond to the Common Lisp types of the same name.

t

Presentation Type

Summary: The supertype of all other presentation types.
null

Summary: The presentation type that represents "nothing". The single object associated with this type is nil, and its printed representation is None.

symbol

Summary: The presentation type that represents a symbol.

keyword

Summary: The presentation type that represents a symbol in the keyword package. It is a subtype of symbol.

blank-area

Summary: The type that represents all the places in a window where there is no presentation that is applicable in the current input context. CLIM provides a single "null presentation" as the object associated with this type.

*nul-presentation*

Summary: The null presentation, which occupies all parts of a window in which there are no applicable presentations. This will have a presentation type of blank-area.

6.5.2 Numeric Presentation Types

The following presentation types represent the Common Lisp numeric types of the same name.

number

Summary: The presentation type that represents a general number. It is the supertype of all the number types described here.

complex

Summary: The presentation type that represents a complex number.

rational &optional low high

Summary: The presentation type that represents either a ratio or an integer between low and high. Options to this type are base and radix, which are the same as for the integer type.

integer &optional low high

Summary: The presentation type that represents an integer between low and high. Options to this type are base (default 10) and radix (default nil), which correspond to *print-base* and *print-radix*, respectively. It is a subtype of rational.
6 Presentation Types

ratio

```lisp
(ratio &optional low high.)
```

The presentation type that represents a ratio between `low` and `high`. Options to this type are `base` and `radix`, which are the same as for the `integer` type. It is a subtype of `rational`.

float

```lisp
(float &optional low high.)
```

The presentation type that represents a floating point number between `low` and `high`.

6.5.3 Character and String Presentation Types

These two presentation types can be used for reading and writing characters and strings.

character

Summary: The presentation type that represents a Common Lisp character object.

```lisp
(character)
```

string

```lisp
(string &optional length)
```

Summary: The presentation type that represents a string. If `length` is specified, the string must have exactly that many characters.

6.5.4 Pathname Presentation Types

pathname

Summary: The presentation type that represents a pathname.

```lisp
(pathname)
```

The options are `default-version`, which defaults to `:newest`, `default-type`, which defaults to `nil`, and `merge-default`, which defaults to `t`. If `merge-default` is `nil`, `accept` returns the exact pathname that was entered; otherwise, `accept` merges against the default and `default-version`. If no default is supplied, it defaults to `*default-pathname-defaults*`. `pathname` has a default preprocessor that merges the options into the default.

6.5.5 One-Of and Some-Of Presentation Types

The "one-of" and "some-of" presentation types can be used to accept and present one or more items from a set of items. The set of items can be specified as a "rest" argument, a sequence, or an alist.

This table summarizes single ("one-of") and multiple ("some-of") selection presentation types. Each row represents a type of presentation. Columns contain the associated single and multiple selection presentation types.
One-Of and Some-Of Selection Presentation Types

<table>
<thead>
<tr>
<th>Arguments</th>
<th>Single</th>
<th>Multiple</th>
</tr>
</thead>
<tbody>
<tr>
<td>most general</td>
<td>completion</td>
<td>subset-completion</td>
</tr>
<tr>
<td>&amp;rest elements</td>
<td>member</td>
<td>subset</td>
</tr>
<tr>
<td>sequence</td>
<td>member-sequence</td>
<td>subset-sequence</td>
</tr>
<tr>
<td>alist</td>
<td>member-alist</td>
<td>subset-alist</td>
</tr>
</tbody>
</table>

**completion**  

**completion**  

**sequence**  

**&key**  

**test**  

**value-key**  

**Summary:** The presentation type that selects one from a finite set of possibilities, with "completion" of partial inputs. Several types are implemented in terms of the **completion** type, including **token-or-type**, **null-or-type**, **member**, **member-sequence**, and **member-alist**.  

**sequence** is a list or vector whose elements are the possibilities. Each possibility has a printed representation, called its name, and an internal representation, called its value. **accept** reads a name and returns a value. **present** is given a value and outputs a name.  

**test** is a function that compares two values for equality. The default is **eql**.  

**value-key** is a function that returns a value, given an element of **sequence**. The default is **identity**.  

The following presentation type options are available:  

- **name-key** is a function that returns a name as a string, given an element of **sequence**. The default is a function that behaves as follows according to the type of the element:  
  
<table>
<thead>
<tr>
<th>string</th>
<th>Returns the string.</th>
</tr>
</thead>
<tbody>
<tr>
<td>null</td>
<td>Returns &quot;nil&quot;.</td>
</tr>
<tr>
<td>cons</td>
<td>Returns <strong>string</strong> of the car.</td>
</tr>
<tr>
<td>symbol</td>
<td>Returns <strong>string-capitalize</strong> of its name.</td>
</tr>
<tr>
<td>otherwise</td>
<td>Returns <strong>princ-to-string</strong> of it.</td>
</tr>
</tbody>
</table>

- **documentation-key** is a function that returns either **nil** or a descriptive string, given an element of **sequence**. The default always returns **nil**.  

- **test**, **value-key**, **name-key**, and **documentation-key** must have indefinite extent.  

- **partial-completers** is a possibly empty list of characters that delimit portions of a name that can be completed separately. The default is a list of one character, `\#\Space`.  

**member**  

**member &rest elements**  

**Summary:** The presentation type that specifies one of **elements**. The options are the same as for **completion**.  

**member-sequence**  

**member-sequence**  

**sequence**  

**&key**  

**test**  

**Summary:** Like **member**, except that the set of possibilities is the sequence **sequence**. The parameter **test** and the options
6 Presentation Types

are the same as for completion.

member-alist

\texttt{member-alist \texttt{alist \&key test}}

\textit{Summary:} Like member, except that the set of possibilities is the \texttt{alist \texttt{alist}}. Each element of \texttt{alist} is either an atom, as in \texttt{member-sequence}, or a list whose car is the name of that possibility and whose cdr is one of the following:

- The value (which must not be a cons).
- A list of one element, the value.
- A property list that can contain the following properties:
  \begin{itemize}
  \item \texttt{:value} The value.
  \item \texttt{:documentation} A descriptive string.
  \end{itemize}

The test parameter and the options are the same as for completion except that value-key and documentation-key default to functions that support the specified \texttt{alist} format.

subset-completion

\texttt{subset-completion \texttt{sequence \&key test value-key}}

\textit{Summary:} The type that selects one or more from a finite set of possibilities, with "completion" of partial inputs. The parameters and options are the same as for completion, plus the additional options separator and echo-space, which are as for the sequence type. The \texttt{subset} types that follow are implemented in terms of the \texttt{subset-completion} type.

subset

\texttt{subset \&rest \texttt{elements}}

\textit{Summary:} The presentation type that specifies a subset of elements. Values of this type are lists of zero or more values chosen from the possibilities in elements. The printed representation is the names of the elements separated by commas. The options are the same as for completion.

subset-sequence

\texttt{subset-sequence \texttt{sequence \&key test}}

\textit{Summary:} Like subset, except that the set of possibilities is the sequence sequence. The parameter test and the options are the same as for completion.

subset-alist

\texttt{subset-alist \texttt{alist \&key test}}

\textit{Summary:} Like subset, except that the set of possibilities is the alist alist.

6.5.6 Sequence Presentation Types

The following two presentation types can be used to accept and present a sequence of objects.

sequence

\texttt{sequence \texttt{type}}

\textit{Summary:} The presentation type that represents a sequence of elements of type type. type can be a presentation type
The following compound presentation types are provided because they implement some common idioms.

## 6.5.7 Constructor Presentation Types

### or

**Presentation Type**

or &rest types

*Summary:* The presentation type that is used to specify one of several types, for example, `(or (member :all :none) integer)`. The elements of types can be presentation type abbreviations. accept returns one of the possible types as its second value, not the original or presentation type specifier.

### and

**Presentation Type**

and &rest types

*Summary:* The type that is used for "multiple inheritance." and is frequently used in conjunction with satisfies, for example: `(and integer (satisfies oddp))`. The elements of types can be presentation type abbreviations.

The and type has special syntax that supports the two "predicates," satisfies and not. satisfies and not cannot stand alone as presentation types and cannot be first in types. not can surround either satisfies or a presentation type. The first type in types is the type whose methods will be used during calls to accept and present.

## 6.5.8 Compound Presentation Types

The following compound presentation types are provided because they implement some common idioms.

### token-or-type

**Presentation Abbreviation**

token-or-type tokens type

*Summary:* A compound type that is used to select one of a set of special tokens, or an object of type type. tokens is anything that can be used as the sequence parameter to member-alist; typically it is a list of symbols.

### null-or-type

**Presentation Abbreviation**

null-or-type type

*Summary:* A compound type that is used to select nil, whose printed representation is the special token "None," or an object of type type.
6 Presentation Types

**type-or-string**

**type-or-string type**

*Summary:* A compound type that is used to select an object of type `type` or an arbitrary string, for example: `(clim:type-or-string integer)`. Any input that accepts cannot parse as the representation of an object of type `type` is returned as a string.

6.5.9 Command and Form Presentation Types

The command and form presentation types are complex types provided primarily for use by the top-level interactor of an application.

**expression**

*Summary:* The presentation type used to represent any Lisp object. The textual view of this type looks like what the standard `print` and `read` functions produce and accept. The standard `print` and `read` functions produce and accept the textual view of this type.

A separate presentation history for each instance of an application frame is maintained for the `expression` presentation type.

**form**

*Summary:* The presentation type used to represent a Lisp form. This is a subtype of `expression` and is equivalent to it, except that some presentation translators produce `quote` forms.

**command**

*Summary:* The presentation type used to represent a command processor command and its arguments.

A separate presentation history for each instance of an application frame is maintained for the `command` presentation type.

**command-name**

*Summary:* The presentation type used to represent the name of a command processor command in the command table `command-table`.

**command-or-form**

*Summary:* The presentation type used to represent either a Lisp form or a command processor command and its arguments.

6.6 Functions That Operate on CLIM Presentation Types

These are some general-purpose functions that operate on CLIM presentation types.

**describe-presentation-type**

*Function*

`describe-presentation-type type &optional stream plural-count`
6 Presentation Types

Summary: Describes the presentation type `type` on the `stream`, which defaults to `*standard-output*`. If `stream` is `nil`, a string containing the description is returned. `plural-count` is either `nil` (that is, the description should be the singular form of the name), `t` (meaning that the description should the plural form of the name), or an integer greater than zero (the number of items to be described). The default is `1`.

`type` can be a presentation type abbreviation.

### presentation-type-name

**Function**

**presentation-type-name** `type`

**Summary:** Returns the presentation type name of the presentation type specifier `type`. This function is provided as a convenience. It could be implemented as follows:

```lisp
(defun presentation-type-name (type)
  (with-presentation-type-decoded (name) type name))
```

### presentation-type-parameters

**Function**

**presentation-type-parameters** `type-name` &optional `env`

**Summary:** Returns a lambda-list of the parameters specified when the presentation type or presentation type abbreviation whose name is `type-name` was defined. `type-name` is a symbol or a class. `env` is a macro-expansion environment, as in `find-class`.

### presentation-type-options

**Function**

**presentation-type-options** `type-name` &optional `env`

**Summary:** Returns the list of options specified when the presentation type or presentation type abbreviation whose name is `type-name` was defined. This does not include the standard options unless the presentation-type definition mentioned them explicitly. `type-name` is a symbol or a class. `env` is a macro-expansion environment, as in `find-class`.

### presentation-typep

**Function**

**presentation-typep** `object` `type`

**Summary:** Returns `t` if `object` is of the type specified by `type`, otherwise returns `nil`. `type` may not be a presentation type abbreviation. This is analogous to the Common Lisp `typep` function.

### with-presentation-type-decoded

**Macro**

**with-presentation-type-decoded** `(name-var &optional parameters-var options-var) type &body body`

**Summary:** The specified variables are bound to the components of the presentation type specifier, the forms in `body` are executed, and the values of the last form are returned. `name-var`, if non-nil, is bound to the presentation type name. `parameters-var`, if non-nil, is bound to a list of the parameters. `options-var`, if non-nil, is bound to a list of the options. When supplied, `name-var`, `parameters-var`, and `options-var` must be symbols.

The `name-var`, `parameters-var`, and `options-var` arguments are not evaluated. `body` may have zero or more declarations as its first forms.

### with-presentation-type-options

**Macro**

**with-presentation-type-options** `(type-name type) &body body`

**Summary:** Variables with the same name as each option in the definition of the presentation type are bound to the option values in `type`, if present, or else to the defaults specified in the definition of the presentation type. The forms in `body` are executed in the scope of these variables and the values of the last form are returned.
6 Presentation Types

The value of the form `type` must be a presentation type specifier whose name is `type-name`. The `type-name` and `type` arguments are not evaluated. `body` may have zero or more declarations as its first forms.

with-presentation-type-parameters

```
with-presentation-type-parameters (type-name type) &body body
```

Summary: Variables with the same name as each parameter in the definition of the presentation type are bound to the parameter values in `type`, if present, or else to the defaults specified in the definition of the presentation type. The forms in `body` are executed in the scope of these variables and the values of the last form are returned.

The value of the form `type` must be a presentation type specifier whose name is `type-name`. The `type-name` and `type` arguments are not evaluated. `body` may have zero or more declarations as its first forms.

presentation-type-specifier-p

```
presentation-type-specifier-p object
```

Summary: Returns `t` if `object` is a valid presentation type specifier; otherwise, it returns `nil`.

presentation-type-of

```
presentation-type-of object
```

Summary: Returns a presentation type of which `object` is a member, in particular the most specific presentation type that can be conveniently computed and is likely to be useful to the programmer. This is often the class name of the class of the object.

`presentation-type-of` returns an expression when possible and `t` otherwise.

This is analogous to the Common Lisp `type-of` function.

presentation-subtypep

```
presentation-subtypep type putative-supertype
```

Summary: Answers the question "is the type specified by the presentation type specifier `type` a subtype of the type specified by the presentation type specifier `putative-supertype`?" `presentation-subtypep` returns two values, `subtypep` and `known-p`. When `known-p` is `t`, `subtypep` can be either `t` (meaning that `type` is definitely a subtype of `putative-supertype`) or `nil` (meaning that `type` is definitely not a subtype of `putative-supertype`). When `known-p` is `nil`, then `subtypep` must also be `nil`; this means that the answer cannot reliably be determined.

type may not be a presentation type abbreviation.

This is analogous to the Common Lisp `subtypep` function.

map-over-presentation-type-supertypes

```
map-over-presentation-type-supertypes function type
```

Summary: Calls the function `function` on the presentation type specifier `type` and each of its supertypes. `function` is called with two arguments, the name of a type and a presentation type specifier for that type with the parameters and options filled in. `function` has dynamic extent; its two arguments are permitted to have dynamic extent. The traversal of the type lattice is done in the order specified by the CLOS class precedence rules, and visits each type in the lattice exactly once.

presentation-type-direct-supertypes

```
presentation-type-direct-supertypes type
```

Summary: Returns a sequence of the names of all the presentation types that are direct supertypes of the presentation type specifier `type`, or `nil` if `type` has no supertypes. The consequences of modifying the returned sequence are
6 Presentation Types

unspecified.

**find-presentation-type-class**  
find-presentation-type-class name &optional (errorp t) environment

*Summary:* Returns the class corresponding to the presentation type named name, which must be a symbol or a class object. errorp and environment are as for find-class.

**class-presentation-type-name**  
class-presentation-type-name class &optional environment

*Summary:* Returns the presentation type name corresponding to the class class. This is the inverse of find-presentation-type-class. environment is as for find-class.

**default-describe-presentation-type**  
default-describe-presentation-type description stream plural-count

*Summary:* Performs the default actions for describe-presentation-type, notably pluralization and prepending an indefinite article if appropriate. description is a string or a symbol, typically the :description presentation type option or the :description option to define-presentation-type. plural-count is as for describe-presentation-type.

**make-presentation-type-specifier**  
make-presentation-type-specifier type-name-and-parameters &rest options

*Summary:* A convenient way to assemble a presentation type specifier with only non-default options included. For a full description of this function, see the end of 7.2.1 Presentation Methods in CLIM.
7 Defining a New Presentation Type

7.1 Conceptual Overview of Defining a New Presentation Type

CLIM's standard set of presentation types will be useful in many cases, but most applications will need customized presentation types to represent the objects modeled in the application.

In defining a presentation type, you define all the user interface components of the entity:

- A displayed representation, for example, textual or graphical.
- Pointer sensitivity for user input via the pointer.
- A textual representation for user input via the keyboard (optional).

In other words, in one place you provide all the information about an object necessary to display it to the user and to accept it as input from the user.

The set of presentation types forms a type lattice, an extension of the Common Lisp CLOS type lattice. When a new presentation type is defined as a subtype of another presentation type, it inherits all the attributes of the supertype except those explicitly overridden in the definition.

To define a new presentation type, you follow these steps:

1. Use the `define-presentation-type` macro.
   - Name the new presentation type.
   - Supply parameters that further restrict the type (if appropriate).
   - Supply options that affect the appearance of the type (if appropriate).
   - State the supertypes of this type, to make use of inheritance (if appropriate).

2. Define the CLIM presentation methods.
   - Specify how objects are displayed with a `present` presentation method. (You must define a `present` method, unless the new presentation type inherits a method that is appropriate for it.)
   - Specify how objects are parsed with an `accept` presentation method. (In most cases, you must define an `accept` method, unless the new presentation type inherits a method that is appropriate for it. If it will never be necessary to enter the object by typing its representation on the keyboard, you don't need to provide this method.)
   - Specify the type/subtype relationships of this type and its related types, if necessary, with `presentation-typep` and `presentation-subtypep` presentation methods. (You must define or inherit these methods when defining a presentation type that has parameters.)

7.1.1 CLIM Presentation Type Inheritance

Every presentation type is associated with a CLOS class. In the common case, the name of the presentation type is a class object or the name of a class, and that class is not a `clos:built-in-class`. In this case, the presentation type is associated with that CLOS class.
7 Defining a New Presentation Type

Otherwise, **define-presentation-type** defines a class with metaclass **clim:presentation-type-class** and superclasses determined by the presentation type definition. This class is not named *name*, since that could interfere with built-in Common Lisp types such as **and**, **member**, and **integer**. **clos:class-name** of this class returns a list (**presentation-type-name**). **clim:presentation-type-class** is a subclass of **clos:standard-class**.

**Note:** If the same name is defined with both **clos:defclass** (or **defstruct**) and **define-presentation-type**, the **clos:defclass** (or **defstruct**) must be done first.

Every CLOS class (except for built-in classes) is a presentation type, as is its name. If it has not been defined with **define-presentation-type**, it allows no parameters and no options. As in CLOS, inheriting from a built-in class does not work unless you specify the same inheritance that the built-in class already has; you may want to do this in order to add presentation-type parameters to a built-in class.

If you define a presentation type that does not have the same name as a CLOS class, you must define a **presentation-type** presentation method for it. The function (as opposed to the presentation method) **presentation-type** uses **find-class** if the presentation type is piggybacking on a CLOS type. Otherwise it depends on the user-defined presentation method.

If you define a presentation type that has parameters, you must define a **presentation-subtype** for it. As noted previously, CLOS does not allow you to parameterize types, so you must provide a **presentation-subtype** method even for presentation types based on CLOS classes.

Note that CLIM itself depends on these methods for its own presentation-based utilities.

If your presentation type has the same name as a class, does not have any parameters or options, does not have a history, and does not need a special description, you do not need to call **define-presentation-type**.

During method combination, presentation type inheritance is used both to inherit methods ("what parser should be used for this type?"), and to establish the semantics for the type ("what objects are sensitive in this context?"). Inheritance of methods is the same as in CLOS and thus depends only on the type name, not on the parameters and options.

Presentation type inheritance translates the parameters of the subtype into a new set of parameters for the supertype, and translates the options of the subtype into a new set of options for the supertype.

### 7.1.2 Defining an Accept for a Structure With Several Fields

The following code shows how to define an **accept** for a structure (instance) with several fields. That **accept** is then used within another similar **accept** call.

A presentation type called **ticket** is defined. The **accept** method has two recursive calls to **accept**, one to read the name of a candidate for president and another to read the name of the running mate. We provide two possible **accept** methods; in order to compare them, you will have to compile first one and then the other. The first reads the two names separated by a comma on the same line. The second reads the two names on separate lines, delimited by **RETURN**. They both do completion within the field. That is, if you do (**accept** **'ticket** :stream **win**) with the first **accept** method, and type **"Bu,Qu<RETURN>"**, the screen appearance will be **"Bush,Quayle"** and the return value will be **(BUSH QUAYLE)**.

If you use the second **accept** method and type:

```
"Cl
 Go
"
```

the window will contain:

```
"Clinton
 Gore"
```
and the return value will be (CLINTON GORE).

This example also demonstrates simple cross-field constraints by insisting that the two candidates be of the same party.

For key implementation details, read the comments in the code.

```
(in-package :clim-user)

(define-presentation-type ticket ())

(setq (get 'bush 'party) 'republican)
(setq (get 'quayle 'party) 'republican)
(setq (get 'clinton 'party) 'democrat)
(setq (get 'gore 'party) 'democrat)

;;; separated by comma version
(define-presentation-method accept ((type ticket) stream view &key &allow-other-keys)
  (declare (ignore view))
  (let ((president (accept '(member bush clinton) :stream stream :prompt nil
                             ;; add comma as a completing delimiter
                             :blip-characters '(#,)))
    ;; Make sure that the names were separated by a comma
    (unless (eql (read-gesture :stream stream) #,)
      (simple-parse-error "Ticket members must be separated by commas")
    (let ((veep (accept '(member quayle gore) :stream stream :prompt nil)))
      ;; Validate party affiliations
      (unless (eql (get president 'party) (get veep 'party))
        (simple-parse-error "Ticket members must be of the same party")
      (list president veep))))

;;; Separated by Return version
(define-presentation-method accept ((type ticket) stream view &key
  &allow-other-keys)
  (declare (ignore view))
  (let ((president (accept '(member bush clinton) :stream stream :prompt nil
                             ;; Remove Newline from activation characters
                             :activation-characters `() )
    ;; Add Newline as a delimiter, so that we get
    ;; completion and move-to-next-field behavior
    ;; when Return is typed.
                             :blip-characters '('
\Return
\Newline')))
    (unless (eql (read-gesture :stream stream) 
\Newline)
      (simple-parse-error "Ticket members must be entered on separate lines")
    (let ((veep (accept '(member quayle gore) :stream stream :prompt nil)))
      ;; Validate party affiliations
      (unless (eql (get president 'party) (get veep 'party))
        (simple-parse-error "Ticket members must be of the same party")
      (list president veep))))
```

### 7.2 CLIM Operators for Defining New Presentation Types

#### define-presentation-type

```
define-presentation-type name parameters &key options inherit-from description history parameters-are-types
```

**Summary:** Defines a presentation type whose name is the symbol or class `name` and whose parameters are specified by the lambda-list `parameters`. These parameters are visible within `inherit-from` and within the methods created with `define-presentation-method`. For example, the parameters are used by `presentation-typep` and `presentation-subtypep` methods to refine their tests for type inclusion.

`options` is a list of option specifiers. It defaults to `nil`. An option specifier is either a symbol or a list of the form `(symbol
&optional default supplied-p presentation-type accept-options), where symbol, default, and supplied-p are as in a normal lambda-list. If presentation-type and accept-options are present, they specify how to accept a new value for this option from the user. symbol can also be specified in the (keyword variable) form allowed for Common Lisp lambda lists. symbol is a variable that is visible within inherit-from and within most of the methods created with define-presentation-method. The keyword corresponding to symbol can be used as an option in the third form of a presentation type specifier. An option specifier for the standard option :description is automatically added to options if an option with that keyword is not present; however, it does not produce a visible variable binding.

Unsupplied optional or keyword parameters default to * (as in deftype) if no default is specified in parameters. Unsupplied options default to nil if no default is specified in options.

inherit-from is a form that evaluates to a presentation type specifier for another type from which the new type inherits. inherit-from can access the parameter variables bound by the parameters lambda list and the option variables specified by options. If name is or names a CLOS class (other than a built-in-class), then inherit-from must specify the class's direct superclasses (using and to specify multiple inheritance). It is useful to do this when you want to parameterize previously defined CLOS classes.

If inherit-from is unsupplied, the default behavior is that if name is or names a CLOS class, then the type inherits from the presentation type corresponding to the direct superclasses of that CLOS class (using and to specify multiple inheritance). Otherwise, the type named by name inherits from standard-class.

description is a string or nil. This should be the term for an instance for the type being defined. If it is nil or unsupplied, a description is automatically generated; it will be a "prettied up" version of the type name, for example, small-integer would become "small integer". You can also write a describe-presentation-type presentation method. description is implemented by the default describe-presentation-type method, so description only works in presentation types where that default method is not shadowed.

history can be t (the default), meaning that this type has its own history of previous inputs; nil, meaning that this type keeps no history; or the name of another presentation type whose history is shared by this type. More complex histories can be specified by writing a presentation-type-history presentation method.

If the boolean parameters-are-types is t, this means that the parameters to the presentation type are themselves presentation types. If they are not presentation types, parameters-are-types should be supplied as nil. Types such as and, or, and sequence will specify this as t.

Every presentation type must define or inherit presentation methods for accept and present if the type is going to be used for input and output. For presentation types that are only going to be used for input via the pointer, the accept need not be defined.

If a presentation type has parameters, it must define presentation methods for presentation-typep and presentation-subtypep that handle the parameters, or inherit appropriate presentation methods. In many cases it should also define presentation methods for describe-presentation-type and presentation-type-specifier-p.

There are certain restrictions on the inherit-from form, to allow it to be analyzed at compile time. The form must be a simple substitution of parameters and options into positions in a fixed framework. It cannot involve conditionals or computations that depend on valid values for the parameters or options; for example, it cannot require parameter values to be numbers. It cannot depend on the dynamic or lexical environment. The form will be evaluated at compile time with uninterned symbols used as dummy values for the parameters and options. In the type specifier produced by evaluating the form, the type name must be a constant that names a type, the type parameters cannot derive from options of the type being defined, and the type options cannot derive from parameters of the type being defined. All presentation types mentioned must be already defined. and can be used for multiple inheritance, but or, not, and satisfies cannot be used.

None of the arguments, except inherit-from, are evaluated.
7 Defining a New Presentation Type

7.2.1 Presentation Methods in CLIM

Use **define-presentation-method** to define presentation methods.

```
define-presentation-method name qualifiers* specialized-lambda-list &body body
```

**Summary:** Defines a presentation method for the function named `name` on the presentation type named in `specialized-lambda-list`.

`specialized-lambda-list` is a CLOS specialized lambda list for the method, and its contents vary depending on what `name` is. `qualifiers*` is zero or more of the usual CLOS method qualifier symbols. **define-presentation-method** supports `standard` method combination (the `:before, :after, and :around` method qualifiers).

`body` defines the body of the method. `body` may have zero or more declarations as its first forms.

All presentation methods have an argument named `type` that must be specialized with the name of a presentation type. The value of `type` is a presentation type specifier, which can be for a subtype that inherited the method.

All presentation methods except those for **presentation-subtypep** have lexical access to the parameters from the presentation type specifier. Presentation methods for the functions **accept**, **present**, **describe-presentation-type**, **presentation-type-specifier-p**, and **accept-present-default** also have lexical access to the options from the presentation type specifier.

Presentation methods inherit and combine in the same way as ordinary CLOS methods. However, they do not resemble ordinary CLOS methods with respect to the `type` argument. The parameter specializer for `type` is handled in a special way, and presentation method inheritance arranges the type parameters and options seen by each method.

For example, consider three types `int`, `rrat`, and `num` defined as follows:

```
(define-presentation-type int (low high)
  :inherit-from `(rrat ,high ,low))

(define-presentation-method presentation-typep :around (object (type int))
  (and (call-next-method)
       (integerp object)
       (<= low object high)))

(define-presentation-type rrat (high low)
  :inherit-from `num)

(define-presentation-method presentation-typep :around (object
  (type rrat))
  (and (call-next-method)
       (rationalp object)
       (<= low object high)))

(define-presentation-type num ()

(define-presentation-method presentation-typep (object (type num))
  (numberp object))
```

If the user were to evaluate the form `(presentation-typep x '(int 1 5))`, then the type parameters will be `(1 5)` in the `presentation-typep` method for `int`, `(5 1)` in the method for `rrat`, and `nil` in the method for `num`. The value for `type` will be `((int 1 5))` in each of the methods.

Following are the names of the various presentation methods defined by **define-presentation-method**, along with the lambda-list for each method. For all of the presentation methods, the `type` will always be specialized. Where appropriate, `view` may be specialized as well. The other arguments are not usually specialized.
accept

**accept** type stream view &key default default-type

Summary: This presentation method is responsible for "parsing" the representation of type for a particular view view on the stream stream. The **accept** method returns a single value (the object that was "parsed"), or two values, the object and its type (a presentation type specifier). The method's caller takes care of establishing the input context, defaulting, prompting, and input editing.

The **accept** method can specialize on the view argument in order to define more than one input view for the data.

Note that **accept** presentation methods can call the function **accept** recursively. In this case, the programmer should be careful to specify nil for :prompt and :display-default unless recursive prompting is really desired.

present

**present** object type stream view &key acceptably for-context-type

Summary: This presentation method is responsible for displaying the representation of object having type type for a particular view view; see the function **accept**.

The **present** method can specialize on the view argument in order to define more than one view of the data. For example, a spreadsheet program might define a presentation type for revenue, which can be displayed either as a number or a bar of a certain length in a bar graph. Typically, at least one canonical view should be defined for a presentation type.

describe-presentation-type

**describe-presentation-type** type stream plural-count

Summary: This presentation method method is responsible for textually describing the type type. stream is a stream, and will not be nil as it can be for the **describe-presentation-type** function.

describe-presentation-type-specifier-p

**describe-presentation-type-specifier-p** type

Summary: This presentation method is responsible for checking the validity of the parameters and options for the presentation type type. The default method returns t.

presentation-typep

**presentation-typep** object type

Summary: This presentation method is called when the **presentation-typep** function requires type-specific knowledge. If the type name in the presentation type type is or names a CLOS class, the method is called only if object is a member of the class and type contains parameters. The method simply tests whether object is a member of the subtype specified by the parameters. For non-class types, the method is always called.

For example, the type method will not get called in (**presentation-typep** 1.0 `(integer 10)) because 1.0 is not an integer. The method will get called by (**presentation-typep** 10 `(integer 0 5)).

presentation-subtypep

**presentation-subtypep** type putative-supertype

Summary: This presentation method is called when the **presentation-subtypep** function requires type-specific knowledge.

**presentation-subtypep** walks the type lattice (using **map-over-presentation-supertypes**) to determine
whether or not the presentation type type is a subtype of the presentation type putative-supertype, without looking at the type parameters. When a supertype of type has been found whose name is the same as the name of putative-supertype, then the subtype method for that type is called in order to resolve the question by looking at the type parameters (that is, if the subtype method is called, type and putative-supertype are guaranteed to be the same type, differing only in their parameters). If putative-supertype is never found during the type walk, then presentation-subtype will never call the presentation-subtype presentation method for putative-supertype.

Unlike all other presentation methods, presentation-subtype receives a type argument that has been translated to the presentation type for which the method is specialized; type is never a subtype. The method is only called if putative-supertype has parameters and the two presentation type specifiers do not have equal parameters. The method must return the two values that presentation-subtype returns.

Since presentation-subtype takes two type arguments, the parameters are not lexically available as variables in the body of a presentation method.

map-over-presentation-type-supertypes

map-over-presentation-type-supertypes function type

Summary: This method is called in order to apply function to the superclasses of the presentation type type.

accept-present-default

accept-present-default type stream view default default-supplied-p present-p query-identifier

Summary: This method specializes the kind of default that is to be presented to the user. It is called when accept turns into present inside accepting-values. The default method calls present or describe-presentation-type, depending on whether default-supplied-p is t or nil, respectively.

The boolean default-supplied-p will be t only in the case when the :default option was explicitly supplied in the call to accept that invoked accept-present-default.

present-p and query-identifier are arguments that are called internally by the accept-values mechanism that this method needs to handle. The form of present-p as it is handed down (internally) from accepting-values is a list of the presentation type of the accepting-values query (accept-values-choice) and the query object itself, e.g., (list 'accept-values-choice av-query-object). The value of query-identifier is an internal accept-values query identifier object.

presentation-type-history

presentation-type-history type

Summary: This method returns a history object for the presentation type type, or nil if there is none.

presentation-refined-position-test

presentation-refined-position-test (record presentation-type x y)

Summary: This method is supplied when the user wants a more precise test of whether the supplied coordinate arguments (x and y) are "contained" by the record argument. Without this test, whether or not a position is within a record is determined by simply by seeing if the position is inside the bounding-rectangle of that record.

highlight-presentation

highlight-presentation type record stream state

Summary: This method is responsible for drawing a highlighting box around the presentation record on the output recording stream stream. state will be either :highlight or :unhighlight.

See 7.4 Advanced Topics for more in-depth material relating to defining presentation methods.
7.2.2 CLIM Operators for Defining Presentation Type Abbreviations

You can define an abbreviation for a presentation type for the purpose of naming a commonly used cliche. The abbreviation is simply another name for a presentation type specifier.

Exported functions that call `expand-presentation-type-abbreviation` allow abbreviations.

- `accept`
- `accept-from-string`
- `with-output-as-presentation`
- `with-input-context`
- `present`
- `describe-presentation-type`
- `presentation-type-history`
- `presentation-default-preprocessor`
- `define-presentation translator`

### `define-presentation-type-abbreviation`  

**Macro**

```lisp
(define-presentation-type-abbreviation name parameters equivalent-type &key options)
```

**Summary:** Defines a presentation type that is an abbreviation for the presentation type specifier that is the value of `equivalent-type`.

Where presentation type abbreviations are allowed, `equivalent-type` and abbreviations are exactly equivalent and can be used interchangeably.

`name` must be a symbol and must not be the name of a CLOS class.

The `equivalent-type` form might be evaluated at compile time if presentation type abbreviations are expanded by compiler optimizers. Unlike `inherit-from`, `equivalent-type` can perform arbitrary computations and is not called with dummy parameter and option values. The type specifier produced by evaluating `equivalent-type` can be a real presentation type or another abbreviation. If the type specifier does not include the standard option `:description`, the option is automatically copied from the abbreviation to its expansion.

Note that you cannot define any presentation methods on a presentation type abbreviation. If you need methods, use `define-presentation-type` instead.

`define-presentation-type-abbreviation` is used to name a commonly used cliche. For example, a presentation type to read an octal integer might be defined as:

```lisp
(define-presentation-type-abbreviation octal-integer
  (optional low high)
  `((integer ,low ,high) :base 8
   :description "octal integer")
)
```

None of the arguments, except `equivalent-type`, is evaluated.

When writing presentation type abbreviations, it is sometimes useful to let CLIM include or exclude defaults for parameters and options. In some cases, you may also find it necessary to "expand" a presentation type abbreviation. The following three functions are useful in these circumstances.
expand-presentation-type-abbreviation-1

Function

expand-presentation-type-abbreviation-1 type &optional environment

Summary: If the presentation type specifier type is a presentation type abbreviation, or is an and, or, sequence, or sequence-enumerated that contains a presentation type abbreviation, then expand-presentation-type-abbreviation-1 expands the type abbreviation once and returns two values, the expansion and t. If type is not a presentation type abbreviation, then the values type and nil are returned. env is a macro-expansion environment, as in macroexpand.

expand-presentation-type-abbreviation

Function

expand-presentation-type-abbreviation type &optional environment

Summary: expand-presentation-type-abbreviation is like expand-presentation-type-abbreviation-1, except that type is repeatedly expanded until all presentation type abbreviations have been removed.

make-presentation-type-specifier

Function

make-presentation-type-specifier type-name-and-parameters &rest options

Summary: A convenient way to make a presentation type specifier including only non-default options. This is only useful for abbreviation expanders, not for the :inherit-from clause of define-presentation-type. type-name-and-parameters is a presentation type specifier that must be in the form of:

(type-name parameters\...) options is a list of alternating keywords and values that are added as options to the specifier. If a value is equal to type-name's default, that option is omitted, producing a more concise presentation type specifier.

7.3 Using Views With CLIM Presentation Types

The present and accept presentation methods can define more than one view of the data. For example, a spreadsheet program might define a presentation type for revenue, which can be displayed either as a number or as a bar of a certain length in a bar graph. These two views might be implemented by specializing the view arguments for the textual-menu-view class and the user-defined bar-graph-view class. Typically, at least one canonical view should be defined for a presentation type. For example, the present method for the textual-menu-view view should be defined if the programmer wants to allow objects of that type to be displayed textually. A more concrete example is the dialog view of the member presentation type, which presents the choices in a "radio push-button" style.

CLIM currently supports textual, menu, and dialog views. Operators for views of CLIM presentation types are listed as follows.

view

Protocol Class

Summary: The protocol class for view objects. If you want to create a new class that behaves like a view, it should be a subclass of view. Subclasses of view must obey the view protocol. All of the view classes are immutable.

viewp

Function

viewp object

Summary: Returns t if object is a view; otherwise, it returns nil.
stream-default-view\textsuperscript{+}

\texttt{stream-default-view} \texttt{stream}

\textit{Summary}: Returns the default view for the extended stream \texttt{stream}. \texttt{accept} and \texttt{present} get the default value for the view argument from this.

\texttt{(setf stream-default-view)}\textsuperscript{+}

\texttt{(setf stream-default-view) view stream}

\textit{Summary}: Changes the default view for \texttt{stream} to the view \texttt{view}.

textual-menu-view\textsuperscript{+}

\texttt{textual-menu-view}

\textit{Summary}: The class that represents the default view used inside \texttt{menu-choose} for frame managers that are not using a gadget-type look and feel.

textual-dialog-view\textsuperscript{+}

\texttt{textual-dialog-view}

\textit{Summary}: The class that represents the default view used inside \texttt{accepting-values} dialogs for frame managers that are not using a gadget-type look and feel.

gadget-menu-view\textsuperscript{+}

\texttt{gadget-menu-view}

\textit{Summary}: The class that represents the default view used inside \texttt{menu-choose} for frame managers using a gadget-type look and feel.

gadget-dialog-view\textsuperscript{+}

\texttt{gadget-dialog-view}

\textit{Summary}: This subclass of \texttt{gadget-view} represents the default view used inside \texttt{accepting-values} dialogs for frame managers that are using a gadget-type look and feel.

pointer-documentation-view\textsuperscript{+}

\texttt{pointer-documentation-view}

\textit{Summary}: The class that represents the default view that is used when computing pointer documentation.

+textual-menu-view+
+textual-dialog-view+
+gadget-menu-view+
+gadget-dialog-view+
+pointer-documentation-view+

\textit{Summary}: These are objects of class \texttt{textual-menu-view}, \texttt{textual-dialog-view}, \texttt{gadget-menu-view}, \texttt{gadget-dialog-view}, and \texttt{pointer-documentation-view}, respectively.

\section*{7.4 Advanced Topics}

Material in this section is advanced; most CLIM programmers can skip this section entirely. The following constructs apply to defining presentation types, discussed in \texttt{7.2 CLIM Operators for Defining New Presentation Types}.

presentation-default-preprocessor\textsuperscript{+}

\texttt{presentation-default-preprocessor} \texttt{default type &key default-type}

\textit{Summary}: This method is responsible for taking the object \texttt{default} and coercing it to match the presentation type \texttt{type}.
(which is the type being accepted) and default-type (which is the presentation type of default). This is useful when you want to change the default gotten from the presentation type's history so that it conforms to parameters or options in type and default-type. The method returns two values, the new object to be used as the default, and a new presentation type, which should be at least as specific as type.

**define-presentation-generic-function**

Macro

**define-presentation-generic-function** generic-function-name presentation-function-name lambda-list &rest options

*Summary:* Defines a generic function that will be used for presentation methods. generic-function-name is a symbol that names the generic function that will be used internally by CLIM for the individual methods. presentation-function-name is a symbol that names the function that programmers will call to invoke the method, and lambda-list and options are as for defgeneric.

There are some "special" arguments in lambda-list that the presentation type system knows about. The first argument in lambda-list must be either type-key or type-class; CLIM uses this argument to implement method dispatching. The second argument may be parameters, meaning that when the method is invoked, the type parameters will be passed to it. The third argument may be options, meaning that when the method is invoked, the type options will be passed to it. Finally, an argument named type must be included in lambda-list; when the method is called, type argument will be bound to the presentation type specifier.

For example, the present presentation generic function might be defined thus:

```
(define-presentation-generic-function present-method present
  (type-key parameters options object type stream view
  &key acceptably for-context-type))
```

None of the arguments are evaluated.

**define-default-presentation-method**

Macro

**define-default-presentation-method** name qualifiers* specialized-lambda-list &body body

*Summary:* Like define-presentation-method, except that it is used to define a default method that will be used only if there are no more specific methods.

**funcall-presentation-generic-function**

Macro

**funcall-presentation-generic-function** presentation-function-name &rest arguments

*Summary:* Calls the presentation generic function named by presentation-function-name on the arguments arguments. arguments must match the arguments specified by the define-presentation-generic-function that were used to define the presentation generic function, excluding the type-key, type-class, parameters, and options arguments, which are filled in by CLIM.

funcall-presentation-generic-function is analogous to funcall.

The presentation-function-name argument is not evaluated.

To call the present presentation generic function, one might use the following:

```
(funcall-presentation-generic-function present object presentation-type stream view)
```

**apply-presentation-generic-function**

Macro

**apply-presentation-generic-function** presentation-function-name &rest arguments

*Summary:* Like funcall-presentation-generic-function, except that
apply-presentation-generic-function is analogous to apply. The presentation-function-name argument is not evaluated.
8 Presentation Translators in CLIM

8.1 Conceptual Overview of Presentation Translators

CLIM provides a mechanism for "translating" between presentation types. In other words, within an input context for type A, the translator mechanism allows a programmer to have presentations of some other type B treated as though they were objects of type A.

You can define presentation translators to make the user interface of your application more flexible. For example, suppose the input context is expecting a command. In this input context, all displayed commands are sensitive, so the user can point to one to execute it. However, suppose the user points to another kind of displayed object, such as a student. In the absence of a presentation translator, the student is not sensitive because only commands can be entered to this input context.

If you used a presentation translator that translates from students to commands, however, both students and commands would be sensitive. When the student is highlighted, the middle pointer button might execute the command show-transcript for that student.

A presentation translator defines how to translate from one presentation type to another. In the previous scenario, the input context is command. A user-defined presentation translator states how to translate from the student presentation type to the command presentation type.

The concept of translating from an arbitrary presentation type to a command is so useful that CLIM provides the special define-presentation-to-command-translator macro for this purpose. You can think of these presentation-to-command translators as a convenience for the users; users can select the command and give the argument at the same time.

Note that presentation-to-command translators make it easier to write applications that give a "direct manipulation" feel to the user.

A presentation that appears on the screen can be sensitive. This means that the presentation can be operated on directly by using the pointer. A sensitive presentation will be highlighted when the pointer is over it. (In rare cases, the highlighting of some sensitive presentations is turned off.)

Sensitivity is controlled by three factors:

- Input context type—a presentation type describes the type of input currently being accepted.
- Pointer location—the pointer is pointing at a presentation or a blank area on the screen.
- Modifier keys (CONTROL, META, and SHIFT)—these keys expand the space of available gestures beyond what is available from the pointer buttons.

Presentation translators link these three factors.

A presentation translator specifies the conditions under which it is applicable, a description to be displayed, and what to do when it is invoked by clicking the pointer.

A presentation is sensitive (and highlighted) if there is at least one applicable translator that could be invoked by clicking a button with the pointer at its current location and the modifier keys in their current state. If there is no applicable translator, there is no sensitivity and no highlighting.

Each presentation translator has two associated presentation types, its from-presentation-type and to-presentation-type, which are the primary factors in its applicability. Since a presentation translator translates an output presentation into an input presentation, a presentation translator is applicable if the type of the presentation at the pointer "matches" the from-
presentation-type and the input context type "matches" the to-presentation-type. (We define what "match" means in the next section.) Each presentation translator is attached to a particular pointer gesture, which is a combination of a pointer button and a set of modifier keys. Clicking the pointer button while holding down the modifier keys invokes the translator.

Note that a translator produces an input presentation consisting of an object and a presentation type to satisfy the program accepting input. The result of a translator might be returned from accept, or it might be absorbed by a parser and provide only part of the input. An input presentation is not actually represented as an object. Instead, a translator's body returns two values. The object is the first value. The presentation type is the second value; it defaults to the to-presentation-type if the body returns only one value.

8.2 Applicability of CLIM Presentation Translators

When CLIM is waiting for input (inside a with-input-context) it is responsible for determining what translators are applicable to which presentations in a given input context. This loop both provides feedback in the form of highlighting sensitive presentations and is responsible for calling the applicable translator when the user presses a pointer button.

with-input-context uses frame-find-innermost-applicable-presentation (via highlight-applicable-presentation) as its "input wait" handler, and frame-input-context-button-press-handler as its button press "event handler".

Given a presentation, an input context established by with-input-context, and a user gesture, translator matching proceeds as follows.

The set of candidate translators is initially those translators accessible in the command table in use by the current application. For more information, see 11.3 Command Objects.

A translator "matches" if all of the following are true. Note that these tests are performed in the order listed.

- The presentation's type is presentation-subtype of the translator's from-presentation-type, ignoring type parameters (for example, if from-presentation-type is number and the presentation's type is integer or float, or if from-presentation-type is (or integer string) and presentation's type is integer).

- The translator's to-presentation-type is presentation-subtype of the input context type, ignoring type parameters.

- The translator's gesture either is t or is the same as the gesture that the user could perform with the current chord of modifier keys.

- The presentation's object is presentation-type of the translator's from-presentation-type, if the from-presentation-type has parameters. The translator's tester returned a non-nil value. If there is no tester, the translator behaves as though the tester always returns t.

- If there are parameters in the input context type and the :tester-definite option is not used in the translator, the value returned by the body of the translator must be presentation-type of the input context type. In define-presentation-to-command-translator and define-presentation-action, the tester is always definitive.

The algorithm is somewhat more complicated in the case of nested presentations and nested input contexts. In this situation, the sensitive presentation is the smallest presentation that matches the innermost input context.

When there are several translators that match for the same gesture, the one with the highest :priority is chosen (see define-presentation-translator).

8.2.1 Input Contexts in CLIM

Roughly speaking, the current input context indicates what type of input CLIM is asking the user for. You can establish an input context in CLIM with the following constructs:
8 Presentation Translators in CLIM

- `accept`
- `accept-from-string`
- `present` (with an `accept` inside).
- The command loop of an application.
- `with-input-context`

The input context designates a presentation type. However, the way to accept one type of object may involve accepting other types of objects as part of the procedure. (Consider the request to accept a complex number, which is likely to involve accepting two real numbers.) Such input contexts are called `nested`. In the case of a nested input context, several different context presentation types can be available to match the `to-presentation-types` of presentation translators.

Each level of input context is established by a call to `accept`. The macro `with-input-context` also establishes a level of input context.

The most common cause of input context nesting is accepting compound objects. For example, you might define a command called `Show File`, which reads a sequence of pathnames. When reading the argument to the `Show File` command, the input context contains `pathname` nested inside of `(sequence clim:pathname)`. Acceptable keyboard input is a sequence of pathnames separated by commas. A presentation translator that translates to a `(sequence clim:pathname)` supplies the entire argument to the command, and the command processor moves on to the next argument. A presentation translator that translates to a `pathname` is also applicable. It supplies a single element of the sequence being built up, and the command processor awaits additional input for this argument, or the entry of a `SPACE` or `RETURN` to terminate the argument.

When the input context is nested, sensitivity considers only the innermost context type that has any applicable presentation translators for the currently pressed chord of modifier keys.

8.2.2 Nested Presentations in CLIM

Presentations can overlap on the screen, so there can be more than one presentation at the pointer location. Often when two presentations overlap, one is nested inside the other.

One cause of nesting is presentations of compound objects. For example, a sequence of pathnames has one presentation for the sequence, and another for each pathname.

When there is more than one candidate presentation at the pointer location, CLIM must decide which presentation is the sensitive one. It starts with the innermost presentation at the pointer location and works outwards through levels of nesting until a sensitive presentation is discovered. This is the innermost presentation that has any applicable presentation translators to any of the nested input context types for the currently pressed chord of modifier keys. Searching in this way ensures that a more specific presentation is sensitive. Note that nested input contexts are searched first, before nested presentations. For presentations that overlap, the most recently presented is searched first.

8.3 Pointer Gestures in CLIM

A `gesture` is an input action by the user, such as typing a character or clicking a pointer button. A pointer gesture refers to those gestures that involve using the pointer.

An `event` is a CLIM object that represents a gesture by the user. (The most important pointer events are those of class `pointer-button-event`.)

A `gesture name` is a symbol that names a gesture. CLIM defines the following gesture names (the corresponding gesture appears in parentheses) and their uses:

`:select` (left click) For the most commonly used translator on an object. For example, use the `:select` gesture while reading an argument to a command to use the indicated object as the argument.
8 Presentation Translators in CLIM

:describe (middle click)

For translators that produce a description of an object (such as showing the current state of an object). For example, use the :describe gesture on an object in a CAD program to display the parameters of that object.

:menu (right click)

For translators that pop up a menu.

:delete (SHIFT-middle click)

For translators that delete an object.

:edit (META-right click)

For translators that edit an object.

The special gesture name nil is used in translators that are not directly invokes by a pointer gesture. Such a translator can be invoked only from a menu.

The special gesture name t means that the translator is available on every gesture.

You can use define-gesture-name (see 15.3 Gestures and Gesture Names) to define your own pointer gesture name.

Note that with the exception of the define-gesture-name forms (which you can use to map gesture names to keys and buttons), the application is independent of which platform it runs on. It uses keywords to give names to gestures, rather than making references to specific pointer buttons and keyboard keys.

The following operators can be used to add or remove new pointer gesture names. 15 Extended Stream Input Facilities for details about the pointer and gestures.

---

**add-pointer-gesture-name**

add-pointer-gesture-name gesture-name button shifts &key (action :click) (unique t)

Summary: Adds a pointer gesture named gesture-name (a symbol) for the pointer button being clicked on the pointer while the shifts shift keys are being held down on.

---

**remove-pointer-gesture-name**

remove-pointer-gesture-name gesture-name

Summary: Removes the pointer gesture named gesture-name.

---

8.4 CLIM Operators for Defining Presentation Translators

define-presentation-translator supports presentation translators in general, and

define-presentation-to-command-translator supports a common idiom.

---

**define-presentation-translator**

define-presentation-translator name (from-type to-type command-table &key gesture tester tester-definitive
documentation pointer-documentation menu priority) arglist &body body

Summary: Defines a presentation translator named name that translates from objects of type from-type to objects of type to-type. from-type and to-type are presentation type specifiers, but must not include any presentation type options. from-type and to-type may be presentation type abbreviations.

command-table is a command table designator. The translator created by this invocation of

define-presentation-translator will be stored in the command table command-table.
gesture is a gesture name that names a pointer gesture (described in 15.3 Gestures and Gesture Names). The body of the translator will be run only if the translator is applicable and gesture used by the user matches the gesture name in the translator. gesture defaults to :select.

tester is either a function or a list of the form (tester-arglist . tester-body) where tester-arglist takes the same form as arglist and tester-body is the body of the tester. The tester must return either t or nil. If it returns nil, then the translator is definitely not applicable. If it returns t, then the translator might be applicable, and the body of the translator might be run (if tester-definitive is nil) in order to decide definitively whether the translator is applicable. If no tester is supplied, CLIM supplies a tester that always returns t.

When the boolean tester-definitive is t, the body of the translator is not run in order to decide whether the translator is applicable; that is, the tester is assumed to definitively decide whether the translator applies. The default is nil.

Both documentation and pointer-documentation are objects that will be used for documenting the translator. pointer-documentation will be used to generate documentation for the pointer documentation window; the documentation generated by pointer-documentation should be very brief, and computing it should be very fast and preferably not cons. documentation is used to generate such things as items in the :menu gesture menu. If the object is a string, the string itself will be used as the documentation. Otherwise, the object must be the name of a function or a list of the form (doc-arglist . doc-body) where doc-arglist takes the same form as arglist, but includes a named (keyword) stream argument as well, and doc-body is the body of the documentation function. The body of the documentation function should write the documentation to stream. The default for documentation is nil, meaning that there is no explicitly supplied documentation; in this case, CLIM is free to generate the documentation in other ways. The default for pointer-documentation is documentation.

menu must be t or nil. When it is t, the translator will be included in the :menu gesture menu if it matches. When it is nil, the translator will not be included in the :menu gesture menu. Other non-nil values are reserved for future extensions to allow multiple presentation translator menus.

priority is either nil (the default, which corresponds to 1) or an integer that represents the priority of the translator. When there are several translators that match for the same gesture, the one with the highest priority is chosen.

arglist, tester-arglist, and doc-arglist are argument lists that must "match" the "canonical" argument list (object &key presentation context-type frame event window x y amount). In order to do so, there must be a single positional argument that corresponds to the presentation's object, and several named arguments that must match the canonical names listed previously (using string-equal to do the comparison).

In the body of the translator (or the tester), the positional object argument will be bound to the presentation's object. The named arguments presentation will be bound to the presentation that was clicked on, context-type will be bound to the presentation type of the context that actually matched, frame will be bound to the application frame that is currently active (usually *application-frame*), event will be bound to the pointer button event that the user used, window will be bound to the window stream from which the event came, x and y will be bound to the x and y positions within window that the pointer was at when the event occurred and amount will be bound to the amount of mouse wheel rotation (or 0 non-mouse wheel gestures). The special variable *input-context* will be bound to the current input context. Note that context-type and *input-context* will have dynamic extent, so programmers should not store without first copying them.

body is the body of the translator, and is run in the context of the application. body may have zero or more declarations as its first forms. It returns either one, two, or three values. The first value is an object that must be presentation-type of to-type. The second value is a presentation type that must be presentation-subtype of to-type. The first two returned values of body are in effect used as the returned values for the call to accept that established the matching input context.

The third value returned by body must either be nil or a list of options (as keyword-value pairs) that will be interpreted by accept. The only option defined so far is :echo, whose value must be either t (the default) or nil. If it is t, the object returned by the translator will be "echoed" by accept, which will use presentation-replace-input to insert the textual representation of the object into the input buffer. If it is nil, the object will not be echoed.
None of the arguments to `define-presentation-translator` are evaluated.

**define-presentation-to-command-translator**

Macro

```lisp
define-presentation-to-command-translator name (from-type command-name command-table &key gesture tester documentation pointer-documentation menu priority echo) arglist &body body
```

**Summary:** This resembles `define-presentation-translator`, except that the `to-type` will be derived to be the command named by `command-name` in the command table `command-table`. `command-name` is the name of the command that this translator will translate to.

The `echo` option is a boolean value (the default is t) that indicates whether the command line should be echoed when a user invokes the translator.

The other arguments to `define-presentation-to-command-translator` are the same as for `define-presentation-translator`. Note that the tester for command translators is always assumed to be definitive, so there is no `:tester-definitive` option. The default for `pointer-documentation` is the string `command-name` with dash characters replaced by spaces, and each word capitalized (as in `add-command-to-command-table`).

The body of the translator returns a list of the arguments to the command named by `command-name`. `body` is run in the context of the application. The returned value of the body, appended to the command name, is passed to `execute-frame-command`. `body` may have zero or more declarations as its first forms.

None of this macro's arguments are evaluated.

**define-presentation-action**

Macro

```lisp
define-presentation-action name (from-type to-type command-table &key gesture tester documentation pointer-documentation menu priority echo) arglist &body body
```

**Summary:** `define-presentation-action` is similar to `define-presentation-translator`, except that the body of the action is not intended to return a value, but instead affects some sort of application state.

A presentation action does not satisfy a request for input the way an ordinary translator does. Instead, an action is something that happens while waiting for input. After the action has been executed, the program continues to wait for the same input that it was waiting for prior to executing the action.

The other arguments to `define-presentation-action` are the same as for `define-presentation-translator`. Note that the tester for presentation actions is always assumed to be definitive.

None of the arguments to `define-presentation-action` are evaluated.

**define-drag-and-drop-translator**

Macro

```lisp
define-drag-and-drop-translator name from-type to-type destination-type command-table &key gesture tester before -drag-tester documentation pointer-documentation menu priority feedback highlighting arglist &body body
```

**Summary:** Defines a presentation translator named `name` that will be run when a presentation is dragged with the mouse and dropped on top of another presentation. The presentation types of the "dragged" (from-type) and "dropped on" (to-type) presentations are used to determine which translator (destination-type) is invoked. `from-type`, `to-type`, and `destination-type` are presentation type specifiers, but must not include any presentation type options. `from-type`, `to-type` and `destination-type` may be presentation type abbreviations.

The interaction style used by these translators is that a user points to a "from presentation" with the pointer, picks it up by pressing a pointer button matching `gesture`, drags the "from presentation" to a "to presentation" by moving the pointer, and then drops the "from presentation" onto the "to presentation." The dropping might be accomplished by either releasing the pointer button or clicking again, depending on the frame manager. When the pointer button is released, the translator whose `destination-type` matches the presentation type of the "to presentation" is chosen. For example, dragging a file to the TrashCan on a Macintosh could be implemented by a drag and drop translator.
When the user drags a "from presentation" over potential targets, the function or list specified by tester is invoked. This tester is identical to tester for define-presentation-translator except that it can take two additional arguments: destination-object and destination-presentation.

When the user points at a potential "from presentation" to drag, the function or list specified by before-drag-tester is invoked. The before-drag-tester takes the same arguments as tester for define-presentation-translator.

While the pointer is being dragged, the function specified by feedback is invoked to provide feedback to the user. The function is called with eight arguments: the application frame object, the "from presentation," the stream, the initial x and y positions of the pointer, the current x and y positions of the pointer, and a feedback state (either :highlight to draw feedback, or :unhighlight to erase it). The feedback function is called to draw some feedback the first time pointer moves, and is then called twice each time the pointer moves thereafter (once to erase the previous feedback, and then to draw the new feedback). It is called a final time to erase the last feedback when the pointer button is released. feedback defaults to frame-drag-and-drop-feedback.

When the "from presentation" is dragged over any other presentation that has a direct manipulation translator, the function specified by highlighting is invoked to highlight that object. The function is called with four arguments: the application frame object, the "to presentation" to be highlighted or unhighlighted, the stream, and a highlighting state (either :highlight or :unhighlight). highlighting defaults to frame-drag-and-drop-highlighting.

Note that it is possible for there to be more than one drag and drop translator that applies to the same from-type, to-type, and gesture. In this case, the exact translator that is chosen for use during the dragging phase is unspecified. If these translators have different feedback, highlighting, documentation, or pointer documentation, the exact behavior is unspecified.

The other arguments to define-drag-and-drop-translator are the same as for define-presentation-translator.

8.5 Examples of Defining Presentation Translators in CLIM

8.5.1 Defining a Translation from Floating Point Number to Integer

Here is an example that defines a presentation translator to accept an integer object from a float presentation. Users have the options of typing in a float or integer to the input prompt or clicking on any float or integer presentation.

```
(define-presentation-translator integer-to-float
  (integer float my-command-table
    :documentation "Integer as float"
    :gesture :select
    :tester ((object) (integerp object))
    :tester-definitive t)
  (object)
  (float object))

(clim:present most-positive-fixnum)

(clim:accept 'float)
```

8.5.2 Defining a Presentation-to-Command Translator

The following example defines the delete-file presentation-to-command translator:

```
(clim:define-presentation-to-command-translator delete-file
  (pathname com-delete-file my-command-table
    :documentation "Delete this file")
```
8.5.3 Defining Presentation Translators for the Blank Area

You can also write presentation translators that apply to blank areas of the window, that is, areas where there are no presentations. Use `blank-area` as the `from-presentation-type`. There is no highlighting when such a translator is applicable, since there is no presentation to highlight. You can write presentation translators that apply in any context by supplying `nil` as the `to-presentation-type`.

When you are writing an interactive graphics routine, you will probably encounter the need to have commands available when the mouse is not over any object. To do this, you write a `translator` from the blank area.

The presentation type of the blank area is `blank-area`. You probably want the `:x` and `:y` arguments to the translator. For example:

```
(cclim:define-presentation-to-command-translator
  add-circle-here
  (cclim:blank-area com-add-circle my-command-table
   :documentation "Add a circle here.")
  (x y) '(,x ,y))
```

8.5.4 Defining a Presentation Action

Presentation actions are only rarely needed. Often a presentation-to-command translator is more appropriate. One example where actions are appropriate is when you wish to pop up a menu during command input. Here is how CLIM's general menu action could be implemented:

```
(cclim:define-presentation-action
  presentation-menu
  (t nil cclim:global-command-table
   :tester-definitive t :documentation "Menu"
   :menu nil :gesture :menu)
  (presentation frame window x y)
  (cclim:call-presentation-menu presentation cclim:*input-context*
   frame window x y :for-menu t))
```

8.6 Advanced Topics

The material in this section is advanced; most CLIM programmers can skip to the next chapter. This section discusses low-level functions for CLIM presentation translators.

Some applications may wish to deal directly with presentation translators, for example, if you are tracking the pointer yourself and wish to locate sensitive presentations, or want to generate a list of applicable translators for a menu. The following functions are useful for finding and calling presentation translators directly.

<table>
<thead>
<tr>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>find-presentation-translators</code></td>
</tr>
</tbody>
</table>

**Summary:** Returns a list of all of the translators in the command table `command-table` that translate from `from-type` to `to-type`, without taking into account any type parameters or testers. `from-type` and `to-type` are presentation type specifiers, and must not be abbreviations. `frame` must be an application frame.
test-presentation-translator

Function

**test-presentation-translator** translator presentation context-type frame window x y &key event modifier-state for-menu

Summary: Returns t if the translator translator applies to the presentation presentation in input context type context-type, otherwise returns nil. (There is no from-type argument because it is derived from presentation.) x and y are the x and y positions of the pointer within the window stream window.

event and modifier-state are a pointer button event and modifier state (see **event-modifier-key-state**), and are compared against the translator's gesture. event defaults to nil, and modifier-state defaults to 0, meaning that no modifier keys are held down. Only one of event or modifier-state may be supplied.

If for-menu is t, the comparison against event and modifier-state is not done.

presentation, context-type, frame, window, x, y, and event are passed along to the translator's tester if and when the tester is called.

**test-presentation-translator** matches type parameters and calls the translator's tester. Under some circumstances, **test-presentation-translator** may also call the body of the translator to ensure that its value matches to-type.

find-applicable-translators

Function

**find-applicable-translators** presentation input-context frame window x y &key event modifier-state for-menu fastp

Summary: Returns an object that describes the translators that definitely apply to the presentation presentation in the input context input-context. The result is a list whose elements are each of the form (translator the-presentation context-type tag) where translator is a presentation translator, the-presentation is the presentation that the translator applies to (and which can be different from presentation due to nesting of presentations), context-type is the context type in which the translator applies, and tag is a tag used internally by CLIM. translator, the-presentation, and context-type can be passed to such functions as **call-presentation-translator** and **document-presentation-translator**.

Since input contexts can be nested, **find-applicable-translators** must iterate over all the contexts in input-context. window, x, and y are as for **test-presentation-translator**. event and modifier-state (which default to nil and the current modifier state for window, respectively) are used to further restrict the set of applicable translators. (Only one of event or modifier-state may be supplied; it is unspecified what will happen if both are supplied.)

When for-menu is non-nil, the value of for-menu is matched against the presentation's menu specification, and only those translators that match are returned. event and modifier-state are disregarded in this case. for-menu defaults to nil.

When the boolean fastp is t, **find-applicable-translators** will simply return t if there are any translators. When fastp is nil (the default), the list of translators returned by **find-applicable-translators** must be in order of their "desirability"; that is, translators having more specific from-types and/or higher priorities must precede translators having less specific from-types and lower priorities.

The rules used for ordering the translators returned by **find-applicable-translators** are as follows (in order):

1. Translators with a higher "high order" priority precede translators with a lower "high order" priority. This allows programmers to set the priority of a translator in such a way that it always precedes all other translators.

2. Translators with a more specific "from type" precede translators with a less specific "from type".

3. Translators with a higher "low order" priority precede translators with a lower "low order" priority. This allows programmers to break ties between translators that translate from the same type.

4. Translators from the current command table precede translators inherited from superior command tables.
The following functions may be supplied; it is unspecified what will happen if there are no applicable translators. \texttt{presentation-matches-context-type} will return \texttt{nil}.

\section{presentation-matches-context-type}
\begin{verbatim}
Function
presentation-matches-context-type presentation context-type frame window x y &key event modifier-state
\end{verbatim}

Summary: Returns \texttt{t} if there are any translators that translate from the presentation presentation's type to the input context type context-type; otherwise, it returns \texttt{nil}. (There is no from-type argument because it is derived from presentation.) frame, window, x, y, event, and modifier-state are as for \texttt{test-presentation-translator}.

If there are no applicable translators, \texttt{presentation-matches-context-type} will return \texttt{nil}.

\section{call-presentation-translator}
\begin{verbatim}
Function
call-presentation-translator translator presentation context-type frame event window x y
\end{verbatim}

Summary: Calls the function that implements the body of the translator translator on the presentation presentation's object, and passes presentation, context-type, frame, event, window, x, and y to the body of the translator as well.

The returned values are the same as the values returned by the body of the translator, namely, the translated object and the translated type.

\section{document-presentation-translator}
\begin{verbatim}
Function
document-presentation-translator translator presentation context-type frame event window x y &key stream documentation-type
\end{verbatim}

Summary: Computes the documentation string for the translator translator and outputs it to the stream stream, which defaults to \texttt{*standard-output*}. presentation, context-type, frame, event, window, x, and y are as for \texttt{test-presentation-translator}.

documentation-type must be either \texttt{:normal} or \texttt{:pointer}. If it is \texttt{:normal}, the usual translator documentation function is called. If it is \texttt{:pointer}, the translator's pointer documentation is called.

\section{call-presentation-menu}
\begin{verbatim}
Function
call-presentation-menu presentation input-context frame window x y &key for-menu label
\end{verbatim}

Summary: Finds all the applicable translators for the presentation presentation in the input context input-context, creates a menu that contains all of the translators, and pops up the menu from which the user can choose a translator. After the translator is chosen, it is called with the arguments supplied to \texttt{call-presentation-menu}, and the matching input context established by \texttt{with-input-context} is terminated.

window, x, y, and event are as for \texttt{find-applicable-translators}, for-menu, which defaults to \texttt{t}, is used to decide which of the applicable translators will go into the menu; only those translators whose \texttt{:menu} option matches \texttt{menu} will be included.

label is either a string to use as a label for the menu, or is \texttt{nil} (the default), meaning the menu will not be labelled.

The following functions are useful for finding an application presentation in an output history:

\section{find-innermost-applicable-presentation}
\begin{verbatim}
Function
find-innermost-applicable-presentation input-context window x y &key frame modifier-state event
\end{verbatim}

Summary: Given an input context input-context, an output recording window stream window, x and y positions x and y, returns the innermost presentation whose sensitivity region contains x and y that matches the innermost input context, using the translator matching algorithm described later. If there is no such presentation, this function will return \texttt{nil}.

event and modifier-state are a pointer button event and modifier state (see \texttt{event-modifier-key-state}). event defaults to \texttt{nil}, and modifier-state defaults to the current modifier state for window. Only one of event or modifier-state may be supplied; it is unspecified what will happen if both are supplied.
frame defaults to the current frame, *application-frame*.

The default method for frame-find-innermost-applicable-presentation will call this function.

### throw-highlighted-presentation

*Function*

#### throw-highlighted-presentation presentation input-context button-press-event

**Summary:** Given a presentation presentation, input context input-context, and a button press event (which contains the window, pointer, x and y position of the pointer within the window, the button pressed, and the modifier state), finds the translator that matches the innermost presentation in the innermost input context, then calls the translator to produce an object and a presentation type. Finally, the matching input context that was established by with-input-context will be terminated.

Note that it is possible that more than one translator having the same gesture may be applicable to presentation in the specified input context. In this case, the translator having the highest priority will be chosen. If there is more than one having the same priority, it is unspecified what translator will be chosen.

### highlight-applicable-presentation

*Function*

#### highlight-applicable-presentation frame stream input-context &optional prefer-pointer-window

**Summary:** This is the core of the "input wait" handler used by with-input-context on behalf of the application frame frame. It locates the innermost applicable presentation on stream in the input context input-context, unhighlighting presentations that are not applicable and highlighting the presentation that is applicable. Typically on entry to highlight-applicable-presentation, input-context will be the value of *input-context* and frame will be the value of *application-frame*.

prefer-pointer-window is a boolean. If it is t (the default), CLIM will highlight the applicable presentation on the same window that the pointer is located over. Otherwise, CLIM will highlight an applicable presentation on stream.

### set-highlighted-presentation

*Function*

#### set-highlighted-presentation stream presentation &optional prefer-pointer-window

**Summary:** Highlights the presentation presentation on stream. This must call highlight-presentation methods if that is appropriate.

### unhighlight-highlighted-presentation

*Function*

#### unhighlight-highlighted-presentation stream &optional prefer-pointer-window

**Summary:** Unhighlights any highlighted presentations on stream.
9 Defining Application Frames

9.1 Conceptual Overview of CLIM Application Frames

*Application frames* (or simply *frames*) are the central abstraction defined by CLIM for presenting an application's user interface. Many of the other features and facilities provided by CLIM (for example, the generic command loop, gadgets, look-and-feel independence) can be conveniently accessed through the frame facility. Frames can be displayed as either top-level windows or regions embedded within the space of the user interfaces of other applications. In addition to controlling the screen real estate managed by an application, a frame keeps track of the Lisp state variables that contain the state of the application.

The contents of a frame is established by defining a hierarchy of *panes*. CLIM panes are interactive objects that are analogous to the windows, gadgets, or widgets of other toolkits. Application builders can compose their application's user interface from a library of standard panes or by defining and using their own pane types. Application frames can use a number of different types of panes, including *layout panes* for organizing space, *extended stream panes* for presenting application-specific information, and *gadget panes* for displaying data and obtaining user input. Panes are described in greater detail in 10 Panes and Gadgets.

Frames are managed by special applications called *frame managers*. Frame managers control the realization of the look and feel of a frame. The frame manager interprets the specification of the application frame in the context of the available window system facilities, taking into account preferences expressed by the user. In addition, the frame manager takes care of attaching the pane hierarchy of an application frame to an appropriate place in a window hierarchy. The most common type of frame manager is one that allows the user to manipulate the frames of other applications. This type of application is typically called a desktop manager, or in X Windows terminology, a window manager. In many cases, the window manager will be a non-Lisp application. In these cases, the frame manager will act as a mediator between the Lisp application and the host desktop manager.

Some applications may act as frame managers that allow the frames of other applications to be displayed with their own frames. For example, a text editor might allow figures generated by a graphic editor to be edited in place by managing the graphics editor's frame within its own frame.

Application frames provide support for a standard interaction processing loop, like the Lisp "read-eval-print" loop, called a *command loop*. The application programmer only has to write the code that implements the frame-specific commands and output display functions. A key aspect of the command loop is the separation of the specification of the frame's commands from the specification of the end-user interaction style.

The standard interaction loop consists of reading an input "sentence" (the command and all of its operands), executing the command, and updating the displayed information as appropriate.

To write an application that uses the standard interaction loop provided by CLIM, you need to:

- Define the presentation types that correspond to the user-interface entities of the application.
- Define the commands that correspond to the visible operations of the application, specifying the presentation types of the operands involved in each command.
- Define the set of frames and panes needed to support the application.
- Define the output display functions associated with each of the panes (possibly using other facilities such as the incremental redisplay).

In the case of a simple CAD program, the programmer would first define the appropriate presentation types, such as wires,
input and output signals, gates, resistors, and so forth. She would then define the program's commands in terms of these types. For example, the "Connect" command might take two operands, one of type "component" and the other of type "wire." The programmer may wish to specify the interaction style for invoking each command, for example, direct manipulation via translators, or selection of commands from menus. After defining an application frame that includes a CLIM stream pane, the programmer then writes the frame-specific display routine that displays the circuit layout. Now the application is ready to go. The end-user selects a command (via a menu, command-line, or whatever), the top-level loop takes care of collecting the operands for that command (via a variety of user gestures), and then the application invokes the command. The command may affect the frame's "database" of information, which can in turn affect the output displayed by the redisplay phase.

Note that this definition of the standard interaction loop does not constrain the interaction style to be a command-line interface. The input sentence may be entered via single keystrokes, pointer input, menu selection, dialogs, or by typing full command lines.

9.2 Defining CLIM Application Frames

define-application-frame

Summary: Defines a frame and CLOS class named by the symbol name that inherits from superclasses and has state variables specified by slots. superclasses is a list of superclasses that the new class will inherit from (as in defclass). When superclasses is nil, it behaves as though a superclass of standard-application-frame was supplied. slots is a list of additional slot specifiers, whose syntax is the same as the slot specifiers in defclass. Each instance of the frame will have slots as specified by these slot specifiers. These slots will typically hold any per-instance frame state.

options is a list of defclass-style options, and can include the usual defclass options, plus any of the following:

- :pane form, where form specifies the single pane in the application. The default is nil, meaning that there are either no panes or there are multiple panes. This is the simplest way to define a pane hierarchy. The :pane option cannot be used with the :panes and :layouts options. See 9.2.2 Using the :pane Option for a complete description of the :pane option.

- :panes form, where form is an alist that specifies names and panes of the application. The default is nil, meaning that there are no named panes. The :panes and :pane options are mutually exclusive. See 9.2.3 Using the :panes and :layouts Options for a complete description of the :panes option.

- :layouts form, where form specifies the layout. The default layout is to lay out all of the named panes in horizontal strips. The :layouts and :pane options are mutually exclusive. See 9.2.3 Using the :panes and :layouts Options for a complete description of the :layouts option.

- :command-table name-and-options, where name-and-options is a list consisting of the name of the application frame's command table followed by some keyword-value pairs. The keywords can be :inherit-from or :menu (which are as in define-command-table). The default is to create a command table with the same name as the application frame.

- :menu-bar form is used to specify what commands will appear in a "menu bar." It typically specifies the top-level commands of the application. form is either nil, meaning there is no menu bar; t, meaning that the menu from frame's command table (from the :command-table option) should be used; a symbol that names a command table, meaning that that command table's menu should be used. The default is t.

- :disabled-commands commands, where commands is a list of command names that are initially disabled in the application frame.

- :command-definer value, where value either nil, t, or another symbol. When it is nil, no command-defining macro is defined. When it is t, a command-defining macro is defined, whose name is of the form define-name-command. When it is another symbol, the symbol names the command-defining macro. The default is t.
9 Defining Application Frames

• :top-level form, where form is a list whose first element is the name of a function to be called to execute the top-level loop. The function must take at least one argument, the frame. The rest of the list consists of additional arguments to be passed to the function. The default function is default-frame-top-level.

The name, superclasses, and slots arguments are not evaluated. The values of each of the options are evaluated.

make-application-frame

make-application-frame frame-name &rest options &key pretty-name frame-manager enable state left top right bottom width height save-under frame-class &allow-other-keys

Summary: Makes an instance of the application frame of type frame-class. If frame-class is not supplied, it defaults to frame-name.

The size options left, top, right, bottom, width, and height can be used to specify the size of the frame.

options are passed as additional arguments to make-instance, after the pretty-name, frame-manager, enable, state, save-under, frame-class, and size options have been removed.

If save-under is t, then the sheets used to implement the user interface of the frame will have the "save under" property, if the host window system supports it.

If frame-manager is provided, then the frame is adopted by the specified frame manager. If the frame is adopted and either enable or state is provided, the frame is pushed into the given state. See 9.9 Frame Managers.

Once a frame has been created, run-frame-top-level can be called to make the frame visible and run its top-level function.

*application-frame*

Summary: The current application frame. The global value is CLIM's default application, which serves only as a repository for whatever internal state is needed by CLIM to operate properly. This variable is typically used in the bodies of commands to gain access to the state variables of the application frame, usually in conjunction with with-slots or slot-value.

with-application-frame

with-application-frame (frame) &body body

Summary: This macro provides lexical access to the "current" frame for use with the :pane, :panes, and :layouts options. frame is bound to the current frame within the context of one of those options.

frame is a symbol; it is not evaluated. body may have zero or more declarations as its first forms.

9.2.1 The Application Frame Protocol

application-frame

Summary: The protocol class that corresponds to an application frame. If you want to create a new class that behaves like an application frame, it should be a subclass of application-frame. Subclasses of application-frame must obey the application frame protocol.

All application frame classes are mutable.

application-frame-p

application-frame-p object

Summary: Returns t if object is an application frame; otherwise, it returns nil.
Initargs

Summary: All subclasses of `application-frame` must handle these initargs, which specify, respectively, the name, pretty name, command table, initial set of disabled commands, panes, menu bar, calling frame, state, and initial properties for the frame.

standard-application-frame

Class

Summary: The standard class that implements application frames. By default, most application frame classes will inherit from this class, unless a non-nil value for `superclasses` is supplied to `define-application-frame`.

9.2.2 Using the :pane Option

The panes of a frame can be specified in one of two different ways. If the frame has a single layout and no need of named panes, then the :pane option can be used. Otherwise, if named panes or multiple layouts are required, the :panes and :layouts options can be used. Note that the :pane option cannot be used with :panes and :layouts. It is meaningful to define frames that have no panes at all; the frame will simply serve as a repository for state and commands.

The value of the :pane option is a form that is used to create a single (albeit arbitrarily complex) pane. For example:

```
(vertically ()
 (tabling ()
  ((horizontally ()
    (make-pane 'toggle-button)
    (make-pane 'toggle-button)
    (make-pane 'toggle-button))
  (make-pane 'text-field))
 (make-pane 'push-button :label "a button")
 (make-pane 'slider))
 (scrolling ()
  (make-pane 'application-pane
    :display-function
    'a-display-function))
 (scrolling ()
  (make-pane 'interactor-pane)))
```

9.2.3 Using the :panes and :layouts Options

If the :pane option is not used, a set of named panes can be specified with the :panes option. Optionally, :layouts can also be used to describe different layouts of the set of panes.

The value of the :panes option is an alist, each entry of which is of the form (name . body). name is a symbol that names the pane, and body specifies how to create the pane. body is either a list containing a single element that is itself a list, or a list consisting of a symbol followed by zero or more keyword-value pairs. In the first case, the body is a form exactly like the
form used in the :pane option. In the second case, body is a pane abbreviation, where the initial symbol names the type of pane, and the keyword-value pairs are pane options. For gadgets, the pane type is the class name of the abstract gadget (for example, slider or push-button). For CLIM extended stream panes, the following abbreviations are defined:

- :interactor—a pane of type interactor-pane
- :application—a pane of type application-pane
- :command-menu—a pane of type command-menu-pane
- :pointer-documentation—a pane suitable for displaying pointer documentation, if the host window system does not provide this.
- :title—a pane suitable for displaying the title of the application. If the host window system provides this, the title will be displayed with the window decorations supplied by the window manager, and the CLIM title pane will be omitted.
- :accept-values—a pane that can hold a "modeless" accepting-values dialog.

See 10 Panes and Gadgets for more information on the individual pane and gadget classes and the options they support.

An example of the use of :panes is:

```lisp
(define-application-frame test-frame ()
  (:pane
    (buttons
      (horizontally ()
        (make-pane 'push-button :label "Press me")
        (make-pane 'push-button :label "Squeeze me")
      )
      (toggle toggle-button
        :label "Toggle me"
      )
      (interactor :interactor :width 300 :height 300)
      (application :application
        :display-function 'another-display-function
        :incremental-redisplay t)
    )
  )
)
```

The value of the :layouts option is an alist, each entry of which is of the form (name . layout). name is a symbol that names the layout, and layout specifies the layout. layout is a form like the form used in the :pane option, with the extension to the syntax such that the name of a named pane can be used wherever a pane may appear. For example, assuming a frame that uses the :panes example, the following layouts could be specified:

```lisp
(:layouts
  (default
    (vertically ()
      button toggle
      (scrolling () application)
      interactor)
  )
  (alternate
    (vertically ()
      (scrolling () application)
      (scrolling () interactor)
      (horizontally ()
        button toggle))))
```

### 9.2.4 Example of the :pane Option to define-application-frame

Here is an example of how to use the :pane option of define-application-frame:

```lisp
(define-application-frame test-frame ()
  (:pane)
)
```
9.2.5 Examples of the :panes and :layout Options to define-application-frame

Here are some examples of how to use the :panes and :layouts options of define-application-frame to describe the appearance of your application.

We begin by showing The Default Layout for the Graphic-Demo Example When No Explicit :layout Is Specified, an example of how CLIM supplies a default layout when you don't explicitly specify one in your frame definition. The default layout is a single column of panes, in the order (top to bottom) that you specified them in the :panes option. Command menus are allocated only enough space to display their contents, while the remaining space is divided among the other types of panes equally.

```
(define-application-frame test () ()
  (:panes
    (main :application
      :incremental-redisplay NIL
      :display-function 'display-main)
    (test-menu :command-menu)
    (listener :interactor))
  (:layouts
    (:default
      (vertically () main test-menu listener)))
  (:command-table
    (test-menu
      :inherit-from (user-command-table)
      :menu
        ("EXIT" :command cmd-exit))))
```

The Default Layout for the Graphic-Demo Example When No Explicit :layout Is Specified

Now we take the same example as before and in The Layout for the Graphic-Demo Example With an Explicit :layout add
an explicit :layout option to the frame definition. The pane named explanation occupies the bottom sixth of the screen. The remaining five-sixths are occupied by the demo and commands panes, which lie side by side, with the command pane to
9 Defining Application Frames

the right. The commands pane is only as wide as is needed to display the command menu.

```
(define-application-frame graphics-demo () ()
  (:menu-bar nil)
  (:panes
    (commands :command-menu)
    (demo :application)
    (explanation :application :scroll-bars nil))
  (:layouts
    (:default (vertically ()
                (horizontally ()
                  (:fill demo)
                  (1/5 commands)))
     (1/6 explanation))))
```

The Layout for the Graphic-Demo Example With an Explicit :layout

Finally, here is a stripped-down version of the application frame definition for the CAD demo (in the file `<release-directory>/demo/cad-demo.lisp`) which implements an extremely simplistic computer-aided logic circuit design tool.

There are four panes defined for the application. The pane named *title* displays the string "Mini-CAD" and serves to remind the user which application is running. The pane named *menu* provides a menu of commands for the application. The pane named *design-area* is the actual "work surface" of the application on which various objects (logic gates and wires) can be manipulated. A pane named *documentation* is provided to inform the user about what actions can be performed using the pointing device (typically the mouse) and is updated based on what object is currently being pointed to.

The application has two layouts, one named *main* and one named *other*. Both layouts have their panes arranged in vertical columns. At the top of both layouts is the *title* pane, which is of the smallest height necessary to display the title string "Mini-CAD." Both layouts have the *documentation* pane at the bottom.

The two layouts differ in the arrangement of the *menu* and *design-area* panes. In the layout named *main*, the *menu* pane appears just below the *title* pane and extends for the width of the screen. Its height will be computed so as to be sufficient to hold all the items in the menu. The *design-area* pane occupies the remaining screen real estate, extending from the bottom of the *menu* pane to the top of the *documentation* pane, and is as wide as the screen.

To see the layout named *other*, enter `(setf (frame-current-layout *application-frame*) :other)`. This differs from the *main* layout in the shape of the *design-area* pane. Here the implementor of the CAD demo realized that, depending on what was being designed, either a short, wide area or a narrower but taller area might be more appropriate. The *other* layout provides the narrower, taller alternative by rearranging the *menu* and *design-area* panes to be side by side (forming a row of the two panes). The *menu* and *design-area* panes occupy the space between the bottom of the *title* pane and the top of the *documentation* pane, with the *menu* pane to the left and occupying as much width as is necessary to
display all the items of the menu and the **design-area** occupying the remaining width.

```lisp
(define-application-frame cad-demo () ()
 (:menu-bar nil)
 (:panes
  (title :title :display-string "Mini-CAD")
  (menu :command-menu)
  (design-area :application)
  (documentation :pointer-documentation))
 (:layouts
  (:main (vertically ()
    (1/8 title)
    (1/8 menu)
    (:fill design-area)
    (1/8 documentation)))
  (:other (vertically ()
    (1/8 title)
    (:fill
      (horizontally ()
        (1/4 menu)
        (:fill design-area)))
    (1/8 documentation))))
```

The Two Layouts of the Mini-CAD Demo

9.2.6 Using an :accept-values Pane in a CLIM Application Frame

Frame :**accept-values** panes are used when you want one of the panes of your application to be in the form of an **accepting-values** dialog.

There are several things to remember when using an :**accept-values** pane in your application frame:

- For an :**accept-values** pane to work, your frame's command table must inherit from the **accept-values-pane** command table.

- The :**display-function** option for an **accepting-values** pane will typically be something like:

  ```lisp
  (clim:accept-values-pane-displayer
   :displayer my-acceptor-function)
  ```

  where **my-acceptor-function** is a function that you write. It contains calls to **accept** just as they would appear inside a **accepting-values** for a dialog. It takes two arguments, the frame and a stream. **my-acceptor-function** does not need to call **accepting-values** itself, since that is done automatically.
9 Defining Application Frames

See 12 Menus and Dialogs especially the function accept-values-pane-displayer.

- While inside the display function for an :accept-values pane, *application-frame* is not bound to your application. Instead, it is bound to an application that implements accepting-values. Therefore, you cannot use with-frame-state-variables in the display function for an :accept-values pane. Use with-slots on the frame instead.

- Don’t use :display-after-commands with :accept-values panes, because the redisplay for those panes is managed at a slightly lower level for efficiency.

9.3 Initializing CLIM Application Frames

There are several ways to initialize an application frame:

1. The value of an application frame's slot can be initialized using the :initform slot option in the slot's specifier in the define-application-frame form. This technique is suitable if the slot's initial value does not depend on the values of other slots, calculations based on the values of initialization arguments, or other information that cannot be determined until after the application frame is created. See the macro clos:defclass to learn about slot-specifiers.

2. For initializations that depend on information which may not be available until the application frame has been created, an :after method can be defined for clos:initialize-instance on the application frame's class. Note that the special variable *application-frame* is not bound to the application, since the application is not yet running. The macro with-frame-state-variables cannot be used in this context, either. You may use clos:with-slots, clos:with-accessors, or any slot readers or accessors that have been defined.

3. A :before method for run-frame-top-level on the application's frame is probably the most versatile place to perform application frame initialization. This method will not be executed until the application starts running. *application-frame* will be bound to the application frame, and you can use with-frame-state-variables in this context.

4. If the application frame employs its own top-level function, then this function can perform initialization tasks at the beginning of its body. This top-level function may call default-frame-top-level to achieve the standard behavior for application frames.

Of course, these are only suggestions. There might be other techniques which might be more appropriate for your application. Of those listed, the :before method on run-frame-top-level is probably the best for most circumstances.

Although application frames are CLOS classes, do not use clos:make-instance to create them. To instantiate an application frame, always use make-application-frame. This function provides important initialization arguments specific to application frames that clos:make-instance does not. make-application-frame passes any keyword value pairs which it does not handle itself on to clos:make-instance, so it will respect any initialization options which you give it, just as clos:make-instance would.

Here is an example of how an application frame's behavior might be modified by inheritance from a superclass. Suppose we wanted our application to record all the commands that were performed while it was executing, because the program is for the financial industry, where it is important to keep audit trails for all transactions. As this is a useful functionality that might be added to any of a number of different applications, we will make it into a special class that implements the desired behavior. This class can then be used as a superclass for any application that needs to keep a log of its actions.

The class has an initialization option, :pathname, which specifies the name of the log file. It also has a slot named transaction-stream whose value is a stream opened to the log file when the application is running.

```
(declass transaction-recording-mixin ()
  ((transaction-pathname :type pathname
    :initarg :pathname
    :reader transaction-pathname)
   (transaction-stream :accessor transaction-stream)))
```

134
We use an :around method on run-frame-top-level, which opens a stream to the log file and stores it in the transaction-stream slot. unwind-protect is used to clear the value of the slot when the stream is closed.

(defmethod clim:run-frame-top-level :around
  ((frame transaction-recording-mixin))
  (with-slots (transaction-pathname transaction-stream)
    frame (with-open-file (stream transaction-pathname :direction :output)
      (unwind-protect
        (progn (setq transaction-stream stream)
          (call-next-method))
        (setq transaction-stream nil))))

This is where the actual logging takes place. The command loop in default-frame-top-level calls execute-frame-command to execute a command. Here we add a :before method that will log the command.

(defmethod clim:execute-frame-command :before
  ((frame transaction-recording-mixin) command)
  (format (transaction-stream frame) "~&Command: ~a" command))

It is now an easy matter to alter the definition of an application to add the command logging behavior. Here is the definition of the puzzle application frame from the CLIM demos suite (from the file <release-directory>/demo/puzzle.lisp). We use the superclasses argument to specify that the puzzle application frame should inherit from transaction-recording-mixin. Because we are using the superclass argument, we must also explicitly include application-frame, which was included by default when the superclasses argument was empty.

(define-application-frame puzzle
  (transaction-recording-mixin application-frame)
  ((puzzle :initform (make-array '(4 4))
    :accessor puzzle-puzzle))
  (:default-initargs :pathname "puzzle-log.text")
  (:panes (title :title)
    (menu :command-menu)
    (display :application
      :default-text-style '(:fix :bold :very-large)
      :incremental-redisplay t
      :display-function draw-puzzle)))

Also note the use of (:default-initargs :pathname "puzzle-log.text") to provide a default value for the log file name if the user does not specify one.

The user might run the application by executing the following:

(run-frame-top-level
  (make-application-frame 'puzzle
    :width 400
    :height 500
    :pathname "my-puzzle-log.text"))

Here the :pathname initialization argument is used to override the default name for the log file (as was specified by the :default-initargs clause in the previously defined application frame) and to use the name my-puzzle-log.text instead.
9.4 Accessing Slots and Components of CLIM Application Frames

A call to the `define-application-frame` macro creates a subclass of the `standard-application-frame` class. CLIM application frames are instances of these generated subclasses. You explicitly specify accessors for the slots you have designated for storing application-specific state information. The use of the accessors is as for any other CLOS instance. Other CLIM defined components of `standard-application-frame` subclass instances are accessed via documented functions. Such components include `frame-panes`, command-tables, the top-level window, and layouts.

