

File created: 8-Jan-92 09:59:20 {DSK}<usr>local>lde>lispcore>sources>DEFSTRUCT.;7

changes to: (IL:FUNCTIONS SET-XP-PRINTER)

previous date: 25-Oct-91 16:34:45 {DSK}<usr>local>lde>lispcore>sources>DEFSTRUCT.;3

Read Table: XCL

Package: LISP

Format: XCCS

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(IL:RPAQQ **IL:DEFSTRUCTCOMS**

(

;;; Implementation of Structure facilities of Common Lisp. (Chapter 19 of CLtL).

;;; public interface

(IL:DEFINE-TYPES IL:STRUCTURES)
(IL:FUNCTIONS DEFSTRUCT)

;;; top-level

(IL:DECLARE\ : IL:DOCOPY IL:DONTEVAL@LOAD (IL:FILES IL:DEFSTRUCT-RUN-TIME))

;;; parsing code

(IL:VARIABLES %DEFAULT-DEFSTRUCT-TYPE %DEFAULT-SLOT-TYPE %DEFAULT-STRUCTURE-INCLUDE
%DEFSTRUCT-OPTIONS %NO-CONSTRUCTOR %NO-PREDICATE %NO-COPIER %DEFSTRUCT-CONSP-OPTIONS
%DEFSTRUCT-EXPORT-OPTIONS)
(IL:FUNCTIONS ASSIGN-SLOT-ACCESSOR REMOVE-DOCUMENTATION RECORD-DOCUMENTATION ENSURE-VALID-TYPE
PARSE-SLOT DEFSTRUCT-PARSE-OPTIONS ENSURE-CONSISTENT-PS PS-NUMBER-OF-SLOTS PS-TYPE-SPECIFIER
SET-XP-PRINTER)

;;; slot resolution code

(IL:FUNCTIONS ASSIGN-SLOT-OFFSET RESOLVE-SLOTS INSERT-INCLUDED-SLOT MERGE-SLOTS NAME-SLOT DUMMY-SLOT
OFFSET-SLOT)

;;; data layout code

(IL:FUNCTIONS ASSIGN-STRUCTURE-REPRESENTATION COERCE-TYPE %STRUCTURE-TYPE-TO-FIELDSPEC
ASSIGN-FIELD-DESCRIPTORS STRUCTURE-POINTER-SLOTS)

;;; type system hooks

(IL:FUNCTIONS PROCESS-TYPE PREDICATE-BODY TYPE-EXPAND-STRUCTURE TYPE-EXPAND-NAMED-STRUCTURE
PS-NAME-SLOT-POSITION DEFAULT-PREDICATE-NAME DEFSTRUCT-SHARED-PREDICATE-OPTIMIZER
CACHE-PREDICATE-INFO)
(IL:VARIABLES %FUNCTION-DEFINING-FORM-KEYWORDS)

;;; accessors and setfs

(IL:FUNCTIONS SETF-NAME)
(IL:FUNCTIONS ACCESSOR-BODY PROCESS-ACCESSORS ESTABLISH-ACCESSORS DEFINE-ACCESSORS
DEFSTRUCT-SHARED-ACCESSOR-OPTIMIZER DEFSTRUCT-SHARED-SETF-EXPANDER CACHE-SLOT-INFO)
(IL:FUNCTIONS %MAKE-ACCESSOR-CLOSURE %MAKE-LIST-ACCESSOR %MAKE-ARRAY-ACCESSOR %MAKE-POINTER-ACCESSOR
%MAKE-BIT-ACCESSOR %MAKE-FLAG-ACCESSOR %MAKE-WORD-ACCESSOR %MAKE-FIXP-ACCESSOR
%MAKE-SMALL-FIXP-ACCESSOR %MAKE-FLOAT-ACCESSOR)

;;; constructor definition code

(IL:FUNCTIONS DEFINE-CONSTRUCTORS DEFINE-BOA-CONSTRUCTOR ARGUMENT-NAMES
BOA-ARG-LIST-WITH-INITIAL-VALUES BOA-SLOT-SETFS FIND-SLOT RAW-CONSTRUCTOR
BUILD-CONSTRUCTOR-ARGLIST BUILD-CONSTRUCTOR-SLOT-SETFS BOA-CONSTRUCTOR-P
DEFAULT-CONSTRUCTOR-NAME)

;;; copiers

(IL:FUNCTIONS DEFINE-COPIERS BUILD-COPIER-SLOT-SETFS BUILD-COPIER-TYPE-CHECK)

;;; print functions

(IL:VARIABLES %DEFAULT-PRINT-FUNCTION)

;;; internal stuff.

```
(IL:SETFS IL:FFETCHFIELD)
```

;;; utilities

```
(IL:FUNCTIONS DEFSTRUCT-ASSERT-SUBTYPEP)
```

;;; inspecting structures

```
(IL:FUNCTIONS STRUCTURE-OBJECT-P INSPECT-STRUCTURE-OBJECT STRUCTURE-OBJECT-INSPECT-FETCHFN
STRUCTURE-OBJECT-INSPECT-PROPPRINTFN STRUCTURE-OBJECT-INSPECT-STOREFN
STRUCTURE-OBJECT-PROPCOMMANDFN)
```

