

```
-- Windowdefs.Mesa Edited by Wick on May 18, 1977 12:08 PM
```

```
DIRECTORY
```

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

```
DEFINITIONS FROM SegmentDefs, MenuDefs, StreamDefs, RectangleDefs;
```

```
WindowDefs: DEFINITIONS =  
BEGIN
```

```
-- some TYPE'S and POINTERS
```

```
WindowType: TYPE = {clear, random, scratch, file, scriptfile};  
WindowHandle: TYPE = POINTER TO DisplayWindow;
```

```
-- procedures implementing Windows
```

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

```
--RECORDS
```

```
DisplayWindow: TYPE = RECORD
```

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

```
Selection: TYPE = RECORD
```

```
[  
  leftx, rightx: xCoord,  
  leftline, rightline: INTEGER,  
  leftindex, rightindex: StreamIndex  
];
```

```
];
```

```
-- Procedures Implementing Selections
```

```
ResolveBugToPosition: PUBLIC PROCEDURE  
  [w: WindowHandle, x: xCoord, y: yCoord]  
  RETURNS[INTEGER, xCoord, INTEGER, StreamIndex];  
MakeSelection: PUBLIC PROCEDURE  
  [w: WindowHandle, sel: POINTER TO Selection];  
MarkSelection: PUBLIC PROCEDURE  
  [w: WindowHandle];  
GetSelection: PUBLIC PROCEDURE  
  [w: WindowHandle]  
  RETURNS[STRING];  
UpdateSelection: PUBLIC PROCEDURE  
  [w: WindowHandle];
```

```
END. of windowdefs
```