9.5 Running a CLIM Application

You can run a CLIM application using the functions `make-application-frame` and `run-frame-top-level`. Here is a code fragment that illustrates this technique:

```lisp
(clim:run-frame-top-level
 (clim:make-application-frame
  'frame-name))
```

`run-frame-top-level` will not return until the application exits.

Note that `*application-frame*` is not bound until `run-frame-top-level` is invoked.

For more information, see E.2 Functions for Operating on Windows Directly.

9.6 Exiting a CLIM Application

You can exit an application and make the window disappear by using `frame-exit` or `disable-frame`.

9.7 Examples of CLIM Application Frames

This section contains examples of how to use CLIM application frames.

9.7.1 Defining a CLIM Application Frame

Here is an example of an application frame. This frame has three slots: `pathname`, `integer`, and `member`. It has two panes, an `:accept-values` pane named `avv` and an `:application` pane named `display`. It uses a command table named `dingus`, which will automatically be defined for it (see `define-command-table`) and which inherits from the `accept-values-pane` command table so that the accept-values pane will function properly.

```lisp
(clim:define-application-frame-dingus ()
  ((pathname :initform #p"foo")
   (integer :initform 10)
   (member :initform :one))
  (:panes
   (avv :accept-values
     :display-function '(clim:accept-values-pane-displayer
                       :displayer display-avv))
   (display :application :display-function 'draw-display
             :display-after-commands :no-clear))
  (:command-table (dingus :inherit-from (clim:accept-values-pane))))
```

The following is the display function for the `display` pane of the "dingus" application. It just prints out the values of the three slots defined for the application.

```lisp
(defun draw-display ((frame dingus) stream)
  ;include code for draw display function here
)
```
The following is the display function for the avv pane. It invokes \texttt{accept} for each of the application's slots so that the user can alter their values in the avv pane.

```lisp
(defmethod display-avv ((frame dingus) stream)
  (with-slots (pathname integer member) frame
    (fresh-line stream)
    (setq pathname
      (clim:accept 'pathname :prompt "A pathname" :default pathname :stream stream))
    (fresh-line stream)
    (setq integer
      (clim:accept 'integer :prompt "An integer" :default integer :stream stream))
    (fresh-line stream)
    (setq member
      (clim:accept '(member :one :two :three) :prompt "One, Two, or Three" :default member :stream stream))
    (fresh-line stream)
    (clim:accept-values-command-button
      (stream :documentation "You wolf")
      (write-string "Wolf whistle" stream)
      (beep)))
)
```

The following function will start up a new "dingus" application.

```lisp
(defun run-dingus (root)
  (let ((dingus (clim:make-application-frame 'dingus :width 400 :height 400)))
    (clim:run-frame-top-level dingus)))
All this application does is allow the user to alter the values of the three application slots, \texttt{pathname}, \texttt{integer}, and \texttt{member}, using the avv pane. The new values will automatically be reflected in the display pane.

9.7.2 Constructing a Function as Part of Running an Application

You can supply an alternate top level (which initializes some things and then calls the regular top level) to construct a function as part of running the application. Note that when you use this technique, you can close the function over other pieces of the Lisp state that might not exist until application run time.

```lisp
(clim:define-application-frame
  different-prompts ()
  ((prompt-state ...) ...)
  (:top-level (different-prompts-top-level) ...)}

(defmethod different-prompts-top-level
  ((frame different-prompts) &rest options)
  (flet ((prompt (stream frame)
      (with-slots (prompt-state) frame
        (apply
          #'clim:default-frame-top-level frame
```

137
9.8 Application Frame Operators and Accessors

The following operators are used to define and instantiate application frames. They are discussed in detail in 9.2 Defining CLIM Application Frames.

**define-application-frame**  
`define-application-frame name superclasses slots &rest options`

*Summary:* Defines an application frame. You can specify a `name` for the application class, the superclasses (if any), the `slots` of the application class, and `options`.

**make-application-frame**  
`make-application-frame frame-name &rest options &key pretty-name frame-manager enable state left top right bottom width height save-under frame-class &allow-other-keys`

*Summary:* Makes an instance of the application frame of type `frame-class`. If `frame-class` is not supplied, it defaults to `frame-name`.

### 9.8.1 CLIM Application Frame Accessors

The following functions may be used to access and modify the state of the application frame itself, such as what the currently exposed panes are, what the current layout is, what command table is being used, and so forth.

**frame-name**  
`frame-name frame`

*Summary:* Returns the name of the frame `frame`, which is a symbol.

**frame-pretty-name**  
`frame-pretty-name frame`

*Summary:* Returns the "pretty name" of the frame `frame`, which is a string.

**(setf frame-pretty-name)**  
`(...)`

*Summary:* Sets the pretty name of the frame `frame` to `name`, which must be a string.

**frame-command-table**  
`frame-command-table frame`

*Summary:* Returns the command table for the frame `frame`. 
9 Defining Application Frames

(setf frame-command-table)

(setf frame-command-table) command-table frame

Summary: Sets the command table for the frame frame to command-table. Changing the frame's command table will redisplay the command menus (or menu bar) as needed. command-table is a command table designator.

frame-standard-input

frame-standard-input frame

Summary: Returns the stream that will be used for *standard-input* for the frame frame. The default method (on standard-application-frame) returns the first named pane of type interactor-pane that is exposed in the current layout; if there is no such pane, the value returned by frame-standard-output is used.

frame-standard-output

frame-standard-output frame

Summary: Returns the stream that will be used for *standard-output* for the frame frame. The default method (on standard-application-frame) returns the first named pane of type application-pane that is exposed in the current layout; if there is no such pane, it returns the first pane of type interactor-pane that is exposed in the current layout.

To redirect standard input or output, simply redefine the following form specifies the pane in my-frame named output-pane as the destination for standard output.

(defun frame-standard-output ((frame my-frame))
  (get-frame-pane frame 'output-pane))

frame-query-io

frame-query-io frame

Summary: Returns the stream that will be used for *query-io* for the frame frame. The default method (on standard-application-frame) returns the value returned by frame-standard-input; if that is nil, it returns the value returned by frame-standard-output.

frame-error-output

frame-error-output frame

Summary: Returns the stream that will be used for *error-output* for the frame frame. The default method (on standard-application-frame) returns the same value as frame-standard-output.

*pointer-documentation-output*

Summary: This will be bound either to nil or to a stream on which pointer documentation will be displayed.

frame-pointer-documentation-output

frame-pointer-documentation-output frame

Summary: Returns the stream that will be used for *pointer-documentation-output* for the frame frame. The default method (on standard-application-frame) returns the first pane of type pointer-documentation-pane. If this returns nil, no pointer documentation will be generated for this frame.
frame-calling-frame

)frame-calling-frame frame

Summary: Returns the application frame that invoked the frame frame.

frame-parent

)frame-parent frame

Summary: Returns the object that acts as the parent for the frame frame. This often, but not always, returns the same value as frame-manager.

frame-panes

)frame-panes frame

Summary: Returns the pane that is the top-level pane in the current layout of the frame frame's named panes. This function returns objects that reveal CLIM's internal state; do not modify those objects.

frame-current-panes

)frame-current-panes frame

Summary: Returns a list of those named panes in the frame frame's current layout. If there are no named panes (that is, the :pane option was used), only the single, top-level pane is returned. This function returns objects that reveal CLIM's internal state; do not modify those objects.

get-frame-pane

)get-frame-pane frame pane-name

Summary: Returns the CLIM stream pane in the frame frame whose name is pane-name.

find-pane-named

)find-pane-named frame pane-name

Summary: Returns the pane in the frame frame whose name is pane-name. This can return any type of pane, not just CLIM stream panes.

frame-top-level-sheet

)frame-top-level-sheet frame

Summary: Returns the sheet that is the top-level sheet for the frame frame. This is the sheet that has as its descendants all of the panes of frame.

frame-current-layout

)frame-current-layout frame

Summary: Returns the current layout for the frame frame. The layout is named by a symbol.

(setf frame-current-layout)

(setf frame-current-layout) layout frame

Summary: Sets the layout of the frame frame to be the new layout specified by new-layout. layout must be a symbol that names one of the possible layouts.
Changing the layout of the frame causes a recomputation of what panes are used for the bindings of the standard stream variables (such as \texttt{*standard-input*}). After the new layout has been computed, the contents of each pane are displayed to the degree necessary to ensure that all output is visible.

### 9.8.2 Operators for Running CLIM Applications

The following functions are used to start up an application frame, exit from it, and control the "read-eval-print" loop of the frame (for example, redisplay the panes of the frame, and read, execute, enable, and disable commands).

#### run-frame-top-level

**Generic Function**

\begin{verbatim}
run-frame-top-level frame
\end{verbatim}

**Summary:** Runs the top-level function for the frame \texttt{frame}. The default method on \texttt{application-frame} simply invokes the top-level function for the frame (which defaults to \texttt{default-frame-top-level}).

#### run-frame-top-level

**Around Method**

\begin{verbatim}
run-frame-top-level (frame application-frame)
\end{verbatim}

**Summary:** The :around method of \texttt{run-frame-top-level} on the \texttt{application-frame} class establishes the initial dynamic bindings for the application, including (but not limited to) binding \texttt{*application-frame*} to \texttt{frame}, binding \texttt{*input-context*} to \texttt{nil}, resetting the delimiter and activation gestures, and binding \texttt{*input-wait-test*}, \texttt{*input-wait-handler*}, and \texttt{*pointer-button-press-handler*} to \texttt{nil}.

#### default-frame-top-level

**Generic Function**

\begin{verbatim}
default-frame-top-level frame &key command-parser command-unparser partial-command-parser prompt
\end{verbatim}

**Summary:** The default top-level function for application frames, this runs a "read-eval-print" loop that displays a prompt, calls \texttt{read-frame-command} and then \texttt{execute-frame-command}, and finally redisplays all the panes that need it. See 11.9 The CLIM Command Processor for further details.

\texttt{default-frame-top-level} also establishes a simple restart for \texttt{abort} and binds the standard stream variables as follows. \texttt{*standard-input*} will be bound to the value returned by \texttt{frame-standard-input}. \texttt{*standard-output*} will be bound to the value returned by \texttt{frame-standard-output}. \texttt{*query-io*} will be bound to the value returned by \texttt{frame-query-io}. \texttt{*error-output*} will be bound to the value returned by \texttt{frame-error-output}. It is unspecified what \texttt{*terminal-io*}, \texttt{*debug-io*}, and \texttt{*trace-output*} will be bound to.

\texttt{prompt} is either a string to use as the prompt (defaulting to \texttt{Command:}) or a function of two arguments, a stream and the frame.

\texttt{command-parser}, \texttt{command-unparser}, and \texttt{partial-command-parser} are the same as for \texttt{read-command} command-
This function is generally used as the display function for
appearance of the interface.

Whether or not a particular command is currently enabled is
returns

The default method (on standard-application-frame) for read-frame-command simply calls read-command,
supplying frame's current command table as the command table.

Summary: Executes the command command on behalf of the frame frame. command is a command object, that is, a cons
of a command name and a list of the command's arguments.

The default method (on standard-application-frame) for execute-frame-command simply applies the
command-name of command to command-arguments of command.

Summary: Returns t if the command named by command-name is presently enabled in the frame frame; otherwise, it
returns nil. If command-name is not accessible to the command table being used by frame, command-enabled returns
nil.

Whether or not a particular command is currently enabled is stored independently for each instance of an application
frame; this status can vary between frames that share a single command table.

Summary: If enabled is nil, this disables the use of the command named by command-name while in the frame frame.
If enabled is t, the use of the command is enabled. After the command has been enabled (or disabled),

(note-command-enabled) (or note-command-disabled) is invoked on the frame manager in order to update the
appearance of the interface.

If command-name is not accessible to the command table being used by frame, using setf on command-enabled does
nothing.

Summary: Displays the menu associated with the specified command table on stream by calling
display-command-table-menu. If command-table is not supplied, it defaults to (frame-command-table stream).
This function is generally used as the display function for panes that contain command menus.

initial-spacing, max-width, max-height, n-rows, n-columns, cell-align-x, and cell-align-y are as for
9 Defining Application Frames

frame-exit

Summary: The restart that is invoked when frame-exit is called.

frame-exit frame

Summary: Exits from the frame frame. The default method (on standard-application-frame) invokes the frame-exit restart.

panes-need-redisplay

Generic Function

panes-need-redisplay frame

pane-needs-redisplay

Generic Function

pane-needs-redisplay frame pane

Summary: pane-needs-redisplay indicates that all the panes in the frame frame should be redisplayed the next time around the command loop. pane-needs-redisplay causes only the pane pane within frame to be redisplayed; in this case, pane is either a pane or the name of a named pane.

redisplay-frame-pane

Generic Function

redisplay-frame-pane frame pane &key force-p

Summary: Causes the pane pane within the frame frame to be redisplayed immediately. pane is either a pane or the name of a named pane. When the boolean force-p is t, the maximum level of redisplay is forced and the pane is displayed "from scratch".

redisplay-frame-panes

Generic Function

redisplay-frame-panes frame &key force-p

Summary: causes all of the panes in the frame frame to be redisplayed immediately by calling redisplay-frame-pane on each of the panes in frame that are visible in the current layout. When the boolean force-p is t, the maximum level of redisplay is forced and the pane is displayed "from scratch".

frame-replay

Generic Function

frame-replay frame stream &optional region

Summary: Replays the contents of stream in the frame frame within the region specified by the region region, which defaults to the viewport of stream.

notify-user

Generic Function

notify-user frame message &key associated-window title documentation exit-boxes style text-style

Summary: Notifies the user of some event on behalf of the frame frame.

This function provides a look-and-feel independent way for applications to communicate messages to the user. For example, a frame manager might provide a top-level message window for each frame, or it might pop up an alert box.

frame is a CLIM application frame, message is a message string, associated-window is the window with which the notification will be associated, title is a title string to include in the notification, documentation is not implemented in the current version of CLIM, exit-boxes indicates what sort of exit boxes should appear in the notification, style is the style in which to display the notification, and text-style is the text style in which to display the notification.
9 Defining Application Frames

frame-manager-notify-user

frame-manager-notify-user frame message &key associated-window title documentation exit-boxes style text-style

Summary: The generic function used by notify-user. The default method on standard-frame-manager will display a dialog or an alert box that contains the message and has exit boxes that will allow the user to dismiss the notification.

frame is a CLIM application frame, message is a message string, associated-window is the window with which the notification will be associated, title is a title string to include in the notification, documentation is not implemented in the current version of CLIM, exit-boxes indicates what sort of exit boxes should appear in the notification, style is the style in which to display the notification, and text-style is the text style in which to display the notification.

frame-properties

frame-properties frame property

(setf frame-properties)

(setf frame-properties) value frame property

Summary: Frame properties can be used to associate frame specific data with frames without adding additional slots to the frame's class. CLIM may use frame properties internally to store information for its own purposes.

9.9 Frame Managers

Frames may be adopted by a frame manager, which involves invoking a protocol for generating the pane hierarchy of the frame. This protocol provides for selecting pane types for abstract gadget panes based on the style requirements imposed by the frame manager. That is, the frame manager is responsible for the look and feel of a frame. Each frame manager is associated with one specific port. However, a single port may have multiple frame managers managing various frames associated with the port.

After a frame is adopted it can be in any of the three following states: enabled, disabled, or shrunk. An enabled frame is visible unless it is occluded by other frames or the user is browsing outside of the portion of the frame manager's space that the frame occupies. A shrunk frame provides a cue or handle for the frame, but generally will not show the entire contents of the frame. For example, the frame may be iconified, or an item for the frame may be placed in a special suspended frame menu. A disabled frame is not visible, nor is there any user-accessible handle for enabling the frame.

Frames may also be disowned, which involves releasing the frame's panes as well as all associated foreign resources.

frame-manager

Summary: The protocol class that corresponds to a frame manager. If you want to create a new class that behaves like a frame manager, it should be a subclass of frame-manager. Subclasses of frame-manager must obey the frame manager protocol.

There are no advertised standard frame manager classes. Each port implements one or more frame managers that correspond to the look and feel for the port.

frame-manager-p

frame-manager-p object

Summary: Returns t if object is a frame manager; otherwise, it returns nil.
9 Defining Application Frames

9.9.1 Finding Frame Managers

Most frames need to deal directly with frame managers only to the extent that they need to find a frame manager into which they can insert themselves. Since frames will usually be invoked by some user action that is handled by a frame manager, finding an appropriate frame manager is usually straightforward.

Some frames will support the embedding of other frames within themselves. Such frames not only use frames but also act as frame managers. In this case, the embedded frames are mostly unaware that they are nested within other frames, but only know that they are controlled by a particular frame manager.

The `find-frame-manager` function provides a flexible means for locating a frame manager to adopt an application's frames. There are a variety of ways that the user or the application can influence where an application's frame is adopted:

- An application can establish an application default frame manager using `with-frame-manager`. A frame's top-level loop automatically establishes the frame's frame manager.
- The programmer or user can influence what frame manager is found by setting `*default-frame-manager*` or `*default-server-path*`.

```
find-frame-manager &rest options &key port &allow-other-keys
```

Summary: Finds an appropriate frame manager that conforms to the options, including the port argument. Furthermore, CLIM applications may set up dynamic contexts that affect what `find-frame-manager` will return.

`port` defaults to the value returned by `find-port` applied to the remaining options.

A frame manager is found using the following rules in the order listed:

1. If a current frame manager has been established via an invocation of `with-frame-manager`, as is the case within a frame's top-level, and that frame manager conforms to the options, it is returned. The exact definition of "conforming to the options" varies from one port to another, but it may include such things as matching the console number, color or resolution properties, and so forth. If the options are empty, then any frame manager will conform.

2. If `*default-frame-manager*` is bound to a currently active frame manager and it conforms to the options, it is returned.

3. If `port` is `nil`, a port is found and an appropriate frame manager is constructed using `*default-server-path*`.

```
*default-frame-manager*
```

Summary: This variable provides a convenient point for allowing a programmer or user to override the frame manager type that would normally be selected. Most users will not set this variable, since they can set `*default-server-path*` to indicate which host window system they want to use and are willing to use whatever frame manager is the default for the particular port. However, some users may want to use a frame manager that isn't the typical frame manager. For example, a user may want to use both an OpenLook frame manager and a Motif frame manager on a single port.

```
with-frame-manager
```

Macro

Summary: Generates a dynamic context that causes all calls to `find-frame-manager` to return `frame-manager` if the `where` argument passed to it conforms to `frame-manager`. Nested calls to `with-frame-manager` shadow outer contexts. `body` may have zero or more declarations as its first forms.
9.9.2 Frame Manager Operators

**frame-manager**

*Generic Function*

*frame-manager frame*

*Summary:* Returns frame's current frame manager if it is adopted; otherwise, it returns *nil.*

**(setf frame-manager)**

*Generic Function*

**(setf frame-manager) frame-manager frame*

*Summary:* Changes the frame manager of frame to frame-manager. In effect, the frame is disowned from its old frame manager and is adopted into the new frame manager. Transferring a frame preserves its *frame-state*; for example, if the frame was previously enabled, it will be enabled in the new frame manager.

**frame-manager-frames**

*Generic Function*

*frame-manager-frames frame-manager*

*Summary:* Returns a list of all the frames being managed by frame-manager. This function returns objects that reveal CLIM's internal state; do not modify those objects.

**adopt-frame**

*Generic Function*

*adopt-frame frame-manager frame*

**disown-frame**

*Generic Function*

*disown-frame frame-manager frame*

*Summary:* These functions insert or remove a frame from a frame manager's control. These functions allow a frame manager to allocate and deallocate resources associated with a frame. For example, removing a frame from a frame manager that is talking to a remote server allows it to release all remote resources used by the frame.

**frame-state**

*Generic Function*

*frame-state frame*

*Summary:* Returns one of :disowned, :enabled, :disabled, or :shrunk, indicating the current state of frame.

**enable-frame**

*Generic Function*

*enable-frame frame*

**disable-frame**

*Generic Function*

*disable-frame frame*

**shrink-frame**

*Generic Function*

*shrink-frame frame*

*Summary:* These functions force a frame into the enabled, disabled, or shrunken states. A frame in the enabled state may be visible if it is not occluded or placed out of the user's focus of attention. A disabled frame is never visible. A shrunk frame is accessible to the user for re-enabling, but may be represented in some abbreviated form, such as an icon or a menu item.

*These functions call [note-frame-state-changed](#) to notify the frame manager that the state of the frame changed.*
9 Defining Application Frames

note-frame-state-changed

**note-frame-state-changed** frame-manager frame new-state

*Summary:* Notifies the frame manager frame-manager that the frame frame has changed its state to state.

generate-panes

**generate-panes** frame-manager frame

*Summary:* This function is invoked by a standard method of adopt-frame. It is the responsibility of the frame implementor to provide a method that invokes setf on frame-panes on the frame with a value of type pane. define-application-frame automatically supplies a generate-panes method if either the :pane or :panes option is used in the define-application-frame.

find-pane-for-frame

**find-pane-for-frame** frame-manager frame

*Summary:* This function is invoked by a standard method of adopt-frame. It must return the root pane of the frame's layout. It is the responsibility of the frame implementor to provide a method that constructs the frame's top-level pane. define-application-frame automatically supplies a method for this function if either the :pane or :panes option is used.

note-command-enabled

**note-command-enabled** frame-manager frame command-name

note-command-disabled

**note-command-disabled** frame-manager frame command-name

*Summary:* Notifies the frame manager frame-manager that the command named by command-name has been enabled or disabled (respectively) in the frame frame. The frame manager can update the appearance of the user interface as appropriate, for instance, by "graying out" a newly disabled command from a command menu or menu bar.

9.10 Advanced Topics

The material in this section is advanced; most CLIM programmers can skip to the next section. It describes the functions that interface application frames to the presentation type system. All classes that inherit from application-frame must inherit or implement methods for all of these functions. 9.8 Application Frame Operators and Accessors.

frame-maintain-presentation-histories

**frame-maintain-presentation-histories** frame

*Summary:* Returns t if the frame frame maintains histories for its presentations; otherwise, it returns nil. The default method (on standard-application-frame) returns t if and only if the frame has at least one interactor pane.

frame-find-innermost-applicable-presentation

**frame-find-innermost-applicable-presentation** frame input-context stream x y &key event

*Summary:* Locates and returns the innermost applicable presentation on the window stream whose sensitivity region contains the point (x, y), on behalf of the frame frame in the input context input-context. event defaults to nil, and is as for find-innermost-applicable-presentation.

The default method (on standard-application-frame) simply calls
frame-input-context-button-press-handler

Summary: This function handles user pointer events on behalf of the frame frame in the input context *input-context*. stream is the window on which button-press-event took place.

The default implementation (on standard-application-frame) unhighlights any highlighted presentations, finds the applicable presentation by calling frame-find-innermost-applicable-presentation-at-position, and then calls throw-highlighted-presentation to execute the translator on that presentation that corresponds to the user's gesture.

If frame-input-context-button-press-handler is called when the pointer is not over any applicable presentation, throw-highlighted-presentation must be called with a presentation of *null-presentation*.

frame-document-highlighted-presentation

Summary: This function produces pointer documentation on behalf of the frame frame in the input context input-context on the window window at the point (x, y). The documentation is displayed on the stream stream.

The default method (on standard-application-frame) produces documentation that corresponds to calling document-presentation-translator on all of the applicable translators in the input context input-context. presentation, window, x, y, and stream are as for document-presentation-translator.

Typical pointer documentation consists of a brief description of each translator that is applicable to the specified presentation in the specified input context, given the current modifier state for the window. For example, the following documentation might be produced when the pointer is pointing to the Lisp expression '(1 2 3) when the input context is form:

Left: '(1 2 3); Middle: (DESCRIBE '(1 2 3)); Right: Menu

frame-drag-and-drop-feedback

Summary: The default feedback function for translators defined by define-drag-and-drop-translator, which provides visual feedback during the dragging phase of such translators on behalf of the frame frame. presentation is the presentation being dragged on the stream stream. The pointing device was initially at the position specified by initial-x and initial-y, and is at the position specified by new-x and new-y when frame-drag-and-drop-feedback is invoked. (Both positions are supplied for "rubber-banding," if that is the sort of desired feedback.) state will be either :highlight, meaning that the feedback should be drawn, or :unhighlight, meaning that the feedback should be erased.

frame-drag-and-drop-highlighting

Summary: The default highlighting function for translators defined by define-drag-and-drop-translator, which is invoked when a "to object" should be highlighted during the dragging phase of such translators on behalf of the frame frame. presentation is the presentation over which the pointing device is located on the stream stream. state will be either :highlight, meaning that the highlighting for the presentation should be drawn, or :unhighlight, meaning that the highlighting should be erased.
10 Panes and Gadgets

10.1 Panes

CLIM panes are similar to the gadgets or widgets of other toolkits. They can be used to compose the top-level user interface of applications as well as auxiliary components such as menus and dialogs. The application programmer provides an abstract specification of the pane hierarchy, which CLIM uses in conjunction with user preferences and other factors to select a specific "look and feel" for the application. In many environments, a CLIM application can use the facilities of the host window system toolkit via a set of adaptive panes, allowing a portable CLIM application to take on the look and feel of a native application user interface.

Panes are rectangular objects that are implemented as special sheet classes. An application will typically create a tree of panes that divide up the application frame's screen space. Panes can be structurally classified according to their location in pane hierarchies. Panes that can have child panes are called composite panes; those that cannot are called leaf panes. Composite panes are used to provide a mechanism for spatially organizing ("laying out") other panes. Some leaf panes implement gadgets that have some appearance and react to user input by invoking application code. Another kind of leaf pane, known as an extended stream pane, provides an area of the application's screen real estate for the presentation of text and graphics.

Abstract panes are panes that are defined only in terms of their programmer interface, or behavior. The protocol for an abstract pane (that is, the specified set of initialization options, accessors, and callbacks) is designed to specify the pane in terms of its overall purpose, rather than in terms of its specific appearance or particular interactive details. This abstract definition allows multiple implementations of the abstract pane to define their own specific look and feel individually. CLIM can then select the appropriate pane implementation based on factors outside of the application domain, such as user preferences or the look and feel of the host operating environment. A subset of the abstract panes, the adaptive panes, have been defined to integrate well across all CLIM operating platforms.

CLIM provides a general mechanism for automatically selecting the particular implementation of an abstract pane selected by an application based on the current frame manager. The application programmer can override the selection mechanism by using the name of a specific pane implementation in place of the abstract pane name when specifying the application frame's layout. By convention, the name of the basic, portable implementation of an abstract pane class can be determined by adding the suffix -pane to the name of the abstract class.

10.1.1 Basic Pane Construction

Applications typically define the hierarchy of panes used in their frames with the :pane or :panes options of define-application-frame. These options generate the body of methods on functions that are invoked when the frame is being adopted into a particular frame manager, so the frame manager can select the specific implementations of the abstract panes.

There are two basic interfaces for constructing a pane: make-pane of an abstract pane class name, or make-instance of a "concrete" pane class. The former approach is generally preferable, since it results in more portable code. However, in some cases the programmer may wish to instantiate panes of a specific class (such as an hbox-pane or a vbox-pane). In this case, using make-instance directly circumvents the abstract pane selection mechanism. However, the make-instance approach requires the application programmer to know the name of the specific pane implementation class that is desired, and so is inherently less portable. By convention, all of the concrete pane class names, including those of the implementations of abstract pane protocol specifications, end in -pane.

Using make-pane instead of make-instance invokes the "look and feel" realization process to select and construct a pane.
Normally this process is implemented by the frame manager, but it is possible for other "realizers" to implement this process. *make-pane* is typically invoked using an abstract pane class name, which by convention is a symbol in the CLIM package that does not include the -pane suffix. (This naming convention distinguishes the names of the abstract pane protocols from the names of classes that implement them.) Programmers, however, are allowed to pass any pane class name to *make-pane*, in which case the frame manager will generally instantiate that specific class.

### pane

*Summary:* The protocol class that corresponds to a pane, a subclass of *sheet*. A pane is a special kind of sheet that implements the pane protocols, including the layout protocols. If you want to create a new class that behaves like a pane, it should be a subclass of *pane*. Subclasses of *pane* must obey the pane protocol. All of the subclasses of *pane* are mutable.

#### panep

**Function**

```lisp
panep object
```

*Summary:* Returns `t` if `object` is a pane; otherwise, it returns `nil`.

#### basic-pane

*Class*

*Summary:* The basic class on which all CLIM panes are built, a subclass of *pane*. This class is an abstract class, intended only to be subclassed, not instantiated.

#### make-pane

*Function*

```lisp
make-pane abstract-class-name &rest initargs
```

*Summary:* Selects a class that implements the behavior of the abstract pane `abstract-class-name` and constructs a pane of that class. *make-pane* must be used either within the dynamic scope of a call to *with-look-and-feel-realization*, or within the :pane or :panes options of a *define-application-frame* (which implicitly invokes *with-look-and-feel-realization*).

#### make-pane-1

*Generic Function*

```lisp
make-pane-1 realizer frame abstract-class-name &rest initargs
```

*Summary:* The generic function that is invoked by a call to *make-pane*. The object that realizes the pane, *realizer*, is established by *with-look-and-feel-realization*. Usually *realizer* is a frame manager, but it could be another object that implements the pane realization protocol. *frame* is the frame for which the pane will be created, and *abstract-class-name* is the type of pane to create.

#### with-look-and-feel-realization

*Macro*

```lisp
with-look-and-feel-realization (realizer frame) &body forms
```

*Summary:* Establishes a dynamic context that installs *realizer* as the object responsible for realizing panes. All calls to *make-pane* within the context of *with-look-and-feel-realization* result in *make-pane-1* being invoked on *realizer*. This macro can be nested dynamically; inner uses shadow outer uses. *body* may have zero or more declarations as its first forms.

*realizer* is usually a frame manager, but in some cases *realizer* may be some other object. For example, within the implementation of a pane that uses its own subpanes to achieve its functionality, this form might be used with *realizer* being the pane itself.

150
10.1.2 Pane Initialization Options

The following options must be accepted by all pane classes.

:foreground
:background  
*Summary:* These options specify the default foreground and background inks for a pane. Client code should be cautious about passing values for these two options, since the desktop's look and feel or the user's preferences should usually determine these values.

:text-style  
*Summary:* This option specifies the default text style that should be used for any sort of pane that supports text output. Panes that do not support text output ignore this option. Client code should be cautious about passing values for this option, since the desktop's look and feel or the user's preferences should usually determine this value.

:name  
*Summary:* This option specifies the name of the pane. It defaults to nil.

10.1.3 Pane Properties

pane-frame  
*Summary:* Returns the frame that "owns" the pane. pane-frame can be invoked on any pane in a frame's pane hierarchy, but it can only be invoked on "active" panes, that is, those panes that are currently adopted into the frame's pane hierarchy.

pane-name  
*Summary:* Returns the name of the pane.

pane-foreground  
*Summary:* Returns the foreground ink of the pane.

pane-background  
*Summary:* Returns the background ink of the pane.

10.2 Layout Panes

This section describes the various layout panes provided by CLIM and the protocol that these panes obey.

The layout panes described in this section are all composite panes that are responsible for positioning their children according to various layout rules. Layout panes can be selected in the same way as other panes by using make-pane or make-instance. For convenience and readability of pane layouts, many of these panes also provide a macro that expands into a make-pane form, passing a list of the panes created in the body of the macro as the :contents argument. For
example, you can express a layout of a vertical column of two label panes either as:

```
(make-instance 'vbox-pane
    :contents (list
        (make-instance 'label-pane :text "One")
        (make-instance 'label-pane :text "Two")))
```

or as:

```
(vertically ()
    (make-instance 'label-pane :text "One")
    (make-instance 'label-pane :text "Two"))
```

### 10.2.1 Layout Pane Options

**Option**

**:contents**

*Summary:* All layout pane classes accept the :contents option, which specifies the child panes to be laid out.

**Options**

**:width**

**:max-width**

**:min-width**

**:height**

**:max-height**

**:min-height**

*Summary:* These options control the space requirement parameters for laying out the pane. The :width and :height options specify the preferred horizontal and vertical sizes. The :max-width and :max-height options specify the maximum amount of space that may be consumed by the pane, and give CLIM's pane layout engine permission to grow the pane beyond the preferred size. The :min-width and :min-height options specify the minimum amount of space that may be consumed by the pane, and give CLIM's pane layout engine permission to shrink the pane below the preferred size.

If either the :max-width or the :min-width option is not supplied, it defaults to the value of the :width option. If either the :max-height or the :min-height option is not supplied, it defaults to the value of the :height option.

:max-width, :min-width, :max-height, and :min-height can also be specified as a relative size by supplying a list of the form (number :relative). In this case, the number indicates the number of device units that the pane is willing to stretch or shrink.

The values of these options are specified in the same way as the :x-spacing and :y-spacing options to `formatting-table`. (Note that :character and :line may only be used on those panes that display text, such as a `clim-stream-pane` or a `label-pane`.)

**Constant**

**+fill+**

*Summary:* Use this constant as a value to any of the relative size options. It indicates that pane's willingness to adjust an arbitrary amount in the specified direction.

**Options**

**:align-x**

**:align-y**

*Summary:* The :align-x option is one of :right, :center, or :left. The :align-y option is one of :top,
:center, or :bottom. These specify how child panes are aligned within the parent pane. These have the same semantics as for formatting-cell.

:x-spacing  
:y-spacing  
:spacing  

*Summary:* These spacing options apply to hbox-pane, vbox-pane, table-pane, and indicate the amount of horizontal and vertical spacing (respectively) to leave between the items in boxes or rows and columns in table. The values of these options are specified in the same way as the :x-spacing and :y-spacing options to formatting-table. :spacing specifies both the x and y spacing at once.

### 10.2.2 Layout Pane Classes

**hbox-pane**  
Composite Pane  

**horizontally**  
Macro  

**horizontally ( &rest options &key spacing &allow-other-keys) &body contents**  

*Summary:* The hbox-pane class lays out all its child panes horizontally from left to right. The horizontally macro is a convenient interface for creating an hbox-pane.

*contents* is one or more forms that are the child panes. Each form in *contents* is of the form:

- A pane—the pane is inserted at this point and its space requirements are used to compute the size.
- A number—the specified number of device units should be allocated at this point.
- The symbol +fill+ —an arbitrary amount of space can be absorbed at this point in the layout.
- A list whose first element is a number and whose second element evaluates to a pane—if the number is less than 1, then it means that percentage of excess space or deficit should be allocated to the pane. If the number is greater than or equal to 1, then that many device units are allocated to the pane. For example:

```
(horizontally ()
  (1/3 (make-pane 'label-button-pane))
  (2/3 (make-pane 'label-button-pane)))
```

would create a horizontal stack of two button panes. The first button takes one-third of the space, and the second takes two-thirds of the space.

**vbox-pane**  
Composite Pane  

**vertically**  
Macro  

**vertically ( &rest options &key spacing &allow-other-keys) &body contents**  

*Summary:* The vbox-pane class lays out all of its child panes vertically, from top to bottom. The vertically macro serves as a convenient interface for creating an vbox-pane.

*contents* is as for horizontally.

**table-pane**  
Composite Pane
tabling

(tabling (&rest options) &body contents)

Summary: This pane lays out its child panes in a two-dimensional table arrangement. Each column of the table is specified by an extra level of list in contents. For example:

{(tabling ()
  ((make-pane 'label :text "Red")
   (make-pane 'label :text "Green")
   (make-pane 'label :text "Blue"))
  ((make-pane 'label :text "Intensity")
   (make-pane 'label :text "Hue")
   (make-pane 'label :text "Saturation")))

spacing-pane

spacing (&rest options &key thickness &allow-other-keys) &body contents

Summary: This pane reserves some margin space around a single child pane. The space requirement keys that are passed in indicate the requirements for the surrounding space, not including the requirements of the child.

outlined-pane

outlined

outlined (&rest options &key thickness &allow-other-keys) &body contents

Summary: This layout pane puts an outline of thickness thickness around its contents.

Use the :background option to control the ink used to draw the background.

bboard-pane

Summary: A pane that allows its children to be any size and lays them out wherever they want to be (for example, a desktop manager).

scroller-pane

scrolling

scrolling (&rest options) &body contents

Summary: Creates a composite pane that allows the single child specified by contents to be scrolled. options may include a :scroll-bar option. The value of this option may be t (the default), which indicates that both horizontal and vertical scroll bars should be created; :vertical, which indicates that only a vertical scroll bar should be created; or :horizontal, which indicates that only a horizontal scroll bar should be created.

The pane created by the scrolling includes a scroller-pane that has as children the scroll bars and a viewport. The viewport of a pane is the area of the window's drawing plane that is currently visible to the user. The viewport has as its child the specified contents.

hrack-pane

vrack-pane

Summary: Similar to the hbox-pane and vbox-pane classes, except that these ensure that all children are the same size in the minor dimension. In other words, these panes are used to create stacks of same-sized items, such as menu items.
An **hrack-pane** is created when the **:equalize-height** option to **horizontally** is t. A **vrack-pane** is created when the **:equalize-width** option to **vertically** is t.

*Note:* **hrack-pane** and **vrack-pane** are available only in Liquid CL CLIM.

**restraining-pane**  
**Composite Pane**

**restraining**  
**Macro**

**restraining ( &rest options ) &body contents**

*Summary:* Wraps the contents with a pane that prevents changes to the space requirements for **contents** from causing re-layout of panes outside the restraining context. This prevents the size constraints of the child from propagating up beyond this point.

*Note:* **restraining-pane** and **restraining** are available only in Liquid CL CLIM.

### 10.2.3 Composite Pane Generic Functions

**pane-viewport**  
**Generic Function**

**pane-viewport pane**

*Summary:* Returns the pane's viewport, if one exists.

**pane-viewport-region**  
**Generic Function**

**pane-viewport-region pane**

*Summary:* If a viewport for the pane exists, the viewport's region is returned.

**pane-scroller**  
**Generic Function**

**pane-scroller pane**

*Summary:* Checks to see whether a pane has an associated scroller pane, and returns it if it does.

**scroll-extent**  
**Generic Function**

**scroll-extent pane x y**

*Summary:* If the **pane** argument has an associated viewport, it resets the viewport to display the portion of the underlying stream starting at (x, y).

### 10.2.4 The Layout Protocol

The layout protocol is triggered by **layout-frame**, which is called when a frame is adopted by a frame manager.

CLIM uses a two-pass algorithm to lay out a pane hierarchy. In the first pass (called **space composition**), the top-level pane is asked how much space it requires. This may in turn lead to the same question being asked recursively of all the panes in the hierarchy, with the answers being composed to produce the top-level pane's answer. Each pane answers the query by returning a **space requirement** (or **space-requirement**) object, which specifies the pane's desired width and height, as well as its willingness to shrink or grow along its width and height.

In the second pass (called **space allocation**), the frame manager attempts to obtain the required amount of space from the host window system. The top-level pane is allocated the space that is actually available. Each pane, in turn, allocates space recursively to each of its descendants in the hierarchy according to the pane's rules of composition.

For many types of panes, the application programmer can indicate the space requirements of the pane at creation time by
using the space requirement options, as well as by calling the `change-space-requirements` function. Panes are used to display application-specific information, so the application can determine how much space should normally be given to them.

Other pane types automatically calculate their space needs based on the information they have to present. For example, the space requirement for a label pane is a function of the text to be displayed.

A composite pane calculates its space requirement based on the requirements of its children and its own particular rule for arranging them. For example, a pane that arranges its children in a vertical stack would return as its desired height the sum of the heights of its children. Note, however, that a composite pane is not required by the layout protocol to respect the space requests of its children; in fact, composite panes are not even required to ask their children.

Space requirements are expressed for each of the two dimensions as a preferred size, a minimum size below which the pane cannot be shrunk, and a maximum size above which the pane cannot be grown. (The minimum and maximum sizes can also be specified as relative amounts.) All sizes are specified as a real number indicating the number of device units (such as pixels).

**space-requirement**  
*Summary*: The protocol class of all space requirement objects. There are one or more subclasses of `space-requirement` with implementation-dependent names that implement space requirements. The exact names of these classes is explicitly unspecified. If you want to create a new class that behaves like a space requirement, it should be a subclass of `space-requirement`. Subclasses of `space-requirement` must obey the space requirement protocol.

All the instantiable space requirement classes provided by CLIM are immutable.

**make-space-requirement**  
*Summary*: Constructs a space requirement object with the given characteristics `:width`, `:height`, and so on.

**space-requirement-width**  
*Function*

**space-requirement-max-width**  
*Function*

**space-requirement-min-width**  
*Function*

**space-requirement-height**  
*Function*
10 Panes and Gadgets

(setf space-requirement-height)
(setf space-requirement-height) size space-req

Function

Space-requirement-max-height
Function

Space-requirement-max-height space-req

(setf space-requirement-max-height)
(setf space-requirement-max-height) size space-req

Function

Space-requirement-min-height
Function

Space-requirement-min-height space-req

(setf space-requirement-min-height)
(setf space-requirement-min-height) size space-req

Function

Summary: These read or modify the components of the space requirement space-req.

Space-requirement-components
Generic Function

Space-requirement-components space-req

Summary: Returns the components of the space requirement space-req as six values: the width, minimum width, maximum width, height, minimum height, and maximum height.

Space-requirement-combine
Function

Space-requirement-combine function sr1 sr2

Summary: Returns a new space requirement, each component of which is the result of applying the function function to each of the components of the two space requirements sr1 and sr2.

Function is a function of two arguments, both of which are real numbers. It has dynamic extent.

Space-requirement+
Function

Space-requirement+ sr1 sr2

Summary: Returns a new space requirement whose components are the sum of each of the components of the two space requirements sr1 and sr2.

Space-requirement+*
Function

Space-requirement+* space-req &key width max-width min-width height max-height min-height

Summary: Returns a new space requirement whose components are the sum of each of the components of space-req added to the appropriate keyword argument (for example, the width component of space-req is added to width). This is intended to be a more efficient, spread version of space-requirement+.

Change-space-requirements
Generic Function

Change-space-requirements pane &key resize-frame &rest space-req-keys

Summary: This function can be invoked to indicate that the space requirements for pane have changed. Any of the options that applied to the pane at creation time can be passed into this function as well.

Resize-frame determines whether the frame should be resized to accommodate the new space requirement of the
hierarchy. If resize-frame is t, then layout-frame will be invoked on the frame. If resize-frame is nil, then the frame may or may not get resized depending on the pane hierarchy and the :resize-frame option that was supplied to define-application-frame.

**note-space-requirements-changed**

Generic Function

```
note-space-requirements-changed sheet pane
```

**Summary:** This function is invoked whenever pane's space requirements have changed. sheet must be the parent of pane. Invoking this function essentially means that compose-space will be reinvoked on pane, and it will reply with a space requirement that is not equal to the reply that was given on the last call to compose-space.

This function is automatically invoked by change-space-requirements in the cases that layout-frame isn't invoked. In the case that layout-frame is invoked, it isn't necessary to call note-space-requirements-changed, since a complete re-layout of the frame will be executed.

**changing-space-requirements**

Macro

```
changing-space-requirements (&key resize-frame layout) &body body
```

**Summary:** This macro supports batching the invocation of the layout protocol by calls to change-space-requirements. Within the body, all calls to change-space-requirements change the internal structures of the pane and are recorded. When the body is exited, the layout protocol is invoked appropriately. body may have zero or more declarations as its first forms.

**compose-space**

Generic Function

```
compose-space pane
```

**Summary:** During the space composition pass, a composite pane will typically ask each of its children how much space it requires by calling compose-space. They answer by returning space-requirement objects. The composite will then form its own space requirement by composing the space requirements of its children according to its own rules for laying out its children.

**allocate-space**

Generic Function

```
allocate-space pane width height
```

**Summary:** During the space allocation pass, a composite pane will arrange its children within the available space and allocate space to them according to their space requirements and its own composition rules by calling allocate-space on each of the child panes. width and height are the width and height of pane in device units.

### 10.3 Extended Stream Panes

In addition to the various layout panes and gadgets, an application usually needs some space to display textual and graphic output as well as to receive application-specific input from the user. For example, a paint program needs a "canvas" pane for displaying the picture and handling "mouse strokes." This can be accomplished in CLIM through the use of extended stream panes.

This section describes the basic CLIM extended stream pane types. Programmers are free to customize pane behavior by defining subclasses of these pane classes. Writing methods to change the repaint or event-handling behavior is a possible starting place.
10.3.1 Extended Stream Pane Options

CLIM extended stream panes accept the \texttt{foreground}, \texttt{background}, and \texttt{text-style} options as well as those options applicable to layout panes. The space requirement options (\texttt{width}, \texttt{height}, and so forth) can also take a size specification of \texttt{compute}, which causes CLIM to run the display function for the pane and make the pane large enough to hold the output of the display function.

In addition to those listed previously, CLIM extended stream frames accept the following options:

\textbf{\texttt{:display-after-commands}}

\textit{Option}

\textit{Summary:} This specifies how the display function will be run. If \texttt{t}, the "print" part of the read-eval-print loop runs the display function; this is the default for most pane types. If \texttt{nil}, you are responsible for implementing the display after commands.

Do not use \texttt{:display-after-commands} with \texttt{accept-values} panes, as the redisplay for those panes is managed at a slightly lower level for efficiency. Avoid code such as the following:

\begin{verbatim}
(defun test-it (&key (port (find-port)))
  (run-frame-top-level
   (make-application-frame 'test-frame
     :frame-manager (find-frame-manager :port port))))
\end{verbatim}

\textbf{\texttt{:display-function}}

\textit{Option}

\textit{Summary:} This specifies a function to be called in order to display the contents of a CLIM stream pane. CLIM's default top-level function, \texttt{default-frame-top-level}, will invoke the pane's display function at the appropriate time (see the \texttt{:display-time} option). The value of this option is either the name of a function to invoke, or a cons whose car is the name of a function and whose cdr is additional arguments to the function. The function will be invoked on the frame, the pane, and the additional function arguments, if any. The default for this option is \texttt{nil}.

\textbf{\texttt{:display-time}}

\textit{Option}

\textit{Summary:} This tells CLIM when the pane's display function should be run. If it is \texttt{:command-loop}, CLIM erases the
10 Panes and Gadgets

pane's contents and runs the display function after each time a frame command is executed. If it is \texttt{t}, the pane is displayed once but not again until \texttt{pane-needs-redisplay} is called on the pane. If it is \texttt{nil}, CLIM waits until it is explicitly requested, either via \texttt{pane-needs-redisplay} or \texttt{redisplay-frame-pane}. The default value varies according to the pane type.

\begin{description}
\item[\textbf{:display-string}] \textit{Option}
\item[Summary:] For \texttt{title-pane} only, you can use this option instead of \texttt{:display-function} to specify a constant string to be displayed in the \texttt{title-pane}.
\item[\textbf{:incremental-redisplay}] \textit{Option}
\item[Summary:] When \texttt{t}, the redisplay function will initially be executed inside of an invocation to \texttt{updating-output} and the resulting output record will be saved. Subsequent calls to \texttt{redisplay-frame-pane} will simply use \texttt{redisplay} to redisplay the pane. The default for this option is \texttt{nil}.
\item[\textbf{:text-margin}] \textit{Option}
\item[Summary:] This specifies the default text margin, that is, how much space is left around the inside edge of the pane. The default for \texttt{:text-margin} is the width of the window.
\item[\textbf{:vertical-spacing}] \textit{Option}
\item[Summary:] This specifies the default vertical spacing for the pane, that is, how much space there is between each text line. The default for \texttt{:vertical-spacing} is 2.
\item[\textbf{:end-of-line-action}] \textit{Option}
\item[Summary:] This specifies the end-of-line action to be used. The default is \texttt{:wrap}. (The other possible value is \texttt{:allow}.)
\item[\textbf{:end-of-page-action}] \textit{Option}
\item[Summary:] This specifies the end-of-page action to be used. The default is \texttt{:scroll}. (The other possible value is \texttt{:allow}.)
\item[\textbf{:output-record}] \textit{Option}
\item[Summary:] This names the output record class to be used for the output history of the pane. The default is \texttt{standard-tree-output-history}.
\item[\textbf{:draw}] \item[\textbf{:record}] \item[\textbf{:record}] \item[Options]
\item[Summary:] These options specify whether the pane should initially allow drawing and output recording, respectively. The default for both options is \texttt{t}.
\end{description}

10.3.2 Extended Stream Pane Classes

\textbf{clim-stream-pane} \textit{Leaf Pane}
\item[Summary:] This class implements a pane that supports the CLIM graphics, extended input and output, and output recording protocols. Any extended stream panes used will most commonly be subclasses of this class.

The five following panes classes are subclasses of \texttt{clim-stream-pane}. Fundamentally, these panes have the same capabilities; however, by convention, the different pane classes have distinct roles. For instance, interactor panes are used for standard input, whereas application panes, by default, specify the destination for standard output.
interactor-pane

Summary: The pane class that implements "interactor" panes. The default method for frame-standard-input will return the first pane of this type.

The default for :display-time is nil and for :scroll-bars is :vertical.

application-pane

Summary: The pane class that implements "application" panes. The default method for frame-standard-output will return the first pane of this type.

The default for :display-time is :command-loop and for :scroll-bars is t.

command-menu-pane

Summary: The pane class that implements command menu panes that are not menu bars. The default display function for panes of this type is display-command-menu.

For command-menu-pane, the default for :display-time is :command-loop, the default for :incremental-redisplay is t, and the default for :scroll-bars is t.

title-pane

Summary: The pane class that implements a title pane. The default display function for panes of this type is display-title. If the title to be displayed will not change, it can be supplied using the option :display-string described in 10.3.1 Extended Stream Pane Options. If neither :display-function or :display-string is supplied, the title will be taken from frame-pretty-name (see 9.9.1 Finding Frame Managers).

The default for :display-time is t and for :scroll-bars is nil.

pointer-documentation-pane

Summary: The pane class that implements the pointer documentation pane.

The default for :display-time is nil and for :scroll-bars is nil.

10.3.3 Making CLIM Extended Stream Panes

Most CLIM extended stream panes will contain more information than can be displayed in the allocated screen space, so scroll bars are nearly always desirable. CLIM therefore provides a convenient form for creating composite panes that include a CLIM stream pane, scroll bars, labels, and so forth. For window stream pane functions, see 13.7 CLIM Window Stream Pane Functions.

make-clim-stream-pane

Function

make-clim-stream-pane &rest options &key type label scroll-bars &allow-other-keys

Summary: Creates a pane of type type, which defaults to clim-stream-pane. If label is supplied, it is a string used to label the pane. scroll-bars may be t to indicate that both vertical and horizontal scroll bars should be included, :vertical (the default) to indicate that vertical scroll bars should be included, or :horizontal to indicate that horizontal scroll bars should be included.

The other options may include all the valid CLIM extended stream pane options.

make-clim-interactor-pane

Function

make-clim-interactor-pane &rest options
10.4 Defining A New Pane Type: Leaf Panes

To define a gadget pane implementation, first define the appearance and layout behavior of the gadget, next define the callbacks, and last define the specific user interactions that trigger the callbacks.

For example, to define an odd new kind of button that displays itself as a circle and is activated whenever the mouse is moved over it, proceed as follows:

```lisp
;; A new kind of button
(defclass sample-button-pane (gadget-pane) ()

;; An arbitrary size parameter
(defparameter *sample-button-radius* 10)

;; Define the sheet’s repaint method to draw the button.
(defmethod handle-repaint ((button sample-button-pane) region &key medium &allow-other-keys)
  (let ((radius *sample-button-radius*)
        (half (round *sample-button-radius* 2)))
    ;; Larger circle with small one in the center.
    (draw-circle* medium radius radius radius :filled nil)
    (draw-circle* medium radius radius half :filled t)))

;; Define the pane’s compose-space method to always request the
;; fixed size of the pane.
(defmethod compose-space ((pane sample-button-pane))
  (make-space-requirement :width (* 2 *sample-button-radius*)
                        :height (* 2 *sample-button-radius*)))
```

The previous code is enough to allow you to instantiate the button pane in an application frame. It will fit in with the space composition protocol of, for example, a `bbox-pane`. It will display itself as two nested circles.

The next step is to define the callbacks supported by this gadget, and the user interaction that triggers them. The resulting pane is a leaf pane.

```lisp
;; This default method is defined so that the callback can be invoked
;; on an arbitrary client value without error.
(defmethod value-change-callback ((button sample-button-pane) client id value)
  (declare (ignore client id value)))

;; This event processing method defines the rather odd interaction
;; style of this button, to wit: it triggers the activate callback
;; whenever the mouse moves into it.
(defmethod enter-region
  ((pane sample-button-pane) &key &allow-other-keys)
  (value-change-callback pane
                        (gadget-client pane) (gadget-id pane) nil))
```
10.5 Gadgets

Gadgets are panes that implement such common toolkit components as push buttons or scroll bars. Each gadget class has a set of associated generic functions that serve the same role that callbacks serve in traditional toolkits. (A callback is a function that informs an application that one of its gadgets has been used.) For example, a push button has an "activate" callback function that is invoked when its button is "pressed;" a scroll bar has a "value changed" callback that is invoked after its indicator has been moved.

The gadget definitions specified by CLIM are abstract; that is, the gadget definition does not specify the exact user interface of the gadget, but only specifies the semantics that the gadget should provide. For instance, it is not defined whether the user clicks on a push button with the mouse, or moves the mouse over the button and then presses some key on the keyboard to invoke the "activate" callback. Each toolkit implementation will specify the look and feel of their gadgets. Typically, the look and feel will be derived directly from the underlying toolkit.

Each of CLIM's abstract gadgets has at least one standard implementation that is written using the facilities provided solely by CLIM itself. The gadgets' appearances are achieved via calls to the CLIM graphics functions, and their interactive behavior is defined in terms of the CLIM input event processing mechanism. Since these gadget implementations are written entirely in terms of CLIM, they are portable across all supported CLIM host window systems. Furthermore, since the specific look and feel of each such gadget is "fixed" in CLIM Lisp code, the gadget implementation will look and behave the same in all environments.

10.5.1 Abstract Gadgets

The push button and slider gadgets alluded to previously are abstract gadgets. The callback interface to all of the various implementations of the gadget is defined by the abstract class. In the :panes clause of define-application-frame, the abbreviation for a gadget is the name of the abstract gadget class.

At pane creation time (that is, make-pane), the frame manager resolves the abstract class into a specific implementation class; the implementation classes specify the detailed look and feel of the gadget. Each frame manager will keep a mapping from abstract gadgets to an implementation class; if the frame manager does not implement its own gadget for the abstract gadget classes in the following sections, it will use the portable class provided by CLIM. Since every implementation of an abstract gadget class is a subclass of the abstract class, they all share the same programmer interface.

10.5.1.1 Using Gadgets

Every gadget has a client that is specified when the gadget is created. The client is notified via the callback mechanism when any important user interaction takes place. Typically, a gadget's client will be an application frame or a composite pane. Each callback generic function is invoked on the gadget, its client, the gadget id, and other arguments that vary depending on the callback.

For example, the argument list for activate-callback looks like (gadget client gadget-id). Assuming the programmer has defined an application frame called button-test that has a CLIM stream pane in the slot output-pane, she could write the following method:

```lisp
(defun activate-callback (button (client button-test) gadget-id)
  (with-slots (output-pane) client
    (format output-pane
           "The button ~S was pressed, client ~S, id ~S."
           button client gadget-id)))
```

One problem with this example is that it differentiates on the class of the gadget, not on the particular gadget instance. That is, the same method will run for every push button that has the button-test frame as its client.

One way to distinguish between the various gadgets is via the gadget id, which is also specified when the gadget is created.
The value of the gadget id is passed as the third argument to each callback generic function. In this case, if we have two buttons, we might install `start` and `stop` as the respective gadget ids and then use `eql` specializers on the gadget ids. We could then refine the previous method as:

```lisp
(defvar gadget-id (eql 'start))
(defvar gadget-id (eql 'stop))
```

```lisp
(defmethod activate-callback
  ((button push-button) (client button-test) (gadget-id (eql 'start)))
  (start-test client))
```

```lisp
(defmethod activate-callback
  ((button push-button) (client button-test) (gadget-id (eql 'stop)))
  (stop-test client))
```

Another way to distinguish between gadgets is to specify explicitly what function should be called when the callback is invoked. This is done by supplying an appropriate initarg when the gadget is created. The previous example could then be written as follows:

```lisp
;; Create the start and stop push buttons
(make-pane 'push-button
  :label "Start"
  :client frame :id 'start)
(make-pane 'push-button
  :label "Stop"
  :client frame :id 'stop)
```

Another way to distinguish between gadgets is to specify explicitly what function should be called when the callback is invoked. This is done by supplying an appropriate initarg when the gadget is created. The previous example could then be written as follows:

```lisp
;; No callback methods needed; just create the push buttons.
(make-pane 'push-button
  :label "Start"
  :client frame :id 'start
  :activate-callback
    #'(lambda (gadget)
        (start-test (gadget-client gadget))))
(make-pane 'push-button
  :label "Stop"
  :client frame :id 'stop
  :activate-callback
    #'(lambda (gadget)
        (stop-test (gadget-client gadget))))
```

### 10.5.1.2 Implementing Gadgets

The following shows how a push button gadget might be implemented.

```lisp
;; A PUSH-BUTTON uses the ACTIVATE-CALLBACK, and has a label.
;; This is the abstract class
(defclass push-button (action-gadget labelled-gadget) ())

;; Here is a concrete implementation of a PUSH-BUTTON.
;; The "null" frame manager create a pane of type PUSH-BUTTON-Pane when
;; asked to create a PUSH-BUTTON.
(defclass push-button-pane
  (push-button leaf-pane space-requirement-mixin)
  ((show-as-default :initarg :show-as-default
                     :accessor push-button-show-as-default)
   (armed :initform nil)))

;; General highlight-by-inverting method
(defmethod highlight-button ((pane push-button-pane) medium)
  (with-bounding-rectangle* (left top right bottom) (sheet-region pane)
    (draw-rectangle*))
```

164
compute the amount of space required by a push-button-pane
(defmethod compose-space ((pane push-button-pane) &key width height)
  (multiple-value-bind (width height)
      (compute-gadget-label-size pane)
    (make-space-requirement :width width :height height)))

This gets invoked to draw the push button.
(defmethod repaint-sheet ((pane push-button-pane) region)
  (declare (ignore region))
  (with-sheet-medium (medium pane)
    (let ((text (gadget-label pane))
          (text-style (slot-value pane 'text-style))
          (armed (slot-value pane 'armed))
          (region (sheet-region pane))
          (multiple-value-call #'draw-rectangle*
                           medium (bounding-rectangle*
                                (sheet-region pane))
                           :filled nil)
          (draw-textmedium
text
          (clim-utils::bounding-rectangle-center region)
          :text-style text-style
          :align-x ':center
          :align-y ':top)
          (when (eql armed ':button-press)
            (highlight-button pane medium)))))

When we enter the push button's region, arm it.
(defmethod handle-event ((pane push-button-pane)
                        (event pointer-enter-event))
  (with-slots (armed) pane
    (unless armed
      (setf armed t)
      (armed-callback
       pane (gadget-client pane) (gadget-id pane))))))

When we leave the push button's region, disarm it.
(defmethod handle-event ((pane push-button-pane)
                         (event pointer-exit-event))
  (with-slots (armed) pane
    (when armed
      (when (eql armed ':button-press)
        (highlight-button pane medium))
      (setf armed nil)
      (disarmed-callback
       pane (gadget-client pane) (gadget-id pane))))))

When the user presses a pointer button, ensure that the button
is armed, and highlight it.
(defmethod handle-event ((pane push-button-pane)
                         (event pointer-button-press-event))
  (with-slots (armed) pane
    (unless armed
      (setf armed ':button-press)
      (armed-callback
       pane (gadget-client pane) (gadget-id pane))
      (with-sheet-medium (medium pane)
        (highlight-button pane medium))))))

When the user releases the button and the button is still armed,
call the activate callback.
(defmethod handle-event ((pane push-button-pane)
                         (event pointer-button-release-event))
10.5.2 Basic Gadget Classes

The following are the basic gadget classes upon which all abstract gadgets are built.

**gadget**  
*Summary:* The protocol class that corresponds to a gadget, a subclass of *pane*. If you want to create a new class that behaves like a gadget, it should be a subclass of *gadget*. Subclasses of *gadget* must obey the gadget protocol.

All of the subclasses of *gadget* are mutable.

**gadgetp**  
*Function*  
**gadgetp object**

*Summary:* Returns `t` if `object` is a gadget; otherwise, it returns `nil`.

**basic-gadget**  
*Class*  
*Summary:* The base class on which all CLIM gadget classes are built.

**:id**  
**:client**  
**:armed-callback**  
**:disarmed-callback**  
*Initargs*  

*Summary:* All subclasses of *gadget* must handle these four initargs, which are used to specify, respectively, the gadget id, client, armed callback, and disarmed callback of the gadget.

**gadget-id**  
*Generic Function*  
**gadget-id gadget**

**setf gadget-id**

*Generic Function*  
**setf gadget-id id gadget**

*Summary:* Returns (or sets) the gadget id of the gadget *gadget*. The id is typically a simple Lisp object that uniquely identifies the gadget.

**gadget-client**  
*Generic Function*  
**gadget-client gadget**

**setf gadget-client**

*Generic Function*  
**setf gadget-client client gadget**

*Summary:* Returns the client of the gadget *gadget*. The client is usually an application frame, but it could be another gadget (for example, a push button contained in a radio box).
10 Panes and Gadgets

**gadget-armed-callback**

**gadget-armed-callback** `gadget`

**Summary:** Returns the functions that will be called when the armed or disarmed callback, respectively, are invoked. These functions will be invoked with a single argument, the gadget.

When these functions return `nil`, there is no armed (or disarmed) callback for the gadget.

**gadget-disarmed-callback**

**gadget-disarmed-callback** `gadget`

**Summary:** Causes the gadget to become grayed over; this may not be apparent in some environments.

The default methods (on `basic-gadget`) call the function stored in `gadget-armed-callback` or `gadget-disarmed-callback` with one argument, the gadget.

**arm-callback**

**arm-callback** `gadget client gadget-id`

**Summary:** These callbacks are invoked when the gadget `gadget` is, respectively, armed or disarmed. The exact definition of arming and disarming varies from gadget to gadget, but typically a gadget becomes armed when the pointer is moved into its region, and disarmed when the pointer moves out of its region.

The default methods (on `basic-gadget`) call the function stored in `gadget-armed-callback` or `gadget-disarmed-callback` with one argument, the gadget.

**activate-gadget**

**activate-gadget** `gadget`

**Summary:** Causes the host gadget to become active, that is, available for input.

**deactivate-gadget**

**deactivate-gadget** `gadget`

**Summary:** Causes the host gadget to become inactive, that is, unavailable for input. In some environments this may cause the gadget to become grayed over; in others, no visual effect may be detected.

**gadget-active-p**

**gadget-active-p** `gadget`

**Summary:** Returns `t` if `gadget` is active, that is, has been activated with `activate-gadget`.

**note-gadget-activated**

**note-gadget-activated** `client gadget`

**Summary:** This function is invoked after a gadget is made active.

**note-gadget-deactivated**

**note-gadget-deactivated** `client gadget`

**Summary:** This function is invoked after a gadget is made inactive.
10 Panes and Gadgets

value-gadget  

Class

Summary: The class used by gadgets that have a value; a subclass of basic-gadget.

:value
:value-changed-callback

Initargs

Summary: All subclasses of value-gadget must handle these two initargs, which specify, respectively, the initial value and the value changed callback of the gadget.

gadget-value

Generic Function

gadget-value value-gadget

Summary: Returns the value of the gadget value-gadget. The interpretation of the value varies from gadget to gadget. For example, a scroll bar's value might be a number between 0 and 1, while a toggle button's value is either t or nil. (The documentation of each individual gadget specifies how to interpret the value.)

(setf gadget-value)

Generic Function

(setf gadget-value) value value-gadget &key invoke-callback

Summary: Sets the gadget's value to the specified value. In addition, if invoke-callback is t (the default is nil), the value-changed callback for the gadget is invoked. The syntax for using (setf gadget-value) is:

(setf (gadget-value gadget :invoke-callback t) new-value)

gadget-value-changed-callback

Generic Function

gadget-value-changed-callback value-gadget

Summary: Returns the function that will be called when the value changed callback is invoked. This function will be invoked with two arguments, the gadget and the new value.

When this function returns nil, there is no value-changed callback for the gadget.

value-changed-callback

Callback

value-changed-callback value-gadget client gadget-id value

Summary: This callback is invoked whenever the value of a gadget is changed.

The default method (on value-gadget) calls the function stored in gadget-value-changed-callback with two arguments, the gadget and the new value.

CLIM implements or inherits a method for value-changed-callback for every gadget that is a subclass of value-gadget.

action-gadget

Class

Summary: The class used by gadgets that perform some kind of action, such as a push button; a subclass of basic-gadget.

:activate-callback

Initarg

Summary: All subclasses of action-gadget must handle this initarg, which specifies the activate callback of the gadget.
gadget-activate-callback

**Summary:** Returns the function that will be called when the gadget is activated. This function will be invoked with one argument, the gadget.

When this function returns `nil`, there is no value-activate callback for the gadget.

activate-callback

**Summary:** This callback is invoked when the gadget is activated.

The default method (on `action-gadget`) calls the function stored in `gadget-activate-callback` with one argument, the gadget.

CLIM implements or inherits a method for `activate-callback` for every gadget that is a subclass of `action-gadget`.

oriented-gadget-mixin

**Summary:** The class that is mixed into a gadget that has an orientation associated with it, for example, a slider. This class is not intended to be instantiated.

:orientation

**Summary:** All subclasses of `oriented-gadget-mixin` must handle this initarg, which is used to specify the orientation of the gadget. The value is either `:horizontal` or `:vertical`.

gadget-orientation

**Summary:** Returns the orientation of the gadget `oriented-gadget`. Typically, this will be a keyword such as `:horizontal` or `:vertical`.

labelled-gadget-mixin

**Summary:** The class that is mixed into a gadget that has a label, for example, a push button. This class is not intended to be instantiated.

:label
:align-x
:align-y

**Summary:** All subclasses of `labelled-gadget-mixin` must handle these initargs, which are used to specify the label and its x and y alignment. Labelled gadgets will also have a text style for the label, but this is managed by the usual text-style mechanism for panes.
Summary: Returns (or sets) the label of the gadget labelled-gadget. The label must be a string. Changing the label of a gadget may result in invoking the layout protocol on the gadget and its ancestor sheets.

\[
gadget\text{-}label\text{-}align\text{-}x\quad \text{Generic Function}
\]
\[
gadget\text{-}label\text{-}align\text{-}x \: \text{labelled-gadget}
\]
\[
(setf \: \text{gadget\text{-}label\text{-}align\text{-}x})\quad \text{Generic Function}
\]
\[
(setf \: \text{gadget\text{-}label\text{-}align\text{-}x} \: \text{alignment} \: \text{labelled-gadget}
\]

Summary: Returns (or sets) the alignment of the label of the gadget labelled-gadget. Changing the alignment a gadget may result in invoking the layout protocol on the gadget and its ancestor sheets.

\[
gadget\text{-}label\text{-}align\text{-}y\quad \text{Generic Function}
\]
\[
gadget\text{-}label\text{-}align\text{-}y \: \text{labelled-gadget}
\]
\[
(setf \: \text{gadget\text{-}label\text{-}align\text{-}y})\quad \text{Generic Function}
\]
\[
(setf \: \text{gadget\text{-}label\text{-}align\text{-}y} \: \text{alignment} \: \text{labelled-gadget}
\]

Summary: Returns (or sets) the alignment of the label of the gadget labelled-gadget. Changing the alignment a gadget may result in invoking the layout protocol on the gadget and its ancestor sheets.

\[
gadget\text{-}label\text{-}text\text{-}style\quad \text{Generic Function}
\]
\[
gadget\text{-}label\text{-}text\text{-}style \: \text{labelled-gadget}
\]
\[
(setf \: \text{gadget\text{-}label\text{-}text\text{-}style})\quad \text{Generic Function}
\]
\[
(setf \: \text{gadget\text{-}label\text{-}text\text{-}style} \: \text{text-style} \: \text{labelled-gadget}
\]

Summary: Returns (or sets) the text style of the label of the gadget labelled-gadget. This must be a CLIM text style object. Changing the label text style of a gadget may result in invoking the layout protocol on the gadget and its ancestor sheets.

\[
range\text{-}gadget\text{-}mixin\quad \text{Class}
\]

Summary: The class that is mixed into a gadget that has a range, for example, a slider.

\[
:min\text{-}value
\]

\[
:max\text{-}value
\]

Initargs

Summary: All subclasses of range-gadget-mixin must handle these two initargs, which are used to specify the minimum and maximum value of the gadget.

\[
gadget\text{-}min\text{-}value\quad \text{Generic Function}
\]
\[
gadget\text{-}min\text{-}value \: \text{range-gadget}
\]
\[
(setf \: \text{gadget\text{-}min\text{-}value})\quad \text{Generic Function}
\]
\[
(setf \: \text{gadget\text{-}min\text{-}value} \: \text{min-value} \: \text{range-gadget}
\]

Summary: Returns (or sets) the minimum value of the gadget range-gadget, a real number.

\[
gadget\text{-}max\text{-}value\quad \text{Generic Function}
\]
\[
gadget\text{-}max\text{-}value \: \text{range-gadget}
\]
10 Panes and Gadgets

(setf gadget-max-value)  
(setf gadget-max-value)  

Summary: Returns (or sets) the maximum value of the gadget range-gadget, a real number.

(gadget-range)  
(gadget-range range-gadget)  

Summary: Returns the range of range-gadget, that is, the difference of the maximum value and the minimum value.

(gadget-range*)  
(gadget-range* range-gadget)  

Summary: Returns the the minimum value and the maximum value of range-gadget as two values.

10.5.3 Abstract Gadget Classes

CLIM supplies a set of gadgets that have been designed to be compatible with a variety of user interface toolkits, including Xt widget-based toolkits (such as Motif), OpenLook, and the MacToolbox.

Each gadget maps to an implementation-specific object that is managed by the underlying toolkit. For example, when a CLIM program manipulates an object of class scroll-bar, the underlying implementation-specific object might be a Motif ScrollBar widget. As events are processed on the underlying object, the corresponding generic operations are applied to the Lisp gadget.

Note that not all operations will necessarily be generated by particular toolkit implementations. For example, a user interface toolkit that is designed for a 3-button mouse may generate significantly more gadget events than one designed for a 1-button mouse.

10.5.3.1 The Label Gadget

label-pane

labelling

labelling (&rest options &key label label-alignment &allow-other-keys) &body contents  

Summary: Creates a pane that consists of the specified label, which is a string.

Valid options are :align-x (one of :left, :right, or :center) and :text-style.

label-alignment may be one of :top or :bottom.

contents must be a single (but possibly compound) pane.

10.5.3.2 The List-Pane and Option-Pane Gadgets

A list pane is a list of buttons. An option pane is a single button that, when pressed, pops up a menu of selections.

list-pane

Summary: The class that implements an abstract list pane. It is a subclass of value-gadget.
10 Panes and Gadgets

:mode

Summary: Either :one-of or :some-of. When it is :one-of, the list pane acts like a radio box; that is, only one item can be selected. When it is :some-of (the default), zero or more items can be selected at a time.

:items
:items
:name-key
:value-key
:test

Summary: The :items initarg specifies a sequence of items to use as the items of the list pane. The name of the item is extracted by the function that is the value of the :name-key initarg, which defaults to princ-to-string. The value of the item is extracted by the function that is the value of the :value-key initarg, which defaults to identity. The :test initarg specifies a function of two argument that is used to compare items; it defaults to eql. For example:

(make-pane 'list-pane
  :value '("Lisp" "C++")
  :mode :some-of
  :items '("Lisp" "Fortran" "C" "C++" "Cobol" "Ada")
  :test 'string=)

gadget-value

Summary: Returns the single selected item when the mode is :one-of, or a sequence of selected items when the mode is :some-of.

generic-list-pane

Summary: The class that implements a portable list pane; a subclass of list-pane.

option-pane

Summary: The class that implements an abstract option pane. It is a subclass of value-gadget.

:items
:items
:name-key
:value-key
:test

Summary: The :items initarg specifies a sequence of items to use as the items of the option pane. The name of the item is extracted by the function that is the value of the :name-key initarg, which defaults to princ-to-string. The value of the item is extracted by the function that is the value of the :value-key initarg, which defaults to identity. The :test initarg specifies a function of two argument that is used to compare items; it defaults to eql.

gadget-value

Summary: Returns the single selected item.
10.5.3.3 The Menu-Button Gadget

Note: The Menu-Button gadget is available only in Liquid CL CLIM.

The menu-button gadget provides similar behavior to the toggle-button gadget, except that it is intended for items in menus. The returned value is generally the item chosen from the menu.

arm-callback will be invoked when the menu button becomes armed (such as when the pointer moves into it, or a pointer button is pressed over it). When the menu button is actually activated (by releasing the pointer button over it),

value-changed-callback will be invoked. Finally, disarm-callback will be invoked after

value-changed-callback, or when the pointer is moved outside of the menu button.

10.5.4 The Push-Button Gadget

The push-button gadget provides press-to-activate switch behavior.

arm-callback will be invoked when the push button becomes armed (such as when the pointer moves into it, or a pointer button is pressed over it). When the button is actually activated (by releasing the pointer button over it),

activate-callback will be invoked. Finally, disarm-callback will be invoked after activate-callback, or when the pointer is moved outside of the button.
10.5.3.5 The Radio-Box and Check-Box Gadgets

A radio box is a special kind of gadget that constrains one or more toggle buttons. At any one time, only one of the buttons managed by the radio box may be "on." A radio box is responsible for laying out its contents (the buttons that it contains). So that the value of the radio box can be properly computed, it is a client of each of its buttons. As the current selection changes, the previously selected button and the newly selected button both have their \texttt{value-changed-callback} handlers invoked.

Like a radio box, a check box is a gadget that constrains a number of toggle buttons, but unlike a radio box, a check box may have zero or more of its buttons selected at a time.

\begin{itemize}
  \item \texttt{radio-box} \texttt{Class}
    \begin{itemize}
      \item \textit{Summary}: The class that implements a radio box. It is a subclass of \texttt{value-gadget} and \texttt{oriented-gadget-mixin}.
    \end{itemize}
  \item \texttt{:current-selection} \texttt{Initarg}
    \begin{itemize}
      \item \textit{Summary}: This is used to specify which button, if any, should be initially selected.
    \end{itemize}
  \item \texttt{radio-box-current-selection} \texttt{Generic Function}
    \begin{itemize}
      \item \texttt{radio-box-current-selection radio-box}
      \item \texttt{(setf radio-box-current-selection)} \texttt{Generic Function}
        \begin{itemize}
          \item \texttt{(setf radio-box-current-selection button radio-box)}
            \begin{itemize}
              \item \textit{Summary}: Returns (or sets) the current selection for the radio box. The current selection will be one of the toggle buttons in the box.
            \end{itemize}
        \end{itemize}
  \item \texttt{radio-box-selections} \texttt{Generic Function}
    \begin{itemize}
      \item \texttt{radio-box-selections radio-box}
        \begin{itemize}
          \item \textit{Summary}: Returns a sequence of all the selections in the radio box. The elements of the sequence will be toggle buttons.
        \end{itemize}
  \item \texttt{gadget-value} \texttt{Generic Function}
    \begin{itemize}
      \item \texttt{gadget-value (button radio-box)}
        \begin{itemize}
          \item \textit{Summary}: Returns the selected button (i.e., returns the same value as \texttt{radio-box-current-selection}).
        \end{itemize}
  \item \texttt{radio-box-pane} \texttt{Class}
    \begin{itemize}
      \item \textit{Summary}: The class that implements a portable radio box; it is a subclass of \texttt{radio-box}.
    \end{itemize}
  \item \texttt{check-box} \texttt{Class}
    \begin{itemize}
      \item \textit{Summary}: The class that implements a check box. \texttt{check-box} is a subclass of \texttt{value-gadget} and \texttt{oriented-gadget-mixin}.
    \end{itemize}
  \item \texttt{:current-selection} \texttt{Initarg}
    \begin{itemize}
      \item \textit{Summary}: This is used to specify which button, if any, should be initially selected.
    \end{itemize}
  \item \texttt{check-box-current-selection} \texttt{Generic Function}
    \begin{itemize}
      \item \texttt{check-box-current-selection check-box}
    \end{itemize}
\end{itemize}
(setf check-box-current-selection)  

(setf check-box-current-selection)  button  check-box

Summary: Returns (or sets) the current selection for the check box. The current selection will be a list of zero or more of the toggle buttons in the box.

check-box-selections

check-box-selections  check-box

Summary: Returns a sequence of all the selections in the check box. The elements of the sequence will be toggle buttons.

gadget-value

gadget-value  (button  check-box)

Summary: Returns the selected buttons as a list (i.e., returns the same value as check-box-current-selection).

check-box-pane

Summary: The class that implements a portable check box; it is a subclass of check-box.

with-radio-box

with-radio-box  (&rest  options  &key  (type  one-of)  &allow-other-keys)  &body  body

Summary: Creates a radio box whose buttons are created by the forms in body. The macro radio-box-current-selection can be wrapped around one of forms in body in order to indicate that that button is the current selection.

A radio box will be created if type is :one-of, a check box if :some-of.

For example, the following creates a radio box with three buttons in it, the second of which is initially selected.

(with-radio-box ()
  (make-pane 'toggle-button :label "Mono")
  (radio-box-current-selection
   (make-pane 'toggle-button :label "Stereo")
   (make-pane 'toggle-button :label "Quad")
)

The following simpler form can be used when you do not need to control the appearance of each button closely.

(with-radio-box () "Mono" "Stereo" "Quad")

10.5.3.6 The Scroll-Bar Gadget

The scroll-bar gadget corresponds to a scroll bar.

scroll-bar

Summary: The class that implements a scroll bar. This is a subclass of value-gadget, oriented-gadget-mixin, and range-gadget-mixin.

:drag-callback
:scroll-to-bottom-callback
:scroll-to-top-callback
10 Panes and Gadgets

:scroll-down-line-callback
:scroll-up-line-callback
:scroll-down-page-callback
:scroll-up-page-callback

Summary: Specifies the various callbacks for the scroll bar.

scroll-bar-drag-callback

scroll-bar-drag-callback scroll-bar

Summary: Returns the function that will be called when the indicator of the scroll bar is dragged. This function will be invoked with a two arguments, the scroll bar and the new value.

scroll-bar-scroll-to-bottom-callback

scroll-bar-scroll-to-bottom-callback scroll-bar

scroll-bar-scroll-to-top-callback

scroll-bar-scroll-to-top-callback scroll-bar

scroll-bar-scroll-down-line-callback

scroll-bar-scroll-down-line-callback scroll-bar

scroll-bar-scroll-up-line-callback

scroll-bar-scroll-up-line-callback scroll-bar

scroll-bar-scroll-down-page-callback

scroll-bar-scroll-down-page-callback scroll-bar

scroll-bar-scroll-up-page-callback

scroll-bar-scroll-up-page-callback scroll-bar

Summary: Returns the functions that will be used as callbacks when various parts of the scroll bar are clicked on. These are all functions of one argument, the scroll bar.

When any of these functions returns nil, there is no callback of that type for the gadget.

drag-callback

drag-callback scroll-bar client gadget-id value

Summary: This callback is invoked when the value of the scroll bar is changed while the indicator is being dragged. The function stored in scroll-bar-drag-callback is called with two arguments, the scroll bar and the new value.

The value-changed-callback is invoked only after the indicator is released after dragging it.

scroll-to-top-callback

scroll-to-top-callback scroll-bar client gadget-id

scroll-to-bottom-callback

scroll-to-bottom-callback scroll-bar client gadget-id
10 Panes and Gadgets

**scroll-up-line-callback**

`scroll-up-line-callback` `scroll-bar client gadget-id`

**scroll-up-page-callback**

`scroll-up-page-callback` `scroll-bar client gadget-id`

**scroll-down-line-callback**

`scroll-down-line-callback` `scroll-bar client gadget-id`

**scroll-down-page-callback**

`scroll-down-page-callback` `scroll-bar client gadget-id`

- **Summary:** All the callbacks above are invoked when appropriate parts of the scroll bar are clicked on. Note that each implementation may not have "hot spots" corresponding to each of these callbacks.

**gadget-value**

`gadget-value` `button scroll-bar`

- **Summary:** Returns a real number within the specified range.

**scroll-bar-pane**

- **Summary:** The class that implements a portable scroll bar; it is a subclass of `scroll-bar`.

### 10.5.3.7 The Slider Gadget

The `slider` gadget corresponds to a slider.

**slider**

- **Summary:** The class that implements a slider. This is a subclass of `value-gadget`, `oriented-gadget-mixin`, `range-gadget-mixin`, and `labelled-gadget-mixin`.

**:drag-callback**

**:show-value-p**

**:decimal-places**

- **Summary:** Specifies the drag callback for the slider, whether the slider should show its current value, and how many decimal places to the right of the decimal point should be displayed when the slider is showing its current value.

**slider-drag-callback**

`slider-drag-callback` `slider`

- **Summary:** Returns the function that will be called when the slider's indicator is dragged. This function will be invoked with two arguments, the slider and the new value.

  - When this function returns `nil`, there is no drag callback for the gadget.

**drag-callback**

`drag-callback` `slider client gadget-id value`
Summary: This callback is invoked when the value of the slider is changed while the indicator is being dragged. The function stored in `slider-drag-callback` is called with two arguments, the slider and the new value.

The `value-changed-callback` is invoked only after the indicator is released after dragging it.

gadget-value

**gadget-value** *(button slider)*

*Summary:* Returns a real number that is the value of `button`.

slider-pane

*Summary:* The class that implements a portable slider; a subclass of `slider`.

:number-of-tick-marks

:number-of-quanta

*Summary:* Specifies the number of tick marks that should be drawn on the scroll bar, and the number of quanta in the scroll bar. If the scroll bar is quantized, it will consist of discrete (rather than continuous) values.

*Note:* `:number-of-tick-marks` and `:number-of-quanta` are available only in Liquid CL CLIM.

gadget-show-value-p

**gadget-show-value-p** *(slider)*

*Summary:* Returns `t` if the slider shows its value; otherwise, it returns `nil`.

*Note:* `gadget-show-value-p` is available only in Liquid CL CLIM.

10.5.3.8 The Text-Field and Text-Editor Gadgets

The `text-field` gadget corresponds to a small field containing text. The `text-editor` gadget corresponds to a large field containing multiple lines of text.

text-field

*Summary:* The class that implements a text field. This is a subclass of `value-gadget` and `action-gadget`. The value of a text field is the text string.

:editable-p

*Summary:* Specifies whether or not the text field can be edited.

gadget-value

**gadget-value** *(value-gadget text-field)*

*Summary:* Returns the resulting string.

text-field-pane

*Summary:* The instantiable class that implements a portable text field; it is a subclass of `text-field`.

text-editor

*Summary:* The instantiable class that implements an abstract large text field. This is a subclass of `text-field`.

The value of a text editor is the text string.
In addition to gadget panes, CLIM allows gadgets to be used inside of CLIM stream panes. For instance, an accepting-values pane whose fields consist of gadgets may appear in an ordinary CLIM stream pane.

10.5.4 Integrating Gadgets and Output Records

Summary: Specifies the width and height of the text editor in columns and number of lines.

Summary: Returns the resulting string.

Summary: The instantiable class that implements a portable text editor; it is a subclass of text-editor.

Summary: The class that implements an abstract toggle button. It is a subclass of value-gadget and labelled-gadget-mixin.

Summary: This initializes the indicator type property for the gadget.

Summary: Returns the indicator type for the toggle button. This will be either :one-of or :some-of. The indicator type controls the appearance of the toggle button. For example, many toolkits present a one-of-many choice differently from a some-of-many choice.

Summary: Returns t if the button is selected; otherwise, it returns nil.

Summary: The class that implements a portable toggle button; a subclass of toggle-button.
Note that many of the functions in the output record protocol must correctly manage the case where output records contain gadgets. For example, `(setf output-record-position)` may need to notify the host window system that the toolkit object representing the gadget has moved, `window-clear` needs to deactivate any gadgets, and so forth.

---

**gadget-output-record**  
*Class*

*Summary:* The instantiable class that represents an output record class that contains a gadget. This is a subclass of `output-record`.

**with-output-as-gadget**  
*Macro*

`with-output-as-gadget (stream &rest options) &body body`

*Summary:* Invokes `body` to create a gadget, and then creates a gadget output record that contains the gadget and installs it into the output history of the output recording stream `stream`. The returned value of `body` must be the gadget.

The options in `options` are passed as initargs to the call to `invoke-with-new-output-record` that is used to create the gadget output record.

The `stream` argument is not evaluated, and must be a symbol that is bound to an output recording stream. If `stream` is `t`, `*standard-output*` is used. `body` may have zero or more declarations as its first forms.

For example, the following could be used to create an output record containing a radio box that contains several toggle buttons:

```
(with-output-as-gadget
 (stream)
  (let* ((radio-box
    (make-pane 'radio-box
      :client stream :id 'radio-box))
    (dolist (item sequence)
      (make-pane 'toggle-button
        :label (princ-to-string (item-name item))
        :value (item-value item)
        :id item :parent radio-box))
    radio-box))
```

An example of a push button that calls back into the presentation type system to execute a command might be as follows:

```
(with-output-as-gadget
 (stream)
  (make-pane 'push-button
    :label "Click here to exit"
    :activate-callback #'(lambda (button)
      (frame-exit (pane-frame button)))))
```
11 Commands

11.1 Introduction to CLIM Commands

In CLIM, users interact with applications through the use of commands. Commands are a way of representing an operation in an application.

Commands are performed by the command loop, which accepts input of presentation type command and then executes the accepted command. 11.3 Command Objects discusses how commands are represented.

CLIM also supports actions, which are performed directly by the user interface. Actions are seldom necessary, as it is usually the functionality of commands that is desired. See the macro define-presentation-action for a discussion of when presentation actions are appropriate.

CLIM supports four main styles of interaction:

- Mouse interaction via command menus.
  A command is invoked by clicking on an item in a menu.

- Mouse interaction via command translators.
  A command can be invoked by clicking on any object displayed by the interface. The particular combination of mouse-buttons and modifier keys (e.g., SHIFT, CONTROL) is called a gesture. As part of the presentation system, a command translator turns a gesture on an object into a command.

- Keyboard interaction using a command-line processor.
  The user types a complete textual representation of command names and arguments. The text is parsed by the command-line processor to form a command. A special character (usually NEWLINE) indicates to the command-line processor that the text is ready to be parsed.

- Keyboard interaction using keystroke accelerators.
  A single keystroke invokes the associated command.

The choice of interaction styles is independent of the command loop or the set of commands. The relationship between a user's interactions and the commands to be executed is governed by command tables. A command table is an object that mediates between a command input context (e.g., the top level of an application frame), a set of commands, and these interaction styles.

For simple CLIM applications, define-application-frame will automatically create a command table and a top-level command input context, and define a command-defining macro for you.

Following a discussion of the simple approach, this chapter discusses command tables and the command processor in detail. This information is provided for the curious and for those who feel they require further control over their application's interactions. These are some circumstances that might suggest something beyond the simple approach:

- Your application requires more than one command table if, for example, it has multiple modes with different sets of commands available in each mode.

- If you have sets of commands that are common among several modes or even among several applications, you could use several command tables and inheritance to help organize your command sets.
• Your application may be complex enough that you may want to develop more powerful tools for examining and manipulating command tables.

If you do not require this level of detail, only read 11.2 Defining Commands the Easy Way.

11.2 Defining Commands the Easy Way

The easiest way to define commands is to use define-application-frame, which automatically creates a command table for your application. This behavior is controlled by the :command-table option. It also defines the command-defining macro you will use to define the commands for your application. This is controlled by the :command-definer option.

This command-definer macro behaves similarly to define-command, but automatically uses your application's command table, so you need not specify one.

Here is a code fragment illustrating the use of define-application-frame, which defines an application named editor. A command table named editor-command-table is defined to mediate the user's interactions with the editor application. define-application-frame also defines a macro named define-editor-command, which you will use to define commands for the editor application and install them in the command table editor-command-table.

```lisp
(clim:define-application-frame editor () ()
 (:command-table editor-command-table)
 (:command-definer define-editor-command) ...) 
```

Note that for this particular example, the :command-table and :command-definer options are not specified, since the names that they specify are the ones that would be generated by default. Provide these options only when you want different names than the default ones, you don't want a command definer, or you want to specify which command tables the application's command table inherits from. See the macro define-application-frame, in 9.2 Defining CLIM Application Frames for a description of these options.

11.2.1 Command Names and Command Line Names

Every command has a command name, which is a symbol. The symbol names the function that implements the command. The body of the command is the function definition of that symbol.

By convention, commands are named with a com- prefix, although CLIM does not enforce this convention.

To avoid collisions among command names, each application should live in its own package; for example, there might be several commands named com-show-chart defined for each of a spreadsheet, a navigation program, and a medical application.

CLIM supports a command line name which is the "command" that the end user sees and uses, as opposed to the construct that is the command's actual name. For example, the command com-show-chart would have a command-line name of Show Chart. When defining a command using define-command (or the application's command defining macro), you can have a command line name generated automatically. As you can see from this example, the automatically generated command line name consists of the command's name with the hyphens replaced by spaces and the words capitalized. Any com- prefix is removed.

11.2.2 The Command-Defining Macro

The define-editor-command macro, automatically generated by the define-application-frame code previously, is used to define a command for the editor application. It is just like define-command, except that you don't need to specify editor-command-table as the command table in which to define the command. define-editor-command will automatically use editor-command-table.

Through the appropriate use of the options to define-editor-command (see define-command for details), you can
provide the command via any number of the previously mentioned interaction styles. For example, you could install the command in the editor application's menu, as well as specifying a single keystroke command accelerator character for it.

The following example defines a command whose command name is `com-save-file`. The `com-save-file` command will appear in the application's command menu as **Save File**. (The command-menu name is derived from the command name in the same way as the command-line name.) The single keystroke `CONTROL-s` is also defined to invoke the command.