;; Defined last so functions required to load a defstruct are loaded first

```
(IL:STRUCTURES PS PARSED-SLOT)
```

;; Mapping between names of generated functions and their associated structures

```
(IL:FUNCTIONS STRUCTURE-FUNCTION-P STRUCTURE-FUNCTIONS)
```

;;; Editing structures

```
(IL:FUNCTIONS STRUCTURES.HASDEF STRUCTURES.EDITDEF)
(IL:P (IL:FILEPKGTYPE 'IL:STRUCTURES 'IL:HASDEF 'STRUCTURES.HASDEF 'IL:EDITDEF 'STRUCTURES.EDITDEF))
(IL:ADDVARS (IL:SHADOW-TYPES (IL:STRUCTURES IL:FNS)))
(IL:DECLARE\ IL:DOCOPY IL:DONTEVAL@LOAD (IL:ADDVARS (IL:INSPECTMACROS ((IL:FUNCTION
STRUCTURE-OBJECT-P
INSPECT-STRUCTURE-OBJECT)
))))
```

;;; file properties

```
(IL:PROP IL:FILETYPE IL:DEFSTRUCT)
(IL:PROP IL:MAKEFILE-ENVIRONMENT IL:DEFSTRUCT))
```

;;; Implementation of Structure facilities of Common Lisp. (Chapter 19 of CLtL).

;;; public interface

(XCL:DEF-DEFINE-TYPE **IL:STRUCTURES** "Common Lisp structures")

```
(XCL:DEFDEFINER (DEFSTRUCT (:NAME (LAMBDA (WHOLE)
(LET ((NAME-AND-OPTIONS (SECOND WHOLE))
(IF (CONSP NAME-AND-OPTIONS)
(CAR NAME-AND-OPTIONS)
NAME-AND-OPTIONS))))
(:PROTOTYPE (LAMBDA (NAME)
(AND (SYMBOLP NAME)
(DEFSTRUCT (,NAME (:option "value")
"documentation string"
(slot-name "initial-value")))))
IL:STRUCTURES (NAME &REST SLOT-DESCRIPTIONS)
(LET* ((PS (DEFSTRUCT-PARSE-OPTIONS NAME))
(SLOT-DESCRIPTIONS (REMOVE-DOCUMENTATION PS SLOT-DESCRIPTIONS)))
(RESOLVE-SLOTS SLOT-DESCRIPTIONS PS)
(PROGN (EVAL-WHEN (EVAL COMPILE LOAD)
(SETF (PARSED-STRUCTURE ',(PS-NAME PS)
T)
',PS))
,@(ASSIGN-STRUCTURE-REPRESENTATION PS)
,@(PROCESS-TYPE PS)
,@(PROCESS-ACCESSORS PS)
(EVAL-WHEN (EVAL COMPILE LOAD)
(ESTABLISH-SETFS-AND-OPTIMIZERS ',(PS-NAME PS)))
,@(DEFINE-CONSTRUCTORS PS)
,@(DEFINE-COPIERS PS)
,@(RECORD-DOCUMENTATION PS)
,@(SET-XP-PRINTER PS))))
```

;;; top-level

```
(IL:DECLARE\ IL:DOCOPY IL:DONTEVAL@LOAD
(IL:FILESLOAD IL:DEFSTRUCT-RUN-TIME)
)
```

;;; parsing code

(DEFVAR **%DEFAULT-DEFSTRUCT-TYPE** 'DATATYPE "The type of structures when no :type option is specified")

(DEFVAR **%DEFAULT-SLOT-TYPE** 'T "the type of any slot which does not specify a :type option")

(DEFCONSTANT **%DEFAULT-STRUCTURE-INCLUDE** 'STRUCTURE-OBJECT "datatype included by every structure")

(DEFPARAMETER **%DEFSTRUCT-OPTIONS**

' (:CONC-NAME :CONSTRUCTOR :COPIER :PREDICATE :INCLUDE :PRINT-FUNCTION :TYPE :INITIAL-OFFSET :NAMED :INLINE :FAST-ACCESSORS :TEMPLATE :EXPORT))

(DEFCONSTANT **%NO-CONSTRUCTOR** ':NONE "the value which says that no constructor was specified.")

(DEFCONSTANT **%NO-PREDICATE** ':NONE "the value which says that no constructor was specified")

(DEFCONSTANT **%NO-COPIER** ':NONE)

(DEFPARAMETER **%DEFSTRUCT-CONSP-OPTIONS** (REMOVE ':NAMED %DEFSTRUCT-OPTIONS))

(DEFPARAMETER **%DEFSTRUCT-EXPORT-OPTIONS** ' (:ACCESSOR :CONSTRUCTOR :PREDICATE :COPIER))

(DEFUN **ASSIGN-SLOT-ACCESSOR** (SLOT CONC-NAME)

;; assigns the accessor name to a slot

(IF (PSLOT-ACCESSOR SLOT)
 (SETF (PSLOT-ACCESSOR SLOT)
 (VALUES (INTERN (CONCATENATE 'STRING (STRING CONC-NAME)
 (STRING (PSLOT-NAME SLOT)))))))

(DEFUN **REMOVE-DOCUMENTATION** (PS SLOT-DESCRIPTIONS)

;; Records it if there is any documentation string.

