

```
--File: wmanagerdefs.mesa
--Edited by Sandman      October 7, 1977  9:15 AM
```

DIRECTORY

```
MenuDefs: FROM "menudefs",
KeyDefs: FROM "keydefs",
StreamDefs: FROM "streamdefs",
RectangleDefs: FROM "rectangledefs",
WindowDefs: FROM "windowdefs";
```

DEFINITIONS FROM MenuDefs, StreamDefs, RectangleDefs, WindowDefs;

WManagerDefs: DEFINITIONS =  
BEGIN

-- some TYPE'S and POINTERS

```
WMDataHandle: TYPE = POINTER TO WMDataObject;
AMouseButton: TYPE = KeyDefs.MouseButton;
KeySet: TYPE = [0..37B];
ButtonProc: PUBLIC TYPE = PROCEDURE[WindowHandle, xCoord, yCoord];
ProcArray: PUBLIC TYPE = ARRAY AMouseButton OF ButtonProc;
CursorType: TYPE = {textpointer, arrow, bullseye, leftbutton,
                    uparrow, downarrow, botharrow, hourglass, norm};
```

-- programs implementing the WindowManager

```
WManPosition: PROGRAM [WMState: WMDataHandle];
WManSelection: PROGRAM [WMState: WMDataHandle];
WManWindows: PROGRAM [WMState: WMDataHandle];
WManControl: PROGRAM; -- Control Module
Double: PROGRAM;
-- procedures implementing the WindowManager
```

```
GetMouseButton: PROCEDURE RETURNS[AMouseButton];
GetKeySet: PROCEDURE RETURNS[KeySet];
CursorToRectangleCoords: PROCEDURE [Rptr, xCoord, yCoord]
    RETURNS[xCoord, yCoord];
SetCursor: PROCEDURE [CursorType];
SetJumpStripe: PROCEDURE [WindowHandle, BOOLEAN];
NullProc: PROCEDURE [WindowHandle, xCoord, yCoord];
NoteNameError: PROCEDURE [WindowHandle, STRING];
WriteMessageString: PROCEDURE [WindowHandle, STRING];
AssignScratchFile: PROCEDURE RETURNS[STRING, INTEGER];
LoadWindow: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord];
GrowWindow: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord];
MoveWindow: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord];
DestroyWindow: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord];
CreateWindow: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord];
PutSelect: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord];
WordSelect: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord];
TextSelect: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord];
MenuSelect: PROCEDURE [w: WindowHandle, x: xCoord, y: yCoord];
PositionFile: PROCEDURE[w: WindowHandle, x: xCoord, y: yCoord];
ScrollUpFile: PROCEDURE[w: WindowHandle, x: xCoord, y: yCoord];
ScrollDownFile: PROCEDURE[w: WindowHandle, x: xCoord, y: yCoord];
NormalizeSelection: PROCEDURE[w: WindowHandle, x: xCoord, y: yCoord];
CursorXAdjust: PROCEDURE RETURNS[INTEGER];
```

-- constants

```
maxlines: INTEGER = 50;
JumpStrip: INTEGER = leftmargin;
slop: INTEGER = 10;
maxscratch: INTEGER = 4;
commands: INTEGER = 8;
```

-- magic memory locations and contents

```
DCBchainHead: DCBptr = LOOPHOLE[420B];
xmouseloc: POINTER = LOOPHOLE[424B];
ymouseloc: POINTER = LOOPHOLE[425B];
xcursorloc: POINTER = LOOPHOLE[426B];
ycursorloc: POINTER = LOOPHOLE[427B];
buttonslloc: POINTER = LOOPHOLE[177030B];
cursormap: POINTER = LOOPHOLE[431B];
```

--WMANAGER RECORD

```
WDataObject: TYPE = RECORD [  
  scratchfiles: ARRAY [0..maxscratch) OF DiskHandle,  
  windows: ARRAY [0..4) OF WindowHandle,  
  menuarray: ARRAY [0..commands) OF MenuItem,  
  defaultfont: FAptr,  
  defaultlineheight: INTEGER,  
  defaulttks: StreamHandle,  
  defaultmapdata: BMHandle,  
  nullindex: StreamIndex,  
  originindex: StreamIndex,  
  useKeyset: BOOLEAN,  
  currentcursor: CursorType,  
  TextProcArray: ProcArray,  
  ScrollProcArray: ProcArray,  
  ButtonProcArray: ProcArray];
```

END. of wmanagerdefs