```lisp
(define-editor-command
 (com-save-file :menu t
 :keystroke (#\s :control)) () ...)
```

Here, a command line name of **Save File** is associated with the `com-save-file` command. The user can then type **Save File** to the application's interaction pane to invoke the command.

```lisp
(define-editor-command
 (com-save-file :name "Save File") () ...)
```

Since the command processor works by establishing an input context of presentation type `command` and executing the resulting input, any displayed presentation can invoke a command, so long as there is a translator defined that translates from the presentation type of the presentation to the presentation type `command`. In this way, you can associate a command with a pointer gesture when it is applied to a displayed presentation. (See Presentation Translators in CLIM for details.)

### 11.3 Command Objects

A **command** is an object that represents a single user interaction. Each command has a command name, which is a symbol. A command can also have both positional and keyword arguments.

CLIM represents commands as **command objects**. The internal representation of a command object is a cons of the command name and a list of the command's arguments, and is therefore analogous to a Lisp expression. Functions are provided for extracting the command name and the arguments list from a command object:

- **command-name**
  ```lisp
  command-name command
  ```
  
  **Summary:** Given a command object `command`, returns the command name.

- **command-arguments**
  ```lisp
  command-arguments command
  ```
  
  **Summary:** Given a command object `command`, returns the command's arguments.

It is possible to represent a command for which some of the arguments have not yet been specified. The value of the symbol `*unsupplied-argument*` is used in place of any argument that has not yet been specified.

- **partial-command-p**
  ```lisp
  partial-command-p command
  ```
  
  **Summary:** Returns `t` if the `command` is a partial command, that is, has any occurrences of
One can think of `define-command` as defining templates for command objects. It defines a symbol as a command name and associates with it the presentation types corresponding to each of the command's arguments.

`define-command`  
**Macro**

```
(define-command name-and-options arguments &body body)
```

The most basic command-defining form. Usually the programmer will not use `define-command` directly, but will instead use a `define-frame-command` form automatically generated by `define-application-frame`. `define-frame-command` adds the command to the application frame's command table. By default, `define-command` does not add the command to any command table.

`define-command` defines two functions. The first function has the same name as the command name and implements the body of the command. It takes as required and keyword arguments the arguments to the command as specified by the `define-command` form. The name of the other function defined by Lisp is unspecified. It implements the code used by the command processor for parsing and returning the command's arguments.

`name-and-options` is either a command name or a cons of the command name and a list of keyword-value pairs.

- `:command-table command-table-name`, where `command-table-name` either names a command table to which the command will be added, or is `nil` (the default), indicating that the command should not be added to any command table. If the command table does not exist, the `command-table-not-found` error will be signaled. This keyword is only accepted by `define-command`, not by `define-frame-command`.

- `:name string`, where `string` is a string that will be used as the command-line name for the command for keyboard interactions in the command table specified by the `:command-table` option. The default is `nil`, meaning that the command will not be available via command-line interactions. If `string` is `t`, then the command-line name will be generated automatically, as described in `add-command-to-command-table`.

- `:menu menu-spec`, where `menu-spec` describes an item in the menu of the command table specified by the `:command-table` option. The default is `nil`, meaning that the command will not be available via menu interactions. If `menu-spec` is a string, then that string will be used as the name of the command in the menu. If `menu-spec` is `t`, and if a command-line name was supplied, it will be used as the name of the command in the menu; otherwise the menu name will be generated automatically, as described in `add-command-to-command-table`. Otherwise, `menu-spec` must be a cons of the form `(string menu-options)`, where `string` is the menu name and `menu-options` consists of keyword-value pairs. The valid keywords are `:after`, `:documentation`, and `:text-style`, which are as for `add-menu-item-to-command-table`.

- `:keystroke gesture`, where `gesture` is a keyboard gesture name that specifies a keystroke accelerator to use for this command in the command table specified by the `:command-table` option. The default is `nil`, meaning that there is no keystroke accelerator.

The `:name`, `:menu`, and `:keystroke` options are only allowed if the `:command-table` option is supplied explicitly or implicitly, as in `define-frame-command`.

`arguments` is a list consisting of argument descriptions. A single occurrence of the symbol `&key` may appear in `arguments` to separate required command arguments from keyword arguments. Each argument description consists of a parameter variable, followed by a presentation type specifier, followed by keyword-value pairs. The keywords can be:

- `:default value`, where `value` is the default that should be used for the argument, as for `accept`.

- `:default-type` is the same as for `accept`.

- `:display-default` is the same as for `accept`.
11 Commands

- **mentioned-default value**, where value is the default that should be used for the argument when a keyword is explicitly supplied via the command-line processor, but no value is supplied for it. **mentioned-default** is only allowed on keyword arguments.

- **prompt string**, where string is a prompt to print out during command-line parsing, as for accept.

- **documentation string**, where string is a documentation string that describes what the argument is.

- **when form.** form is evaluated in a scope where the parameter variables for the required parameters are bound, and if the result is nil, the keyword argument is not available. **when** is only allowed on keyword arguments, and form cannot use the values of other keyword arguments.

- **gesture gesture**, where gesture is either a pointer gesture name or a list of a pointer gesture name followed by keyword-value pairs. When a gesture is supplied, a presentation translator will be defined that translates from this argument's presentation type to an instance of this command with the selected object as the argument; the other arguments will be filled in with their default values. The keyword-value pairs are used as options for the translator. Valid keywords are **tester, menu, priority, echo, documentation, and pointer-documentation.** The default for gesture is nil, meaning no translator will be written. **gesture** is only allowed when the **command-table** option was supplied to the command-defining form.

body implements the body of the command. It has lexical access to all of the commands arguments. If the body of the command needs access to the application frame itself, it should use **application-frame**. The returned values of body are ignored. body may have zero or more declarations as its first forms.

**define-command** must arrange for the function that implements the body of the command to get the proper values for unsupplied keyword arguments.

ame-and-options and body are not evaluated. In the argument descriptions, the parameter variable name is not evaluated. The others are evaluated at run-time when argument parsing reaches them, except that the value for **when** is evaluated when parsing reaches the keyword arguments. **gesture** is not evaluated.

11.4 CLIM Command Tables

CLIM command tables are represented by instances of the CLOS class **command-table.** A command table serves to mediate between a command input context, a set of commands, and the interactions of the application's user. Command tables contain the following information:

- The name of the command table, which is a symbol.

- An ordered list of command tables to inherit from.

- The set of commands that are present in this command table.

- A table that associates command-line names to command names (used to support command-line processor interactions).

- A set of presentation translators, defined via **define-presentation-translator** and **define-presentation-to-command-translator.**

- A table that associates keyboard gesture names to menu items (used to support keystroke accelerator interactions). The keystroke accelerator table does not contain any items inherited from superior command tables.

- A menu that associates menu names with command menu items (used to support interaction via command menus). The command menu items can invoke commands or submenus. The menu does not contain any command menu items inherited from superior command tables.

We say that a command is **present** in a command table when it has been added to that command table by being associated with some form of interaction. We say that a command is **accessible** in a command table when it is present in that command table or is present in any of the command tables from which that command table inherits.
11 Commands

command-table

Summary: The protocol class that corresponds to command tables. If you want to create a new class that behaves like a command table, it should be a subclass of command-table. Subclasses of command-table must obey the command table protocol. Members of this class are mutable.

command-table-p

command-table-p object

Summary: Returns t if object is a command table; otherwise, it returns nil.

standard-command-table

Summary: The instantiable class that implements command tables, a subclass of command-table. make-command-table returns objects that are members of this class.

command-table-name

command-table-name command-table

Summary: Returns the name of the command table command-table.

command-table-inherit-from

command-table-inherit-from command-table

Summary: Returns a list of the command tables from which the command table command-table inherits. This function returns objects that reveal CLIM’s internal state; do not modify those objects.

define-command-table

define-command-table name &key inherit-from menu

Summary: Defines a command table whose name is the symbol name. The new command table inherits from all of the command tables specified by inherit-from, which is a list of command table designators (that is, either a command table or a symbol that names a command table). The inheritance is done by union with shadowing. If no inheritance is specified, the command table will be made to inherit from CLIM’s global command table. (This command table contains such things as the "menu" translator that is associated with the right-hand button on pointers.)

menu can be used to specify a menu for the command table. The value of menu is a list of clauses. Each clause is a list with the syntax (string type value &key keystroke documentation text-style), where string, type, value, keystroke, documentation, and text-style are as for add-menu-item-to-command-table.

If the command table named by name already exists, define-command-table will modify the existing command table to have the new value for inherit-from and menu, and leaves the other attributes for the existing command table alone.

None of the arguments to define-command-table are evaluated.

make-command-table

make-command-table name &key inherit-from menu (errorp t)

Summary: Creates a command table named name. inherit-from and menu are the same as for define-command-table. make-command-table does not implicitly include CLIM’s global command table in the inheritance list for the new command table. If the command table already exists and errorp is t, the command-table-already-exists error will be signaled. If the command table already exists and errorp is nil, then the old command table will be discarded. The returned value is the command table.
11 Commands

find-command-table

find-command-table name &key (errorp t)

Summary: Returns the command table named by name. If name is itself a command table, it is returned. If the command table is not found and errorp is t, the command-table-not-found error will be signaled.

add-command-to-command-table

add-command-to-command-table command-name command-table &key name menu keystroke (errorp t)

Summary: Adds the command named by command-name to the command table specified by the command table designator command-table.

name is the command-line name for the command, and can be nil, t, or a string. When it is nil, the command will not be available via command-line interactions. When it is a string, that string is the command-line name for the command. When it is t, the command-line name is generated automatically. (The automatically generated name consists of the command's name with the hyphens replaced by spaces, and the words capitalized; any com- prefix is removed. For example, if the command name is com-show-file, the command-line name will be Show File.) For the purposes of command-line-name lookup, the character case of name is ignored.

menu is a menu item for the command, and can be nil, t, a string, or a cons. When it is nil, the command will not be available via menus. When it is a string, the string will be used as the menu name. When menu is t and name is a string, then name will be used as the menu name. When menu is t and name is not a string, an automatically generated menu name will be used. When menu is a cons of the form (string . menu-options), string is the menu name and menu-options consists of keyword-value pairs. The valid keywords are :after, :documentation, and :text-style, which are interpreted as for add-menu-item-to-command-table.

The value for keystroke is either a keyboard gesture name or nil. When it is a gesture name, it is the keystroke accelerator for the command; if it is nil, the command will not be available via keystroke accelerators.

If the command is already present in the command table and errorp is t, the command-already-present error will be signaled. When errorp is nil, the old command-line name, menu, and keystroke accelerator will first be removed from the command table.

remove-command-from-command-table

remove-command-from-command-table command-name command-table &key (errorp t)

Summary: Removes the command named by command-name from the command table specified by the command table designator command-table.

If the command is not present in the command table and errorp is t, the command-not-present error will be signaled.

11.5 CLIM Predefined Command Tables

CLIM provides these command tables:

global-command-table

Summary: The "global" command table from which all command tables inherit.

user-command-table

Summary: A command table reserved for user-defined commands.
accept-values-pane

Summary: When you use an accept-values pane in a define-application-frame, you must inherit from this command table.

It is recommended that an application's command table inherit from user-command-table, user-command-table inherits from global-command-table. If your application uses an :accept-values pane, then its command table must inherit from the accept-values-pane command table in order for it to work properly.

11.6 Conditions Relating to CLIM Command Tables

Command table operations can signal these conditions:

command-table-already-exists

Summary: This condition is signaled by make-command-table when you try to create a command table that already exists.

command-table-not-found

Summary: This condition is signaled by functions such as find-command-table when the named command table cannot be found.

command-already-present

Summary: The error that is signaled when a function tries to add a command that is already present in a command table to that command table.

command-not-present

Summary: A condition that is signaled when the command you are looking for is not present in the command table.

command-not-accessible

Summary: A condition that is signaled when the command you are looking for is not accessible in the command table.

command-table-error

Summary: The class that is the superclass of the previous four conditions. This class is a subclass of error.

11.7 Styles of Interaction Supported by CLIM

CLIM supports four main styles of interaction:

- Mouse interaction via command menus.
- Mouse interaction via translators.
- Keyboard interaction using a command-line processor.
- Keyboard interaction using keystroke accelerators.

See 11.2 Defining Commands the Easy Way for a simple description of how to use define-command to associate a command with any of these interaction styles. See 11.10 Advanced Topics for an in-depth discussion of CLIM interaction styles.
11 Commands

11.8 Command-Related Presentation Types

CLIM provides several presentation types pertaining to commands:

<table>
<thead>
<tr>
<th>Presentation Type</th>
<th>command</th>
</tr>
</thead>
<tbody>
<tr>
<td>command &amp;key command-table</td>
<td></td>
</tr>
</tbody>
</table>

**Summary:** The presentation type used to represent a command and its arguments; the command must be accessible in command-table and enabled in *application-frame*. command-table is a command table designator. If command-table is not supplied, it defaults to the command table for the current application frame.

The object returned by the accept presentation method for command must be a command object, that is, a cons of the command name and the list of the command's arguments.

The accept presentation method for the command type must call the command parser stored in *command-parser* to read the command. The parser will recursively call accept to read a command-name and all of the command's arguments. The parsers themselves must be implemented by accepting objects whose presentation type is command.

If the command parser returns a partial command, the accept presentation method for the command type must call the partial command parser stored in *partial-command-parser*.

The present presentation method for the command type must call the command unparsers stored in *command-unparser*.

If a presentation history is maintained for the command presentation type, it should be maintained separately for each instance of an application frame.

<table>
<thead>
<tr>
<th>Presentation Type</th>
<th>command-name</th>
</tr>
</thead>
<tbody>
<tr>
<td>command-name &amp;key command-table</td>
<td></td>
</tr>
</tbody>
</table>

**Summary:** The presentation type used to represent the name of a command that is both accessible in the command table command-table and enabled in *application-frame*. command-table is a command table designator. If command-table is not supplied, it defaults to the command table for the current application frame, (frame-command-table *application-frame*).

The textual representation of a command-name object is the command-line name of the command, while the internal representation is the command name.

<table>
<thead>
<tr>
<th>Presentation Type</th>
<th>command-or-form</th>
</tr>
</thead>
<tbody>
<tr>
<td>command-or-form &amp;key command-table</td>
<td></td>
</tr>
</tbody>
</table>

**Summary:** The presentation type used to represent an object that is either a Lisp form or a command and its arguments. The command must be accessible in command-table and enabled in *application-frame*. command-table is a command table designator. If command-table is not supplied, it defaults to the command table for the current application frame, (frame-command-table *application-frame*).

The accept presentation method for this type reads a Lisp form, except that if the first character in the user's input is one of the characters in *command-dispatchers*, it will read a command. The two returned values from the accept presentation method will be the command or form object and a presentation type specifier that is either command or form.

A presentation history is maintained separately for the command-or-form presentation type for each instance of an application frame.
11 Commands

*command-dispatchers*

Summary: This is a list of the characters that indicates that CLIM reads a command when it is accepting a

command-or-form. The standard set of command argument delimiters includes the colon character, #:.

11.9 The CLIM Command Processor

Once a set of commands has been defined, CLIM provides a variety of means to read a command. These are all mediated by
the command processor.

The command loop of a CLIM application is performed by the application's top-level function (see 9 Defining Application Frames). By default, this is default-frame-top-level. After performing some initializations,
default-frame-top-level enters an infinite loop, reading and executing commands. It invokes the generic function
read-frame-command to read a command that is then passed to the generic function execute-frame-command for
execution. The specialization of these generic functions is the simplest way to modify the command loop for your
application. Other techniques would involve replacing default-frame-top-level with your own top-level function.

read-frame-command invokes the command parser by establishing an input context of command. The input editor keeps
track of the user's input, both from the keyboard and the pointer. Each of the command's arguments is parsed by establishing
an input context of the arguments presentation type as described in the command's definition. Presentation translators provide
the means by which the pointer can be used to enter command names and arguments.

read-command

read-command command-table &key (stream *query-io*) command-parser command-unparser partial-command-parser use-
keystrokes

Summary: read-command is the standard interface used to read a command line. stream is an extended input stream,
and command-table is a command table designator.

command-parser is a function of two arguments, a command table and a stream. It reads a command from the user and
returns a command object. The default value for command-parser is the value of *command-parser*.

command-unparser is a function of three arguments, a command table, a stream, and a command to "unparse." It prints a
textual description of the command and its supplied arguments onto the stream. The default value for command-
unparser is the value of *command-unparser*.

partial-command-parser is a function of four arguments, a command table, a stream, a partial command, and a start
position. The partial command is a command object with the value of *unsupplied-argument-marker* in place of
any argument that needs to be filled in. The function reads the remaining unsupplied arguments in any way it sees fit (for
example, via an accepting-values dialog), and returns a command object. The start position is the original input-
editor scan position of the stream, when the stream is an interactive stream. The default value for partial-command-
parser is the value of *partial-command-parser*.

command-parser, command-unparser, and partial-command-parser have dynamic extent.

When use-keystrokes is t, the command reader will also process keystroke accelerators.

Input editing, while conceptually an independent facility, fits into the command processor via its use of accept. That is,
read-command calls accept to read command objects, and accept itself makes use of the input editing facilities.

read-frame-command

read-frame-command frame &key stream

Summary: read-frame-command reads a command from the user on the stream stream, and returns the command
object. frame is an application frame.
**11 Commands**

The default method for `read-frame-command` calls `read-command` on frame's current command table.

### execute-frame-command

Generic Function

**execute-frame-command** frame command

*Summary:* `execute-frame-command` executes the command `command` on behalf of the application frame `frame`.

### with-command-table-keystrokes

Macro

**with-command-table-keystrokes** (keystroke-var command-table) &body body

*Summary:* Binds `keystroke-var` to a sequence that contains all of the keystroke accelerators in `command-table`'s menu, and then executes `body` in that context. `command-table` is a command table designator. `body` may have zero or more declarations as its first forms.

### read-command-using-keystrokes

Function

**read-command-using-keystrokes** command-table keystrokes &key (stream *query-io*) command-parser command-unparser partial-command-parser

*Summary:* Reads a command from the user via command lines, the pointer, or a single keystroke, and returns either a command object or a keyboard gesture object. (The latter only occurs when the user types a keystroke that is in `keystrokes` but does not have a command associated with it in `command-table`.) `keystrokes` is a sequence of keyboard gesture names that are the keystroke accelerators. `command-table`, `stream`, `command-parser`, `command-unparser`, and `partial-command-parser` are as for `read-command`.

An application can control which commands are enabled and which are disabled on an individual basis by using `enable-command` and `disable-command`. The user is not allowed to enter a disabled command via any interaction style.

### enable-command

Function

**enable-command** command-name frame

*Summary:* Enables the use of the command named by `command-name` while in the application frame.

### disable-command

Function

**disable-command** command-name frame

*Summary:* Disables the use of the command named by `command-name` while in the application frame.

The special variable `*command dispatchers*` controls the behavior of the `command-or-form` presentation type.

### *command dispatchers*

Variable

*Summary:* This is a list of the characters that indicates that CLIM reads a command when it is accepting a `command-or-form`. The standard set of command argument delimiters includes the colon character, `#\:`.

**11.10 Advanced Topics**

The material in this section is advanced; most CLIM programmers can skip to the next chapter.
11 Commands

11.10.1 CLIM Command Tables

For more information on CLIM command tables, see 11.4 CLIM Command Tables.

do-command-table-inheritance

Macro

do-command-table-inheritance (command-table-var command-table) &body body

Summary: Successively executes body with command-table-var bound first to the command table specified by the command table designator command-table, and then (recursively) to all of the command tables from which command-table inherits.

The command-table-var argument is not evaluated. body may have zero or more declarations as its first forms.

map-over-command-table-commands

Function

map-over-command-table-commands function command-table &key (inherited t)

Summary: Applies function to all of the commands accessible in the command table specified by the command table designator command-table. function must be a function that takes a single argument, the command name; it has dynamic extent.

If inherited is nil, this applies function only to those commands present in command-table, that is, it does not map over any inherited command tables. If inherited is t, then the inherited command tables are traversed in the same order as for do-command-table-inheritance.

map-over-command-table-names

Function

map-over-command-table-names function command-table &key (inherited t)

Summary: Applies function to all of the command-line name accessible in the command table specified by the command table designator command-table. function must be a function of two arguments, the command-line name and the command name; it has dynamic extent.

If inherited is nil, this applies function only to those command-line names present in command-table, that is, it does not map over any inherited command tables. If inherited is t, then the inherited command tables are traversed in the same order as for do-command-table-inheritance.

command-present-in-command-table-p

Function

command-present-in-command-table-p command-name command-table

Summary: Returns t if the command named by command-name is present in the command table specified by the command table designator command-table; otherwise, it returns nil.

command-accessible-in-command-table-p

Function

command-accessible-in-command-table-p command-name command-table

Summary: If the command named by command-name is not accessible in the command table specified by the command table designator command-table, then this function returns nil. Otherwise, it returns the command table in which the command was found.

find-command-from-command-line-name

Function

find-command-from-command-line-name name command-table &key (errorp t)

Summary: Given a command-line name name and a command table, returns two values, the command name and the command table in which the command was found. If the command is not accessible in command-table and errorp is t, the command-not-accessible error will be signaled. command-table is a command table designator.
11 Commands

find-command-from-command-line-name ignores character case.

command-line-name-for-command

command-line-name-for-command command-name command-table &key (errorp t)

Summary: Returns the command-line name for command-name as it is installed in command-table. command-table is a command table designator.

If the command is not accessible in command-table or has no command-line name, then there are three possible results. If errorp is nil, then the returned value will be nil. If errorp is :create, then a command-line name will be generated, as described in add-command-to-command-table. Otherwise, if errorp is t, then the command-not-accessible error will be signaled. The returned command-line name should not be modified.

command-table-complete-input

command-table-complete-input command-table string action &key frame

Summary: A function that can be used as in conjunction with complete-input in order to complete over all of the command lines names accessible in the command table command-table. string is the input string to complete over, and action is as for complete-from-possibilities.

frame is either an application frame, or nil. If frame is supplied, no disabled commands should be offered as valid completions.

11.10.2 CLIM Command Menu Interaction Style

Each command table may describe a menu consisting of an ordered sequence of command menu items. The menu specifies a mapping from a menu name (the name displayed in the menu) to either a command object or a submenu. The menu of an application's top-level command table may be presented in a window-system specific way, for example, as a menu bar or in a :menu application frame pane.

Command menu items are stored as a list of the form (type value . options), where type and value are as for add-menu-item-to-command-table, and options is a list of keyword-value pairs. The allowable keywords are :documentation, which is used to supply optional pointer documentation for the command menu item, and :text-style, which is used to indicate what text style should be used for this command menu item when it is displayed in a command menu.

The following functions can be used to display a command menu in one of the panes of an application frame or to choose a command from a menu. add-menu-item-to-command-table, remove-menu-item-from-command-table, and find-menu-item ignore the character case of the command menu item's name when searching through the command table's menu.

display-command-table-menu

display-command-table-menu command-table stream &key max-width max-height n-rows n-columns x-spacing y-spacing initial-spacing (cell-align-x :left) (cell-align-y :top) (move-cursor t)

Summary: Displays command-table's menu on stream. It may use formatting-item-list or display the command table's menu in a platform-dependent manner, such as using the menu bar on a Macintosh. command-table is a command table designator.

max-width, max-height, n-rows, n-columns, x-spacing, y-spacing, initial-spacing, cell-align-x, cell-align-y, and move-cursor are as for formatting-item-list.

display-command-menu

display-command-menu frame stream &key command-table initial-spacing max-width max-height n-rows n-columns (cell-
11 Commands

\textit{align-x :left} \hspace{1em} (cell-align-y :top)

\textit{Summary:} Displays the menu described by the command table associated with the application frame \textit{frame} on \textit{stream}. This is generally used as the display function for extended stream panes of type \texttt{command-menu}.

\begin{quote}
\textbf{menu-choose-command-from-command-table} \hfill \textit{Function}
\end{quote}

\begin{verbatim}
menu-choose-command-from-command-table command-table \&key associated-window default-style label cache unique-id \&id id-test cache-value cache-test
\end{verbatim}

\textit{Summary:} Invokes a window-system-specific routine that displays a menu of commands from \textit{command-table}’s menu, and allows the user to choose one of the commands. \textit{command-table} is a command table designator. The returned value is a command object. This may invoke itself recursively when there are submenus.

\textit{associated-window}, \textit{default-style}, \textit{label}, \textit{cache}, \textit{unique-id}, \textit{id-test}, \textit{cache-value}, and \textit{cache-test} are as for \texttt{menu-choose}.

A number of lower level functions for manipulating command menus are also provided:

\begin{quote}
\textbf{add-menu-item-to-command-table} \hfill \textit{Function}
\end{quote}

\begin{verbatim}
add-menu-item-to-command-table command-table string type value \&key documentation \after \end keystroke text-style (errorp t)
\end{verbatim}

\textit{Summary:} Adds a command menu item to \textit{command-table}’s menu. \textit{string} is the name of the command menu item; its character case is ignored. \textit{type} is either \texttt{command}, \texttt{function}, \texttt{menu}, or \texttt{divider}. \textit{command-table} is a command table designator.

When \textit{type} is \texttt{command}, \textit{value} must be a command (a cons of a command name followed by a list of the command's arguments), or a command name. (When \textit{value} is a command name, it behaves as though a command with no arguments was supplied.) In the case where all of the command’s required arguments are supplied, clicking on an item in the menu invokes the command immediately. Otherwise, the user will be prompted for the remaining required arguments.

When \textit{type} is \texttt{function}, \textit{value} must be a function having indefinite extent that, when called, returns a command. It is called with two arguments, the gesture the user used to select the item (either a keyboard or button press event) and a "numeric argument".

When \textit{type} is \texttt{menu}, this item indicates that a submenu will be invoked, and so \textit{value} must be another command table or the name of another command table.

When \textit{type} is \texttt{divider}, some sort of a dividing line is displayed in the menu at that point. If \textit{string} is supplied, it will be drawn as the divider instead of a line. If the look and feel provided by the underlying window system has no corresponding concept, \texttt{:divider} items may be ignored. \textit{value} is ignored.

\textit{documentation} is a documentation string, which can be used as mouse documentation for the command menu item.

\textit{text-style} is either a text style spec or \texttt{nil}. It is used to indicate that the command menu item should be drawn with the supplied text style in command menus.

\textit{after} must be either \texttt{start} (meaning to add the new item to the beginning of the menu), \texttt{end} or \texttt{nil} (meaning to add the new item to the end of the menu), or a string naming an existing entry (meaning to add the new item after that entry). If \textit{after} is \texttt{sort}, then the item is inserted in such as way as to maintain the menu in alphabetical order.

If \textit{keystroke} is supplied, the item will be added to the command table's keystroke accelerator table. The value of \textit{keystroke} must be a keyboard gesture name. This is exactly equivalent to calling \texttt{add-keystroke-to-command-table} with the arguments \textit{command-table}, \textit{keystroke}, \textit{type} and \textit{value}. When \textit{keystroke} is supplied and \textit{type} is \texttt{command} or \texttt{function}, typing a key on the keyboard that matches to the keystroke accelerator gesture will invoke the command specified by \textit{value}. When \textit{type} is \texttt{menu}, the command will continue to be read from the submenu indicated by \textit{value} in a window-system-specific manner.

If the item named by \textit{string} is already present in the command table's menu and \textit{errorp} is \texttt{t}, then the
11 Commands

`command-already-present` error will be signaled. When the item is already present in the command table's menu and `errorp` is `nil`, the old item will first be removed from the menu. Note that the character case of `string` is ignored when searching the command table's menu.

remove-menu-item-from-command-table

Function

`remove-menu-item-from-command-table` `command-table` `string` &key (`errorp` `t`)  

Summary: Removes the item named by `string` from `command-table`'s menu. `command-table` is a command table designator.

If the item is not present in the command table's menu and `errorp` is `t`, then the `command-not-present` error will be signaled. Note that the character case of `string` is ignored when searching the command table's menu.

map-over-command-table-menu-items

Function

`map-over-command-table-menu-items` `function` `command-table`  

Summary: Applies `function` to all of the items in `command-table`'s menu. `function` must be a function of three arguments, the menu name, the keystroke accelerator gesture (which will be `nil` if there is none), and the command menu item; it has dynamic extent. The command menu items are mapped over in the order specified by `add-menu-item-to-command-table`. `command-table` is a command table designator.

find-menu-item

Function

`find-menu-item` `menu-name` `command-table` &key (`errorp` `t`)  

Summary: Given a menu name and a command table, returns two values, the command menu item and the command table in which it was found. (Since menus are not inherited, the second returned value will always be `command-table`.) `command-table` is a command table designator. This function returns objects that reveal CLIM's internal state; do not modify those objects.

If there is no command menu item corresponding to `menu-name` present in `command-table` and `errorp` is `t`, then the `command-not-accessible` error will be signaled. Note that the character case of `string` is ignored when searching the command table's menu.

command-menu-item-type

Function

`command-menu-item-type` `menu-item`  

Summary: Returns the type of the command menu item `menu-item`, for example, `:menu` or `:command`. If `menu-item` is not a command menu item, the result is unspecified.

command-menu-item-value

Function

`command-menu-item-value` `menu-item`  

Summary: Returns the value of the command menu item `menu-item`. For example, if the type of `menu-item` is `:command`, this will return a command or a command name. If `menu-item` is not a command menu item, the result is unspecified.

command-menu-item-options

Function

`command-menu-item-options` `menu-item`  

Summary: Returns a list of the options for the command menu item `menu-item`. If `menu-item` is not a command menu item, the result is unspecified.
11.10.3 Mouse Interaction Via Presentation Translators

A command table maintains a database of presentation translators. A presentation translator translates from its from-presentation-type to its to-presentation-type when its associated gesture (e.g., clicking a mouse button) is input. A presentation translator is triggered when its to-presentation-type matches the input context and its from-presentation-type matches the presentation type of the displayed presentation (the appearance of one of your application’s objects on the display) on which the gesture is performed.

`define-presentation-to-command-translator` can be used to associate a presentation and a gesture with a command to be performed on the object which the presentation represents.

Translators can also be used to translate from an object of one type to an object of another type based on context. For example, consider a computer-aided design system for electrical circuits. You might have a translator that translates from a resistor object to the numeric value of its resistance. When asked to enter a resistance (as an argument to a command or for some other query), the user could click on the presentation of a resistor.

Here are some utilities for maintaining presentation translators in command tables. See 6.1 Conceptual Overview of CLIM Presentation Types for a discussion of the facilities supporting the mouse translator interaction style.

### Function

`add-presentation-translator-to-command-table`

`add-presentation-translator-to-command-table command-table translator-name &key (errorp t)`

Summary: Adds the translator named by `translator-name` to `command-table`. The translator must have been previously defined with `define-presentation-translator` or `define-presentation-to-command-translator`. `command-table` is a command table designator.

If `translator-name` is already present in `command-table` and `errorp` is `t`, then the `command-already-present` error will be signaled. When the translator is already present and `errorp` is `nil`, the old translator will first be removed.

### Function

`remove-presentation-translator-from-command-table`

`remove-presentation-translator-from-command-table command-table translator-name &key (errorp t)`

Summary: Removes the translator named by `translator-name` from `command-table`. `command-table` is a command table designator.

If the translator is not present in the command table and `errorp` is `t`, then the `command-not-present` error will be signaled.

### Function

`map-over-command-table-translators`

`map-over-command-table-translators function command-table &key (inherited t)`

Summary: Applies `function` to all of the translators accessible in `command-table`. `function` must be a function of one argument, the translator; it has dynamic extent. `command-table` is a command table designator.

If `inherited` is `nil`, this applies `function` only to those translators present in `command-table`, that is, it does not map over any inherited command tables. If `inherited` is `t`, then the inherited command tables are traversed in the same order as for `do-command-table-inheritance`.

### Function

`find-presentation-translator`

`find-presentation-translator translator-name command-table &key (errorp t)`

Summary: Given a translator name and a command table, returns two values, the presentation translator and the command table in which it was found. If the translator is not present in `command-table` and `errorp` is `t`, then the `command-not-accessible` error will be signaled. `command-table` is a command table designator.
11 Commands

11.10.4 CLIM Command Line Interaction Style

One interaction style supported by CLIM is the **command line style** of interaction provided on most conventional operating systems. A command prompt is displayed in the application's :interactor pane. The user enters a command by typing its command line name followed by its arguments. What the user types (or enters via the pointer) is echoed to the interactor window. When the user has finished typing the command, it is executed.

In CLIM, this interaction style is augmented by the **input editing** facility, which allows the user to correct typing mistakes, and by the prompting and help facilities, which provide a description of the command and the expected arguments (see 16 Input Editing and Completion Facilities). Command entry is also facilitated by the presentation substrate, which allows the input of objects matching the input context, both for command names and command arguments.

See 11.4 CLIM Command Tables and 11.10.1 CLIM Command Tables for complete descriptions of these functions.

### find-command-from-command-line-name

**Function**

```lisp
find-command-from-command-line-name name command-table &key (errorp t)
```

**Summary:** Given a command-line name `name` and a `command-table`, this function returns two values, the command name and the command table in which the command was found.

### command-line-name-for-command

**Function**

```lisp
command-line-name-for-command command-name command-table &key (errorp t)
```

**Summary:** Returns the command-line name for `command-name` as it is installed in `command-table`.

### map-over-command-table-names

**Function**

```lisp
map-over-command-table-names function command-table &key (inherited t)
```

**Summary:** Applies `function` to all the command-line names accessible in `command-table`.

11.10.5 CLIM Keystroke Interaction Style

Each command table may have a mapping from keystroke accelerator gesture names to command menu items. When a user presses a key that corresponds to the gesture for keystroke accelerator, the corresponding command menu item will be invoked. Command menu items are shared among the command table's menu and the accelerator table. This lets the menu display the keystroke associated with a particular item, if there is one.

Note that, despite the fact the keystroke accelerators are specified using keyboard gesture names rather than characters, the conventions for typed characters vary widely from one platform to another. Therefore the programmer must be careful in choosing keystroke accelerators. Some sort of per-platform conditionalization is to be expected.

Keystroke accelerators will typically be associated with commands through the use of the :keystroke option to define-command (or the application's command defining macro).

### add-keystroke-to-command-table

**Function**

```lisp
add-keystroke-to-command-table command-table gesture type value &key documentation (errorp t)
```

**Summary:** Adds a command menu item to `command-table`'s keystroke accelerator table. `gesture` is a keyboard gesture name to be used as the accelerator. `type` and `value` are as for add-menu-item-to-command-table, except that `type` must be either :command, :function or :menu. `command-table` is a command table designator.

`documentation` is a documentation string, which can be used as documentation for the keystroke accelerator.

If the command menu item associated with `gesture` is already present in the command table's accelerator table and `errorp` is `t`, then the command-already-present error will be signaled. When the item is already present in the command
### 11 Commands

Table's accelerator table and `errorp` is `nil`, the old item will first be removed.

---

**remove-keystroke-from-command-table**

`remove-keystroke-from-command-table` `command-table` `gesture` `&key` (`errorp` `t`)

*Summary:* Removes the command menu item named by keyboard gesture name `gesture` from `command-table`'s accelerator table. `command-table` is a command table designator.

The `command-not-present` error will be signaled if the command menu item associated with `gesture` is not in the command table's menu and `errorp` is `t`.

---

**map-over-command-table-keystrokes**

`map-over-command-table-keystrokes` `function` `command-table`

*Summary:* Applies `function` to all the keystroke accelerators in `command-table`'s accelerator table. `function` must be a function of three arguments, the menu name (which will be `nil` if there is none), the keystroke accelerator, and the command menu item; it has dynamic extent. `command-table` is a command table designator.

`map-over-command-table-keystrokes` is not recursive. If you want it to descend into submenus, check that the type of the command menu item is `eql` to `:menu` before using `map-over-command-table-keystrokes` recursively.

---

**find-keystroke-item**

`find-keystroke-item` `gesture` `command-table` `&key` (`errorp` `t`)

*Summary:* Given a keyboard gesture `gesture` and a command table, returns two values, the command menu item associated with the gesture and the command table in which it was found. (Since keystroke accelerators are not inherited, the second returned value will always be `command-table`.)

This function returns objects that reveal CLIM's internal state; do not modify those objects.

Note that `gesture` may be either a keyboard gesture name or a gesture object. When it is a gesture name, `eql` will be used to compare the supplied gesture to the gesture names stored in the command table's menu. When it is a gesture object, `event-matches-gesture-name-p` will be used to do the comparison.

If the keystroke accelerator is not present in `command-table` and `errorp` is `t`, then the `command-not-present` error will be signaled. `command-table` is a command table designator.

---

**lookup-keystroke-item**

`lookup-keystroke-item` `gesture` `command-table`

*Summary:* Given a keyboard gesture `gesture` and a command table, returns two values, the command menu item associated with the gesture and the command table in which it was found. `gesture` may be either a keyboard gesture name or a gesture object, and is handled in the same way as in `find-keystroke-item`. This function returns objects that reveal CLIM's internal state; do not modify those objects.

Unlike `find-keystroke-item`, this follows the submenu chains that can be created with `add-menu-item-to-command-table`. If the keystroke accelerator cannot be found in the command table or any of the command tables from which it inherits, `lookup-keystroke-item` will return `nil`. `command-table` is a command table designator.

---

**lookup-keystroke-command-item**

`lookup-keystroke-command-item` `gesture` `command-table` `&key` `numeric-arg`

*Summary:* Given a keyboard gesture `gesture` and a command table, returns the command associated with the keystroke, or `gesture` if no command is found. Note that `gesture` may be either a keyboard gesture name or a gesture object, and is
handled in the same way as in `find-keystroke-item`. This function returns objects that reveal CLIM's internal state; do not modify those objects.

This is like `find-keystroke-item`, except that only keystrokes that map to an enabled application command will be matched. `command-table` is a command table designator.

`numeric-arg` (which defaults to 1) is substituted into the resulting command for any occurrence of `*numeric-argument-marker*` in the command. This is intended to allow programmers to define keystroke accelerators that take simple numeric arguments, which will be passed on by the input editor.

### substitute-numeric-argument-marker

**Function**

```lisp
substitute-numeric-argument-marker command numeric-arg
```

**Summary:** Given a command object `command`, this substitutes the value of `numeric-arg` for all occurrences of the value of `*numeric-argument-marker*` in the command, and returns a command object with those substitutions.

For a description of the CLIM command processor, see 11.9 The CLIM Command Processor.

### 11.10.6 The CLIM Command Processor

**command-line-command-parser**

**Function**

```lisp
command-line-command-parser command-table stream
```

**Summary:** The default command-line parser. It reads a command name and the command's arguments as a command line from `stream` (with completion as much as is possible), and returns a command object. `command-table` is a command table designator that specifies the command table to use; the commands are read via the textual command-line name.

**command-line-command-unparser**

**Function**

```lisp
command-line-command-unparser command-table stream command
```

**Summary:** The default command-line unparses. It prints the command `command` as a command name and its arguments as a command line on `stream`. `command-table` is a command table designator that specifies the command table to use; the commands are displayed using the textual command-line name.

**command-line-read-remaining-arguments-for-partial-command**

**Function**

```lisp
command-line-read-remaining-arguments-for-partial-command command-table stream partial-command start-position
```

**Summary:** The default partial command-line parser. If the remaining arguments are at the end of the command line, it reads them as a command line; otherwise, it constructs a dialog using `accepting-values` and reads the remaining arguments from the dialog. `command-table` is a command table designator.

**menu-command-parser**

**Function**

```lisp
menu-command-parser command-table stream
```

**Summary:** The default menu-driven command parser. It uses only pointer clicks to construct a command. It relies on presentations of all arguments being visible. `command-table` and `stream` are as for `command-line-parser`.

There is no menu-driven command unparses, since it makes no sense to unparses a completely menu-driven command.

**menu-read-remaining-arguments-for-partial-command**

**Function**

```lisp
menu-read-remaining-arguments-for-partial-command command-table stream partial-command start-position
```

**Summary:** The default menu-driven partial command parser. It uses only pointer clicks to fill in the command. Again, it
relies on presentations of all arguments being visible. *command-table* is a command table designator.

<table>
<thead>
<tr>
<th>Variable</th>
<th>Summary</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>command-parser</em></td>
<td>Contains the currently active command parsing function. The default value is the function <em>command-line-command-parser</em>, which is the default command-line parser.</td>
</tr>
<tr>
<td><em>command-unparser</em></td>
<td>Contains the currently active command unparsing function. The default value is the function <em>command-line-command-unparser</em>, which is the default command-line unparser.</td>
</tr>
<tr>
<td><em>partial-command-parser</em></td>
<td>Contains the currently active partial command parsing function. The default value is the function <em>command-line-read-remaining-arguments-for-partial-command</em>.</td>
</tr>
<tr>
<td><em>unsupplied-argument-marker</em></td>
<td>The value of <em>unsupplied-argument-marker</em> is an object that can be uniquely identified as standing for an unsupplied argument in a command object.</td>
</tr>
<tr>
<td><em>numeric-argument-marker</em></td>
<td>The value of <em>numeric-argument-marker</em> is an object that can be uniquely identified as standing for a numeric argument in a command object.</td>
</tr>
<tr>
<td><em>command-name-delimiters</em></td>
<td>This is a list of the characters that separate the command name from the command arguments in a command line. The standard set of command name delimiters includes \Space.</td>
</tr>
<tr>
<td><em>command-argument-delimiters</em></td>
<td>This is a list of the characters that separate the command arguments from each other in a command line. The standard set of command argument delimiters includes \Space.</td>
</tr>
</tbody>
</table>
12 Menus and Dialogs

12.1 Conceptual Overview of Menus and Dialogs

CLIM provides three powerful menu routines for allowing user to interact with an application through various kinds of menus and dialogs:

- **menu-choose** is a straightforward menu generator that provides a quick way to construct menus. You can call it with a list of menu items. (For a complete definition of menu items, see the function `menu-choose`.)

- **menu-choose-from-drawer** is a lower-level routine that allows the user much more control in specifying the appearance and layout of a menu. You can call it with a window and a drawing function. Use this function for more advanced, customized menus.

- **accepting-values** enables you to build a dialog. Unlike menus, you can specify several items that can be individually selected or modified within the dialog before dismissing it. To abort the dialog, press `control-z`. To exit the dialog, unless you are editing the field, press `control-[]`. These key bindings can be changed by using `add-keystroke-to-command-table` and `remove-keystroke-from-command-table`.

12.2 CLIM Menu Operators

**menu-choose**

```lisp
(menu-choose items &key associated-window printer presentation-type default-item text-style label cache unique-id id-test cache-value cache-test max-width max-height n-rows n-columns x-spacing y-spacing row-wise cell-align-x cell-align-y pointer-documentation scroll-bars)
```

**Summary:** Displays a menu whose choices are given by the elements of the sequence `items`. It returns three values: the value of the chosen item, the item itself, and the pointer button event corresponding to the gesture that the user used to select it. If the user aborts out of the menu, a single value is returned, `nil`. `menu-choose` calls `frame-manager-menu-choose` on the frame manager being used by `associated-window` (or the frame manager of the current application frame). All the arguments to `menu-choose` will be passed on to `frame-manager-menu-choose`.

`items` is a sequence of menu items. Each menu item has a visual representation derived from a display object, an internal representation that is a value object, and a set of menu item options. The form of a menu item is one of the following:

- An atom—the item is both the display object and the value object.

- A cons—the car is the display object and the cdr is the value object. The value object must be an atom. If you need to return a list as the value, use the `:value` option in the list menu item format.

- A list—the car is the display object and the cdr is a list of alternating option keywords and values. The value object is specified with the keyword `:value` and defaults to the display object if `:value` is not present.

The menu item options are:

- `:value`—This specifies the value object.
• :text-style—This specifies the text style used to princ the display object when neither presentation-type nor printer is supplied.

• :items—This specifies a sequence of menu items for a submenu used if this item is selected.

• :documentation—This associates some documentation with the menu item. When pointer-documentation is not nil, this will be used as pointer documentation for the item.

• :active—When t (the default), this item is active. When nil, the item is inactive, and cannot be selected. CLIM will generally provide some visual indication that an item is inactive, such as by "graying over" the item.

• :type—This specifies the type of the item. :item (the default) indicates that the item is a normal menu item. :label indicates that the item is simply an inactive label; labels will not be "grayed over." :divider indicates that the item serves as a separator between groups of other items; separator items will usually be drawn as a horizontal line.

The visual representation of an item depends on the printer and presentation-type keyword arguments. If presentation-type is supplied, the visual representation is produced by present of the menu item with that presentation type. Otherwise, if printer is supplied, the visual representation is produced by the printer function, which receives two arguments, the item and a stream to do output on. The printer function should output some text or graphics at the stream's cursor position, but need not call present. If neither presentation-type nor printer is supplied, the visual representation is produced by princ of the display object. Note that if presentation-type or printer is supplied, the visual representation is produced from the entire menu item, not just from the display object.

associated-window is the CLIM window with which the menu is associated. This defaults to the top-level window of the current application frame.

default-item is the menu item that is indicated as the default either by some form of highlighting or by warping the mouse to appear over it.

default-style is a text style that defines how the menu items are presented.

label is a string to which the menu title will be set.

printer is a function of two arguments used to print the menu items in the menu. The two arguments are the menu item and the stream to output it on. It has dynamic extent.

presentation-type specifies the presentation type of the menu items.

cache is a boolean that indicates whether CLIM should cache this menu for later use. (Caching menus might speed up later uses of the same menu.) If cache is t, then unique-id and id-test serve to identify this menu uniquely. When cache is t, unique-id defaults to items, but programmers will generally wish to specify a more efficient tag. id-test is a function of two arguments used to compare unique-ids, which defaults to equal. cache-value is the value that is used to indicate that a cached menu is still valid. It defaults to items, but programmers may wish to supply a more efficient cache value than that. cache-test is a function of two arguments that is used to compare cache values, which defaults to equal. Both cache-value and unique-id have dynamic extent.

max-width and max-height specify the maximum width and height of the menu, in device units. They can be overridden by n-rows and n-columns.

n-rows and n-columns specify the number of rows and columns in the menu.

x-spacing specifies the amount of space to be inserted between columns of the table; the default is the width of a space character. It is specified the same way as the :x-spacing option to formatting-table.

y-spacing specifies the amount of blank space inserted between rows of the table; the default is the vertical spacing for the stream. The possible values for this option are the same as for the :y-spacing option to formatting-table.

If row-wise is t (the default) and the item list requires multiple columns, each successive element in the item list is laid
out from left to right. If row-wise is nil and the item list requires multiple columns, each successive element in the item list is laid out below its predecessor, as in a telephone book.

cell-align-x specifies the horizontal placement of the cell's contents. Like the :align-x option to formatting-cell, it is one of :left (the default), :right, or :center. \[1.7.1.2\] CLIM Operators for Formatting Tables.

cell-align-y specifies the vertical placement of the contents of the cell. It can be one of :top, :bottom, or :center. The default is :top. The semantics are the same as for the :align-y option to formatting-cell.

pointer-documentation is either nil (the default), meaning that no pointer documentation should be computed, or a stream on which pointer documentation should be displayed.

**frame-manager-menu-choose**

frame-manager-menu-choose frame-manager items &key associated-window printer presentation-type default-item text-style label cache unique-id id-test cache-value cache-test max-width max-height n-rows n-columns x-spacing y-spacing row-wise cell-align-x cell-align-y pointer-documentation scroll-bars toolkit-p

**Summary:** Displays a menu whose choices are given by the elements of the sequence items. It returns three values: the value of the chosen item, the item itself, and the pointer button event corresponding to the gesture that the user used to select it. If the user aborts out of the menu, a single value is returned, nil.

For the values of the arguments, see menu-choose.

**frame-manager-menu-view**

frame-manager-menu-view frame-manager

**Summary:** Returns the view used by default for menu-choose when mediated by frame-manager.

**Generic Function**

(setf frame-manager-menu-view)

(setf frame-manager-menu-view) frame-manager view

**Summary:** Sets the view used by default for menu-choose when mediated by frame-manager. Useful values for the view are +gadget-menu-view+ and +textual-menu-view+.

**Generic Function**

**menu-choose-from-drawer**

menu-choose-from-drawer menu type drawer &key x-position y-position cache unique-id id-test cache-value cache-test default-presentation pointer-documentation leave-menu-visible

**Summary:** This is a lower-level routine for displaying menus. It allows the programmer much more flexibility in the menu layout. Unlike menu-choose, which automatically creates and lays out the menu, menu-choose-from-drawer takes a programmer-provided window and drawing function. The drawing function is responsible for drawing the contents of the menu; generally it will be a lexical closure over the menu items.

menu-choose-from-drawer draws the menu items into that window using the drawing function. The drawing function gets called with two arguments, stream and type. It can use type for its own purposes, for example, as the type argument in a call to present.

menu-choose-from-drawer returns two values: the object the user clicked on, and the pointer button event. If the user aborts out of the menu, nil is returned.

menu is a CLIM window to use for the menu. This argument may be specialized to provide a different look-and-feel for different host window systems.

type is a presentation type specifier for each of the mouse-sensitive items in the menu. This is the input context that will be established once the menu is displayed. For programmers who don't need to define their own types, a useful presentation type is menu-item.
draw-standard-menu is a function that takes two arguments, stream and type, and draws the contents of the menu. It has dynamic extent.

x-position and y-position are the requested x and y positions of the menu. They may be nil, meaning that the position is unspecified.

If leave-menu-visible is t, the window will not disappear once the selection has been made. The default is nil, meaning that the window will disappear once the selection has been made.

default-presentation is used to identify the presentation that the mouse is pointing to when the menu comes up.

cache, unique-id, id-test, cache-value, and cache-test are as for menu-choose.

draw-standard-menu  
file::draw-standard-menu stream presentation-type items default-item &key item-printer max-width max-height n-rows n-columns x-spacing y-spacing cell-align-x cell-align-y

Summary: draw-standard-menu is the function used by CLIM to draw the contents of a menu, unless the current frame manager determines that host window toolkit should be used to draw the menu instead. stream is the stream onto which to draw the menu, presentation-type is the presentation type to use for the menu items (usually menu-item), and item-printer is a function used to draw each item. item-printer defaults to print-menu-item.

items, default-item, max-width, max-height, n-rows, n-columns, x-spacing, y-spacing, cell-align-x, and cell-align-y are as for menu-choose.

print-menu-item  
file::print-menu-item menu-item &optional stream

Summary: Given a menu item menu-item, displays it on the stream stream. This is the function that menu-choose uses to display menu items if no printer is supplied.

menu-item-value  
file::menu-item-value menu-item

Summary: Returns the value of menu-item, where the format of a menu item is described under menu-choose.

menu-item-display  
file::menu-item-display menu-item

Summary: Returns the display object of the menu item menu-item, where the format of a menu item is described under menu-choose.

menu-item-options  
file::menu-item-options menu-item

Summary: Returns the options of the menu item menu-item, where the format of a menu item is described under menu-choose.

with-menu  
file::with-menu (menu &optional associated-window &key (deexpose t)) &body body

Summary: Binds menu to a "temporary" window, exposes the window on the same screen as the associated-window and runs the body. After the body has been run, the window disappears only if the boolean deexpose is t (the default).

The values returned by with-menu are the values returned by body. body may have zero or more declarations as its first
forms.

menu must be a variable name. associated-window is as for menu-choose.

None of the arguments is evaluated.

12.3 CLIM Dialog Operators

accepting-values

Macro

accepting-values (&optional stream &key own-window exit-boxes initially-select-query-identifier resynchronize-every-pass label scroll-bars x-position y-position frame-class) &body body

Summary: Builds a dialog for user interaction based on calls to accept within body. The user can select the values and change them, or use defaults if they are supplied. The dialog will also contain some sort of "end" and "abort" choices. If "end" is selected, then accepting-values returns whatever values the body returns. If "abort" is selected, accepting-values will invoke the abort restart.

stream is an interactive stream that accepting-values will use to build up the dialog. The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t (the default), *query-io* is used.

body is the body of the dialog, which contains calls to accept that will be intercepted by accepting-values and used to build up the dialog. body may have zero or more declarations as its first forms.

An accepting-values dialog is a looping structure. First, body is evaluated in order to collect the output. During the evaluation, all calls to accept call the accept-present-default presentation methods instead of calling the accept presentation methods. The output is displayed with incremental redisplay. accepting-values awaits a user gesture, such as clicking on one of the fields of the dialog. When that happens, accepting-values reads a new value for that field using accept and replaces the old value with the new value. The loop is started again, until the user either exits or aborts from the dialog.

Because of this looping structure, accepting-values uses the query identifier to uniquely identify each call to accept in the body of the dialog. The query identifier is computed on each loop through thedialog, and should therefore be free of side-effects. Query identifiers are compared using equal. Inside of accepting-values, the :query-identifier argument should be supplied to each call to accept. If it is not explicitly supplied, the prompt for that call to accept is used as the query identifier. Thus, if :query-identifier is not supplied, programmers must ensure that all of the prompts are different. If there is more than one call to accept with the same query identifier, the behavior of accepting-values is unspecified.

While inside accepting-values, calls to accept return a third value, the boolean changed-p that indicates whether the object is the result of new input by the user, or is just the previously supplied default. The third value will be t in the former case, nil in the latter.

When own-window is non-nil, the dialog will appear in its own "popped-up" window. In this case the initial value of stream is a window with which the dialog is associated. (This is similar to the associated-window argument to menu-choose.) Within the body, the value of stream will be the "popped-up" window. own-window is either t or a list of alternating keyword options and values. The accepted options are :right-margin and :bottom-margin; their values control the amount of extra space to the right of and below the dialog (useful if the user's responses to the dialog take up more space than the initially displayed defaults). The allowed values for :right-margin are the same as for the :x-spacing option to formatting-table; the allowed values for :bottom-margin are the same as for the :y-spacing option.

exit-boxes specifies what the exit boxes should look like. The default behavior is though the following were supplied:

'((:exit "Control-" uses these values")
 (:abort "Control-z aborts"))
initially-select-query-identifier specifies that a particular field in the dialog should be pre-selected when the user interaction begins. The field to be selected is tagged by the :query-identifier option to accept; use this tag as the value for the :initially-select-query-identifier keyword, as in this example:

(defun avv ()
  (let (a b c)
    (accepting-values
      (*query-io* :initially-select-query-identifier 'the-tag)
      (setq a (accept 'pathname :prompt "A pathname"))
      (terpri *query-io*)
      (setq b (accept 'integer :prompt "A number" :query-identifier 'the-tag))
      (terpri *query-io*)
      (setq c (accept 'string :prompt "A string")))
    (values a b c)))

When the initial display is output, the input editor cursor appears after the prompt of the tagged field, just as if the user had selected that field by clicking on it. The default value, if any, for the selected field is not displayed.

resynchronize-every-pass is a boolean option specifying whether earlier queries depend on later values; the default is nil. When it is t, the contents of the dialog are redisplayed an additional time after each user interaction. This has the effect of ensuring that, when the value of some field of a dialog depends on the value of another field, all of the displayed fields will be up to date.

You can use this option to alter the dialog dynamically. The following example initially displays an integer field that disappears if a value other than 1 is entered; a two-field display appears in its place.

(defun alter-multiple-accept ()
  (let ((flag 2))
    (accepting-values
      (*query-io* :resynchronize-every-pass t)
      (setq flag (accept 'integer :default flag :prompt "Number"))
      (when (= flag 1)
        (terpri *query-io*)
        (accept 'string :prompt "String"
          (terpri *query-io*)
          (accept 'pathname :prompt "Pathname"))))))

label is as for menu-choose, scroll-bars controls what and whether scroll-bars appear on the dialog. The value is one of :vertical, :horizontal, :both, and nil (the default). x-position and y-position are as for menu-choose-from-drawer.

accept-values

Summary: accepting-values is a CLIM application frame that uses accept-values as the name of the frame class.

accept-values-pane-displayer

Summary: When you use an :accept-values pane, the display function must use accept-values-pane-displayer. display is a function that is the body of an accepting-values dialog. It takes two arguments, the frame and a stream. The display function does not need to call accepting-values itself, since that is done by accept-values-pane-displayer. resynchronize-every-pass is as for accepting-values.

display-exit-boxes

Summary: Displays the exits boxes for the accepting-values frame frame on the stream stream, in the view view.
The exit boxes specification is not passed in directly, but is a slot in the frame. The default method (on accept-values) simply writes a line of text associating the Exit and Abort strings with presentations that either exit or abort from the dialog.

The frame, stream, and view arguments may be specialized to provide a different look-and-feel for different host window systems.

accept-values-resynchronize

accept-values-resynchronize stream

Summary: Causes accepting-values to resynchronizes the dialog once on the accepting values stream stream before it restarts the dialog loop.

accept-values-command-button

accept-values-command-button (&optional stream &key documentation query-identifier cache-value cache-test resynchronize) prompt &body body

Summary: The prompt prompt creates the button area by writing to the appropriate accepting-values stream stream. prompt should not produce a string itself. When a pointer button is clicked in this area at run time, body will be evaluated.

accept-values-command-button expands into a call to invoke-accept-values-command-button, supplying a function that executes body as the continuation argument to invoke-accept-values-command-button.

The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t (the default), *query-io* is used. body may have zero or more declarations as its first forms.

invoke-accept-values-command-button

invoke-accept-values-command-button stream continuation view prompt &key documentation query-identifier cache-value cache-test resynchronize

Summary: Displays the prompt prompt on the stream stream and creates the button areas. When a pointer button is clicked in this area at run time, the continuation will be called. continuation is a function that takes no arguments. view is a view.

prompt may be either a string (which will be displayed via write-string), or a form that will be evaluated to draw the button.

documentation is an object that will be used to produce pointer documentation for the button. It defaults to prompt. If it is a string, the string itself will be used as the pointer documentation. Otherwise it must be a function of one argument, the stream to which the documentation should be written.

When resynchronize is t, the dialog will be redisplayed an additional time whenever the command button is clicked on. See the resynchronize-every-pass argument to accepting-values.

cache-value and cache-test are as for updating-output. That is, cache-value should evaluate to the same value if and only if the output produced by prompt does not ever change. cache-test is a function of two arguments that is used to compare cache values. cache-value defaults to t and cache-test defaults to eql.

This function may only be used inside the dynamic context of an accepting-values.

frame-manager-dialog-view

frame-manager-dialog-view frame-manager

Summary: Returns the view used by default for accepting-values when mediated by frame-manager.
(setf frame-manager-dialog-view)

(setf frame-manager-dialog-view) frame-manager view

**Summary:** Sets the view used by default for accepting-values when mediated by frame-manager. Useful values for view are +gadget-dialog-view+ and +textual-dialog-view+.

### 12.4 Examples of Menus and Dialogs in CLIM

#### 12.4.1 Using accepting-values

This example sets up a dialog in the CLIM window `stream` that displays the current month, date, hour, and minute (as obtained by a call to `get-universal-time`) and allows the user to modify those values. The user can select values to change by using the mouse to select values, typing in new values, and pressing RETURN. When done, the user selects <END> to accept the new values, or <ABORT> to terminate without changes.

```lisp
(defun reset-clock (stream)
  (multiple-value-bind (second minute hour day month)
      (decode-universal-time
       (get-universal-time))
    (declare (ignore second))
    (format stream "Enter the time~%")
    (restart-case
      (progn
        (clim:accepting-values (stream)
         (setq month
               (clim:accept 'integer :stream stream
                            :default month :prompt "Month")
              (terpri stream)
              (setq day
                (clim:accept 'integer :stream stream
                             :default day :prompt "Day")
              (terpri stream)
              (setq hour
                (clim:accept 'integer :stream stream
                             :default hour :prompt "Hour")
              (terpri stream)
              (setq minute
                (clim:accept 'integer :stream stream
                             :default minute :prompt "Minute")
              )))
    ;; This could be code to reset the time, but instead
    ;; we're just printing it out
    (format t "~%New values: Month: ~D, Day: ~D, Time: ~D:~2,'0D.
            month day hour minute)"
    (abort () (format t "&Time not set")))))
```

Note that in CLIM, calls to `accept` do not automatically insert newlines. If you want to put each query on its own line of the dialog, use `terpri` between the calls to `accept`.

#### 12.4.2 Using accept-values-command-button

Here is the reset-clock example with the addition of a command button that will set the number of seconds to zero.

```lisp
(defun reset-clock (stream)
  (multiple-value-bind (second minute hour day month)
      (decode-universal-time (get-universal-time))
    (declare (ignore second))
    (format stream "Enter the time~%")
    (clim:accepting-values (stream)
      (setq month
        (clim:accept 'integer :stream stream
                     :default month :prompt "Month")
      (terpri stream)
      (setq day
        (clim:accept 'integer :stream stream
                     :default day :prompt "Day")
      (terpri stream)
      (setq hour
        (clim:accept 'integer :stream stream
                     :default hour :prompt "Hour")
      (terpri stream)
      (setq minute
        (clim:accept 'integer :stream stream
                     :default minute :prompt "Minute")
      )))
    ;; This could be code to reset the time, but instead
    ;; we're just printing it out
    (format t "~%New values: Month: ~D, Day: ~D, Time: ~D:~2,'0D.
            month day hour minute)"
    (abort () (format t "&Time not set")))
```

Note that in CLIM, calls to `accept` do not automatically insert newlines. If you want to put each query on its own line of the dialog, use `terpri` between the calls to `accept`.
(defun accepting-interval (&key (min -1.0) (max 1.0) (stream *query-io*))
  (clim:accepting-values (stream :resynchronize-every-pass t)
    (fresh-line stream)
    (setq min
      (clim:accept 'number :stream (clim:accepting-values stream)
        :default min :prompt "Min")
    (terpri stream)
    (setq max
      (clim:accept 'number :stream stream
        :default max :prompt "Max")
    (terpri stream)
    (clim:accept 'number :stream stream
      :default max :prompt "Max")
    (terpri stream)
    (clim:accept 'number :stream stream
      :default max :prompt "Max")
    (terpri stream)
    ;; Print the current time to the terminal.
    (accept-values-command-button (stream) "Print-Clock"
      (format t "~%Current values: Min: ~D, Max: ~D, Time: ~D:~2,'0D.
        Month: ~D, Day: ~D, Time: ~D:~2,'0D.
        Month day hour minute)"
      (abort () (format t "~&Time not set"))))

12.4.3 Using :resynchronize-every-pass in accepting-values

It often happens that the programmer wants to present a dialog where the individual fields of the dialog depend on one another. For example, consider a spreadsheet with seven columns representing the days of a week. Each column is headed with that day's date. If the user inputs the date of any single day, the other dates can be computed from that single piece of input.

If you build CLIM dialogs using accepting-values, you can achieve this effect by using the :resynchronize-every-pass argument to accepting-values in conjunction with the :default argument to accept. There are three points to remember:

- The entire body of the accepting-values runs each time the user modifies any field. The body can be made to run an extra time by specifying :resynchronize-every-pass t. Code in the body may be used to enforce constraints among values.
- If the :default argument to accept is used, then every time that call to accept is run, it will pick up the new value of the default.
- Inside accepting-values, accept returns a third value, a boolean that indicates whether the returned value is the result of new input by the user or is just the previously supplied default.

In this example we show a dialog that accepts two real numbers, delimiting an interval on the real line. The two values are labelled Min and Max, but we wish to allow the user to supply a Min that is greater than the Max, and automatically exchange the values rather than signalling an error.

(defun accepting-interval (&key (min -1.0) (max 1.0) (stream *query-io*))
  (clim:accepting-values (stream :resynchronize-every-pass t)
    (fresh-line stream)
    (setq min
      (clim:accept 'number :stream stream
        :default min :prompt "Min")
    (terpri stream)
    (setq max
      (clim:accept 'number :stream stream
        :default max :prompt "Max")
    (terpri stream)
    (clim:accept 'number :stream stream
      :default max :prompt "Max")
    (terpri stream)
    ;; Print the current time to the terminal.
    (accept-values-command-button (stream) "Print-Clock"
      (format t "~%Current values: Month: ~D, Day: ~D, Time: ~D:~2,'0D.
        Month day hour minute)"
      (abort () (format t "~&Time not set"))))

209
(You may want to try this example after dropping the :resynchronize-every-pass and see the behavior. Without :resynchronize-every-pass, the constraint is still enforced, but the display lags behind the values and does not reflect the updated values immediately.)

12.4.4 Using the third value from accept in accepting-values

As a second example, consider a dialog that accepts four real numbers that delimit a rectangular region in the plane, but we wish to enforce a constraint that the region be a square. We allow the user to input any of Xmin, Xmax, Ymin, or Ymax, but enforce the constraint that:

\[ X_{\text{max}} - X_{\text{min}} = Y_{\text{max}} - Y_{\text{min}} \]

We want to avoid changing the value that a user inputs, so we decide (in cases where the constraint has to be enforced) to change the X value if the user inputs a Y value, and to change the Y value if the user inputs an X value. When changing values, we preserve the center of the interval. We use the third returned value from accept to control the constraint enforcement.

(defun accepting-square
  (&key (xmin -1.0) (xmax 1.0) (ymin -1.0) (ymax 1.0) (stream *query-io*))
  (let (xmin-changed xmax-changed ymin-changed ymax-changed ptype)
    (clim:accepting-values
      (stream :resynchronize-every-pass t)
      (fresh-line stream)
      (multiple-value-setq
        (xmin ptype xmin-changed)
        (clim:accept 'clim:real :default xmin
                      :prompt "Xmin" :stream stream))
      (fresh-line stream)
      (multiple-value-setq
        (xmax ptype xmax-changed)
        (clim:accept 'clim:real :default xmax
                      :prompt "Xmax" :stream stream))
      (fresh-line stream)
      (multiple-value-setq
        (ymin ptype ymin-changed)
        (clim:accept 'clim:real :default ymin
                      :prompt "Ymin" :stream stream))
      (fresh-line stream)
      (multiple-value-setq
        (ymax ptype ymax-changed)
        (clim:accept 'clim:real :default ymax
                      :prompt "Ymax" :stream stream))
      (cond ((or xmin-changed xmax-changed)
              (let ((y-center (/ (+ ymax ymin) 2.0))
                    (x-half-width (/ (- xmax xmin) 2.0)))
                    (setq ymin (- y-center x-half-width))))
    ))

12 Menus and Dialogs

12.4.5 Using menu-choose

The simplest use of \texttt{menu-choose} is when each item is not a list. In that case, the entire item will be printed and is also the value to be returned.

\begin{verbatim}
(clim:menu-choose '("One" "Two" "Seventeen")
\end{verbatim}

If you want to return a value that is different from what was printed, the simplest method is as follows. Each item is a list; the first element is what will be printed, the remainder of the list is treated as a \texttt{plist}—the :value property will be returned. (Note \texttt{nil} is returned if you click on \texttt{Seventeen} since it has no :value.)

\begin{verbatim}
(clim:menu-choose
 '(("One" :value 1 :documentation "the loneliest number")
  ("Two" :value 2 :documentation "for tea")
  ("Seventeen" :documentation "teen magazine"))
\end{verbatim}

The list of items you pass to \texttt{menu-choose} can serve other purposes in your application, so you might not want to put the printed appearance in the first element. You can supply a :printer function that will be called on the item to produce its printed appearance.

\begin{verbatim}
(clim:menu-choose '(1 2 17)
 :printer #'(lambda (item stream)
     (format stream "~R" item)))
\end{verbatim}

The items in the menu need not be printed textually:

\begin{verbatim}
(clim:menu-choose
 '((circle square triangle)
   :printer #'(lambda (item stream)
     (case item
       (circle (clim:draw-circle* stream 0 0 10))
       (square (clim:draw-polygon* stream '(-8 -8 -8 8 8 8 -8)))
       (triangle (clim:draw-polygon* stream '(10 8 0 -10 -10 8)))))))
\end{verbatim}

The :item-list option of the list form of menu item can be used to describe a set of hierarchical menus.

\begin{verbatim}
(clim:menu-choose
 '((("Class: Osteichthyes" :documentation "Bony fishes"
   :style (nil :italic nil))
  ("Class: Chondrichthyes"
   :documentation "Cartilaginous fishes"
   :style (nil :italic nil)
   :item-list (("Order: Squaliformes" :documentation "Sharks")
               ("Order: Rajiformes" :documentation "Rays"))))
\end{verbatim}
12.4.6 Using menu-choose-from-drawer

This example displays in the window *page-stream* the choices One through Ten in boldface type. When the user selects one, the string is returned along with the gesture that selected it.

```lisp
(clim:menu-choose-from-drawer
 *page-stream* 'string
 #'(lambda (stream type)
   (clim:with-text-face (:bold stream) 
     (dotimes (count 10)
       (clim:present (string-capitalize (format nil "~R" (1+ count)))
         type :stream stream)
       (terpri stream))))

This example shows how you can use `menu-choose-from-drawer` with `with-menu` to create a temporary menu:

```lisp
(defun choose-compass-direction (parent-window)
  (labels
    ((draw-compass-point
       (stream ptype symbol x y)
     (clim:with-output-as-presentation
       (:stream stream :object symbol :type ptype)
     (clim:draw-string* stream
       (symbol-name symbol) x y
       :align-x :center
       :align-y :center
       :text-style
       '(:sans-serif :roman :large)))
    
    (draw-compass
      (stream ptype)
     (clim:draw-line* stream 0 25 0 -25 :line-thickness 2)
     (clim:draw-line* stream 25 0 -25 0 :line-thickness 2)
     (loop for point in '((n 0 -30) (s 0 30) (e 30 0) (w -30 0))
       do (apply #'draw-compass-point
         stream ptype point)))
    
    (clim:with-menu (menu parent-window)
      (clim:menu-choose-from-drawer menu 'clim:menu-item
        #'draw-compass))))
```
13 Extended Stream Output Facilities

13.1 Basic Output Streams

CLIM performs all of its input and output operations on objects called streams. Stream functionality is partitioned into two layers: the basic stream protocol and the extended stream protocol. The stream-oriented output layer is implemented on top of the sheet output architecture. The basic CLIM output stream protocol is based on the character output stream protocol proposal submitted to the ANSI Common Lisp committee by David Gray. This proposal was not approved by the committee, but CLIM provides an implementation of the basic output stream facilities. This protocol is documented in Appendix D: Common Lisp Streams.

standard-output-stream

Summary: This class provides an implementation of the CLIM basic output stream protocol, based on the CLIM output kernel. Members of this class are mutable.

stream-write-char stream character

Summary: Writes the character character to the output stream stream, and returns character as its value.

stream-line-column stream

Summary: This function returns the column number where the next character will be written on the output stream stream. The first column on a line is numbered 0.

stream-start-line-p stream

Summary: Returns t if the output stream stream is positioned at the beginning of a line (that is, column 0); otherwise, it returns nil.

stream-write-string stream string &optional (start 0) end

Summary: Writes the string string to the output stream stream. If start and end are supplied, they are integers that specify what part of string to output. string is returned as the value.

stream-terpri stream

Summary: Writes an end-of-line character on the output stream stream, and returns nil.

stream-fresh-line stream

Summary: Writes an end-of-line character on the output stream stream only if the stream is not at the beginning of the
13 Extended Stream Output Facilities

line.

**stream-finish-output**

```lisp
(stream-finish-output stream)
```

*Summary:* Ensures that all the output sent to the output stream `stream` has reached its destination, and only then does it return `nil`.

**stream-force-output**

```lisp
(stream-force-output stream)
```

*Summary:* Like `stream-finish-output`, except that it may immediately return `nil` without waiting for the output to complete.

**stream-clear-output**

```lisp
(stream-clear-output stream)
```

*Summary:* Aborts any outstanding output operation in progress on the output stream `stream`, and returns `nil`.

**stream-advance-to-column**

```lisp
(stream-advance-to-column stream column)
```

*Summary:* Writes enough blank space on the output stream `stream` so that the next character will be written at the position specified by `column`, which is an integer.

13.2 Extended Output Streams

In addition to the basic output stream protocol, CLIM defines an extended output stream protocol. This protocol extends the stream model to maintain the state of a text cursor, margins, text styles, inter-line spacing, and so forth.

The extended output stream protocol is discussed in the following two sections, 13.3 The Text Cursor and 13.4 Text.

**extended-output-stream**

```lisp
(extended-output-stream)
```

*Summary:* The protocol class for CLIM extended output streams. This is a subclass of `output-stream`. If you want to create a new class that behaves like an extended output stream, it should be a subclass of `extended-output-stream`. Subclasses of `extended-output-stream` must obey the extended output stream protocol.

**extended-output-stream-p**

```lisp
(extended-output-stream-p object)
```

*Summary:* Returns `t` if `object` is a CLIM extended output stream; otherwise, it returns `nil`.

:foreground
:background
:default-text-style
:vertical-spacing
:text-margin
:end-of-line-action
:end-of-page-action
13 Extended Stream Output Facilities

:default-view

Summary: All subclasses of extended-output-stream must handle these initargs, which are used to specify, respectively, the medium foreground and background inks, default text style, vertical spacing, default text margin, end of line and end of page actions, and the default view for the stream.

standard-extended-output-stream

Summary: This class provides an implementation of the CLIM extended output stream protocol, based on the CLIM output kernel.

Members of this class are mutable.

13.3 The Text Cursor

In the days when display devices displayed only two-dimensional arrays of fixed-width characters, the text cursor was a simple thing. A discrete position was selected in integer character units, and a character could go there and nowhere else. Even for variable-width fonts, it was enough to address a character by the pixel position of one of its corners. However, variable-height fonts with variable baselines on pixel-addressable displays upset this simple model. The "logical" vertical reference point is the baseline, as it is in typesetting. In typesetting, however, an entire line of text is created with baselines aligned and padded to the maximum ascent and descent, and then the entire line is put below the previous line.

It is clearly desirable to have the characters on a line aligned with their baselines, but when the line on the display is formed piece by piece, it is impossible to pick in advance the proper baseline. The solution CLIM adopts is to choose a provisional baseline.

We assume that text has at least six properties. With a reference point of (0, 0) at the upper left of the text, it has a bounding box consisting of ascent, descent, left kerning, right extension, and a displacement to the next reference point in both x and y. CLIM determines the position of the reference point and draws the text relative to that, and then the cursor position is adjusted by the displacement. In this way, text has width and height, but the x and y displacements need not equal the width and height.

CLIM adopts the following approach to the actual rendering of a glyph. Textual output using the stream functions (not the graphics functions) maintains text on a "line." Note that a line is not an output record, but is rather a collection of "text so far," a top (positioned at the bottom of the previous line plus the stream's vertical spacing), a baseline, a bottom, and a "cursor position." The cursor position is defined to be at the top of the line, not at the baseline. The reason for this is that the baseline can move, but the top is relative to the previous line, which has been completed and therefore does not move. If text is drawn on the current line whose ascent is greater than the current ascent of the line, then the line is moved down to make room. This can be done easily using the output records for the existing text on the line. When there is enough room, the reference point for the text is the x position of the cursor at the baseline, and the cursor position is adjusted by the displacement.

Figure 21 shows this in action before and after each of three characters are drawn. In all three cases, the small circle is the "cursor position." At first, there is nothing on the line.
Determining the Position of the Text Cursor

The first character establishes the initial baseline and is then drawn. The upper left corner of the character is where the cursor was (as in the traditional model), but this will not remain the case. Drawing the second character, which is larger than the first, requires moving the first character down in order to get the baselines to align; during this time, the top of the line remains the same. Again, the upper left of the second character is where the cursor was, but that is no longer the case for the first character (which has moved down). The third character is smaller than the second, so no moving of characters needs to be done. However, the character is drawn to align the baselines, which in this case means the upper left is not where the cursor was. Nor is the cursor at the upper right of the character as it was for the previous two characters. It is, however, at the upper right of the collective line.

13.3.1 The Text Cursor Protocol

Many streams that maintain a text cursor also display some visible indication of it. The object that represents this display is (somewhat confusingly) also called a cursor.

**Protocol Class**

**cursor**

*Summary:* The protocol class that corresponds to cursors. If you want to create a new class that behaves like cursor, it
should be a subclass of cursor. Subclasses of cursor must obey the cursor protocol. Members of this class are mutable.

**cursorp**

Function

cursorp object

*Summary:* Returns `t` if object is a cursor; otherwise, it returns `nil`.

**:sheet**

Initarg

*Summary:* The :sheet initarg is used to specify the sheet with which the cursor is associated.

**standard-text-cursor**

Class

*Summary:* The instantiable class that implements a text cursor. Typically, ports will further specialize this class.

**cursor-sheet**

Generic Function

cursor-sheet cursor

*Summary:* Returns the sheet with which the cursor cursor is associated.

**cursor-position**

Generic Function

cursor-position cursor

*Summary:* Returns the x and y position of the cursor cursor as two values.

**(setf* cursor-position)**

Generic Function

(setf* cursor-position) x y cursor

*Summary:* Sets the x and y position of the cursor cursor to the specified position. For the details of setf*, see C.4 Multiple-Value Setf.

**cursor-visibility**

Generic Function

cursor-visibility cursor

**(setf cursor-visibility)**

Generic Function

(setf cursor-visibility) visibility cursor

*Summary:* Returns (or sets) the visibility of the cursor cursor. The visibility is one of :on (the cursor will be visible at its current position), :off (the cursor is active, but not visible at its current position), or nil (the cursor is to be deactivated).

**display-cursor**

Generic Function

display-cursor cursor state

*Summary:* This draws or erases the cursor cursor. If state is :draw, the cursor will be drawn. If the state is :erase, the cursor will be erased.

13.3.2 The Stream Text Cursor Protocol

The following generic functions comprise the stream text cursor protocol. Any extended output stream class must implement methods for these generic functions.
13 Extended Stream Output Facilities

stream-text-cursor

stream-text-cursor stream

(setf stream-text-cursor)

(setf stream-text-cursor) cursor stream

Summary: Returns (or sets) the text cursor object for the stream stream.

stream-cursor-position

stream-cursor-position stream

Summary: Returns the current text cursor position for the extended output stream stream as two integer values, the x and y positions.

(setf* stream-cursor-position)

(setf* stream-cursor-position) x y stream

Summary: Sets the text cursor position of the extended output stream stream to x and y. x and y are in device units, and must be integers. For the details of setf*, see C.4 Multiple-Value Setf.

stream-increment-cursor-position

stream-increment-cursor-position stream dx dy

Summary: Moves the text cursor position of the extended output stream stream relatively, adding dx to the x coordinate and dy to the y coordinate. Either of dx or dy may be nil, meaning the the x or y cursor position will be unaffected. Otherwise, dx and dy must be integers.

13.4 Text

This section addresses text as it relates to output streams.

13.4.1 The Text Protocol

The following generic functions comprise the text protocol. Any extended output stream class must implement methods for these generic functions.

stream-character-width

stream-character-width stream character &key text-style

Summary: Returns a rational number corresponding to the amount of horizontal motion of the cursor position that would occur if the character character were output to the extended output stream stream in the text style text-style (which defaults to the current text style for the stream). This ignores the stream's text margin.

stream-string-width

stream-string-width stream string &key start end text-style

Summary: Computes how the cursor position would move horizontally if the string string were output to the extended output stream stream in the text style text-style (which defaults to the current text style for the stream) starting at the left margin. This ignores the stream's text margin.

The first returned value is the x coordinate that the cursor position would move to. The second returned value is the
maximum x coordinate the cursor would visit during the output. (This is the same as the first value unless the string contains a \Newline character.)

start and end are integers that default to 0 and the string length, respectively.

**stream-text-margin**

**stream-text-margin stream**

**Generic Function**

**setf stream-text-margin stream**

**Generic Function**

**(setf stream-text-margin) margin stream**

*Summary:* Returns the x coordinate at which text wraps around on the extended output stream stream (see **stream-end-of-line-action**). The default setting is the width of the viewport, which is the right-hand edge of the viewport when it is horizontally scrolled to the "initial position".

You can use **setf** with **stream-text-margin** to establish a new text margin. If margin is nil, then the width of the viewport will be used. If the width of the viewport is later changed, the text margin will change, too.

**stream-line-height**

**stream-line-height stream &key text-style**

*Summary:* Returns what the line height of a line on the extended output stream stream containing text in the text style text-style would be, as a rational number. text-style defaults to the current text style for the stream.

**stream-vertical-spacing**

**stream-vertical-spacing stream**

*Summary:* Returns the current inter-line spacing (as a rational number) for the extended output stream stream.

**stream-baseline**

**stream-baseline stream**

*Summary:* Returns the current text baseline (as a rational number) for the extended output stream stream.

### 13.4.2 Mixing Text and Graphics

The following macro provides a convenient way to mix text and graphics on the same output stream.

**with-room-for-graphics**

**with-room-for-graphics (optional stream &key (move-cursor t) height record-type) &body body**

*Summary:* Binds the dynamic environment to establish a local Cartesian coordinate system for doing graphics output onto the extended output stream designated by stream. The origin (0, 0) of the local coordinate system is placed at the current cursor position, and is in the lower left corner of the area created. If the boolean move-cursor is t (the default), then after the graphic output is completed, the cursor is positioned past (immediately below) this origin. The bottom of the vertical block allocated is at this location, that is just below point (0, 0), not necessarily at the bottom of the output done.

The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t (the default), **standard-output** is used. body may have zero or more declarations as its first forms.

If height is supplied, it must be a rational number that specifies the amount of vertical space to allocate for the output, in device units. If it is not supplied, the height is computed from the output.
13 Extended Stream Output Facilities

record-type specifies the class of output record to create to hold the graphical output. The default is standard-sequence-output-record.

13.4.3 Wrapping Text Lines

stream-end-of-line-action

(setf stream-end-of-line-action)

(setf stream-end-of-line-action) action stream

Summary: The end-of-line action controls what happens if the text cursor position moves horizontally out of the viewport or if text output reaches the text margin. (By default the text margin is the width of the viewport, so these often coincide.)

stream-end-of-line-action returns the end-of-line action for the extended output stream stream. It can be changed by using setf on stream-end-of-line-action.

The end-of-line action is one of:

- :wrap—when doing text output, wrap the text around (that is, break the text line and start another line). When setting the cursor position, scroll the window horizontally to keep the cursor position inside the viewport. This is the default.

- :scroll—scroll the window horizontally to keep the cursor position inside the viewport, then keep doing the output.

- :allow—ignore the text margin and do the output on the drawing plane beyond the visible part of the viewport.

with-end-of-line-action

with-end-of-line-action (stream action) &body body

Summary: Temporarily changes stream's end-of-line action for the duration of execution of body. action must be one of the actions described in stream-end-of-line-action.

The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t, *standard-output* is used. body may have zero or more declarations as its first forms.

stream-end-of-page-action

(setf stream-end-of-page-action)

(setf stream-end-of-page-action) action stream

Summary: The end-of-page action controls what happens if the text cursor position moves vertically out of the viewport.

stream-end-of-page-action returns the end-of-page action for the extended output stream stream. Change it by using setf on stream-end-of-page-action.

The end-of-page action is one of:

- :wrap—when doing text output, wrap the text around (that is, go back to the top of the viewport).

- :scroll—scroll the window vertically to keep the cursor position inside the viewport, then keep doing output. This is the default.
with-end-of-page-action

with-end-of-page-action (stream action) &body body

Summary: Temporarily changes stream's end-of-page action for the duration of execution of body. action must be one of the actions described in stream-end-of-page-action.

The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t, *standard-output* is used. body may have zero or more declarations as its first forms.

13.5 Attracting the User's Attention

beep

beep &optional sheet

Summary: Attracts the user's attention, usually with an audible sound.

13.6 Buffering Output

Some mediums that support the output protocol may buffer output. When buffering is enabled on a medium, the time at which output is actually done on the medium is unpredictable. force-output or finish-output can be used to ensure that all pending output gets completed. If the medium is a bidirectional stream, a force-output is performed whenever any sort of input is requested on the stream.

with-buffered-output provides a way to control when buffering is enabled on a medium. By default, CLIM's interactive streams are buffered if the underlying window system supports buffering.

medium-buffering-output-p

medium-buffering-output-p medium

Summary: Returns t if the medium medium is currently buffering output; otherwise, it returns nil.

(setf medium-buffering-output-p)

(setf medium-buffering-output-p) buffer-p medium

Summary: Sets medium-buffering-output-p of the medium medium to buffer-p.

with-output-buffered

with-output-buffered (medium &optional (buffer-p t)) &body body

Summary: If buffer-p is t (the default), this causes the medium designated by medium to start buffering output, and evaluates body in that context. If buffer-p is nil, force-output will be called before body is evaluated. When body is exited (or aborted from), force-output will be called if output buffering will be disabled after with-output-buffered is exited.

The medium argument is not evaluated, and must be a symbol that is bound to a medium. If medium is t, *standard-output* is used. body may have zero or more declarations as its first forms.
13.7 CLIM Window Stream Pane Functions

The following functions can be called on any pane that is a subclass of `clim-stream-pane`. (Such a pane is often simply referred to as a `window`.) These are provided as a convenience for programmers and for compatibility with CLIM 1.1.

**window-clear**

Generic Function

**window-clear** *window*

*Summary:* Clears the entire drawing plane by filling it with the background design of the CLIM stream pane *window*. If *window* has an output history, it is cleared as well. The text cursor position of *window*, if there is one, is reset to the upper left corner.

**window-refresh**

Generic Function

**window-refresh** *window*

*Summary:* Clears the visible part of the drawing plane of the CLIM stream pane *window*, and then if the window stream is an output recording stream, the output records in the visible part of the window are replayed.

**window-viewport**

Generic Function

**window-viewport** *window*

*Summary:* Returns the viewport region of the CLIM stream pane *window*. The returned region will usually be a `standard-bounding-rectangle`.

**window-erase-viewport**

Generic Function

**window-erase-viewport** *window*

*Summary:* Clears the visible part of the drawing plane of the CLIM stream pane *window* by filling it with the background design.

**window-viewport-position**

Generic Function

**window-viewport-position** *window*

*Summary:* Returns two values, the x and y position of the upper left corner of the CLIM stream pane *window*'s viewport.

(setf window-viewport-position)

Generic Function

(setf window-viewport-position) x y *window*

*Summary:* Sets the position of the upper left corner of the CLIM stream pane *window*'s viewport to x and y.
14 Output Recording and Redisplay

14.1 Conceptual Overview of Output Recording

Output recording is an important part of CLIM. It provides the basis for scrolling windows, for formatted output of tables and graphs, for the ability of presentations to retain their semantics, and for incremental redisplay.

The output recording mechanism is enabled by default. Unless you turn it off, all output that occurs on a window is captured and saved by the output recording mechanism. The output is captured in output records. An output record is an object that contains either other output records or an output record element.

Since output records can contain other output records, we can view the organization of output records as a tree structure. The top-level output record, which contains all the output done on that window, is called the history of the window.

The Tree Structure of an Output Record

![Tree Structure of an Output Record](image)

Each rectangle in The Tree Structure of an Output Record is an output record. The top-level record is an output record called a history. Each output record is a leaf of the tree and is called a displayed output record element. The intermediate output records are both output records and output record elements of their immediate superior.

CLIM automatically segments the output into output records. The result of each atomic drawing operation is put into a new output record. Each presentation is put into a new output record. Strings are treated differently; CLIM concatenates strings into one output record until a newline is encountered, which begins a new output record.

One use of an output record is to replay it; that is, to produce the output again. Scrolling is implemented by replaying the appropriate output records. When using the techniques of incremental redisplay, your code determines which portions of the display have changed, whereupon the appropriate output records are updated to the new state and the output records are replayed.

CLIM’s table and graph formatters use output records. For example, your code uses formatting-table to format output into rows and cells; this output is sent to a particular stream. Invisibly to you, CLIM temporarily binds this stream to an intermediate stream and runs a constraint engine over the code to determine the layout of the table. The result is a set of output records which contain the table, its rows, and its cells. Finally, CLIM replays these output records to your original stream.

Presentations are a special case of output records that remember the object and the type of object associated with the output.

The concept of the tree structure organization of output records is further illustrated by the organization of the output records of a formatted table. The table itself is stored in an output record; each row has its own output record and each cell has its own output record.
The Output Records of a Formatted Table

14.2 CLIM Operators for Output Recording

The purpose of output recording is to capture the output done by an application onto a stream. The objects used to capture output are called output records and output record elements. The following classes and predicates correspond to the objects used in output recording.

**output-record**

*Protocol Class*

*Summary:* The protocol class used to indicate that an object is an output record. A subclass of `bounding-rectangle`, output records obey the bounding rectangle protocol. If you want to create a new class that behaves like an output record, it should be a subclass of `output-record`. Subclasses of `output-record` must obey the output-record protocol.

All output records are mutable.

**output-record-p**

*Function*

`output-record-p` *object*

*Summary:* Returns `t` if `object` is an output record; otherwise, it returns `nil`.

**displayed-output-record**

*Protocol Class*

*Summary:* The protocol class that is used to indicate that an object is a displayed output record, that is, an object that represents a visible piece of output on some output stream. This is a subclass of `bounding-rectangle`. If you want to create a new class that behaves like a displayed output record, it should be a subclass of `displayed-output-record`. Subclasses of `displayed-output-record` must obey the displayed output record protocol.

All displayed output records are mutable.

**displayed-output-record-p**

*Function*

`displayed-output-record-p` *object*

*Summary:* Returns `t` if `object` is a displayed output record; otherwise, it returns `nil`.

**:x-position**

**:y-position**

**:parent**

*Initargs*

*Summary:* All subclasses of either `output-record` or `displayed-output-record` must handle these three initargs, which are used to specify, respectively, the x and y position of the output record, and the parent of the output record.

**:size**

*Initarg*

*Summary:* All subclasses of `output-record` must handle the `:size` initarg, which specifies how much room should be
left for child output records (if, for example, the children are stored in a vector). :size may be ignored, provided that the resulting output record is able to store the specified number of child output records.

### 14.2.1 The Basic Output Record Protocol

All subclasses of output-record and displayed-output-record must inherit or implement methods for the following generic functions. For details of setf*, see C.4 Multiple-Value Setf.

**output-record-position**

Generic Function

output-record-position  record

Summary: Returns the x and y position of the output record record as two rational numbers. The position of an output record is the position of the upper-left corner of its bounding rectangle. The position is relative to the stream, where (0, 0) is (initially) the upper-left corner of the stream.