(LET ((DOC? (CAR SLOT-DESCRIPTIONS))
 (COND ((STRINGP DOC?)
 ;; save it and return the rest of the slots.
 (SETF (PS-DOCUMENTATION-STRING PS)
 DOC?)
 (REST SLOT-DESCRIPTIONS))
 (T ;; no doc string, return the whole thing.
 SLOT-DESCRIPTIONS))))

(DEFUN **RECORD-DOCUMENTATION** (PS)

;; Returns a form which saves the documentation string for a structure.

(LET ((PARSED-DOCSTRING (PS-DOCUMENTATION-STRING PS))
 (IF PARSED-DOCSTRING
 ((SETF (DOCUMENTATION ' , (PS-NAME PS)
 ' STRUCTURE)
 , PARSED-DOCSTRING))))

(DEFUN **ENSURE-VALID-TYPE** (TYPE-FORM)

;; Bogus right now

TYPE-FORM)

(DEFUN **PARSE-SLOT** (DESCRIPTION &OPTIONAL (GENERATE-ACCESSOR T))

;; Takes a slot description from the defstruct body or included slots and returns a parsed version

(LET* ((DESCRIPTION (IF (CONSP DESCRIPTION)
 DESCRIPTION
 (LIST DESCRIPTION)))
 (SLOT (MAKE-PARSED-SLOT)))
 (XCL:DESTRUCTURING-BIND (NAME &OPTIONAL INITIAL-VALUE &REST SLOT-OPTIONS)
 DESCRIPTION
 (IF (SYMBOLP NAME)
 (SETF (PSLOT-NAME SLOT)
 NAME)
 (ERROR "Slot name not symbol: ~S" NAME))
 (SETF (PSLOT-INITIAL-VALUE SLOT)
 INITIAL-VALUE)

;; some variant of PCL's keyword-bind would be easier here, but it's incapable of producing reasonable error msgs for the user.
 ;; Maybe later.

```
(DO ((OPTION-PAIR SLOT-OPTIONS (CDDR OPTION-PAIR)))
    (NULL OPTION-PAIR))
  (CASE (CAR OPTION-PAIR)
    (:TYPE (SETF (PSLOT-TYPE SLOT)
                 (ENSURE-VALID-TYPE (CADR OPTION-PAIR))))
    (:READ-ONLY (SETF (PSLOT-READ-ONLY SLOT)
                      (AND (CADR OPTION-PAIR)
                           T)))
    (OTHERWISE (IF (KEYWORDP INITIAL-VALUE)
                   (ERROR "Initial value must be specified to use slot options. ~S"
                          DESCRIPTION)
                   (ERROR "Illegal slot option ~S in slot ~S" (CAR OPTION-PAIR)
                          NAME))))))
  (IF GENERATE-ACCESSOR
      (SETF (PSLOT-ACCESSOR SLOT)
            T)))
SLOT))
```

(DEFUN **DEFSTRUCT-PARSE-OPTIONS** (NAME&OPTIONS)

;; Returns a structure representing the options in a defstruct call.

```
(LET* ((OPTIONS (IF (LISTP NAME&OPTIONS)
                    NAME&OPTIONS
                    (LIST NAME&OPTIONS)))
       (NAME (POP OPTIONS))
       (PS (MAKE-PS :NAME NAME :CONC-NAME (CONCATENATE 'STRING (STRING NAME)
                                                         "-"))))
  (DOLIST (OPTION OPTIONS)
    (COND
     ((LISTP OPTION)
      (XCL:DESTRUCTURING-BIND (OPTION-KEYWORD &OPTIONAL (OPTION-VALUE NIL ARGUMENT-PROVIDED)
                                     &REST FURTHER-ARGUMENTS)
        OPTION
        (CASE OPTION-KEYWORD
         (:CONC-NAME
          ;; if the option is specified, but the option value is nil, then use the empty string as conc-name
          (SETF (PS-CONC-NAME PS)
                (OR OPTION-VALUE "")))
         (:CONSTRUCTOR
          ;; multiple constructors are allowed. If NIL is provided, then define no constructor.
          (COND
           ((NOT OPTION-VALUE)
            (IF ARGUMENT-PROVIDED
                ;; NIL was specified. Record that no constructor is to be built.
                (SETF (PS-CONSTRUCTORS PS)
                      NIL)
                ;; otherwise, it as though the option weren't specified (p. 312 ctl) so leave the default value there.
                ))
           ((EQ (PS-CONSTRUCTORS PS)
                %NO-CONSTRUCTOR)
            ;; this is the first constructor specified. Make the field be a list now.
            (SETF (PS-CONSTRUCTORS PS)
                  (LIST (IF FURTHER-ARGUMENTS
                          (CDR OPTION)
                          OPTION-VALUE))))
           (T
            ;; just push another one on the list of constructors.
            (PUSH (IF FURTHER-ARGUMENTS
                    (CDR OPTION)
                    OPTION-VALUE)
                  (PS-CONSTRUCTORS PS))))))
      (:COPIER
       ;; if the argument is specified (even if it is nil), use it. Otherwise use the default COPY- form already in the ps.
       (IF ARGUMENT-PROVIDED
           (SETF (PS-COPIER PS)
                 OPTION-VALUE))
       (:PREDICATE (IF ARGUMENT-PROVIDED
                       (SETF (PS-PREDICATE PS)
                             OPTION-VALUE))
       (:INCLUDE
        (WHEN (SOME #'(LAMBDA (X)
                      (SUBTYPEP OPTION-VALUE X))
                  ' (CONS SYMBOL ARRAY NUMBER CHARACTER HASH-TABLE READTABLE PACKAGE
                          PATHNAME STREAM RANDOM-STATE))
              (CERROR "Include it anyway" "~a is a standard type and shouldn't be
                       :INCLUDED" OPTION-VALUE))
          (SETF (PS-INCLUDE PS)
```

```

OPTION-VALUE)
;; if there are any included slots record them
(SETF (PS-INCLUDED-SLOTS PS)
      (CDDR OPTION))
(:SYSTEM-INCLUDE
 (SETF (PS-INCLUDE PS)
       OPTION-VALUE)
;; if there are any included slots record them
(SETF (PS-INCLUDED-SLOTS PS)
      (CDDR OPTION))
(:PRINT-FUNCTION (COND
                  ((AND ARGUMENT-PROVIDED (NULL OPTION-VALUE))
                   ;; extension to CLtL, if NIL is specified as the defprint, then the internal print function is
                   ;; specified.
                   (SETF (PS-PRINT-FUNCTION PS)
                         'IL:\\PRINT-USING-ADDRESS))
                  (ARGUMENT-PROVIDED (SETF (PS-PRINT-FUNCTION PS)
                                           OPTION-VALUE))
                  (T ;; CLtL2 - (:PRINT-FUNCTION) means use default print function regardless of
                    ;; inheritance
                    (SETF (PS-PRINT-FUNCTION PS)
                          %DEFAULT-PRINT-FUNCTION))))))
(:TYPE (SETF (PS-TYPE PS)
            (COND
              ((EQ OPTION-VALUE 'LIST)
               'LIST)
              ((EQ OPTION-VALUE 'VECTOR)
               ; default the vector type to t
               (SETF (PS-VECTOR-TYPE PS)
                     T)
               'VECTOR)
              ((AND (CONSP OPTION-VALUE)
                    (EQ (CAR OPTION-VALUE)
                        'VECTOR))
               (SETF (PS-VECTOR-TYPE PS)
                     (IL:%GET-CANONICAL-CML-TYPE (CADR OPTION-VALUE)))
               'VECTOR)
              (T (ERROR "the specified :type is not list or subtype of vector:
                        ~S" OPTION-VALUE))))))
(:INITIAL-OFFSET
 (IF (NOT (TYPEP OPTION-VALUE '(INTEGER 0 *)))
     (ERROR ":initial-offset isn't a non-negative integer: ~S" OPTION-VALUE))
 (SETF (PS-INITIAL-OFFSET PS)
       OPTION-VALUE))
(:INLINE
 ;; Is one or both of :accessor, and :predicate or t, which is equivalent to both
 ;; Default is '(:accessor :predicate)
 ;; option (:inline :only) implies no funcallable accessors or predicate is generated
 (IF ARGUMENT-PROVIDED
     (SETF (PS-INLINE PS)
           OPTION-VALUE)))
(:FAST-ACCESSORS
 ;; Is either t or nil, t implying no type checks for all accessors
 (IF ARGUMENT-PROVIDED
     (SETF (PS-FAST-ACCESSORS PS)
           OPTION-VALUE)))
(:TEMPLATE
 ;; Is either t or nil -- t implying type datatype, no copier, predicate, print-function or constructors, and fast
 ;; accessors, and no new datatype declared.
 (IF ARGUMENT-PROVIDED
     (SETF (PS-TEMPLATE PS)
           OPTION-VALUE)))
(:EXPORT
 ;; Edited by TT(13-June-90) Export Option is added for DEFSTRUCT(Medley 1.2). The Specified functions(ex.
 ;; :constructor, :copier...) will be exported.
 (IF FURTHER-ARGUMENTS
     (ERROR "The specified export functions is not list or atom : ~S"
           (CONS :EXPORT (CONS OPTION-VALUE FURTHER-ARGUMENTS)))
     (IF ARGUMENT-PROVIDED
         (SETF (PS-EXPORT PS)
               OPTION-VALUE)
         (SETF (PS-EXPORT PS)
               T))))
 (OTHERWISE (ERROR "Bad option to defstruct: ~S." OPTION))))))
(T (CASE OPTION
    (:NAMED (SETF (PS-NAMED PS)
                  T))
    (OTHERWISE (IF (MEMBER OPTION %DEFSTRUCT-CONSP-OPTIONS :TEST #'EQ)