**setf* output-record-position**

Generic Function

(setf* output-record-position)  x  y  record

Summary: Changes the x and y position of the output record record to be x and y (which are rational numbers), and updates the bounding rectangle to reflect the new position (and saved cursor positions, if the output record stores it). If record has any children, all of the children (and their descendants as well) will be moved by the same amount as record was moved. The bounding rectangles of all of record's ancestors will also be updated to be large enough to contain record. This does not replay the output record, but the next time the output record is replayed it will appear at the new position.

**output-record-start-cursor-position**

Generic Function

output-record-start-cursor-position  record

Summary: Returns the x and y starting cursor position of the output record record as two integer values. The positions are relative to the stream, where (0, 0) is (initially) the upper-left corner of the stream.

Text output records and updating output records maintain the cursor position. Graphical output records and other output records that do not require or affect the cursor position will return nil as both of the values.

**setf* output-record-start-cursor-position**

Generic Function

(setf* output-record-start-cursor-position)  x  y  record

Summary: Changes the x and y starting cursor position of the output record record to be x and y (which are integers). This does not affect the bounding rectangle of record, nor does it replay the output record. For those output records that do not require or affect the cursor position, the method for this function does nothing.

**output-record-end-cursor-position**

Generic Function

output-record-end-cursor-position  record

Summary: Returns the x and y ending cursor position of the output record record as two integer values. The positions are relative to the stream, where (0, 0) is initially the upper-left corner. Graphical output records do not track the cursor position, so only text output record and some others will return meaningful values for this.

Text output records and updating output records maintain the cursor position. Graphical output records and other output records that do not require or affect the cursor position will return nil as both of the values.
(setf* output-record-end-cursor-position)  

Generic Function
(setf* output-record-end-cursor-position) x y record

Summary: Changes the x and y ending cursor position of the output record record to be x and y (which are integers). This does not affect the bounding rectangle of record, nor does it replay the output record. For those output records that do not require or affect the cursor position, the method for this function does nothing.

output-record-parent  

Generic Function
output-record-parent record

Summary: Returns the output record that is the parent of the output record record, or nil if the record has no parent.

replay  

Function
replay record stream &optional region

Summary: This function binds stream-recording-p of stream to nil, and then calls replay-output-record on the arguments record, stream, and region. If stream-drawing-p of stream is nil, replay does nothing. replay is typically called during scrolling, by repaint handlers, and so on.

region defaults to nil.

replay-output-record  

Generic Function
replay-output-record record stream &optional region x-offset y-offset

Summary: Displays the output captured by the output record record on the output recording stream stream, exactly as it was originally captured (subject to subsequent modifications). The current user transformation, line style, text style, ink, and clipping region of stream are all ignored during the replay operation. Instead, these are gotten from the output record.

If record is not a displayed output record, then replaying it involves replaying all of its children. If record is a displayed output record, then replaying it involves redoing the graphics operation captured in the record.

region is a region that limits what records are displayed. Only those records that overlap region are replayed. The default for region is everywhere.

stream must be the same stream on which the output records were originally recorded.

erase-output-record  

Generic Function
erase-output-record record stream

Summary: Erases the output record record from the output recording stream stream, removes record from stream's output history, and ensures that all other output records that were covered by record are visible. In effect, this draws background ink over the record, and then redraws all the records that overlap record.

output-record-refined-sensitivity-test  

Generic Function
output-record-refined-sensitivity-test record x y

Summary: This is used to definitively answer hit detection queries, that is, determining that the point (x, y) is contained within the output record record. Once the position (x, y) has been determined to lie within output-record-hit-detection-rectangle*, output-record-refined-sensitivity-test is invoked. Output record subclasses can provide a method that defines a hit more precisely; for example, output records for elliptical rings will implement a method that detects whether the pointing device is on the elliptical ring.
14 Output Recording and Redisplay

highlight-output-record

highlight-output-record record stream state

Summary: This method is called in order to draw a highlighting box around the output record record on the output recording stream stream. state will be either :highlight (meaning to draw the highlighting) or :unhighlight (meaning to erase the highlighting). The default method (on CLIM’s standard output record class) simply draws a rectangle that corresponds to the bounding rectangle of record.

14.2.2 The Output Record "Database" Protocol

All classes that are subclasses of output-record must implement methods for the following generic functions.

output-record-children

does not return children whose bounding rectangles overlap each other.

add-output-record

add-output-record child record

Summary: Adds the new output record child to the output record record. The bounding rectangle for record and all its ancestors is updated accordingly.

The methods for the add-output-record will typically specialize only the record argument.

delete-output-record

delete-output-record child record &optional (errorp t)

Summary: Removes the output record child from the output record record. The bounding rectangle for record (and all its ancestors) is updated to account for the child having been removed.

If errorp is t (the default) and child is not contained within record, then an error is signaled.

The methods for the delete-output-record will typically specialize only the record argument.

clear-output-record

clear-output-record record

Summary: Removes all of the children from the output record record, and resets the bounding rectangle of record to its initial state.

output-record-count

output-record-count record

Summary: Returns the number of children contained within the output record record.

map-over-output-records-containing-position

map-over-output-records-containing-position function record x y &optional x-offset y-offset

Summary: Maps over all of the children of the output record record that contain the point at (x, y), calling function on each one. function is a function of one argument, the record containing the point; it has dynamic extent.

If there are multiple records that contain the point and that overlap each other,
map-over-output-records-containing-position hits the most recently inserted record first and the least recently inserted record last.

map-over-output-records-overlapping-region

map-over-output-records-overlapping-region function record region &optional x-offset y-offset

Summary: Maps over all of the children of the output record record that overlap the region region, calling function on each one. function is a function of one argument, the record overlapping the region; it has dynamic extent.

If there are multiple records that overlap the region and that overlap each other, map-over-output-records-overlapping-region hits the least recently inserted record first and the most recently inserted record last.

14.2.3 Types of Output Records

This section discusses several types of output records, including two standard classes of output records and the displayed output record protocol.

14.2.3.1 Standard Output Record Classes

standard-sequence-output-record

Summary: The standard class provided by CLIM to store a relatively short sequence of output records; a subclass of output-record. The retrieval complexity of this class is 0(n). Most of the formatted output facilities (such as formatting-table) create output records that are a subclass of standard-sequence-output-record.

standard-tree-output-record

Summary: The standard class provided by CLIM to store longer sequences of output records. Typically, the child records of a tree output record will be sorted in some way, such as an ordering on the x and y coordinates of the children. The retrieval complexity of this class is 0(log n).

14.2.3.2 Graphics Displayed Output Records

Graphics displayed output records are used to record the output produced by the graphics functions, such as draw-line*. Each graphics displayed output record describes the output produced by a call to one of the graphics functions.

CLIM graphics displayed output records capture the following information, so that the original output can be redrawn exactly at replay time:

- The description of the graphical object itself, for example, the end points of a line or the center point and radius of a circle.
- The programmer-supplied ink at the time the drawing function was called (indirect inks are not resolved, so you can later change the default foreground and background ink of the medium and have that change affect the already-created output records during replay).
- For paths, the programmer-supplied line-style at the time the drawing function was called.
- The programmer-supplied clipping region at the time the drawing function was called.
- The user transformation.
14 Output Recording and Redisplay

**graphics-displayed-output-record**

*Protocol Class*

*Summary:* The protocol class that corresponds to output records for the graphics functions, such as `draw-line*`. This is a subclass of `displayed-output-record`. If you want to create a new class that behaves like a graphics displayed output record, it should be a subclass of `graphics-displayed-output-record`. Subclasses of `graphics-displayed-output-record` must obey the graphics displayed output record protocol.

**graphics-displayed-output-record-p**

`graphics-displayed-output-record-p object`

*Summary:* Returns `t` if `object` is a graphics displayed output record; otherwise, it returns `nil`.

---

### 14.2.3.3 Text Displayed Output Records

Text displayed output records are used to record the textual output produced by such functions as `stream-write-char` and `stream-write-string`. Each text displayed output record corresponds to no more than one line of textual output (that is, line breaks caused by `terpri` and `fresh-line` create a new text output record, as do certain other stream operations).

Text displayed output records store the following information:

- The displayed text strings.
- The starting and ending cursor positions.
- The text style in which the text string was written.
- The programmer-supplied ink at the time the drawing function was called (indirect inks are not resolved, so that you can later change the default foreground and background ink of the medium and have that change affect the already-created output records during replay).
- The programmer-supplied clipping region at the time the drawing function was called.

**text-displayed-output-record**

*Protocol Class*

*Summary:* The protocol class that corresponds to text displayed output records. This is a subclass of `displayed-output-record`. If you want to create a new class that behaves like a text displayed output record, it should be a subclass of `text-displayed-output-record`. Subclasses of `text-displayed-output-record` must obey the text displayed output record protocol.

**text-displayed-output-record-p**

`text-displayed-output-record-p object`

*Summary:* Returns `t` if `object` is a text displayed output record; otherwise, it returns `nil`.

The following three generic functions comprise the text displayed output record protocol.

**add-character-output-to-text-record**

`add-character-output-to-text-record text-record character text-style width height baseline`

*Summary:* Adds the character `character` to the text displayed output record `text-record` in the text style `text-style`. `width` and `height` are the width and height of the character in device units, and are used to compute the bounding rectangle for the text record. `baseline` is the new baseline for characters in the output record.
14 Output Recording and Redisplay

add-string-output-to-text-record

\[\text{add-string-output-to-text-record} \text{ text-record string start end text-style width height baseline}\]

Summary: Adds the string `string` to the text displayed output record `text-record` in the text style `text-style`. `start` and `end` are integers that specify the substring within `string` to add to the text output record. `width` and `height` are the width and height of the character in device units, and are used to compute the bounding rectangle for the text record. `baseline` is the new baseline for characters in the output record.

text-displayed-output-record-string

\[\text{text-displayed-output-record-string} \text{ text-record}\]

Summary: Returns the string contained by the text displayed output record `text-record`. This function returns objects that reveal CLIM's internal state; do not modify those objects.

14.2.3.4 Top-Level Output Records

Top-level output records are similar to ordinary output records, except that they maintain additional state, such as the information required to display scroll bars.

stream-output-history-mixin

Summary: This class is mixed into some other output record class to produce a new class that is suitable for use as a a top-level output history.

When the bounding rectangle of a member of this class is updated, any window decorations (such as scroll bars) associated with the stream with which the output record `history` is associated are updated, too.

standard-tree-output-history

Summary: The standard class provided by CLIM to use as the top-level output history. This will typically be a subclass of both `standard-tree-output-record` and `stream-output-history-mixin`.

14.2.4 Output Recording Streams

CLIM defines an extension to the stream protocol that supports output recording. The stream has an associated output history record and provides controls to enable and disable output recording.

output-recording-stream

Summary: The protocol class that indicates that a stream is an output recording stream. If you want to create a new class that behaves like an output recording stream, it should be a subclass of `output-recording-stream`. Subclasses of `output-recording-stream` must obey the output recording stream protocol.

output-recording-stream-p

\[\text{output-recording-stream-p} \text{ object}\]

Summary: Returns `t` if `object` is an output recording stream; otherwise, it returns `nil`.

standard-output-recording-stream

Summary: The class used by CLIM to implement output record streams. This is a subclass of `output-recording-stream`. Members of this class are mutable.
14 Output Recording and Redisplay

14.2.4.1 The Output Recording Stream Protocol

The following generic functions comprise the output recording stream protocol. All subclasses of `output-recording-stream` implement methods for these generic functions.

- **stream-recording-p**

  ```lisp
  stream-recording-p stream
  
  Summary: Returns t when the output recording stream `stream` is recording all output performed to it; otherwise, it returns nil.
  
  (setf stream-recording-p)
  
  (setf stream-recording-p) recording-p stream
  
  Summary: Changes the state of `stream-recording-p` to be `recording-p`, which must be either t or nil.
  ```

- **stream-drawing-p**

  ```lisp
  stream-drawing-p stream
  
  Summary: Returns t when the output recording stream `stream` will actually draw on the viewport when output is being performed to it; otherwise, it returns nil.
  
  (setf stream-drawing-p)
  
  (setf stream-drawing-p) drawing-p stream
  
  Summary: Changes the state of `stream-recording-p` to be `drawing-p`, which must be either t or nil.
  ```

- **stream-output-history**

  ```lisp
  stream-output-history stream
  
  Summary: Returns the history (or top-level output record) for the output recording stream `stream`.
  ```

- **stream-current-output-record**

  ```lisp
  stream-current-output-record stream
  
  Summary: The current "open" output record for the output recording stream `stream`, to which `stream-add-output-record` will add a new child record. Initially, this is the same as `stream-output-history`. As nested output records are created, this acts as a "stack".
  
  (setf stream-current-output-record)
  
  (setf stream-current-output-record) record stream
  
  Summary: Sets the current "open" output record for the output recording stream `stream` to the output record `record`.
  ```

- **stream-add-output-record**

  ```lisp
  stream-add-output-record stream record
  
  Summary: Adds the output record `record` to the current output record on the output recording stream `stream`. (The current output record is the output record returned by `stream-current-output-record`.)
  ```

- **stream-replay**

  ```lisp
  stream-replay stream &optional region
  ```
14 Output Recording and Redisplay

Summary: Directs the output recording stream stream to invoke replay on its output history. Only those records that overlap the region region (which defaults to the viewport of the stream) are replayed.

14.2.4.2 Graphics Output Recording

We use draw-line* as an example here, but calling any of the drawing functions specified in 2.3 CLIM Drawing Functions and 2.4 Graphics Protocols results in the following series of function calls on an output recording stream:

- A program calls draw-line* on arguments sheet, xl, y1, x2, y2, and perhaps some drawing options.
- draw-line* merges the supplied drawing options into the sheet's medium, and then calls medium-draw-line* on the sheet.
- The :around method for medium-draw-line* on the output recording stream is called. This creates an output record with all of the information necessary to replay the output record, if stream-recording-p is t. If stream-drawing-p is t, this then does a call-next-method.
- The primary method for medium-draw-line* performs the necessary user transformations by applying the medium transformation to xl, y1, x2, y2, and the clipping region. Then it draws on the underlying window.

replay-output-record for a graphics displayed output record simply calls the medium drawing function (such as medium-draw-line*) directly on the sheet (not on the medium) with stream-recording-p set to nil and stream-drawing-p set to t.

14.2.4.3 Text Output Recording

This is the place where write-string and similar functions are captured in order to create an output record. The generic functions include protocol like stream-write-string that are specialized by output recording streams to do the output recording.

stream-text-output-record

Generic Function

stream-text-output-record stream text-style

Summary: Returns a text output record for the output recording stream stream suitable for holding characters in the text style text-style. If there is a currently "open" text output record that can hold characters in the specified text style, it is returned. Otherwise a new text output record is created that can hold characters in that text style, and its starting cursor position is set to the cursor position of stream.

stream-close-text-output-record

Generic Function

stream-close-text-output-record stream

Summary: Closes the output recording stream stream's currently "open" text output record by recording the stream's current cursor position as the ending cursor position of the record and adding the text output record to stream's current output record by calling stream-add-output-record.

If there is no "open" text output record, stream-close-text-output-record does nothing.

Calling stream-finish-output, stream-force-output, calling redisplay, setting the text cursor position (via stream-set-cursor-position, terpri, or fresh-line), creating a new output record (for example, via with-new-output-record), or changing the state of stream-recording-p closes the current text output record.

stream-add-character-output

Generic Function

stream-add-character-output stream character text-style width height baseline

Summary: Adds the character character to the output recording stream stream's text output record in the text style text-
style. width and height are the width and height of the character in device units. baseline is the new baseline for the stream. stream-add-character-output calls add-character-output-to-text-record.

stream-write-char on an output recording stream will call stream-add-character-output when stream-recording-p is t.

stream-add-string-output

stream-add-string-output stream string start end text-style width height baseline

Summary: Adds the string string to the output recording stream stream's text output record in the text style text-style. start and end are integers that specify the substring within string to add to the text output record. width and height are the width and height of the string in device units. baseline is the new baseline for the stream.

stream-add-string-output calls add-string-output-to-text-record.

stream-write-string on an output recording stream will call stream-add-string-output when stream-recording-p is t.

14.2.4.4 Output Recording Utilities

CLIM provides several helper macros to control the output recording facility.

with-output-recording-options

with-output-recording-options (stream &key record draw) &body body

Summary: Enables or disables output recording and/or drawing on the output recording stream designated by stream, within the extent of body.

The stream argument is not evaluated, and must be a symbol that is bound to an output recording stream. If stream is t, *standard-output* is used. body may have zero or more declarations as its first forms.

with-output-recording-options expands into a call to invoke-with-output-recording-options, supplying a function that executes body as the continuation argument to invoke-with-output-recording-options.

invoke-with-output-recording-options

invoke-with-output-recording-options stream continuation record draw

Summary: Enables or disables output recording and/or drawing on the output recording stream stream, and calls the function continuation with the new output recording options in effect. continuation is a function of one argument, the stream; it has dynamic extent.

If draw is nil, output to the stream is not drawn on the viewport, but recording proceeds according to record; if draw is t, the output is drawn. If record is nil, output recording is disabled, but output otherwise proceeds according to draw; if draw is t, output recording is enabled.

All output recording streams must implement a method for invoke-with-output-recording-options.

with-new-output-record

with-new-output-record (stream &optional record-type record &rest init-args) &body body

Summary: Creates a new output record of type record-type (which defaults to standard-sequence-output-record), captures the output of body into the new output record, and inserts the new record into the current "open" output record associated with the output recording stream stream. While body is being evaluated, the current output record for stream will be bound to the new output record.
If record is supplied, it is the name of a variable that will be lexically bound to the new output record inside of body. init-args are CLOS initialization arguments that are passed to make-instance when the new output record is created.

with-new-output-record returns the output record it creates.

The stream argument is not evaluated, and must be a symbol that is bound to an output recording stream. If stream is t, *standard-output* is used. body may have zero or more declarations as its first forms.

with-new-output-record expands into a call to invoke-with-new-output-record, supplying a function that executes body as the continuation argument to invoke-with-new-output-record.

### with-output-to-output-record

#### with-output-to-output-record (stream &optional record-type record &rest init-args) &body body

Summary: Like with-new-output-record, except that the new output record is not inserted into the output record hierarchy, and the text cursor position of stream is initially bound to (0, 0).

record-type is the type of output record to create, which defaults to standard-sequence-output-record. init-args are CLOS initialization arguments that are passed to make-instance when the new output record is created. record, if supplied, is a variable that will be bound to the new output record while body is evaluated.

with-output-to-output-record returns the output record it creates.

The stream argument is not evaluated, and must be a symbol that is bound to an output recording stream. If stream is t, *standard-output* is used. Unlike facilities such as with-output-to-string, stream must be an actual stream, but no output will be done to it. body may have zero or more declarations as its first forms.

with-output-to-output-record expands into a call to invoke-with-output-to-output-record, supplying a function that executes body as the continuation argument to invoke-with-output-to-output-record.

### invoke-with-new-output-record

#### invoke-with-new-output-record stream continuation record-type &rest init-args &key

Summary: Creates a new output record of type record-type. The function continuation is then called, and any output it does to the output recording stream stream is captured in the new output record. The new record is then inserted into the current "open" output record associated with stream (or the top-level output record if there is no currently "open" one). While continuation is being executed, the current output record for stream will be bound to the new output record.

continuation is a function of two arguments, the stream and the output record; it has dynamic extent. init-args are CLOS initialization arguments that are passed to make-instance when the new output record is created.

invoke-with-new-output-record returns the output record it creates.

All output recording streams must implement a method for invoke-with-new-output-record.

### invoke-with-output-to-output-record

#### invoke-with-output-to-output-record stream continuation record-type &rest init-args &key

Summary: Like invoke-with-new-output-record except that the new output record is not inserted into the output record hierarchy, and the text cursor position of stream is initially bound to (0, 0). That is, when invoke-with-output-to-output-record is used, no drawing on the stream occurs and nothing is put into the stream’s normal output history. The function continuation is called, and any output it does to stream is captured in the output record.

continuation is a function of two arguments, the stream and the output record; it has dynamic extent. record-type is the type of output record to create. init-args are CLOS initialization arguments that are passed to make-instance when the new output record is created.
14 Output Recording and Redisplay

invoke-with-output-to-output-record returns the output record it creates.

All output recording streams must implement a method for invoke-with-output-to-output-record.

make-design-from-output-record  

make-design-from-output-record record

Summary: Makes a design that replays the output record record when drawn via draw-design. If record is changed after the design is made, the consequences are unspecified. Applying a transformation to the design and calling draw-design on the new design is equivalent to establishing the same transformation before creating the output record.

The current version of CLIM supports this only for those output records that correspond to the geometric object classes (for example, the output records created by draw-line* and draw-ellipse*).

14.3 Conceptual Overview of Incremental Redisplay

Some kinds of applications can benefit greatly from the ability to redisplay information on a window only when that information has changed. This feature, called incremental redisplay, can significantly improve the speed at which your application updates information on the screen. Incremental redisplay is very useful for programs that display a window of changing information where some portions of the window are static and some are continually changing.

Incremental redisplay is a facility to allow you to change the output in an output history (and hence on the screen or other output device). It allows you to redisplay pieces of the existing output differently, under your control. "Incremental" here means that CLIM redisplay only the part of the output history visible in the viewport that has changed and thus needs to be redisplayed.

There are two different ways to do incremental redisplay:

- Call redisplay on an output record.
  
  This essentially tells the system to start that output record over from scratch. It compares the results with the existing output and tries to do minimal redisplay. The updating-output form allows you to assist the system by informing it that entire branches of the output history are known not to have changed. updating-output also allows you to communicate the fact that a piece of the output record hierarchy has moved.

- Update the output history manually, and then notify the output record that its child has changed.
  
  This causes CLIM to propagate the changes up the output record tree and allows parent output records to readjust themselves to account for the changes.

Each way is appropriate under different circumstances. redisplay is often easier to code and is more useful in cases where there might be large changes between two passes, or where you have little idea as to what the changes might be. Notifying the output record of changes can be more efficient for small changes at the bottom of the output-record hierarchy, or in cases where you are well informed as to the specific changes necessary and can describe these changes to the system.

14.4 CLIM Operators for Incremental Redisplay

The following functions are used to create an output record that should be incrementally redisplayed, and then to redisplay that record.

updating-output

updating-output (stream &rest args &key unique-id (id-test #'eql) cache-value (cache-test #'eql) copy-cache-value fixed-position all-new parent-cache record-type) &body body

Summary: Introduces a caching point for incremental redisplay.
The *stream* argument is not evaluated, and must be a symbol that is bound to an output recording stream. If *stream* is t, "standard-output" is used. *body* may have zero or more declarations as its first forms.

*record-type* specifies the class of output record to create. The default is *standard-updating-output-record*. This argument should only be supplied by a programmer if there is a new class of output record that supports the updating output record protocol.

*updating-output* expands into a call to *invoke-updating-output*, supplying a function that executes *body* as the *continuation* argument to *invoke-updating-output*.

---

**invoke-updating-output**

*invoke-updating-output* stream continuation record-type unique-id id-test cache-value cache-test copy-cache-value &key all-new parent-cache

**Summary:** Introduces a caching point for incremental redisplay. Calls the function *continuation*, which generates the output records to be redisplayed. *continuation* is a function of one argument, the stream; it has dynamic extent.

If this is used outside the dynamic scope of an incremental redisplay, it has no particular effect. However, when incremental redisplay is occurring, the supplied *cache-value* is compared with the value stored in the cache identified by *unique-id*. If the values differ or the code in *body* has not been run before, the code in *body* runs, and *cache-value* is saved for next time. If the cache values are the same, the code in *body* is not run, because the current output is still valid.

*unique-id* uniquely identifies the output done by *body*. If *unique-id* is not supplied, CLIM will generate one that is guaranteed to be unique. *unique-id* may be any object as long as it is unique with respect to the *id-test* predicate among all such unique ids in the current incremental redisplay. *id-test* is a function of two arguments that is used for comparing unique ids; it has indefinite extent.

*cache-value* is a value that remains constant if and only if the output produced by *body* does not need to be recomputed. If the cache value is not supplied, CLIM will not use a cache for this piece of output. *cache-test* is a function of two arguments that is used for comparing cache values; it has indefinite extent. If *copy-cache-value* is t, then the supplied cache value will be copied using *copy-seq* before it is stored in the output record. The default for *copy-cache-value* is nil.

If *fixed-position* is t, then the location of this output is fixed relative to its parent output record. When CLIM redisplays an output record that has a fixed position, then if the contents have not changed, the position of the output record will not change. If the contents have changed, CLIM assumes that the code will take care to preserve its position. The default for *fixed-position* is nil.

If *all-new* is t, that indicates that all of the output done by *body* is new, and will never match output previously recorded. In this case, CLIM will discard the old output and do the redisplay from scratch. The default for *all-new* is nil.

The output record tree created by *updating-output* defines a caching structure where mappings from a *unique-id* to an output record are maintained. If the programmer specifies an output record via the *parent-cache* argument, then CLIM will try to find a corresponding output record with the matching *unique-id* in the cache belonging to *parent-cache*. If neither *parent-cache* is not provided, then CLIM looks for the *unique-id* in the output record created by immediate dynamically enclosing call to *updating-output*. If that fails, CLIM use the *unique-id* to find an output record that is a child of the output history of *stream*. Once CLIM has found an output record that matches the *unique-id*, it uses the cache value and cache test to determine whether the output record has changed. If the output record has not changed, it may have moved, in which case CLIM will simply move the display of the output record on the display device.

---

**redisplay**

*redisplay* record stream &key (check-overlapping t)

**Summary:** This function calls *redisplay-output-record* on the arguments *record* and *stream*. When *check-overlapping* is t, redisplay checks overlapped output records more carefully in order to display them correctly. The default is nil.
In order to compare the cache to the output record, tw
performs only the nested calls to
output drawn on the stream replaces the previous output.

When check-overlapping is t, redisplay checks overlapped output records more carefully in order to display them correctly. The default is nil. This means that CLIM can assume that no sibling output records overlap each other at any level. Supplying a false value for this argument can improve performance of redisplay.

The other optional arguments can be used to specify where on the stream the output record should be redisplayed. x and y represent where the cursor should be, relative to (output-record-parent record), before record is redisplayed. parent-x and parent-y can be supplied to say: do the output as if the parent started at positions parent-x and parent-y (which are in absolute coordinates). The default values for x and y are (output-record-start-position record). The default values for parent-x and parent-y are:

(convert-from-relative-to-absolute-coordinates stream (output-record-parent record))

record will usually be an output record created by updating-output. If it is not, then redisplay-output-record will be equivalent to replay-output-record.

14.5 Using updating-output

One technique of incremental redisplay is to use updating-output to inform CLIM what output has changed, and to use redisplay to recompute and redisplay that output.

The outermost call to updating-output identifies a program fragment that produces incrementally redisplayable output. A nested call to updating-output (that is, a call to updating-output that occurs during the execution of the body of the outermost updating-output and that specifies the same stream) identifies an individually redisplayable piece of output, the program fragment that produces that output, and the circumstances under which that output needs to be redrawn.

The outermost call to updating-output executes its body, producing the initial version of the output, and returns an updating-output-record that captures the body in a closure. Each nested call to updating-output caches its :unique-id and :cache-value arguments and the portion of the output produced by its body.

redisplay takes an updating-output-record and executes the captured body of updating-output over again. When a nested call to updating-output is executed during redisplay, updating-output decides whether the cached output can be reused or the output needs to be redrawn. This is controlled by the :cache-value argument to updating-output. If its value matches its previous value, the body would produce output identical to the previous output, which would thus be unnecessary. In this case, the cached output is reused and updating-output does not execute its body. If the :cache-value does not match, the output needs to be redrawn, so updating-output executes its body and the new output drawn on the stream replaces the previous output. The :cache-value argument is only meaningful for nested calls to updating-output.

If the :incremental-redisplay pane option is used, CLIM supplies the outermost call to updating-output, saves the updating-output-record, and calls redisplay. The function specified by the :display-function pane option performs only the nested calls to updating-output.

If you use incremental redisplay without using the :incremental-redisplay pane option, you must perform the outermost call to updating-output, save the updating-output-record, and call redisplay yourself.

In order to compare the cache to the output record, two pieces of information are necessary:
1. An association between the output being done by the program and a particular cache. This is supplied in the :unique-id option to `update-output`.

2. A means of determining whether this particular cache is valid. This is the :cache-value option to `update-output`.

Normally you would supply both options. The :unique-id would be some data structure associated with the corresponding part of output. The cache value would be something in that data structure that changes whenever the output changes.

It is valid to give the :unique-id and not the :cache-value. This is done to identify a superior in the hierarchy. By this means, the inferiors essentially get a more complex :unique-id when they are matched for output. (It is rather like using a telephone area code.) The cache without a cache value is never valid. Its inferiors always have to be checked.

It is also valid to give the :cache-value and not the :unique-id. In this case, unique ids are just assigned sequentially. So, if output associated with the same thing is done in the same order each time, it isn't necessary to invent new unique ids for each piece. This is especially true in the case of inferiors of a cache with a unique id and no cache value of its own. In this case, the superior marks the particular data structure, whose components can change individually, and the inferiors are always in the same order and properly identified by their superior and the order in which they are output.

A :unique-id need not be unique across the entire redisplay, only among the inferiors of a given output cache, that is, among all possible (current and additional) uses you make of `update-output` that are dynamically (not lexically) within another.

To make your incremental redisplay maximally efficient, you should attempt to give as many caches with :cache-value as possible. For instance, if you have a deeply nested tree, it is better to be able to know when whole branches have not changed than to have to recurse to every single leaf and check it. So, if you are maintaining a modification tick in the leaves, it is better to maintain one in their superiors as well and to propagate the modification up when things change. While the simpler approach works, it requires CLIM to do more work than is necessary.

### 14.6 Example of Incremental Redisplay in CLIM

The following function illustrates the standard use of incremental redisplay:

```lisp
(defun test (stream)
  (let* ((list (list 1 2 3 4 5))
          (record
            (clim:updating-output
             (stream)
            (do* ((elements list (cdr elements))
                  (count 0 (1+ count))
                  (element (first elements) (first elements)))
                 (null elements))
             (clim:updating-output (stream :unique-id count :cache-value element)
                                       (format stream "Element ~D~%" element))))
    (force-output stream)
    (sleep 10)
    (setf (nth 2 list) 17)
    (clim:redisplay record stream)))
```

When `test` is run on a window, the initial display looks like:

```
Element 1
Element 2
Element 3
Element 4
Element 5
```

After the sleep has terminated, the display looks like:

```
1
4
O
u
p
u
```

---

238
Incremental redisplay takes care of ensuring that only the third line gets erased and redisplayed. In the case where items have moved around, Incremental Redisplay ensures that the minimum amount of work is done in updating the display, thereby minimizing "flashiness" while providing a powerful user interface. For example, try substituting the following for the form after the sleep:

```
(setf list (sort list #'(lambda (&rest args) (zerop (random 2)))))
```
15 Extended Stream Input Facilities

15.1 Basic Input Streams

CLIM provides a stream-oriented input layer that is implemented on top of the sheet input architecture. The basic CLIM input stream protocol is based on the character input stream protocol proposal submitted to the ANSI Common Lisp committee by David Gray. This proposal was not approved by the committee, but CLIM provides an implementation of the basic input stream facilities.

**standard-input-stream**  
*Class*  
*Summary:* This class provides an implementation of the CLIM's basic input stream protocol based on CLIM's input kernel. It defines a handle-event method for keystroke events and queues the resulting characters in a per-stream input buffer. Members of this class are mutable.

**stream-read-char**  
Generic Function  
*stream-read-char stream*  
*Summary:* Returns the next character available in the input stream `stream`, or :eof if the stream is at end-of-file. If no character is available, this function will wait until one becomes available.

**stream-unread-char**  
Generic Function  
*stream-unread-char stream character*  
*Summary:* Places the character `character` back into the input stream `stream`'s input buffer. The next call to `read-char` on `stream` will return the unread character. The character supplied must be the most recent character read from the stream.

**stream-read-char-no-hang**  
Generic Function  
*stream-read-char-no-hang stream*  
*Summary:* Like `stream-read-char`, except that if no character is available, the function returns nil.

**stream-peek-char**  
Generic Function  
*stream-peek-char stream*  
*Summary:* Returns the next character available in the input stream `stream`. The character is not removed from the input buffer, so the same character will be returned by a subsequent call to `stream-read-char`.

**stream-listen**  
Generic Function  
*stream-listen stream*  
*Summary:* Returns t if there is input available on the input stream `stream`, nil if not.

**stream-read-line**  
Generic Function  
*stream-read-line stream*  
*Summary:* Reads and returns a string containing a line of text from the input stream `stream`, delimited by the \Newline.
15 Extended Stream Input Facilities

character.

stream-clear-input

stream-clear-input stream

Summary: Clears any buffered input associated with the input stream stream and returns nil.

15.2 Extended Input Streams

In addition to the basic input stream protocol, CLIM defines an extended input stream protocol. This protocol extends the stream model to allow manipulation of non-character user gestures, such as pointer button presses. The extended input protocol provides the programmer with more control over input processing, including the options of specifying input wait timeouts and auxiliary input test functions.

extended-input-stream

Summary: The protocol class for CLIM extended input streams. This is a subclass of input-stream. If you want to create a new class that behaves like an extended input stream, it should be a subclass of extended-input-stream. Subclasses of extended-input-stream must obey the extended input stream protocol.

extended-input-stream-p

extended-input-stream-p object

Summary: Returns t if object is a CLIM extended input stream; otherwise, it returns nil.

:input-buffer
:pointer
:text-cursor

Summary: All subclasses of extended-input-stream must handle these initargs, which are used to specify, respectively, the input buffer, pointer, and text cursor for the extended input stream.

standard-extended-input-stream

Summary: This class provides an implementation of the CLIM extended input stream protocol based on CLIM's input kernel. The extended input stream maintains the state of the display's pointing devices (such as a mouse) in pointer objects associated with the stream. It defines a handle-event methods for keystroke and pointer motion and button press events and updates the pointer object state and queues the resulting events in a per-stream input buffer.

Members of this class are mutable.

15.2.1 The Extended Input Stream Protocol

The following generic functions comprise the extended input stream protocol. All extended input streams must implement methods for these generic functions.

stream-input-buffer

stream-input-buffer stream

(setf stream-input-buffer) buffer stream

Generic Function

Generic Function
15 Extended Stream Input Facilities

Summary: These functions provide access to the stream’s input buffer. Normally programs do not need to manipulate the input buffer directly. It is sometimes useful to cause several streams to share the same input buffer so that input that comes in on one of them is available to an input call on any of the streams. The input buffer must be a vector with a fill pointer capable of holding general input gesture objects (such as characters and event objects).

stream-pointers

Generic Function

stream-pointers stream

Summary: Returns the list of pointer objects corresponding to the pointing devices of the port associated with stream. This function returns objects that reveal CLIM’s internal state; do not modify those objects.

stream-primary-pointer

Generic Function

stream-primary-pointer stream

(setf stream-primary-pointer)

Generic Function

(setf stream-primary-pointer) pointer stream

Summary: Returns (or sets) the pointer object corresponding to the primary pointing device of the console.

Note: CLIM currently supports only a single pointer for any port. Therefore, the length of the list returned by stream-pointers will always be one, and stream-primary-pointer will always return an object that is the only element of that list.

stream-pointer-position

Generic Function

stream-pointer-position stream &key pointer

Summary: Returns the current position of the pointing device pointer for the extended input stream stream as two values, the x and y positions in the stream’s drawing surface coordinate system. If pointer is not supplied, it defaults to the stream-primary-pointer of the stream.

(setf* stream-pointer-position)

Generic Function

(setf* stream-pointer-position) x y stream &key pointer

Summary: Sets the position of the pointing device for the extended input stream stream to x and y, which are integers. pointer is as for stream-pointer-position. For the details of setf*, see C.4 Multiple-Value Set.

stream-set-input-focus

Generic Function

stream-set-input-focus stream

Summary: Sets the “input focus” to the extended input stream stream and returns the old input focus as its value.

stream-restore-input-focus

Generic Function

stream-restore-input-focus stream old-focus

Summary: Restores the “input focus” of the extended input stream stream to old-focus.

with-input-focus

Macro

with-input-focus (stream) &body body

Summary: Temporarily gives the keyboard input focus to the extended input stream stream. By default, an application frame gives the input focus to the window associated with frame-query-io.

The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t,
15 Extended Stream Input Facilities

*standard-input* is used. *body* may have zero or more declarations as its first forms.

*input-wait-test*
*input-wait-handler*
*pointer-button-press-handler*

Variables

Summary: These three variables are used to hold the default values for the current input wait test, wait handler, and pointer button press handler. These variables are globally bound to nil.

read-gesture

Function


Summary: Calls stream-read-gesture on the extended input stream stream and all of the other keyword arguments. Returns the next gesture available in the extended input stream stream; the gesture will be a character, an event (such as a pointer button event), or (values nil :timeout) if no input is available. The input is not echoed.

These arguments are the same as for stream-read-gesture.

stream-read-gesture

Generic Function


Summary: Returns the next gesture available in the extended input stream stream; the gesture will be either a character or an event (such as a pointer button event). The input is not echoed.

If the user types an abort gesture (that is, a gesture that matches any of the gesture names in *abort-gestures*), then the abort-gesture condition will be signaled.

If the user types an accelerator gesture (that is, a gesture that matches any of the gesture names in *accelerator-gestures*), then the accelerator-gesture condition will be signaled.

stream-read-gesture works by invoking stream-input-wait on stream, input-wait-test, and timeout, and then processing the input, if there is any.

timeout is either nil or an integer that specifies the number of seconds that stream-read-gesture will wait for input to become available. If no input is available, stream-read-gesture will return two values, nil and :timeout.

If peek-p is t, the returned gesture will be left in the stream's input buffer.

input-wait-test is a function of one argument, the stream. The function should return t when there is input to process, otherwise it should return nil. This argument will be passed on to stream-input-wait. stream-read-gesture will bind *input-wait-test* to input-wait-test.

input-wait-handler is a function of one argument, the stream. It is called when stream-input-wait returns nil (that is, no input is available). This option can be used in conjunction with input-wait-test to handle conditions other than keyboard gestures, or to provide some sort of interactive behavior (such as highlighting applicable presentations). stream-read-gesture will bind *input-wait-handler* to input-wait-handler.

pointer-button-press-handler is a function of two arguments, the stream and a pointer button press event. It is called when the user clicks a pointer button. stream-read-gesture will bind *pointer-button-press-handler* to pointer-button-press-handler.

input-wait-test, input-wait-handler, and pointer-button-press-handler have dynamic extent.
### 15.2.2 Extended Input Stream Conditions

**stream-input-wait**

```lisp
stream-input-wait stream &key timeout input-wait-test
```

*Summary:* Waits for input to become available on the extended input stream `stream`. `timeout` and `input-wait-test` are as for `stream-read-gesture`.

**unread-gesture**

```lisp
unread-gesture gesture &key (stream *standard-input*)
```

*Summary:* Calls `stream-unread-gesture` on `gesture` and `stream`. These arguments are the same as for `stream-unread-gesture`.

**stream-unread-gesture**

```lisp
stream-unread-gesture stream gesture
```

*Summary:* Places `gesture` back into the extended input stream `stream`'s input buffer. The next call to `stream-read-gesture` request will return the unread gesture. `gesture` must be the most recent gesture read from the stream via `read-gesture`.

---

**15.2.2 Extended Input Stream Conditions**

**Abort-Gestures**

```lisp
*abort-gestures*
```

*Summary:* A list of all of the gesture names that correspond to abort gestures. The global set of standard abort gestures is unspecified; it includes the `:abort` gesture name. The actual keystroke sequence is `Control-z`.

**Abort-Gesture**

```lisp
abort-gesture
```

*Summary:* This condition is signaled by `read-gesture` whenever an abort gesture (one of the gestures in `*abort-gestures*`) is read from the user.

**Abort-Gesture-Event**

```lisp
abort-gesture-event condition
```

*Summary:* Returns the event that cause the abort gesture condition to be signaled. `condition` is an object of type `abort-gesture`.

**Accelerator-Gestures**

```lisp
*accelerator-gestures*
```

*Summary:* A list of all of the gesture names that correspond to keystroke accelerators. The global value for this is `nil`.

**Accelerator-Gesture**

```lisp
accelerator-gesture
```

*Summary:* This condition is signaled by `read-gesture` whenever a keystroke accelerator gesture (one of the gestures in `*accelerator-gestures*`) is read from the user.

**Accelerator-Gesture-Event**

```lisp
accelerator-gesture-event condition
```

*Summary:* Returns the event that causes the accelerator gesture condition to be signaled. `condition` is an object of type `accelerator-gesture`.

---

244
accelerator-gesture-numeric-argument

accelerator-gesture-numeric-argument condition

Summary: Returns the accumulated numeric argument (maintained by the input editor) at the time the accelerator gesture condition was signaled. condition is an object of type accelerator-gesture.

15.3 Gestures and Gesture Names

A gesture is some sort of input action by the user, such as typing a character or clicking a pointer button. A keyboard gesture refers to those gestures that are input by typing something on the keyboard. A pointer gesture refers to those gestures that are input by doing something with the pointer, such as clicking a button.

A gesture name is a symbol that gives a name to a set of similar gestures. Gesture names are used in order to provide a level of abstraction above raw device events; greater portability can be achieved by avoiding referring directly to platform-dependent constructs, such as character objects that refer to a particular key on the keyboard. For example, the :complete gesture is used to name the gesture that causes the complete-input event to complete the current input string; on Genera, this may correspond to the COMPLETE key on the keyboard (which generates a \\Complete character), but on a Unix workstation, it may correspond to TAB or some other key. Another example is :select, which is commonly used to indicate a left button click on the pointer.

Note that gesture names participate in a one-to-many mapping, that is, a single gesture name can name a group of physical gestures. For example, an :edit might include both a pointer button click and a key press.

CLIM uses event objects to represent user gestures. Some of the more common events are those of the class pointer-button-event. Event objects store the sheet associated with the event, a timestamp, and the modifier key state (a quantity that indicates which modifier keys were held down on the keyboard at the time the event occurred). Pointer button event objects also store the pointer object, the button that was clicked on the pointer, the window the pointer was over, and the x and y position within that window. Keyboard gestures store the key name.

In some contexts, the object used to represent a user gesture is referred to as an gesture object. An gesture object might be exactly the same as an event object, or might contain less information. For example, for a keyboard gesture that corresponds to a standard printing character, it may be enough to represent the gesture object as a character.

define-gesture-name

define-gesture-name name type gesture-spec &key (unique t)

Summary: Defines a new gesture named by the symbol name. It expands into a call to add-gesture-name. type is the type of gesture being created, and is either :keyboard or :pointer-button. gesture-spec specifies the physical gesture that corresponds to the named gesture; its syntax depends on the value of type.

• When type is :keyboard, gesture-spec is a list of the form (key-name . modifier-key-names). key-name is the name of a non-modifier key on the keyboard. modifier-key-names is a (possibly empty) list of modifier key names (:shift, :control, :meta, :super, and :hyper).

For the standard Common Lisp characters (the 95 ASCII printing characters including \Space), key-name is the character object itself. For the other "semi-standard" characters, key-name is a keyword symbol naming the character (:newline, :linefeed, :return, :tab, :backspace, :page, and :rubout).

The names of the modifier keys have been chosen to be uniform across all platforms, even though not all platforms will have keys on the keyboard with these names. The per-port part of CLIM simply chooses a sensible mapping from the modifier key names to the names of the keys on the keyboard. For example, CLIM on the Macintosh maps :meta to the COMMAND_SHIFT key, and :super to the OPTION_SHIFT key.

245
• When type is :pointer-button, gesture-spec is a list of the form (button-name . modifier-key-names), button is the name of a pointer button ([:left, :middle, :right, or :wheel]), and modifier-key-names is as for when type is :keyboard.

If unique is t (the default), all old gestures named by name are removed.

None of the arguments to define-gesture-name are evaluated.

add-gesture-name

add-gesture-name name type gesture-spec &key unique

Summary: Adds a gesture named by the symbol name to the set of gesture names. type and gesture-spec are as for define-gesture-name.

If unique is t, all old gestures named by name are removed. unique defaults to nil.

As an example, the :edit gesture name could be defined as follows using define-gesture-name:

```
(define-gesture-name :edit :pointer-button (:left :meta))
(define-gesture-name :edit :keyboard (#\E :control))
```

delete-gesture-name

delete-gesture-name name

Summary: Removes the gesture named by the symbol name.

CLIM provides a standard set of gesture names that correspond to a common set of gestures. Here are the required, standard keyboard gesture names:

• :abort—corresponds to gestures that cause the currently running application to be aborted back to top-level. In LispWorks CLIM, this may match the event corresponding to typing CONTROL-Z.

• :clear-input—corresponds to gestures that cause the current input buffer to be cleared. In LispWorks CLIM, this may match the event corresponding to typing CONTROL-BACKSPACE.

• :complete—corresponds to the gestures that tell the completion facility to complete the current input. On most systems, this will typically match the #\Tab or #\Escape character.

• :help—corresponds to the gestures that tell accept and the completion facility to display a help message. On most systems, this will typically match the event corresponding to typing CONTROL-\.

• :possibilities—corresponds to the gestures that tell the completion facility to display the current set of possible completions. On most systems, this will typically match the event corresponding to typing CONTROL-?.

Here are the required, standard pointer gesture names:

• :select—corresponds to the gesture that is used to "select" the object being pointed to with the pointer. Typically, this will correspond to the left button on the pointer.

• :describe—corresponds to the gesture that is used to "describe" or display some sort of documentation on the object being pointed to with the pointer. Typically, this will correspond to the middle button on the pointer.

• :menu—corresponds to the gesture that is used to display a menu of all possible operations on the object being pointed to with the pointer. Typically, this will correspond to the right button on the pointer.

• :edit—corresponds to the gesture that is used to "edit" the object being pointed to with the pointer. Typically, this will correspond to the left button on the pointer with some modifier key held down (such as the META key).
• :delete—corresponds to the gesture that is used to "delete" the object being pointed to with the pointer. Typically, this will correspond to the middle button on the pointer with some modifier key held down (such as the \texttt{SHIFT} key).

15.4 The Pointer Protocol

\texttt{pointer} \hspace{1cm} \textit{Protocol Class}

\textit{Summary}: The protocol class that corresponds to a pointing device. If you want to create a new class that behaves like pointer, it should be a subclass of \texttt{pointer}. Subclasses of \texttt{pointer} must obey the pointer protocol. Members of this class are mutable.

\texttt{pointerp} \hspace{1cm} \textit{Function}

\texttt{pointer \hspace{0.5cm} object}

\textit{Summary}: Returns \texttt{t} if \texttt{object} is a pointer; otherwise, it returns \texttt{nil}.

\texttt{:port} \hspace{1cm} \textit{Initarg}

\texttt{standard-pointer} \hspace{1cm} \textit{Class}

\textit{Summary}: The instantiable class that implements a pointer.

\texttt{pointer-port} \hspace{1cm} \textit{Generic Function}

\texttt{pointer-port \hspace{0.5cm} pointer}

\textit{Summary}: Returns the port with which the pointer \texttt{pointer} is associated.

\texttt{pointer-sheet} \hspace{1cm} \textit{Generic Function}

\texttt{pointer-sheet \hspace{0.5cm} pointer}

\texttt{(setf pointer-sheet)} \hspace{1cm} \textit{Generic Function}

\texttt{(setf pointer-sheet) \hspace{1.5cm} sheet \hspace{0.5cm} pointer}

\textit{Summary}: Returns (or sets) the sheet over which the pointer \texttt{pointer} is located.

\texttt{pointer-button-state} \hspace{1cm} \textit{Generic Function}

\texttt{pointer-button-state \hspace{1.5cm} pointer}

\textit{Summary}: Returns the state of the buttons of the pointer \texttt{pointer}. This is represented as the \texttt{logior} of the values obtained from \texttt{pointer-event-button}.

\texttt{pointer-position} \hspace{1cm} \textit{Generic Function}

\texttt{pointer-position \hspace{1.5cm} pointer}

\textit{Summary}: Returns the \texttt{x} and \texttt{y} position of the pointer \texttt{pointer} as two values.

\texttt{(setf* pointer-position)} \hspace{1cm} \textit{Generic Function}

\texttt{(setf* pointer-position) \hspace{1.5cm} x \hspace{0.5cm} y \hspace{0.5cm} pointer}

\textit{Summary}: Sets the \texttt{x} and \texttt{y} position of the pointer \texttt{pointer} to the specified position. For the details of \texttt{setf*}, see \ref{C4}{\textbf{Multiple-Value Setf}}.
pointer-cursor  

**Generic Function**

`pointer-cursor pointer`

(setf pointer-cursor)  

**Generic Function**

(setf pointer-cursor) cursor pointer

**Summary:** A pointer object usually has a visible cursor associated with it. These functions return (or set) the cursor associated with the pointer `pointer`.

### 15.5 Pointer Tracking

tracking-pointer  

**Macro**

`tracking-pointer (&optional stream &key pointer multiple-window transformp context-type highlight) &body body`

**Summary:** The `tracking-pointer` macro provides a general means for running code while following the position of a pointing device and monitoring for other input events. The programmer supplies code (the clauses in `body`) to be run upon the occurrence of any of the following types of events:

- Motion of the pointer.
- Motion of the pointer over a presentation.
- Clicking or releasing a pointer button.
- Clicking or releasing a pointer button while the pointer is over a presentation.
- Keyboard event (typing a character).

The `stream` argument is not evaluated, and must be a symbol that is bound to an input sheet or stream. If `stream` is `t`, `*standard-output*` is used. `body` may have zero or more declarations as its first forms.

The `pointer` argument specifies a pointer to track. It defaults to the primary pointer for the sheet, `(port-pointer stream)`.

When `multiple-window` is `t`, the pointer will be tracked across multiple windows; when `nil`, it will be tracked only in the window corresponding to `stream`.

When the boolean `transformp` is `t`, then the coordinates supplied to the :pointer-motion clause will be in the "user" coordinate system rather than in stream coordinates; that is, the medium's transformation will be applied to the coordinates.

`context-type` is used to specify the presentation type of presentations that will be "visible" to the tracking code for purposes of highlighting and for the :presentation, :presentation-button-press, and :presentation-button-release clauses. Supplying `context-type` is only useful when `sheet` is an output recording stream. `context-type` defaults to `t`, meaning that all presentations are visible.

When `highlight` is `t`, `tracking-pointer` will highlight applicable presentations as the pointer is positioned over them. `highlight` defaults to `t` when any of the :presentation, :presentation-button-press, or :presentation-button-release clauses is supplied; otherwise, it defaults to `nil`.

The body of `tracking-pointer` consists of a list of clauses. Each clause is of the form `(clause-keyword arglist . clause-body)` and defines a local function to be run upon occurrence of each type of event. The possible values for `clause-keyword` and the associated `arglist` are:
• :pointer-motion (&key window x y) Defines a clause to run whenever the pointer moves. In the clause, window is bound to the window in which the motion occurred, and x and y to the coordinates of the pointer. (See the keyword argument :transformp for a description of the coordinate system in which x and y are expressed.)

• :presentation (&key presentation window x y) Defines a clause to run whenever the pointer moves over a presentation of the desired type. (See the keyword argument :context-type for a description of how to specify the desired type.) In the clause, presentation is bound to the presentation, window to the window in which the motion occurred, and x and y to the coordinates of the pointer. (See the keyword argument :transformp for a description of the coordinate system in which x and y are expressed.)

When both :presentation and :pointer-motion clauses are provided, the two are mutually exclusive. The :presentation clause will run only if the pointer is over an applicable presentation; otherwise the :pointer-motion clause will run.

• :pointer-button-press (&key event x y) Defines a clause to run whenever a pointer button is pressed. In the clause, event is bound to the pointer button press event. (The window and the coordinates of the pointer are part of event.)

  x and y are the transformed x and y positions of the pointer. These will be different from pointer-event-x and pointer-event-y if the user transformation is not the identity transformation.

• :presentation-button-press (&key presentation event x y) Defines a clause to run whenever the pointer button is pressed while the pointer is over a presentation of the desired type. (See the keyword argument :context-type for a description of how to specify the desired type.) In the clause, presentation is bound to the presentation, and event to the pointer button press event. (The window and the stream coordinates of the pointer are part of event.) x and y are as for the :pointer-button-press clause.

When both :presentation-button-press and :pointer-button-press clauses are provided, the two clauses are mutually exclusive. The :presentation-button-press clause will run only if the pointer is over an applicable presentation; otherwise, the :pointer-button-press clause will run.

• :pointer-button-release (&key event x y) Defines a clause to run whenever a pointer button is released. In the clause, event is bound to the pointer button release event. (The window and the coordinates of the pointer are part of event.)

  x and y are the transformed x and y positions of the pointer. These will be different from pointer-event-x and pointer-event-y if the user transformation is not the identity transformation.

• :presentation-button-release (&key presentation event x y) Defines a clause to run whenever a pointer button is released while the pointer is over a presentation of the desired type. (See the keyword argument :context-type for a description of how to specify the desired type.) In the clause, presentation is bound to the presentation, and event to the pointer button release event. (The window and the stream coordinates of the pointer are part of event.) x and y are as for the :pointer-button-release clause.

When both :presentation-button-release and :pointer-button-release clauses are provided, the two clauses are mutually exclusive. The :presentation-button-release clause will run only if the pointer is over an applicable presentation; otherwise, the :pointer-button-release clause will run.

• :keyboard (&key gesture) Defines a clause to run whenever a character is typed on the keyboard. In the clause, gesture is bound to the keyboard gesture corresponding to the character typed.

Here is an example of tracking-pointer:

(in-package 'clim-user)
(defun application-frame (test)
  ()
  (:panes
    (main :application)))
(define-test-command (rubberband :menu t) ()
  (let ((x1 0);; x1, y1 represents the fix point
    (y1 0)
    (x2 0);; x2,y2 represents the point that is changing
    (y2 0)
    (mouse-button-press nil);; set to T when mouse button has
    ;; press to select pivot
    (stream (get-frame-pane *application-frame* 'main)))))

(tracking-pointer
 (stream)
 (:pointer-button-press
  (event x y )
  (setf x1 x
       y1 y
       x2 x
       y2 y)
  (draw-rectangle* stream x1 y1 x2 y2
                     :ink +flipping-ink+ :filled nil)
  (setf mouse-button-press t))
 (:pointer-motion
  (window x y)
  (when mouse-button-press
   ;; erase
   (draw-rectangle* stream x1 y1 x2 y2
                     :ink +flipping-ink+ :filled nil)
   ;; draw
   (draw-rectangle* stream x1 y1 x y
                     :ink +flipping-ink+ :filled nil)
   (setf x2 x y2 y)))
 (:pointer-button-release (event x y )
  (when mouse-button-press
   (return (list x1 y1 x2 y2)))))))

(define-test-command (com-exit :menu "EXEUNT" :keystroke #-) ()
  (frame-exit *application-frame*))

---

**drag-output-record**

Generic Function

**drag-output-record** stream output-record &key repaint multiple-window erase feedback finish-on-release

**Summary:** Enters an interaction mode in which the user moves the pointer and output-record "follows" the pointer by being dragged on the output recording stream stream. By default, the dragging is accomplished by erasing the output record from its previous position and redrawing at the new position. output-record remains in the output history of stream at its final position.

The returned values are the final x and y positions of the pointer, and the delta-x and delta-y position of the mouse with respect to the origin of the object at the time it was originally selected by the pointer.

The boolean repaint controls the appearance of the windows as the pointer is dragged. If repaint is t (the default), displayed contents of windows are not disturbed as the output record is dragged over them (that is, those regions of the screen are repainted). If it is nil, then no repainting is done as the output record is dragged.

erase identifies a function that will be called to erase the output record as it is dragged. It must be a function of two arguments, the output record to erase and the stream; it has dynamic extent. The default is erase-output-record.

feedback allows the programmer to identify a "feedback" function of seven arguments: the output record, the stream, the initial x and y position of the pointer, the current x and y position of the pointer, and a drawing argument (either :erase or :draw). It has dynamic extent. The default is nil, meaning that the feedback behavior will be for the output record to track the pointer. (The feedback argument is used when the programmer desires more complex feedback behavior, such as drawing a "rubber band" line as the user moves the mouse.) Note that if feedback is supplied, erase is ignored.
15 Extended Stream Input Facilities

If the boolean \texttt{finish-on-release} is \texttt{nil} (the default), \texttt{drag-output-record} is exited when the user presses a pointer button. When it is \texttt{t}, \texttt{drag-output-record} is exited when the user releases the pointer button currently being held down.

\textbf{dragging-output} \quad \textit{Macro}

\begin{verbatim}
  dragging-output (&optional stream &key repaint multiple-window finish-on-release) &body body
\end{verbatim}

\textit{Summary:} This macro is used by functions that want to move output records in an interactive fashion in a CLIM window. The body of the macro invocation contains code to draw a CLIM graphic. The resulting graphic tracks mouse motion in the window until the mouse button is pressed (or released, depending on the options).

\texttt{body} is evaluated inside of \texttt{with-output-to-output-record} to produce an output record for the stream \texttt{stream}, and then invokes \texttt{drag-output-record} on the record in order to drag the output. The output record is not inserted into \texttt{stream}'s output history.

The returned values are the final x and y positions of the pointer, and the delta-x and delta-y position of the mouse with respect to the origin of the object at the time it was originally selected by the pointer.

The \texttt{stream} argument is not evaluated, and must be a symbol that is bound to an output recording stream \texttt{stream}. If \texttt{stream} is \texttt{t} (the default), \texttt{*standard-output*} is used. \texttt{body} may have zero or more declarations as its first forms.

\texttt{repaint} and \texttt{finish-on-release} are as for \texttt{drag-output-record}.

\textbf{pointer-place-rubber-band-line*} \quad \textit{Function}

\begin{verbatim}
  pointer-place-rubber-band-line* &key start-x start-y stream pointer multiple-window finish-on-release
\end{verbatim}

\textit{Summary:} This function is used to place a rubber-band line. The input is the end points of a rubber-band line on the stream \texttt{stream} (which defaults to \texttt{*standard-input*}) via the pointer \texttt{pointer}.

If \texttt{start-x} and \texttt{start-y} are provided, the start point of the line is at \texttt{(start-x,start-y)}. Otherwise, the start point of the line is selected by pressing a button on the pointer.

The \texttt{pointer} argument specifies a pointer from which to take input. It defaults to \texttt{(port-pointer stream)}.

When the boolean \texttt{multiple-window} argument is \texttt{t}, input can be taken from a window other than the default window. However, input cannot be taken from more than one window at the same time. For instance, you cannot press the pointer button in one window to begin the line and release it in another window to indicate the end point of the line; the press and release must happen in the same window.

When the boolean \texttt{finish-on-release} is \texttt{t}, \texttt{pointer-place-rubber-band-line*} is exited when the user releases the pointer button currently being held down. When it is \texttt{nil}, \texttt{pointer-place-rubber-band-line*} is exited when the user presses a pointer button.

\texttt{pointer-place-rubber-band-line*} returns five values: the start X and Y of the line, the end X and Y of the line, and the window on which the line was drawn. The final value is useful only when \texttt{multiple-window} is \texttt{t}.

\textbf{pointer-input-rectangle*} \quad \textit{Function}

\begin{verbatim}
  pointer-input-rectangle* &key left top right bottom stream pointer multiple-window finish-on-release
\end{verbatim}

\textit{Summary:} This function is used to input a rectangle via the pointer \texttt{pointer}. The input is the corners of a rectangle on the stream \texttt{stream}, which defaults to \texttt{*standard-input*}.

If \texttt{left} and \texttt{top} are provided, the upper left corner of the rectangle will be placed at \texttt{(left,top)}. If \texttt{right} and \texttt{bottom} are provided, the lower right corner of the rectangle will be placed at \texttt{(right,bottom)}. Otherwise, the upper left corner of the rectangle is selected by pressing a button on the pointer.

\texttt{pointer}, \texttt{multiple-window}, and \texttt{finish-on-release} are as for \texttt{pointer-place-rubber-band-line*}.

251
pointer-input-rectangle* returns five values: the left, top, right, and bottom corners of the rectangle, and the window on which the rectangle was drawn. The final value is useful only when multiple-window is true.

pointer-input-rectangle

pointer-input-rectangle &rest options &key rectangle stream pointer multiple-window finish-on-release &allow-other-keys

pointer-input-rectangle is exactly like pointer-input-rectangle* except that it takes as input and returns a rectangle object.
16 Input Editing and Completion Facilities

16.1 Input Editing

An input editing stream "encapsulates" an interactive stream. That is, most operations are handled by the encapsulated interactive stream, but some operations are handled directly by the input editing stream itself. (See Appendix D: Common Lisp Streams for a discussion of encapsulating streams.)

An input editing stream has the following components:

- The encapsulated interactive stream.
- A buffer with a fill pointer, which we shall refer to as \( fp \). The buffer contains all of the user's input, and \( fp \) is the length of that input.
- An insertion pointer, which we shall refer to as \( ip \). The insertion pointer is the point in the buffer at which the "editing cursor" is.
- A scan pointer, which we shall refer to as \( sp \). The scan pointer is the point in the buffer from which CLIM will get the next input gesture object (in the sense of \texttt{read-gesture}).
- A "rescan queued" flag, indicating that the programmer (or CLIM) requested that a "rescan" operation should take place before the next gesture is read from the user.
- A "rescan in progress" flag, indicating that CLIM is rescanning the user's input, rather than reading freshly supplied gestures from the user.

The input editor reads either "real" gestures from the user (such as characters from the keyboard or pointer button events) or input editing commands, which can modify the state of the input buffer. When they do so, the input buffer must be "rescanned"; that is, the scan pointer \( sp \) must be reset to its original state, and the contents of the input editor buffer must be reparsed before any other gestures from the user are read. While this rescanning operation is taking place, the "rescan in progress" flag is set to \( T \). The relationship \( sp \leq ip \leq fp \) always holds.

The overall control structure of the input editor is:

\[
\begin{align*}
\text{(catch 'rescan} & ; \text{thrown to when a rescan is invoked} \\
\text{(reset-scan-pointer stream)} & ; \text{sets STREAM-RESCANNING-P to T} \\
\text{(loop}} & \\
\text{\text{(funcall continuation stream)}})
\end{align*}
\]

where \texttt{stream} is the input editing stream and \texttt{continuation} is the code supplied by the programmer, which typically contains calls to such functions as \texttt{accept} and \texttt{read-token} (which will eventually call \texttt{stream-read-gesture}). When a rescan operation is invoked, it throws to the \texttt{rescan} tag in the previous example. The loop is terminated when an activation gesture is seen, and at that point the values produced by \texttt{continuation} are returned as values from the input editor.

The important point is that functions such as \texttt{accept}, \texttt{read-gesture}, and \texttt{unread-gesture} read (or restore) the next gesture object from the buffer at the position pointed to by the scan pointer \( sp \). However, insertion and input editing commands take place at the position pointed to by \( ip \). The purpose of the rescanning operation is to ensure that all the input gestures issued by the user (typed characters, pointer button presses, and so forth) have been read by CLIM. During input editing, the input editor maintains some sort of visible cursor to remind the user of the position of \( ip \).

The overall structure of \texttt{stream-read-gesture} on an input editing stream is:

253


16 Input Editing and Completion Facilities

(progn
 (rescan-if-necessary stream)
 (loop
   ;; If SP is less than FP
   ;; Then get the next gesture from the input editor buffer at SP
   ;; and increment SP
   ;; Else read the next gesture from the encapsulated stream
   ;; and insert it into the buffer at IP
   ;; Set the "rescan in progress" flag to false
   ;; Call STREAM-PROCESS-GESTURE on the gesture
   ;; If it was a "real" gesture
   ;; Then exit with the gesture as the result
   ;; Else it was an input editing command (which has already been
   ;; processed), so continue looping
 ))

A new gesture object is inserted into the input editor buffer at the insertion pointer ip. If ip = fp, this is accomplished by a vector-push-extend-like operation on the input buffer and fp, and then incrementing ip. If ip < fp, CLIM must first "make room" for the new gesture in the input buffer, then insert the gesture at ip, and finally increment both ip and fp.

When the user requests an input editor motion command, only the insertion pointer ip is affected. Motion commands do not need to request a rescan operation.

When the user requests an input editor deletion command, the sequence of gesture objects at ip is removed, and ip and fp must be modified to reflect the new state of the input buffer. Deletion commands (and other commands that modify the input buffer) must call immediate-rescan when they are done modifying the buffer.

CLIM is free to put special objects in the input editor buffer, such as "noise strings" and "accept results." A "noise string" is used to represent some sort of in-line prompt and is never seen as input; the prompt-for-accept method may insert a noise string into the input buffer. An "accept result" is an object in the input buffer that is used to represent some object that was inserted into the input buffer (typically via a pointer gesture) that has no readable representation (in the Lisp sense); presentation-replace-input may create accept results. Noise strings are skipped over by input editing commands, and accept results are treated as a single gesture.

See 16.7 Advanced Topics for an in-depth discussion of the input editing stream protocol.

16.1.1 Operators for Input Editing

interactive-stream-p

interactive-stream-p object

Summary: Returns t if object is an interactive stream, that is, a bidirectional stream intended for user interactions. Otherwise it returns nil. This is exactly the same function as in X3J13 Common Lisp, except that in CLIM it is a generic function.

The input editor is only fully implemented for interactive streams.

input-editing-stream

Summary: The protocol class that corresponds to an input editing stream. If you want to create a new class that behaves like an input editing stream, it should be a subclass of input-editing-stream. Subclasses of input-editing-stream must obey the input editing stream protocol.

input-editing-stream-p

input-editing-stream-p object

Summary: Returns t if object is an input editing stream (that is, a stream of the sort created by a call to
16 Input Editing and Completion Facilities

**with-input-editing**, otherwise returns nil.

### standard-input-editing-stream

**Summary:** The class that implements CLIM's standard input editor. This is the class of stream created by calling `with-input-editing`.

Members of this class are mutable.

### with-input-editing

**Macro**

**with-input-editing** (**optional** stream &key input-sensitizer initial-contents) &body body

**Summary:** Establishes a context in which the user can edit the input typed in on the interactive stream stream. body is then executed in this context, and the values returned by body are returned as the values of **with-input-editing**. body may have zero or more declarations as its first forms.

The stream argument is not evaluated, and must be a symbol that is bound to an input stream. If stream is t (the default), *query-io* is used. If stream is a stream that is not an interactive stream, then **with-input-editing** is equivalent to **progn**.

input-sensitizer, if supplied, is a function of two arguments, a stream and a continuation function; the function has dynamic extent. The continuation, supplied by CLIM, is responsible for displaying output corresponding to the user's input on the stream. The input-sensitizer function will typically call **with-output-as-presentation** in order to make the output produced by the continuation sensitive.

If initial-contents is supplied, it must be either a string or a list of two elements, an object and a presentation type. If it is a string, it will be inserted into the input buffer using **replace-input**. If it is a list, the printed representation of the object will be inserted into the input buffer using **presentation-replace-input**.

### with-input-editor-typeout

**Macro**

**with-input-editor-typeout** (**optional** stream) &body body

**Summary:** Establishes a context inside of **with-input-editing** in which output can be done by body to the input editing stream stream. **with-input-editor-typeout** should call **fresh-line** before and after evaluating the body. body may have zero or more declarations as its first forms.

The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t (the default), *query-io* is used. If stream is a stream that is not an input editing stream, then **with-input-editor-typeout** is equivalent to calling **fresh-line**, evaluating the body, and then calling **fresh-line** again.

### 16.1.2 Input Editor Commands

Keyboard input to **accept** can be edited until an activation keystroke is typed to terminate it. If the input cannot be parsed after an activation keystroke is entered, it must be edited and re-activated. The input editor has several keystroke commands, as listed in **Input Editor Keystroke Commands**. Prefix numeric arguments to input editor commands can be entered using digits and the minus sign (-) with **CONTROL** and **META** (as in Emacs).

The function **:add-input-editor-command** can be used to bind one or more keys to an input editor command. Any keystroke can be an input editor command, but by convention only keystrokes that do not correspond to graphic characters should be used.
### Input Editor Keystroke Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Keystroke</th>
<th>Command</th>
<th>Keystroke</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forward character</td>
<td>C-f</td>
<td>Delete previous character</td>
<td>Rubout</td>
</tr>
<tr>
<td>Forward word</td>
<td>M-f</td>
<td>Delete previous word</td>
<td>M-Rubout</td>
</tr>
<tr>
<td>Backward character</td>
<td>C-b</td>
<td>Kill to end of line</td>
<td>C-k</td>
</tr>
<tr>
<td>Backward word</td>
<td>M-b</td>
<td>Clear input buffer</td>
<td>LispWorks: C-backspace Liquid CL: C-M-delete</td>
</tr>
<tr>
<td>Beginning of line</td>
<td>C-a</td>
<td>Insert new line</td>
<td>C-o</td>
</tr>
<tr>
<td>End of line</td>
<td>C-e</td>
<td>Transpose adjacent</td>
<td>C-t</td>
</tr>
<tr>
<td>Next line</td>
<td>C-n</td>
<td>Transpose adjacent words</td>
<td>M-t</td>
</tr>
<tr>
<td>Previous line</td>
<td>C-p</td>
<td>Yank from kill ring</td>
<td>C-y</td>
</tr>
<tr>
<td>Beginning of buffer</td>
<td>M-&lt;</td>
<td>Yank from presentation</td>
<td>C-M-y</td>
</tr>
<tr>
<td>End of buffer</td>
<td>M-&gt;</td>
<td>Yank next item</td>
<td>M-y</td>
</tr>
<tr>
<td>Delete next character</td>
<td>C-d</td>
<td>Scroll output history</td>
<td>C-v</td>
</tr>
<tr>
<td>Delete next word</td>
<td>M-d</td>
<td>Scroll output history</td>
<td>M-v</td>
</tr>
</tbody>
</table>

The input also supports "numeric arguments" (such as C-0, C-1, M-0, etc.) that modify the behavior of the input editing commands. For instance, the motion and deletion commands will be repeated as many times as specified by the numeric argument. Furthermore, the accumulated numeric argument will be passed to the command processor in such a way that `substitute-numerical-marker` can be used to insert the numeric argument into a command that was read via a keystroke accelerator.

### 16.2 Activation and Delimiter Gestures

Activation gestures terminate an input "sentence," such as a command or anything else being read by `accept`. When an activation gesture is entered by the user, CLIM will cease reading input and "execute" the input that has been entered.

Delimiter gestures terminate an input "word," such as a recursive call to `accept`.

#### *activation-gestures*  
**Variable**

*Summary:* The set of currently active activation gestures. The global value of this is `nil`. The exact format of `*activation-gestures*` is unspecified. `*activation-gestures*` and the elements in it may have dynamic extent.

#### *standard-activation-gestures*  
**Variable**

*Summary:* The default set of activation gestures. The exact set of standard activation is unspecified; it includes the gesture corresponding to the `\#\Newline` character.

#### with-activation-gestures  
**Macro**

`with-activation-gestures (gestures &key override) &body body`

*Summary:* Specifies a list of gestures that terminate input during the execution of `body`. `body` may have zero or more
declarations as its first forms. *gestures* must be either a single gesture name or a form that evaluates to a list of gesture names.

If the boolean override is t, then *gestures* will override the current activation gestures. If it is nil (the default), then *gestures* will be added to the existing set of activation gestures. with-activation-gestures must bind *activation-gestures* to the new set of activation gestures.

See also the :activation-gestures and :additional-activation-gestures options to accept.

activation-gesture-p

Function

activation-gesture-p gesture

Summary: Returns t if the gesture object gesture is an activation gesture; otherwise, it returns nil.

*delimiter-gestures*

Variable

Summary: The set of currently active delimiter gestures. The global value of this is nil. The exact format of *delimiter-gestures* is unspecified. *delimiter-gestures* and the elements in it may have dynamic extent.

with-delimiter-gestures

Macro

with-delimiter-gestures (gestures &key override) &body body

Summary: Specifies a list of gestures that terminate an individual token, but not the entire input, during the execution of body. body may have zero or more declarations as its first forms. *gestures* must be either a single gesture name or a form that evaluates to a list of gesture names.

If the boolean override is t, then *gestures* will override the current delimiter gestures. If it is nil (the default), then *gestures* will be added to the existing set of delimiter gestures. with-delimiter-gestures must bind *delimiter-gestures* to the new set of delimiter gestures.

See also the :delimiter-gestures and :additional-delimiter-gestures options to accept.

delimiter-gesture-p

Function
delimiter-gesture-p gesture

Summary: Returns t if the gesture object gesture is a delimiter gesture; otherwise, it returns nil.

16.3 Signalling Errors Inside accept Methods

Sometimes an accept method may wish to signal an error while it is parsing the user's input, or a nested call to accept may signal such an error itself. The following functions and conditions may be used:

parse-error

Condition Class

parse-error

Summary: The error that is signaled by parse-error. This is a subclass of error.

parse-error format-string &rest format-arguments

Summary: Reports an error while parsing an input token. Does not return. format-string and format-arguments are as for the Common Lisp function format.

simple-parse-error

Condition Class

simple-parse-error

Summary: The error that is signaled by simple-parse-error. This is a subclass of parse-error.
16 Input Editing and Completion Facilities

**simple-parse-error**

**Function**

**simple-parse-error** format-string &rest format-arguments

**Summary:** Signals a `simple-parse-error` when CLIM does not know how to parse some sort of user input while inside `accept`. Does not return. `format-string` and `format-arguments` are as for the Common Lisp function `format`.

**input-not-of-required-type**

**Condition Class**

**input-not-of-required-type** object type

**Summary:** This condition is signalled by `input-not-of-required-type`. This is a subclass of `parse-error`.

**input-not-of-required-type**

**Function**

**input-not-of-required-type** object type

**Summary:** Reports that input does not satisfy the specified type by signalling an `input-not-of-required-type` error. `object` is a parsed object or an unparsed token (a string). `type` is a presentation type specifier. Does not return.

### 16.4 Reading and Writing Tokens

Sometimes after an `accept` method has read some input from the user, it may be necessary to insert a modified version of that input back into the input buffer. The following two functions can be used to modify the input buffer:

**replace-input**

**Generic Function**

**replace-input** stream new-input &key start end buffer-start rescan

**Summary:** Replaces the part of the input editing stream stream's input buffer that extends from `buffer-start` to its scan pointer with the string `new-input`. `buffer-start` defaults to the current input position of stream. `start` and `end` can be supplied to specify a subsequence of `new-input`; `start` defaults to 0 and `end` defaults to the length of `new-input`.

- `replace-input` queues a rescan by calling `queue-rescan` if the new input does not match the old output, or if `rescan` is `t`

  The returned value is the position in the input buffer.

**presentation-replace-input**

**Generic Function**

**presentation-replace-input** stream object type view &key buffer-start rescan query-identifier for-context-type

**Summary:** Like `replace-input`, except that the new input to insert into the input buffer is obtained by presenting the object `object` with the presentation type `type` and view `view`. `buffer-start` and `rescan` are as for `replace-input`, `query-identifier` is as for `accept`, and `for-context-type` is as for `present`.

- If the object does not have a readable representation (in the Lisp sense), `presentation-replace-input` may create an "accept result" to represent the object and insert it into the input buffer. For the purposes of input editing, "accept results" must be treated as a single input gesture.

The following two functions are used to read or write a token (that is, a string):

**read-token**

**Function**

**read-token** stream &key input-wait-handler pointer-button-press-handler click-only

**Summary:** Reads characters from the interactive steam `stream` until it encounters a delimiter, activation, or pointer gesture. Returns the accumulated string that was delimited by the delimiter or activation gesture, leaving the delimiter unread.
If the first character of typed input is a quotation mark (#"), then **read-token** will ignore delimiter gestures until another quotation mark is seen. When the closing quotation mark is seen, **read-token** will proceed as discussed previously.

If the boolean **click-only** is t, then no keyboard input is allowed. In that case, **read-token** will simply ignore any typed characters.

**input-wait-handler** and **pointer-button-press-handler** are as for **stream-read-gesture**. Refer to 15.2.1 The Extended Input Stream Protocol for details.

### 16.5 Completion

CLIM provides a **completion** facility that completes a string provided by a user against some set of possible completions (which are themselves strings). Each completion is associated with some Lisp object. CLIM provides "chunkwise" completion; that is, if the user input consists of several tokens separated by "partial delimiters," CLIM completes each token separately against the set of possibilities.

#### *completion-gestures*

*Summary:* A list of the gesture names that cause **complete-input** to complete the user's input as fully as possible. The exact global contents of this list is unspecified; it includes the **:complete** gesture name. *completion-gestures* is bound to (:complete).

#### *help-gestures*

*Summary:* A list of the gesture names that cause **accept** and **complete-input** to display a (possibly input context-sensitive) help message, and for some presentation types a list of possibilities as well. The exact global contents of this list is unspecified; it includes the **:help** gesture name. *help-gestures* is bound to (:help) in LispWorks CLIM and #\Meta-? in Liquid CL CLIM.

#### *possibilities-gestures*

*Summary:* A list of the gesture names that cause **complete-input** to display a (possibly input context-sensitive) help message and a list of possibilities. The exact global contents of this list is unspecified; it includes the **:possibilities** gesture name. *possibilities-gestures* is bound to (:possibilities).

### complete-input

**Function**

**complete-input** stream function &key partial-completers allow-any-input possibility-printer (help-displays-possibilities t)

*Summary:* Reads input from the user from the input editing stream *stream*, completing over a set of possibilities. **complete-input** only works on input editing streams.

*function* is a function of two arguments. It is called to generate the completion possibilities that match the user's input; it has dynamic extent. Usually, programmers will pass a function which calls either **complete-from-possibilities** or **complete-from-generator** as the value of *function*. Its first argument is a string containing the user's input "so far." Its second argument is the completion mode, one of the following:
• :complete-limited—the function completes the input up to the next partial delimiter. This is the mode used when the user types a partial completer.

• :complete-maximal—the function completes the input as much as possible. This is the mode used when the user issues a gesture that matches any of the gesture names in *completion-gestures*.

• :complete—the function completes the input as much as possible, except that if the user's input exactly matches one of the possibilities, even if it is a left substring of another possibility, the shorter possibility is returned as the result. This is the mode used when the user issues a delimiter or activation gesture that is not a partial completer.

• :possibilities—the function returns an alist of the possible completions as its fifth value. This is the mode used when the user issues a gesture that matches any of the gesture names in *possibilities-gestures* or *help-gestures* (if help-displays-possibilities is t).

function returns five values:

• string—the completed input string.

• success—t if completion was successful, otherwise nil.

• object—the object corresponding to the completion, otherwise nil.

• nmatches—the number of possible completions of the input.

• possibilities—a newly-created alist of completions (lists of a string and an object), returned only when the completion mode is :possibilities.

complete-input returns three values: object, success, and string. In addition, the printed representation of the completed input will be inserted into the input buffer of stream in place of the user-supplied string by calling replace-input.

partial-completers is a list of characters that delimit portions of a name that can be completed separately. The default is an empty list.

If the boolean allow-any-input is t, then complete-input returns as soon as the user issues an activation gesture, even if the input is not any of the possibilities. If the input is not one of the possibilities, the three values returned by complete-input will be nil, t, and the string. The default for allow-any-input is nil.

If possibility-printer is supplied, it must be a function of three arguments, a possibility, a presentation type, and a stream; it has dynamic extent and displays the possibility on the stream. The possibility will be a list of two elements, the first being a string and the second being the object corresponding to the string.

If help-display-possibilities is t (the default), then when the user issues a help gesture (a gesture that matches one of the gesture names in *help-gestures*), CLIM will display all the matching possibilities. If it is nil, then CLIM will not display the possibilities unless the user issues a possibility gesture (a gesture that matches one of the gesture names in *possibilities-gestures*).

Here is an example:

(defvar *my-possibilities* "(("Raspberry" :rasp) ("Strawberry" :straw) ("Blueberry" :blue)))

(flet ((possibilities-generator (string-so-far mode) (complete-from-possibilities string-so-far *my-possibilities* nil :action mode)))

(complete-input stream #'possibilities-generator)
**complete-from-generator**

**Function**

`complete-from-generator` string generator delimiters &key (action :complete) predicate

*Summary:* Given an input string `string` and a list of delimiter characters `delimiters` that act as partial completion characters, `complete-from-generator` completes against possibilities that are generated by the function `generator`. `generator` is a function of two arguments, the string `string` and another function that it calls in order to process the possibility; it has dynamic extent.

`action` will be one of `:complete`, `:complete-maximal`, `:complete-limited`, or `:possibilities`. These are described under the function `complete-input`.

`predicate` is a function of one argument, an object. If the predicate returns `t`, the possibility corresponding to the object is processed. It has dynamic extent.

`complete-from-generator` returns five values, the completed input string, the success value (if the completion was successful, otherwise `nil`), the object matching the completion (or `nil` if unsuccessful), the number of matches, and a list of possible completions if `action` was `:possibilities`.

A caller of this function will typically be passed as the second argument to `complete-input`.

**complete-from-possibilities**

**Function**

`complete-from-possibilities` string completions delimiters &key (action :complete) predicate name-key value-key

*Summary:* Given an input string `string` and a list of delimiter characters `delimiters` that act as partial completion characters, `complete-from-possibilities` completes against the possibilities in the sequence `completions`. The completion string is extracted from the possibilities by applying `name-key`, which is a function of one argument. The object is extracted by applying `value-key`, which is a function of one argument. `name-key` defaults to `first`, and `value-key` defaults to `second`.

`action` will be one of `:complete`, `:complete-maximal`, `:complete-limited`, or `:possibilities`. These are described under the function `complete-input`.

`predicate` must be a function of one argument, an object. If the predicate returns `t`, the possibility corresponding to the object is processed, otherwise it is not.

`predicate`, `name-key`, and `value-key` have dynamic extent.

`complete-from-possibilities` returns five values, the completed input string, the success value (if the completion was successful, `nil` otherwise), the object matching the completion (or `nil` if unsuccessful), the number of matches, and a list of possible completions if `action` was `:possibilities`.

A caller of this function will typically be passed as the second argument to `complete-input`.

**completing-from-suggestions**

**Macro**

`completing-from-suggestions` (stream &key partial-completers allow-any-input possibility-printer) &body body

*Summary:* Reads input from input editing stream `stream`, completing over a set of possibilities generated by calls to `suggest` in `body`. Returns `object`, `success`, and `string`.

The `stream` argument is not evaluated, and must be a symbol that is bound to a stream. If `stream` is `t` (the default), `*query-io*` is used.

See `complete-input` for `partial-completers`, `allow-any-input`, and `possibility-printer`.

For example:
(completing-from-suggestions (stream)
  (map nil
    #'(lambda (x)
        (suggest
          (car x) (cdr x)))
    '(("One" . 1)
      ("Two" . 2)
      ("Three" . 3))))

suggest

suggest completion object

Summary: Specifies one possibility for completing-from-suggestions. completion is a string, the printed representation. object is the internal representation.

This function has lexical scope and is defined only within the body of completing-from-suggestions.

accept generates help messages based on the name of the presentation type, but sometimes this is not enough. Use with-accept-help to create more complex help messages.

with-accept-help

with-accept-help options &body body

Summary: Binds the dynamic environment to control the documentation produced by help and possibilities gestures during user input in calls to accept with the dynamic scope of body. body may have zero or more declarations as its first forms.

options is a list of option specifications. Each specification is itself a list of the form (help-option help-string). help-option is either a symbol that is a help-type or a list of the form (help-type mode-flag). help-type must be one of:

- :top-level-help—specifies that help-string be used instead of the default help documentation provided by accept.
- :subhelp—specifies that help-string be used in addition to the default help documentation provided by accept.

mode-flag must be one of:

- :append—specifies that the current help string be appended to any previous help strings of the same help type. This is the default mode.
- :override—specifies that the current help string is the help for this help type; no lower-level calls to with-accept-help can override this. (:override works from the outside in.)
- :establish-unless-override—specifies that the current help string be the help for this help type unless a higher-level call to with-accept-help has already established a help string for this help type in the :override mode. This is what accept uses to establish the default help.

help-string is a string or a function that returns a string. If it is a function, it receives three arguments, the stream, an action (either :help or :possibilities) and the help string generated so far.

None of the arguments are evaluated.
16.6 Using with-accept-help: some examples

(clim:with-accept-help
   ([:subhelp "This is a test.")))
(clim:accept 'pathname)

[ACCEPT does this] ==> You are being asked to enter a pathname.
[done via :SUBHELP] This is a test.

(clim:with-accept-help ((:top-level-help "This is a test."))
   (clim:accept 'pathname))

[done via :TOP-LEVEL-HELP] ==> This is a test.

(clim:with-accept-help (((:subhelp :override) "This is a test."))
   (clim:accept 'pathname))

[ACCEPT does this] ==> You are being asked to enter a pathname.
[done via :SUBHELP] This is a test.

(clim:define-presentation-type test ())
(clim:define-presentation-method clim:accept
   ((type test) stream view &key)
   (values (clim:with-accept-help
        ([:subhelp "A test is made up of three things:"))
        (clim:completing-from-suggestions (...) ...))))
(clim:accept 'test)

===> You are being asked to enter a test.
   A test is made up of three things:

16.7 Advanced Topics

The material in this section is advanced; most CLIM programmers can skip to the next chapter. This section discusses the Input Editing Stream Protocol.

Input editing streams obey both the extended input and extended output stream protocols, and must support the generic functions that comprise those protocols. For the most part, this simply entails "trampolining" those operations to the encapsulated interactive stream. However, such generic functions as stream-read-gesture and stream-unread-gesture will need methods that observe the use of the input editor's scan pointer.

Input editing streams implement methods for prompt-for-accept (in order to provide in-line prompting that interacts correctly with input editing) and stream-accept (in order to cause accept to obey the scan pointer).

The following generic functions comprise the remainder of the input editing protocol, and must be implemented for all classes that inherit from input-editing-stream.

stream-input-buffer

Generic Function

stream-input-buffer (stream input-editing-stream)

Summary: Returns the input buffer (that is, the string being edited) associated with the input editing stream stream. This must be an unspecialized vector with a fill pointer. The fill pointer of the vector points past the last gesture object in the buffer. This buffer is affected during input editing. The effects of modifying the input buffer other than by the specified API (such as replace-input) are unspecified.
stream-insertion-pointer

```lisp
(stream-insertion-pointer stream)
```

*Summary:* Returns an integer corresponding to the current input position in the input editing stream `stream`'s buffer, that is, the point in the buffer at which the next user input gesture will be inserted. The insertion pointer will always be less than or equal to `(fill-pointer (stream-input-buffer stream))`. The insertion pointer can also be thought of as an editing cursor.

(setf stream-insertion-pointer)

```lisp
(setf stream-insertion-pointer) pointer stream
```

*Summary:* Changes the input position of the input editing stream `stream` to `pointer`, an integer less than or equal to `(fill-pointer (stream-input-buffer stream))`.

stream-scan-pointer

```lisp
(stream-scan-pointer stream)
```

*Summary:* Returns an integer corresponding to the current scan pointer in the input editing stream `stream`'s buffer, that is, the point in the buffer at which calls to `accept` have stopped parsing input. The scan pointer will always be less than or equal to `(stream-insertion-pointer stream)`.

(setf stream-scan-pointer)

```lisp
(setf stream-scan-pointer) pointer stream
```

*Summary:* Changes the scan pointer of the input editing stream `stream` to `pointer`, an integer less than or equal to `(stream-insertion-pointer stream)`.

stream-rescanning-p

```lisp
(stream-rescanning-p stream)
```

*Summary:* Returns the state of the input editing stream `stream`'s "rescan in progress" flag, which is `t` if `stream` is performing a rescan operation, but otherwise `nil`. All extended input streams must implement a method for this, but non-input editing streams will always return `nil`.

reset-scan-pointer

```lisp
(reset-scan-pointer stream &optional (scan-pointer 0))
```

*Summary:* Sets the input editing stream `stream`'s scan pointer to `scan-pointer`, and sets the state of `stream-rescanning-p` to `t`.

immediate-rescan

```lisp
(immediate-rescan stream)
```

*Summary:* Invokes a rescan operation immediately by "throwing" out to the most recent invocation of `with-input-editing`.

queue-rescan

```lisp
(queue-rescan stream)
```

*Summary:* Sets the "rescan queued" flag to `t`, meaning that the input editing stream `stream` should be rescanned after the next non-input editing gesture is read.
rescan-if-necessary

**Generic Function**

`rescan-if-necessary stream`

**Summary:** Invokes a rescan operation on the input editing stream `stream` if `queue-rescan` was called on the same stream and no intervening rescan operation has taken place. Resets the state of the "rescan queued" flag to `nil`.

erase-input-buffer

**Generic Function**

`erase-input-buffer stream &optional (start-position 0)`

**Summary:** Erases the part of the display that corresponds to the input editor's buffer, starting at the position `start-position`.

redraw-input-buffer

**Generic Function**

`redraw-input-buffer stream &optional (start-position 0)`

**Summary:** Displays the input editor's buffer starting at the position `start-position` on the interactive stream that is encapsulated by the input editing stream `stream`.

stream-process-gesture

**Generic Function**

`stream-process-gesture stream gesture type`

**Summary:** If `gesture` is an input editing command, `stream-process-gesture` performs the input editing operation on the input editing stream `stream` and returns `nil`. Otherwise, it returns the two values `gesture` and `type`.

stream-read-gesture

**Generic Function**

`stream-read-gesture (stream standard-input-editing-stream) &allow-other-keys`

**Summary:** Reads and returns a gesture from the user on the input editing stream `stream`.

The `stream-read-gesture` method calls `stream-process-gesture`, which will either return a "real" gesture (such as a typed character, a pointer gesture, or a timeout) or `nil` (indicating that some sort of input editing operation was performed). `stream-read-gesture` only returns when a real gesture has been read; if an input editing operation was performed, `stream-read-gesture` will loop until a "real" gesture is typed by the user.

stream-unread-gesture

**Generic Function**

`stream-unread-gesture (stream standard-input-editing-stream) gesture`

**Summary:** Inserts the gesture `gesture` back into the input editor's buffer, maintaining the scan pointer.
17 Formatted Output

17.1 Formatting Tables in CLIM

17.1.1 Conceptual Overview of Formatting Tables

CLIM makes it easy to construct tabular output. The usual way of making tables is by indicating what you want to put in the table and letting CLIM choose the placement of the row and column cells. CLIM also allows you to specify constraints on the placement of the table elements with some flexibility.