```

```

                (ERROR "defstruct option ~s must be in parentheses with its value" OPTION)
                (ERROR "Bad option to defstruct: ~S." OPTION))))))
(ENSURE-CONSISTENT-PS PS)
PS))

```

(DEFUN ENSURE-CONSISTENT-PS (PS)

;; Accomplishes the consistency checks that can't occur until all the options have been parsed.

```

(IF (PS-INCLUDE PS)
  (LET* ((INCLUDE (PS-INCLUDE PS))
         (INCLUDED-PSTRUCTURE (PARSED-STRUCTURE INCLUDE)))
    ;; ensure that the user is not suicidal. If a structure includes itself, a *very* tight ucode loop will occur in the instancep opcode.

```

```

    (IF (EQ INCLUDE (PS-NAME PS))
        (ERROR "You probably don't want ~S to include ~S." INCLUDE INCLUDE))

```

;; ensure that the included structure is defined.

```

    (IF (OR (NULL INCLUDED-PSTRUCTURE)
            (PS-TEMPLATE INCLUDED-PSTRUCTURE))
        (ERROR "Included structure ~s is unknown or not instantiated." INCLUDE))

```

;; make sure the type of the included structure is the same

```

    (IF (OR (NOT (EQ (PS-TYPE INCLUDED-PSTRUCTURE)
                    (PS-TYPE PS)))
            (NOT (EQ (PS-VECTOR-TYPE INCLUDED-PSTRUCTURE)
                    (PS-VECTOR-TYPE PS))))
        (ERROR "~s must be same type as included structure ~s" (PS-NAME PS)
              INCLUDE)))

```

```

(LET ((INLINE (PS-INLINE PS))
      (POSSIBLE-KEYWORDS '(:ACCESSOR :PREDICATE)))
  (CASE INLINE
    ((T)

```

;; this is the default case, so make the default be that only the accessors, predicates are inline.

```

      (SETF (PS-INLINE PS)
            POSSIBLE-KEYWORDS)
      ((NIL :ONLY) )
      (OTHERWISE (MAPCAR #'(LAMBDA (KEYWORD)
                          (IF (NOT (MEMBER KEYWORD POSSIBLE-KEYWORDS :TEST #'EQ))
                              (ERROR "~s must be one of ~s." KEYWORD POSSIBLE-KEYWORDS)))
                        (IF (CONSP INLINE)
                            INLINE
                            (SETF (PS-INLINE PS)
                                  (LIST INLINE)))))))

```

(COND

```

  ((PS-TEMPLATE PS)
   (IF (NOT (EQ (PS-TYPE PS)
                %DEFAULT-DEFSTRUCT-TYPE))
       (ERROR "Templated defstructs may not be of type: ~s" (PS-TYPE PS)))
   (IF (OR (NOT (EQ (PS-CONSTRUCTORS PS)
                    %NO-CONSTRUCTOR))
           (NOT (EQ (PS-PREDICATE PS)
                    %NO-PREDICATE))
           (NOT (EQ (PS-COPIER PS)
                    %NO-COPIER))
           (PS-PRINT-FUNCTION PS))
       (ERROR "Templated defstructs may not have constructors predicates copiers or print functions")))

```

```

  (T (IF (PS-PRINT-FUNCTION PS)
         (IF (NOT (EQ (PS-TYPE PS)
                       %DEFAULT-DEFSTRUCT-TYPE))
             (ERROR "A print-function can't be specified for structures of type ~s" (PS-TYPE PS)))
         (LET ((INCLUDE (PS-INCLUDE PS)))
             (IF INCLUDE
                 ;; CLtL is silent, but we inherit print-functions
                 (SETF (PS-PRINT-FUNCTION PS)
                       (PS-PRINT-FUNCTION (PARSED-STRUCTURE INCLUDE)))
                 ;; otherwise, use the default #s style printer
                 (SETF (PS-PRINT-FUNCTION PS)
                       %DEFAULT-PRINT-FUNCTION))))))

```

```

  (IF (AND (EQ (PS-TYPE PS)
               'VECTOR)
          (EQ (PS-NAMED PS)
              T))

```

;; check that the vector type can actually hold the symbol required for the name.

```

    (DEFSTRUCT-ASSERT-SUBTYPEP 'SYMBOL (PS-VECTOR-TYPE PS)
      ("vector of ~S cannot contain the symbol required for the :named options" (PS-VECTOR-TYPE PS)))

```

```

  (IF (EQ (PS-PREDICATE PS)
          %NO-PREDICATE)

```

;; there is no predicate. (Note that this is not a null check. If this field is NIL the user explicitly gave NIL as the predicate.)

```

    (IF (OR (EQ (PS-TYPE PS)
                'DATATYPE)

```

```

      (PS-NAMED PS))
;; If this structure is type datatype or named, use the default name
      (SETF (PS-PREDICATE PS)
            (DEFAULT-PREDICATE-NAME (PS-NAME PS)))
;; now set it to NIL to signal no predicate to the predicate builder.
      (SETF (PS-PREDICATE PS)
            NIL))
(IF (EQ (PS-COPIER PS)
        %NO-COPIER)
    ;; Note that this is not a null check. If this field is NIL the user explicitly gave NIL as the copier
      (SETF (PS-COPIER PS)
            (INTERN (CONCATENATE 'STRING "COPY-" (STRING (PS-NAME PS))))))
(LET ((EXPORTNAMES (PS-EXPORT PS))
    ;; If export-slot is nil, functions will not be exported. otherwise, export the specified functions.[Edited by TT (13-June-90)
      (AND EXPORTNAMES (OR (EQ EXPORTNAMES T)
                          (AND (NOT (LISTP EXPORTNAMES))
                                (NOT (SETF (PS-EXPORT PS)
                                           (SETQ EXPORTNAMES (LIST EXPORTNAMES))))))
                          (DOLIST (EXPORTNAME EXPORTNAMES T)
                                (OR (MEMBER EXPORTNAME %DEFSTRUCT-EXPORT-OPTIONS)
                                    (ERROR "~S is not valid option keyword for :EXPORT" EXPORTNAME))))))
    (COND
      ((EQ (PS-CONSTRUCTORS PS)
           %NO-CONSTRUCTOR)
       ;; There were no constructors specified. Default the value.
       (SETF (PS-CONSTRUCTORS PS)
             `((, (DEFAULT-CONSTRUCTOR-NAME (PS-NAME PS)))))))

```

```

(DEFUN PS-NUMBER-OF-SLOTS (PS)
  "the number of slots in an instance of this structure"
  (LENGTH (PS-ALL-SLOTS PS)))

```

```

(DEFUN PS-TYPE-SPECIFIER (PS)
  "returns list, vector, or (vector foo)"
  (ECASE (PS-TYPE PS)
    (LIST 'LIST)
    (VECTOR (LET ((ELEMENT-TYPE (PS-VECTOR-TYPE PS)))
                 (IF (IL:NEQ ELEMENT-TYPE T)
                     `(VECTOR ,ELEMENT-TYPE)
                     'VECTOR))))))

```

```

(DEFUN SET-XP-PRINTER (PS)
  ; Edited 8-Jan-92 09:53 by jrb:
  ;; Hang the XP::STRUCTURE-PRINTER property the new pretty-printer expects to see
  ;; Changed property to CL::STRUCTURE-PRINTER and changed #'CL::STRUCTURE-WITH-USER-PRINTER to just
  ;; 'CL::STRUCTURE-WITH-USER-PRINTER, as none of this stuff is defined until XP gets loaded WAY later in the init
  (LET
    ((NAME (PS-NAME PS)))
    `(SETF
      (GET ',NAME 'STRUCTURE-PRINTER)
      , (COND
        ((NOT (EQ (PS-PRINT-FUNCTION PS)
                  %DEFAULT-PRINT-FUNCTION))
         'STRUCTURE-WITH-USER-PRINTER)
        ((EQ (PS-TYPE PS)
              %DEFAULT-DEFSTRUCT-TYPE)
         (LET*
            ((CONC-NAME (STRING (PS-CONC-NAME PS)))
             (SLOTS (MAPCAR #'(LAMBDA (X)
                              (IF (CONSP X)
                                  (CAR X)
                                  X))
                          (PS-ALL-SLOTS PS))))
            `#' (LAMBDA (XP OBJ)
                  (STRUCTURE-WITH-DEFAULT-PRINTER
                   XP
                   ',NAME
                   ,@(MAPCAN #'(LAMBDA (SLOT)
                               `((, (STRING SLOT)
                                  (INTERN (CONCATENATE 'STRING CONC-NAME (STRING SLOT)))
                                  OBJ)))
                          SLOTS))))))
      (T :NONE))))))

```

;;; slot resolution code

```

(DEFUN ASSIGN-SLOT-OFFSET (PS)

```

;; Assigns the offsets for each slot for type vector and list.

```
(LET* ((NAME (PS-NAME PS))
       (SLOTS (PS-ALL-SLOTS PS)))
      (ECASE (PS-TYPE PS)
             ((VECTOR LIST)
              ;; the field descriptor is just the offset.
              (DO ((I 0 (1+ I))
                  (SLOT SLOTS (CDR SLOT)))
                  ((NULL SLOT))
                  (SETF (PSLOT-FIELD-DESCRIPTOR (CAR SLOT))
                        I))))))
```

(DEFUN **RESOLVE-SLOTS** (LOCAL-SLOT-DESCRIPTIONS PS)