In the CLIM model of formatting tables, each cell of the table is handled separately:

- The code for a cell draws to a stream that has a "private" (local to that cell) drawing plane. The code puts ink on the drawing plane, in the form of text, graphics, or both.
- After output for a cell has finished, the bounding rectangle of all output on the "private" drawing plane is found. The region within that bounding rectangle forms the contents of a cell.
- Additional rectangular regions, containing only background ink, are attached to the edges of the cell contents. These regions ensure that the cells satisfy the tabular constraints that within a row all cells have the same height, and within a column all cells have the same width. CLIM may also introduce additional background for other purposes.
- The cells are assembled into rows and columns.

You are responsible only for specifying the contents of the cell. CLIM's table formatter will figure out how to lay out the table so that all the cells fit together properly. It derives the width of each column from the the widest cell within the column, and the height of each row from the the tallest cell within the row.

All the cells in a row have the same height. All the cells in a column have the same width. The contents of the cells can be of irregular shapes and sizes. You can impose both vertical and horizontal constraints on the objects within the cell, aligning them vertically at the top, bottom, or center of the cell, and horizontally at the left, right, or center of the cell.

Some tables are "multiple column" tables, in which two or more rows of the table are placed side by side (usually with intervening spacing) rather than all rows being aligned vertically. Multiple column tables are generally used to produce a table that is more esthetically pleasing, or to make more efficient use of space on the output device. When a table is a multiple column table, one additional step takes place in the formatting of the table: the rows of the table are rearranged into multiple columns in which some rows are placed side by side.

The programmer can give CLIM the following advice about assembling the table:

- How to place the contents of the cell within the cell (such as centered vertically, flush-left, and so forth). The possibilities for this advice are described later.
- Optionally, how much additional space to insert between columns and between rows of the table.
- Optionally, whether to make all columns the same size.

You can specify other constraints that affect the appearance of the table, such as the width or length of the table.

Note that table formatting is inherently two-dimensional from the point of view of the application. Item list formatting is inherently one-dimensional output that is presented two-dimensionally. The canonical example is a menu, where the programmer specifies a list of items to be presented. If the list is small enough, a single column or row of menu entries
17 Formatted Output

suffices. In this case, formatting is done when viewport requirements make it desirable.

These constraints affect the appearance of item lists:

- The number of rows (that is, allowing CLIM to choose the number of columns).
- The number of columns (that is, allowing CLIM to choose the number of rows).
- The maximum height (or width) of the column (that is, letting CLIM determine the number of rows and columns that satisfy that constraint).

See 17.5 Advanced Topics for the table and item list formatting protocols.

17.1.2 CLIM Operators for Formatting Tables

This subsection covers the general-purpose table formatting operators.

formatting-table  

formatting-table (&optional stream &key x-spacing y-spacing multiple-columns multiple-columns-x-spacing equalize-column-widths (move-cursor t) record-type) &body body

Summary: Binds the local environment in such a way that the output of body will be done in a tabular format. This must be used in conjunction with formatting-row or formatting-column, and formatting-cell. The table is placed so that its upper left corner is at the current text cursor position of stream. If the boolean move-cursor is t (the default), then the text cursor will be moved so that it immediately follows the last cell of the table.

The returned value is the output record corresponding to the table.

stream is an output recording stream to which output will be done. The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t (the default), *standard-output* is used. body may have zero or more declarations as its first forms.

x-spacing specifies the number of units of spacing to be inserted between columns of the table; the default is the width of a space character in the current text style. y-spacing specifies the number of units of spacing to be inserted between rows in the table; the default is the default vertical spacing of the stream. Possible values for these two options option are:

- An integer—a size in the current units to be used for spacing.
- A string or character—the spacing is the width or height of the string or character in the current text style.
- A function—the spacing is the amount of horizontal or vertical space the function would consume when called on the stream.
- A list—the list is of the form (number unit), where unit is one of :point, :pixel, :mm, :character, or :line. When unit is :character, the width of an “M” in the current text style is used as the width of one character.

multiple-columns is either nil, t, or an integer. If it is t or an integer, the table rows will be broken up into a multiple columns. If it is t, CLIM will determine the optimal number of columns. If it is an integer, it will be interpreted as the desired number of columns. multiple-columns-x-spacing has the same format as x-spacing. It controls the spacing between the multiple columns. It defaults to the value of the x-spacing option.

When the boolean equalize-column-widths is t, all the columns will have the same width (the width of the widest cell in any column in the entire table).

record-type specifies the class of output record to create. The default is standard-table-output-record. This argument should only be supplied by a programmer if there is a new class of output record that supports the table formatting protocol.
17 Formatted Output

**formatting-row**

**Macro**

**formatting-row** (&optional stream &key record-type) &body body

*Summary:* Binds the local environment in such a way the output of body will be grouped into a table row. All of the output performed by body becomes the contents of one row. This must be used inside of **formatting-table**, and in conjunction with **formatting-cell**.

*stream* is an output recording stream to which output will be done. The *stream* argument is not evaluated, and must be a symbol that is bound to a stream. If *stream* is t (the default), *standard-output* is used. body may have zero or more declarations as its first forms.

Once a table has had a row added to it via **formatting-row**, no columns may be added to it.

*record-type* specifies the class of output record to create. The default is **standard-row-output-record**. This argument should only be supplied by a programmer if there is a new class of output record that supports the row formatting protocol.

**formatting-column**

**Macro**

**formatting-column** (&optional stream &key record-type) &body body

*Summary:* Binds the local environment in such a way the output of body will be grouped into a table column. All of the output performed by body becomes the contents of one column. This must be used inside of **formatting-table**, and in conjunction with **formatting-cell**.

*stream* is an output recording stream to which output will be done. The *stream* argument is not evaluated, and must be a symbol that is bound to a stream. If *stream* is t (the default), *standard-output* is used. body may have zero or more declarations as its first forms.

Once a table has had a column added to it via **formatting-column**, no rows may be added to it.

*record-type* specifies the class of output record to create. The default is **standard-column-output-record**. This argument should only be supplied if there is a new class of output record that supports the column formatting protocol.

**formatting-cell**

**Macro**

**formatting-cell** (&optional stream &key (align-x :left) (align-y :baseline) min-width min-height record-type) &body body

*Summary:* Controls the output of a single cell inside a table row or column, or of a single item inside **formatting-item-list**. All of the output performed by body becomes the contents of the cell.

*stream* is an output recording stream to which output will be done. The *stream* argument is not evaluated, and must be a symbol that is bound to a stream. If *stream* is t (the default), *standard-output* is used. body may have zero or more declarations as its first forms.

*align-x* specifies how the output in a cell will be aligned relative to other cells in the same table column. The default, :left, causes the cells to be flush-left in the column. The other possible values are :right (meaning flush-right in the column) and :center (meaning centered in the column). Each cell within a column may have a different alignment; thus it is possible, for example, to have centered legends over flush-right numeric data.

*align-y* specifies how the output in a cell will be aligned vertically. The default, :baseline, causes textual cells to be aligned along their baselines and graphical cells to be aligned at the bottom. The other possible values are :bottom (align at the bottom of the output), :top (align at the top of the output), and :center (center the output in the cell).

*min-width* and *min-height* are used to specify minimum width or height of the cell. The default, nil, causes the cell to be only as wide or high as is necessary to contain the cell's contents. Otherwise, *min-width* and *min-height* are specified in the same way as the :x-spacing and :y-spacing arguments to **formatting-table**.
/* record-type specifies the class of output record to create. The default is standard-cell-output-record. This argument should only be supplied by a programmer if there is a new class of output record that supports the cell formatting protocol. */

formatting-item-list

formatting-item-list (&optional stream &key x-spacing y-spacing n-columns n-rows stream-width stream-height max-width max-height initial-spacing (row-wise t) (move-cursor t) record-type) &body body

Summary: Binds the local environment in such a way that the output of body will be done in an item list (that is, menu) format. This must be used in conjunction with formatting-cell, which delimits each item. The item list is placed so that its upper left corner is at the current text cursor position of stream. If the boolean move-cursor is t (the default), then the text cursor will be moved so that it immediately follows the last cell of the item list.

"Item list output" means that each row of the item list consists of a single cell. The first row is on top, and each succeeding row has its top aligned with the bottom of the previous row (plus the specified y-spacing). Multiple rows and columns are constructed after laying the item list out in a single column. Item list output takes place in a normalized +y-downward coordinate system.

The returned value is the output record corresponding to the table.

stream is an output recording stream to which output will be done. The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t (the default), *standard-output* is used. body may have zero or more declarations as its first forms.

x-spacing specifies the number of units of spacing to be inserted between columns of the item list; the default is the width of a \#
\[space\] character in the current text style. y-spacing specifies the number of units of spacing to be inserted between rows in the item list; the default is default vertical spacing of the stream. The format of these arguments is as for formatting-table.

When the boolean equalize-column-widths is t, all the columns will have the same width (the width of the widest cell in any column in the entire item list).

n-columns and n-rows specify the number of columns or rows in the item list. The default for both is nil, which causes CLIM to pick an aesthetically pleasing layout, possibly constrained by the other options. If both n-columns and n-rows are supplied and the item list contains more elements than will fit according to the specification, CLIM will format the item list as if n-rows were supplied as nil.

max-width and max-height constrain the layout of the item list. max-width can be overridden by n-rows. max-height can be overridden by n-columns.

formatting-item-list normally spaces items across the entire width of the stream. When initial-spacing is t, it inserts some whitespace (about half as much space as is between each item) before the first item on each line. When it is nil (the default), the initial whitespace is not inserted. If row-wise is t (the default) and the item list requires multiple columns, each successive element in the item list is laid out from left to right. If row-wise is nil and the item list requires multiple columns, each successive element in the item list is laid out below its predecessor, as in a telephone book.

record-type specifies the class of output record to create. The default is standard-item-list-output-record. Supply this argument s only if there is a new class of output record that supports the item list formatting protocol.

format-items

format-items items &key stream printer presentation-type x-spacing y-spacing n-columns n-rows max-width max-height cell-align-x cell-align-y initial-spacing (move-cursor t) record-type

Summary: This is a function interface to the item list formatter. The elements of the sequence items are formatted as separate cells within the item list.

269
stream is an output recording stream to which output will be done. It defaults to *standard-output*.

printer (default is prin1) is a function that takes two arguments, an item and a stream, and outputs the item on the stream. printer has dynamic extent.

presentation-type is a presentation-type. When printer is not supplied, the items will be printed as if printer were:

```lisp
#'(lambda (item stream)
    (present item presentation-type :stream stream))
```

When printer is supplied, each item will be enclosed in a presentation whose type is presentation-type.

x-spacing, y-spacing, n-columns, n-rows, max-width, max-height, initial-spacing, and move-cursor are as for formatting-item-list.

cell-align-x and cell-align-y are used to supply :align-x and :align-y to an implicitly used formatting-cell.

record-type is as for formatting-item-list.

---

**format-textual-list**

**Function**

format-textual-list sequence printer &key (stream *standard-output*) (separator ",", ") conjunction

**Summary:** Outputs a sequence of items as a textual list.

Note that format-items is similar to formatting-item-list. Both operators do the same thing, except they accept their input differently:

- **formatting-item-list** accepts its input as a body that calls formatting-cell for each item.
- **format-items** accepts its input as a list of items with a specification of how to print them.

Note that menus use the one-dimensional table formatting model.

### 17.1.3 Examples of Formatting Tables

#### 17.1.3.1 Formatting a Table From a List

The example1 function formats a simple table whose contents come from a list.

```lisp
(defvar *alphabet* '(a b c d e f g h i j k l m n o p q r s t u v w x y z))
(defun example1 (&optional (items *alphabet*)
    &key (stream *standard-output*) (n-columns 6)
    y-spacing x-spacing)
  (clim:formatting-table
    (stream :y-spacing y-spacing :x-spacing x-spacing)
    (do () ((null items))
      (clim:formatting-row (stream)
        (do ((i 0 (1+ i)))
          ((or (null items) (= i n-columns)))
            (clim:formatting-cell (stream)
              (format stream "~A" (pop items))))))))
```

Evaluating (example1 *alphabet* :stream *my-window*) shows this table:
which demonstrates the result of evaluating the `example1` function call without providing the `:y-spacing` and `:x-spacing` keywords. The defaults for these keywords makes tables whose elements are characters look reasonable.

You can easily vary the number of columns, and the spacing between rows or between columns. In the following example, we provide keyword arguments that change the appearance of the table.

Evaluating this form:

```
(example1 *alphabet* :stream *my-window*
    :n-columns 10 :x-spacing 10
    :y-spacing 10)
```

shows this table with the `:y-spacing` keyword:

```
A  B  C  D  E  F  G  H  I  J
K  L  M  N  O  P  Q  R  S  T
U  V  W  X  Y  Z
```

(Note that this example can be done with `formatting-item-list` as shown in `example4`.)

### 17.1.3.2 Formatting a Table Representing a Calendar Month

The `calendar-month` function shows how you can format a table that represents a calendar month. The first row in the table acts as column headings representing the days of the week. The following rows are numbers representing the days of the month.

This example shows how you can align the contents of a cell. The column headings (Sun, Mon, Tue, etc.) are centered within the cells. However, the dates themselves (1, 2, 3, ... 31) are aligned to the right edge of the cells. The resulting calendar looks good because the dates are aligned in the natural way.

```
(in-package :clim-user)

(defvar *day-of-the-week-string* '(((0 . "Mon") (1 . "Tue")
                                   (2 . "Wed") (3 . "Thu")
                                   (4 . "Fri") (5 . "Sat")
                                   (6 . "Sun"))))

(defun day-of-the-week-string (day-of-week)
  (cdr (assoc day-of-week *day-of-the-week-string*)))

(defvar *days-in-month* '(((1 . 31) (2 . 28) (3 . 31) (4 . 30)
                           (5 . 31) (6 . 30) (7 . 31) (8 . 31)
                           (9 . 30) (10 . 31) (11 . 30) (12 . 31))
                           "alist whose first element is numeric value returned by
decode-universal-time and second is the number of days in that month")

;; In a leap year, the month-length function increments the number of
;; days in February as required
(defun leap-year-p (year)
  (cond ((and (integerp (/ year 100))
              (integerp (/ year 400)))
        t)
        ((and (not (integerp (/ year 100)))
              (integerp (/ year 4)))
```
(defun month-length (month year)
  (let ((days (cdr (assoc month *days-in-month*))))
    (when (and (eql month 2)
               (leap-year-p year))
      (incf days))
    days))

(defun calendar-month (month year &key (stream *standard-output*))
  (let ((days-in-month (month-length month year)))
    (multiple-value-bind (sec min hour date month year start-day)
        (decode-universal-time (encode-universal-time
                                0 0 0 1 month year))
      (setq start-day (mod (+ start-day 1) 7))
      (clim:formatting-table (stream)
        (clim:formatting-row (stream)
          (dotimes (d 7)
            (clim:formatting-cell (stream :align-x :center)
              (write-string (day-of-the-week-string
                             (mod (- d 1) 7)) stream))))
        (do ((date 1)
             (first-week t nil))
            ((> date days-in-month))
          (clim:formatting-row (stream)
            (dotimes (d 7)
              (clim:formatting-cell (stream :align-x :right)
                (when (and (<= date days-in-month)
                          (or (not first-week) (>= d start-day)))
                (format stream "~D" date)
                (incf date)))))))))

(define-application-frame calendar ()
  ()
  (:panes
    (main :application
      :width :compute :height :compute
      :display-function 'display-main)))

(define-calendar-command (com-exit-calendar :menu "Exit") ()
  (frame-exit *application-frame*))

(defmethod display-main ((frame calendar) stream &key)
  (multiple-value-bind (sec min hour date month year)
      (decode-universal-time (get-universal-time))
    (calendar-month month year :stream stream)))

(defun run ()
  (find-application-frame 'calendar))

Evaluating (calendar-month 5 90 :stream *my-stream*) shows this table:

<table>
<thead>
<tr>
<th>Sun</th>
<th>Mon</th>
<th>Tue</th>
<th>Wed</th>
<th>Thu</th>
<th>Fri</th>
<th>Sat</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>9</td>
<td>10</td>
<td>11</td>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
</tr>
<tr>
<td>16</td>
<td>17</td>
<td>18</td>
<td>19</td>
<td>20</td>
<td>21</td>
<td>22</td>
</tr>
<tr>
<td>23</td>
<td>24</td>
<td>25</td>
<td>26</td>
<td>27</td>
<td>28</td>
<td>29</td>
</tr>
<tr>
<td>30</td>
<td>31</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
17.1.3.3 Formatting a Table With Regular Graphic Elements

The example2 function shows how you can draw graphics within the cells of a table. Each cell contains a rectangle of the same dimensions.

```
(defun example2 (&key (stream *standard-output*)
  y-spacing
  x-spacing)
(clim:formatting-table
 (stream :y-spacing y-spacing
     :x-spacing x-spacing)
 (dotimes (i 3)
    (clim:formatting-row
      (stream)
      (dotimes (j 3)
        (clim:formatting-cell
          (stream)
          (clim:draw-rectangle* stream 10 10 50 50)))))))
```

Evaluating `(example2 :stream *my-stream* :y-spacing 5)` shows this table:

Example2 Table

```
Example2 Table

draw a 3x3 table with each cell containing a rectangle of the same dimensions
```

17.1.3.4 Formatting a Table With Irregular Graphics in the Cells

The example3 function shows how you can format a table in which each cell contains graphics of different sizes.

```
(defun example3 (&optional (items *alphabet*)
  &key (stream *standard-output*) (n-columns 6)
  y-spacing x-spacing)
(clim:formatting-table
 (stream :y-spacing y-spacing
     :x-spacing x-spacing)
 (do ()
    ((null items))
    (clim:formatting-row (stream)
      (do ((i 0 (1+ i)))
          ((or (null items) (= i n-columns)))
          (clim:formatting-cell (stream)
            (clim:draw-polygon* stream
              (list 0 0 (* 10 (1+ (random 3)))
                5 5 (* 10 (1+ (random 3))))
              :filled nil)
            (pop items))))))
```

Evaluating `(example3 *alphabet* :stream *my-stream*)` shows this table:

```
Example3 Table

draw a table containing various geometric shapes in each cell
```

273
17.1.3.5 Formatting a Table of a Sequence of Items

The example4 function shows how you can use formatting-item-list to format a table of a sequence of items when the exact arrangement of the items and the table is not important. Note that you use formatting-cell inside the body of formatting-item-list to output each item. You do not use formatting-column or formatting-row, because CLIM figures out the number of columns and rows automatically (or obeys a constraint given in a keyword argument).

```
(defun example4 (&optional (items *alphabet*) &key (stream *standard-output*) n-columns n-rows y-spacing x-spacing max-width max-height)
  (clim:formatting-item-list
   (stream :y-spacing y-spacing
           :x-spacing x-spacing
           :n-columns n-columns :n-rows n-rows
           :max-width max-width :max-height max-height)
   (do ()
     (when (null items))
     (clim:formatting-cell (stream)
         (format stream "~A" (pop items)))))))
```

Evaluating (example4 :stream *my-window*) shows this table:

```
A B C D
E F G H
I J K L
M N O P
Q R S T
U V W X
Y Z
```

You can easily add a constraint specifying the number of columns.

Evaluating (example4 :stream *my-stream* :n-columns 8) gives this:

```
A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z
```
17.2 Formatting Graphs in CLIM

17.2.1 Conceptual Overview of Formatting Graphs

When you need to format a graph, you specify the nodes to be in the graph and the scheme for organizing them. The CLIM graph formatter does the layout automatically, obeying any constraints that you supply.

You can format any graph in CLIM. The CLIM graph formatter is most successful with directed acyclic graphs (DAG). "Directed" means that the arcs on the graph have a direction. "Acyclic" means that there are no loops in the graph.

Here is an example of such a graph:

A Directed Acyclic Graph

To specify the elements and the organization of the graph, you provide CLIM with the following information:

- The root node
- A "node printer," that is, a function used to display each node. The function is passed the object associated with a node and the stream on which to do output.
- An "inferior producer," a function that takes one node and returns its inferior nodes (the nodes to which it points).

Based on that information, CLIM lays out the graph for you. You can specify a number of options that control the appearance of the graph. For example, you can specify whether you want the graph to grow vertically (downward) or horizontally (to the right). Note that CLIM's algorithm does the best layout it can, but complicated graphs can be difficult to lay out in a readable way.

See 17.5 Advanced Topics for the graph formatting protocol.

17.2.2 CLIM Operators for Graph Formatting

format-graph-from-roots

format-graph-from-roots root-objects object-printer inferior-producer &key stream orientation cutoff-depth merge-duplicates duplicate-key duplicate-test generation-separation within-generation-separation center-nodes arc-drawer arc-drawing-options graph-type (move-cursor t)

Summary: Draws a graph whose roots are specified by the sequence root-objects. The nodes of the graph are displayed by calling the function object-printer, which takes two arguments, the node to display and a stream. inferior-producer is a function of one argument that is called on each node to produce a sequence of inferiors (or nil if there are none). Both object-printer and inferior-producer have dynamic extent.

The output from graph formatting takes place in a normalized +y-downward coordinate system. The graph is placed so that the upper left corner of its bounding rectangle is at the current text cursor position of stream. If the boolean move-cursor is t (the default), then the text cursor will be moved so that it immediately follows the lower right corner of the graph.
The returned value is the output record corresponding to the graph.

*stream* is an output recording stream to which output will be done. It defaults to `*standard-output*.

*orientation* specifies the direction from root to leaves in the graph. *orientation* may be either :horizontal (the default) or :vertical. In LispWorks, it may also be :down or :up; :right is a synonym for :horizontal and :down is a synonym for :vertical.

cutoff-depth specifies the maximum depth of the graph. It defaults to nil, meaning that there is no cutoff depth. Otherwise it must be an integer, meaning that no nodes deeper than cutoff-depth will be formatted or displayed.

If the boolean *merge-duplicates* is t, then duplicate objects in the graph will share the same node in the display of the graph. That is, when *merge-duplicates* is t, the resulting graph will be a tree. If *merge-duplicates* is nil (the default), then duplicate objects will be displayed in separate nodes. *duplicate-key* is a function of one argument that is used to extract the node object component used for duplicate comparison; the default is `identity`. *duplicate-test* is a function of two arguments that is used to compare two objects to see if they are duplicates; the default is `eql`. *duplicate-key* and *duplicate-test* have dynamic extent.

generation-separation is the amount of space to leave between successive generations of the graph; the default is 20.

*within-generation-separation* is the amount of space to leave between nodes in the same generation of the graph; the default is 10. *generation-separation* and *within-generation-separation* are specified in the same way as the y-spacing argument to `formatting-table`.

When *center-nodes* is t, each node of the graph is centered with respect to the widest node in the same generation. The default is nil.

*arc-drawer* is a function of seven positional and some unspecified keyword arguments that is responsible for drawing the arcs from one node to another; it has dynamic extent. The positional arguments are the stream, the "from" node, the "to" node, the "from" x and y position, and the "to" x and y position. The keyword arguments gotten from *arc-drawing-options* are typically line drawing options, such as for `draw-line`. If *arc-drawer* is unsupplied, the default behavior is to draw a thin line from the "from" node to the "to" node using `draw-line`.

*graph-type* is a keyword that specifies the type of graph to draw. CLIM supports graphs of type :tree, :directed-graph (and its synonym :digraph), and :directed-acyclic-graph (and its synonym :dag). *graph-type* defaults to :tree when *merge-duplicates* is t; otherwise, it defaults to :digraph.

The following is an example demonstrating the use of `format-graph-from-roots` to draw an arrow. Note that `draw-arrow` is available internally.

```
(define-application-frame graph-it ()
  ((root-node :initform (find-class 'clim:design)
               :initarg :root-node
               :accessor root-node)
   (app-stream :initform nil :accessor app-stream))
 (:panes
  (display :application
           :display-function 'draw-display
           :display-after-commands :no-clear))
 (:defaults
  (horizontally () display)))

(defmethod draw-display ((frame graph-it) stream)
  (format-graph-from-roots (root-node *application-frame*)
   #'draw-node
   #'clos:class-direct-subclasses
   :stream stream
   :arc-drawer
   #'(lambda (stream from-object to-object x1 y1 x2 y2 &rest
```
(declare (dynamic-extent drawing-options))
(declare (ignore from-object to-object))
(apply #'draw-arrow* stream x1 y1 x2 y2 drawing-options)
:setf (app-stream frame) stream)

17.2.3 Examples of CLIM Graph Formatting

(defstruct node (name "") (children nil))

(defvar g1 (let* ((2a (make-node :name "2A"))
                   (2b (make-node :name "2B"))
                   (2c (make-node :name "2C"))
                   (1a (make-node :name "1A" :children (list 2a 2b)))
                   (1b (make-node :name "1B" :children (list 2b 2c)))
                   (make-node :name "0" :children (list 1a 1b))))

(defun test-graph (root-node &rest keys)
  (apply #'clim:format-graph-from-root root-node
         #'(lambda (node s)
             (write-string (node-name node) s))
         #'node-children keys))

Evaluating (test-graph g1 :stream *my-window*) results in the following graph:
A Horizontal Graph

In A Horizontal Graph, the graph has a horizontal orientation and grows toward the right by default. We can supply the :orientation keyword to control this. Evaluating
(test-graph g1 :stream *my-window* :orientation :vertical) results in the following graph:

A Vertical Graph

The following example uses format-graph-from-roots to create a graph with multiple parents, that is, a graph in which node D is a child of both nodes B and C. Note that it interprets its first argument as a list of top-level graph nodes, so we have wrapped the root node inside a list.

(defun test-graph (win)
  (window-clear win)
  (format-graph-from-roots '((a (b (d)) (c (d)))))
  #'(lambda (x s) (princ (car x) s))
  #'cdr
  :stream win
  :orientation :vertical
  :merge-duplicates t
  :duplicate-key #'car)

  (force-output win))

17.3 Formatting Text in CLIM

CLIM provides the following three forms for creating textual lists, indenting output, and breaking up lengthy output into multiple lines.

format-textual-list  

format-textual-list sequence printer &key stream separator conjunction

Summary: Outputs the sequence of items in sequence as a "textual list." For example, the list (1 2 3 4) might be printed as:

1, 2, 3, and 4

printer is a function of two arguments: an element of the sequence and a stream; it has dynamic extent. It is called to
output each element of the sequence.

stream specifies the output stream. The default is \texttt{*standard-output*}.

The separator and conjunction arguments control the appearance of each element of the sequence and the separators used between each pair of elements. separator is a string that is output after every element but the last one; the default for separator is "," (a comma followed by a space). conjunction is a string that is output before the last element. The default is \texttt{nil}, meaning that there is no conjunction. Typical values for conjunction are the strings "and" and "or".

\textbf{indenting-output}\hspace{1cm} \textit{Macro}

\texttt{indenting-output (stream indentation &key (move-cursor t)) &body body}

\textit{Summary:} Binds stream to a stream that inserts whitespace at the beginning of each line of output produced by \texttt{body}, and then writes the indented output to the stream that is the original value of stream.

The \texttt{stream} argument is not evaluated, and must be a symbol that is bound to an output recording stream. If \texttt{stream} is \texttt{t}, \texttt{*standard-output*} is used. \texttt{body} may have zero or more declarations as its first forms.

\texttt{indentation} specifies how much whitespace should be inserted at the beginning of each line. It is specified in the same way as the \texttt{:x-spacing} option to \texttt{formatting-table}.

If the boolean \texttt{move-cursor} is \texttt{t} (the default), CLIM moves the cursor to the end of the table.

Programmers using \texttt{indenting-output} should begin the body with a call to \texttt{fresh-line} (or some equivalent) to position the stream to the indentation initially. There is a restriction on interactions between \texttt{indenting-output} and \texttt{filling-output}: a call to \texttt{indenting-output} should appear outside of a call to \texttt{filling-output}.

\textbf{filling-output}\hspace{1cm} \textit{Macro}

\texttt{filling-output (stream &key fill-width break-characters after-line-break after-line-break-initially) &body body}

\textit{Summary:} Binds stream to a stream that inserts line breaks into the textual output written to it (by such functions as \texttt{write-char} and \texttt{write-string}) so that the output is usually no wider then fill-width. The filled output is then written on the original stream.

The \texttt{stream} argument is not evaluated, and must be a symbol that is bound to a stream. If \texttt{stream} is \texttt{t}, \texttt{*standard-output*} is used. \texttt{body} may have zero or more declarations as its first forms.

\texttt{fill-width} specifies the width of filled lines, and defaults to 80 characters. It is specified the same way as the \texttt{:x-spacing} option for \texttt{formatting-table}. 17.1.2 CLIM Operators for Formatting Tables.

"Words" are separated by the characters specified in the list \texttt{break-characters}. When a line is broken to prevent wrapping past the end of a line, the line break is made at one of these separators. That is, \texttt{filling-output} does not split "words" across lines, so it might produce output wider than \texttt{fill-width}.

\texttt{after-line-break} specifies a string to be sent to \texttt{stream} after line breaks; the string appears at the beginning of each new line. The string must not be wider than \texttt{fill-width}.

If the boolean \texttt{after-line-break-initially} is \texttt{t}, then the \texttt{after-line-break} text is to be written to \texttt{stream} before executing \texttt{body}, that is, at the beginning of the first line. The default is \texttt{nil}.

\subsection*{17.4 Bordered Output in CLIM}

CLIM provides a mechanism for surrounding arbitrary output with some kind of a border. The programmer annotates some output-generating code with an advisory macro that describes the type of border to be drawn. The following code produces the output shown in Examples of Bordered Output.

For example, the following produces three pieces of output, which are surrounded by a rectangle, highlighted with a
dropshadow, and underlined, respectively.

(defun border-test (stream)
  (fresh-line stream)
  (surrounding-output-with-border
   (stream :shape :rectangle)
   (format stream "This is some output with a rectangular border"))
  (terpri stream)
  (surrounding-output-with-border
   (stream :shape :drop-shadow)
   (format stream "This has a drop-shadow under it"))
  (terpri stream)
  (surrounding-output-with-border
   (stream :shape :underline)
   (format stream "And this output is underlined")))

Examples of Bordered Output

- **This is some output with a rectangular border.**
- **This has a drop-shadow under it.**
- **And this output is underlined.**

---

**surrounding-output-with-border**

**Macro**

**surrounding-output-with-border** (&optional stream &key shape (move-cursor t)) &body body

*Summary:* Binds the local environment in such a way the output of body will be surrounded by a border of the specified shape. Supported shapes are :rectangle (the default), :oval, :drop-shadow, and :underline. :rectangle draws a rectangle around the bounding rectangle of the output. :oval draws an oval around the bounding rectangle of the output. :drop-shadow draws a "drop shadow" around the lower right edge of the bounding rectangle of the output. :underline draws a thin line along the baseline of all of the text in the output, but does not draw anything underneath non-textual output.

If the boolean move-cursor is t (the default), then the text cursor will be moved so that it immediately follows the lower right corner of the bordered output.

*stream* is an output recording stream to which output will be done. The stream argument is not evaluated, and must be a symbol that is bound to a stream. If stream is t (the default), *standard-output* is used. body may have zero or more declarations as its first forms.

**define-border-type**

**Macro**

**define-border-type** shape arglist &body body

*Summary:* Defines a new kind of border named shape. arglist must be a subset of the "canonical" arglist (using string-equal to do the comparison) (&key stream record left top right bottom). body is the code that actually draws the border. It has lexical access to stream, record, left, top, right, and bottom, which are respectively, the stream being drawn on, the output record being surrounded, and the coordinates of the left, top, right, and bottom edges of the bounding rectangle of the record. body may have zero or more declarations as its first forms.
17 Formatted Output

17.5 Advanced Topics

The material in this subsection is advanced; most CLIM programmers can skip to the next section. This section discusses Table, Item List, and Graph Formatting Protocols.

All of table, item list, and graph formatting is implemented on top of the basic output recording protocol, using `with-new-output-record` to specify the appropriate type of output record. The following examples show specifically how tables and graphs are implemented.

Example 1: Tables
`formatting-table` first collects all the output that belongs in the table into a collection of row, column, and cell output records, all of which are children of a single table output record. During this phase, `stream-drawing-p` is bound to `nil` and `stream-recording-p` is bound to `t`. When all the output has been generated, the table layout constraint solver (`adjust-table-cells` or `adjust-item-list-cells`) is called to compute the table layout, taking into account such factors as the widest cell in a given column. If the table is to be split into multiple columns, `adjust-multiple-columns` is now called. Finally, the table output record is positioned on the stream at the current text cursor position and then displayed by calling `replay` on the table (or item list) output record.

Example 2: Graphs
`format-graph-from-roots` first collects all the graph node output records that belong in the graph by calling `generate-graph-nodes`. All these output records are children of a single graph output record. During this phase, `stream-drawing-p` is bound to `nil` and `stream-recording-p` is bound to `t`. When all the output has been generated, the graph layout code (`layout-graph-nodes` and `layout-graph-edges`) is called to compute the graph layout. Finally, the graph output record is positioned on the stream at the current text cursor position and then displayed by calling `replay` on the graph output record.

17.5.1 The Table Formatting Protocol

Any output record class that implements the following generic functions is said to support the table formatting protocol.

In the following subsections, the term "non-table output records" will be used to mean any output record that is not a table, row, column, cell, or item list output record. When CLIM "skips over intervening non-table output records," this means that it will bypass all the output records between two such table output records (such as a table and a row, or a row and a cell) that are not records of those classes (most notably, presentation output records). CLIM detects invalid nesting of table output records, such as a row within a row, a cell within a cell, or a row within a cell. Note that this does not prohibit the nesting of calls to `formatting-table`, it simply requires that programmers include the inner table within one of the cells of the outer table.

<table>
<thead>
<tr>
<th>Table Structure</th>
<th>Protocol Class</th>
</tr>
</thead>
</table>
| `table-output-record` | Protocol Class

*Summary:* The protocol class that represents tabular output records; a subclass of `output-record`. If you want to create a new class that behaves like a table output record, it should be a subclass of `table-output-record`. Subclasses of `table-output-record` must obey the table output record protocol.

<table>
<thead>
<tr>
<th><code>table-output-record-p</code></th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>table-output-record-p object</code></td>
<td></td>
</tr>
</tbody>
</table>

*Summary:* Returns `t` if `object` is a table output record; otherwise, it returns `nil`.

<table>
<thead>
<tr>
<th>x-spacing</th>
</tr>
</thead>
<tbody>
<tr>
<td>:y-spacing</td>
</tr>
<tr>
<td>:multiple-columns-x-spacing</td>
</tr>
</tbody>
</table>
17 Formatted Output

:equalize-column-widths

Summary: All subclasses of table-output-record must handle these initargs, which are used to specify, respectively, the x and y spacing, the multiple column x spacing, and equal-width columns attributes of the table.

standard-table-output-record

Summary: The instantiable class of output record that represents tabular output. Its children will be a sequence of either rows or columns, with presentation output records possibly intervening. This is a subclass of table-output-record.

map-over-table-elements

map-over-table-elements function table-record type

Summary: Applies function to all the rows or columns of table-record that are of type type. type is either :row, :column, or :row-or-column. function is a function of one argument, an output record; it has dynamic extent. map-over-table-elements ensures that rows, columns, and cells are properly nested. It skips over intervening non-table output record structure, such as presentations.

adjust-table-cells

adjust-table-cells table-record stream

Summary: This function is called after the tabular output has been collected, but before it has been replayed. The method on standard-table-output-record implements the usual table layout constraint solver by moving the rows or columns of the table output record table-record and the cells within the rows or columns. stream is the stream on which the table is displayed.

adjust-multiple-columns

adjust-multiple-columns table-record stream

Summary: This is called after adjust-table-cells to account for the case where the programmer wants to break the entire table up into multiple columns. Each of those columns will have some of the rows of the "original" table, and those rows may each have several columns. For example:

Original table:

```
a 1 alpha
b 2 beta
c 3 gamma
d 4 delta
```

Multiple column version:

```
a 1 alpha   c 3 gamma
b 2 beta   d 4 delta
```

*table-record* and stream are as for adjust-table-cells.

17.5.1.1 The Row and Column Formatting Protocol

Any output record class that implements the following generic functions is said to support the row (or column) formatting protocol.

row-output-record

Summary: The protocol class that represents one row in a table; a subclass of output-record. If you want to create a
new class that behaves like a row output record, it should be a subclass of `row-output-record`. Subclasses of `row-output-record` must obey the row output record protocol.

### row-output-record-p

**Function**

`row-output-record-p object`

*Summary:* Returns `t` if `object` is a row output record; otherwise, it returns `nil`.

### standard-row-output-record

**Class**

*Summary:* The instantiable class of output record that represents a row of output within a table. Its children will be a sequence of cells, and its parent (skipping intervening non-tabular records such as presentations) will be a table output record. This is a subclass of `row-output-record`.

### map-over-row-cells

**Generic Function**

`map-over-row-cells function row-record`

*Summary:* Applies `function` to all the cells in the row `row-record`, skipping intervening non-table output record structure. `function` is a function of one argument, an output record corresponding to a table cell within the row; it has dynamic extent.

### column-output-record

**Protocol Class**

*Summary:* The protocol class that represents one column in a table; a subclass of `output-record`. If you want to create a new class that behaves like a column output record, it should be a subclass of `column-output-record`. Subclasses of `column-output-record` must obey the column output record protocol.

### column-output-record-p

**Function**

`column-output-record-p object`

*Summary:* Returns `t` if `object` is a column output record; otherwise, it returns `nil`.

### standard-column-output-record

**Class**

*Summary:* The instantiable class of output record that represents a column of output within a table. Its children will be a sequence of cells, and its parent (skipping intervening non-tabular records such as presentations) will be a table output record; presentation output records may intervene. This is a subclass of `column-output-record`.

### map-over-column-cells

**Generic Function**

`map-over-column-cells function column-record`

*Summary:* Applies `function` to all the cells in the column `column-record`, skipping intervening non-table output record structure. `function` is a function of one argument, an output record corresponding to a table cell within the column; it has dynamic extent.

### 17.5.1.2 The Cell Formatting Protocol

Any output record class that implements the following generic functions is said to support the cell formatting protocol.

### cell-output-record

**Protocol Class**

*Summary:* The protocol class that represents one cell in a table or an item list; a subclass of `output-record`. If you want to create a new class that behaves like a cell output record, it should be a subclass of `cell-output-record`. Subclasses of `cell-output-record` must obey the cell output record protocol.
cell-output-record-p

cell-output-record-p object

Summary: Returns t if object is a cell output record; otherwise, it returns nil.

:align-x
:align-y
:min-width
:min-height

Summary: All subclasses of cell-output-record must handle these initargs, which are used to specify, respectively, the x and y alignment, and the minimum width and height attributes of the cell.

standard-cell-output-record

Summary: The instantiable class of output record that represents a single piece of output within a table row or column, or an item list. Its children will either be presentations or output records that represent displayed output. This is a subclass of cell-output-record.

cell-align-x

cell-align-x cell

cell-align-y

cell-align-y cell

cell-min-width

cell-min-width cell

cell-min-height

cell-min-height cell

Summary: These functions return, respectively, the x and y alignment and minimum width and height of the cell output record cell.

17.5.2 The Item List Formatting Protocol

item-list-output-record

Summary: The protocol class that represents an item list; a subclass of output-record. If you want to create a new class that behaves like an item list output record, it should be a subclass of item-list-output-record. Subclasses of item-list-output-record must obey the item list output record protocol.

item-list-output-record-p

item-list-output-record-p object

Summary: Returns t if object is an item list output record; otherwise, it returns nil.

:x-spacing
:y-spacing
17 Formatted Output

:initial-spacing
:n-rows
:n-columns
:max-width
:max-height

Initargs

Summary: All subclasses of **item-list-output-record** must handle these initargs, which specify, respectively, the x and y spacing, the initial spacing, the desired number of rows and columns, and maximum width and height attributes of the item list.

**standard-item-list-output-record**

Class

Summary: The output record that represents item list output. Its children will be a sequence of cells, with presentations possibly intervening. This is a subclass of **item-list-output-record**.

**map-over-item-list-cells**

Generic Function

**map-over-item-list-cells** function **item-list-record**

Summary: Applies function to all of the cells in **item-list-record**. **map-over-item-list-cells** skips over intervening non-table output record structure, such as presentations. function is a function of one argument, an output record corresponding to a cell in the item list; it has dynamic extent.

**adjust-item-list-cells**

Generic Function

**adjust-item-list-cells** **item-list-record** **stream**

Summary: This function is called after the item list output has been collected, but before the record has been replayed. The method on **standard-item-list-output-record** implements the usual item list layout constraint solver. **item-list-record** is the item list output record, and **stream** is the stream on which the item list is displayed.

17.5.3 The Graph Formatting Protocol

**graph-output-record**

Protocol Class

Summary: The protocol class that represents a graph; a subclass of **output-record**. If you want to create a new class that behaves like a graph output record, it should be a subclass of **graph-output-record**. Subclasses of **graph-output-record** must obey the graph output record protocol.

**graph-output-record-p**

Function

**graph-output-record-p** **object**

Summary: Returns t if **object** is a graph output record, otherwise returns nil.

:orientation
:center-nodes
:cutoff-depth
:merge-duplicates
:generation-separation
:within-generation-separation
:hash-table

Initargs
Summary: All the graph output records must handle these seven initargs, which are used to specify, respectively, the orientation, node centering, cutoff depth, merge duplicates, generation and within-generation spacing, and the node hash table of a graph output record.

**define-graph-type**

**define-graph-type**  *graph-type class*

*Summary:* Defines a new graph type *graph-type* that is implemented by the class *class* (a subclass of *graph-output-record*). Neither of the arguments is evaluated.

**graph-root-nodes**

**graph-root-nodes**  *graph-record*

*Summary:* Returns a sequence of the graph node output records corresponding to the root objects for the graph output record *graph-record*.

**setf graph-root-nodes**

**setf graph-root-nodes**  *roots graph-record*

*Summary:* Sets the root nodes of *graph-record* to *roots*.

**generate-graph-nodes**

**generate-graph-nodes**  *graph-record stream root-objects object-printer inferior-producer &key duplicate-key duplicate-test*

*Summary:* This function is responsible for generating all the graph node output records of the graph. *graph-record* is the graph output record, and *stream* is the output stream. The graph node output records are generating by calling the object printer on the root objects, then (recursively) calling the inferior producer on the root objects and calling the object printer on all inferiors. After all the graph node output records have been generated, the value of *graph-root-nodes* of *graph-record* must be set to be a sequence of those graph node output records that correspond to the root objects.

*root-objects, object-printer, inferior-producer, duplicate-key, and duplicate-test* are as for *format-graph-from-roots*.

**layout-graph-nodes**

**layout-graph-nodes**  *graph-record stream*

*Summary:* This function is responsible for laying out the nodes in the graph contained in the output record *graph-record*. It is called after the graph output has been collected, but before the graph record has been displayed. The method on *standard-graph-output-record* implements the usual graph layout constraint solver. *stream* is the stream on which the graph is displayed.

**layout-graph-edges**

**layout-graph-edges**  *graph-record stream arc-drawer arc-drawing-options*

*Summary:* This function is responsible for laying out the edges in the graph. It is called after the graph nodes have been laid out, but before the graph record has been displayed. The method on *standard-graph-output-record* simply causes thin lines to be drawn from each node to all of its children. *graph-record* and *stream* are as for *layout-graph-nodes*.

**graph-node-output-record**

*Summary:* The protocol class that represents a node in graph; a subclass of *output-record*. If you want to create a new class that behaves like a graph node output record, it should be a subclass of *graph-node-output-record*. Subclasses of *graph-node-output-record* must obey the graph node output record protocol.
### graph-node-output-record-p

**Function**

**graph-node-output-record-p** *object*

**Summary:** Returns `t` if *object* is a graph node output record; otherwise, it returns `nil`.

---

### standard-graph-node-output-record

**Class**

**Summary:** The instantiable class of output record that represents a graph node. Its parent will be a graph output record. This is a subclass of `graph-node-output-record`.

---

### graph-node-parents

**Generic Function**

**graph-node-parents** *graph-node-record*

**Summary:** Returns a sequence of the graph node output records whose objects are "parents" of the object corresponding to the graph node output record *graph-node-record*. This differs from `output-record-parent`, as `graph-node-parents` can return output records that are not the parent records of *graph-node-record*.

---

### (setf graph-node-parents)

**Generic Function**

**(setf graph-node-parents)** *parents* *graph-node-record*

**Summary:** Sets the parents of *graph-node-record* to be *parents*. *parents* must be a list of graph node records.

---

### graph-node-children

**Generic Function**

**graph-node-children** *graph-node-record*

**Summary:** Returns a sequence of the graph node output records whose objects are "children" of the object corresponding to the graph node output record *graph-node-record*. This differs from `output-record-children`, as `graph-node-children` can return output records that are not child records of *graph-node-record*.

---

### (setf graph-node-children)

**Generic Function**

**(setf graph-node-children)** *children* *graph-node-record*

**Summary:** Sets the children of *graph-node-record* to be *children*. *children* must be a list of graph node records.

---

### graph-node-object

**Generic Function**

**graph-node-object** *graph-node-record*

**Summary:** Returns the object that corresponds to the output record *graph-node-record*. This function only works correctly while inside the call to `format-graph-from-roots`. Unspecified results are returned outside `format-graph-from-roots`, as CLIM does not capture application objects that might have dynamic extent.
18 Sheets

18.1 Overview of Window Facilities

A central notion in organizing user interfaces is allocating screen regions to particular tasks and recursively subdividing these regions into subregions. The windowing layer of CLIM defines an extensible framework for constructing, using, and managing such hierarchies of interactive regions. This framework allows uniform treatment of the following things:

- Window objects like those in X or NeWS.
- Lightweight gadgets typical of toolkit layers, such as Motif or OpenLook.
- Structured graphics such as output records and an application's presentation objects.
- Objects that act as Lisp handles for windows or gadgets implemented in a different language (such as OpenLook gadgets implemented in C).

From the perspective of most CLIM users, CLIM’s windowing layer plays the role of a window system. However, CLIM usually uses the services of a window system platform to provide efficient windowing, input, and output facilities. We will refer to such window system platforms as host window systems or as display servers.

The fundamental window abstraction defined by CLIM is called a sheet. A sheet can participate in a relationship called a windowing relationship. This relationship is one in which one sheet called the parent provides space to a number of other sheets called children. Support for establishing and maintaining this kind of relationship is the essence of what window systems provide. At any point in time, CLIM allows a sheet to be a child in one relationship and a parent in another relationship.

Programmers can manipulate unrooted hierarchies of sheets (those without a connection to any particular display server). However, a sheet hierarchy must be attached to a display server to make it visible. Ports and grafts provide the functionality for managing this capability. A port is an abstract connection to a display service that is responsible for managing host display server resources and for processing input events received from the host display server. A graft is a special kind of sheet that represents a host window, typically a root window (that is, a screen-level window). A sheet is attached to a display by making it a child of a graft, which represents an appropriate host window. The sheet will then appear to be a child of that host window. In other words, a sheet is put onto a particular screen by making it a child of an appropriate graft and enabling it. Ports and grafts are described in detail in 19 Ports, Grafts, and Mirrored Sheets.

As has been discussed previously, CLIM users will typically be dealing with panes, rather than with sheets, ports, grafts, or mediums, as a call to make-application-frame automatically results in a port specification, a graft instantiation, and the allocation of a medium, to which output directed to the pane will be forwarded.

18.1.1 Properties of Sheets

Sheets have the following properties:

- A coordinate system—Provides the ability to refer to locations in a sheet's abstract plane.
- A region—Defines an area within a sheet's coordinate system that indicates the area of interest within the plane, that is, a clipping region for output and input. This typically corresponds to the visible region of the sheet on the display.
- A parent—A sheet that is the parent in a windowing relationship in which this sheet is a child.
• Children—An ordered set of sheets that are each children in a windowing relationship in which this sheet is a parent. The ordering of the set corresponds to the stacking order of the sheets. Not all sheets have children.

• A transformation—Determines how points in this sheet's coordinate system are mapped into points in its parents' coordinate system.

• An enabled flag—Indicates whether the sheet is currently actively participating in the windowing relationship with its parent and siblings.

• An event handler—A procedure invoked when the display server wishes to inform CLIM of external events.

• Output state—A set of values used when CLIM causes graphical or textual output to appear on the display. This state is often represented by a medium.

18.1.2 Sheet Protocols

A sheet is a participant in a number of protocols. Every sheet must provide methods for the generic functions that make up these protocols. These protocols are:

• The windowing protocol—Describes the relationships between the sheet and its parent and children (and, by extension, all of its ancestors and descendants).

• The input protocol—Provides the event handler for a sheet. Events may be handled synchronously, asynchronously, or not at all.

• The output protocol—Provides graphical and textual output, and manages descriptive output state such as color, transformation, and clipping.

• The repaint protocol—Invoked by the event handler and by user programs to ensure that the output appearing on the display device appears as the program expects it to appear.

• The notification protocol—Invoked by the event handler and user programs to ensure that CLIM's representation of window system information is equivalent to the display server's.

These protocols may be handled directly by a sheet, queued for later processing by some other agent, or passed on to a delegate sheet for further processing.

18.2 Basic Sheet Classes

There are no standard sheet classes in CLIM, and no pre-packaged way to create sheets in general. If a programmer needs to create an instance of some class of sheet, make-instance must be used. In most cases, application programmers will not deal with sheets directly, but instead will use a subclass of sheets known as panes. Panes can be created by calling the make-pane function. For a more detailed discussion on panes, see 10 Panes and Gadgets.

<table>
<thead>
<tr>
<th>Protocol Class</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>sheet</strong></td>
</tr>
</tbody>
</table>

Summary: The protocol class that corresponds to a sheet, a subclass of bounding-rectangle. If you want to create a new class that behaves like a sheet, it should be a subclass of **sheet**. Subclasses of **sheet** must obey the sheet protocol.

All of the subclasses of **sheet** are mutable.

<table>
<thead>
<tr>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>sheetp</strong></td>
</tr>
</tbody>
</table>

**object**

Summary: Returns `t` if **object** is a sheet; otherwise, it returns `nil`. 289
18 Sheets

**basic-sheet**

*Summary:* The basic class on which all CLIM sheets are built, a subclass of `sheet`. This class is an abstract class intended only to be subclassed, not instantiated.

18.3 Relationships Between Sheets

Sheets are arranged in a tree-structured, acyclic, top-down hierarchy. Thus, in general, a sheet has one or no parents and zero or more children. A sheet may have zero or more siblings (that is, other sheets that share the same parent). In order to describe the relationships between sheets, we define the following terms.

- **Adopted**—A sheet is said to be *adopted* if it has a parent. A sheet becomes the parent of another sheet by adopting that sheet.
- **Disowned**—A sheet is said to be *disowned* if it does not have a parent. A sheet ceases to be a child of another sheet by being disowned.
- **Grafted**—A sheet is said to be *grafted* when it is part of a sheet hierarchy whose highest ancestor is a graft. In this case, the sheet may be visible on a particular window server.
- **Degrafted**—A sheet is said to be *degrafted* when it is part of a sheet hierarchy that cannot be visible on a server, that is, the highest ancestor is not a graft.
- **Enabled**—A sheet is said to be *enabled* when it is actively participating in the windowing relationship with its parent. If a sheet is enabled and grafted, and all its ancestors are enabled (they are grafted by definition), then the sheet will be visible if it occupies a portion of the graft region that isn't clipped by its ancestors or ancestor's siblings.
- **Disabled**—The opposite of enabled is *disabled*.

18.3.1 Sheet Relationship Functions

The generic functions in this section comprise the sheet protocol. All sheet objects must implement or inherit methods for each of these generic functions.

**sheet-parent**

*Generic Function*

```
sheet-parent sheet
```

*Summary:* Returns the parent of the sheet `sheet`, or `nil` if the sheet has no parent.

**sheet-children**

*Generic Function*

```
sheet-children sheet
```

*Summary:* Returns a list of sheets that are the children of the sheet `sheet`. Some sheet classes support only a single child; in this case, the result of `sheet-children` will be a list of one element. This function returns objects that reveal CLIM's internal state; do not modify those objects.

**sheet-adopt-child**

*Generic Function*

```
sheet-adopt-child sheet child
```

*Summary:* Adds the child sheet `child` to the set of children of the sheet `sheet`, and makes the `sheet` the child's parent. If `child` already has a parent, an

Some sheet classes support only a single child. For such sheets, attempting to adopt more than a single child will cause the `sheet-supports-only-one-child` error to be signaled.
**sheet-disown-child**

**Generic Function**

`sheet-disown-child sheet child &key (errorp t)`

**Summary:** Removes the child sheet `child` from the set of children of the sheet `sheet`, and makes the parent of the child be `nil`. If `child` is not actually a child of `sheet` and `errorp` is `t`, then the `sheet-is-not-child` error will be signaled.

**sheet-siblings**

**Generic Function**

`sheet-siblings sheet`

**Summary:** Returns a list of all of the siblings of the sheet `sheet`. The sibling are all of the children of `sheet`'s parent excluding `sheet` itself. This function returns fresh objects that may be modified.

**sheet-enabled-children**

**Generic Function**

`sheet-enabled-children sheet`

**Summary:** Returns a list of those children of the sheet `sheet` that are enabled. This function returns fresh objects that may be modified.

**sheet-ancestor-p**

**Generic Function**

`sheet-ancestor-p sheet putative-ancestor`

**Summary:** Returns `t` if the the sheet `putative-ancestor` is in fact an ancestor of the sheet `sheet`; otherwise, it returns `nil`.

**raise-sheet**

**Generic Function**

`raise-sheet sheet`

**bury-sheet**

**Generic Function**

`bury-sheet sheet`

**Summary:** These functions reorder the children of a sheet by raising the sheet `sheet` to the top or burying it at the bottom. Raising a sheet puts it at the beginning of the ordering; burying it puts it at the end. If sheets overlap, the one that appears "on top" on the display device is earlier in the ordering than the one underneath.

This may change which parts of which sheets are visible on the display device.

**reorder-sheets**

**Generic Function**

`reorder-sheets sheet new-ordering`

**Summary:** Reorders the children of the sheet `sheet` to have the new ordering specified by `new-ordering`. `new-ordering` is an ordered list of the child sheets; elements at the front of `new-ordering` are "on top" of elements at the rear.

If `new-ordering` does not contain all of the children of `sheet`, the `sheet-ordering-underspecified` error will be signaled. If `new-ordering` contains a sheet that is not a child of `sheet`, the `sheet-is-not-child` error will be signaled.

**sheet-enabled-p**

**Generic Function**

`sheet-enabled-p sheet`

**Summary:** Returns `t` if the the sheet `sheet` is enabled by its parent; otherwise, it returns `nil`. Note that all of a sheet's ancestors must be enabled before the sheet is viewable.
18 Sheets

(setf sheet-enabled-p)  
(setf sheet-enabled-p) enabled-p sheet

Summary: When enabled-p is t, this enables the the sheet sheet. When enabled-p is nil, this disables the sheet.

Note that a sheet is not visible unless it and all of its ancestors are enabled.

sheet-viewable-p

sheet-viewable-p sheet

Summary: Returns t if the sheet sheet and all its ancestors are enabled, and if one of its ancestors is a graft. See 19 Ports, Grafts, and Mirrored Sheets for further information on grafts.

sheet-occluding-sheets

sheet-occluding-sheets sheet child

Summary: Returns a list of the sheet child's siblings that occlude part or all of the region of the child. In general, these are the siblings that are enabled and appear earlier in the sheet sheet's children. If sheet does not permit overlapping among its children, sheet-occluding-sheets will return nil.

This function returns fresh objects that may be modified.

18.3.2 Sheet Genealogy Classes

Different "mix-in" classes are provided that implement the relationship protocol.

sheet-parent-mixin

Summary: This class is mixed into sheet classes that have a parent.

sheet-leaf-mixin

Summary: This class is mixed into sheet classes that will never have children.

sheet-single-child-mixin

Summary: This class is mixed into sheet classes that have at most a single child.

sheet-multiple-child-mixin

Summary: This class is mixed into sheet classes that may have zero or more children.

18.4 Sheet Geometry

Every sheet has a region and a coordinate system. The region refers to its position and extent on the display device. It is represented by a region object, frequently a rectangle. A sheet's coordinate system is represented by a coordinate transformation that converts coordinates in its coordinate system to coordinates in its parent's coordinate system.

18.4.1 Sheet Geometry Functions

sheet-transformation

sheet-transformation sheet

Summary: This function returns fresh objects that may be modified.

182
(setf sheet-transformation)  

(setf sheet-transformation) transformation sheet

Summary: Returns a transformation that converts coordinates in the sheet sheet's coordinate system into coordinates in its parent's coordinate system. Using setf on this accessor will modify the sheet's coordinate system, including moving its region in its parent's coordinate system. When the the transformation is changed, note-sheet-region-changed is called to notify the sheet of the change.

sheet-region

(sheet-region sheet)

Summary: Returns a region object that represents the set of points to which the sheet sheet refers. The region is in the sheet's coordinate system. Using setf on this accessor modifies the sheet's region. When the region is changed, note-sheet-region-region is called to notify the sheet of the change.

move-sheet

(move-sheet sheet x y)

Summary: Moves the sheet sheet to the new position (x, y). x and y are expressed in the coordinate system of sheet's parent.

resize-sheet

(resize-sheet sheet width height)

Summary: Resizes the sheet sheet to have a new width width and height height. width and height are real numbers.

move-and-resize-sheet

(move-and-resize-sheet sheet x y width height)

Summary: Moves the sheet sheet to the new position (x, y) and changes its size to the new width width and height height. x and y are expressed in the coordinate system of sheet's parent. width and height are real numbers.

map-sheet-position-to-parent

(map-sheet-position-to-parent sheet x y)

Summary: Applies the sheet sheet's transformation to the point (x, y), returning the coordinates of that point in sheet's parent's coordinate system.

map-sheet-position-to-child

(map-sheet-position-to-child sheet x y)

Summary: Inverts sheet's transformation of the point (x, y) in sheet's parent's coordinate system. It returns the coordinates of the point in sheet's coordinate system.

map-sheet-rectangle*-to-parent

(map-sheet-rectangle*-to-parent sheet x1 y1 x2 y2)

Summary: Applies sheet's transformation to the bounding rectangle specified by the corner points (x1, y1) and (x2, y2),...
returning the bounding rectangle of the transformed region as four values, \(min-x, min-y, max-x,\) and \(max-y\). The arguments \(x1, y1, x2,\) and \(y2\) are canonicalized in the same way as for \texttt{make-bounding-rectangle}.

\begin{verbatim}
map-sheet-rectangle*-to-child

map-sheet-rectangle*-to-child \textit{sheet} \(x1\) \(y1\) \(x2\) \(y2\)

Summary: Applies the inverse of the sheet \textit{sheet}'s transformation to the bounding rectangle delimited by the corner points \((x1, y1)\) and \((x2, y2)\) (represented in \textit{sheet}'s parent's coordinate system), returning the bounding rectangle of the transformed region as four values, \(min-x, min-y, max-x,\) and \(max-y\). The arguments \(x1, y1, x2,\) and \(y2\) are canonicalized in the same way as for \texttt{make-bounding-rectangle}.

child-containing-position

child-containing-position \textit{sheet} \(x\) \(y\)

Summary: Returns the topmost enabled direct child of the sheet \textit{sheet} whose region contains the position \((x, y)\). The position is expressed in \textit{sheet}'s coordinate system.

children-overlapping-region

children-overlapping-region \textit{sheet} \textit{region}

children-overlapping-rectangle*

children-overlapping-rectangle* \textit{sheet} \(x1\) \(y1\) \(x2\) \(y2\)

Summary: Returns the list of enabled direct children of the sheet \textit{sheet} whose region overlaps the region \textit{region}. \texttt{children-overlapping-rectangle*} is a special case of \texttt{children-overlapping-region} in which the region is a bounding rectangle whose corner points are \((x1, y1)\) and \((x2, y2)\). The region is expressed in \textit{sheet}'s coordinate system. This function returns fresh objects that may be modified.

sheet-delta-transformation

sheet-delta-transformation \textit{sheet} \textit{ancestor}

Summary: Returns a transformation that is the composition of all the sheet transformations between the sheets \textit{sheet} and \textit{ancestor}. If \textit{ancestor} is \texttt{nil}, this returns the transformation to the root of the sheet hierarchy. If \textit{ancestor} is not an ancestor of \textit{sheet}, the \texttt{sheet-is-not-ancestor} error will be signaled.

The computation of the delta transformation is likely to be cached.

sheet-allocated-region

sheet-allocated-region \textit{sheet} \textit{child}

Summary: Returns the visible region of the sheet \textit{child} in the sheet \textit{sheet}'s coordinate system. If \textit{child} is occluded by any of its siblings, those siblings' regions are subtracted (using \texttt{region-difference}) from \textit{child}'s actual region.

18.4.2 Sheet Geometry Classes

Each of the following implements the sheet geometry protocol in a different manner, according to the sheet's requirements.

\begin{verbatim}
sheet-identity-transformation-mixin

Summary: This class is mixed into sheet classes whose coordinate systems are identical to that of their parent.
\end{verbatim}
Summary: This class is mixed into sheet classes whose coordinate systems are related to that of their parent by a simple translation.

Summary: This class is mixed into sheet classes whose coordinate systems are related to that of their parent by inverting the y coordinate system, and optionally translating by some amount in x and y.

Summary: This class is mixed into sheet classes whose coordinate systems are related to that of their parent by an arbitrary affine transformation.

18.5 Sheet Protocols: Input

CLIM's windowing substrate provides an input architecture and standard functionality for notifying clients of input that is distributed to their sheets. Input includes such events as the pointer entering and exiting sheets, pointer motion (whose granularity is defined by performance limitations), and pointer button and keyboard events. At this level, input is represented as event objects.

Sheets either participate fully in the input protocol or are mute for input. If any functions in the input protocol are called on a sheet that is mute for input, the `sheet-is-mute-for-input` error will be signaled.

In addition to handling input event, a sheet is also responsible for providing other input services, such as controlling the pointer's appearance, and polling for current pointer and keyboard state.

Input is processed on a per-port basis.

The event-processing mechanism has three main tasks when it receives an event. First, it must determine to which `client` the event is addressed; this process is called `distributing`. Typically, the client is a sheet, but there are other special-purpose clients to which events can also be dispatched. Next, it formats the event into a standard format, and finally it `dispatches` the event to the client. A client may then either handle the event synchronously, or it may queue it for later handling by another process.

Input events can be broadly categorized into `pointer events` and `keyboard events`. By default, pointer events are dispatched to the lowest sheet in the hierarchy whose region contains the location of the pointer. Keyboard events are dispatched to the port's keyboard input focus; the accessor `port-keyboard-input-focus` contains the event client that receives the port's keyboard events.

18.5.1 Input Protocol Functions

In the functions listed here, the `client` argument is typically a sheet, but it may be another object that supports event distribution, dispatching, and handling.

```
port-keyboard-input-focus
```

```
port-keyboard-input-focus port
```

```
(setf port-keyboard-input-focus) focus port
```

Summary: Returns the client to which keyboard events are to be dispatched.
**distribute-event**  
`Generic Function`  
**distribute-event** `port event`  

*Summary:* The event is distributed to the port's proper client. In general, this will be the keyboard input focus for keyboard events, and the lowest sheet under the pointer for pointer events.

**dispatch-event**  
`Generic Function`  
**dispatch-event** `client event`  

*Summary:* This function is called to inform a client about an event of interest. Most methods for this function will simply queue the event for later handling. Certain classes of clients and events may cause this function to call either `queue-event` or `handle-event` immediately, or else to ignore the event entirely.

**queue-event**  
`Generic Function`  
**queue-event** `client event`  

*Summary:* Places the event event into the queue of events for the client client.

**handle-event**  
`Generic Function`  
**handle-event** `client event`  

*Summary:* Implements the client's policy with respect to the event. For example, if the programmer wishes to highlight a sheet in response to an event that informs it that the pointer has entered its territory, there would be a method to carry out the policy that specializes the appropriate sheet and event classes.

In addition to `queue-event`, the queued input protocol handles the following generic functions:

**event-read**  
`Generic Function`  
**event-read** `client`  

*Summary:* Takes the next event out of the queue of events for this client.

**event-read-no-hang**  
`Generic Function`  
**event-read-no-hang** `client`  

*Summary:* Takes the next event out of the queue of events for this client. It returns `nil` if there are no events in the queue.

**event-peek**  
`Generic Function`  
**event-peek** `client &optional event-type`  

*Summary:* Returns the next event in the queue without removing it from the queue. If event-type is supplied, events that are not of that type are first removed and discarded.

**event-unread**  
`Generic Function`  
**event-unread** `client event`  

*Summary:* Places the event at the head of the client's event queue, to be the event read next.

**event-listen**  
`Generic Function`  
**event-listen** `client`
Summary: Returns t if there are any events queued for client; otherwise, it returns nil.

**apply-in-sheet-process**

*Function*

`apply-in-sheet-process sheet function &rest args`

**Summary:** Applies function to args on the process that displays sheet.

The function `apply-in-sheet-process` arranges for function to apply to args, by `(apply function args)`, in the process that displays sheet.

The application occurs only if sheet is inside a hierarchy of sheets that is currently displayed.

The result is t if `apply-in-sheet-process` "succeeded", which means it dispatched an event to perform the application. The application may still not happen if the process that display sheet does not reach the point of handling the event (e.g. the user closes the window).

`apply-in-sheet-process` is especially useful for using the display functions of CLIM (drawing and stream output), which need to happen on the correct process.

For example:

```lisp
(apply-in-sheet-process sheet
  `draw-rectangle* sheet 10 10 100 100)
```

### 18.5.2 Input Protocol Classes

Most classes of sheets will have one of the following irun timenput protocol classes mixed in. Of course, a sheet can always have a specialized method for a specific class of event that will override the default. For example, a sheet may need to have only pointer click events dispatched to itself, and may delegate all other events to some other input client. Such a sheet should have `delegate-sheet-input-mixin` as a superclass, and have a more specific method for `dispatch-event` on its class and `pointer-button-click-event`.

**standard-sheet-input-mixin**

*Class*

**Summary:** This class of sheet provides a method for `dispatch-event` that calls `queue-event` on each device event. Configuration events invoke `handle-event` immediately.

**immediate-sheet-input-mixin**

*Class*

**Summary:** This class of sheet provides a method for `dispatch-event` that calls `handle-event` immediately for all events.

**mute-sheet-input-mixin**

*Class*

**Summary:** This is mixed into any sheet class that does not handle any input events.

**delegate-sheet-input-mixin**

*Class*

**Summary:** This class of sheet provides a method for `dispatch-event` that calls `dispatch-event` on a designated substitute and the event. The initialization argument :delegate or the accessor `delegate-sheet-delegate` may be used to set the recipient of dispatched events. A value of `nil` will cause input events to be discarded.

**delegate-sheet-delegate**

*Generic Function*

`delegate-sheet-delegate sheet`
(setf delegate-sheet-delegate)

(setf delegate-sheet-delegate) delegate sheet

Summary: This may be set to another recipient of events dispatched to a sheet of class delegate-sheet-input-mixin. If the delegate is nil, events are discarded.

18.6 Standard Device Events

An event is a CLIM object that represents some sort of user gesture (such as moving the pointer or pressing a key on the keyboard) or that corresponds to some sort of notification from the display server. Event objects store such things as the sheet associated with the event, the x and y position of the pointer within that sheet, the key name or character corresponding to a key on the keyboard, and so forth.

The following shows all the event classes, with all classes indented to the right of their superclasses:

```
event
device-event
keyboard-event
  key-press-event
  key-release-event
pointer-event
  pointer-button-event
    pointer-button-press-event
    pointer-mouse-wheel-event
    pointer-button-release-event
    pointer-button-hold-event
  pointer-motion-event
  pointer-enter-event
  pointer-exit-event
window-event
  window-configuration-event
  window-repaint-event
timer-event
```

event

Protocol Class

Summary: The protocol class that corresponds to any sort of event. If you want to create a new class that behaves like an event, it should be a subclass of event. Subclasses of event must obey the event protocol.

All of the event classes are immutable.

eventp

Function

eventp object

Summary: Returns t if object is an event; otherwise, it returns nil.

:timestamp

Initarg

Summary: All subclasses of event must take a :timestamp initarg, which is used to specify the timestamp for the event.

event-timestamp

Generic Function

event-timestamp event

Summary: Returns an integer that is a monotonically increasing timestamp for the event event. The timestamp must have at least as many bits of precision as a fixnum.
event-type

```
eventType event
```

**Summary:** For the event event, returns a keyword with the same name as the class name, except stripped of the "-event" ending. For example, the keyword :key-press is returned by event-type for an event whose class is key-press-event.

All event classes must implement methods for event-type and event-timestamp.

device-event

```
sheet
modifier-state
```

**Summary:** The class that corresponds to any sort of device event. This is a subclass of event.

All subclasses of device-event must take the :sheet and :modifier-state initargs, which are used to specify the sheet and modifier state components for the event.

event-sheet

```
event-sheet device-event
```

**Summary:** Returns the sheet associated with the event device-event.

event-modifier-state

```
event-modifier-state device-event
```

**Summary:** Returns a value that encodes the state of all the modifier keys on the keyboard. This will be a mask consisting of the logical-or of +shift-key+, +control-key+, +meta-key+, +super-key+, and +hyper-key+.

All device event classes must implement methods for event-sheet and event-modifier-state.

keyboard-event

```
:key-name
```

**Summary:** The class corresponding to any keyboard event; a subclass of device-event.

All subclasses of keyboard-event must take the :key-name initarg, which is used to specify the key name component for the event.

keyboard-event-key-name

```
keyboard-event-key-name keyboard-event
```

**Summary:** Returns the name of the key pressed or released in a keyboard event. This will be a symbol whose value is port-specific. Key names corresponding to standard characters such as the alphanumerics will be symbols in the keyword package.

keyboard-event-character

```
keyboard-event-character keyboard-event
```

**Summary:** Returns the character associated with the event keyboard-event, if there is any.

All keyboard event classes must implement methods for keyboard-event-key-name and keyboard-event-character.
key-press-event
dkey-release-event

Classes

Summary: The classes corresponding to key press or release events. They are subclasses of `keyboard-event`.

pointer-event

Class

:pointer
:button
:x
:y

Initargs

Summary: The class corresponding to any pointer event. This is a subclass of `device-event`.

All subclasses of `pointer-event` must take the `:pointer`, `:button`, `:x`, and `:y` initargs, which are used to specify the pointer object, pointer button, and native x and y position of the pointer at the time of the event. The sheet's x and y positions are derived from the supplied native x and y positions and the sheet itself.

pointer-event-x

Generic Function

pointer-event-x pointer-event

pointer-event-y

Generic Function

pointer-event-y pointer-event

Summary: Returns the x and y position of the pointer at the time the event occurred, in the coordinate system of the sheet that received the event. All pointer events must implement a method for these generic functions.

pointer-event-native-x

Generic Function

pointer-event-native-x pointer-event

pointer-event-native-y

Generic Function

pointer-event-native-y pointer-event

Summary: Returns the x and y position of the pointer at the time the event occurred, in the pointer's native coordinate system. All pointer events must implement a method for these generic functions.

pointer-event-pointer

Generic Function

pointer-event-pointer pointer-event

Summary: Returns the pointer object to which this event refers.

pointer-event-button

Generic Function

pointer-event-button pointer-event

Summary: Returns an integer, the number of the pointer button that was pressed. Programs should compare this against the constants `+pointer-left-button`, `+pointer-middle-button`, `+pointer-right-button` and `+pointer-wheel` to see what value was returned.

All pointer event classes must implement methods for `pointer-event-x`, `pointer-event-y`, `pointer-event-native-x`, `pointer-event-native-y`, `pointer-event-pointer`, and `pointer-event-button`. 

300
pointer-event-shift-mask

Generic Function

Summary: Returns the state of the keyboard's shift keys when *pointer-button-event* occurred.

pointer-button-event

Class

Summary: The class corresponding to any sort of pointer button event. It is a subclass of *pointer-event*.

pointer-button-press-event

pointer-button-release-event

pointer-button-hold-event

Classes

Summary: The classes that correspond to a pointer button press, button release, and click-and-hold events. These are subclasses of *pointer-button-event*.

pointer-mouse-wheel-event

Class

Summary: The class that corresponds to rotating the wheel on a mouse with modifiers, which can be shift, control or both. This is a subclass of *pointer-button-press-event*.

When *pointer-event-button* is called on an instance of *pointer-mouse-wheel-event* it returns +pointer-wheel+.

pointer-mouse-wheel-event-amount

Generic Function

Summary: Returns the number of ticks that the wheel rotated. It is positive when the top of the wheel is pushed away from the user, and negative when it is pulled towards the user.

pointer-button-click-event

pointer-button-double-click-event

pointer-button-click-and-hold-event

Classes

Summary: The classes that correspond to a pointer button press followed by (respectively) a button release, another button press, or pointer motion. These are subclasses of *pointer-button-event*. Ports are not required to generate these events.

pointer-motion-event

Class

Summary: The class that corresponds to any sort of pointer motion event. This is a subclass of *pointer-event*.

pointer-enter-event

pointer-exit-event

Classes

Summary: The classes that correspond to a pointer enter or exit event. This is a subclass of *pointer-motion-event*.

window-event

Class

:region

Initarg

Summary: The class that corresponds to any sort of windowing event. This is a subclass of *device-event*.

All subclasses of *window-event* must take a :region initarg, which is used to specify the damage region associated
with the event.

**window-event-region**

*window-event-region* *window-event*

*Summary:* Returns the region of the sheet that is affected by a window event.

**window-event-native-region**

*window-event-native-region* *window-event*

*Summary:* Returns the region of the sheet in native coordinates.

**window-event-mirrored-sheet**

*window-event-mirrored-sheet* *window-event*

*Summary:* Returns the mirrored sheet that is attached to the mirror on which the event occurred.

All window event classes must implement methods for *window-event-region*, *window-event-native-region*, and *window-event-mirrored-sheet*.

**window-configuration-event**

*Class*

*Summary:* The class that corresponds to a window changing its size or position. This is a subclass of *window-event*.

**window-repaint-event**

*Class*

*Summary:* The class that corresponds to a request to repaint the window. This is a subclass of *window-event*.

**timer-event**

*Class*

*Summary:* The class that corresponds to a timeout event. This is a subclass of *event*.

**+pointer-left-button+**

**+pointer-middle-button+**

**+pointer-right-button+**

**+pointer-wheel+**

*Constants*

*Summary:* Constants that correspond to the left, middle, right button and wheel on a pointing device. *pointer-event-button* will returns one of these four values.

**+shift-key+**

**+control-key+**

**+meta-key+**

**+super-key+**

**+hyper-key+**

*Constants*

*Summary:* Constants that correspond to the **SHIFT**, **CONTROL**, **META**, **SUPER**, and **HYPER** modifier keys being held down on the keyboard. These constants must be powers of 2 so that they can be combined with **logical-or** and tested with **logtest**. **event-modifier-state** will return some combination of these values.

CLIM does not provide default key mappings for **META**, **HYPER**, or **SUPER** modifier keys, as they are keyboard/X-server specific.
key-modifier-state-match-p

key-modifier-state-match-p button modifier-state &body clauses

Summary: This macro generates code that will check whether the modifier state modifier-state and the pointer button button match all of the clauses. clauses are implicitly grouped by and. Matching a button or a modifier means that the modifier state indicates that the button or modifier is pressed.

A clause may be one of:

- A pointer button (one of :left, :middle, or :right)
- A modifier key (one of :shift, :control, :meta, :super, or :hyper)
- (and [clause]+)
- (or [clause]+)
- (not clause)

18.6.1 The mouse wheel

When the mouse wheel is used without a modifier key, it is interpreted as scrolling. The innermost pane that has a scroll bar and contains the mouse is scrolled vertically if it has a vertical scroll bar, otherwise it is scrolled horizontally.

Note: For gadgets, in particular for list-pane, the focus must be on the gadget for it to scroll.

If the mouse wheel is used with a modifier key, which can be shift or control, then an event is generated. The event is of type pointer-mouse-wheel-event, which is a subtype pointer-button-press-event. pointer-event-button returns +pointer-wheel+ for such an event.

In addition to all the information that pointer-button-press-event contains, pointer-mouse-wheel-event also contains the amount of wheel rotation. This can be found by the reader pointer-mouse-wheel-event-amount, which returns a number. The number is positive when the top of the wheel is pushed away from the user, and negative when it is pulled towards the user. The units of the number are ticks of the wheel, and normally it is either 1 or -1.

The function add-gesture-name and macro define-gesture-name, when used with type :pointer-button, can also take :wheel as button-name (in addition to :left, :middle and :right). CLIM adds (by using add-gesture-name) two gestures, :zoom for (:wheel :control), and :rotate for (:wheel :shift). However, it does not make any assumptions about what these gestures actually do. You can define your own gestures as well.

The arglist, tester-arglist and doc-arglist arguments in the translator macros (define-presentation-translator, define-presentation-to-command-translator and define-presentation-action) can also contain amount, in addition to the already documented "canonical" symbols that are listed in the documentation of define-presentation-translator. When the gesture argument specifies a gesture that is mapped to a wheel event (such as :zoom or :rotate above), the variable amount is bound to the amount that pointer-mouse-wheel-event-amount would return for the event. In another cases it is always 0.

For example, assuming you have a frame my-frame, and two functions my-zoom-function-up and my-zoom-function-down that know how to zoom windows in this frame, then the two forms below can be used to invoke these functions when the user moves the mouse wheel while pressing the control button:

```
(define-frame-command my-frame my-zoom-command ((window window)
  (amount t))

(if (> amount 0)
  (my-zoom-function-up window)
  (my-zoom-function-down window)))
```

(define-presentation-to-command-translator my-zoom-trans
18 Sheets

(t my-zoom-command my-frame
 :gesture :zoom)
 (window amount)
 (list window amount))

18.7 Sheet Protocols: Output

The output protocol is concerned with the appearance of displayed output on the window associated with a sheet. The sheet output protocol is responsible for providing a means of doing output to a sheet, and for delivering repaint requests to the sheet's client.

Sheets either participate fully in the output protocol or are mute for output. If any functions in the output protocol are called on a sheet that is mute for output, the sheet-is-mute-for-output error will be signaled.

18.7.1 Mediums and Output Properties

Each sheet retains some output state that logically describes how output is to be rendered on its window. Such information as the foreground and background ink, line thickness, and transformation to be used during drawing are provided by this state. This state may be stored in a medium associated with the sheet itself, may be derived from a parent, or may have some global default, depending on the sheet itself.

If a sheet is mute for output, it is an error to set any of these values.

**medium**

*Summary:* The protocol class that corresponds to the output state for some kind of sheet. There is no single advertised standard medium class. If you want to create a new class that behaves like a medium, it should be a subclass of medium. Subclasses of medium must obey the medium protocol.

**mediump**

mediump object

*Summary:* Returns t if object is a medium; otherwise, it returns nil.

**basic-medium**

*Summary:* The basic class on which all CLIM mediums are built, a subclass of medium. This class is an abstract class intended only to be subclassed, not instantiated.

The following generic functions comprise the basic medium protocol. All mediums must implement methods for these generic functions. Often, a sheet class that supports the output protocol will implement a "trampoline" method that passes the operation on to sheet-medium of the sheet.

**medium-foreground**

medium-foreground medium

**medium-background**

medium-background medium

**medium-foreground**

(setf medium-foreground) ink medium

*Summary:* Returns (or sets) the current foreground ink for the medium medium. For details, see 3.1 CLIM Mediums.
(setf medium-background)  

(setf medium-background)  ink  medium

Summary: Returns (or sets) the current background ink for the medium medium. This is described in detail in 3.1 CLIM Mediums.

medium-ink

medium-ink  medium

(setf medium-ink)  

(setf medium-ink)  ink  medium

Summary: Returns (or sets) the current drawing ink for the medium medium. This is described in detail in 3.1 CLIM Mediums.

medium-transformation

medium-transformation  medium

(setf medium-transformation)  

(setf medium-transformation)  transformation  medium

Summary: Returns (or sets) the user transformation that converts the coordinates presented to the drawing functions by the programmer to the medium medium's coordinate system. By default, it is the identity transformation. This is described in detail in 3.1 CLIM Mediums.

medium-clipping-region

medium-clipping-region  medium

(setf medium-clipping-region)  

(setf medium-clipping-region)  region  medium

Summary: Returns (or sets) the clipping region that encloses all output performed on the medium medium. It is returned and set in user coordinates. That is, to convert the user clipping region to medium coordinates, it must be transformed by the value of medium-transformation. For example, the values returned by:

(let (cr1 cr2)  
; Ensure that the sheet's clipping region  
; and transformation will be reset:  
(with-drawing-options  
  (sheet :transformation +identity-transformation+  
    :clipping-region +everywhere+)  
  (setf (medium-clipping-region sheet)  
    (make-rectangle* 0 0 10 10))  
  (setf (medium-transformation sheet)  
    (clim:make-scaling-transformation 2 2))  
  (setf cr1 (medium-clipping-region sheet))  
  (setf (medium-clipping-region sheet)  
    (make-rectangle* 0 0 10 10))  
  (setf (medium-transformation sheet) +identity-transformation+)  
  (setf cr2 (medium-clipping-region sheet)))  
(values cr1 cr2))

are two rectangles. The first one has edges of (0, 0, 5, 5), while the second one has edges of (0, 0, 20, 20).
By default, the user clipping region is the value of +everywhere+.

**medium-line-style**

*medium-line-style* medium

**Generic Function**

**(setf medium-line-style)**

**(setf medium-line-style)*** line-style medium

*Summary:* Returns (or sets) the current line style for the medium medium. This is described in detail in 3.1 CLIM Mediums.

**medium-text-style**

*medium-text-style* medium

**Generic Function**

**(setf medium-text-style)**

**(setf medium-text-style)*** text-style medium

*Summary:* Returns (or sets) the current text style for the medium medium of any textual output that may be displayed on the window. This is described in detail in 3.1 CLIM Mediums.

**medium-default-text-style**

*medium-default-text-style* medium

**Generic Function**

**(setf medium-default-text-style)**

**(setf medium-default-text-style)*** text-style medium

*Summary:* Returns (or sets) the default text style for output on the medium medium. This is described in detail in 3.2 Using CLIM Drawing Options.

**medium-merged-text-style**

*medium-merged-text-style* medium

**Generic Function**

*Summary:* Returns the actual text style used in rendering text on the medium medium. It returns the result of:

```
(merge-text-styles (medium-text-style medium)
                    (medium-default-text-style medium))
```

Those components of the current text style that are not *nil* will replace the defaults from medium's default text style. Unlike the preceding text style function, **medium-merged-text-style** is read-only.

### 18.7.2 Output Protocol Functions

The output protocol functions on mediums (and sheets that support the standard output protocol) include those functions described in 2.4 Graphics Protocols.

### 18.7.3 Output Protocol Classes

The following classes implement the standard output protocols.
### 18 Sheets

<table>
<thead>
<tr>
<th>Class</th>
<th>standard-sheet-output-mixin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: This class is mixed into any sheet that provides the standard output protocol, such as repainting and graphics.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Class</th>
<th>mute-sheet-output-mixin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: This class is mixed into any sheet that provides none of the output protocol.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Class</th>
<th>permanent-medium-sheet-output-mixin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: This class is mixed into any sheet that always has a medium associated with it.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Class</th>
<th>temporary-medium-sheet-output-mixin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: This class is mixed into any sheet that may have a medium associated with it, but does not necessarily have a medium at any given instant.</td>
<td></td>
</tr>
</tbody>
</table>

### 18.7.4 Associating a Medium With a Sheet

Before a sheet may be used for output, it must be associated with a medium. Some sheets are permanently associated with mediums for output efficiency; for example, CLIM window stream sheets have mediums that are permanently allocated to windows.

However, many kinds of sheets only perform output infrequently, and therefore do not need to be associated with a medium except when output is actually required. Sheets without a permanently associated medium can be much more lightweight than they otherwise would be. For example, in a program that creates a sheet for the purpose of displaying a border for another sheet, the border sheet receives output only when the window’s shape is changed.

To associate a sheet with a medium, use the macro `with-sheet-medium`.

Usually CLIM application programmers will not deal with mediums directly. In most cases, panes will automatically be associated with a medium upon creation. The specific medium object is chosen based on the port being used. An exception is when a “special” medium is created and used with sheets that normally default to a different medium.

#### `with-sheet-medium`

```lisp
(with-sheet-medium (medium sheet) &body body)
```

*Summary:* Within the body, the variable `medium` is bound to the sheet's medium. If the sheet does not have a medium permanently allocated, one will be allocated, associated with the sheet for the duration of the body, and deallocated when the body has been exited. The values of the last form of the body are returned as the values of `with-sheet-medium`.

The `medium` argument is not evaluated, and must be a symbol that is bound to a medium. `body` may have zero or more declarations as its first forms.

#### `with-sheet-medium-bound`

```lisp
(with-sheet-medium-bound (sheet medium) &body body)
```

*Summary:* `with-sheet-medium-bound` is used to associate the specific medium `medium` with the sheet `sheet` for the duration of the body `body`. Typically, a single medium will be allocated and passed to several different sheets that can use the same medium.

If the sheet already has a medium allocated to it, the new medium will not be given to the sheet. If the value of `medium` is `nil`, `with-sheet-medium-bound` is exactly equivalent to `with-sheet-medium`. The values of the last form of the body are returned as the values of `with-sheet-medium-bound`.

`body` may have zero or more declarations as its first forms.
18 Sheets

**18.8 Repaint Protocol**

The repaint protocol is the mechanism whereby a program keeps the display up-to-date, reflecting the results of both synchronous and asynchronous events. The repaint mechanism may be invoked by user programs each time through their top-level command loop. It may also be invoked directly or indirectly as a result of events received from the display server host. For example, if a window is on display with another window overlapping it and the second window is buried, a "damage notification" event may be sent by the server. CLIM would then cause a repaint to be executed for the newly-exposed region.

**18.8.1 Repaint Protocol Functions**

**queue-repaint**  
Generic Function

`queue-repaint` `sheet` `region`

*Summary:* Requests that a repaint event for the region `region` be placed in the input queue of the sheet `sheet`. A program that reads events out of the queue will be expected to call `handle-event` for the repaint region; the method for that generic function on repaint events will generally call `repaint-sheet`.

**handle-repaint**  
Generic Function

`handle-repaint` `sheet` `region`

*Summary:* Implements repainting for a given sheet class. It may only be called on a sheet that has an associated medium. `sheet` and `region` are as for `dispatch-repaint`.

**repaint-sheet**  
Generic Function

`repaint-sheet` `sheet` `medium` `region`

*Summary:* Recursively causes repainting of the sheet `sheet` and any of its children that overlap the region `region`. `medium` is the medium to use for the repainting; if it is `nil`, `handle-repaint` will allocate a medium and associate it with the sheet. `handle-repaint` will call `repaint-sheet` on `sheet`, and then call `handle-repaint` on all of the children of `sheet`.

**18.8.2 Repaint Protocol Classes**

**standard-repainting-mixin**  
Class

*Summary:* Defines a `dispatch-repaint` method that calls `queue-repaint`.

**immediate-repainting-mixin**  
Class

*Summary:* Defines a `dispatch-repaint` method that calls `handle-repaint`.

**mute-repainting-mixin**  
Class

*Summary:* Defines a `dispatch-repaint` method that calls `queue-repaint`, and a method on `repaint-sheet` that does nothing. This means that its children will be recursively repainted when the repaint event is handled.
18 Sheets

18.9 Sheet Notification Protocol

The notification protocol allows sheet clients to be notified when a sheet hierarchy is changed. Sheet clients can observe modification events by providing :after methods for functions defined by this protocol.

18.9.1 Relationship to Window System Change Notifications

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>note-sheet-grafted</td>
<td>Generic Function</td>
</tr>
<tr>
<td>note-sheet-grafted</td>
<td>sheet</td>
</tr>
<tr>
<td>note-sheet-degrafted</td>
<td>Generic Function</td>
</tr>
<tr>
<td>note-sheet-degrafted</td>
<td>sheet</td>
</tr>
<tr>
<td>note-sheet-adopted</td>
<td>Generic Function</td>
</tr>
<tr>
<td>note-sheet-adopted</td>
<td>sheet</td>
</tr>
<tr>
<td>note-sheet-disowned</td>
<td>Generic Function</td>
</tr>
<tr>
<td>note-sheet-disowned</td>
<td>sheet</td>
</tr>
<tr>
<td>note-sheet-enabled</td>
<td>Generic Function</td>
</tr>
<tr>
<td>note-sheet-enabled</td>
<td>sheet</td>
</tr>
<tr>
<td>note-sheet-disabled</td>
<td>Generic Function</td>
</tr>
<tr>
<td>note-sheet-disabled</td>
<td>sheet</td>
</tr>
</tbody>
</table>

Summary: These notification functions are invoked when a state change has been made to the sheet sheet.

18.9.2 Sheet Geometry Notifications

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>note-sheet-region-changed</td>
<td>Generic Function</td>
</tr>
<tr>
<td>note-sheet-region-changed</td>
<td>sheet</td>
</tr>
<tr>
<td>note-sheet-transformation-changed</td>
<td>Generic Function</td>
</tr>
<tr>
<td>note-sheet-transformation-changed</td>
<td>sheet</td>
</tr>
</tbody>
</table>

Summary: These notification functions are invoked when the region or transformation of the sheet sheet has been changed. When the regions and transformations of a sheet are changed directly, the client is required to call note-sheet-region-changed or note-sheet-transformation-changed.
19 Ports, Grafts, and Mirrored Sheets

19.1 Introduction

A sheet hierarchy must be attached to a display server so as to permit input and output. This is managed by the use of objects known as ports and grafts.

19.2 Ports

A port is a logical connection to a display server. It is responsible for managing display output and server resources and for handling incoming input events. Typically, the programmer will create a single port that will manage all of the windows on the display.

A port is described by a server path. A server path is a list whose first element is a keyword that selects the kind of port. The remainder of the server path is a list of alternating keywords and values whose interpretation is specific to the port type.

<table>
<thead>
<tr>
<th>port</th>
<th>Protocol Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: The protocol class that corresponds to a port. If you want to create a new class that behaves like a port, it should be a subclass of port. Subclasses of port must obey the medium protocol.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>portp</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>portp object</td>
<td></td>
</tr>
<tr>
<td>Summary: Returns t if object is a port; otherwise, it returns nil.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>basic-port</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: The basic class on which all CLIM ports are built, a subclass of port. This class is an abstract class intended only to be subclassed, not instantiated.</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>find-port</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>find-port &amp;key (server-path <em>default-server-path</em>)</td>
<td></td>
</tr>
<tr>
<td>Summary: Finds a port that provides a connection to the window server addressed by server-path. If no such connection exists, a new connection will be constructed and returned. find-port is called automatically by make-application-frame.</td>
<td></td>
</tr>
</tbody>
</table>

The following server paths are currently supported on the appropriate platforms:

:motif
:win32

:motif &key host display-number screen-id

Summary: Given this server path, find-port finds a port for the X server on the given host, using the display-id and screen-id.

On a Unix host, if these values are not supplied, the defaults are derived from the DISPLAY environment variable.
**default-server-path**

*Variable*

*Summary:* This special variable is used by `find-port` and its callers to default the choice of a display service to locate. Binding this variable in a dynamic context will affect the defaulting of this argument to these functions. This variable will be defaulted according to the environment. In the Unix environment, for example, CLIM tries to set this variable based on the value of the `DISPLAY` environment variable.

**port**

*Generic Function*

`port object`

*Summary:* Returns the port associated with `object`. `port` is defined for all sheet classes (including grafts and streams that support the CLIM graphics protocol), mediums, and application frames. For degrafted sheets or other objects that are not currently associated with particular ports, `port` will return `nil`.

**with-port-locked**

*Macro*

`with-port-locked port &body body`

*Summary:* Executes `body` after grabbing a lock associated with the port `port`, which may be a port or any object on which the function `port` works. If `object` currently has no port, `body` will be executed without locking.

`body` may have zero or more declarations as its first forms.

**port-server-path**

*Generic Function*

`port-server-path port`

*Summary:* Returns the server path associated with the port `port`.

**port-properties**

*Generic Function*

`port-properties port indicator`

**(setf port-properties)**

*Generic Function*

**(setf port-properties) property port indicator**

*Summary:* These functions provide a port-based property list. They are primarily intended to support users of CLIM who may need to associate certain information with ports. For example, the implementor of a special graphics package may need to maintain resource tables for each port on which it is used.

**map-over-ports**

*Function*

`map-over-ports function`

*Summary:* Invokes `function` on each existing port. `function` is a function of one argument, the port; it has dynamic extent.

**restart-port**

*Generic Function*

`restart-port port`

*Summary:* In a multi-process Lisp, `restart-port` restarts the global input processing loop associated with the port `port`. All pending input events are discarded. Server resources may or may not be released and reallocated during or after this action.

**destroy-port**

*Generic Function*

`destroy-port port`
19 Ports, Grafts, and Mirrored Sheets

Summary: Destroys the connection with the window server represented by the port port. All sheet hierarchies that are associated with port are forcibly degrafted by disowning the children of grafts on port using sheet-disown-child. All server resources utilized by such hierarchies or by any graphics objects on port are released as part of the connection shutdown.

19.3 Grafts

A graft is a special sheet that is directly connected to a display server. Typically, a graft is the CLIM sheet that represents the root window of the display. There may be several grafts that are all attached to the same root window but that have differing coordinate systems.

To display a sheet on a display, it must have a graft as an ancestor. In addition, the sheet and all of its ancestors must be enabled, including the graft. In general, a sheet becomes grafted when it (or one of its ancestors) is adopted by a graft.

\[\text{find-graft} \quad \text{\texttt{&key \ (port \ (find-port)) \ (server-path \ *default-server-path*) \ (orientation \ :default) \ (units \ :device)}}\]

Summary: Finds a graft that represents the display device on the port port that also matches the other supplied parameters. If no such graft exists, a new graft is constructed and returned. find-graft is called automatically by make-application-frame.

If server-path is supplied, find-graft finds a graft whose port provides a connection to the window server addressed by server-path.

It is an error to provide both port and server-path in a call to find-graft.

orientation specifies the orientation of the graft's coordinate system. It is one of:

- :default—a coordinate system with its origin is in the upper left hand corner of the display device with y increasing from top to bottom and x increasing from left to right.

- :graphics—a coordinate system with its origin in the lower left hand corner of the display device with y increasing from bottom to top and x increasing from left to right.

units specifies the units of the coordinate system and defaults to :device, which means the device units of the host window system (such as pixels). Other supported values include :inches, :millimeters, and :screen-sized, which means that one unit in each direction is the width and height of the display device.

\[\text{graft} \quad \text{\texttt{object}}\]

Summary: Returns the graft currently associated with object. graft is defined for all sheet classes (including streams that support the CLIM graphics protocol), mediums, and application frames. For degrafted sheets or other objects that are not currently associated with a particular graft, graft will return nil.

\[\text{map-over-grafts} \quad \text{\texttt{function \ port}}\]

Summary: Invokes function on each existing graft associated with the port port. function is a function of one argument, the graft; it has dynamic extent.
19.4 Mirrors and Mirrored Sheets

A **mirrored sheet** is a special class of sheet that is attached directly to a window on a display server. Grafts, for example, are always mirrored sheets. However, any sheet anywhere in a sheet hierarchy may be a mirrored sheet. A mirrored sheet will usually contain a reference to a window system object, called a mirror. For example, a mirrored sheet attached to a Motif server might have an X window system object stored in one of its slots. Allowing mirrored sheets at any point in the hierarchy enables the adaptive toolkit facilities.

Since not all sheets in the hierarchy have mirrors, there is no direct correspondence between the sheet hierarchy and the mirror hierarchy. However, on those display servers that support hierarchical windows, the hierarchies must be parallel. If a mirrored sheet is an ancestor of another mirrored sheet, their corresponding mirrors must have a similar ancestor/descendant relationship.

### with-graft-locked

**Macro**

```lisp
with-graft-locked graft &body body
```

**Summary:** Executes body after grabbing a lock associated with the graft `graft`, which may be a graft or any object on which the function `graft` works. If object currently has no graft, body will be executed without locking.

`body` may have zero or more declarations as its first forms.

### graft-orientation

**Generic Function**

```lisp
graft-orientation graft
```

**Summary:** Returns the orientation of the graft `graft`'s coordinate system. The returned value is either `:default` or `:graphics`; see the orientation argument to `find-graft`.

### graft-units

**Generic Function**

```lisp
graft-units graft
```

**Summary:** Returns the units of `graft`'s coordinate system, which will be one of `:device`, `:inches`, `:millimeters`, or `:screen-sized`; see the `units` argument to `find-graft`.

### graft-width

**Generic Function**

```lisp
graft-width graft &key (units :device)
```

### graft-height

**Generic Function**

```lisp
graft-height graft &key (units :device)
```

**Summary:** Returns the width and height of `graft` (and by extension the associated host window) in the units indicated. `units` may be any of `:device`, `:inches`, `:millimeters`, or `:screen-sized`; see the `units` argument to `find-graft`. Note that if a `unit` of `:screen-sized` is specified, both of these functions will return a value of 1.

### graft-pixels-per-millimeter

**Function**

```lisp
graft-pixels-per-millimeter graft
```

### graft-pixels-per-inch

**Function**

```lisp
graft-pixels-per-inch graft
```

**Summary:** Returns the number of pixels per millimeter or inch of `graft`. These are only for convenience; you can write similar functions with `graft-width` or `graft-height`.

---

313
CLIM interacts with mirrors when it must display output or process events. On output, the mirrored sheet closest in ancestry to the sheet on which we wish to draw provides the mirror on which to draw. The mirror’s drawing clipping region is set up to be the intersection of the user's clipping region and the sheet's region (both transformed to the appropriate coordinate system) for the duration of the output. On input, events are delivered from mirrors to the sheet hierarchy. The CLIM port must determine which sheet shall receive events based on information such as the location of the pointer.

In both of these cases, we must have a coordinate transformation that converts coordinates in the mirror (so-called "native" coordinates) into coordinates in the sheet and vice-versa.

### 19.4.1 Mirror Functions

A mirror is the Lisp object that is the handle to the actual toolkit window or gadget.

**sheet-direct-mirror**

#### Generic Function

`sheet-direct-mirror` *sheet*

*Summary:* Returns the mirror of the sheet *sheet*. If the sheet is not mirrored (or does not currently have a mirror), `sheet-mirror` returns `nil`.

**sheet-mirrored-ancestor**

#### Generic Function

`sheet-mirrored-ancestor` *sheet*

*Summary:* Returns the nearest mirrored ancestor of the sheet *sheet*.

**sheet-mirror**

#### Generic Function

`sheet-mirror` *sheet*

*Summary:* Returns the mirror of the sheet *sheet*. If the sheet is not itself mirrored, `sheet-mirror` returns the direct mirror of its nearest mirrored ancestor. `sheet-mirror` could be implemented as:

```
(defun sheet-mirror (sheet)
  (sheet-direct-mirror (sheet-mirrored-ancestor sheet)))
```

**realize-mirror**

#### Generic Function

`realize-mirror` *port* *mirrored-sheet*

*Summary:* Creates a mirror for the sheet *mirrored-sheet* on the port *port*, if it does not already have one. The returned value is the sheet's mirror.

### 19.4.2 Internal Interfaces for Native Coordinates

**sheet-native-transformation**

#### Generic Function

`sheet-native-transformation` *sheet*

*Summary:* Returns the transformation for the sheet *sheet* that converts sheet coordinates into native coordinates. The object returned by this function is volatile, so programmers must not depend on the components of the object remaining constant.

**sheet-native-region**

#### Generic Function

`sheet-native-region` *sheet*

*Summary:* Returns the region for the sheet *sheet* in native coordinates. The object returned by this function is volatile, so...
programmers must not depend on the components of the object remaining constant.

**sheet-device-transformation**

**sheet-device-transformation** *sheet*

*Summary:* Returns the transformation used by the graphics output routines when drawing on the mirror. This is the composition of the sheet's native transformation and the user transformation. The object returned by this function is volatile, so programmers must not depend on the components of the object remaining constant.

**sheet-device-region**

**sheet-device-region** *sheet*

*Summary:* Returns the actual clipping region to be used when drawing on the mirror. This is the intersection of the user's clipping region (transformed by the device transformation) with the sheet's native region. The object returned by this function is volatile, so programmers must not depend on the components of the object remaining constant.

**invalidate-cached-transformations**

**invalidate-cached-transformations** *sheet*

*Summary:* *sheet-native-transformation* and *sheet-device-transformation* typically cache the transformations for performance reasons. *invalidate-cached-transformations* clears the cached native and device values for the sheet *sheet's* transformation and clipping region. It is invoked when a sheet's native transformation changes, which happens when a sheet's transformation is changed or when *invalidate-cached-transformations* is called on any of its ancestors.

**invalidate-cached-regions**

**invalidate-cached-regions** *sheet*

*Summary:* *sheet-native-region* and *sheet-device-region* typically cache the regions for performance reasons. *invalidate-cached-regions* clears the cached native and device values for the sheet *sheet's* native clipping region. It is invoked when a sheet's native clipping region changes, which happens when the clipping region changes or when *invalidate-cached-regions* is called on any of its ancestors.
Appendix A: Glossary

abstract panes
Panes that are defined only in terms of their programmer interface or behavior. The protocol for an abstract pane specifies the pane in terms of its overall purpose, rather than in terms of its specific appearance or particular interactive details, so that multiple implementations of the pane are possible, each defining its own look and feel. CLIM selects the appropriate pane implementation, based on factors outside the control of the application. See adaptive pane.

adaptive panes
A subset of the abstract panes (q.v.), adaptive panes are defined to integrate well across all CLIM operating platforms.

adaptive toolkit
A uniform interface to the standard "widget" or "gadget" toolkits available in many environments. The adaptive toolkit enables a single user interface to adopt the individual look and feel of a variety of host systems.

adopted
A sheet is said to be adopted when it has a parent sheet. A sheet becomes the child of another sheet by adoption.

affine transformation
See transformation.

ancestors
The parent of a sheet or an output record, and all of its ancestors, recursively.

applicable
A presentation translator is said to be applicable when the pointer is pointing to a presentation whose presentation type matches the current input context, and the other criteria for translator matching have been met.

application frame
1. A program that interacts directly with a user to perform some specific task.
2. A Lisp object that holds the information associated with such a program, including the panes of the user interface and application state variables.

area
A region that has two dimensions, length and width.

background ink
Ink that has the same design as the background, so that drawing with it results in erasure.
Appendix A: Glossary

**bounded design**
A design that is transparent everywhere beyond a certain distance from a certain point. Drawing a bounded design has no effect on the drawing plane outside that distance.

**bounded region**
A region that contains at least one point and for which there exists a number, \( d \), called the region's diameter, such that if \( p_1 \) and \( p_2 \) are points in the region, the distance between \( p_1 \) and \( p_2 \) is always less than or equal to \( d \).

**bounding rectangle**
1. The smallest rectangle that surrounds a bounded region and contains every point in the region, and that may contain additional points as well. The sides of a bounding rectangle are parallel to the coordinate axes.
2. A Lisp object that represents a bounding rectangle.

**cache value**
A value used during incremental redisplay to determine whether or not a piece of output has changed.

**callback**
A function that informs an application that one of its gadgets has been used.

**children**
The direct descendants of a sheet or an output record.

**clip, clipping region**
A parent window is said to clip its child when only the part of the child window that overlaps the parent is viewable. A clipping region is that part of a window to which the output of a bitmap or a list of rectangles has been restricted.

**color**
1. An object representing the intuitive definition of a color, such as black or red.
2. A Lisp object that represents a color.

**colored design**
A design whose points have color.

**colorless design**
A design whose points have no color. Drawing a colorless design uses the default color specified by the medium's foreground design.

**command**
1. The way CLIM represents a user interaction.
2. A Lisp object that represents a command.

**command name**
A symbol that designates a particular command.
Appendix A: Glossary

**command table**
1. A way of collecting and organizing a group of related commands and defining the interaction styles that can be used to invoke those commands.
2. A Lisp object that represents a command table.

**command table designator**
A Lisp object that is either a command table or a symbol that names a command table.

**completion**
A facility provided by CLIM for completing user input over a set of possibilities.

**composite pane**
A pane that can have a child pane (cf. leaf pane).

**compositing**
The creation of a design whose appearance at each point is a composite of the appearances of two other designs at that point. There are three varieties of compositing: composing over, composing in, and composing out.

**composition**
The transformation from one coordinate system to another, then from the second to a third, can be represented by a single transformation that is the composition of the two component transformations. Transformations are closed under composition. Composition is not commutative. Any arbitrary transformation can be built up by composing a number of simpler transformations, but that composition is not unique.

**context-dependent input**
In the presentation-type system, presentation input is context-dependent because only presentations that match the requirements of the application are accepted as input.

**DAG**
See directed acyclic graph.

**degrafted**
Not grafted; see grafted.

**descendants**
All of the children of a sheet or an output record, and all of their descendants, recursively.

**design**
An object that represents a way of arranging colors and opacities in the drawing plane. A mapping from an \((x, y)\) pair into color and opacity values.

**device transformation**
The transformation used by the graphics output routines when drawing on the mirror. It is the composition of the sheet's native transformation and the user transformation.
**directed acyclic graph**

A graph with no closed paths whose arcs have direction.

**disowned**

Having no parent. An object ceases being the child of another object by being disowned. See also *adopted*.

**disabled**

Not enabled; See *enabled*.

**dispatching**

The process of sending an input event to the client to which it is addressed.

**display server**

A window system; a screen and its input devices, together with the combination of graphics display, hardware, and X server software that drives them.

**displayed output record**

1. An output record that corresponds to a visible piece of output, such as text or graphics.  
2. The leaves of the output record tree.

**distributing**

The process of determining to which client an input *event* (q.v.) is addressed.

**drawing plane**

An infinite two-dimensional plane on which graphical output occurs. A drawing plane contains an arrangement of colors and opacities that is modified by each graphical output operation.

**enabled**

A sheet is said to be enabled when its parent has provided space for it. If a sheet and its ancestors are enabled and *grafted* (q.v.), then the sheet will be visible if it occupies a portion of the graft region that is not *clipped* (q.v.) by its ancestors or their siblings.

**event**

1. A significant action, such as a user gesture (e.g., moving the pointer, pressing a pointer button, or typing a keystroke) or a window configuration change (e.g., resizing a window).  
2. A Lisp object that represents an event.

**extended input stream**

A kind of sheet that supports CLIM's extended input stream protocol, e.g., by supporting a pointing device.

**extended output stream**

A kind of sheet that supports CLIM's extended output stream protocol, e.g., by supporting a variable line-height text rendering.
Appendix A: Glossary

false
1. The boolean value false.
2. The Lisp object nil.

flipping ink
1. An ink that interchanges occurrences of two designs, such as might be done by (xor) on a monochrome display.
2. A Lisp object that represents a flipping ink.

foreground
The design used when drawing with +foreground-ink+.

formatted output
1. Output that obeys some high-level constraints on its appearance, such as being arranged in a tabular format or justified within some margins.
2. The CLIM facility that provides a programmer with the tools to produce such output.

frame
See application frame.

frame manager
An object that controls the realization of the look and feel of an application frame.

fully specified
A text style is said to be fully specified when none of its components are nil and when its size is not relative (that is, neither :smaller nor :larger).

gesture
Some sort of input action by a user, such as typing a character or clicking a pointer button.

gesture name
A symbol that designates a particular gesture, e.g., :select is commonly used to indicate a left pointer button click.

graft
A kind of mirrored sheet (q.v.) that represents a host window, typically a root window. The graft is where the CLIM window hierarchy is "spliced" onto that of the host system. The graft maintains screen invariants, such as the number of pixels per inch.

grafted
A sheet is said to be grafted when it has an ancestor sheet that is a graft.

highlighting
Making some piece of output stand out, for example by changing its color or drawing a colored line around it. CLIM often highlights the presentation under the pointer to indicate that it is sensitive.
Appendix A: Glossary

immutable
1. (of an object) Having components that cannot be modified once the object has been created, such as regions, colors and opacities, text styles, and line styles.
2. (of a class) An immutable class is a class all of whose objects are immutable.

implementor
A programmer who implements CLIM.

incremental redisplay
1. Redrawing part of some output (typically the portion that has been changed) while leaving other output as is.
2. The CLIM facility that implements this behavior.

indirect ink
An ink such as +foreground+ or +background+, whose value is some other ink.

ink
Any member of the class design supplied as the :ink argument to a CLIM drawing function.

input context
The input requirements of a particular application. Also an object used to implement context-dependent input (q.v.).

input editor
The CLIM facility allowing a user to modify typed-in input.

input editing stream
A CLIM stream that supports input editing.

input stream designator
A Lisp object that is either an input stream or the symbol t, which is taken to mean *query-io*.

interactive stream
A stream that both accepts input from and supports output to the user.

layout
1. The arrangement of panes within an application frame.
2. A kind of pane that is responsible for allocating space to its children, taking their preferred sizes into account.

leaf pane
A pane that cannot have a child pane (cf. composite pane).

line style
1. Advice to CLIM's rendering substrate on how to render a path, such as a line or an unfilled ellipse or polygon.
2. A Lisp object that represents a line style.
Appendix A: Glossary

**medium**
1. A destination for output, having a drawing plane, two designs called the medium's foreground and background, a transformation, a clipping region, a line style, and a text style.
2. A Lisp object that represents a medium.

**mirror**
The host window system object associated with a mirrored sheet, such as a window object on an X11 display server.

**mirrored sheet**
A special class of sheet attached directly to a window on a display server. A * graft* (q.v.) is one kind of a mirrored sheet.

**mutable**
1. A mutable object has components that can be modified (via * setf* accessors) once the object has been created, such as streams and output records.
2. A mutable class is a class all of whose objects are mutable.

**non-uniform design**
See uniform design.

**opacity**
1. An object that controls how graphical output appears to cover previous output. Opacity ranges from fully opaque through various levels of translucency to completely transparent.
2. A Lisp object that represents an opacity.

**output history**
The highest level output record for an output recording stream.

**output record**
1. An object that remembers the output performed to a stream or medium; the result of an output recording.
2. A Lisp object that represents an output record.

**output recording**
The process of documenting the output performed to a stream.

**output recording stream**
A CLIM stream that supports output recording.

**output stream designator**
A Lisp object that is either an output stream or the symbol * , which is taken to mean * standard-output*.

**pane**
A specialized sheet that understands issues pertaining to space requirements. A pane appears as the child of a frame or of another pane. Composite panes can hold other panes; leaf panes cannot.
Appendix A: Glossary

**parent**
The direct ancestor of a sheet or an output record.

**path**
A region that has one dimension, length.

**patterning**
The process of creating a bounded rectangular arrangement of designs, such as a checkerboard. A pattern is a design created by this process.

**pixmap**
An "off-screen window," that is, a sheet that can be used for graphical output but that is not visible on any display device.

**point**
1. A region that has dimensionality 0; i.e., has only a position.
2. A Lisp object that represents a point.

**pointer**
A physical device used for pointing, such as a mouse, or the cursor that shows the position of the mouse on the screen.

**pointer documentation**
Text that describes something about what the mouse is over; the mechanism for displaying that text, which appears in a pointer-documentation-pane.

**port**
An abstract connection to a display server that is responsible for managing host display server resources and for processing input events received from the host display server.

**position**
1. A location on a plane such as the abstract drawing plane.
2. Two real number values x and y that represent a location.

**presentation**
1. An association between an object and a presentation type with some output on a output recording stream.
2. A Lisp object that represents a presentation.

**presentation tester**
A predicate that restricts the applicability of a presentation translator.

**presentation translator**
A mapping from an object of one presentation type, input context, and gesture to an object of another presentation type.
**presentation type**

1. A description of a class of presentations.
2. An extension to CLOS that implements this.

**presentation type specifier**

A Lisp object used to specify a presentation type.

**programmer**

A person who writes application programs using CLIM.

**protocol class**

An "abstract" class having no methods or slots that is used to indicate that a class obeys a certain protocol. For example, all classes that inherit from the `bounding-rectangle` class obey the bounding rectangle protocol.

**rectangle**

1. A four-sided polygon whose sides are parallel to the coordinate axes.
2. A Lisp object that represents a rectangle.

**redisplay**

See incremental redisplay.

**reflection**

A transformation in which each point is mapped to a symmetric point with respect to a line; reflections preserve length and magnitude of angles.

**region**

1. A set of mathematical points in a plane; a mapping from an \((x, y)\) pair into either `t` or `nil` (meaning member or not a member, respectively, of the region). In CLIM, all regions include their boundaries (i.e., are closed) and have infinite resolution.
2. A Lisp object that represents a region.

**region set**

1. A "compound" region, that is, a region consisting of several other regions related by one of the operations union, intersection, or difference.
2. A Lisp object that represents a region set.

**rendering**

The process of drawing a shape (such as a line or a circle) on a display device. Rendering is an approximate process, as abstract shapes exists in a continuous coordinate system having infinite precision, whereas display devices must necessarily draw discrete points having some measurable size.

**replaying**

The process of redrawing a set of output records.
Appendix A: Glossary

**repainting**

Redrawing a window that has been exposed or uncovered.

**rotation**

A transformation that moves all points around the center of rotation. A rotation maintains each point's distance to the center of rotation and to each other.

**sensitive**

A presentation is sensitive if some action will take place when the user clicks on it with the pointer. Sensitive presentations are usually highlighted.

**server path**

A server path is a list used to specify a port. The first element is a keyword that selects the kind of port. The remainder of the server path is a list of alternating keywords and values whose interpretation is port-type-specific.

**sheet**

1. A visible interface object that specifies the destination for graphical output. A sheet has properties including a coordinate system, a region, an enabled flag, an event handler, an output state, and optionally a parent, a transformation, and children.
2. A Lisp class, a subclass of `bounding-rectangle` that represents a sheet.

**sheet region**

The area within a sheet's coordinate system where actions take place, that is, a clipping region for output and input. This typically corresponds to the visible region of the sheet on the display.

**sheet transformation**

Describes how points in a sheet's coordinate system are mapped onto points in its parents' coordinate system.

**solid design**

A design comprising completely opaque and/or completely transparent points. A solid design can be opaque at some points and transparent at others.

**spread point argument**

Functions that take spread point arguments take a pair of arguments that correspond to the x and y coordinates of the point. Such functions have an asterisk in their name: `draw-line*`. Cf. **structured point argument**.

**stencil**

A kind of pattern that contains only opacities.

**stencil opacity**

The opacity at one point in a design that would result from drawing the design onto a fictitious medium whose drawing plane is initially completely transparent black (opacity and all color components are zero), and whose foreground and background are both opaque black. The stencil opacity of an opacity is simply its value.
Appendix A: Glossary

stream
A kind of sheet that implements the stream protocol (such as maintaining a text cursor).

structured point argument
Functions that take structured point arguments take the argument as a single point object. Cf. spread point argument.

text cursor
The visible underscore or block that shows where user input will appear on the command line or in a text editor. Cf. pointer, the cursor that tracks the movement of the mouse.

text style
1. A description of how textual output should appear with respect to its font family, face code, and size.
2. A Lisp object that represents a text style.

tiling
The process of repeating a rectangular portion of a design throughout the drawing plane. A tile is a design so created.

trapolining
A function is said to trapolining when the only thing it does is call the corresponding function in the object's superclass.

transformation
1. A mapping from one coordinate system onto another that preserves straight lines, such as a translation, scaling, rotation, or reflection.
2. A Lisp object that represents a transformation.

translation
A transformation in which the new coordinate axes are parallel to the original ones. A translation preserves length, angle, and orientation of all geometric entities.

translucent design
A design that is not solid, that is, that has at least one point with an opacity somewhere between completely opaque and transparent.

true, t
1. The boolean value true; not false.
2. Any Lisp object that is not nil.

unbounded design
A design that has at least one point of non-zero opacity arbitrarily far from the origin. Drawing an unbounded design affects the entire drawing plane.

unbounded region
A region that either contains no points or contains points arbitrarily far apart.
**uniform design**

A design that has the same color and opacity at every point in the drawing plane. Uniform designs are always unbounded, unless they are completely transparent.

**unique id**

During incremental redisplay, the unique id is an object used to identify each piece of output. The output named by the unique id will often have a cache value associated with it.

**user**

A person using an application program written with CLIM.

**user transformation**

A transformation that is apparent to the user (as opposed to an internal transformation, such as that used to deal with disparate display devices). A user transformation may be set by the user and is associated with a medium.

**view**

1. A way of displaying data (e.g., as numbers, bars in a bar graph, etc.).
2. A Lisp object that represents a view.

**viewport**

The portion of the drawing plane of a sheet's medium that is visible on a display device.

**volatile**

An immutable object is said to be volatile if it has components that cannot be modified by the programmer at the protocol level, but which may be modified internally by CLIM. Volatile objects reflect the internal state of CLIM.

**window**

A pane that is a subclass of `clim-stream-pane`. A window is another name for a stream pane or other pane that supports the stream protocol.
Appendix B: Implementation Specifics

B.1 Setting Up Your Packages to Use CLIM

You can set up your user packages to use CLIM as follows:

```
(in-package :user)

(defpackage "FOO"
  (:use :clim-lisp :clim ))
```

The package :clim-lisp is a version of the :lisp package that shadows some of the Common Lisp symbols. The :clim package is the exported CLIM interface.

B.2 CLIM Packages

LispWorks and Liquid CL CLIM both make use of the following packages:

- CLIM-USER—This is analogous to the USER package. It uses CLIM and CLIM-LISP.
- COMMON-LISP-USER—The USER package has been renamed.
- COMMON-LISP—The LISP package has been renamed.
- CLIM-INTERNALS—For internal use only.
- CLIM-SILICA—For internal use only.
- CLIM-SYS—Exported, portable Lisp system utilities not officially part of CLIM, such as multitasking, resources, etc.
- CLIM—The official, exported CLIM functionality.
- CLIM-LISP—CLIM's carefully constructed LISP package. It imports, shadows, and adds symbols to create a portable namespace for CLIM.
- CLIM-DEMO—An example of a newly-defined, user-level package that uses CLIM and CLIM-LISP.
- CLIM-UTILS—Contains unexported Lisp utilities used by the Lisp system.

The official way to make a package for CLIM is as follows:

```
(defpackage "MY-CLIM-PACKAGE" (:use :CLIM-LISP :CLIM :CLIM-SYS))
```
Appendix C: The CLIM-SYS Package

The CLIM-SYS package contains useful, "system-like" utilities such as resources and multi-processing primitives. These utilities are neither part of Common Lisp nor conceptually within the province of CLIM itself.

All of the symbols documented in this appendix are accessible as external symbols in the CLIM-SYS package.

C.1 Resources

CLIM provides a facility called resources that allows you to reuse objects. A resource describes how to construct an object, how to initialize and deinitialize it, and how an object should be selected from the resource of objects based on a set of parameters.

```
defresource name parameters &key constructor initializer deinitializer matcher initial-copies
```

**Summary:** Defines a resource named `name`, which must be a symbol. `parameters` is a lambda-list giving names and default values (for optional and keyword parameters) of parameters to an object of this type.

`constructor` is a form that creates an object; it is called when someone tries to allocate an object from the resource and no suitable free objects exist. The constructor form can access the parameters as variables. This argument is required.

`initializer` is a form used to initialize an object gotten from the resource. It can access the parameters as variables, and also has access to a variable called `name`, which is the object to be initialized. The initializer is called both on newly created objects and objects that are being reused.

`deinitializer` is a form used to deinitialize an object when it is about to be returned to the resource. It can access the parameters as variables, and also has access to a variable called `name`, the object to be deinitialized. It is called whenever an object is deallocated back to the resource, but is not called by `clear-resource`. Deinitializers are typically used to clear references to other objects.

`matcher` is a form that ensures that an object in the resource "matches" the specified parameters, which it can access as variables. The matcher also has access to a variable called `name`, which is the object in the resource being matched against. If no matcher is supplied, the system remembers the values of the parameters (including optional ones that defaulted) that were used to construct the object, and assumes that it matches those particular values for all time. This comparison is done with `equal`. The matcher returns `t` if there is a match, and otherwise `nil`.

`initial-copies` specifies the number of objects to be initially put into the resource. It must be an integer or `nil` (the default), meaning that no initial copies should be made. If initial copies are made and there are parameters, all the parameters must be optional; the initial copies will then have the default values of the parameters.

```
using-resource (variable name &rest parameters) &body body
```

**Summary:** The forms in `body` are evaluated with `variable` bound to an object allocated from the resource named `name`, using the parameters given by `parameters`. The parameters (if any) are evaluated, but `name` is not.

After `body` has been evaluated, `using-resource` returns the object in `variable` to the resource. If a form in the body sets `variable` to `nil`, the object is not returned to the resource. Otherwise, the body should not change the value of `variable`. 

329
**allocate-resource**  
`allocate-resource name &rest parameters`

*Summary:* Allocates an object from the resource `name`, using the parameters given by `parameters`. `name` must be a symbol naming a resource. It returns the allocated object.

**deallocate-resource**  
`deallocate-resource name object`

*Summary:* Returns the object `object` to the resource `name`. `name` must be a symbol naming a resource. `object` must be an object originally allocated from the same resource.

**clear-resource**  
`clear-resource name`

*Summary:* Clears the resource named `name`, that is, removes all of the resourced object from the resource. `name` must be a symbol that names a resource.

**map-resource**  
`map-resource function name`

*Summary:* Calls `function` once on each object in the resource named `name`. `function` is a function of three arguments, the object, a boolean value that is `t` if the object is in use or `nil` if it is free, and `name`. `function` has dynamic extent.

---

**C.2 Multi-Processing**

Most Lisp implementations provide some form of multi-processing. CLIM provides a set of functions that implement a uniform interface to the multi-processing functionality.

**make-process**  
`make-process function &key name`

*Summary:* Creates a process named `name`. The new process will evaluate the function `function`. On systems that do not support multi-processing, `make-process` will signal an error.

**destroy-process**  
`destroy-process process`

*Summary:* Terminates the process `process`. `process` is an object returned by `make-process`.

**current-process**

*Summary:* Returns the currently running process, which will be the same kind of object as would be returned by `make-process`.

**all-processes**

*Summary:* Returns a sequence of all of the processes.

**process-wait**  
`process-wait reason predicate`
Appendix C: The CLIM-SYS Package

Summary: Causes the current process to wait until `predicate` returns `t`. `reason` is a string or symbol that gives an explanation for the wait. On systems that do not support multi-processing, `process-wait` will loop until `predicate` returns `t`.

`process-wait-with-timeout`  
Function

`process-wait-with-timeout reason timeout predicate`

Summary: Causes the current process to wait until `predicate` returns `t` or the number of seconds specified by `timeout` has elapsed. `reason` is a string or symbol that gives an explanation for the wait. On systems that do not support multi-processing, `process-wait-with-timeout` loops until `predicate` returns `t` or the timeout elapses.

`process-yield`  
Function

Summary: Allows other processes to run. On systems that do not support multi-processing, this does nothing.

`process-interrupt`  
Function

`process-interrupt process function`

Summary: Interrupts the process `process` and causes it to evaluate the function `function`. On systems that do not support multi-processing, this is equivalent to `funcall`ing `function`.

`without-scheduling`  
Macro

`without-scheduling &body body`

Summary: Evaluates `body` in a context that is guaranteed to be free from interruption by other processes. On systems that do not support multi-processing, `without-scheduling` is equivalent to `progn`.

### C.3 Locks

In the course of multi-processing, it is important to ensure that two processes do not modify the same data simultaneously. This is done by creating a lock, which is an extra memory location in a data structure that can be checked to determine whether that structure is in use. If the value of a lock is `nil`, no process is using the data structure; otherwise, the value should be a process that is currently using the structure.

The following symbols for creating locks will work with all CLIM ports.

`with-lock-held`  
Macro

`with-lock-held (place &optional state) &body body`

Summary: Evaluates `body` with the lock named by `place`. `place` is a reference to a lock created by `make-lock`. `state` specifies the process to store in the `place` location; the default value is the value of the variable `*current-process*`.

On systems that do not support locking, `with-lock-held` is equivalent to `progn`.

`make-lock`  
Function

`make-lock &optional name`

Summary: Creates a lock whose name is `name`. On systems that do not support locking, this will return a new list of one element, `nil`.

`with-recursive-lock-held`  
Macro

`with-recursive-lock-held (place &optional state) &body body`
Summary: Evaluates body with the recursive lock named by place. place is a reference to a recursive lock created by make-recursive-lock. A recursive lock differs from an ordinary lock in that a process that already holds the recursive lock can call with-recursive-lock-held on the same lock without blocking.

On systems that do not support locking, with-recursive-lock-held is equivalent to progn.

**make-recursive-lock**

Function

make-recursive-lock &optional name

Summary: Creates a recursive lock whose name is name. On systems that do not support locking, this will return a new list of one element, nil.

C.4 Multiple-Value Setf

CLIM provides a facility, sometimes referred to as setf*, that allows setf to be used on "places" that name multiple values. For example, output-record-position returns the position of an output record as two values that correspond to the x and y coordinates. In order to change the position of an output record, the programmer would like to invoke (setf output-record-position). However, setf only takes a single value with which to modify the specified place. The setf* facility provides a "multiple-value" version of setf that allows an expression that returns multiple values to be used to update the specified place.

**defgeneric***

Macro

defgeneric* name lambda-list &body options

Summary: Defines a setf* generic function named name. The last argument in lambda-list is intended to be class specialized, just as normal setf generic functions are. options are as for defgeneric.

Note that defgeneric* does not define a generic function named (setf name) or (setf* name). The actual name of the generic function is implementation dependent and setf* generic functions have their own namespace.

**defmethod***

Macro

defmethod* name (method-qualifier* specialized-lambda-list &body body)

Summary: Defines a method for the setf* generic function named name. The last argument in specialized-lambda-list is intended to be class specialized, just as normal setf methods are. (method-qualifier)* and body are as for defgeneric. For example, output-record-position and its setf* method for a class called sample-output-record might be defined as follows:

```
(defun output-record-position (record)
  (declare (values x y)))
(defun output-record-position (x y record))
(defmethod output-record-position ((record sample-output-record))
  (with-slots (x y)
    (values x y)))
(defun (setf output-record-position)
  (nx ny (record sample-output-record))
  (with-slots (x y)
    (setf x nx
         y ny)))
```

The position of such an output record could then be changed as follows:

```
(setf (output-record-position record) (values nx ny))
(setf (output-record-position record1)
     (output-record-position record2))
```
Appendix D: Common Lisp Streams

CLIM performs all of its character-based input and output operations on objects called streams. Streams are divided into two layers, the basic stream protocol, which is character-based and compatible with existing Common Lisp programs, and the extended stream protocol, which introduces extended gestures such as pointer gestures and synchronous window-manager communication.

This appendix describes the basic stream-based input and output protocol used by CLIM. The protocol is taken from the STREAM-DEFINITION-BY-USER proposal to the X3J13 committee, made by David Gray of TI. This proposal was not accepted as part of the ANSI Common Lisp language definition, but CLIM provides an implementation of the basic output stream facilities. For a description of the CLIM specialization of this protocol, see 15 Extended Stream Input Facilities.

Note that in CLIM, many of the generic functions described in the following sections are called by Common Lisp stream functions. For example, force-output calls stream-force-output.

D.1 Stream Classes

The following classes are used as superclasses of user-defined stream classes. They are not intended to be directly instantiated; they just provide places to hang default methods.

The predicate functions may return t for other objects that are not members of the fundamental-stream class (or its subclasses) but that claim to serve as streams.

<table>
<thead>
<tr>
<th>fundamental-stream</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: This class is the base class for all CLIM streams. It is a subclass of stream and of standard-object.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>streamp</th>
<th>Generic Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>streamp object</td>
<td></td>
</tr>
<tr>
<td>Summary: Returns t if object is a member of the class fundamental-stream.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>fundamental-input-stream</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: A subclass of fundamental-stream that implements input streams.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>input-stream-p</th>
<th>Generic Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>input-stream-p object</td>
<td></td>
</tr>
<tr>
<td>Summary: Returns t when called on any object that is a member of the class fundamental-input-stream.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>fundamental-output-stream</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summary: A subclass of fundamental-stream that implements output streams.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>output-stream-p</th>
<th>Generic Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>output-stream-p object</td>
<td></td>
</tr>
<tr>
<td>Summary: Returns t when called on any object that is a member of the class fundamental-output-stream.</td>
<td></td>
</tr>
</tbody>
</table>

Bidirectional streams can be formed by including both fundamental-input-stream and fundamental-output-stream.
Appendix D: Common Lisp Streams

```lisp
fundamental-output-stream

fundamental-character-stream
  Summary: A subclass of fundamental-stream. It provides a method for stream-element-type, which returns character.

fundamental-binary-stream
  Summary: A subclass of fundamental-stream. Any instantiable class that includes this needs to define a method for stream-element-type.

fundamental-character-input-stream
  Summary: A subclass of fundamental-input-stream and fundamental-character-stream, providing default methods for generic functions for character input.

fundamental-character-output-stream
  Summary: A subclass of fundamental-output-stream and fundamental-character-stream, providing default methods for generic functions for character output.

fundamental-binary-input-stream
  Summary: A subclass of fundamental-input-stream and fundamental-binary-stream.

fundamental-binary-output-stream
  Summary: A subclass of fundamental-output-stream and fundamental-binary-stream.
```

### D.2 Basic Stream Functions

These generic functions must be defined for all stream classes.

```
stream-element-type
stream-element-type stream
  Summary: This existing Common Lisp function is made generic, but otherwise behaves the same. Class fundamental-character-stream provides a default method that returns character.

open-stream-p
open-stream-p stream
  Summary: This function is made generic. A default method is provided by class fundamental-stream that returns t if close has not been called on the stream.

close
close stream &key abort
  Summary: The existing Common Lisp function close is redefined to be a generic function, but otherwise it behaves the same. The default method provided by the class fundamental-stream sets a flag used by open-stream-p. The value returned by close will be as specified by the X3J13 issue closed-stream-operations.

stream-pathname
stream-pathname stream
```
Appendix D: Common Lisp Streams

stream-truename

_stream-truename stream_

*Summary:* These are used to implement `pathname` and `truename`. There is no default method because these are not valid for all streams.

D.3 Character Input

A character input stream can be created by defining a class that includes `fundamental-character-input-stream` and defining methods for the following generic functions.

stream-read-char

_stream-read-char stream_

*Summary:* Reads one character from `stream`, and returns either a character object or the symbol `:eof` if the stream is at end-of-file. There is no default method for this generic function, so every subclass of `fundamental-character-input-stream` must define a method.

stream-unread-char

_stream-unread-char stream character_

*Summary:* Undoes the last call to `stream-read-char`, as in `unread-char`, and returns `nil`. There is no default method for this, so every subclass of `fundamental-character-input-stream` must define a method.

stream-read-char-no-hang

_stream-read-char-no-hang stream_

*Summary:* Returns either a character, or `nil` if no input is currently available, or `:eof` if end-of-file is reached. This is used to implement `read-char-no-hang`. The default method provided by `fundamental-character-input-stream` simply calls `stream-read-char`; this is sufficient for file streams, but interactive streams should define their own method.

stream-peek-char

_stream-peek-char stream_

*Summary:* Returns either a character or `:eof` without removing the character from the stream's input buffer. This is used to implement `peek-char`; this corresponds to peek-type of `nil`. The default method calls `stream-read-char` and `stream-unread-char`.

stream-listen

_stream-listen stream_

*Summary:* Returns `t` if there is any input pending on `stream`; otherwise, it returns `nil`. This is used by `listen`. The default method uses `stream-read-char-no-hang` and `stream-unread-char`. Most streams should define their own method, as it will usually be trivial and will generally be more efficient than the default method.

stream-read-line

_stream-read-line stream_

*Summary:* Returns a string as the first value, and `t` as the second value if the string was terminated by end-of-file instead of the end of a line. This is used by `read-line`. The default method uses repeated calls to `stream-read-char`. 
D.4 Character Output

A character output stream can be created by defining a class that includes `fundamental-character-output-stream` and defining methods for the following generic functions.

**stream-write-char**

`stream-write-char stream character`

*Summary:* Writes `character` to `stream`, and returns `character` as its value. Every subclass of `fundamental-character-output-stream` must have a method defined for this function.

**stream-line-column**

`stream-line-column stream`

*Summary:* This function returns the column number where the next character will be written on `stream`, or `nil` if that is not meaningful. The first column on a line is numbered 0. This function is used in the implementation of `print` and the `format ~T` directive. Every character output stream class must define a method for this, although it is permissible for it to always return `nil`.

**stream-start-line-p**

`stream-start-line-p stream`

*Summary:* Returns `t` if `stream` is positioned at the beginning of a line; otherwise, it returns `nil`. It is permissible to always return `nil`. This is used in the implementation of `fresh-line`.

Note that while a value of 0 from `stream-line-column` also indicates the beginning of a line, there are cases where `stream-start-line-p` can be meaningfully implemented when `stream-line-column` cannot. For example, for a window using variable-width characters, the column number isn’t very meaningful, but the beginning of the line does have a clear meaning. The default method for `stream-start-line-p` on class `fundamental-character-output-stream` uses `stream-line-column`, so if that is defined to return `nil`, a method should be provided for either `stream-start-line-p` or `stream-fresh-line`.

**stream-write-string**

`stream-write-string stream string &optional (start 0) end`

*Summary:* Writes the string `string` to `stream`. If `start` and `end` are supplied, they specify what part of `string` to output. `string` is returned as the value. This is used by `write-string`. The default method provided by `fundamental-character-output-stream` uses repeated calls to `stream-write-char`.

**stream-terpri**

`stream-terpri stream`

*Summary:* Writes an end-of-line character on `stream` and returns `nil`. This is used by `terpri`. The default method does `stream-write-char` of `\Newline`.

---

**stream-clear-input**

`stream-clear-input stream`

*Summary:* Clears any buffered input associated with `stream`, and returns `nil`. This is used to implement `clear-input`. The default method does nothing.
Appendix D: Common Lisp Streams

**stream-fresh-line**

**stream-fresh-line** *stream*

*Summary:* Writes an end-of-line character on *stream* only if the stream is not at the beginning of the line. This is used by *fresh-line*. The default method uses *stream-start-line-p* and *stream-terpri*.

**stream-finish-output**

**stream-finish-output** *stream*

*Summary:* Ensures that all the output sent to *stream* has reached its destination, and only then return *nil*. This is used by *finish-output*. The default method does nothing.

**stream-force-output**

**stream-force-output** *stream*

*Summary:* Like *stream-finish-output*, except that it may return *nil* without waiting for the output to complete. This is used by *force-output*. The default method does nothing.

**stream-clear-output**

**stream-clear-output** *stream*

*Summary:* Aborts any outstanding output operation in progress and returns *nil*. This is used by *clear-output*. The default method does nothing.

**stream-advance-to-column**

**stream-advance-to-column** *stream column*

*Summary:* Writes enough blank space on *stream* so that the next character will be written at the position specified by *column*. Returns *t* if the operation is successful, or *nil* if it is not supported for this stream. This is intended for use by *pprint* and *format ~T*. The default method uses *stream-line-column* and repeated calls to *stream-write-char* with a \#\Space character; it returns *nil* if *stream-line-column* returns *nil*.

**D.5 Binary Streams**

Binary streams can be created by defining a class that includes either *fundamental-binary-input-stream* or *fundamental-binary-output-stream* (or both) and defining a method for *stream-element-type* and for one or both of the following generic functions.

**stream-read-byte**

**stream-read-byte** *stream*

*Summary:* Returns either an integer or the symbol :eof if *stream* is at end-of-file. This is used by *read-byte*.

**stream-write-byte**

**stream-write-byte** *stream* integer

*Summary:* Writes *integer* to *stream* and returns *integer* as the result. This is used by *write-byte*. 

337
D.6 Hardcopy Streams in CLIM

CLIM supports hardcopy output through the macro `with-output-to-postscript-stream`.

### with-output-to-postscript-stream

**Macro**

```
with-output-to-postscript-stream (stream-var file-stream &key (display-device clim::*postscript-device*) header-comments multi-page) &body body
```

**Summary:** Within body, stream-var is bound to a stream that produces PostScript code.

The following example writes a PostScript program that draws a square, a circle, and a triangle to a file named `icons-of-high-tech.ps`.

```lisp
(defun print-icons-of-high-tech-to-file ()
  (with-open-file
    (file-stream "icons-of-high-tech.ps" :direction :output)
    (clim:with-output-to-postscript-stream
      (stream file-stream)
      (let* ((x1 150) (y 250) (size 100)
              (x2 (+ x1 size))
              (radius (/ size 2))
              (base-y (+ y (/ (* size (sqrt 3)) 2))))
        (clim:draw-rectangle* stream
         (- x1 size) (- y size)
         x1 y)
        (clim:draw-circle* stream
         (+ x2 radius) (- y radius)
         radius)
        (clim:draw-triangle* stream
         (+ x1 radius) y
         x1 base-y
         x2 base-y))))
```

The second example uses multi-page mode to draw a graph of the superclasses of the class `window-stream` by writing a PostScript program to the file `some-pathname`.

```lisp
(with-open-file (file some-pathname :direction :output)
  (clim:with-output-to-postscript-stream
    (stream file :multi-page t)
    (clim:format-graph-from-root
      (clos:find-class 'clim-internals::window-stream)
      #'(lambda (object s)
        (write-string (string (clos:class-name object)) s))
      #'clos:class-direct-superclasses :stream stream)))
```

Note that `with-output-to-postscript-stream` is defined in the loadable module "clim-postscript". See **15 Loading CLIM** for details of how to load CLIM and associated modules.
Appendix E: Windows

E.1 Window Stream Operations in CLIM

A window is a CLIM stream pane that supports all window and stream operations. Windows are primarily included for compatibility with CLIM 1.1, although it is sometimes useful to be able to perform operations directly on a window.

E.1.1 Clearing and Refreshing the Drawing Plane

CLIM supports the following operators for clearing and refreshing the drawing plane:

**window-clear**

```
window-clear window
```

*Summary:* Clears the entire drawing plane of `window`, filling it with the background ink.

**window-erase-viewport**

```
window-erase-viewport window
```

*Summary:* Clears the visible part of `window`'s drawing plane, filling it with background ink.

**window-refresh**

```
window-refresh window
```

*Summary:* Clears the visible part of the drawing plane of `window`, and then replays all of the output records in the visible part of the drawing plane.

E.1.2 The Viewport and Scrolling

A window stream viewport is the region of the drawing plane that is visible through the window. You can change the viewport by scrolling or by reshaping the window. The viewport does not change if the window is covered by another window (that is, the viewport is the region of the drawing plane that would be visible if the window were on top).

A window stream has an **end-of-line** action and an **end-of-page** action, which control what happens when the cursor position moves out of the viewport (**with-end-of-line-action** and **with-end-of-page-action**, respectively).

E.1.3 Viewport and Scrolling Operators

**window-viewport**

```
window-viewport window
```

*Summary:* Returns a region that is the window's current viewport, an object of type area. (10.2.3 Composite Pane Generic Functions for the generic function pane-viewport, which returns a viewport.)
window-viewport-position*  
\textit{Generic Function}

\textbf{window-viewport-position*} \texttt{window} 

\textit{Summary:} Returns the \(x\) and \(y\) coordinates of the top-left corner of the \texttt{window}'s viewport.

window-set-viewport-position*  
\textit{Generic Function}

\textbf{window-set-viewport-position*} \texttt{window x y} 

\textit{Summary:} Moves the top-left corner of the \texttt{window}'s viewport. Use this to scroll a window.

\section*{E.2 Functions for Operating on Windows Directly}

You can use \texttt{open-window-stream} to give you a CLIM window without incorporating it into a frame. After calling \texttt{open-window-stream}, call \texttt{window-expose} to make the resulting window stream visible.

The following operators are available for manipulating the CLIM primitive layer for window streams.

\textbf{open-window-stream}  
\textit{Function}

\texttt{open-window-stream \&key port left top right bottom width height borders console default-text-margin default-text-style depth display-device-type draw-p end-of-line-action end-of-page-action initial-cursor-visibility input-buffer label name output-record record-p save-under scroll-bars stream-background stream-foreground text-cursor text-margin viewport vsp window-class} 

\textit{Summary:} A handy function for creating a CLIM window, but one not normally used. Most often windows are created by an application frame or by the menu and dialog functions.

\textbf{window-parent}  
\textit{Generic Function}

\textbf{window-parent} \texttt{window} 

\textit{Summary:} Returns the window that is the parent (superior) of \texttt{window}.

\textbf{window-children}  
\textit{Generic Function}

\textbf{window-children} \texttt{window} 

\textit{Summary:} Returns a list of all of the windows that are children (inferiors) of \texttt{window}.

\textbf{window-label}  
\textit{Generic Function}

\textbf{window-label} \texttt{window} 

\textit{Summary:} Returns the label (a string) associated with \texttt{window}, or \texttt{nil} if there is none.

\textbf{with-input-focus}  
\textit{Macro}

\textbf{with-input-focus} \texttt{(stream) \&body body} 

\textit{Summary:} Temporarily gives the keyboard input focus to the given window, most often an interactor pane. By default, a frame will give the input focus to the \texttt{frame-query-io} pane.

The following functions are most usefully applied to the top level sheet of a frame. For example: 

(cim:frame-top-level-sheet cim:*application-frame*).

\textbf{window-expose}  
\textit{Generic Function}

\textbf{window-expose} \texttt{window}
Appendix E: Windows

Summary: Makes the window visible on the screen.

`window-stack-on-bottom`  
`window-stack-on-bottom window`  

Summary: Puts the window underneath all other windows that it overlaps.

`window-stack-on-top`  
`window-stack-on-top window`  

Summary: Puts the window on top of all the others it overlaps so that you can see all of it.

`window-visibility`  
`window-visibility stream`  

Summary: A predicate that returns `t` if the window is visible. You can use `setf` on `window-visibility` to expose or deexpose the window.

The following operators can be applied to a window to determine its position and size.

`window-inside-edges`  
`window-inside-edges window`  

Summary: Returns four values, the coordinates of the left, top, right, and bottom inside edges of the window `window`.

`window-inside-left`  
`window-inside-left window`  

Summary: Returns the coordinate of the left edge of the window `window`.

`window-inside-top`  
`window-inside-top window`  

Summary: Returns the coordinate of the top edge of the window `window`.

`window-inside-right`  
`window-inside-right window`  

Summary: Returns the coordinate of the right edge of the window `window`.

`window-inside-bottom`  
`window-inside-bottom window`  

Summary: Returns the coordinate of the bottom edge of the window `window`.

`window-inside-size`  
`window-inside-size window`  

Summary: Returns the inside width and height of `window` as two values.

`window-inside-width`  
`window-inside-width window`
### window-inside-height

**Function**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>window-inside-height</td>
<td>window</td>
</tr>
</tbody>
</table>

**Summary:** Returns the inside height of `window`. 

---

**Summary:** Returns the inside width of `window`. 

---

**Summary:** Returns the inside height of `window`. 

---
## Index

### A
- abbreviations
  - pane 9.2.3: *Using the :panes and :layouts Options* 130
  - presentation type: operators for 7.2.2: *CLIM Operators for Defining Presentation Type Abbreviations* 110
- **abort-gesture** condition class 15.2.2: *Extended Input Stream Conditions* 244
- **abort-gesture-event** generic function 15.2.2: *Extended Input Stream Conditions* 244
- *abort-gestures* variable 15.2.2: *Extended Input Stream Conditions* 244
- abstract gadget classes 10.5.3: *Abstract Gadget Classes* 171
- abstract gadgets 10.5.1: *Abstract Gadgets* 163
- abstract panes 10.1: *Panels* 149
- **accelerator-gesture** condition class 15.2.2: *Extended Input Stream Conditions* 244
- **accelerator-gesture-event** generic function 15.2.2: *Extended Input Stream Conditions* 244
- **accelerator-gesture-numeric-argument** generic function 15.2.2: *Extended Input Stream Conditions* 245
- *accelerator-gestures* variable 15.2.2: *Extended Input Stream Conditions* 244
- accelerators, keystroke 11.10.5: *CLIM Keystroke Interaction Style* 197
- **accept** function 6.4: *Using CLIM Presentation Types for Input* 91
- **accept** presentation 7.2.1: *Presentation Methods in CLIM* 108
- **accept-1** function 6.4: *Using CLIM Presentation Types for Input* 92
- **accept-from-string** function 6.4: *Using CLIM Presentation Types for Input* 93
- **accepting-values** macro 12.3: *CLIM Dialog Operators* 205
- **accept** methods, errors and conditions in 16.3: *Signalling Errors Inside accept Methods* 257
- **accept-present-default** presentation 7.2.1: *Presentation Methods in CLIM* 109
- **accept-values** application frame 12.3: *CLIM Dialog Operators* 206
- **accept-values-command-button** macro 12.3: *CLIM Dialog Operators* 207
- **accept-values-pane** command table 11.5: *CLIM Predefined Command Tables* 188
- **accept-values-pane-displayer** function 12.3: *CLIM Dialog Operators* 206
- **accept-values-resynchronize** generic function 12.3: *CLIM Dialog Operators* 207
- accessible (of commands) 11.4: *CLIM Command Tables* 185
- accessing slots and components of application frames 9.4: *Accessing Slots and Components of CLIM Application Frames* 136
- **accessors** for
  - application frames 9.8: *Application Frame Operators and Accessors* 138, 9.8.1: *CLIM Application Frame Accessors* 138
  - ellipses 2.5.6.2: *Accessors for CLIM Elliptical Objects* 46
  - polygons, polylines 2.5.3.2: *Accessors for CLIM Polygons and Polylines* 41
- **action-gadget** class 10.5.2: *Basic Gadget Classes* 168
Index

actions 11.1: Introduction to CLIM Commands 181

activate-callback  callback  10.5.2: Basic Gadget Classes 169
:activate-callback  initarg  10.5.2: Basic Gadget Classes 168
activate-gadget  generic function  10.5.2: Basic Gadget Classes 167
activation-gesture-p  function  16.2: Activation and Delimiter Gestures 257
activation gestures  16.2: Activation and Delimiter Gestures 256
*activation-ge*  *variable*  16.2: Activation and Delimiter Gestures 256

adaptive panes  10.1: Panes 149
adaptive toolkit  1.4.2.1: Look and Feel 15

add-character-output-to-text-record  generic function  14.2.3.3: Text Displayed Output Records 229
add-command-to-command-table  function  11.4: CLIM Command Tables 187
add-gesture-name  function  15.3: Gestures and Gesture Names 246
add-keystroke-to-command-table  function  11.10.5: CLIM Keystroke Interaction Style 197
add-menu-item-to-command-table  function  11.10.2: CLIM Command Menu Interaction Style 194
add-output-record  generic function  14.2.2: The Output Record "Database" Protocol 227
add-pointer-gesture-name  function  8.3: Pointer Gestures in CLIM 118
add-presentation-translator-to-command-table  function  11.10.3: Mouse Interaction Via Presentation Translators 196
add-string-output-to-text-record  generic function  14.2.3.3: Text Displayed Output Records 230

adjust-item-list-cells  generic function  17.5.2: The Item List Formatting Protocol 285
adjust-multiple-columns  generic function  17.5.1: The Table Formatting Protocol 282
adjust-table-cells  generic function  17.5.1: The Table Formatting Protocol 282

adopted frames  9.9: Frame Managers 144
adopted sheets  18.3: Relationships Between Sheets 290

adopt-frame  generic function  9.9.2: Frame Manager Operators 146

affine transformations  3.5: The Transformations Used by CLIM 62
:align-x  initarg  10.5.2: Basic Gadget Classes 169, 17.5.1.2: The Cell Formatting Protocol 284
:align-x  option  10.2.1: Layout Pane Options 152
:align-y  initarg  10.5.2: Basic Gadget Classes 169, 17.5.1.2: The Cell Formatting Protocol 284
:align-y  option  10.2.1: Layout Pane Options 152
allocate-pixmap  generic function  2.3.5: Pixmaps 30
allocate-resource  function  C.1: Resources 330
allocate-space  generic function  10.2.4: The Layout Protocol 158
all-processes  function  C.2: Multi-Processing 330

and presentation type  6.5.7: Constructor Presentation Types 98

application-frame  protocol class  9.2.1: The Application Frame Protocol 128
application-frame-p  function  9.2.1: The Application Frame Protocol 128
application frames  1.4.1.1: Application Frames 12, 9.1: Conceptual Overview of CLIM Application Frames 126

accept-values  12.3: CLIM Dialog Operators 206
accessing slots and components  9.4: Accessing Slots and Components of CLIM Application Frames 136

344
Index

defining 9.2: Defining CLIM Application Frames 127
definitions 9.7: Examples of CLIM Application Frames 136
initializing 9.3: Initializing CLIM Application Frames 134
interfacing with presentation types 9.10: Advanced Topics 147
operators for 9.8: Application Frame Operators and Accessors 138
protocol 9.2.1: The Application Frame Protocol 128
template for 1.6: Testing Code Examples 18
using :accept-values pane in 9.2.6: Using an :accept-values Pane in a CLIM Application Frame 133
application objects, user interaction with 6.1.1: User Interaction With Application Objects 83
figure of 6.1.1: User Interaction With Application Objects 83
application-pane leaf pane 10.3.2: Extended Stream Pane Classes 161
applications exiting 9.6: Exiting a CLIM Application 136
quitting 9.6: Exiting a CLIM Application 136
running 9.5: Running a CLIM Application 136
running: operators 9.8.2: Operators for Running CLIM Applications 141
applications, building portable, figure of 1.3: How CLIM Helps You Achieve a Portable User Interface 11
apply-in-sheet-process function 18.5.1: Input Protocol Functions 297
apply-presentation-generic-function macro 7.4: Advanced Topics 113
area protocol class 2.5.1: Regions in CLIM 34
area function 2.5.1: Regions in CLIM 34
armed-callback callback 10.5.2: Basic Gadget Classes 167
armed-callback initarg 10.5.2: Basic Gadget Classes 166
Around Methods run-frame-top-level 9.8.2: Operators for Running CLIM Applications 141
arrow 17.2.2: CLIM Operators for Graph Formatting 276
axes, x and y
figure of 2.1.3: Coordinates 22

B
background 5.1: Conceptual Overview of Drawing With Color 78
ink 5.4: Indirect Inks 80
background initarg 13.2: Extended Output Streams 214
background option 10.1.2: Pane Initialization Options 151
+background-ink+ constant 5.4: Indirect Inks 81
basic-gadget class 10.5.2: Basic Gadget Classes 166
Index

basic gadget classes 10.5.2 : Basic Gadget Classes 166
basic input streams 15.1 : Basic Input Streams 240

basic-medium class 18.7.1 : Mediums and Output Properties 304
basic-pane class 10.1.1 : Basic Pane Construction 150
basic-port class 19.2 : Ports 310
basic-sheet class 18.2 : Basic Sheet Classes 290

basic stream protocol Appendix D : Common Lisp Streams 333

bboard-pane composite pane 10.2.2 : Layout Pane Classes 154

beep generic function 13.5 : Attracting the User’s Attention 221

binary streams D.5 : Binary Streams 337

binding forms, text style 4.4 : Text Style Binding Forms 75

blank-area presentation type 6.5.1 : Basic Presentation Types 94

boolean presentation type 6.5.1 : Basic Presentation Types 94

bordered output 17.4 : Bordered Output in CLIM 279

elements of 17.4 : Bordered Output in CLIM 280

bounded regions 2.5.1 : Regions in CLIM 33

bounding-rectangle generic function 2.5.7.1 : The Bounding Rectangle Protocol 49

bounding-rectangle protocol class 2.5.7 : Bounding Rectangles 48

bounding-rectangle* generic function 2.5.7.1 : The Bounding Rectangle Protocol 49

bounding-rectangle-height generic function 2.5.7.2 : Bounding Rectangle Convenience Functions 50

bounding-rectangle-max-x generic function 2.5.7.2 : Bounding Rectangle Convenience Functions 50

bounding-rectangle-max-y generic function 2.5.7.2 : Bounding Rectangle Convenience Functions 50

bounding-rectangle-min-x generic function 2.5.7.2 : Bounding Rectangle Convenience Functions 50

bounding-rectangle-min-y generic function 2.5.7.2 : Bounding Rectangle Convenience Functions 50

bounding-rectangle-p function 2.5.7 : Bounding Rectangles 48

bounding-rectangle-position generic function 2.5.7.2 : Bounding Rectangle Convenience Functions 50

bounding rectangle protocol 2.5.7.1 : The Bounding Rectangle Protocol 49

bounding rectangles 2.5.7 : Bounding Rectangles 47

figure of 2.5.7 : Bounding Rectangles 47

bounding-rectangle-size generic function 2.5.7.2 : Bounding Rectangle Convenience Functions 50

bounding-rectangle-width generic function 2.5.7.2 : Bounding Rectangle Convenience Functions 50

buffered output 13.6 : Buffering Output 221

bury-sheet generic function 18.3.1 : Sheet Relationship Functions 291

:button initarg 18.6 : Standard Device Events 300

C

callbacks 10.5 : Gadgets 163

activate-callback 10.5.2 : Basic Gadget Classes 169

armed-callback 10.5.2 : Basic Gadget Classes 167

disarmed-callback 10.5.2 : Basic Gadget Classes 167

drag-callback 10.5.3.6 : The Scroll-Bar Gadget 176, 10.5.3.7 : The Slider Gadget 177

346
Index

scroll-down-line-callback 10.5.3.6: The Scroll-Bar Gadget 177
scroll-down-page-callback 10.5.3.6: The Scroll-Bar Gadget 177
scroll-to-bottom-callback 10.5.3.6: The Scroll-Bar Gadget 176
scroll-to-top-callback 10.5.3.6: The Scroll-Bar Gadget 176
scroll-up-line-callback 10.5.3.6: The Scroll-Bar Gadget 177
scroll-up-page-callback 10.5.3.6: The Scroll-Bar Gadget 177
value-changed-callback 10.5.2: Basic Gadget Classes 168
:calling-frame initarg 9.2.1: The Application Frame Protocol 129
call-presentation-menu function 8.6: Advanced Topics 124
call-presentation-translator function 8.6: Advanced Topics 124
cell-align-x generic function 17.5.1.2: The Cell Formatting Protocol 284
cell-align-y generic function 17.5.1.2: The Cell Formatting Protocol 284
cell-formatting protocol 17.5.1.2: The Cell Formatting Protocol 283
cell-min-height generic function 17.5.1.2: The Cell Formatting Protocol 284
cell-min-width generic function 17.5.1.2: The Cell Formatting Protocol 284
cell-output-record protocol class 17.5.1.2: The Cell Formatting Protocol 283
cell-output-record-p function 17.5.1.2: The Cell Formatting Protocol 284
:center-nodes initarg 17.5.3: The Graph Formatting Protocol 285
change-space-requirements generic function 10.2.4: The Layout Protocol 157
changing-space-requirements macro 10.2.4: The Layout Protocol 158
character presentation type 6.5.3: Character and String Presentation Types 95
characters
  input streams D.3: Character Input 335
  output streams D.4: Character Output 336
check-box class 10.5.3.5: The Radio-Box and Check-Box Gadgets 174
check-box-current-selection generic function 10.5.3.5: The Radio-Box and Check-Box Gadgets 174
check-box-gadget 10.5.3.5: The Radio-Box and Check-Box Gadgets 174
check-box-pane class 10.5.3.5: The Radio-Box and Check-Box Gadgets 175
check-box-selections generic function 10.5.3.5: The Radio-Box and Check-Box Gadgets 175
child-containing-position generic function 18.4.1: Sheet Geometry Functions 294
children-overlapping-rectangle* generic function 18.4.1: Sheet Geometry Functions 294
children-overlapping-region generic function 18.4.1: Sheet Geometry Functions 294
child sheets 18.1: Overview of Window Facilities 288
circular arcs 2.5.6: Ellipses and Elliptical Arcs in CLIM 44
classes
  action-gadget 10.5.2: Basic Gadget Classes 168
  basic-gadget 10.5.2: Basic Gadget Classes 166
  basic-medium 18.7.1: Mediums and Output Properties 304
  basic-pane 10.1.1: Basic Pane Construction 150
  basic-port 19.2: Ports 310
Index

basic sheet  18.2 : Basic Sheet Classes  289
basic-sheet  18.2 : Basic Sheet Classes  290
check-box  10.5.3.5 : The Radio-Box and Check-Box Gadgets  174
check-box-pane  10.5.3.5 : The Radio-Box and Check-Box Gadgets  175
delegate-sheet-input-mixin  18.5.2 : Input Protocol Classes  297
device-event  18.6 : Standard Device Events  299
extended stream pane  10.3.2 : Extended Stream Pane Classes  160
fundamental-binary-input-stream  D.1 : Stream Classes  334
fundamental-binary-output-stream  D.1 : Stream Classes  334
fundamental-binary-stream  D.1 : Stream Classes  334
fundamental-character-input-stream  D.1 : Stream Classes  334
fundamental-character-output-stream  D.1 : Stream Classes  334
fundamental-character-stream  D.1 : Stream Classes  334
fundamental-input-stream  D.1 : Stream Classes  333
fundamental-output-stream  D.1 : Stream Classes  333
fundamental-stream  D.1 : Stream Classes  333
gadget-dialog-view  7.3 : Using Views With CLIM Presentation Types  112
gadget-menu-view  7.3 : Using Views With CLIM Presentation Types  112
gadget-output-record  10.5.4 : Integrating Gadgets and Output Records  180

gadgets: abstract  10.5.3 : Abstract Gadget Classes  171
gadgets: basic  10.5.2 : Basic Gadget Classes  166
generic-list-pane  10.5.3.2 : The List-Pane and Option-Pane Gadgets  172
generic-option-pane  10.5.3.2 : The List-Pane and Option-Pane Gadgets  173
immediate-repainting-mixin  18.8.2 : Repaint Protocol Classes  308
immediate-sheet-input-mixin  18.5.2 : Input Protocol Classes  297
keyboard-event  18.6 : Standard Device Events  299
key-press-event  18.6 : Standard Device Events  300
key-release-event  18.6 : Standard Device Events  300
labelled-gadget-mixin  10.5.2 : Basic Gadget Classes  169
list-pane  10.5.3.2 : The List-Pane and Option-Pane Gadgets  171
menu-button  10.5.3.3 : The Menu-Button Gadget  173
menu-button-pane  10.5.3.3 : The Menu-Button Gadget  173
mute-repainting-mixin  18.8.2 : Repaint Protocol Classes  308
mute-sheet-input-mixin  18.5.2 : Input Protocol Classes  297
mute-sheet-output-mixin  18.7.3 : Output Protocol Classes  307
option-pane  10.5.3.2 : The List-Pane and Option-Pane Gadgets  172
oriented-gadget-mixin  10.5.2 : Basic Gadget Classes  169
output records  14.2.3.1 : Standard Output Record Classes  228

panes: layout  10.2.2 : Layout Pane Classes  153
permanent-medium-sheet-output-mixin  18.7.3 : Output Protocol Classes  307

348
<table>
<thead>
<tr>
<th>Index</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>pointer-button-click-and-hold-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-button-click-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-button-double-click-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-button-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-button-hold-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-button-press-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-button-release-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-documentation-view</strong> 7.3 : Using Views With CLIM Presentation Types 112</td>
</tr>
<tr>
<td><strong>pointer-enter-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-event</strong> 18.6 : Standard Device Events 300</td>
</tr>
<tr>
<td><strong>pointer-exit-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-motion-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>pointer-mouse-wheel-event</strong> 18.6 : Standard Device Events 301</td>
</tr>
<tr>
<td><strong>polygon</strong> 2.5.3 : Polygons and Polylines in CLIM 40</td>
</tr>
<tr>
<td><strong>push-button</strong> 10.5.3.4 : The Push-Button Gadget 173</td>
</tr>
<tr>
<td><strong>push-button-pane</strong> 10.5.3.4 : The Push-Button Gadget 173</td>
</tr>
<tr>
<td><strong>radio-box</strong> 10.5.3.5 : The Radio-Box and Check-Box Gadgets 174</td>
</tr>
<tr>
<td><strong>radio-box-pane</strong> 10.5.3.5 : The Radio-Box and Check-Box Gadgets 174</td>
</tr>
<tr>
<td><strong>range-gadget-mixin</strong> 10.5.2 : Basic Gadget Classes 170</td>
</tr>
<tr>
<td><strong>repaint protocol</strong> 18.8.2 : Repaint Protocol Classes 308</td>
</tr>
<tr>
<td><strong>scroll-bar</strong> 10.5.3.6 : The Scroll-Bar Gadget 175</td>
</tr>
<tr>
<td><strong>scroll-bar-pane</strong> 10.5.3.6 : The Scroll-Bar Gadget 177</td>
</tr>
<tr>
<td><strong>sheet genealogy</strong> 18.3.2 : Sheet Genealogy Classes 292</td>
</tr>
<tr>
<td><strong>sheet geometry</strong> 18.4.2 : Sheet Geometry Classes 294</td>
</tr>
<tr>
<td><strong>sheet-identity-transformation-mixin</strong> 18.4.2 : Sheet Geometry Classes 294</td>
</tr>
<tr>
<td><strong>sheet input protocol</strong> 18.5.2 : Input Protocol Classes 297</td>
</tr>
<tr>
<td><strong>sheet-leaf-mixin</strong> 18.3.2 : Sheet Genealogy Classes 292</td>
</tr>
<tr>
<td><strong>sheet-multiple-child-mixin</strong> 18.3.2 : Sheet Genealogy Classes 292</td>
</tr>
<tr>
<td><strong>sheet output protocol</strong> 18.7.3 : Output Protocol Classes 306</td>
</tr>
<tr>
<td><strong>sheet-parent-mixin</strong> 18.3.2 : Sheet Genealogy Classes 292</td>
</tr>
<tr>
<td><strong>sheet-single-child-mixin</strong> 18.3.2 : Sheet Genealogy Classes 292</td>
</tr>
<tr>
<td><strong>sheet-transformation-mixin</strong> 18.4.2 : Sheet Geometry Classes 295</td>
</tr>
<tr>
<td><strong>sheet-translation-mixin</strong> 18.4.2 : Sheet Geometry Classes 295</td>
</tr>
<tr>
<td><strong>sheet-y-inverting-transformation-mixin</strong> 18.4.2 : Sheet Geometry Classes 295</td>
</tr>
<tr>
<td><strong>slider</strong> 10.5.3.7 : The Slider Gadget 177</td>
</tr>
<tr>
<td><strong>slider-pane</strong> 10.5.3.7 : The Slider Gadget 178</td>
</tr>
<tr>
<td><strong>standard-application-frame</strong> 9.2.1 : The Application Frame Protocol 129</td>
</tr>
<tr>
<td><strong>standard-bounding-rectangle</strong> 2.5.7 : Bounding Rectangles 48</td>
</tr>
<tr>
<td><strong>standard-cell-output-record</strong> 17.5.1.2 : The Cell Formatting Protocol 284</td>
</tr>
<tr>
<td><strong>standard-column-output-record</strong> 17.5.1.1 : The Row and Column Formatting Protocol 283</td>
</tr>
</tbody>
</table>
### Index

<table>
<thead>
<tr>
<th>Term</th>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>standard-command-table</td>
<td>11.4: CLIM Command Tables</td>
<td>186</td>
</tr>
<tr>
<td>standard-ellipse</td>
<td>2.5.6: Ellipses and Elliptical Arcs in CLIM</td>
<td>45</td>
</tr>
<tr>
<td>standard-elliptical-arc</td>
<td>2.5.6: Ellipses and Elliptical Arcs in CLIM</td>
<td>45</td>
</tr>
<tr>
<td>standard-extended-input-stream</td>
<td>15.2: Extended Input Streams</td>
<td>241</td>
</tr>
<tr>
<td>standard-extended-output-stream</td>
<td>13.2: Extended Output Streams</td>
<td>215</td>
</tr>
<tr>
<td>standard-graph-node-output-record</td>
<td>17.5.3: The Graph Formatting Protocol</td>
<td>287</td>
</tr>
<tr>
<td>standard-input-editing-stream</td>
<td>16.1.1: Operators for Input Editing</td>
<td>255</td>
</tr>
<tr>
<td>standard-input-stream</td>
<td>15.1: Basic Input Streams</td>
<td>240</td>
</tr>
<tr>
<td>standard-item-list-output-record</td>
<td>17.5.2: The Item List Formatting Protocol</td>
<td>285</td>
</tr>
<tr>
<td>standard-line</td>
<td>2.5.4: Lines in CLIM</td>
<td>41</td>
</tr>
<tr>
<td>standard-line-style</td>
<td>3.3: CLIM Line Styles</td>
<td>59</td>
</tr>
<tr>
<td>standard-output-recording-stream</td>
<td>14.2.4: Output Recording Streams</td>
<td>230</td>
</tr>
<tr>
<td>standard-output-stream</td>
<td>13.1: Basic Output Streams</td>
<td>213</td>
</tr>
<tr>
<td>standard-point</td>
<td>2.5.2: CLIM Point Objects</td>
<td>39</td>
</tr>
<tr>
<td>standard-pointer</td>
<td>15.4: The Pointer Protocol</td>
<td>247</td>
</tr>
<tr>
<td>standard-polygon</td>
<td>2.5.3: Polygons and Polylines in CLIM</td>
<td>40</td>
</tr>
<tr>
<td>standard-polyline</td>
<td>2.5.3: Polygons and Polylines in CLIM</td>
<td>40</td>
</tr>
<tr>
<td>standard-presentation</td>
<td>6.3.2: Additional Functions for Operating on Presentations in CLIM</td>
<td>89</td>
</tr>
<tr>
<td>standard-rectangle</td>
<td>2.5.5: Rectangles in CLIM</td>
<td>43</td>
</tr>
<tr>
<td>standard-rectangle-set</td>
<td>2.5.1.2: Composition of CLIM Regions</td>
<td>36</td>
</tr>
<tr>
<td>standard-region-difference</td>
<td>2.5.1.2: Composition of CLIM Regions</td>
<td>36</td>
</tr>
<tr>
<td>standard-region-intersection</td>
<td>2.5.1.2: Composition of CLIM Regions</td>
<td>36</td>
</tr>
<tr>
<td>standard-region-union</td>
<td>2.5.1.2: Composition of CLIM Regions</td>
<td>36</td>
</tr>
<tr>
<td>standard-repainting-mixin</td>
<td>18.8.2: Repaint Protocol Classes</td>
<td>308</td>
</tr>
<tr>
<td>standard-row-output-record</td>
<td>17.5.1.1: The Row and Column Formatting Protocol</td>
<td>283</td>
</tr>
<tr>
<td>standard-sequence-output-record</td>
<td>14.2.3.1: Standard Output Record Classes</td>
<td>228</td>
</tr>
<tr>
<td>standard-sheet-input-mixin</td>
<td>18.5.2: Input Protocol Classes</td>
<td>297</td>
</tr>
<tr>
<td>standard-sheet-output-mixin</td>
<td>18.7.3: Output Protocol Classes</td>
<td>307</td>
</tr>
<tr>
<td>standard-table-output-record</td>
<td>17.5.1: The Table Formatting Protocol</td>
<td>282</td>
</tr>
<tr>
<td>standard-text-cursor</td>
<td>13.3.1: The Text Cursor Protocol</td>
<td>217</td>
</tr>
<tr>
<td>standard-text-style</td>
<td>4.2: CLIM Text Style Objects</td>
<td>72</td>
</tr>
<tr>
<td>standard-tree-output-history</td>
<td>14.2.3.4: Top-Level Output Records</td>
<td>230</td>
</tr>
<tr>
<td>standard-tree-output-record</td>
<td>14.2.3.1: Standard Output Record Classes</td>
<td>228</td>
</tr>
<tr>
<td>stream</td>
<td>D.1: Stream Classes</td>
<td>333</td>
</tr>
<tr>
<td>stream-output-history-mixin</td>
<td>14.2.3.4: Top-Level Output Records</td>
<td>230</td>
</tr>
<tr>
<td>temporary-medium-sheet-output-mixin</td>
<td>18.7.3: Output Protocol Classes</td>
<td>307</td>
</tr>
<tr>
<td>text-editor</td>
<td>10.5.3.8: The Text-Field and Text-Editor Gadgetics</td>
<td>178</td>
</tr>
<tr>
<td>text-editor-pane</td>
<td>10.5.3.8: The Text-Field and Text-Editor Gadgetics</td>
<td>179</td>
</tr>
<tr>
<td>text-field</td>
<td>10.5.3.8: The Text-Field and Text-Editor Gadgetics</td>
<td>178</td>
</tr>
</tbody>
</table>
Index

**table-pane** 10.2.2 : Layout Pane Classes 153
**vbox-pane** 10.2.2 : Layout Pane Classes 153
**vrack-pane** 10.2.2 : Layout Pane Classes 154
composition, region 2.5.1.2 : Composition of CLIM Regions 35
compound drawing functions 2.3.3 : Compound Drawing Functions 28

Condition Classes

<table>
<thead>
<tr>
<th>Condition Class</th>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>abort-gesture</td>
<td>15.2.2 : Extended Input Stream Conditions</td>
<td>244</td>
</tr>
<tr>
<td>accelerator-gesture</td>
<td>15.2.2 : Extended Input Stream Conditions</td>
<td>244</td>
</tr>
<tr>
<td>command-already-present</td>
<td>11.6 : Conditions Relating to CLIM Command Tables</td>
<td>188</td>
</tr>
<tr>
<td>command-not-accessible</td>
<td>11.6 : Conditions Relating to CLIM Command Tables</td>
<td>188</td>
</tr>
<tr>
<td>command-not-present</td>
<td>11.6 : Conditions Relating to CLIM Command Tables</td>
<td>188</td>
</tr>
<tr>
<td>command-table-already-exists</td>
<td>11.6 : Conditions Relating to CLIM Command Tables</td>
<td>188</td>
</tr>
<tr>
<td>command-table-error</td>
<td>11.6 : Conditions Relating to CLIM Command Tables</td>
<td>188</td>
</tr>
<tr>
<td>command-table-not-found</td>
<td>11.6 : Conditions Relating to CLIM Command Tables</td>
<td>188</td>
</tr>
<tr>
<td>input-not-of-required-type</td>
<td>16.3 : Signalling Errors Inside accept Methods</td>
<td>258</td>
</tr>
<tr>
<td>parse-error</td>
<td>16.3 : Signalling Errors Inside accept Methods</td>
<td>257</td>
</tr>
<tr>
<td>reflection-underspecified</td>
<td>3.5.2 : CLIM Transformation Protocol</td>
<td>65</td>
</tr>
<tr>
<td>simple-parse-error</td>
<td>16.3 : Signalling Errors Inside accept Methods</td>
<td>257</td>
</tr>
<tr>
<td>singular-transformation</td>
<td>3.5.2 : CLIM Transformation Protocol</td>
<td>65</td>
</tr>
<tr>
<td>transformation-error</td>
<td>3.5.2 : CLIM Transformation Protocol</td>
<td>64</td>
</tr>
<tr>
<td>transformation-underspecified</td>
<td>3.5.2 : CLIM Transformation Protocol</td>
<td>65</td>
</tr>
</tbody>
</table>

Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>+background-ink+</td>
<td>5.4 : Indirect Inks</td>
<td>81</td>
</tr>
<tr>
<td>+control-key+</td>
<td>18.6 : Standard Device Events</td>
<td>302</td>
</tr>
<tr>
<td>+everywhere+</td>
<td>2.5.1 : Regions in CLIM</td>
<td>34</td>
</tr>
<tr>
<td>+fill+</td>
<td>10.2.1 : Layout Pane Options</td>
<td>152</td>
</tr>
<tr>
<td>+flipping-ink+</td>
<td>5.5 : Flipping Ink</td>
<td>81</td>
</tr>
<tr>
<td>+foreground-ink+</td>
<td>5.4 : Indirect Inks</td>
<td>81</td>
</tr>
<tr>
<td>+gadget-dialog-view+</td>
<td>7.3 : Using Views With CLIM Presentation Types</td>
<td>112</td>
</tr>
<tr>
<td>+gadget-menu-view+</td>
<td>7.3 : Using Views With CLIM Presentation Types</td>
<td>112</td>
</tr>
<tr>
<td>+hyper-key+</td>
<td>18.6 : Standard Device Events</td>
<td>302</td>
</tr>
<tr>
<td>+identity-transformation+</td>
<td>3.5.2 : CLIM Transformation Protocol</td>
<td>64</td>
</tr>
<tr>
<td>+meta-key+</td>
<td>18.6 : Standard Device Events</td>
<td>302</td>
</tr>
<tr>
<td>+nowhere+</td>
<td>2.5.1 : Regions in CLIM</td>
<td>35</td>
</tr>
<tr>
<td>+pointer-documentation-view+</td>
<td>7.3 : Using Views With CLIM Presentation Types</td>
<td>112</td>
</tr>
<tr>
<td>+pointer-left-button+</td>
<td>18.6 : Standard Device Events</td>
<td>302</td>
</tr>
<tr>
<td>+pointer-middle-button+</td>
<td>18.6 : Standard Device Events</td>
<td>302</td>
</tr>
<tr>
<td>+pointer-right-button+</td>
<td>18.6 : Standard Device Events</td>
<td>302</td>
</tr>
<tr>
<td>+pointer-wheel+</td>
<td>18.6 : Standard Device Events</td>
<td>302</td>
</tr>
<tr>
<td>+shift-key+</td>
<td>18.6 : Standard Device Events</td>
<td>302</td>
</tr>
</tbody>
</table>
Index

+super-key+  18.6 : Standard Device Events  302

+textual-dialog-view+  7.3 : Using Views With CLIM Presentation Types  112

+textual-menu-view+  7.3 : Using Views With CLIM Presentation Types  112

constructors for
  ellipses and elliptical arcs  2.5.6.1 : Constructor Functions for Ellipses and Elliptical Arcs in CLIM  46
  polygons and polylines  2.5.3.1 : Constructors for CLIM Polygons and Polylines  40
  transformations  3.5.1 : CLIM Transformation Constructors  62

:contents option  10.2.1 : Layout Pane Options  152

contrasting-dash-pattern-limit generic function  3.3 : CLIM Line Styles  61

contrasting-inks-limit generic function  5.2 : CLIM Operators for Drawing in Color  80

+control-key+ constant  18.6 : Standard Device Events  302

cordinate type  2.5.1 : Regions in CLIM  34

coordinates  2.1.3 : Coordinates  22

coordinate system, local  2.1.3 : Coordinates  22

figure of  2.1.3 : Coordinates  22

copy-area generic function  2.3.5 : Pixmaps  31

copy-from-pixmap generic function  2.3.5 : Pixmaps  31

copy-to-pixmap generic function  2.3.5 : Pixmaps  30

current-process function  C.2 : Multi-Processing  330

:current-selection initarg  10.5.3.5 : The Radio-Box and Check-Box Gadgets  174,  10.5.3.5 : The Radio-Box and Check-Box Gadgets  174

cursor protocol class  13.3.1 : The Text Cursor Protocol  216

cursorp function  13.3.1 : The Text Cursor Protocol  217

cursor-position generic function  13.3.1 : The Text Cursor Protocol  217

cursors
  stream text: protocol  13.3.2 : The Stream Text Cursor Protocol  217
  text: protocol  13.3.1 : The Text Cursor Protocol  216

cursor-sheet generic function  13.3.1 : The Text Cursor Protocol  217

cursors, text  13.3 : The Text Cursor  215

cursor-visibility generic function  13.3.1 : The Text Cursor Protocol  217

:cutoff-depth initarg  17.5.3 : The Graph Formatting Protocol  285

D

DAG (directed acyclic graph)  17.2.1 : Conceptual Overview of Formatting Graphs  275

decomposite-gadget generic function  10.5.2 : Basic Gadget Classes  167

decalllocate-pixmap generic function  2.3.5 : Pixmaps  30

decalllocate-resource function  C.1 : Resources  330

:decimal-places initarg  10.5.3.7 : The Slider Gadget  177

default-describe-presentation-type function  6.6 : Functions That Operate on CLIM Presentation Types  102

*default-frame-manager* variable  9.9.1 : Finding Frame Managers  145

355
Index

default-frame-top-level generic function 9.8.2: Operators for Running CLIM Applications 141

*default-server-path* variable 19.2: Ports 311

*default-text-style* variable 4.1: Conceptual Overview of Text Styles 71

:default-text-style initarg 13.2: Extended Output Streams 214

:default-view initarg 13.2: Extended Output Streams 214
defgeneric* macro C.4: Multiple-Value Setf 332

define-application-frame macro 9.2: Defining CLIM Application Frames 127, 9.8: Application Frame Operators and Accessors 138

define-border-type macro 17.4: Bordered Output in CLIM 280

define-command macro 11.3: Command Objects 184
define-command-table macro 11.4: CLIM Command Tables 186

define-default-presentation-method macro 7.4: Advanced Topics 113

define-drag-and-drop-translator macro 8.4: CLIM Operators for Defining Presentation Translators 120

define-gesture-name macro 15.3: Gestures and Gesture Names 245

define-graph-type macro 17.5.3: The Graph Formatting Protocol 286

define-presentation-action macro 8.4: CLIM Operators for Defining Presentation Translators 120

define-presentation-generic-function macro 7.4: Advanced Topics 113

define-presentation-method macro 7.2.1: Presentation Methods in CLIM 107

define-presentation-to-command-translator macro 8.4: CLIM Operators for Defining Presentation Translators 120, 11.2.2: The Command-Defining Macro 183

define-presentation-translator macro 8.4: CLIM Operators for Defining Presentation Translators 118

define-presentation-type macro 7.2: CLIM Operators for Defining New Presentation Types 105

de ine-presentation-type-abbreviation macro 7.2.2: CLIM Operators for Defining Presentation Type Abbreviations 110

defining

application frames 9.2: Defining CLIM Application Frames 127

commands 11.2: Defining Commands the Easy Way 182

pane types 10.4: Defining A New Pane Type: Leaf Panes 162

presentation methods 7.2.1: Presentation Methods in CLIM 107

presentation translators 8.5: Examples of Defining Presentation Translators in CLIM 121

presentation translators: examples 8.5: Examples of Defining Presentation Translators in CLIM 121

presentation translators: operators for 8.4: CLIM Operators for Defining Presentation Translators 118

presentation types: abbreviations, operators for 7.2.2: CLIM Operators for Defining Presentation Type Abbreviations 110

presentation types: concepts 7.1: Conceptual Overview of Defining a New Presentation Type 103

presentation types: examples 7.1.2: Defining an Accept for a Structure With Several Fields 104

presentation types: operators for 7.2: CLIM Operators for Defining New Presentation Types 105

defmethod* macro C.4: Multiple-Value Setf 332

defresource macro C.1: Resources 329
de grafted sheets 18.3: Relationships Between Sheets 290

delegate-sheet-delegate generic function 18.5.2: Input Protocol Classes 297

delegate-sheet-input-mixin class 18.5.2: Input Protocol Classes 297
erase-output-record