;; Combines the slot descriptions from the defstruct call with the included slot-descriptions from supers and the :includes option, and installs the description in the parsed-structure

```
(LET ((LOCAL-SLOTS (MAPCAR #'PARSE-SLOT LOCAL-SLOT-DESCRIPTIONS))
      (INCLUDED-SLOTS (MAPCAR #'PARSE-SLOT (PS-INCLUDED-SLOTS PS)))
      (INCLUDES (PS-INCLUDE PS)))
      (WHEN (PS-NAMED PS)
             ;; Adds the slot representing the name pseudo-slot.
             (IF (NOT (PS-NAMED PS))
                  (ERROR "named not supplied for this defstruct"))
             (PUSH (NAME-SLOT PS)
                   LOCAL-SLOTS))
            (WHEN (NOT (EQ 0 (PS-INITIAL-OFFSET PS)))
             ;; Adds parsed-slots to the local-slots to represent the initial offset.
             (SETQ LOCAL-SLOTS (NCONC (XCL:WITH-COLLECTION (DOTIMES (I (PS-INITIAL-OFFSET PS))
                                                                    (XCL:COLLECT (OFFSET-SLOT)))
                                       LOCAL-SLOTS)))
            (IF INCLUDES
                (LET ((SUPER-SLOTS
                      ;; must copy the slots, since the accessor-name will be destructively modified to use the new conc-name.
                      (MAPCAR #'COPY-PARSED-SLOT (PS-ALL-SLOTS (PARSED-STRUCTURE INCLUDES))))
                    ;; update the super-slots according to the included-slots, then make all-slots be (append merged-slots local-slots)
                    (SETF (PS-ALL-SLOTS PS)
                          (NCONC (MERGE-SLOTS INCLUDED-SLOTS SUPER-SLOTS PS)
                                  LOCAL-SLOTS)))
                  (PROGN (IF INCLUDED-SLOTS
                           (ERROR "Can't include slots when ~s includes no structure." (PS-NAME PS)))
                         ;; no included slots, so the local-slots are it.
                         (SETF (PS-ALL-SLOTS PS)
                               LOCAL-SLOTS)))
                  (WHEN (AND (NULL (PS-ALL-SLOTS PS))
                            (EQ (PS-TYPE PS)
                                %DEFAULT-DEFSTRUCT-TYPE))
                        (PUSH (DUMMY-SLOT)
                              LOCAL-SLOTS)
                        (SETF (PS-ALL-SLOTS PS)
                              LOCAL-SLOTS)))
```

;; No longer require local slots to be recorded

```
(SETF (PS-LOCAL-SLOTS PS)
      LOCAL-SLOTS)
```

;; now that all slots (included, super, local and filler) have been included, we can create accessor names.

```
(LET ((CONC-NAME (PS-CONC-NAME PS))
      (DOLIST (SLOT (PS-ALL-SLOTS PS))
              (ASSIGN-SLOT-ACCESSOR SLOT CONC-NAME)))
```

;; we can also record slot-names for the default-structure-printer and inspector.

```
(SETF (PS-ALL-SLOT-NAMES PS)
      (MAPCAR #'PSLOT-NAME (PS-ALL-SLOTS PS)))
```

;; make sure that no slot names have been repeated (either from being explicitly listed twice in the defstruct, or using a slot name that is present in the super without using :include for the slot)

```
(DO ((SLOT-NAMES (PS-ALL-SLOT-NAMES PS)
                (CDR SLOT-NAMES)))
    ((NULL SLOT-NAMES))
    (IF (MEMBER (CAR SLOT-NAMES)
                (CDR SLOT-NAMES)
                :TEST #'STRING=)
        (ERROR "The slot ~s is repeated in ~s." (CAR SLOT-NAMES)
              (PS-ALL-SLOT-NAMES PS))))))
```

(DEFUN **INSERT-INCLUDED-SLOT** (NEW-SLOT SUPER-SLOTS PS)