:end-of-line-action option 10.3.1 : Extended Stream Pane Options 160
:end-of-page-action option 10.3.1 : Extended Stream Pane Options 160
:equalize-column-widths initarg 17.5.1 : The Table Formatting Protocol 281
erase-input-buffer generic function 16.7 : Advanced Topics 265
erase-output-record generic function 14.2.1 : The Basic Output Record Protocol 226
even-scaling-transformation-p generic function 3.5.3 : CLIM Transformation Predicates 66
event protocol class 18.6: Standard Device Events 298

event-listen generic function 18.5.1: Input Protocol Functions 296

event-modifier-state generic function 18.6: Standard Device Events 299

eventp function 18.6: Standard Device Events 298

event-peek generic function 18.5.1: Input Protocol Functions 296

event-read generic function 18.5.1: Input Protocol Functions 296

event-read-no-hang generic function 18.5.1: Input Protocol Functions 296

events 1.4.7: Events 14, 18.6: Standard Device Events 298

client 18.5: Sheet Protocols: Input 295

defined 8.3: Pointer Gestures in CLIM 117

dispatching 18.5: Sheet Protocols: Input 295

distributing 18.5: Sheet Protocols: Input 295

keyboard 18.5: Sheet Protocols: Input 295

pointer 18.5: Sheet Protocols: Input 295

standard device 18.6: Standard Device Events 298

event-sheet generic function 18.6: Standard Device Events 299

event-timestamp generic function 18.6: Standard Device Events 298

event-type generic function 18.6: Standard Device Events 299

event-unread generic function 18.5.1: Input Protocol Functions 296

+everywhere+ constant 2.5.1: Regions in CLIM 34

execute-frame-command generic function 9.8.2: Operators for Running CLIM Applications 142, 11.9: The CLIM Command Processor 191

exiting an application 9.6: Exiting a CLIM Application 136

expand-presentation-type-abbreviation function 7.2.2: CLIM Operators for Defining Presentation Type Abbreviations 111

expand-presentation-type-abbreviation-1 function 7.2.2: CLIM Operators for Defining Presentation Type Abbreviations 111

expression presentation type 6.5.9: Command and Form Presentation Types 99

extended-input-stream protocol class 15.2: Extended Input Streams 241

extended-input-stream-p function 15.2: Extended Input Streams 241

extended input streams 15.2: Extended Input Streams 241

conditions 15.2.2: Extended Input Stream Conditions 244

protocol 15.2.1: The Extended Input Stream Protocol 241

extended-output-stream protocol class 13.2: Extended Output Streams 214

extended-output-stream-p function 13.2: Extended Output Streams 214

extended output streams 13.2: Extended Output Streams 214

extended stream panes 9.1: Conceptual Overview of CLIM Application Frames 126, 10.1: Panes 149, 10.3: Extended Stream Panes 158

classes 10.3.2: Extended Stream Pane Classes 160

making 10.3.3: Making CLIM Extended Stream Panes 161

options 10.3.1: Extended Stream Pane Options 159

extended stream protocol Appendix D: : Common Lisp Streams 333
Index

F

+f ill+ constant  

10.2.1: Layout Pane Options 152

filled-in areas  

3.2.2: Using the :filled Option 58

filling-output macro  

17.3: Formatting Text in CLIM 279

find-applicable-translators function  

8.6: Advanced Topics 123

find-command-from-command-line-name function  

11.10.1: CLIM Command Tables 192, 11.10.4: CLIM Command Line Interaction Style 197

find-command-table function  

11.4: CLIM Command Tables 187

find-frame-manager function  

9.9.1: Finding Frame Managers 145

find-fragment function  

19.3: Grafts 312

find-innermost-applicable-presentation function  

8.6: Advanced Topics 124

find-keystroke-item function  

11.10.5: CLIM Keystroke Interaction Style 198

find-menu-item function  

11.10.2: CLIM Command Menu Interaction Style 195

find-pane-for-frame generic function  

9.9.2: Frame Manager Operators 147

find-pane-named generic function  

9.8.1: CLIM Application Frame Accessors 140

find-port function  

19.2: Ports 310

find-presentation-translator function  

11.10.3: Mouse Interaction Via Presentation Translators 196

find-presentation-translators function  

8.6: Advanced Topics 122

find-presentation-type-class function  

6.6: Functions That Operate on CLIM Presentation Types 102

flipping ink  

5.5: Flipping Ink 81

example  

5.6.1: Using Flipping Ink 82

+flipping-ink+ constant  

5.5: Flipping Ink 81

float presentation type  

6.5.2: Numeric Presentation Types 95

foreground  

5.1: Conceptual Overview of Drawing With Color 78

ink  

5.4: Indirect Inks 80

:foreground initarg  

13.2: Extended Output Streams 214

:foreground option  

10.1.2: Pane Initialization Options 151

+foreground-ink+ constant  

5.4: Indirect Inks 81

form presentation type  

6.5.9: Command and Form Presentation Types 99

format-graph-from-roots function  

17.2.2: CLIM Operators for Graph Formatting 275

format-items function  

17.1.2: CLIM Operators for Formatting Tables 269

format-textual-list function  

17.1.2: CLIM Operators for Formatting Tables 270, 17.3: Formatting Text in CLIM 278

formatting  

cells: protocol  

17.5.1.2: The Cell Formatting Protocol 283

graphs  

17.2: Formatting Graphs in CLIM 275

graphs: concepts  

17.2.1: Conceptual Overview of Formatting Graphs 275

graphs: examples  

17.2.3: Examples of CLIM Graph Formatting 277

graphs: operators for  

17.2.2: CLIM Operators for Graph Formatting 275

graphs: protocol  

17.5.3: The Graph Formatting Protocol 285

item lists  

17.1.1: Conceptual Overview of Formatting Tables 266

item lists: protocol  

17.5.2: The Item List Formatting Protocol 284

361
protocols for tables, item lists, and graphs  17.5 : Advanced Topics  281
rows and columns: protocol  17.5.1.1 : The Row and Column Formatting Protocol  282
tables  17.1.1 : Conceptual Overview of Formatting Tables  266
tables: calendar month example  17.1.3.2 : Formatting a Table Representing a Calendar Month  271
tables: examples  17.1.3 : Examples of Formatting Tables  270
tables: from a list  17.1.3.1 : Formatting a Table From a List  270
tables: from a sequence  17.1.3.5 : Formatting a Table of a Sequence of Items  274
tables: operators for  17.1.2 : CLIM Operators for Formatting Tables  267
tables: output records of, figure of  14.1 : Conceptual Overview of Output Recording  223
tables: protocol  17.5.1 : The Table Formatting Protocol  281
tables: with irregular graphic elements  17.1.3.4 : Formatting a Table With Irregular Graphics in the Cells  273
tables: with regular graphic elements  17.1.3.3 : Formatting a Table With Reglar Graphic Elements  273
text 17.3 : Formatting Text in CLIM  278

formatting-cell macro  17.1.2 : CLIM Operators for Formatting Tables  268
formatting-column macro  17.1.2 : CLIM Operators for Formatting Tables  268
formatting-item-list macro  17.1.2 : CLIM Operators for Formatting Tables  269
formatting-row macro  17.1.2 : CLIM Operators for Formatting Tables  268
formatting-table macro  17.1.2 : CLIM Operators for Formatting Tables  267
frame-calling-frame generic function  9.8.1 : CLIM Application Frame Accessors  140
frame-command-table generic function  9.8.1 : CLIM Application Frame Accessors  138
frame-current-layout generic function  9.8.1 : CLIM Application Frame Accessors  140
frame-current-panes generic function  9.8.1 : CLIM Application Frame Accessors  140
frame-document-highlighted-presentation generic function  9.10 : Advanced Topics  148
frame-drag-and-drop-feedback generic function  9.10 : Advanced Topics  148
frame-drag-and-drop-highlighting generic function  9.10 : Advanced Topics  148
frame-error-output generic function  9.8.1 : CLIM Application Frame Accessors  139
frame-exit generic function  9.8.2 : Operators for Running CLIM Applications  143
frame-exit restart  9.8.2 : Operators for Running CLIM Applications  143
frame-find-innermost-applicable-presentation generic function  9.10 : Advanced Topics  147
frame-input-context-button-press-handler generic function  9.10 : Advanced Topics  148
frame-maintain-presentation-histories generic function  9.10 : Advanced Topics  147
frame-manager generic function  9.9.2 : Frame Manager Operators  146
frame-manager protocol class  9.9 : Frame Managers  144
frame-manager-dialog-view generic function  12.3 : CLIM Dialog Operators  207
frame-manager-frames generic function  9.9.2 : Frame Manager Operators  146
frame-manager-menu-choose generic function  12.2 : CLIM Menu Operators  203
frame-manager-menu-view generic function  12.2 : CLIM Menu Operators  203
frame-manager-notify-user generic function  9.8.2 : Operators for Running CLIM Applications  144
frame-manager-p function  9.9 : Frame Managers  144
Index

frame managers 14.2.2: Controlling Look and Feel 15, 9.1: Conceptual Overview of CLIM Application Frames 126, 9.9: Frame Managers 144
finding 9.9.1: Finding Frame Managers 145
layout protocol 10.2.4: The Layout Protocol 155
operators 9.9.2: Frame Manager Operators 146
frame-name generic function 9.8.1: CLIM Application Frame Accessors 138
frame-panes generic function 9.8.1: CLIM Application Frame Accessors 140
frame-parent generic function 9.8.1: CLIM Application Frame Accessors 140
frame-pointer-documentation-output generic function 9.8.1: CLIM Application Frame Accessors 139
frame-pretty-name generic function 9.8.1: CLIM Application Frame Accessors 138
frame-properties generic function 9.8.2: Operators for Running CLIM Applications 144
frame-query-io generic function 9.8.1: CLIM Application Frame Accessors 139
frame-replay generic function 9.8.2: Operators for Running CLIM Applications 143
frames 14.1.1: Application Frames 12, 9.1: Conceptual Overview of CLIM Application Frames 126
adopted 9.9: Frame Managers 144
application 14.1.1: Application Frames 12, 9.1: Conceptual Overview of CLIM Application Frames 126
application: accessing slots and components 9.4: Accessing Slots and Components of CLIM Application Frames 136
application: defining 9.2: Defining CLIM Application Frames 127
application: examples 9.7: Examples of CLIM Application Frames 136
application: initializing 9.3: Initializing CLIM Application Frames 134
application: operators for 9.8: Application Frame Operators and Accessors 138
application: protocol 9.2.1: The Application Frame Protocol 128
disabled 9.9: Frame Managers 144
disowned 9.9: Frame Managers 144
enabled 9.9: Frame Managers 144
shrunken 9.9: Frame Managers 144
frame-standard-input generic function 9.8.1: CLIM Application Frame Accessors 139
frame-standard-output generic function 9.8.1: CLIM Application Frame Accessors 139
frame-state generic function 9.9.2: Frame Manager Operators 146
frame-top-level-sheet generic function 9.8.1: CLIM Application Frame Accessors 140
funcall-presentation-generic-function macro 7.4: Advanced Topics 113
functions
accept 6.4: Using CLIM Presentation Types for Input 91
accept-1 6.4: Using CLIM Presentation Types for Input 92
accept-from-string 6.4: Using CLIM Presentation Types for Input 93
accept-values-pane-displayer 12.3: CLIM Dialog Operators 206
activation-gesture-p 16.2: Activation and Delimiter Gestures 257
add-command-to-command-table 11.4: CLIM Command Tables 187
add-gesture-name 15.3: Gestures and Gesture Names 246
add-keystroke-to-command-table 11.10.5: CLIM Keystroke Interaction Style 197
Index

current-process C.2 : Multi-Processing 330

cursorp 13.3.1 : The Text Cursor Protocol 217
deallocate-resource C.1 : Resources 330
default-describe-presentation-type 6.6 : Functions That Operate on CLIM Presentation Types 102
delete-gesture-name 15.3 : Gestures and Gesture Names 246
delimiter-gesture-p 16.2 : Activation and Delimiter Gestures 257
describe-presentation-type 6.6 : Functions That Operate on CLIM Presentation Types 99
destroy-process C.2 : Multi-Processing 330
disable-command 11.9 : The CLIM Command Processor 191
displayed-output-record-p 14.2 : CLIM Operators for Output Recording 224
document-presentation-translator 8.6 : Advanced Topics 124
draw-arrow 2.3.3 : Compound Drawing Functions 28
draw-arrow* 2.3.3 : Compound Drawing Functions 28
draw-circle 2.3.2 : Basic Drawing Functions 27
draw-circle* 2.3.2 : Basic Drawing Functions 27
draw-ellipse 2.3.2 : Basic Drawing Functions 26
draw-ellipse* 2.3.2 : Basic Drawing Functions 26
drawing 2.3 : CLIM Drawing Functions 23, 2.6 : Drawing with LispWorks Graphics Ports 51
drawing: compound 2.3.3 : Compound Drawing Functions 28
drawing: examples 2.2 : Examples of Using CLIM Drawing Functions 23
drawing: figure of 2.2 : Examples of Using CLIM Drawing Functions 23
drawing: general behavior of 2.4.2 : General Behavior of Drawing Functions 32
drawing: medium-specific 2.4.3 : Medium-Specific Drawing Functions 32
drawing: spread-specific 2.5.2 : CLIM Point Objects 38
draw-line 2.3.2 : Basic Drawing Functions 24
draw-line* 2.3.2 : Basic Drawing Functions 24
draw-lines 2.3.2 : Basic Drawing Functions 25
draw-lines* 2.3.2 : Basic Drawing Functions 25
draw-oval 2.3.3 : Compound Drawing Functions 28
draw-oval* 2.3.3 : Compound Drawing Functions 28
draw-pattern* 2.3.4 : Patterns and Stencils 29
draw-point 2.3.2 : Basic Drawing Functions 24
draw-point* 2.3.2 : Basic Drawing Functions 24
draw-points 2.3.2 : Basic Drawing Functions 24
draw-points* 2.3.2 : Basic Drawing Functions 24
draw-polygon 2.3.2 : Basic Drawing Functions 25
draw-polygon* 2.3.2 : Basic Drawing Functions 25
draw-rectangle 2.3.2 : Basic Drawing Functions 25
draw-rectangle* 2.3.2 : Basic Drawing Functions 25
draw-rectangles 2.3.2 : Basic Drawing Functions 26
<table>
<thead>
<tr>
<th>Function/Class</th>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>draw-rectangles*</td>
<td>2.3.2: Basic Drawing Functions</td>
<td>26</td>
</tr>
<tr>
<td>draw-standard-menu</td>
<td>12.2: CLIM Menu Operators</td>
<td>204</td>
</tr>
<tr>
<td>draw-text</td>
<td>2.3.2: Basic Drawing Functions</td>
<td>27</td>
</tr>
<tr>
<td>draw-text*</td>
<td>2.3.2: Basic Drawing Functions</td>
<td>27</td>
</tr>
<tr>
<td>ellipsep</td>
<td>2.5.6: Ellipses and Elliptical Arcs in CLIM</td>
<td>45</td>
</tr>
<tr>
<td>elliptical-arc-p</td>
<td>2.5.6: Ellipses and Elliptical Arcs in CLIM</td>
<td>45</td>
</tr>
<tr>
<td>enable-command</td>
<td>11.9: The CLIM Command Processor</td>
<td>191</td>
</tr>
<tr>
<td>eventp</td>
<td>18.6: Standard Device Events</td>
<td>298</td>
</tr>
<tr>
<td>expand-presentation-type-abbreviation</td>
<td>7.2.2: CLIM Operators for Defining Presentation Type Abbreviations</td>
<td>111</td>
</tr>
<tr>
<td>expand-presentation-type-abbreviation-1</td>
<td>7.2.2: CLIM Operators for Defining Presentation Type Abbreviations</td>
<td>111</td>
</tr>
<tr>
<td>extended-input-stream-p</td>
<td>15.2: Extended Input Streams</td>
<td>241</td>
</tr>
<tr>
<td>extended-output-stream-p</td>
<td>13.2: Extended Output Streams</td>
<td>214</td>
</tr>
<tr>
<td>find-applicable-translators</td>
<td>8.6: Advanced Topics</td>
<td>123</td>
</tr>
<tr>
<td>find-command-from-command-line-name</td>
<td>11.10.1: CLIM Command Tables</td>
<td>192</td>
</tr>
<tr>
<td></td>
<td>11.10.4: CLIM Command Line Interaction Style</td>
<td></td>
</tr>
<tr>
<td>find-command-table</td>
<td>11.4: CLIM Command Tables</td>
<td>187</td>
</tr>
<tr>
<td>find-frame-manager</td>
<td>9.9.1: Finding Frame Managers</td>
<td>145</td>
</tr>
<tr>
<td>find-graft</td>
<td>19.3: Grafs</td>
<td>312</td>
</tr>
<tr>
<td>find-innermost-applicable-presentation</td>
<td>8.6: Advanced Topics</td>
<td>124</td>
</tr>
<tr>
<td>find-keystroke-item</td>
<td>11.10.5: CLIM Keystroke Interaction Style</td>
<td>198</td>
</tr>
<tr>
<td>find-menu-item</td>
<td>11.10.2: CLIM Command Menu Interaction Style</td>
<td>195</td>
</tr>
<tr>
<td>find-port</td>
<td>19.2: Ports</td>
<td>310</td>
</tr>
<tr>
<td>find-presentation-translator</td>
<td>11.10.3: Mouse Interaction Via Presentation Translators</td>
<td>196</td>
</tr>
<tr>
<td>find-presentation-translators</td>
<td>8.6: Advanced Topics</td>
<td>122</td>
</tr>
<tr>
<td>find-presentation-type-class</td>
<td>6.6: Functions That Operate on CLIM Presentation Types</td>
<td>102</td>
</tr>
<tr>
<td>format-graph-from-roots</td>
<td>17.2.2: CLIM Operators for Graph Formatting</td>
<td>275</td>
</tr>
<tr>
<td>format-items</td>
<td>17.1.2: CLIM Operators for Formatting Tables</td>
<td>269</td>
</tr>
<tr>
<td>format-textual-list</td>
<td>17.1.2: CLIM Operators for Formatting Tables</td>
<td>270</td>
</tr>
<tr>
<td></td>
<td>17.3: Formatting Text in CLIM</td>
<td>278</td>
</tr>
<tr>
<td>frame-manager-p</td>
<td>9.9: Frame Managers</td>
<td>144</td>
</tr>
<tr>
<td>gadgetp</td>
<td>10.5.2: Basic Gadget Classes</td>
<td>166</td>
</tr>
<tr>
<td>graft-pixels-per-inch</td>
<td>19.3: Grafs</td>
<td>313</td>
</tr>
<tr>
<td>graft-pixels-per-millimeter</td>
<td>19.3: Grafs</td>
<td>313</td>
</tr>
<tr>
<td>graphics-displayed-output-record-p</td>
<td>14.2.3.2: Graphics Displayed Output Records</td>
<td>229</td>
</tr>
<tr>
<td>graph-node-output-record-p</td>
<td>17.5.3: The Graph Formatting Protocol</td>
<td>287</td>
</tr>
<tr>
<td>graph-output-record-p</td>
<td>17.5.3: The Graph Formatting Protocol</td>
<td>285</td>
</tr>
<tr>
<td>highlight-applicable-p</td>
<td>8.6: Advanced Topics</td>
<td>125</td>
</tr>
<tr>
<td>input-editing-stream-p</td>
<td>16.1.1: Operators for Input Editing</td>
<td>254</td>
</tr>
<tr>
<td>input-not-of-required-type</td>
<td>16.3: Signalling Errors Inside accept Methods</td>
<td>258</td>
</tr>
<tr>
<td>item-list-output-record-p</td>
<td>17.5.2: The Item List Formatting Protocol</td>
<td>284</td>
</tr>
<tr>
<td>linep</td>
<td>2.5.4: Lines in CLIM</td>
<td>41</td>
</tr>
</tbody>
</table>

366
<table>
<thead>
<tr>
<th>Keyword</th>
<th>Section Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>line-style-p</td>
<td>3.3</td>
<td>CLIM Line Styles</td>
</tr>
<tr>
<td>lookup-keystroke-command-item</td>
<td>11.10.5</td>
<td>CLIM Keystroke Interaction Style</td>
</tr>
<tr>
<td>lookup-keystroke-item</td>
<td>11.10.5</td>
<td>CLIM Keystroke Interaction Style</td>
</tr>
<tr>
<td>low-level, for presentation</td>
<td>8.6</td>
<td>Advanced Topics</td>
</tr>
<tr>
<td>make-3-point-transformation</td>
<td>3.5.1</td>
<td>CLIM Transformation Constructors</td>
</tr>
<tr>
<td>make-3-point-transformation*</td>
<td>3.5.1</td>
<td>CLIM Transformation Constructors</td>
</tr>
<tr>
<td>make-application-frame</td>
<td>9.2</td>
<td>Defining CLIM Application Frames</td>
</tr>
<tr>
<td>make-bounding-rectangle</td>
<td>2.5.7</td>
<td>Bounding Rectangles</td>
</tr>
<tr>
<td>make-clim-application-pane</td>
<td>10.3.3</td>
<td>Making CLIM Extended Stream Panes</td>
</tr>
<tr>
<td>make-clim-interactor-pane</td>
<td>10.3.3</td>
<td>Making CLIM Extended Stream Panes</td>
</tr>
<tr>
<td>make-clim-stream-pane</td>
<td>10.3.3</td>
<td>Making CLIM Extended Stream Panes</td>
</tr>
<tr>
<td>make-command-table</td>
<td>11.4</td>
<td>CLIM Command Tables</td>
</tr>
<tr>
<td>make-contrasting-dash-patterns</td>
<td>3.3</td>
<td>CLIM Line Styles</td>
</tr>
<tr>
<td>make-contrasting-inks</td>
<td>5.2</td>
<td>CLIM Operators for Drawing in Color</td>
</tr>
<tr>
<td>make-device-font-text-style</td>
<td>4.5</td>
<td>Controlling Text Style Mappings</td>
</tr>
<tr>
<td>make-ellipse</td>
<td>2.5.6.1</td>
<td>Constructor Functions for Ellipses and Elliptical Arcs in CLIM</td>
</tr>
<tr>
<td>make-ellipse*</td>
<td>2.5.6.1</td>
<td>Constructor Functions for Ellipses and Elliptical Arcs in CLIM</td>
</tr>
<tr>
<td>make-elliptical-arc</td>
<td>2.5.6.1</td>
<td>Constructor Functions for Ellipses and Elliptical Arcs in CLIM</td>
</tr>
<tr>
<td>make-elliptical-arc*</td>
<td>2.5.6.1</td>
<td>Constructor Functions for Ellipses and Elliptical Arcs in CLIM</td>
</tr>
<tr>
<td>make-flipping-ink</td>
<td>5.5</td>
<td>Flipping Ink</td>
</tr>
<tr>
<td>make-gray-color</td>
<td>5.2</td>
<td>CLIM Operators for Drawing in Color</td>
</tr>
<tr>
<td>make-ihs-color</td>
<td>5.2</td>
<td>CLIM Operators for Drawing in Color</td>
</tr>
<tr>
<td>make-line</td>
<td>2.5.4</td>
<td>Lines in CLIM</td>
</tr>
<tr>
<td>make-line*</td>
<td>2.5.4</td>
<td>Lines in CLIM</td>
</tr>
<tr>
<td>make-line-style</td>
<td>3.3</td>
<td>CLIM Line Styles</td>
</tr>
<tr>
<td>make-lock</td>
<td>C.3</td>
<td>Locks</td>
</tr>
<tr>
<td>make-pane</td>
<td>10.1.1</td>
<td>Basic Pane Construction</td>
</tr>
<tr>
<td>make-pattern</td>
<td>2.3.4</td>
<td>Patterns and Stencils</td>
</tr>
<tr>
<td>make-point</td>
<td>2.5.2</td>
<td>CLIM Point Objects</td>
</tr>
<tr>
<td>make-polygon</td>
<td>2.5.3.1</td>
<td>Constructors for CLIM Polygons and Polylines</td>
</tr>
<tr>
<td>make-polygon*</td>
<td>2.5.3.1</td>
<td>Constructors for CLIM Polygons and Polylines</td>
</tr>
<tr>
<td>make-polyline</td>
<td>2.5.3.1</td>
<td>Constructors for CLIM Polygons and Polylines</td>
</tr>
<tr>
<td>make-polyline*</td>
<td>2.5.3.1</td>
<td>Constructors for CLIM Polygons and Polylines</td>
</tr>
<tr>
<td>make-presentation-type-specifier</td>
<td>6.6</td>
<td>Functions That Operate on CLIM Presentation Types</td>
</tr>
<tr>
<td>make-process</td>
<td>C.2</td>
<td>Multi-Processing</td>
</tr>
<tr>
<td>make-rectangle</td>
<td>2.5.5</td>
<td>Rectangles in CLIM</td>
</tr>
<tr>
<td>make-rectangle*</td>
<td>2.5.5</td>
<td>Rectangles in CLIM</td>
</tr>
<tr>
<td>make-rectangular-tile</td>
<td>2.3.4</td>
<td>Patterns and Stencils</td>
</tr>
<tr>
<td>make-recursive-lock</td>
<td>C.3</td>
<td>Locks</td>
</tr>
</tbody>
</table>
pointer-place-rubber-band-line*  15.5 : Pointer Tracking  251
pointp  2.5.2 : CLIM Point Objects  38
polygonp  2.5.3 : Polygons and Polylines in CLIM  40
polylinep  2.5.3 : Polygons and Polylines in CLIM  39
portp  19.2 : Ports  310
present  6.3.1 : CLOS Operators  87
presentation-matches-context-type  8.6 : Advanced Topics  124
presentationp  6.3.2 : Additional Functions for Operating on Presentations in CLIM  88
presentation-subtypep  6.6 : Functions That Operate on CLIM Presentation Types  101
presentation-type  6.6 : Functions That Operate on CLIM Presentation Types  99
presentation-type-direct-supertypes  6.6 : Functions That Operate on CLIM Presentation Types  101
presentation-type-name  6.6 : Functions That Operate on CLIM Presentation Types  100
presentation-type-of  6.6 : Functions That Operate on CLIM Presentation Types  101
presentation-type-options  6.6 : Functions That Operate on CLIM Presentation Types  100
presentation-type-parameter  6.6 : Functions That Operate on CLIM Presentation Types  100
presentation-type-specifier-p  6.6 : Functions That Operate on CLIM Presentation Types  101
present-to-string  6.3.1 : CLOS Operators  88
print-menu-item  12.2 : CLIM Menu Operators  204
process-interrupt  C.2 : Multi-Processing  331
process-wait  C.2 : Multi-Processing  330
process-wait-with-timeout  C.2 : Multi-Processing  331
process-yield  C.2 : Multi-Processing  331
prompt-for-accept-1  6.4 : Using CLIM Presentation Types for Input  93
read-command  11.9 : The CLIM Command Processor  189
read-command-using-keystrokes  11.9 : The CLIM Command Processor  191
read-gesture  15.2.1 : The Extended Input Stream Protocol  243
read-token  16.4 : Reading and Writing Tokens  258
rectangle  2.5.5 : Rectangles in CLIM  43
redisplay  14.4 : CLIM Operators for Incremental Redisplay  236
regionp  2.5.1 : Regions in CLIM  34
region-set-p  2.5.1.2 : Composition of CLIM Regions  36
remove-command-from-command-table  11.4 : CLIM Command Tables  187
remove-keystroke-from-command-table  11.10.5 : CLIM Keystroke Interaction Style  198
remove-menu-item-from-command-table  11.10.2 : CLIM Command Menu Interaction Style  195
remove-pointer-gesture-name  8.3 : Pointer Gestures in CLIM  118
remove-presentation-translator-from-command-table  11.10.3 : Mouse Interaction Via Presentation Translators  196
repaint-protocol  18.8.1 : Repaint Protocol Functions  308
replay  14.2.1 : The Basic Output Record Protocol  226
row-output-record-p  17.5.1.1 : The Row and Column Formatting Protocol  283

369
Index

window-inside-width   E.2 : Functions for Operating on Windows Directly  341
window stream pane   13.7 : CLIM Window Stream Pane Functions   222
write-token   16.4 : Reading and Writing Tokens   259
fundamental-binary-input-stream class D.1 : Stream Classes  334
fundamental-binary-output-stream class D.1 : Stream Classes  334
fundamental-binary-stream class D.1 : Stream Classes  334
fundamental-character-input-stream class D.1 : Stream Classes  334
fundamental-character-output-stream class D.1 : Stream Classes  334
fundamental-character-stream class D.1 : Stream Classes  334
fundamental-input-stream class D.1 : Stream Classes  333
fundamental-output-stream class D.1 : Stream Classes  333
fundamental-stream class D.1 : Stream Classes  333

G

gadget protocol class 10.5.2 : Basic Gadget Classes  166
gadget-activate-callback generic function 10.5.2 : Basic Gadget Classes  169
gadget-active-p generic function 10.5.2 : Basic Gadget Classes  167
gadget-armed-callback generic function 10.5.2 : Basic Gadget Classes  167
gadget-client generic function 10.5.2 : Basic Gadget Classes  166
+gadget-dialog-view+ constant 7.3 : Using Views With CLIM Presentation Types  112
gadget-dialog-view class 7.3 : Using Views With CLIM Presentation Types  112
gadget-disarmed-callback generic function 10.5.2 : Basic Gadget Classes  167
gadget id 10.5.1.1 : Using Gadgets  163
gadget-id generic function 10.5.2 : Basic Gadget Classes  166
gadget-label generic function 10.5.2 : Basic Gadget Classes  169
gadget-label-align-x generic function 10.5.2 : Basic Gadget Classes  170
gadget-label-align-y generic function 10.5.2 : Basic Gadget Classes  170
gadget-label-text-style generic function 10.5.2 : Basic Gadget Classes  170
gadget-max-value generic function 10.5.2 : Basic Gadget Classes  170
+gadget-menu-view+ constant 7.3 : Using Views With CLIM Presentation Types  112
gadget-menu-view class 7.3 : Using Views With CLIM Presentation Types  112
gadget-min-value generic function 10.5.2 : Basic Gadget Classes  170
gadget-orientation generic function 10.5.2 : Basic Gadget Classes  169
gadget-output-record class 10.5.4 : Integrating Gadgets and Output Records  180
gadgetp function 10.5.2 : Basic Gadget Classes  166
gadget-range generic function 10.5.2 : Basic Gadget Classes  171
gadget-range* generic function 10.5.2 : Basic Gadget Classes  171
gadgets 10.5 : Gadgets  163
abstract 10.5.1 : Abstract Gadgets  163
abstract classes 10.5.3 : Abstract Gadget Classes  171
Index

basic classes 10.5.2: Basic Gadget Classes 166
check-box 10.5.3.5: The Radio-Box and Check-Box Gadgets 174
client 10.5.1.1: Using Gadgets 163
id 10.5.1.1: Using Gadgets 163
implementing 10.5.1.2: Implementing Gadgets 164
integrating with output records 10.5.4: Integrating Gadgets and Output Records 179
label 10.5.3.1: The Label Gadget 171
list-pane 10.5.3.2: The List-Pane and Option-Pane Gadgets 171
menu-button 10.5.3.3: The Menu-Button Gadget 173
option-pane 10.5.3.2: The List-Pane and Option-Pane Gadgets 171
panes 9.1: Conceptual Overview of CLIM Application Frames 126
push-button 10.5.3.4: The Push-Button Gadget 173
radio-box 10.5.3.5: The Radio-Box and Check-Box Gadgets 174
scroll-bar 10.5.3.6: The Scroll-Bar Gadget 175
slider 10.5.3.7: The Slider Gadget 177
text-editor 10.5.3.8: The Text-Field and Text-Editor Gadgets 178
text-field 10.5.3.8: The Text-Field and Text-Editor Gadgets 178
toggle-button 10.5.3.9: The Toggle-Button Gadget 179
using 10.5.1.1: Using Gadgets 163
gadget-show-value-p generic function 10.5.3.7: The Slider Gadget 178
gadget-value generic function 10.5.2: Basic Gadget Classes 168, 10.5.3.2: The List-Pane and Option-Pane Gadgets 172, 10.5.3.2: The List-Pane and Option-Pane Gadgets 172, 10.5.3.5: The Radio-Box and Check-Box Gadgets 174, 10.5.3.5: The Radio-Box and Check-Box Gadgets 175, 10.5.3.6: The Scroll-Bar Gadget 177, 10.5.3.7: The Slider Gadget 178, 10.5.3.8: The Text-Field and Text-Editor Gadgets 178, 10.5.3.8: The Text-Field and Text-Editor Gadgets 178, 10.5.3.9: The Toggle-Button Gadget 179
gadget-value-changed-callback generic function 10.5.2: Basic Gadget Classes 168
gadget-value (generic function) 10.5.3.8: The Text-Field and Text-Editor Gadgets 178
generate-graph-nodes generic function 17.5.3: The Graph Formatting Protocol 286
generate-panes generic function 9.9.2: Frame Manager Operators 147
:generation-separation initarg 17.5.3: The Graph Formatting Protocol 285

Generic Functions
abort-gesture-event 15.2.2: Extended Input Stream Conditions 244
accelerator-gesture-event 15.2.2: Extended Input Stream Conditions 244
accelerator-gesture-numeric-argument 15.2.2: Extended Input Stream Conditions 245
accept-values-resynchronize 12.3: CLIM Dialog Operators 207
activate-gadget 10.5.2: Basic Gadget Classes 167
add-character-output-to-text-record 14.2.3.3: Text Displayed Output Records 229
add-output-record 14.2.2: The Output Record "Database" Protocol 227
add-string-output-to-text-record 14.2.3.3: Text Displayed Output Records 230
adjust-item-list-cells 17.5.2: The Item List Formatting Protocol 285
adjust-multiple-columns 17.5.1: The Table Formatting Protocol 282
adjust-table-cells 17.5.1: The Table Formatting Protocol 282
adopt-frame 9.9.2: Frame Manager Operators 146
<table>
<thead>
<tr>
<th>Term</th>
<th>Page</th>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>allocate-pixmap</td>
<td>2.3.5</td>
<td>Pixmaps</td>
<td>30</td>
</tr>
<tr>
<td>allocate-space</td>
<td>10.2.4</td>
<td>The Layout Protocol</td>
<td>158</td>
</tr>
<tr>
<td>beep</td>
<td>13.5</td>
<td>Attracting the User's Attention</td>
<td>221</td>
</tr>
<tr>
<td>bounding-rectangle</td>
<td>2.5.7.1</td>
<td>The Bounding Rectangle Protocol</td>
<td>49</td>
</tr>
<tr>
<td>bounding-rectangle</td>
<td>2.5.7.1</td>
<td>The Bounding Rectangle Protocol</td>
<td>49</td>
</tr>
<tr>
<td>bounding-rectangle-height</td>
<td>2.5.7.2</td>
<td>Bounding Rectangle Convenience Functions</td>
<td>50</td>
</tr>
<tr>
<td>bounding-rectangle-max-x</td>
<td>2.5.7.2</td>
<td>Bounding Rectangle Convenience Functions</td>
<td>50</td>
</tr>
<tr>
<td>bounding-rectangle-max-y</td>
<td>2.5.7.2</td>
<td>Bounding Rectangle Convenience Functions</td>
<td>50</td>
</tr>
<tr>
<td>bounding-rectangle-min-x</td>
<td>2.5.7.2</td>
<td>Bounding Rectangle Convenience Functions</td>
<td>50</td>
</tr>
<tr>
<td>bounding-rectangle-min-y</td>
<td>2.5.7.2</td>
<td>Bounding Rectangle Convenience Functions</td>
<td>50</td>
</tr>
<tr>
<td>bounding-rectangle-position</td>
<td>2.5.7.2</td>
<td>Bounding Rectangle Convenience Functions</td>
<td>50</td>
</tr>
<tr>
<td>bounding-rectangle-size</td>
<td>2.5.7.2</td>
<td>Bounding Rectangle Convenience Functions</td>
<td>50</td>
</tr>
<tr>
<td>bounding-rectangle-width</td>
<td>2.5.7.2</td>
<td>Bounding Rectangle Convenience Functions</td>
<td>50</td>
</tr>
<tr>
<td>bury-sheet</td>
<td>18.3.1</td>
<td>Sheet Relationship Functions</td>
<td>291</td>
</tr>
<tr>
<td>cell-align-x</td>
<td>17.5.1.2</td>
<td>The Cell Formatting Protocol</td>
<td>284</td>
</tr>
<tr>
<td>cell-align-y</td>
<td>17.5.1.2</td>
<td>The Cell Formatting Protocol</td>
<td>284</td>
</tr>
<tr>
<td>cell-min-height</td>
<td>17.5.1.2</td>
<td>The Cell Formatting Protocol</td>
<td>284</td>
</tr>
<tr>
<td>cell-min-width</td>
<td>17.5.1.2</td>
<td>The Cell Formatting Protocol</td>
<td>284</td>
</tr>
<tr>
<td>change-space-requirements</td>
<td>10.2.4</td>
<td>The Layout Protocol</td>
<td>157</td>
</tr>
<tr>
<td>check-box-current-selection</td>
<td>10.5.3.5</td>
<td>The Radio-Box and Check-Box Gadgets</td>
<td>174</td>
</tr>
<tr>
<td>check-box-selections</td>
<td>10.5.3.5</td>
<td>The Radio-Box and Check-Box Gadgets</td>
<td>175</td>
</tr>
<tr>
<td>child-containing-position</td>
<td>18.4.1</td>
<td>Sheet Geometry Functions</td>
<td>294</td>
</tr>
<tr>
<td>children-overlapping-rectangle*</td>
<td>18.4.1</td>
<td>Sheet Geometry Functions</td>
<td>294</td>
</tr>
<tr>
<td>children-overlapping-region</td>
<td>18.4.1</td>
<td>Sheet Geometry Functions</td>
<td>294</td>
</tr>
<tr>
<td>clear-output-record</td>
<td>14.2.2</td>
<td>The Output Record &quot;Database&quot; Protocol</td>
<td>227</td>
</tr>
<tr>
<td>close</td>
<td>D.2</td>
<td>Basic Stream Functions</td>
<td>334</td>
</tr>
<tr>
<td>color-rgb</td>
<td>5.2</td>
<td>CLIM Operators for Drawing in Color</td>
<td>80</td>
</tr>
<tr>
<td>command-enabled</td>
<td>9.8.2</td>
<td>Operators for Running CLIM Applications</td>
<td>142</td>
</tr>
<tr>
<td>command-table-inherit-from</td>
<td>11.4</td>
<td>CLIM Command Tables</td>
<td>186</td>
</tr>
<tr>
<td>command-table-name</td>
<td>11.4</td>
<td>CLIM Command Tables</td>
<td>186</td>
</tr>
<tr>
<td>compose-space</td>
<td>10.2.4</td>
<td>The Layout Protocol</td>
<td>158</td>
</tr>
<tr>
<td>compose-transformations</td>
<td>3.5.4</td>
<td>CLIM Transformation Functions</td>
<td>66</td>
</tr>
<tr>
<td>contrasting-dash-pattern-limit</td>
<td>3.3</td>
<td>CLIM Line Styles</td>
<td>61</td>
</tr>
<tr>
<td>contrasting-inks-limit</td>
<td>5.2</td>
<td>CLIM Operators for Drawing in Color</td>
<td>80</td>
</tr>
<tr>
<td>copy-area</td>
<td>2.3.5</td>
<td>Pixmaps</td>
<td>31</td>
</tr>
<tr>
<td>copy-from-pixmap</td>
<td>2.3.5</td>
<td>Pixmaps</td>
<td>31</td>
</tr>
<tr>
<td>copy-to-pixmap</td>
<td>2.3.5</td>
<td>Pixmaps</td>
<td>30</td>
</tr>
<tr>
<td>cursor-position</td>
<td>13.3.1</td>
<td>The Text Cursor Protocol</td>
<td>217</td>
</tr>
<tr>
<td>Index</td>
<td>Page</td>
<td></td>
<td></td>
</tr>
<tr>
<td>---------------------------------------------------------------------</td>
<td>------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-command-table</td>
<td>9.8.1: CLIM Application Frame Accessors 138</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-current-layout</td>
<td>9.8.1: CLIM Application Frame Accessors 140</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-current-panes</td>
<td>9.8.1: CLIM Application Frame Accessors 140</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-document-highlighted-presentation</td>
<td>9.10: Advanced Topics 148</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-drag-and-drop-feedback</td>
<td>9.10: Advanced Topics 148</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-drag-and-drop-highlighting</td>
<td>9.10: Advanced Topics 148</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-error-output</td>
<td>9.8.1: CLIM Application Frame Accessors 139</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-exit</td>
<td>9.8.2: Operators for Running CLIM Applications 143</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-find-innermost-applicable-presentation</td>
<td>9.10: Advanced Topics 147</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-input-context-button-press-handler</td>
<td>9.10: Advanced Topics 148</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-maintain-presentation-histories</td>
<td>9.10: Advanced Topics 147</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-manager</td>
<td>9.9.2: Frame Manager Operators 146</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-manager-dialog-view</td>
<td>12.3: CLIM Dialog Operators 207</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-manager-frames</td>
<td>9.9.2: Frame Manager Operators 146</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-manager-menu-choose</td>
<td>12.2: CLIM Menu Operators 203</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-manager-menu-view</td>
<td>12.2: CLIM Menu Operators 203</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-manager-notify-user</td>
<td>9.8.2: Operators for Running CLIM Applications 144</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-name</td>
<td>9.8.1: CLIM Application Frame Accessors 138</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-panes</td>
<td>9.8.1: CLIM Application Frame Accessors 140</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-parent</td>
<td>9.8.1: CLIM Application Frame Accessors 140</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-pointer-documentation-output</td>
<td>9.8.1: CLIM Application Frame Accessors 139</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-pointer-documentation-output</td>
<td>9.8.1: CLIM Application Frame Accessors 139</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-pretty-name</td>
<td>9.8.1: CLIM Application Frame Accessors 138</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-properties</td>
<td>9.8.2: Operators for Running CLIM Applications 144</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-query-io</td>
<td>9.8.1: CLIM Application Frame Accessors 139</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-replay</td>
<td>9.8.2: Operators for Running CLIM Applications 143</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-standard-input</td>
<td>9.8.1: CLIM Application Frame Accessors 139</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-standard-output</td>
<td>9.8.1: CLIM Application Frame Accessors 139</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-state</td>
<td>9.9.2: Frame Manager Operators 146</td>
<td></td>
<td></td>
</tr>
<tr>
<td>frame-top-level-sheet</td>
<td>9.8.1: CLIM Application Frame Accessors 140</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-activate-callback</td>
<td>10.5.2: Basic Gadget Classes 169</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-active-p</td>
<td>10.5.2: Basic Gadget Classes 167</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-armed-callback</td>
<td>10.5.2: Basic Gadget Classes 167</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-client</td>
<td>10.5.2: Basic Gadget Classes 166</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-disarmed-callback</td>
<td>10.5.2: Basic Gadget Classes 167</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-id</td>
<td>10.5.2: Basic Gadget Classes 166</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-label</td>
<td>10.5.2: Basic Gadget Classes 169</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-label-align-x</td>
<td>10.5.2: Basic Gadget Classes 170</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-label-align-y</td>
<td>10.5.2: Basic Gadget Classes 170</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gadget-label-text-style</td>
<td>10.5.2: Basic Gadget Classes 170</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Index</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-----------------------------------------------</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>gadget-max-value</strong></td>
<td>10.5.2 : Basic Gadget Classes</td>
<td>170</td>
<td></td>
</tr>
<tr>
<td><strong>gadget-min-value</strong></td>
<td>10.5.2 : Basic Gadget Classes</td>
<td>170</td>
<td></td>
</tr>
<tr>
<td><strong>gadget-orientation</strong></td>
<td>10.5.2 : Basic Gadget Classes</td>
<td>169</td>
<td></td>
</tr>
<tr>
<td><strong>gadget-range</strong></td>
<td>10.5.2 : Basic Gadget Classes</td>
<td>171</td>
<td></td>
</tr>
<tr>
<td><strong>gadget-range</strong></td>
<td>10.5.2 : Basic Gadget Classes</td>
<td>171</td>
<td></td>
</tr>
<tr>
<td><strong>gadget-show-value-p</strong></td>
<td>10.5.3.7 : The Slider Gadget</td>
<td>178</td>
<td></td>
</tr>
<tr>
<td><strong>gadget-value</strong></td>
<td>10.5.2 : Basic Gadget Classes</td>
<td>168, 10.5.3.2 : The List-Pane and Option-Pane Gadgets</td>
<td>172, 10.5.3.5 : The Radio-Box and Check-Box Gadgets</td>
</tr>
<tr>
<td><strong>generate-graph-nodes</strong></td>
<td>17.5.3 : The Graph Formatting Protocol</td>
<td>286</td>
<td></td>
</tr>
<tr>
<td><strong>generate-panes</strong></td>
<td>9.9.2 : Frame Manager Operators</td>
<td>147</td>
<td></td>
</tr>
<tr>
<td><strong>get-frame-pane</strong></td>
<td>9.8.1 : CLIM Application Frame Accessors</td>
<td>140</td>
<td></td>
</tr>
<tr>
<td><strong>graft</strong></td>
<td>19.3 : Grafts</td>
<td>312</td>
<td></td>
</tr>
<tr>
<td><strong>graft-height</strong></td>
<td>19.3 : Grafts</td>
<td>313</td>
<td></td>
</tr>
<tr>
<td><strong>graft-orientation</strong></td>
<td>19.3 : Grafts</td>
<td>313</td>
<td></td>
</tr>
<tr>
<td><strong>graft-units</strong></td>
<td>19.3 : Grafts</td>
<td>313</td>
<td></td>
</tr>
<tr>
<td><strong>graft-width</strong></td>
<td>19.3 : Grafts</td>
<td>313</td>
<td></td>
</tr>
<tr>
<td><strong>graph-node-children</strong></td>
<td>17.5.3 : The Graph Formatting Protocol</td>
<td>287</td>
<td></td>
</tr>
<tr>
<td><strong>graph-node-object</strong></td>
<td>17.5.3 : The Graph Formatting Protocol</td>
<td>287</td>
<td></td>
</tr>
<tr>
<td><strong>graph-node-parents</strong></td>
<td>17.5.3 : The Graph Formatting Protocol</td>
<td>287</td>
<td></td>
</tr>
<tr>
<td><strong>graph-root-nodes</strong></td>
<td>17.5.3 : The Graph Formatting Protocol</td>
<td>286</td>
<td></td>
</tr>
<tr>
<td><strong>handle-event</strong></td>
<td>18.5.1 : Input Protocol Functions</td>
<td>296</td>
<td></td>
</tr>
<tr>
<td><strong>handle-repaint</strong></td>
<td>18.8.1 : Repaint Protocol Functions</td>
<td>308</td>
<td></td>
</tr>
<tr>
<td><strong>highlight-output-record</strong></td>
<td>14.2.1 : The Basic Output Record Protocol</td>
<td>227</td>
<td></td>
</tr>
<tr>
<td><strong>identity-transformation-p</strong></td>
<td>3.5.3 : CLIM Transformation Predicates</td>
<td>65</td>
<td></td>
</tr>
<tr>
<td><strong>immediate-rescan</strong></td>
<td>16.7 : Advanced Topics</td>
<td>264</td>
<td></td>
</tr>
<tr>
<td><strong>input-stream-p</strong></td>
<td>D.1 : Stream Classes</td>
<td>333</td>
<td></td>
</tr>
<tr>
<td><strong>interactive-stream-p</strong></td>
<td>16.1.1 : Operators for Input Editing</td>
<td>254</td>
<td></td>
</tr>
<tr>
<td><strong>invalidate-cached-regions</strong></td>
<td>19.4.2 : Internal Interfaces for Native Coordinates</td>
<td>315</td>
<td></td>
</tr>
<tr>
<td><strong>invalidate-cached-transformations</strong></td>
<td>19.4.2 : Internal Interfaces for Native Coordinates</td>
<td>315</td>
<td></td>
</tr>
<tr>
<td><strong>invertible-transformation-p</strong></td>
<td>3.5.3 : CLIM Transformation Predicates</td>
<td>65</td>
<td></td>
</tr>
<tr>
<td><strong>invert-transformation</strong></td>
<td>3.5.4 : CLIM Transformation Functions</td>
<td>66</td>
<td></td>
</tr>
<tr>
<td><strong>invoke-accept-values-command-button</strong></td>
<td>12.3 : CLIM Dialog Operators</td>
<td>207</td>
<td></td>
</tr>
<tr>
<td><strong>invoke-updating-output</strong></td>
<td>14.4 : CLIM Operators for Incremental Redisplay</td>
<td>236</td>
<td></td>
</tr>
<tr>
<td><strong>invoke-with-drawing-options</strong></td>
<td>3.2 : Using CLIM Drawing Options</td>
<td>56</td>
<td></td>
</tr>
<tr>
<td><strong>invoke-with-new-output-record</strong></td>
<td>14.2.4.4 : Output Recording Utilities</td>
<td>234</td>
<td></td>
</tr>
<tr>
<td><strong>invoke-with-output-recording-options</strong></td>
<td>14.2.4.4 : Output Recording Utilities</td>
<td>233</td>
<td></td>
</tr>
<tr>
<td><strong>invoke-with-output-to-output-record</strong></td>
<td>14.2.4.4 : Output Recording Utilities</td>
<td>234</td>
<td></td>
</tr>
<tr>
<td><strong>invoke-with-text-style</strong></td>
<td>4.4 : Text Style Binding Forms</td>
<td>75</td>
<td></td>
</tr>
</tbody>
</table>

376
<table>
<thead>
<tr>
<th>Term</th>
<th>Page Numbers</th>
</tr>
</thead>
<tbody>
<tr>
<td>keyboard-event-character</td>
<td>18.6 : Standard Device Events 299</td>
</tr>
<tr>
<td>keyboard-event-key-name</td>
<td>18.6 : Standard Device Events 299</td>
</tr>
<tr>
<td>layout-frame</td>
<td>9.8.1 : CLIM Application Frame Accessors 141</td>
</tr>
<tr>
<td>layout-graph-edges</td>
<td>17.5.3 : The Graph Formatting Protocol 286</td>
</tr>
<tr>
<td>layout-graph-nodes</td>
<td>17.5.3 : The Graph Formatting Protocol 286</td>
</tr>
<tr>
<td>line-end-point</td>
<td>2.5.4 : Lines in CLIM 42</td>
</tr>
<tr>
<td>line-end-point*</td>
<td>2.5.4 : Lines in CLIM 42</td>
</tr>
<tr>
<td>line-start-point</td>
<td>2.5.4 : Lines in CLIM 42</td>
</tr>
<tr>
<td>line-start-point*</td>
<td>2.5.4 : Lines in CLIM 42</td>
</tr>
<tr>
<td>line-style-cap-shape</td>
<td>3.3 : CLIM Line Styles 60</td>
</tr>
<tr>
<td>line-style-dashes</td>
<td>3.3 : CLIM Line Styles 60</td>
</tr>
<tr>
<td>line-style-joint-shape</td>
<td>3.3 : CLIM Line Styles 59</td>
</tr>
<tr>
<td>line-style-thickness</td>
<td>3.3 : CLIM Line Styles 59</td>
</tr>
<tr>
<td>line-style-unit</td>
<td>3.3 : CLIM Line Styles 59</td>
</tr>
<tr>
<td>make-design-from-output-record</td>
<td>14.2.4.4 : Output Recording Utilities 235</td>
</tr>
<tr>
<td>make-pane-1</td>
<td>10.1.1 : Basic Pane Construction 150</td>
</tr>
<tr>
<td>map-over-column-cells</td>
<td>17.5.1.1 : The Row and Column Formatting Protocol 283</td>
</tr>
<tr>
<td>map-over-item-list-cells</td>
<td>17.5.2 : The Item List Formatting Protocol 285</td>
</tr>
<tr>
<td>map-over-records-containing-position</td>
<td>14.2.2 : The Output Record &quot;Database&quot; Protocol 227</td>
</tr>
<tr>
<td>map-over-output-records-overlapping-region</td>
<td>14.2.2 : The Output Record &quot;Database&quot; Protocol 228</td>
</tr>
<tr>
<td>map-over-polygon-coordinates</td>
<td>2.5.3.2 : Accessors for CLIM Polygons and Polylines 41</td>
</tr>
<tr>
<td>map-over-polygon-segments</td>
<td>2.5.3.2 : Accessors for CLIM Polygons and Polylines 41</td>
</tr>
<tr>
<td>map-over-region-set-regions</td>
<td>2.5.1.2 : Composition of CLIM Regions 37</td>
</tr>
<tr>
<td>map-over-row-cells</td>
<td>17.5.1.1 : The Row and Column Formatting Protocol 283</td>
</tr>
<tr>
<td>map-over-table-elements</td>
<td>17.5.1 : The Table Formatting Protocol 282</td>
</tr>
<tr>
<td>map-sheet-position-to-child</td>
<td>18.4.1 : Sheet Geometry Functions 293</td>
</tr>
<tr>
<td>map-sheet-position-to-parent</td>
<td>18.4.1 : Sheet Geometry Functions 293</td>
</tr>
<tr>
<td>map-sheet-rectangle*-to-child</td>
<td>18.4.1 : Sheet Geometry Functions 294</td>
</tr>
<tr>
<td>map-sheet-rectangle*-to-parent</td>
<td>18.4.1 : Sheet Geometry Functions 293</td>
</tr>
<tr>
<td>medium-background</td>
<td>3.1 : CLIM Mediums 53, 18.7.1 : Mediums and Output Properties 304</td>
</tr>
<tr>
<td>medium-buffering-output-p</td>
<td>13.6 : Buffering Output 221</td>
</tr>
<tr>
<td>medium-clipping-region</td>
<td>3.1 : CLIM Mediums 54, 18.7.1 : Mediums and Output Properties 305</td>
</tr>
<tr>
<td>medium-current-text-style</td>
<td>3.1 : CLIM Mediums 55</td>
</tr>
<tr>
<td>medium-default-text-style</td>
<td>3.1 : CLIM Mediums 55, 18.7.1 : Mediums and Output Properties 306</td>
</tr>
<tr>
<td>medium-draw-ellipse*</td>
<td>2.4.3 : Medium-Specific Drawing Functions 32</td>
</tr>
<tr>
<td>medium-draw-line*</td>
<td>2.4.3 : Medium-Specific Drawing Functions 32</td>
</tr>
<tr>
<td>medium-draw-lines*</td>
<td>2.4.3 : Medium-Specific Drawing Functions 32</td>
</tr>
<tr>
<td>medium-draw-point*</td>
<td>2.4.3 : Medium-Specific Drawing Functions 32</td>
</tr>
<tr>
<td>medium-draw-points*</td>
<td>2.4.3 : Medium-Specific Drawing Functions 32</td>
</tr>
</tbody>
</table>
Index

pane-foreground 10.1.3 : Pane Properties 151
pane-frame 10.1.3 : Pane Properties 151
pane-name 10.1.3 : Pane Properties 151
pane-needs-redisplay 9.8.2 : Operators for Running CLIM Applications 143
pane-scroller 10.2.3 : Composite Pane Generic Functions 155
panes-need-redisplay 9.8.2 : Operators for Running CLIM Applications 143
pane-viewport 10.2.3 : Composite Pane Generic Functions 155
pane-viewport-region 10.2.3 : Composite Pane Generic Functions 155
parse-text-style 4.3 : CLIM Text Style Functions 73
pixmap-depth 2.3.5 : Pixmaps 30
pixmap-height 2.3.5 : Pixmaps 30
pixmap-width 2.3.5 : Pixmaps 30
pointer-button-state 15.4 : The Pointer Protocol 247
pointer-cursor 15.4 : The Pointer Protocol 248
pointer-event-button 18.6 : Standard Device Events 300
pointer-event-native-x 18.6 : Standard Device Events 300
pointer-event-native-y 18.6 : Standard Device Events 300
pointer-event-pointer 18.6 : Standard Device Events 300
pointer-event-shift-mask 18.6 : Standard Device Events 301
pointer-event-x 18.6 : Standard Device Events 300
pointer-event-y 18.6 : Standard Device Events 300
pointer-mouse-wheel-event-amount 18.6 : Standard Device Events 301
pointer-port 15.4 : The Pointer Protocol 247
pointer-position 15.4 : The Pointer Protocol 247
pointer-sheet 15.4 : The Pointer Protocol 247
point-position 2.5.2 : CLIM Point Objects 39
point-x 2.5.2 : CLIM Point Objects 39
point-y 2.5.2 : CLIM Point Objects 39
polygon-points 2.5.3.2 : Accessors for CLIM Polygons and Polylines 41
polyline-closed 2.5.3.2 : Accessors for CLIM Polygons and Polylines 41
port 19.2 : Ports 311
port-keyboard-input-focus 18.5.1 : Input Protocol Functions 295
port-properties 19.2 : Ports 311
port-server-path 19.2 : Ports 311
presentation-modifier 6.3.2 : Additional Functions for Operating on Presentations in CLIM 89
presentation-object 6.3.2 : Additional Functions for Operating on Presentations in CLIM 88
presentation-replace-input 16.4 : Reading and Writing Tokens 258
presentation-single-box 6.3.2 : Additional Functions for Operating on Presentations in CLIM 89
presentation-type 6.3.2 : Additional Functions for Operating on Presentations in CLIM 89

379
Index

prompt-for-accept 6.4: Using CLIM Presentation Types for Input 93
push-button-show-as-default 10.5.3.4: The Push-Button Gadget 173
queue-event 18.5.1: Input Protocol Functions 296
queue-repaint 18.8.1: Repaint Protocol Functions 308
queue-rescan 16.7: Advanced Topics 264
radio-box-current-selection 10.5.3.5: The Radio-Box and Check-Box Gadgets 174
radio-box-selections 10.5.3.5: The Radio-Box and Check-Box Gadgets 174
raise-sheet 18.3.1: Sheet Relationship Functions 291
read-frame-command 9.8.2: Operators for Running CLIM Applications 142, 11.9: The CLIM Command Processor 190
realize-mirror 19.4.1: Mirror Functions 314
rectangle-edges* 2.5.5: Rectangles in CLIM 43
rectangle-height 2.5.5: Rectangles in CLIM 44
rectangle-max-point 2.5.5: Rectangles in CLIM 43
rectangle-max-x 2.5.5: Rectangles in CLIM 44
rectangle-max-y 2.5.5: Rectangles in CLIM 44
rectangle-min-point 2.5.5: Rectangles in CLIM 43
rectangle-min-x 2.5.5: Rectangles in CLIM 43
rectangle-min-y 2.5.5: Rectangles in CLIM 43
rectangle-size 2.5.5: Rectangles in CLIM 44
rectangle-width 2.5.5: Rectangles in CLIM 44
rectilinear-transformation-p 3.5.3: CLIM Transformation Predicates 66
redisplay-frame-pane 9.8.2: Operators for Running CLIM Applications 143
redisplay-frame-panes 9.8.2: Operators for Running CLIM Applications 143
redisplay-output-record 14.4: CLIM Operators for Incremental Redisplay 237
redraw-input-buffer 16.7: Advanced Topics 265
reflection-transformation-p 3.5.3: CLIM Transformation Predicates 65
region-contains-position-p 2.5.1.1: Region Predicates in CLIM 35
region-contains-region-p 2.5.1.1: Region Predicates in CLIM 35
region-difference 2.5.1.2: Composition of CLIM Regions 38
region-equal 2.5.1.1: Region Predicates in CLIM 35
region-intersection 2.5.1.2: Composition of CLIM Regions 37
region-intersects-region-p 2.5.1.1: Region Predicates in CLIM 35
region-set-regions 2.5.1.2: Composition of CLIM Regions 36
region-union 2.5.1.2: Composition of CLIM Regions 37
reorder-sheets 18.3.1: Sheet Relationship Functions 291
repaint-sheet 18.8.1: Repaint Protocol Functions 308
replace-input 16.4: Reading and Writing Tokens 258
replay-output-record 14.2.1: The Basic Output Record Protocol 226
rescan-if-necessary 16.7: Advanced Topics 265

380
Index

(setf medium-buffering-output-p) 13.6: Buffering Output 221
(setf medium-clipping-region) 3.1: CLIM Mediums 54, 18.7.1: Mediums and Output Properties 305
(setf medium-default-text-style) 3.1: CLIM Mediums 55, 18.7.1: Mediums and Output Properties 306
(setf medium-foreground) 3.1: CLIM Mediums 54, 18.7.1: Mediums and Output Properties 304
(setf medium-ink) 3.1: CLIM Mediums 54, 18.7.1: Mediums and Output Properties 305
(setf medium-line-style) 3.1: CLIM Mediums 55, 18.7.1: Mediums and Output Properties 306
(setf medium-text-style) 3.1: CLIM Mediums 55, 18.7.1: Mediums and Output Properties 306
(setf medium-transformation) 3.1: CLIM Mediums 54, 18.7.1: Mediums and Output Properties 305
(setf* output-record-end-cursor-position) 14.2.1: The Basic Output Record Protocol 226
(setf* output-record-position) 14.2.1: The Basic Output Record Protocol 225
(setf* output-record-start-cursor-position) 14.2.1: The Basic Output Record Protocol 225
(setf pointer-cursor) 15.4: The Pointer Protocol 248
(setf pointer-position) 15.4: The Pointer Protocol 247
(setf pointer-sheet) 15.4: The Pointer Protocol 247
(setf port-keyboard-input-focus) 18.5.1: Input Protocol Functions 295
(setf port-properties) 19.2: Ports 311
(setf presentation-object) 6.3.2: Additional Functions for Operating on Presentations in CLIM 88
(setf presentation-single-box) 6.3.2: Additional Functions for Operating on Presentations in CLIM 89
(setf presentation-type) 6.3.2: Additional Functions for Operating on Presentations in CLIM 89
(setf radio-box-current-selection) 10.5.3.5: The Radio-Box and Check-Box Gadgets 174
(setf sheet-enabled-p) 18.3.1: Sheet Relationship Functions 292
(setf sheet-region) 18.4.1: Sheet Geometry Functions 293
(setf sheet-transformation) 18.4.1: Sheet Geometry Functions 293
(setf stream-current-output-record) 14.2.4.1: The Output Recording Stream Protocol 231
(setf* stream-cursor-position) 13.3.2: The Stream Text Cursor Protocol 218
(setf stream-default-view) 7.3: Using Views With CLIM Presentation Types 112
(setf stream-drawing-p) 14.2.4.1: The Output Recording Stream Protocol 231
(setf stream-end-of-line-action) 13.4.3: Wrapping Text Lines 220
(setf stream-end-of-page-action) 13.4.3: Wrapping Text Lines 220
(setf stream-input-buffer) 15.2.1: The Extended Input Stream Protocol 241
(setf stream-insertion-pointer) 16.7: Advanced Topics 264
(setf stream-pointer-position) 15.2.1: The Extended Input Stream Protocol 242
(setf stream-primary-pointer) 15.2.1: The Extended Input Stream Protocol 242
(setf stream-recording-p) 14.2.4.1: The Output Recording Stream Protocol 231
(setf stream-scan-pointer) 16.7: Advanced Topics 264
(setf stream-text-cursor) 13.3.2: The Stream Text Cursor Protocol 218
(setf stream-text-margin) 13.4.1: The Text Protocol 219
(setf text-style-mapping) 4.5: Controlling Text Style Mappings 76
(setf window-viewport-position) 13.7: CLIM Window Stream Pane Functions 222

382
Index

sheet-adopt-child  18.3.1: Sheet Relationship Functions  290
sheet-allocated-region  18.4.1: Sheet Geometry Functions  294
sheet-ancestor-p  18.3.1: Sheet Relationship Functions  291
sheet-children  18.3.1: Sheet Relationship Functions  290
sheet-delta-transformation  18.4.1: Sheet Geometry Functions  294
sheet-device-region  19.4.2: Internal Interfaces for Native Coordinates  315
sheet-device-transformation  19.4.2: Internal Interfaces for Native Coordinates  315
sheet-direct-mirror  19.4.1: Mirror Functions  314
sheet-disown-child  18.3.1: Sheet Relationship Functions  291
sheet-enabled-children  18.3.1: Sheet Relationship Functions  291
sheet-enabled-p  18.3.1: Sheet Relationship Functions  291
sheet-ghosted-p  19.3: Grafts  312
sheet-medium  18.7.4: Associating a Medium With a Sheet  308
sheet-mirror  19.4.1: Mirror Functions  314
sheet-mirrored-ancestor  19.4.1: Mirror Functions  314
sheet-native-region  19.4.2: Internal Interfaces for Native Coordinates  314
sheet-native-transformation  19.4.2: Internal Interfaces for Native Coordinates  314
sheet-occluding-sheets  18.3.1: Sheet Relationship Functions  292
sheet-parent  18.3.1: Sheet Relationship Functions  290
sheet-region  18.4.1: Sheet Geometry Functions  293
sheet-siblings  18.3.1: Sheet Relationship Functions  291
sheet-transformation  18.4.1: Sheet Geometry Functions  292
sheet-viewable-p  18.3.1: Sheet Relationship Functions  292
shrink-frame  9.9.2: Frame Manager Operators  146
slider-drag-callback  10.5.3.7: The Slider Gadget  177
space-requirement-components  10.2.4: The Layout Protocol  157
stream-accept  6.4: Using CLIM Presentation Types for Input  92
stream-add-character-output  14.2.4.3: Text Output Recording  232
stream-add-output-record  14.2.4.1: The Output Recording Stream Protocol  231
stream-add-string-output  14.2.4.3: Text Output Recording  233
stream-advance-to-column  13.1: Basic Output Streams  214,  D.4: Character Output  337
stream-baseline  13.4.1: The Text Protocol  219
stream-character-width  13.4.1: The Text Protocol  218
stream-clear-input  15.1: Basic Input Streams  241,  D.3: Character Input  336
stream-clear-output  13.1: Basic Output Streams  214,  D.4: Character Output  337
stream-close-output-record  14.2.4.3: Text Output Recording  232
stream-current-output-record  14.2.4.1: The Output Recording Stream Protocol  231
stream-cursor-position  13.3.2: The Stream Text Cursor Protocol  218
stream-default-view  7.3: Using Views With CLIM Presentation Types  112
stream-drawing-p 14.2.4.1: The Output Recording Stream Protocol 231
stream-element-type D.2: Basic Stream Functions 334
stream-end-of-line-action 13.4.3: Wrapping Text Lines 220
stream-end-of-page-action 13.4.3: Wrapping Text Lines 220
stream-finish-output 13.1: Basic Output Streams 214, D.4: Character Output 337
stream-force-output 13.1: Basic Output Streams 214, D.4: Character Output 337
stream-fresh-line 13.1: Basic Output Streams 213, D.4: Character Output 337
stream-increment-cursor-position 13.3.2: The Stream Text Cursor Protocol 218
stream-input-buffer 15.2.1: The Extended Input Stream Protocol 241, 16.7: Advanced Topics 263
stream-input-wait 15.2.1: The Extended Input Stream Protocol 244
stream-insertion-pointer 16.7: Advanced Topics 264
stream-line-column 13.1: Basic Output Streams 213, D.4: Character Output 336
stream-line-height 13.4.1: The Text Protocol 219
stream-listen 15.1: Basic Input Streams 240, D.3: Character Input 335
stream-output-history 14.2.4.1: The Output Recording Stream Protocol 231
streamp D.1: Stream Classes 333
stream-pathname D.2: Basic Stream Functions 334
stream-peek-char 15.1: Basic Input Streams 240, D.3: Character Input 335
stream-pointer-position 15.2.1: The Extended Input Stream Protocol 242
stream-pointers 15.2.1: The Extended Input Stream Protocol 242
stream-present 6.3.1: CLOS Operators 87
stream-primary-pointer 15.2.1: The Extended Input Stream Protocol 242
stream-process-pointer 16.7: Advanced Topics 265
stream-read-byte D.5: Binary Streams 337
stream-read-char 15.1: Basic Input Streams 240, D.3: Character Input 335
stream-read-char-no-hang 15.1: Basic Input Streams 240, D.3: Character Input 335
stream-read-gesture 15.2.1: The Extended Input Stream Protocol 243, 16.7: Advanced Topics 265
stream-read-line 15.1: Basic Input Streams 240, D.3: Character Input 335
stream-recording-p 14.2.4.1: The Output Recording Stream Protocol 231
stream-replay 14.2.4.1: The Output Recording Stream Protocol 231
stream-rescanning-p 16.7: Advanced Topics 264
stream-restore-input-focus 15.2.1: The Extended Input Stream Protocol 242
stream-scan-pointer 16.7: Advanced Topics 264
stream-set-input-focus 15.2.1: The Extended Input Stream Protocol 242
stream-string-width 13.4.1: The Text Protocol 218
stream-terpri 13.1: Basic Output Streams 213, D.4: Character Output 336
stream-text-cursor 13.3.2: The Stream Text Cursor Protocol 218
stream-text-margin 13.4.1: The Text Protocol 219
stream-text-output-record 14.2.4.3: Text Output Recording 232
stream-truename D.2: Basic Stream Functions 335
stream-unread-char 15.1: Basic Input Streams 240, D.3: Character Input 335
stream-unread-gesture 15.2.1: The Extended Input Stream Protocol 244, 16.7: Advanced Topics 265
stream-vertical-spacing 13.4.1: The Text Protocol 219
stream-write-byte D.5: Binary Streams 337
stream-write-char 13.1: Basic Output Streams 213, D.4: Character Output 336
stream-write-string 13.1: Basic Output Streams 213, D.4: Character Output 336
text-displayed-output-record-string 14.2.3.3: Text Displayed Output Records 230
text-size 4.3: CLIM Text Style Functions 75
text-style-ascent 4.3: CLIM Text Style Functions 74
text-style-components 4.3: CLIM Text Style Functions 73
text-style-descent 4.3: CLIM Text Style Functions 74
text-style-face 4.2: CLIM Text Style Objects 73, 4.3: CLIM Text Style Functions 74
text-style-family 4.2: CLIM Text Style Objects 73, 4.3: CLIM Text Style Functions 74
text-style-fixed-width-p 4.3: CLIM Text Style Functions 74
text-style-height 4.3: CLIM Text Style Functions 74
text-style-mapping 4.5: Controlling Text Style Mappings 76
text-style-size 4.2: CLIM Text Style Objects 73, 4.3: CLIM Text Style Functions 74
text-style-width 4.3: CLIM Text Style Functions 74
toggle-button-indicator-type 10.5.3.9: The Toggle-Button Gadget 179
transformation-equal 3.5.3: CLIM Transformation Predicates 65
transform-distance 3.5.5: Applying CLIM Transformations 69
transform-position 3.5.5: Applying CLIM Transformations 69
transform-rectangle* 3.5.5: Applying CLIM Transformations 70
transform-region 3.5.5: Applying CLIM Transformations 69
translation-transformation-p 3.5.3: CLIM Transformation Predicates 65
untransform-distance 3.5.5: Applying CLIM Transformations 69
untransform-position 3.5.5: Applying CLIM Transformations 69
untransform-rectangle* 3.5.5: Applying CLIM Transformations 70
untransform-region 3.5.5: Applying CLIM Transformations 69
window-children E.2: Functions for Operating on Windows Directly 340
window-clear 13.7: CLIM Window Stream Pane Functions 222, E.1.1: Clearing and Refreshing the Drawing Plane 339
window-erase-viewport 13.7: CLIM Window Stream Pane Functions 222, E.1.1: Clearing and Refreshing the Drawing Plane 339
window-event-mirrored-sheet 18.6: Standard Device Events 302
window-event-native-region 18.6: Standard Device Events 302
window-event-region 18.6: Standard Device Events 302
window-expose E.2: Functions for Operating on Windows Directly 340
window-inside-edges E.2: Functions for Operating on Windows Directly 341
<table>
<thead>
<tr>
<th>Index</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>window-inside-size</strong>  E.2 : Functions for Operating on Windows Directly</td>
</tr>
<tr>
<td><strong>window-label</strong>        E.2 : Functions for Operating on Windows Directly</td>
</tr>
<tr>
<td><strong>window-parent</strong>       E.2 : Functions for Operating on Windows Directly</td>
</tr>
<tr>
<td><strong>window-refresh</strong>      13.7 : CLIM Window Stream Pane Functions</td>
</tr>
<tr>
<td><strong>window-set-viewport-position</strong></td>
</tr>
<tr>
<td><strong>window-stack-on-bottom</strong>                                     E.2 : Functions for Operating on Windows Directly</td>
</tr>
<tr>
<td><strong>window-stack-on-top</strong>                                        E.2 : Functions for Operating on Windows Directly</td>
</tr>
<tr>
<td><strong>window-viewport</strong>                                            13.7 : CLIM Window Stream Pane Functions</td>
</tr>
<tr>
<td><strong>window-viewport</strong>                                             13.7 : CLIM Window Stream Pane Functions</td>
</tr>
<tr>
<td><strong>window-viewport</strong>                                             E.1.3 : Viewport and Scrolling Operators</td>
</tr>
<tr>
<td><strong>window-visibility</strong>                                          E.2 : Functions for Operating on Windows Directly</td>
</tr>
<tr>
<td><strong>generic-list-pane</strong>                                          class 10.5.3.2 : The List-Pane and Option-Pane Gadgets</td>
</tr>
<tr>
<td><strong>generic-option-pane</strong>                                        class 10.5.3.2 : The List-Pane and Option-Pane Gadgets</td>
</tr>
<tr>
<td><strong>geometric objects</strong>                                          2.5 : General Geometric Objects in CLIM</td>
</tr>
<tr>
<td><strong>geometry, sheet</strong>                                            18.4 : Sheet Geometry</td>
</tr>
<tr>
<td><strong>functions</strong>                                                   18.4.1 : Sheet Geometry Functions</td>
</tr>
<tr>
<td><strong>notifications</strong>                                               18.9.2 : Sheet Geometry Notifications</td>
</tr>
<tr>
<td><strong>geometry, sheet classes</strong>                                    18.4.2 : Sheet Geometry Classes</td>
</tr>
<tr>
<td><strong>gesture names</strong>                                              8.3 : Pointer Gestures in CLIM</td>
</tr>
<tr>
<td><strong>standard</strong>                                                    15.3 : Gestures and Gesture Names</td>
</tr>
<tr>
<td><strong>gestures</strong>                                                    15.3 : Gestures and Gesture Names</td>
</tr>
<tr>
<td><strong>activation</strong>                                                  16.2 : Activation and Delimiter Gestures</td>
</tr>
<tr>
<td><strong>defined</strong>                                                     8.3 : Pointer Gestures in CLIM</td>
</tr>
<tr>
<td><strong>delimiter</strong>                                                   16.2 : Activation and Delimiter Gestures</td>
</tr>
<tr>
<td><strong>keyboard</strong>                                                    15.3 : Gestures and Gesture Names</td>
</tr>
<tr>
<td><strong>pointer</strong>                                                     8.3 : Pointer Gestures in CLIM</td>
</tr>
<tr>
<td><strong>get-frame-pane</strong>                                             generic function 9.8.1 : CLIM Application Frame Accessors</td>
</tr>
<tr>
<td><strong>global-command-table</strong>                                       command table 11.5 : CLIM Predefined Command Tables</td>
</tr>
<tr>
<td><strong>graft</strong>                                                       generic function 19.3 : Grafts</td>
</tr>
<tr>
<td><strong>grafted sheets</strong>                                             18.3 : Relationships Between Sheets</td>
</tr>
<tr>
<td><strong>graft-height</strong>                                               generic function 19.3 : Grafts</td>
</tr>
<tr>
<td><strong>graft-orientation</strong>                                          generic function 19.3 : Grafts</td>
</tr>
<tr>
<td><strong>graft-pixels-per-inch</strong>                                      function 19.3 : Grafts</td>
</tr>
<tr>
<td><strong>graft-pixels-per-millimeter</strong>                                function 19.3 : Grafts</td>
</tr>
<tr>
<td><strong>grafts</strong>                                                      1.4.1.4 : Enabling Input and Output</td>
</tr>
<tr>
<td><strong>graft-units</strong>                                                generic function 19.3 : Grafts</td>
</tr>
<tr>
<td><strong>graft-width</strong>                                                generic function 19.3 : Grafts</td>
</tr>
<tr>
<td><strong>graphics</strong>                                                   mixing with text 13.4.2 : Mixing Text and Graphics</td>
</tr>
<tr>
<td><strong>output recording</strong>                                          14.2.4.2 : Graphics Output Recording</td>
</tr>
<tr>
<td><strong>output records</strong>                                             14.2.3.2 : Graphics Displayed Output Records</td>
</tr>
</tbody>
</table>

386
Index

:end-of-line-action  13.2 : Extended Output Streams  214
:end-of-page-action  13.2 : Extended Output Streams  214
:equalize-column-widths  17.5.1 : The Table Formatting Protocol  281
:foreground  13.2 : Extended Output Streams  214
:generation-separation  17.5.3 : The Graph Formatting Protocol  285
:hash-table  17.5.3 : The Graph Formatting Protocol  285
:id  10.5.2 : Basic Gadget Classes  166
:indicator-type  10.5.3.9 : The Toggle-Button Gadget  179
:initial-spacing  17.5.2 : The Item List Formatting Protocol  284
:input-buffer  15.2 : Extended Input Streams  241
:items  10.5.3.2 : The List-Pane and Option-Pane Gadgets  172,  10.5.3.2 : The List-Pane and Option-Pane Gadgets  172
:key-name  18.6 : Standard Device Events  299
:label  10.5.2 : Basic Gadget Classes  169
:max-height  17.5.2 : The Item List Formatting Protocol  284
:max-value  10.5.2 : Basic Gadget Classes  170
:max-width  17.5.2 : The Item List Formatting Protocol  284
:menu-bar  9.2.1 : The Application Frame Protocol  129
:merge-duplicates  17.5.3 : The Graph Formatting Protocol  285
:min-height  17.5.1.2 : The Cell Formatting Protocol  284
:min-value  10.5.2 : Basic Gadget Classes  170
:min-width  17.5.1.2 : The Cell Formatting Protocol  284
:mode  10.5.3.2 : The List-Pane and Option-Pane Gadgets  172
:modifier  6.3.2 : Additional Functions for Operating on Presentations in CLIM  89
:modifier-state  18.6 : Standard Device Events  299
:multiple-columns-x-spacing  17.5.1 : The Table Formatting Protocol  281
:name  9.2.1 : The Application Frame Protocol  129
:name-key  10.5.3.2 : The List-Pane and Option-Pane Gadgets  172,  10.5.3.2 : The List-Pane and Option-Pane Gadgets  172
:n-columns  10.5.3.8 : The Text-Field and Text-Editor Gadgets  179
:n-columns  17.5.2 : The Item List Formatting Protocol  284
:n-lines  10.5.3.8 : The Text-Field and Text-Editor Gadgets  179
:n-rows  17.5.2 : The Item List Formatting Protocol  284
:number-of-quanta  10.5.3.7 : The Slider Gadget  178
:number-of-tick-marks  10.5.3.7 : The Slider Gadget  178
:object  6.3.2 : Additional Functions for Operating on Presentations in CLIM  89
:orientation  10.5.2 : Basic Gadget Classes  169,  17.5.3 : The Graph Formatting Protocol  285
:panes  9.2.1 : The Application Frame Protocol  129
:parent  14.2 : CLIM Operators for Output Recording  224
:pointer  15.2 : Extended Input Streams  241,  18.6 : Standard Device Events  300
:port  15.4 : The Pointer Protocol  247

389
<table>
<thead>
<tr>
<th>Index</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>:pretty-name</td>
<td>9.2.1 : The Application Frame Protocol</td>
</tr>
<tr>
<td>:properties</td>
<td>9.2.1 : The Application Frame Protocol</td>
</tr>
<tr>
<td>:region</td>
<td>18.6 : Standard Device Events</td>
</tr>
<tr>
<td>:scroll-down-line-callback</td>
<td>10.5.3.6 : The Scroll-Bar Gadget</td>
</tr>
<tr>
<td>:scroll-down-page-callback</td>
<td>10.5.3.6 : The Scroll-Bar Gadget</td>
</tr>
<tr>
<td>:scroll-to-bottom-callback</td>
<td>10.5.3.6 : The Scroll-Bar Gadget</td>
</tr>
<tr>
<td>:scroll-to-top-callback</td>
<td>10.5.3.6 : The Scroll-Bar Gadget</td>
</tr>
<tr>
<td>:scroll-up-line-callback</td>
<td>10.5.3.6 : The Scroll-Bar Gadget</td>
</tr>
<tr>
<td>:scroll-up-page-callback</td>
<td>10.5.3.6 : The Scroll-Bar Gadget</td>
</tr>
<tr>
<td>:sheet</td>
<td>13.3.1 : The Text Cursor Protocol</td>
</tr>
<tr>
<td>:show-as-default</td>
<td>10.5.3.4 : The Push-Button Gadget</td>
</tr>
<tr>
<td>:show-value-p</td>
<td>10.5.3.7 : The Slider Gadget</td>
</tr>
<tr>
<td>:single-box</td>
<td>6.3.2 : Additional Functions for Operating on Presentations in CLIM</td>
</tr>
<tr>
<td>:size</td>
<td>14.2 : CLIM Operators for Output Recording</td>
</tr>
<tr>
<td>:state</td>
<td>9.2.1 : The Application Frame Protocol</td>
</tr>
<tr>
<td>:test</td>
<td>10.5.3.2 : The List-Pane and Option-Pane Gadgets</td>
</tr>
<tr>
<td>:text-cursor</td>
<td>15.2 : Extended Input Streams</td>
</tr>
<tr>
<td>:text-margin</td>
<td>13.2 : Extended Output Streams</td>
</tr>
<tr>
<td>:timestamp</td>
<td>18.6 : Standard Device Events</td>
</tr>
<tr>
<td>:type</td>
<td>6.3.2 : Additional Functions for Operating on Presentations in CLIM</td>
</tr>
<tr>
<td>:value</td>
<td>10.5.2 : Basic Gadget Classes</td>
</tr>
<tr>
<td>:value-changed-callback</td>
<td>10.5.2 : Basic Gadget Classes</td>
</tr>
<tr>
<td>:value-key</td>
<td>10.5.3.2 : The List-Pane and Option-Pane Gadgets</td>
</tr>
<tr>
<td>:vertical-spacing</td>
<td>13.2 : Extended Output Streams</td>
</tr>
<tr>
<td>:view</td>
<td>6.3.2 : Additional Functions for Operating on Presentations in CLIM</td>
</tr>
<tr>
<td>:within-generation-separation</td>
<td>17.5.3 : The Graph Formatting Protocol</td>
</tr>
<tr>
<td>:x</td>
<td>18.6 : Standard Device Events</td>
</tr>
<tr>
<td>:x-position</td>
<td>14.2 : CLIM Operators for Output Recording</td>
</tr>
<tr>
<td>:x-spacing</td>
<td>17.5.1 : The Table Formatting Protocol</td>
</tr>
<tr>
<td>:y</td>
<td>18.6 : Standard Device Events</td>
</tr>
<tr>
<td>:y-position</td>
<td>14.2 : CLIM Operators for Output Recording</td>
</tr>
<tr>
<td>:y-spacing</td>
<td>17.5.1 : The Table Formatting Protocol</td>
</tr>
<tr>
<td>initial application frames</td>
<td>9.3 : Initializing CLIM Application Frames</td>
</tr>
<tr>
<td>:initial-spacing</td>
<td>initarg</td>
</tr>
<tr>
<td>:ink</td>
<td>option</td>
</tr>
<tr>
<td>inks</td>
<td></td>
</tr>
<tr>
<td>background</td>
<td>5.4 : Indirect Inks</td>
</tr>
<tr>
<td>flipping</td>
<td>5.5 : Flipping Ink</td>
</tr>
<tr>
<td>flipping: example</td>
<td>5.6.1 : Using Flipping Ink</td>
</tr>
<tr>
<td>foreground</td>
<td>5.4 : Indirect Inks</td>
</tr>
</tbody>
</table>

390
Index

indirect 5.4: Indirect Inks 80

input
accepting, operators for 6.4: Using CLIM Presentation Types for Input 90
by means of gadgets 6.4: Using CLIM Presentation Types for Input 90
contexts 8.2.1: Input Contexts in CLIM 116
contexts: nested 8.2.1: Input Contexts in CLIM 117
from users 6.4: Using CLIM Presentation Types for Input 90
operators 6.4: Using CLIM Presentation Types for Input 90
sheet protocol classes 18.5.2: Input Protocol Classes 297
sheet protocol functions 18.5.1: Input Protocol Functions 295
sheet protocols 18.5: Sheet Protocols: Input 295
standard 10.3.2: Extended Stream Pane Classes 161

input-buffer initarg 15.2: Extended Input Streams 241
input buffers, reading and writing tokens in 16.4: Reading and Writing Tokens 258

*input-context* variable 6.4: Using CLIM Presentation Types for Input 90
input contexts 1.4.2.5: Presentations 15, 6.1.4: Input Context 84, 6.4: Using CLIM Presentation Types for Input 90
input editing 11.10.4: CLIM Command Line Interaction Style 197, 16.1: Input Editing 253

input-editing-stream protocol class 16.1.1: Operators for Input Editing 254
input-editing-stream-p function 16.1.1: Operators for Input Editing 254
input editing stream protocol 16.7: Advanced Topics 263
input editor commands 16.1.2: Input Editor Commands 255
table of 16.1.2: Input Editor Commands 255
input editors 11.9: The CLIM Command Processor 190

input-not-of-required-type condition class 16.3: Signalling Errors Inside accept Methods 258
input-not-of-required-type function 16.3: Signalling Errors Inside accept Methods 258
input of presentation types 6.4: Using CLIM Presentation Types for Input 90

input-stream-p generic function D.1: Stream Classes 333
input streams
basic 15.1: Basic Input Streams 240
character D.3: Character Input 335
editing 16.1: Input Editing 253
extended 15.2: Extended Input Streams 241
extended: conditions 15.2.2: Extended Input Stream Conditions 244
extended: protocol 15.2.1: The Extended Input Stream Protocol 241

*input-wait-handler* variable 15.2.1: The Extended Input Stream Protocol 243
*input-wait-test* variable 15.2.1: The Extended Input Stream Protocol 243

integer presentation type 6.5.2: Numeric Presentation Types 94
integrating gadgets and output records 10.5.4: Integrating Gadgets and Output Records 179

interacting via
command line 11.10.4: CLIM Command Line Interaction Style 197
command menus 11.10.2: CLIM Command Menu Interaction Style 193
keystroke accelerators 11.10.5: CLIM Keystroke Interaction Style 197
Index

translators 11.10.3: Mouse Interaction Via Presentation Translators 196
interaction styles 11.7: Styles of Interaction Supported by CLIM 188
command line 11.10.4: CLIM Command Line Interaction Style 197
command menus 11.10.2: CLIM Command Menu Interaction Style 193
keystroke accelerators 11.10.5: CLIM Keystroke Interaction Style 197
mouse 11.10.3: Mouse Interaction Via Presentation Translators 196
interactive regions, hierarchies of 18.1: Overview of Window Facilities 288

interactive-stream-p generic function 16.1.1: Operators for Input Editing 254
interactor-pane leaf pane 10.3.2: Extended Stream Pane Classes 161
invalidate-cached-regions generic function 19.4.2: Internal Interfaces for Native Coordinates 315
invalidate-cached-transformations generic function 19.4.2: Internal Interfaces for Native Coordinates 315
invertible-transformation-p generic function 3.5.3: CLIM Transformation Functions 65
invert-transformation generic function 3.5.4: CLIM Transformation Functions 66
invoke-accept-values-command-button generic function 12.3: CLIM Dialog Operators 207
invoke-updating-output generic function 14.4: CLIM Operators for Incremental Redisplay 236
invoke-with-drawing-options generic function 3.2: Using CLIM Drawing Options 56
invoke-with-new-output-record generic function 14.2.4.4: Output Recording Utilities 234
invoke-with-output-recording-options generic function 14.2.4.4: Output Recording Utilities 233
invoke-with-output-to-output-record generic function 14.2.4.4: Output Recording Utilities 234
invoke-with-text-style generic function 4.4: Text Style Binding Forms 75
item-list-output-record protocol class 17.5.2: The Item List Formatting Protocol 284
item-list-output-record-p function 17.5.2: The Item List Formatting Protocol 284
item lists
  :items initarg 10.5.3.2: The List-Pane and Option-Pane Gadgets 172, 10.5.3.2: The List-Pane and Option-Pane Gadgets 172

K

keyboard-event class 18.6: Standard Device Events 299
keyboard-event-character generic function 18.6: Standard Device Events 299
keyboard-event-key-name generic function 18.6: Standard Device Events 299
keyboard events 18.5: Sheet Protocols: Input 295
keyboard gestures 15.3: Gestures and Gesture Names 245
key-modifier-state-match-p macro 18.6: Standard Device Events 303
:key-name initarg 18.6: Standard Device Events 299
key-press-event class 18.6: Standard Device Events 300
key-release-event class 18.6: Standard Device Events 300
keystroke accelerators 11.10.5: CLIM Keystroke Interaction Style 197
table of 16.1.2: Input Editor Commands 255
keyword presentation type 6.5.1: Basic Presentation Types 94
Index

**line-style-dashes** generic function 3.3: CLIM Line Styles 60

**line-style-joint-shape** generic function 3.3: CLIM Line Styles 59

**line-style-p** function 3.3: CLIM Line Styles 58

line styles 3.3: CLIM Line Styles 58

options 3.3: CLIM Line Styles 59

**line-style-thickness** generic function 3.3: CLIM Line Styles 59

**line-style-unit** generic function 3.3: CLIM Line Styles 59

**:line-thickness** option 3.3: CLIM Line Styles 59

**:line-unit** option 3.3: CLIM Line Styles 59

line wrapping (text) 13.4.3: Wrapping Text Lines 220

**list-pane** class 10.5.3.2: The List-Pane and Option-Pane Gadgets 171

list-pane gadgets 10.5.3.2: The List-Pane and Option-Pane Gadgets 171

local coordinate system 2.1.3: Coordinates 22

figure of 2.1.3: Coordinates 22

**lookup-keystroke-command-item** function 11.10.5: CLIM Keystroke Interaction Style 198

**lookup-keystroke-item** function 11.10.5: CLIM Keystroke Interaction Style 198

**M**

Macros

**accepting-values** 12.3: CLIM Dialog Operators 205

**accept-values-command-button** 12.3: CLIM Dialog Operators 207

**apply-presentation-generic-function** 7.4: Advanced Topics 113

**changing-space-requirements** 10.2.4: The Layout Protocol 158

**completing-from-suggestions** 16.5: Completion 261

**defgeneric** C.4: Multiple-Value Set 332

**define-application-frame** 9.2: Defining CLIM Application Frames 127, 9.8: Application Frame Operators and Accessors 138

**define-border-type** 17.4: Bordered Output in CLIM 280

**define-command** 11.3: Command Objects 184

**define-command-table** 11.4: CLIM Command Tables 186

**define-default-presentation-method** 7.4: Advanced Topics 113

**define-drag-and-drop-translator** 8.4: CLIM Operators for Defining Presentation Translators 120

**define-gesture-name** 15.3: Gestures and Gesture Names 245

**define-graph-type** 17.5.3: The Graph Formatting Protocol 286

**define-presentation-action** 8.4: CLIM Operators for Defining Presentation Translators 120

**define-presentation-generic-function** 7.4: Advanced Topics 113

**define-presentation-method** 7.2.1: Presentation Methods in CLIM 107

**define-presentation-to-command-translator** 8.4: CLIM Operators for Defining Presentation Translators 120, 11.2.2: The Command-Defining Macro 183

**define-presentation-translator** 8.4: CLIM Operators for Defining Presentation Translators 118

**define-presentation-type** 7.2: CLIM Operators for Defining New Presentation Types 105

394
Index

define-presentation-type-abbreviation  7.2.2 : CLIM Operators for Defining Presentation Type Abbreviations  110
defmethod*   C.4 : Multiple-Value Setf  332
defresource  C.1 : Resources  329
do-command-table-inheritance  11.10 : CLIM Command Tables  192
dragging-output  15.5 : Pointer Tracking  251
filling-output  17.3 : Formatting Text in CLIM  279
formatting-cell  17.1.2 : CLIM Operators for Formatting Tables  268
formatting-column  17.1.2 : CLIM Operators for Formatting Tables  268
formatting-item-list  17.1.2 : CLIM Operators for Formatting Tables  269
formatting-row  17.1.2 : CLIM Operators for Formatting Tables  268
formatting-table  17.1.2 : CLIM Operators for Formatting Tables  267
funcall-presentation-generic-function  7.4 : Advanced Topics  113
horizontally  10.2.2 : Layout Pane Classes  153
indenting-output  17.3 : Formatting Text in CLIM  279
key-modifier-state-match-p  18.6 : Standard Device Events  303
labelling  10.5.3.1 : The Label Gadget  171
outlining  10.2.2 : Layout Pane Classes  154
restraining  10.2.2 : Layout Pane Classes  155
scrolling  10.2.2 : Layout Pane Classes  154
spacing  10.2.2 : Layout Pane Classes  154
surrounding-output-with-border  17.4 : Bordered Output in CLIM  280
tabling  10.2.2 : Layout Pane Classes  154
tracking-pointer  15.5 : Pointer Tracking  248
updating-output  14.4 : CLIM Operators for Incremental Redisplay  235
using-resource  C.1 : Resources  329
vertically  10.2.2 : Layout Pane Classes  153
with-accept-help  16.5 : Completion  262
with-activation-gestures  16.2 : Activation and Delimiter Gestures  256
with-application-frame  9.2 : Defining CLIM Application Frames  128
with-bounding-rectangle*  2.5.7.2 : Bounding Rectangle Convenience Functions  50
with-command-table-keystrokes  11.9 : The CLIM Command Processor  191
with-delimiter-gestures  16.2 : Activation and Delimiter Gestures  257
with-drawing-options  3.2 : Using CLIM Drawing Options  56
with-end-of-line-action  13.4.3 : Wrapping Text Lines  220
with-end-of-page-action  13.4.3 : Wrapping Text Lines  221
with-first-quadrant-coordinates  3.5.4 : CLIM Transformation Functions  68
with-frame-manager  9.9.1 : Finding Frame Managers  145
with-gp-drawing-to-sheet  2.6.2 : API for Drawing with Graphics Ports (deprecated)  51
with-graft-locked  19.3 : Grafts  313

395
make-clim-interactor-pane  function  10.3.3 : Making CLIM Extended Stream Panes  161
make-clim-stream-pane  function  10.3.3 : Making CLIM Extended Stream Panes  161
make-command-table  function  11.4 : CLIM Command Tables  186
make-contrasting-dash-patterns  function  3.3 : CLIM Line Styles  60
make-contrasting-inks  function  5.2 : CLIM Operators for Drawing in Color  79
make-design-from-output-record  generic function  14.2.4.4 : Output Recording Utilities  235
make-device-font-text-style  function  4.5 : Controlling Text Style Mappings  76
make-ellipse  function  2.5.6.1 : Constructor Functions for Ellipses and Elliptical Arcs in CLIM  46
make-ellipse*  function  2.5.6.1 : Constructor Functions for Ellipses and Elliptical Arcs in CLIM  46
make-elliptical-arc  function  2.5.6.1 : Constructor Functions for Ellipses and Elliptical Arcs in CLIM  46
make-elliptical-arc*  function  2.5.6.1 : Constructor Functions for Ellipses and Elliptical Arcs in CLIM  46
make-flipping-ink  function  5.5 : Flipping Ink  81
make-gray-color  function  5.2 : CLIM Operators for Drawing in Color  79
make-ihs-color  function  5.2 : CLIM Operators for Drawing in Color  79
make-line  function  2.5.4 : Lines in CLIM  42
make-line*  function  2.5.4 : Lines in CLIM  42
make-line-style  function  3.3 : CLIM Line Styles  59
make-lock  function  C.3 : Locks  331
make-pane  function  10.1.1 : Basic Pane Construction  150
make-pane-1  generic function  10.1.1 : Basic Pane Construction  150
make-pattern  function  2.3.4 : Patterns and Stencils  28
make-point  function  2.5.2 : CLIM Point Objects  39
make-polygon  function  2.5.3.1 : Constructors for CLIM Polygons and Polylines  40
make-polygon*  function  2.5.3.1 : Constructors for CLIM Polygons and Polylines  40
make-polyline  function  2.5.3.1 : Constructors for CLIM Polygons and Polylines  40
make-polyline*  function  2.5.3.1 : Constructors for CLIM Polygons and Polylines  40
make-presentation-type-specifier  function  6.6 : Functions That Operate on CLIM Presentation Types  102,  7.2.2 : CLIM Operators for Defining Presentation Type Abbreviations  111
make-process  function  C.2 : Multi-Processing  330
make-rectangle  function  2.5.5 : Rectangles in CLIM  43
make-rectangular-tile  function  2.3.4 : Patterns and Stencils  29
make-recursive-lock  function  C.3 : Locks  332
make-reflection-transformation  function  3.5.1 : CLIM Transformation Constructors  63
make-reflection-transformation*  function  3.5.1 : CLIM Transformation Constructors  63
make-rgb-color  function  5.2 : CLIM Operators for Drawing in Color  79
make-rotation-transformation  function  3.5.1 : CLIM Transformation Constructors  63
make-rotation-transformation*  function  3.5.1 : CLIM Transformation Constructors  63
make-scaling-transformation  function  3.5.1 : CLIM Transformation Constructors  63
Index

make-scaling-transformation* function 3.5.1: CLIM Transformation Constructors 63
make-space-requirement function 10.2.4: The Layout Protocol 156
make-text-style function 4.2: CLIM Text Style Objects 72
make-transformation function 3.5.1: CLIM Transformation Constructors 63
make-translation-transformation function 3.5.1: CLIM Transformation Constructors 63
managers, frame 1.4.2.2: Controlling Look and Feel 15, 9.1: Conceptual Overview of CLIM Application Frames 126, 9.9: Frame Managers 144
finding 9.9.1: Finding Frame Managers 145
layout protocol 10.2.4: The Layout Protocol 155
operators for 9.9.2: Frame Manager Operators 146
map-over-column-cells generic function 17.5.1.1: The Row and Column Formatting Protocol 283
map-over-command-table-commands function 11.10.1: CLIM Command Tables 192
map-over-command-table-keystrokes function 11.10.5: CLIM Keystroke Interaction Style 198
map-over-command-table-menu-items function 11.10.2: CLIM Command Menu Interaction Style 195
map-over-command-table-names function 11.10.1: CLIM Command Tables 192, 11.10.4: CLIM Command Line Interaction Style 197
map-over-command-table-translators function 11.10.3: Mouse Interaction Via Presentation Translators 196
map-over-grafts function 19.3: Grafs 312
map-over-item-list-cells generic function 17.5.2: The Item List Formatting Protocol 285
map-over-output-records-containing-position generic function 14.2.2: The Output Record “Database” Protocol 227
map-over-output-records-overlapping-region generic function 14.2.2: The Output Record “Database” Protocol 228
map-over-polygon-coordinates generic function 2.5.3.2: Accessors for CLIM Polygons and Polylines 41
map-over-polygon-segments generic function 2.5.3.2: Accessors for CLIM Polygons and Polylines 41
map-over-ports function 19.2: Ports 311
map-over-presentation-type-supertypes function 6.6: Functions That Operate on CLIM Presentation Types 101
map-over-presentation-type-supertypes presentation 7.2.1: Presentation Methods in CLIM 109
map-over-region-set-regions generic function 2.5.1.2: Composition of CLIM Regions 37
map-over-row-cells generic function 17.5.1.1: The Row and Column Formatting Protocol 283
map-over-table-elements generic function 17.5.1: The Table Formatting Protocol 282
mappings
text style 4.5: Controlling Text Style Mappings 76
map-resource function C.1: Resources 330
map-sheet-position-to-child generic function 18.4.1: Sheet Geometry Functions 293
map-sheet-position-to-parent generic function 18.4.1: Sheet Geometry Functions 293
map-sheet-rectangle*to-child generic function 18.4.1: Sheet Geometry Functions 294
map-sheet-rectangle*to-parent generic function 18.4.1: Sheet Geometry Functions 293
matching (presentation translators) 8.2: Applicability of CLIM Presentation Translators 116
:max-height initarg 17.5.2: The Item List Formatting Protocol 284
:max-height option 10.2.1: Layout Pane Options 152
:max-value initarg 10.5.2: Basic Gadget Classes 170

398
<table>
<thead>
<tr>
<th>Term</th>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>:max-width initarg</td>
<td>17.5.2: The Item List Formatting Protocol</td>
<td>284</td>
</tr>
<tr>
<td>:max-width option</td>
<td>10.2.1: Layout Pane Options</td>
<td>152</td>
</tr>
<tr>
<td>medium protocol class</td>
<td>18.7.1: Mediums and Output Properties</td>
<td>304</td>
</tr>
<tr>
<td>medium-background</td>
<td>3.1: CLIM Mediums</td>
<td>53, 304</td>
</tr>
<tr>
<td>medium-buffering-output-p</td>
<td>13.6: Buffering Output</td>
<td>221</td>
</tr>
<tr>
<td>medium-clipping-region</td>
<td>3.1: CLIM Mediums</td>
<td>54, 305</td>
</tr>
<tr>
<td>medium-current-text-style</td>
<td>3.1: CLIM Mediums</td>
<td>55</td>
</tr>
<tr>
<td>medium-default-text-style</td>
<td>3.1: CLIM Mediums</td>
<td>55, 306</td>
</tr>
<tr>
<td>medium-draw-ellipse*</td>
<td>2.4.3: Medium-Specific Drawing Functions</td>
<td>32</td>
</tr>
<tr>
<td>medium-draw-line*</td>
<td>2.4.3: Medium-Specific Drawing Functions</td>
<td>32</td>
</tr>
<tr>
<td>medium-draw-lines*</td>
<td>2.4.3: Medium-Specific Drawing Functions</td>
<td>32</td>
</tr>
<tr>
<td>medium-draw-point*</td>
<td>2.4.3: Medium-Specific Drawing Functions</td>
<td>32</td>
</tr>
<tr>
<td>medium-draw-points*</td>
<td>2.4.3: Medium-Specific Drawing Functions</td>
<td>32</td>
</tr>
<tr>
<td>medium-draw-polygon*</td>
<td>2.4.3: Medium-Specific Drawing Functions</td>
<td>32</td>
</tr>
<tr>
<td>medium-draw-rectangle*</td>
<td>2.4.3: Medium-Specific Drawing Functions</td>
<td>32</td>
</tr>
<tr>
<td>medium-draw-text*</td>
<td>2.4.3: Medium-Specific Drawing Functions</td>
<td>33</td>
</tr>
<tr>
<td>medium-foreground</td>
<td>3.1: CLIM Mediums</td>
<td>53, 304</td>
</tr>
<tr>
<td>medium-ink</td>
<td>3.1: CLIM Mediums</td>
<td>54, 305</td>
</tr>
<tr>
<td>medium-line-style</td>
<td>3.1: CLIM Mediums</td>
<td>55, 306</td>
</tr>
<tr>
<td>medium-merged-text-style</td>
<td>18.7.1: Mediums and Output Properties</td>
<td>306</td>
</tr>
<tr>
<td>mediump</td>
<td>18.7.1: Mediums and Output Properties</td>
<td>304</td>
</tr>
<tr>
<td>mediums</td>
<td>14, 21.4: Mediums, Sheets, and Streams</td>
<td>22, 41: Conceptual Overview of Text Styles</td>
</tr>
<tr>
<td>associating with a sheet</td>
<td>18.7.4: Associating a Medium With a Sheet</td>
<td>307</td>
</tr>
<tr>
<td>components</td>
<td>3.1: CLIM Mediums</td>
<td>53</td>
</tr>
<tr>
<td>defined</td>
<td>3.1: CLIM Mediums</td>
<td>53</td>
</tr>
<tr>
<td>medium-text-style</td>
<td>3.1: CLIM Mediums</td>
<td>55, 306</td>
</tr>
<tr>
<td>medium-transformation</td>
<td>3.1: CLIM Mediums</td>
<td>54, 305</td>
</tr>
<tr>
<td>member presentation abbreviation</td>
<td>6.5.5: One-Of and Some-Of Presentation Types</td>
<td>96</td>
</tr>
<tr>
<td>member-alist</td>
<td>6.5.5: One-Of and Some-Of Presentation Types</td>
<td>97</td>
</tr>
<tr>
<td>member-sequence</td>
<td>6.5.5: One-Of and Some-Of Presentation Types</td>
<td>96</td>
</tr>
<tr>
<td>:menu-bar initarg</td>
<td>9.2.1: The Application Frame Protocol</td>
<td>129</td>
</tr>
<tr>
<td>menu-button class</td>
<td>10.5.3.3: The Menu-Button Gadget</td>
<td>173</td>
</tr>
<tr>
<td>menu-button gadgets</td>
<td>10.5.3.3: The Menu-Button Gadget</td>
<td>173</td>
</tr>
<tr>
<td>menu-button-pane class</td>
<td>10.5.3.3: The Menu-Button Gadget</td>
<td>173</td>
</tr>
<tr>
<td>menu-choose</td>
<td>12.2: CLIM Menu Operators</td>
<td>201</td>
</tr>
<tr>
<td>menu-choose-command-from-command-table</td>
<td>11.10.2: CLIM Command Menu Interaction Style</td>
<td>194</td>
</tr>
<tr>
<td>menu-choose-from-drawer</td>
<td>12.2: CLIM Menu Operators</td>
<td>203</td>
</tr>
<tr>
<td>menu-command-parser</td>
<td>11.10.6: The CLIM Command Processor</td>
<td>199</td>
</tr>
</tbody>
</table>
Index

objects
  application 6.1.1: User Interaction With Application Objects 83
  application: figure of 6.1.1: User Interaction With Application Objects 83
  color 5.1.1: Color Objects 78
  command 11.3: Command Objects 183
  controlling sensitivity 8.1: Conceptual Overview of Presentation Translators 115
  geometric 2.5: General Geometric Objects in CLIM 33
  inheritance in presentation types 6.1.5: Inheritance 84, 7.1.1: CLIM Presentation Type Inheritance 103
  line style 3.3: CLIM Line Styles 59
  point 2.5.2: CLIM Point Objects 38
  text style 4.2: CLIM Text Style Objects 72
open-stream-p generic function D.2: Basic Stream Functions 334
open-window-stream function E.2: Functions for Operating on Windows Directly 340
operators for
  application frames 9.8: Application Frame Operators and Accessors 138
  defining presentation translators 8.4: CLIM Operators for Defining Presentation Translators 118
  defining presentation types 7.2: CLIM Operators for Defining New Presentation Types 105
dialogs 12.3: CLIM Dialog Operators 205
drawing in color 5.2: CLIM Operators for Drawing in Color 79
  formatting graphs 17.2.2: CLIM Operators for Graph Formatting 275
  formatting tables 17.1.2: CLIM Operators for Formatting Tables 267
  frame managers 9.9.2: Frame Manager Operators 146
  incremental redisplay 14.4: CLIM Operators for Incremental Redisplay 235
input 6.4: Using CLIM Presentation Types for Input 90
output 6.3: Using CLIM Presentation Types for Output 86
output recording 14.2: CLIM Operators for Output Recording 224
pointer gestures 8.3: Pointer Gestures in CLIM 118
presentation type abbreviations 7.2.2: CLIM Operators for Defining Presentation Type Abbreviations 110
presentation types 6.6: Functions That Operate on CLIM Presentation Types 99
primitive window layer E.2: Functions for Operating on Windows Directly 340
running applications 9.8.2: Operators for Running CLIM Applications 141
viewport and scrolling in windows E.1.3: Viewport and Scrolling Operators 339
views of presentation types 7.3: Using Views With CLIM Presentation Types 111
option-pane class 10.5.3.2: The List-Pane and Option-Pane Gadgets 172
option-pane gadgets 10.5.3.2: The List-Pane and Option-Pane Gadgets 171
options
  :align-x 10.2.1: Layout Pane Options 152
  :align-y 10.2.1: Layout Pane Options 152
  application frames: :layouts 9.2.3: Using the :panes and :layouts Options 129
  application frames: :layouts: example 9.2.5: Examples of the :panes and :layout Options to define-application-frame 131
  application frames: :layouts: example: figure of 9.2.5: Examples of the :panes and :layout Options to define-application-frame 131, 9.2.5: Examples of the :panes and :layout Options to define-application-frame 133
Index

:text-size  4.2 : CLIM Text Style Objects  73
  text style  4.2 : CLIM Text Style Objects  72
:transformtion  3.2.1 : Set of CLIM Drawing Options  57,  10.1.2 : Pane Initialization Options  151
:vertical-spacing  10.3.1 : Extended Stream Pane Options  160
:width  10.2.1 : Layout Pane Options  152
:x-spacing  10.2.1 : Layout Pane Options  153
:y-spacing  10.2.1 : Layout Pane Options  153
or  presentation type  6.5.7 : Constructor Presentation Types  98
:orientation  initarg  10.5.2 : Basic Gadget Classes  169,  17.5.3 : The Graph Formatting Protocol  285
oriented-gadget-mixin  class  10.5.2 : Basic Gadget Classes  169
origin  2.1.3 : Coordinates  22
outlined-pane  composite pane  10.2.2 : Layout Pane Classes  154
outlining  macro  10.2.2 : Layout Pane Classes  154
output
  bordered  17.4 : Bordered Output in CLIM  279
  bordered: examples of  17.4 : Bordered Output in CLIM  280
  buffered  13.6 : Buffering Output  221
  character streams  D.4 : Character Output  336
  flushing  13.6 : Buffering Output  221
  sheet properties  18.7.1 : Mediums and Output Properties  304
  sheet protocol classes  18.7.3 : Output Protocol Classes  306
  sheet protocol functions  18.7.2 : Output Protocol Functions  306
  sheet protocols  18.7 : Sheet Protocols: Output  304
  standard  10.3.2 : Extended Stream Pane Classes  161
  with attached semantics  6.1.3 : Output With Its Semantics Attached  84
output operators  6.3 : Using CLIM Presentation Types for Output  86
:output-record  protocol class  14.2 : CLIM Operators for Output Recording  224
:output-record option  10.3.1 : Extended Stream Pane Options  160
:output-record-children  generic function  14.2.2 : The Output Record "Database" Protocol  227
:output-record-count  generic function  14.2.2 : The Output Record "Database" Protocol  227
:output-record-end-cursor-position  generic function  14.2.1 : The Basic Output Record Protocol  225
output recording
  concepts  14.1 : Conceptual Overview of Output Recording  223
  graphics  14.2.4.2 : Graphics Output Recording  232
  operators for  14.2 : CLIM Operators for Output Recording  224
  protocol  14.2.1 : The Basic Output Record Protocol  225
  text  14.2.4.3 : Text Output Recording  232
  utilities  14.2.4.4 : Output Recording Utilities  233
:output-recording-stream  protocol class  14.2.4 : Output Recording Streams  230
Index

output-recording-stream-p function 14.2.4: Output Recording Streams 230
output recording streams 14.2.4: Output Recording Streams 230
protocol 14.2.4.1: The Output Recording Stream Protocol 231
output-record-p function 14.2: CLIM Operators for Output Recording 224
output-record-parent generic function 14.2.1: The Basic Output Record Protocol 226
output-record-position generic function 14.2.1: The Basic Output Record Protocol 225
output-record-refined-sensitivity-test generic function 14.2.1: The Basic Output Record Protocol 226
output records 5.4: Indirect Inks 80, 14.1: Conceptual Overview of Output Recording 223
bounding rectangle of, figure of 2.5.7: Bounding Rectangles 47
classes 14.2.3.1: Standard Output Record Classes 228
graphics-displayed 14.2.3.2: Graphics Displayed Output Records 228
history 14.1: Conceptual Overview of Output Recording 223
integrating with gadgets 10.5.4: Integrating Gadgets and Output Records 179
presentations 14.1: Conceptual Overview of Output Recording 223
protocol: database 14.2.2: The Output Record “Database” Protocol 227
replaying 5.4: Indirect Inks 80
text-displayed 14.2.3.3: Text Displayed Output Records 229
top-level 14.2.3.4: Top-Level Output Records 230
tree structure of, figure of 14.1: Conceptual Overview of Output Recording 223
output-record-start-cursor-position generic function 14.2.1: The Basic Output Record Protocol 225
output-stream-p generic function D.1: Stream Classes 333
output streams

basic 13.1: Basic Output Streams 213
extended 13.2: Extended Output Streams 214

P
packages, user B.1: Setting Up Your Packages to Use CLIM 328
pane protocol class 10.1.1: Basic Pane Construction 150
pane-background generic function 10.1.3: Pane Properties 151
pane-foreground generic function 10.1.3: Pane Properties 151
pane-frame generic function 10.1.3: Pane Properties 151
pane hierarchy 10.2.4: The Layout Protocol 155
pane-name generic function 10.1.3: Pane Properties 151
pane-needs-redisplay generic function 9.8.2: Operators for Running CLIM Applications 143
panep function 10.1.1: Basic Pane Construction 150
panes 1.4.1.2: Panes 13, 9.1: Conceptual Overview of CLIM Application Frames 126, 10.1: Panes 149
abbreviation 9.2.3: Using the :panes and :layouts Options 130
abstract 10.1: Panes 149
adaptive 10.1: Panes 149
composite 10.1: Panes 149
composite: functions 10.2.3: Composite Pane Generic Functions 155
constructing 10.1.1: Basic Pane Construction 149
Index

defining 10.4: Defining A New Pane Type: Leaf Panes 162
defining: example 10.4: Defining A New Pane Type: Leaf Panes 162
extended stream 9.1: Conceptual Overview of CLIM Application Frames 126, 10.1: Panes 149, 10.3: Extended Stream Panes 158
extended stream: classes 10.3.2: Extended Stream Pane Classes 160
extended stream: making 10.3.3: Making CLIM Extended Stream Panes 161
extended stream: options 10.3.1: Extended Stream Pane Options 159
gadget 9.1: Conceptual Overview of CLIM Application Frames 126
hierarchy 10.2.4: The Layout Protocol 155
initialization options 10.1.2: Pane Initialization Options 151
layout 9.1: Conceptual Overview of CLIM Application Frames 126, 10.2: Layout Panes 151, 10.2.1: Layout Pane Options 152, 10.2.2: Layout Pane Classes 153
leaf 10.1: Panes 149
properties of 10.1.3: Pane Properties 151
space allocation 10.2.4: The Layout Protocol 155
space composition 10.2.4: The Layout Protocol 155
space requirement 10.2.4: The Layout Protocol 155
using :accept-values in application frames 9.2.6: Using an :accept-values Pane in a CLIM Application Frame 133
window 13.7: CLIM Window Stream Pane Functions 222
window: stream, functions 13.7: CLIM Window Stream Pane Functions 222

:panes initarg 9.2.1: The Application Frame Protocol 129
pane-scroller generic function 10.2.3: Composite Pane Generic Functions 155
panes-need-redisplay generic function 9.8.2: Operators for Running CLIM Applications 143
pane-viewport generic function 10.2.3: Composite Pane Generic Functions 155
pane-viewport-region generic function 10.2.3: Composite Pane Generic Functions 155
:parent initarg 14.2: CLIM Operators for Output Recording 224
parent sheets 18.1: Overview of Window Facilities 288
parse-error condition class 16.3: Signalling Errors Inside accept Methods 257
parse-error function 16.3: Signalling Errors Inside accept Methods 257
parse-text-style generic function 4.3: CLIM Text Style Functions 73
partial-command-p function 11.3: Command Objects 183
*partial-command-parser* variable 11.10.6: The CLIM Command Processor 200
path protocol class 2.5.1: Regions in CLIM 34
pathname presentation type 6.5.4: Pathname Presentation Types 95
pathp function 2.5.1: Regions in CLIM 34
patterns 2.3.4: Patterns and Stencils 28
perform-gp-drawing function 2.6.2: API for Drawing with Graphics Ports (deprecated) 51
permanent-medium-sheet-output-mixin class 18.7.3: Output Protocol Classes 307
pixmap-depth generic function 2.3.5: Pixmaps 30
pixmap-height generic function 2.3.5: Pixmaps 30
pixmaps 2.3.5: Pixmaps 30
## Index

<table>
<thead>
<tr>
<th>Term</th>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pixmap o Width</strong></td>
<td>2.3.5: <em>Pixmaps</em></td>
<td>30</td>
</tr>
<tr>
<td>plane, drawing</td>
<td>2.1.2: <em>The Drawing Plane</em></td>
<td>21</td>
</tr>
<tr>
<td>piston</td>
<td>12.4.5: <em>Using menu-choose</em></td>
<td>211</td>
</tr>
<tr>
<td>point</td>
<td></td>
<td></td>
</tr>
<tr>
<td>coordinates</td>
<td>2.1.3: <em>Coordinates</em></td>
<td>22</td>
</tr>
<tr>
<td><strong>Point</strong></td>
<td>2.5.2: <em>CLIM Point Objects</em></td>
<td>38</td>
</tr>
<tr>
<td>pointer</td>
<td></td>
<td></td>
</tr>
<tr>
<td>documentation</td>
<td>8.4: <em>CLIM Operators for Defining Presentation Translators</em></td>
<td>119</td>
</tr>
<tr>
<td>events</td>
<td>18.5: <em>Sheet Protocols: Input</em></td>
<td>295</td>
</tr>
<tr>
<td>gestures</td>
<td>8.3: <em>Pointer Gestures in CLIM</em></td>
<td>117</td>
</tr>
<tr>
<td>protocol</td>
<td>15.4: <em>The Pointer Protocol</em></td>
<td>247</td>
</tr>
<tr>
<td>tracking</td>
<td>15.5: <em>Pointer Tracking</em></td>
<td>248</td>
</tr>
<tr>
<td><strong>:Pointer</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>initarg</td>
<td>15.2: <em>Extended Input Streams</em></td>
<td>241</td>
</tr>
<tr>
<td><strong>:Pointer-Button-Click-and-Hold-Event</strong></td>
<td>class</td>
<td>301</td>
</tr>
<tr>
<td><strong>:Pointer-Button-Click-Event</strong></td>
<td>class</td>
<td>301</td>
</tr>
<tr>
<td><strong>:Pointer-Button-Double-Click-Event</strong></td>
<td>class</td>
<td>301</td>
</tr>
<tr>
<td><strong>:Pointer-Button-Event</strong></td>
<td>class</td>
<td>301</td>
</tr>
<tr>
<td><strong>:Pointer-Button-Hold-Event</strong></td>
<td>class</td>
<td>301</td>
</tr>
<tr>
<td><strong>:Pointer-Button-Press-Event</strong></td>
<td>class</td>
<td>301</td>
</tr>
<tr>
<td><strong>:Pointer-Button-Release-Event</strong></td>
<td>class</td>
<td>301</td>
</tr>
<tr>
<td><strong>:Pointer-Button-State</strong></td>
<td>class</td>
<td>247</td>
</tr>
<tr>
<td><strong>:Pointer-Cursor</strong></td>
<td>class</td>
<td>248</td>
</tr>
<tr>
<td><em>:Pointer-Documentation-Output</em></td>
<td>variable</td>
<td>9.8.1: <em>CLIM Application Frame Accessors</em></td>
</tr>
<tr>
<td><strong>:Pointer-Documentation-Pane</strong></td>
<td>leaf pane</td>
<td>161</td>
</tr>
<tr>
<td>+:Pointer-Documentation-View+</td>
<td>constant</td>
<td>112</td>
</tr>
<tr>
<td><strong>:Pointer-Documentation-View</strong></td>
<td>class</td>
<td>112</td>
</tr>
<tr>
<td><strong>:Pointer-Enter-Event</strong></td>
<td>class</td>
<td>301</td>
</tr>
<tr>
<td><strong>:Pointer-Event</strong></td>
<td>class</td>
<td>300</td>
</tr>
<tr>
<td><strong>:Pointer-Event-Button</strong></td>
<td>class</td>
<td>300</td>
</tr>
<tr>
<td><strong>:Pointer-Event-Native-X</strong></td>
<td>class</td>
<td>300</td>
</tr>
<tr>
<td><strong>:Pointer-Event-Native-Y</strong></td>
<td>class</td>
<td>300</td>
</tr>
<tr>
<td><strong>:Pointer-Event-Pointe</strong></td>
<td>class</td>
<td>300</td>
</tr>
<tr>
<td><strong>:Pointer-Event-Shift-Mask</strong></td>
<td>class</td>
<td>301</td>
</tr>
<tr>
<td><strong>:Pointer-Event-X</strong></td>
<td>class</td>
<td>300</td>
</tr>
<tr>
<td><strong>:Pointer-Event-Y</strong></td>
<td>class</td>
<td>300</td>
</tr>
<tr>
<td><strong>:Pointer-Exit-Event</strong></td>
<td>class</td>
<td>301</td>
</tr>
</tbody>
</table>
Index

pointer-input-rectangle function 15.5: Pointer Tracking 252
pointer-input-rectangle* function 15.5: Pointer Tracking 251
+pointer-left-button+ constant 18.6: Standard Device Events 302
+pointer-middle-button+ constant 18.6: Standard Device Events 302
pointer-motion-event class 18.6: Standard Device Events 301
pointer-mouse-wheel-event class 18.6: Standard Device Events 301
pointer-mouse-wheel-event-amount generic function 18.6: Standard Device Events 301
pointerp function 15.4: The Pointer Protocol 247
pointer-place-rubber-band-line* function 15.5: Pointer Tracking 251
pointer-port generic function 15.4: The Pointer Protocol 247
pointer-position generic function 15.4: The Pointer Protocol 247
+pointer-right-button+ constant 18.6: Standard Device Events 302
pointer-sheet generic function 15.4: The Pointer Protocol 247
+pointer-wheel+ constant 18.6: Standard Device Events 302
pointp function 2.5.2: CLIM Point Objects 38
point-position generic function 2.5.2: CLIM Point Objects 39
points 2.5.2: CLIM Point Objects 38
  objects 2.5.2: CLIM Point Objects 38
  protocol 2.5.2: CLIM Point Objects 39
point-x generic function 2.5.2: CLIM Point Objects 39
point-y generic function 2.5.2: CLIM Point Objects 39
polygon class 2.5.3: Polygons and Polylines in CLIM 40
polygonp function 2.5.3: Polygons and Polylines in CLIM 40
polygon-points generic function 2.5.3.2: Accessors for CLIM Polygons and Polylines 41
polygons 2.5.3: Polygons and Polylines in CLIM 39
  accessors for 2.5.3.2: Accessors for CLIM Polygons and Polylines 41
  constructors for 2.5.3.1: Constructors for CLIM Polygons and Polylines 40
polyline protocol class 2.5.3: Polygons and Polylines in CLIM 39
polyline-closed generic function 2.5.3.2: Accessors for CLIM Polygons and Polylines 41
polylinep function 2.5.3: Polygons and Polylines in CLIM 39
polylines 2.5.3: Polygons and Polylines in CLIM 39
  accessors for 2.5.3.2: Accessors for CLIM Polygons and Polylines 41
  closed 2.5.3: Polygons and Polylines in CLIM 39
  constructors for 2.5.3.1: Constructors for CLIM Polygons and Polylines 40
port generic function 19.2: Ports 311
port protocol class 19.2: Ports 310
:port initarg 15.4: The Pointer Protocol 247
port-keyboard-input-focus generic function 18.5.1: Input Protocol Functions 295
portp function 19.2: Ports 310

408
Index

port-properties  generic function  19.2 : Ports  311

ports  1.4.1.4 : Enabling Input and Output  14, 18.1 : Overview of Window Facilities  288, 19.2 : Ports  310

port-server-path  generic function  19.2 : Ports  311

*possibilities-gestures*  variable  16.5 : Completion  259

predicates

region  2.5.1.1 : Region Predicates in CLIM  35

transformation  3.5.3 : CLIM Transformation Predicates  65

present  function  6.3.1 : CLOS Operators  87

presentation  presentation  7.2.1 : Presentation Methods in CLIM  108

presentation  protocol class  6.3.2 : Additional Functions for Operating on Presentations in CLIM  88

Presentation Abbreviations

member  6.5.5 : One-Of and Some-Of Presentation Types  96

member-alist  6.5.5 : One-Of and Some-Of Presentation Types  97

member-sequence  6.5.5 : One-Of and Some-Of Presentation Types  96

null-or-type  6.5.8 : Compound Presentation Types  98

subset  6.5.5 : One-Of and Some-Of Presentation Types  97

subset-alist  6.5.5 : One-Of and Some-Of Presentation Types  97

subset-sequence  6.5.5 : One-Of and Some-Of Presentation Types  97

token-or-type  6.5.8 : Compound Presentation Types  98

type-or-string  6.5.8 : Compound Presentation Types  99

presentation-default-preprocessor  presentation  7.4 : Advanced Topics  112

presentation-matches-context-type  function  8.6 : Advanced Topics  124

presentation methods  7.2.1 : Presentation Methods in CLIM  107

presentation-modifier  generic function  6.3.2 : Additional Functions for Operating on Presentations in CLIM  89

presentation-object  generic function  6.3.2 : Additional Functions for Operating on Presentations in CLIM  88

presentationp  function  6.3.2 : Additional Functions for Operating on Presentations in CLIM  88

presentation-refined-position-test  presentation  7.2.1 : Presentation Methods in CLIM  109

presentation-replace-input  generic function  16.4 : Reading and Writing Tokens  258

presentations  1.4.2.5 : Presentations  15, 1.6.2 : Presentations and Presentation Types  83, 14.1 : Conceptual Overview of Output Recording  223

accept  7.2.1 : Presentation Methods in CLIM  108

accept-present-default  7.2.1 : Presentation Methods in CLIM  109

describe-presentation-type  7.2.1 : Presentation Methods in CLIM  108

finding applicable  8.6 : Advanced Topics  124

highlight-presentation  7.2.1 : Presentation Methods in CLIM  109

map-over-presentation-type-supertypes  7.2.1 : Presentation Methods in CLIM  109

nested  8.2.2 : Nested Presentations in CLIM  117

present  7.2.1 : Presentation Methods in CLIM  108

presentation-default-preprocessor  7.4 : Advanced Topics  112

presentation-refined-position-test  7.2.1 : Presentation Methods in CLIM  109

409
Index

constructor 6.5.7: Constructor Presentation Types 98
defining 7.1: Conceptual Overview of Defining a New Presentation Type 103
defining: examples 7.1.2: Defining an Accept for a Structure With Several Fields 104
defining: operators for 7.2: CLIM Operators for Defining New Presentation Types 105
expression 6.5.9: Command and Form Presentation Types 99
float 6.5.2: Numeric Presentation Types 95
form 6.5.9: Command and Form Presentation Types 99
functions 6.6: Functions That Operate on CLIM Presentation Types 99
inheritance 6.1.5: Inheritance 84, 6.2: How to Specify a CLIM Presentation Type 86, 7.1.1: CLIM Presentation Type Inheritance 103
input 6.4: Using CLIM Presentation Types for Input 90
integer 6.5.2: Numeric Presentation Types 94
interfacing application frames with 9.10: Advanced Topics 147
keyword 6.5.1: Basic Presentation Types 94
nil 6.5.1: Basic Presentation Types 94
null 6.5.1: Basic Presentation Types 94
number 6.5.2: Numeric Presentation Types 94
numeric 6.5.2: Numeric Presentation Types 94
one-of 6.5.5: One-Of and Some-Of Presentation Types 95
one-of: table of 1.7: The CLIM demos 18, 6.5.5: One-Of and Some-Of Presentation Types 95
operators for 6.6: Functions That Operate on CLIM Presentation Types 99
or 6.5.7: Constructor Presentation Types 98
output 6.3: Using CLIM Presentation Types for Output 86
pathname 6.5.4: Pathname Presentation Types 95
predefined 6.5: Predefined Presentation Types 93
ratio 6.5.2: Numeric Presentation Types 95
rational 6.5.2: Numeric Presentation Types 94
sequence 6.5.6: Sequence Presentation Types 97
sequence-enumerated 6.5.6: Sequence Presentation Types 98
some-of 6.5.5: One-Of and Some-Of Presentation Types 95
some-of: table of 1.7: The CLIM demos 18, 6.5.5: One-Of and Some-Of Presentation Types 95
specifying 6.2: How to Specify a CLIM Presentation Type 85
string 6.5.3: Character and String Presentation Types 95
subset-completion 6.5.5: One-Of and Some-Of Presentation Types 97
symbol 6.5.1: Basic Presentation Types 94
t 6.5.1: Basic Presentation Types 93
views for 7.3: Using Views With CLIM Presentation Types 111
views, operators for 7.3: Using Views With CLIM Presentation Types 111
presentation-type-specifier-p function 6.6: Functions That Operate on CLIM Presentation Types 101
presentation-type-specifier-p presentation 7.2.1: Presentation Methods in CLIM 108
presentation type specifiers 6.2: How to Specify a CLIM Presentation Type 85
Index

path 2.5.1: Regions in CLIM 34
point 2.5.2: CLIM Point Objects 38
pointer 15.4: The Pointer Protocol 247
polyline 2.5.3: Polygons and Polylines in CLIM 39
port 19.2: Ports 310
presentation 6.3.2: Additional Functions for Operating on Presentations in CLIM 88
rectangle 2.5.5: Rectangles in CLIM 42
region 2.5.1: Regions in CLIM 33
region-set 2.5.1.2: Composition of CLIM Regions 36
row-output-record 17.5.1.1: The Row and Column Formatting Protocol 282
sheet 18.2: Basic Sheet Classes 289
space-requirement 10.2.4: The Layout Protocol 156
table-output-record 17.5.1: The Table Formatting Protocol 281
text-displayed-output-record 14.2.3.3: Text Displayed Output Records 229
text-style 4.2: CLIM Text Style Objects 72
transformation 3.5.2: CLIM Transformation Protocol 64
view 7.3: Using Views With CLIM Presentation Types 111

protocols
application frame 9.2.1: The Application Frame Protocol 128
basic stream Appendix D: Common Lisp Streams 333
bounding rectangle 2.5.7.1: The Bounding Rectangle Protocol 49
cell formatting 17.5.1.2: The Cell Formatting Protocol 283
extended input stream 15.2.1: The Extended Input Stream Protocol 241
extended stream Appendix D: Common Lisp Streams 333
formatting: for tables, item lists, and graphs 17.5: Advanced Topics 281
formatting: item lists 17.5.2: The Item List Formatting Protocol 284
graph formatting 17.5.3: The Graph Formatting Protocol 285
graphics 2.4: Graphics Protocols 31
input editing stream 16.7: Advanced Topics 263
layout 10.2.4: The Layout Protocol 155
line 2.5.4: Lines in CLIM 42
output record 14.2.1: The Basic Output Record Protocol 225
output record database 14.2.2: The Output Record "Database" Protocol 227
output recording stream 14.2.4.1: The Output Recording Stream Protocol 231
point 2.5.2: CLIM Point Objects 39
pointer 15.4: The Pointer Protocol 247
rectangle 2.5.5: Rectangles in CLIM 43
repaint 18.8: Repaint Protocol 308
repaint classes 18.8.2: Repaint Protocol Classes 308
repaint functions 18.8.1: Repaint Protocol Functions 308
row and column formatting 17.5.1.1: The Row and Column Formatting Protocol 282

413
Index

sheet  18.1.2 : Sheet Protocols  289,  18.3.1 : Sheet Relationship Functions  290
sheet input  18.5 : Sheet Protocols: Input  295
sheet input classes  18.5.2 : Input Protocol Classes  297
sheet input functions  18.5.1 : Input Protocol Functions  295
sheet notification  18.9 : Sheet Notification Protocol  309
sheet output  18.7 : Sheet Protocols: Output  304
sheet output classes  18.7.3 : Output Protocol Classes  306
sheet output functions  18.7.2 : Output Protocol Functions  306
stream text cursor  13.3.2 : The Stream Text Cursor Protocol  217
table formatting  17.5.1 : The Table Formatting Protocol  281
text  13.4.1 : The Text Protocol  218
text cursor  13.3.1 : The Text Cursor Protocol  216
transformation  3.5.2 : CLIM Transformation Protocol  64
push-button  class  10.5.3.4 : The Push-Button Gadget  173
push-button gadgets  10.5.3.4 : The Push-Button Gadget  173
push-button-pane  class  10.5.3.4 : The Push-Button Gadget  173
push-button-show-as-default  generic function  10.5.3.4 : The Push-Button Gadget  173

Q
query identifier  12.3 : CLIM Dialog Operators  205
queue-event  generic function  18.5.1 : Input Protocol Functions  296
queue-repaint  generic function  18.8.1 : Repaint Protocol Functions  308
queue-rescan  generic function  16.7 : Advanced Topics  264
 quitting an application  9.6 : Exiting a CLIM Application  136

R
radio-box  class  10.5.3.5 : The Radio-Box and Check-Box Gadgets  174
radio-box-current-selection  generic function  10.5.3.5 : The Radio-Box and Check-Box Gadgets  174
radio-box gadgets  10.5.3.5 : The Radio-Box and Check-Box Gadgets  174
radio-box-pane  class  10.5.3.5 : The Radio-Box and Check-Box Gadgets  174
radio-box-selections  generic function  10.5.3.5 : The Radio-Box and Check-Box Gadgets  174
raise-sheet  generic function  18.3.1 : Sheet Relationship Functions  291
range-gadget-mixin  class  10.5.2 : Basic Gadget Classes  170
ratio  presentation type  6.5.2 : Numeric Presentation Types  95
rational  presentation type  6.5.2 : Numeric Presentation Types  94
read-command  function  11.9 : The CLIM Command Processor  190
read-command-using-keystrokes  function  11.9 : The CLIM Command Processor  191
read-frame-command  generic function  9.8.2 : Operators for Running CLIM Applications  142,  11.9 : The CLIM Command Processor  190
read-gesture  function  15.2.1 : The Extended Input Stream Protocol  243
reading tokens  16.4 : Reading and Writing Tokens  258
Index

read-token function 16.4: Reading and Writing Tokens 258
realize-mirror generic function 19.4.1: Mirror Functions 314
:record option 10.3.1: Extended Stream Pane Options 160
rectangle protocol class 2.5.5: Rectangles in CLIM 42
rectangle-edges* generic function 2.5.5: Rectangles in CLIM 43
rectangle-height generic function 2.5.5: Rectangles in CLIM 44
rectangle-max-point generic function 2.5.5: Rectangles in CLIM 43
rectangle-max-x generic function 2.5.5: Rectangles in CLIM 44
rectangle-max-y generic function 2.5.5: Rectangles in CLIM 44
rectangle-min-point generic function 2.5.5: Rectangles in CLIM 43
rectangle-min-x generic function 2.5.5: Rectangles in CLIM 43
rectangle-min-y generic function 2.5.5: Rectangles in CLIM 43
rectangle function 2.5.5: Rectangles in CLIM 43
rectangles 2.5.5: Rectangles in CLIM 42
  bounding 2.5.7: Bounding Rectangles 47
  derived bounding 2.5.7: Bounding Rectangles 47
  protocol 2.5.5: Rectangles in CLIM 43
rectangle-size generic function 2.5.5: Rectangles in CLIM 44
rectangle-width generic function 2.5.5: Rectangles in CLIM 44
rectilinear-transformation-p generic function 3.5.3: CLIM Transformation Predicates 66
redisplay function 14.4: CLIM Operators for Incremental Redisplay 236
redisplay-frame-pane generic function 9.8.2: Operators for Running CLIM Applications 143
redisplay-frame-panes generic function 9.8.2: Operators for Running CLIM Applications 143
redisplay, incremental
  defined 14.3: Conceptual Overview of Incremental Redisplay 235
  example 14.6: Example of Incremental Redisplay in CLIM 238
  operators for 14.4: CLIM Operators for Incremental Redisplay 235
  using updating-output 14.5: Using updating-output 237
redisplay-output-record generic function 14.4: CLIM Operators for Incremental Redisplay 237
redraw-input-buffer generic function 16.7: Advanced Topics 265
reflection 3.5: The Transformations Used by CLIM 62
reflection-transformation-p generic function 3.5.3: CLIM Transformation Predicates 65
reflection-underspecified condition class 3.5.2: CLIM Transformation Protocol 65
region protocol class 2.5.1: Regions in CLIM 33
:region initarg 18.6: Standard Device Events 301
region composition 2.5.1.2: Composition of CLIM Regions 35
region-contains-position-p generic function 2.5.1.1: Region Predicates in CLIM 35
region-contains-region-p generic function 2.5.1.1: Region Predicates in CLIM 35
region-difference generic function 2.5.1.2: Composition of CLIM Regions 38
Index

region-equal  generic function  2.5.1.1 : Region Predicates in CLIM  35
region-intersection  generic function  2.5.1.2 : Composition of CLIM Regions  37
region-intersects-region-p  generic function  2.5.1.1 : Region Predicates in CLIM  35
regionp  function  2.5.1 : Regions in CLIM  34
regions  2.5.1 : Regions in CLIM  33
  bounded  2.5.1 : Regions in CLIM  33
  class structure of, figure of  2.5.1 : Regions in CLIM  33
  examples, figure of  2.5.1.2 : Composition of CLIM Regions  38
  normalization  2.5.1.2 : Composition of CLIM Regions  36
  normalization: figure of  2.5.1.2 : Composition of CLIM Regions  36
  predicates  2.5.1.1 : Region Predicates in CLIM  35
unbounded  2.5.1 : Regions in CLIM  33
region set  2.5.1.2 : Composition of CLIM Regions  35
  examples, figure of  2.5.1.2 : Composition of CLIM Regions  38
  normalization of rectangular, figure of  2.5.1.2 : Composition of CLIM Regions  36
region-set  protocol class  2.5.1.2 : Composition of CLIM Regions  36
region-set-p  function  2.5.1.2 : Composition of CLIM Regions  36
region-set-regions  generic function  2.5.1.2 : Composition of CLIM Regions  36
region-union  generic function  2.5.1.2 : Composition of CLIM Regions  37
remove-command-from-command-table  function  11.4 : CLIM Command Tables  187
remove-keystroke-from-command-table  function  11.10.5 : CLIM Keystroke Interaction Style  198
remove-menu-item-from-command-table  function  11.10.2 : CLIM Command Menu Interaction Style  195
remove-pointer-gesture-name  function  8.3 : Pointer Gestures in CLIM  118
remove-presentation-translator-from-command-table  function  11.10.3 : Mouse Interaction Via Presentation Translators  196
rendering  2.1.2 : The Drawing Plane  21, 5.1.2 : Rendering  79
  figure of  2.1.2 : The Drawing Plane  21
reorder-sheets  generic function  18.3.1 : Sheet Relationship Functions  291
repaint protocol  18.8 : Repaint Protocol  308
  classes  18.8.2 : Repaint Protocol Classes  308
  functions  18.8.1 : Repaint Protocol Functions  308
repaint-sheet  generic function  18.8.1 : Repaint Protocol Functions  308
replace-input  generic function  16.4 : Reading and Writing Tokens  258
replay  function  14.2.1 : The Basic Output Record Protocol  226
replay-output-record  generic function  14.2.1 : The Basic Output Record Protocol  226
rescan-if-necessary  generic function  16.7 : Advanced Topics  265
reset-scan-pointer  generic function  16.7 : Advanced Topics  264
resize-sheet  generic function  18.4.1 : Sheet Geometry Functions  293
resources  C.1 : Resources  329
restart-port  generic function  19.2 : Ports  311

416
Index

Restarts

frame-exit 9.8.2: Operators for Running CLIM Applications 143
restraining macro 10.2.2: Layout Pane Classes 155
restraining-pane composite pane 10.2.2: Layout Pane Classes 155
rigid-transformation-p generic function 3.5.3: CLIM Transformation Predicates 65
rotation 3.5: The Transformations Used by CLIM 62
row-output-record protocol class 17.5.1.1: The Row and Column Formatting Protocol 282
row-output-record-p function 17.5.1.1: The Row and Column Formatting Protocol 283
rows and columns, formatting protocol 17.5.1.1: The Row and Column Formatting Protocol 282
run-frame-top-level around method 9.8.2: Operators for Running CLIM Applications 141
run-frame-top-level generic function 9.8.2: Operators for Running CLIM Applications 141
running applications 9.5: Running a CLIM Application 136
operators for 9.8.2: Operators for Running CLIM Applications 141

S

scaling-transformation-p generic function 3.5.3: CLIM Transformation Predicates 66
scaling transformations 3.5: The Transformations Used by CLIM 62
scroll-bar class 10.5.3.6: The Scroll-Bar Gadget 175
scroll-bar-drag-callback generic function 10.5.3.6: The Scroll-Bar Gadget 176
scroll-bar-gadgets 10.5.3.6: The Scroll-Bar Gadget 175
scroll-bar-pane class 10.5.3.6: The Scroll-Bar Gadget 177
scroll-bar-scroll-down-line-callback generic function 10.5.3.6: The Scroll-Bar Gadget 176
scroll-bar-scroll-down-page-callback generic function 10.5.3.6: The Scroll-Bar Gadget 176
scroll-bar-scroll-to-bottom-callback generic function 10.5.3.6: The Scroll-Bar Gadget 176
scroll-bar-scroll-to-top-callback generic function 10.5.3.6: The Scroll-Bar Gadget 176
scroll-bar-scroll-up-line-callback generic function 10.5.3.6: The Scroll-Bar Gadget 176
scroll-bar-scroll-up-page-callback generic function 10.5.3.6: The Scroll-Bar Gadget 176
scroll-down-line-callback callback 10.5.3.6: The Scroll-Bar Gadget 177
:scroll-down-line-callback initarg 10.5.3.6: The Scroll-Bar Gadget 175
scroll-down-page-callback callback 10.5.3.6: The Scroll-Bar Gadget 177
:scroll-down-page-callback initarg 10.5.3.6: The Scroll-Bar Gadget 175
scroller-pane composite pane 10.2.2: Layout Pane Classes 154
scroll-extent generic function 10.2.3: Composite Pane Generic Functions 155
scrolling 10.2.2: Layout Pane Classes 154
scroller-pane composite pane 10.2.2: Layout Pane Classes 154
scroll-to-bottom-callback callback 10.5.3.6: The Scroll-Bar Gadget 176
:scroll-to-bottom-callback initarg 10.5.3.6: The Scroll-Bar Gadget 175
scroll-to-top-callback callback 10.5.3.6: The Scroll-Bar Gadget 176
:scroll-to-top-callback initarg 10.5.3.6: The Scroll-Bar Gadget 175
scroll-up-line-callback callback 10.5.3.6: The Scroll-Bar Gadget 177
Index

(setf medium-default-text-style) generic function 3.1 : CLIM Mediums 55, 18.7.1 : Mediums and Output Properties 306

(setf medium-foreground) generic function 3.1 : CLIM Mediums 54, 18.7.1 : Mediums and Output Properties 304

(setf medium-ink) generic function 3.1 : CLIM Mediums 54, 18.7.1 : Mediums and Output Properties 305

(setf medium-line-style) generic function 3.1 : CLIM Mediums 55, 18.7.1 : Mediums and Output Properties 306

(setf medium-text-style) generic function 3.1 : CLIM Mediums 55, 18.7.1 : Mediums and Output Properties 306

(setf medium-transformation) generic function 3.1 : CLIM Mediums 54, 18.7.1 : Mediums and Output Properties 305

(set* output-record-end-cursor-position) generic function 14.2.1 : The Basic Output Record Protocol 226

(set* output-record-position) generic function 14.2.1 : The Basic Output Record Protocol 225

(set* output-record-start-cursor-position) generic function 14.2.1 : The Basic Output Record Protocol 225

(setf pointer-cursor) generic function 15.4 : The Pointer Protocol 248

(setf pointer-position) generic function 15.4 : The Pointer Protocol 247

(setf pointer-sheet) generic function 15.4 : The Pointer Protocol 247

(setf port-keyboard-input-focus) generic function 18.5.1 : Input Protocol Functions 295

(setf port-properties) generic function 19.2 : Ports 311

(setf presentation-object) generic function 6.3.2 : Additional Functions for Operating on Presentations in CLIM 88

(setf presentation-single-box) generic function 6.3.2 : Additional Functions for Operating on Presentations in CLIM 89

(setf presentation-type) generic function 6.3.2 : Additional Functions for Operating on Presentations in CLIM 89

(setf radio-box-current-selection) generic function 10.5.3.5 : The Radio-Box and Check-Box Gadgets 174

(setf sheet-enabled-p) generic function 18.3.1 : Sheet Relationship Functions 292

(setf sheet-region) generic function 18.4.1 : Sheet Geometry Functions 293

(setf sheet-transformation) generic function 18.4.1 : Sheet Geometry Functions 293

(setf space-requirement-height) function 10.2.4 : The Layout Protocol 157

(setf space-requirement-max-height) function 10.2.4 : The Layout Protocol 157

(setf space-requirement-max-width) function 10.2.4 : The Layout Protocol 156

(setf space-requirement-min-height) function 10.2.4 : The Layout Protocol 157

(setf space-requirement-min-width) function 10.2.4 : The Layout Protocol 156

(setf space-requirement-width) function 10.2.4 : The Layout Protocol 156

(setf stream-current-output-record) generic function 14.2.4.1 : The Output Recording Stream Protocol 231

(setf stream-current-output-record) generic function 14.2.4.1 : The Output Recording Stream Protocol 231

(setf stream-default-view) generic function 7.3 : Using Views With CLIM Presentation Types 112

(setf stream-drawing-p) generic function 14.2.4.1 : The Output Recording Stream Protocol 231

(setf stream-end-of-line-action) generic function 13.4.3 : Wrapping Text Lines 220

(setf stream-end-of-page-action) generic function 13.4.3 : Wrapping Text Lines 220

(setf stream-input-buffer) generic function 15.2.1 : The Extended Input Stream Protocol 241

(setf stream-insertion-pointer) generic function 16.7 : Advanced Topics 264

(setf stream-pointer-position) generic function 15.2.1 : The Extended Input Stream Protocol 242

(setf stream-primary-pointer) generic function 15.2.1 : The Extended Input Stream Protocol 242

(setf stream-recording-p) generic function 14.2.4.1 : The Output Recording Stream Protocol 231

419
Index

(setf stream-scan-pointer)  generic function  16.7: Advanced Topics  264
(setf stream-text-cursor)  generic function  13.3.2: The Stream Text Cursor Protocol  218
(setf stream-text-margin)  generic function  13.4.1: The Text Protocol  219
(setf text-style-mapping)  generic function  4.5: Controlling Text Style Mappings  76
(setf window-viewport-position)  generic function  13.7: CLIM Window Stream Pane Functions  222

set-highlighted-presentation function  8.6: Advanced Topics  125
set-region  2.5.1.2: Composition of CLIM Regions  35
sheet protocol class  18.2: Basic Sheet Classes  289
:sheet initarg  13.3.1: The Text Cursor Protocol  217, 18.6: Standard Device Events  299
(sheet-adopt-child)  generic function  18.3.1: Sheet Relationship Functions  290
(sheet-allocated-region)  generic function  18.4.1: Sheet Geometry Functions  294
(sheet-ancestor-p)  generic function  18.3.1: Sheet Relationship Functions  291
(sheet-children)  generic function  18.3.1: Sheet Relationship Functions  290
(sheet-delta-transformation)  generic function  18.4.1: Sheet Geometry Functions  294
(sheet-device-region)  generic function  19.4.2: Internal Interfaces for Native Coordinates  315
(sheet-device-transformation)  generic function  19.4.2: Internal Interfaces for Native Coordinates  315
(sheet-direct-mirror)  generic function  19.4.1: Mirror Functions  314
(sheet-disown-child)  generic function  18.3.1: Sheet Relationship Functions  291
(sheet-enabled-children)  generic function  18.3.1: Sheet Relationship Functions  291
(sheet-enabled-p)  generic function  18.3.1: Sheet Relationship Functions  291
(sheet-grafted-p)  generic function  19.3: Grafts  312
(sheet-identity-transformation-mixin) class  18.4.2: Sheet Geometry Classes  294
(sheet-leaf-mixin) class  18.3.2: Sheet Genealogy Classes  292
(sheet-medium)  generic function  18.7.4: Associating a Medium With a Sheet  308
(sheet-mirror)  generic function  19.4.1: Mirror Functions  314
(sheet-mirrored-ancestor)  generic function  19.4.1: Mirror Functions  314
(sheet-multiple-child-mixin) class  18.3.2: Sheet Genealogy Classes  292
(sheet-native-region)  generic function  19.4.2: Internal Interfaces for Native Coordinates  314
(sheet-native-transformation) generic function  19.4.2: Internal Interfaces for Native Coordinates  314
(sheet-occluding-sheets)  generic function  18.3.1: Sheet Relationship Functions  292
sheetp function  18.2: Basic Sheet Classes  289
(sheet-paren)  generic function  18.3.1: Sheet Relationship Functions  290
(sheet-parent-mixin) class  18.3.2: Sheet Genealogy Classes  292
(sheet-region)  generic function  18.4.1: Sheet Geometry Functions  293
sheets  1.4.1.3: Sheets  14, 2.1.4: Media, Sheets, and Streams  23, 18.1: Overview of Window Facilities  288
adopted  18.3: Relationships Between Sheets  290
associating with a medium  18.7.4: Associating a Medium With a Sheet  307
basic classes  18.2: Basic Sheet Classes  289
child  18.1: Overview of Window Facilities  288
degrafted  18.3: Relationships Between Sheets  290

420
Index

disabled 18.3: Relationships Between Sheets 290
disowned 18.3: Relationships Between Sheets 290
enabled 18.3: Relationships Between Sheets 290
genealogy classes 18.3.2: Sheet Genealogy Classes 292
genealogy classes 18.4: Sheet Geometry 292
genealogy classes 18.4.2: Sheet Geometry Classes 294
genealogy functions 18.4.1: Sheet Geometry Functions 292
genealogy notifications 18.9.2: Sheet Geometry Notifications 309
grafted 18.3: Relationships Between Sheets 290
input protocol 18.5: Sheet Protocols: Input 295
input protocol classes 18.5.2: Input Protocol Classes 297
input protocol functions 18.5.1: Input Protocol Functions 295
mediums and output properties 18.7.1: Mediums and Output Properties 304
mirrored 19.4: Mirrors and Mirrored Sheets 313
mirrored: functions 19.4.1: Mirror Functions 314
mirrors: functions 19.4.1: Mirror Functions 314
notification protocol 18.9: Sheet Notification Protocol 309
output protocol 18.7: Sheet Protocols: Output 304
output protocol classes 18.7.3: Output Protocol Classes 306
output protocol functions 18.7.2: Output Protocol Functions 306
parent 18.1: Overview of Window Facilities 288
properties of 18.1.1: Properties of Sheets 288
protocol 18.1.2: Sheet Protocols 289, 18.3.1: Sheet Relationship Functions 290
relationships between 18.3: Relationships Between Sheets 290
sheet-siblings generic function 18.3.1: Sheet Relationship Functions 291
sheet-single-child-mixin class 18.3.2: Sheet Genealogy Classes 292
sheet-transformation generic function 18.4.1: Sheet Geometry Functions 292
sheet-transformation-mixin class 18.4.2: Sheet Geometry Classes 295
sheet-translation-mixin class 18.4.2: Sheet Geometry Classes 295
sheet-viewable-p generic function 18.3.1: Sheet Relationship Functions 292
sheet-y-inverting-translation-mixin class 18.4.2: Sheet Geometry Classes 295
+shift-key+ constant 18.6: Standard Device Events 302
:show-as-default initarg 10.5.3.4: The Push-Button Gadget 173
:show-value-p initarg 10.5.3.7: The Slider Gadget 177
shrink-frame generic function 9.9.2: Frame Manager Operators 146
shrunken frames 9.9: Frame Managers 144
simple-parse-error condition class 16.3: Signalling Errors Inside accept Methods 257
simple-parse-error function 16.3: Signalling Errors Inside accept Methods 258
:single-box initarg 6.3.2: Additional Functions for Operating on Presentations in CLIM 89
singular-transformation condition class 3.5.2: CLIM Transformation Protocol 65
Index

standard-input-stream class  15.1 : Basic Input Streams  240
standard-item-list-output-record class  17.5.2 : The Item List Formatting Protocol  285
standard-line class  2.5.4 : Lines in CLIM  41
standard-line-style class  3.3 : CLIM Line Styles  59
standard-output class  10.3.2 : Extended Stream Pane Classes  161
standard-output-recording-stream class  14.2.4 : Output Recording Streams  230
standard-output-stream class  13.1 : Basic Output Streams  213
standard-point class  2.5.2 : CLIM Point Objects  39
standard-pointer class  15.4 : The Pointer Protocol  247
standard-polygon class  2.5.3 : Polygons and Polylines in CLIM  40
standard-polyline class  2.5.3 : Polygons and Polylines in CLIM  40
standard-presentation class  6.3.2 : Additional Functions for Operating on Presentations in CLIM  89
standard-rectangle class  2.5.5 : Rectangles in CLIM  43
standard-rectangle-set class  2.5.1.2 : Composition of CLIM Regions  36
standard-region-difference class  2.5.1.2 : Composition of CLIM Regions  36
standard-region-intersection class  2.5.1.2 : Composition of CLIM Regions  36
standard-region-union class  2.5.1.2 : Composition of CLIM Regions  36
standard-repainting-mixin class  18.8.2 : Repaint Protocol Classes  308
standard-row-output-record class  17.5.1.1 : The Row and Column Formatting Protocol  283
standard-sequence-output-record class  14.2.3.1 : Standard Output Record Classes  228
standard-sheet-input-mixin class  18.5.2 : Input Protocol Classes  297
standard-sheet-output-mixin class  18.7.3 : Output Protocol Classes  307
standard-table-output-record class  17.5.1 : The Table Formatting Protocol  282
standard-text-cursor class  13.3.1 : The Text Cursor Protocol  217
standard-text-style class  4.2 : CLIM Text Style Objects  72
standard-tree-output-history class  14.2.3.4 : Top-Level Output Records  230
standard-tree-output-record class  14.2.3.1 : Standard Output Record Classes  228
:state initarg  9.2.1 : The Application Frame Protocol  129
stencils  2.3.4 : Patterns and Stencils  28
stream-accept generic function  6.4 : Using CLIM Presentation Types for Input  92
stream-add-character-output generic function  14.2.4.3 : Text Output Recording  232
stream-add-output-record generic function  14.2.4.1 : The Output Recording Stream Protocol  231
stream-add-string-output generic function  14.2.4.3 : Text Output Recording  233
stream-advance-to-column generic function  13.1 : Basic Output Streams  214,  D.4 : Character Output  337
stream-baseline generic function  13.4.1 : The Text Protocol  219
stream-character-width generic function  13.4.1 : The Text Protocol  218
stream-clear-input generic function  15.1 : Basic Input Streams  241,  D.3 : Character Input  336
stream-clear-output generic function  13.1 : Basic Output Streams  214,  D.4 : Character Output  337
stream-close-text-output-record generic function  14.2.4.3 : Text Output Recording  232
Index

stream-current-output-record generic function 14.2.4.1 : The Output Recording Stream Protocol 231

stream-cursor-position generic function 13.3.2 : The Stream Text Cursor Protocol 218

stream-default-view generic function 7.3 : Using Views With CLIM Presentation Types 112

stream-drawing-p generic function 14.2.4.1 : The Output Recording Stream Protocol 231

stream-element-type generic function D.2 : Basic Stream Functions 334

stream-end-of-line-action generic function 13.4.3 : Wrapping Text Lines 220

stream-end-of-page-action generic function 13.4.3 : Wrapping Text Lines 220

stream-finish-output generic function 13.1 : Basic Output Streams 214, D.4 : Character Output 337

stream-force-output generic function 13.1 : Basic Output Streams 214, D.4 : Character Output 337

stream-fresh-line generic function 13.1 : Basic Output Streams 213, D.4 : Character Output 337

stream-increment-cursor-position generic function 13.3.2 : The Stream Text Cursor Protocol 218

stream-input-buffer generic function 15.2.1 : The Extended Input Stream Protocol 241, 16.7 : Advanced Topics 263

stream-input-wait generic function 15.2.1 : The Extended Input Stream Protocol 244

stream-insertion-pointer generic function 16.7 : Advanced Topics 264

stream-line-column generic function 13.1 : Basic Output Streams 213, D.4 : Character Output 336

stream-line-height generic function 13.4.1 : The Text Protocol 219

stream-listen generic function 15.1 : Basic Input Streams 240, D.3 : Character Input 335

stream-output-history generic function 14.2.4.1 : The Output Recording Stream Protocol 231

stream-output-history-mixin class 14.2.3.4 : Top-Level Output Records 230

stream generic function D.1 : Stream Classes 333

stream-pathname generic function D.2 : Basic Stream Functions 334

stream-peek-char generic function 15.1 : Basic Input Streams 240, D.3 : Character Input 335

stream-pointer-position generic function 15.2.1 : The Extended Input Stream Protocol 242

stream-pointers generic function 15.2.1 : The Extended Input Stream Protocol 242

stream-present generic function 6.3.1 : CLOS Operators 87

stream-primary-pointer generic function 15.2.1 : The Extended Input Stream Protocol 242

stream-process-gesture generic function 16.7 : Advanced Topics 265

stream-read-byte generic function D.5 : Binary Streams 337

stream-read-char generic function 15.1 : Basic Input Streams 240, D.3 : Character Input 335

stream-read-char-no-hang generic function 15.1 : Basic Input Streams 240, D.3 : Character Input 335

stream-read-gesture generic function 15.2.1 : The Extended Input Stream Protocol 243, 16.7 : Advanced Topics 265

stream-read-line generic function 15.1 : Basic Input Streams 240, D.3 : Character Input 335

stream-recording-p generic function 14.2.4.1 : The Output Recording Stream Protocol 231

stream-replay generic function 14.2.4.1 : The Output Recording Stream Protocol 231

stream-rescanning-p generic function 16.7 : Advanced Topics 264

stream-restore-input-focus generic function 15.2.1 : The Extended Input Stream Protocol 242

streams 14.2.3 : Streams 15, 2.1.4 : Mediums, Sheets, and Streams 23, Appendix D : Common Lisp Streams 333

basic input 15.1 : Basic Input Streams 240

basic output 13.1 : Basic Output Streams 213

basic: protocol Appendix D : Common Lisp Streams 333

424
Index

binary D.5: Binary Streams 337
character input D.3: Character Input 335
character output D.4: Character Output 336
classes D.1: Stream Classes 333
extended input 15.2: Extended Input Streams 241
extended input: conditions 15.2.2: Extended Input Stream Conditions 244
extended input: protocol 15.2.1: The Extended Input Stream Protocol 241
extended output 13.2: Extended Output Streams 214
extended: protocol Appendix D: Common Lisp Streams 333
functions D.2: Basic Stream Functions 334
hardcopy D.6: Hardcopy Streams in CLIM 338
input editing 16.1: Input Editing 253
input editing: protocol 16.7: Advanced Topics 263
output recording 14.2.4: Output Recording Streams 230
output recording: protocol 14.2.4.1: The Output Recording Stream Protocol 231
window E.1: Window Stream Operations in CLIM 339
window operations E.1: Window Stream Operations in CLIM 339
window, pane functions 13.7: CLIM Window Stream Pane Functions 222
stream-scan-pointer generic function 16.7: Advanced Topics 264
stream-set-input-focus generic function 15.2.1: The Extended Input Stream Protocol 242
stream-string-width generic function 13.4.1: The Text Protocol 218
stream-terpri generic function 13.1: Basic Output Streams 213, D.4: Character Output 336
stream-text-cursor generic function 13.3.2: The Stream Text Cursor Protocol 218
stream-text-margin generic function 13.4.1: The Text Protocol 219
stream-text-output-record generic function 14.2.4.3: Text Output Recording 232
stream-truename generic function D.2: Basic Stream Functions 335
stream-unread-char generic function 15.1: Basic Input Streams 240, D.3: Character Input 335
stream-unread-gesture generic function 15.2.1: The Extended Input Stream Protocol 244, 16.7: Advanced Topics 265
stream-vertical-spacing generic function 13.4.1: The Text Protocol 219
stream-write-byte generic function D.5: Binary Streams 337
stream-write-char generic function 13.1: Basic Output Streams 213, D.4: Character Output 336
stream-write-string generic function 13.1: Basic Output Streams 213, D.4: Character Output 336
string presentation type 6.5.3: Character and String Presentation Types 95
string completion 16.5: Completion 259
styles
interaction 11.7: Styles of Interaction Supported by CLIM 188
interaction: command line 11.10.4: CLIM Command Line Interaction Style 197
interaction: command menus 11.10.2: CLIM Command Menu Interaction Style 193
interaction: keystroke accelerators 11.10.5: CLIM Keystroke Interaction Style 197
Index

interaction: mouse 11.10.3: Mouse Interaction Via Presentation Translators 196
line 3.3: CLIM Line Styles 58
subset presentation abbreviation 6.5.5: One-Of and Some-Of Presentation Types 97
subset-alist presentation abbreviation 6.5.5: One-Of and Some-Of Presentation Types 97
subset-completion presentation type 6.5.5: One-Of and Some-Of Presentation Types 97
subset-sequence presentation abbreviation 6.5.5: One-Of and Some-Of Presentation Types 97
substitute-numeric-argument-marker function 11.10.5: CLIM Keystroke Interaction Style 199
suggest function 16.5: Completion 262
+super-key+ constant 18.6: Standard Device Events 302
surrounding-output-with-border macro 17.4: Bordered Output in CLIM 280
symbol presentation type 6.5.1: Basic Presentation Types 94
T
t presentation type 6.5.1: Basic Presentation Types 93
table-output-record protocol class 17.5.1: The Table Formatting Protocol 281
table-output-record-p function 17.5.1: The Table Formatting Protocol 281
table-pane composite pane 10.2.2: Layout Pane Classes 153
tables
  command 11.4: CLIM Command Tables 185, 11.10.1: CLIM Command Tables 192
  command: conditions 11.6: Conditions Relating to CLIM Command Tables 188
  command: predefined 11.5: CLIM Predefined Command Tables 187
  formatting 17.1.1: Conceptual Overview of Formatting Tables 266
  formatting: calendar month example 17.1.3.2: Formatting a Table Representing a Calendar Month 271
  formatting: examples 17.1.3: Examples of Formatting Tables 270
  formatting: from a list 17.1.3.1: Formatting a Table From a List 270
  formatting: from a sequence 17.1.3.5: Formatting a Table of a Sequence of Items 274
  formatting: operators for 17.1.2: CLIM Operators for Formatting Tables 267
  formatting: output records of, figure of 14.1: Conceptual Overview of Output Recording 223
  formatting: protocol 17.5.1: The Table Formatting Protocol 281
  formatting: with irregular graphic elements 17.1.3.4: Formatting a Table With Irregular Graphics in the Cells 273
  formatting: with regular graphic elements 17.1.3.3: Formatting a Table With Regular Graphic Elements 273
tabling macro 10.2.2: Layout Pane Classes 154
template for application frame 1.6: Testing Code Examples 18
temporary-medium-sheet-output-mixin class 18.7.3: Output Protocol Classes 307
:test initarg 10.5.3.2: The List-Pane and Option-Pane Gadgets 172, 10.5.3.2: The List-Pane and Option-Pane Gadgets 172
test-presentation-translator function 8.6: Advanced Topics 123
text 13.4: Text 218
cursors 13.3: The Text Cursor 215
cursors: protocol 13.3.1: The Text Cursor Protocol 216
cursors: stream, protocol 13.3.2: The Stream Text Cursor Protocol 217
formatting 17.3: Formatting Text in CLIM 278
line wrapping 13.4.3: Wrapping Text Lines 220

426
Index

mixing with graphics  13.4.2 : Mixing Text and Graphics  219
output recording  14.2.4.3 : Text Output Recording  232
output records  14.2.3.3 : Text Displayed Output Records  229
protocol  13.4.1 : The Text Protocol  218
:text-cursor initarg  15.2 : Extended Input Streams  241
text-displayed-output-record  protocol class  14.2.3.3 : Text Displayed Output Records  229
text-displayed-output-record-p function  14.2.3.3 : Text Displayed Output Records  229
text-displayed-output-record-string generic function  14.2.3.3 : Text Displayed Output Records  230
text-editor class  10.5.3.8 : The Text-Field and Text-Editor Gadgets  178
text-editor gadgets  10.5.3.8 : The Text-Field and Text-Editor Gadgets  178
text-editor-pane class  10.5.3.8 : The Text-Field and Text-Editor Gadgets  179
:text-face option  4.2 : CLIM Text Style Objects  73
:text-family option  4.2 : CLIM Text Style Objects  73
text-field class  10.5.3.8 : The Text-Field and Text-Editor Gadgets  178
text-field gadgets  10.5.3.8 : The Text-Field and Text-Editor Gadgets  178
text-field-pane class  10.5.3.8 : The Text-Field and Text-Editor Gadgets  178
:text-margin initarg  13.2 : Extended Output Streams  214
:text-margin option  10.3.1 : Extended Stream Pane Options  160
text-size generic function  4.3 : CLIM Text Style Functions  75
:text-size option  4.2 : CLIM Text Style Objects  73
text-style protocol class  4.2 : CLIM Text Style Objects  72
:text-style option  3.2.1 : Set of CLIM Drawing Options  57,  10.1.2 : Pane Initialization Options  151
text-style-ascent generic function  4.3 : CLIM Text Style Functions  74
text-style-components generic function  4.3 : CLIM Text Style Functions  73
text-style-descent generic function  4.3 : CLIM Text Style Functions  74
text-style-face generic function  4.2 : CLIM Text Style Objects  73,  4.3 : CLIM Text Style Functions  74
text-style-family generic function  4.2 : CLIM Text Style Objects  73,  4.3 : CLIM Text Style Functions  74
text-style-fixed-width-p generic function  4.3 : CLIM Text Style Functions  74
text-style-height generic function  4.3 : CLIM Text Style Functions  74
text-style-mapping generic function  4.5 : Controlling Text Style Mappings  76
text-style-p function  4.2 : CLIM Text Style Objects  72
text styles  4.1 : Conceptual Overview of Text Styles  71
ascent  4.3 : CLIM Text Style Functions  74
binding forms  4.4 : Text Style Binding Forms  75
descent  4.3 : CLIM Text Style Functions  74
face  4.1 : Conceptual Overview of Text Styles  71,  4.2 : CLIM Text Style Objects  72,  4.4 : Text Style Binding Forms  76
family  4.1 : Conceptual Overview of Text Styles  71,  4.2 : CLIM Text Style Objects  72
functions  4.3 : CLIM Text Style Functions  73
height  4.3 : CLIM Text Style Functions  74
mapping  4.5 : Controlling Text Style Mappings  76
objects  4.2 : CLIM Text Style Objects  72
Index

options 4.2: CLIM Text Style Objects 72
size 4.1: Conceptual Overview of Text Styles 71, 4.2: CLIM Text Style Objects 72
text-style-size generic function 4.2: CLIM Text Style Objects 73, 4.3: CLIM Text Style Functions 74
text-style-width generic function 4.3: CLIM Text Style Functions 74
+textual-dialog-view+ constant 7.3: Using Views With CLIM Presentation Types 112
textual-dialog-view class 7.3: Using Views With CLIM Presentation Types 112
+textual-menu-view+ constant 7.3: Using Views With CLIM Presentation Types 112
textual-menu-view class 7.3: Using Views With CLIM Presentation Types 112
throw-highlighted-presentation function 8.6: Advanced Topics 125
timer-event class 18.6: Standard Device Events 302
:timestamp initarg 18.6: Standard Device Events 298
title-pane leaf pane 10.3.2: Extended Stream Pane Classes 161
toggle class 10.5.3.9: The Toggle-Button Gadget 179
toggle-button gadgets 10.5.3.9: The Toggle-Button Gadget 179
toggle-button-indicator-type generic function 10.5.3.9: The Toggle-Button Gadget 179
toggle-button-pane class 10.5.3.9: The Toggle-Button Gadget 179
token-or-type presentation abbreviation 6.5.8: Compound Presentation Types 98
tokens, reading and writing 16.4: Reading and Writing Tokens 258
toolkit, adaptive 1.4.2.1: Look and Feel 15
top-level output records 14.2.3.4: Top-Level Output Records 230
tracking-pointer macro 15.5: Pointer Tracking 248
transformation protocol class 3.5.2: CLIM Transformation Protocol 64
:transformation option 3.2.1: Set of CLIM Drawing Options 57
transformation-equal generic function 3.5.3: CLIM Transformation Predicates 65
transformation-error condition class 3.5.2: CLIM Transformation Protocol 64
transformation function 3.5.2: CLIM Transformation Protocol 64
transformations 3.4: Transformations in CLIM 61
affine 3.5: The Transformations Used by CLIM 62
applying 3.5.5: Applying CLIM Transformations 69
composition 3.5: The Transformations Used by CLIM 62
constructors 3.5.1: CLIM Transformation Constructors 62
functions 3.5.4: CLIM Transformation Functions 66
graphic, example, figure of 3.4: Transformations in CLIM 61
predicates 3.5.3: CLIM Transformation Predicates 65
protocol 3.5.2: CLIM Transformation Protocol 64
reflection 3.5: The Transformations Used by CLIM 62
rotation 3.5: The Transformations Used by CLIM 62
scaling 3.5: The Transformations Used by CLIM 62
translation 3.5: The Transformations Used by CLIM 62
transformation-underspecified condition class 3.5.2: CLIM Transformation Protocol 65

428
<table>
<thead>
<tr>
<th>Keyword</th>
<th>Function/Section Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>transform-distance</td>
<td>generic function 3.5.5: Applying CLIM Transformations 69</td>
</tr>
<tr>
<td>transform-position</td>
<td>generic function 3.5.5: Applying CLIM Transformations 69</td>
</tr>
<tr>
<td>transform-rectangle*</td>
<td>generic function 3.5.5: Applying CLIM Transformations 70</td>
</tr>
<tr>
<td>transform-region</td>
<td>generic function 3.5.5: Applying CLIM Transformations 69</td>
</tr>
<tr>
<td>translate</td>
<td>6.4: Using CLIM Presentation Types for Input 90</td>
</tr>
<tr>
<td>translation</td>
<td>3.5: The Transformations Used by CLIM 62</td>
</tr>
<tr>
<td>translation-transformation-p</td>
<td>generic function 3.5.3: CLIM Transformation Predicates 65</td>
</tr>
<tr>
<td>translators, presentation</td>
<td>6.1.6: Presentation Translators 84, 6.4: Using CLIM Presentation Types for Input 90, 8.5.3: Defining Presentation Translators for the Blank Area 122, 11.10.3: Mouse Interaction Via Presentation Translators 196</td>
</tr>
<tr>
<td>applicability</td>
<td>8.2: Applicability of CLIM Presentation Translators 116</td>
</tr>
<tr>
<td>concepts</td>
<td>8.1: Conceptual Overview of Presentation Translators 115</td>
</tr>
<tr>
<td>defining: examples</td>
<td>8.5: Examples of Defining Presentation Translators in CLIM 121</td>
</tr>
<tr>
<td>defining: operators for</td>
<td>8.4: CLIM Operators for Defining Presentation Translators 118</td>
</tr>
<tr>
<td>low-level functions</td>
<td>8.6: Advanced Topics 122</td>
</tr>
<tr>
<td>matching</td>
<td>8.2: Applicability of CLIM Presentation Translators 116</td>
</tr>
<tr>
<td>using, figure of</td>
<td>1.4.2.6: Command Loop 16</td>
</tr>
<tr>
<td>:type initarg</td>
<td>6.3.2: Additional Functions for Operating on Presentations in CLIM 89</td>
</tr>
<tr>
<td>type-or-string</td>
<td>presentation abbreviation 6.5.8: Compound Presentation Types 99</td>
</tr>
<tr>
<td>Types</td>
<td></td>
</tr>
<tr>
<td>coordinate</td>
<td>2.5.1: Regions in CLIM 34</td>
</tr>
<tr>
<td>types of output records</td>
<td>14.2.3: Types of Output Records 228</td>
</tr>
<tr>
<td>U</td>
<td></td>
</tr>
<tr>
<td>unbounded regions</td>
<td>2.5.1: Regions in CLIM 33</td>
</tr>
<tr>
<td><em>undefined-text-style</em></td>
<td>variable 4.1: Conceptual Overview of Text Styles 72</td>
</tr>
<tr>
<td>unhighlight-highlighted-presentation</td>
<td>function 8.6: Advanced Topics 125</td>
</tr>
<tr>
<td>unread-gesture</td>
<td>function 15.2.1: The Extended Input Stream Protocol 244</td>
</tr>
<tr>
<td><em>unsupplied-argument-marker</em></td>
<td>variable 11.10.6: The CLIM Command Processor 200</td>
</tr>
<tr>
<td>untransform-distance</td>
<td>generic function 3.5.5: Applying CLIM Transformations 69</td>
</tr>
<tr>
<td>untransform-position</td>
<td>generic function 3.5.5: Applying CLIM Transformations 69</td>
</tr>
<tr>
<td>untransform-rectangle*</td>
<td>generic function 3.5.5: Applying CLIM Transformations 70</td>
</tr>
<tr>
<td>untransform-region</td>
<td>generic function 3.5.5: Applying CLIM Transformations 69</td>
</tr>
<tr>
<td>updating-output</td>
<td>macro 14.4: CLIM Operators for Incremental Redisplay 235</td>
</tr>
<tr>
<td>user-command-table</td>
<td>command table 11.5: CLIM Predefined Command Tables 187</td>
</tr>
<tr>
<td>user packages</td>
<td>B.1: Setting Up Your Packages to Use CLIM 328</td>
</tr>
<tr>
<td>using drawing options</td>
<td>3.2: Using CLIM Drawing Options 56</td>
</tr>
<tr>
<td>using gadgets</td>
<td>10.5.1.1: Using Gadgets 163</td>
</tr>
<tr>
<td>using-resource</td>
<td>macro C.1: Resources 329</td>
</tr>
<tr>
<td>V</td>
<td></td>
</tr>
<tr>
<td>:value initarg</td>
<td>10.5.2: Basic Gadget Classes 168</td>
</tr>
</tbody>
</table>

429
value-changed-callback callback 10.5.2 : Basic Gadget Classes 168
:value-changed-callback initarg 10.5.2 : Basic Gadget Classes 168
value-gadget class 10.5.2 : Basic Gadget Classes 168
:value-key initarg 10.5.3.2 : The List-Pane and Option-Pane Gadgets 172, 10.5.3.2 : The List-Pane and Option-Pane Gadgets 172

Variables

*abort-gestures* 15.2.2 : Extended Input Stream Conditions 244
*accelerator-gestures* 15.2.2 : Extended Input Stream Conditions 244
*activation-gestures* 16.2 : Activation and Delimiter Gestures 256
*command-argument-delimiters* 11.10.6 : The CLIM Command Processor 200
*command-dispatchers* 11.8 : Command-Related Presentation Types 190, 11.9 : The CLIM Command Processor 191
*command-name-delimiters* 11.10.6 : The CLIM Command Processor 200
*command-parser* 11.10.6 : The CLIM Command Processor 200
*command-unparser* 11.10.6 : The CLIM Command Processor 200
*completion-gestures* 16.5 : Completion 259
*default-frame-manager* 9.9.1 : Finding Frame Managers 145
*default-server-path* 19.2 : Ports 311
*default-text-style* 4.1 : Conceptual Overview of Text Styles 71
*delimiter-gestures* 16.2 : Activation and Delimiter Gestures 257
*help-gestures* 16.5 : Completion 259
*input-context* 6.4 : Using CLIM Presentation Types for Input 90
*input-wait-handler* 15.2.1 : The Extended Input Stream Protocol 243
*input-wait-test* 15.2.1 : The Extended Input Stream Protocol 243
*null-presentation* 6.5.1 : Basic Presentation Types 94
*numeric-argument-marker* 11.10.6 : The CLIM Command Processor 200
*partial-command-parser* 11.10.6 : The CLIM Command Processor 200
*pointer-button-press-handler* 15.2.1 : The Extended Input Stream Protocol 243
*pointer-documentation-output* 9.8.1 : CLIM Application Frame Accessors 139
*possibilities-gestures* 16.5 : Completion 259
*standard-activation-gestures* 16.2 : Activation and Delimiter Gestures 256
*undefined-text-style* 4.1 : Conceptual Overview of Text Styles 72
*unsupplied-argument-marker* 11.10.6 : The CLIM Command Processor 200
vbox-pane composite pane 10.2.2 : Layout Pane Classes 153
vertically macro 10.2.2 : Layout Pane Classes 153
:vertical-spacing initarg 13.2 : Extended Output Streams 214
:vertical-spacing option 10.3.1 : Extended Stream Pane Options 160
view protocol class 7.3 : Using Views With CLIM Presentation Types 111
:view initarg 6.3.2 : Additional Functions for Operating on Presentations in CLIM 89
viewp function 7.3 : Using Views With CLIM Presentation Types 111
Index

viewports 10.2.2: Layout Pane Classes 154

defined E.1.2: The Viewport and Scrolling 339

views

of presentation types: operators for 7.3: Using Views With CLIM Presentation Types 111

with presentation types 7.3: Using Views With CLIM Presentation Types 111

vrack-pane composite pane 10.2.2: Layout Pane Classes 154

W

:width option 10.2.1: Layout Pane Options 152

:win32 server path 19.2: Ports 310

window-children generic function E.2: Functions for Operating on Windows Directly 340

window-clear generic function 13.7: CLIM Window Stream Pane Functions 222, E.1.1: Clearing and Refreshing the Drawing Plane 339

window-configuration-event class 18.6: Standard Device Events 302

window-erase-viewport generic function 13.7: CLIM Window Stream Pane Functions 222, E.1.1: Clearing and Refreshing the Drawing Plane 339

window-event class 18.6: Standard Device Events 301

window-event-mirrored-sheet generic function 18.6: Standard Device Events 302

window-event-native-region generic function 18.6: Standard Device Events 302

window-event-region generic function 18.6: Standard Device Events 302

window-expose generic function E.2: Functions for Operating on Windows Directly 340

windowing relationships 18.1: Overview of Window Facilities 288

window-inside-bottom function E.2: Functions for Operating on Windows Directly 341

window-inside-edges generic function E.2: Functions for Operating on Windows Directly 341

window-inside-height function E.2: Functions for Operating on Windows Directly 342

window-inside-left function E.2: Functions for Operating on Windows Directly 341

window-inside-right function E.2: Functions for Operating on Windows Directly 341

window-inside-size generic function E.2: Functions for Operating on Windows Directly 341

window-inside-width function E.2: Functions for Operating on Windows Directly 341

window-label generic function E.2: Functions for Operating on Windows Directly 340

window-parent generic function E.2: Functions for Operating on Windows Directly 340

window-refresh generic function 13.7: CLIM Window Stream Pane Functions 222, E.1.1: Clearing and Refreshing the Drawing Plane 339

window-repaint-event class 18.6: Standard Device Events 302

windows 13.7: CLIM Window Stream Pane Functions 222, E.1: Window Stream Operations in CLIM 339

concepts 18.1: Overview of Window Facilities 288

functions for direct operation E.2: Functions for Operating on Windows Directly 340

operators for: viewport and scrolling E.1.3: Viewport and Scrolling Operators 339

origin 2.1.3: Coordinates 22

primitive layer operators E.2: Functions for Operating on Windows Directly 340

stream operations E.1: Window Stream Operations in CLIM 339

431
### Index

**with-output-to-postscript-stream** macro  
D.6 : Hardcopy Streams in CLIM 338

**without-scheduling** macro  
C.2 : Multi-Processing 331

**with-port-locked** macro  
19.2 : Ports 311

**with-presentation-type-decoded** macro  
6.6 : Functions That Operate on CLIM Presentation Types 100

**with-presentation-type-options** macro  
6.6 : Functions That Operate on CLIM Presentation Types 100

**with-presentation-type-parameters** macro  
6.6 : Functions That Operate on CLIM Presentation Types 101

**with-radio-box** macro  
10.5.3.5 : The Radio-Box and Check-Box Gadgets 175

**with-recursive-lock-held** macro  
C.3 : Locks 331

**with-room-for-graphics** macro  
13.4.2 : Mixing Text and Graphics 219

**with-rotation** macro  
3.5.4 : CLIM Transformation Functions 68

**with-scaling** macro  
3.5.4 : CLIM Transformation Functions 68

**with-sheet-medium** macro  
18.7.4 : Associating a Medium With a Sheet 307

**with-sheet-medium-bound** macro  
18.7.4 : Associating a Medium With a Sheet 307

**with-text-face** macro  
4.4 : Text Style Binding Forms 76

**with-text-family** macro  
4.4 : Text Style Binding Forms 76

**with-text-size** macro  
4.4 : Text Style Binding Forms 76

**with-text-style** macro  
4.4 : Text Style Binding Forms 75

**with-translation** macro  
3.5.4 : CLIM Transformation Functions 67

Wrapping text lines 13.4.3 : Wrapping Text Lines 220

**write-token** function  
16.4 : Reading and Writing Tokens 259

Writing tokens 16.4 : Reading and Writing Tokens 258

### X

: x initarg  
18.6 : Standard Device Events 300

: x-position initarg  
14.2 : CLIM Operators for Output Recording 224

X resources

  defaults 1.7.1.2 : Changing the appearance on X11/Motif 19

  file 1.7.1.2 : Changing the appearance on X11/Motif 19

: x-spacing initarg  
17.5.1 : The Table Formatting Protocol 281, 17.5.2 : The Item List Formatting Protocol 284

: x-spacing option  
10.2.1 : Layout Pane Options 153

### Y

: y initarg  
18.6 : Standard Device Events 300

: y-position initarg  
14.2 : CLIM Operators for Output Recording 224

: y-spacing initarg  
17.5.1 : The Table Formatting Protocol 281, 17.5.2 : The Item List Formatting Protocol 284

: y-spacing option  
10.2.1 : Layout Pane Options 153

433