;; Replaces the slot in super-slots that corresponds to new-slot with new-slot


```
(FLET ((SAME-SLOT (SLOT1 SLOT2)
  (EQ (PSLOT-NAME SLOT1)
      (PSLOT-NAME SLOT2))))
  (LET* ((TAIL (MEMBER NEW-SLOT SUPER-SLOTS :TEST #'SAME-SLOT))
    (OLD-SLOT (CAR TAIL)))
    (IF (NOT TAIL)
      (ERROR "included slot ~S not present in included structure ~S" (PSLOT-NAME NEW-SLOT)
        (PS-INCLUDE PS)))
    ;; verify the inclusion rules.
    (IF (AND (PSLOT-READ-ONLY OLD-SLOT)
      (NOT (PSLOT-READ-ONLY NEW-SLOT)))
      (ERROR "included slot ~s must be read-only. It is in included structure ~S" (PSLOT-NAME
        NEW-SLOT)
        (PS-INCLUDE PS)))
    (DEFSTRUCT-ASSERT-SUBTYPEP (PSLOT-TYPE NEW-SLOT)
      (PSLOT-TYPE OLD-SLOT)
      ("Included slot ~S's type ~s is not a subtype of original slot type ~s" (PSLOT-NAME
        NEW-SLOT)
        (PSLOT-TYPE NEW-SLOT)
        (PSLOT-TYPE OLD-SLOT)))
    ;; finally, we can replace the slot
    (RPLACA TAIL NEW-SLOT))))
```

```
(DEFUN MERGE-SLOTS (INCLUDED-SLOTS SUPER-SLOTS PS)
  ;; Takes the included-slots, and the local slots, then merges them with the slots from the super that aren't shadowed.
  ;; go through the slots from the super and replace the super's def with the overriding included-slot
  (DOLIST (NEW-SLOT INCLUDED-SLOTS)
    (INSERT-INCLUDED-SLOT NEW-SLOT SUPER-SLOTS PS))
  SUPER-SLOTS)
```

```
(DEFUN NAME-SLOT (PS)
  ;; Returns a parsed-slot representing the 'name' field of a structure
  (PARSE-SLOT `(SI::--STRUCTURE-NAME-SLOT-- ', (PS-NAME PS)
    :READ-ONLY T)
  NIL))
```

```
(DEFUN DUMMY-SLOT ()
  (PARSE-SLOT `(SI::--STRUCTURE-DUMMY-SLOT-- NIL :READ-ONLY T :TYPE IL:XPOINTER)
  NIL))
```

```
(DEFUN OFFSET-SLOT ()
  (PARSE-SLOT `(', (GENSYM)
    ;; to make sure that names are unique, so that when the inspector works on :type list, there will be a unique name.
    NIL :READ-ONLY T)
  NIL))
```

;;; data layout code

```
(DEFUN ASSIGN-STRUCTURE-REPRESENTATION (PS)
  ;; Determines the descriptors and returns a form to create the datatype at loadtime.
  ;; Side effects ps.
  (LET ((LOCAL-SLOTS (PS-LOCAL-SLOTS PS)))
    ;; Local slots no longer need be recorded
    (SETF (PS-LOCAL-SLOTS PS)
      NIL)
    (CASE (PS-TYPE PS)
      ((VECTOR LIST)
        ;; just assign the the field descriptors (offsets). No run-time declaration is needed since the representation is known (list and vector)
        (ASSIGN-SLOT-OFFSET PS)
        NIL)
      (DATATYPE (LET* ((LOCAL-FIELD-SPECS (MAPCAR #'(LAMBDA (SLOT)
        (%STRUCTURE-TYPE-TO-FIELDSPEC (PSLOT-TYPE
          SLOT))))
          LOCAL-SLOTS))
        (SUPER-FIELD-SPECS (IF (PS-INCLUDE PS)
          (PS-FIELD-SPECIFIERS (PARSED-STRUCTURE (PS-INCLUDE PS))))))
        (ALL-FIELD-SPECS (APPEND SUPER-FIELD-SPECS LOCAL-FIELD-SPECS))
        (STRUCTURE-NAME (PS-NAME PS)))
        (SETF (PS-FIELD-SPECIFIERS PS)
          ALL-FIELD-SPECS)
        (XCL:DESTRUCTURING-BIND (LENGTH &REST FIELD-DESCRIPTORS)
```



```
(MEMBER 'IL:FLAG)
(OTHERWISE 'IL:POINTER))))))
```

(DEFUN ASSIGN-FIELD-DESCRIPTORS (PS FIELD-DESCRIPTORS)

;; Assigns the field descriptors for accessing each slot of the structure

```
(IF (NOT (EQ (PS-TYPE PS)
'DATATYPE))
(ERROR "Not a structure of type datatype"))
(DO ((F FIELD-DESCRIPTORS (CDR F))
(SLOT (PS-ALL-SLOTS PS)
(CDR SLOT)))
((NULL F))
(SETF (PSLOT-FIELD-DESCRIPTOR (CAR SLOT))
(CAR F))))
```

;; DON'T record where the pointer fields are for the circle printer. it will do this when it needs them.

;; (setf (ps-pointer-descriptors ps) (mapcan #'(lambda (descriptor) (case (caddr descriptor) ((il:pointer il:fullpointer il:xpointer il:fullxpointer) (list descriptor)))) field-descriptors))

)

(DEFUN STRUCTURE-POINTER-SLOTS (STRUCTURE-NAME)

;; record where the pointer fields are for the circle printer.

```
(LET ((PS (PARSED-STRUCTURE STRUCTURE-NAME)))
(OR (PS-POINTER-DESCRIPTORS PS)
(SETF (PS-POINTER-DESCRIPTORS PS)
(MAPCAN #'(LAMBDA (DESCRIPTOR)
(CASE (CADDR DESCRIPTOR)
(IL:POINTER IL:FULLPOINTER IL:XPOINTER IL:FULLXPOINTER) (LIST DESCRIPTOR
))))
(MAPCAR #'PSLOT-FIELD-DESCRIPTOR (PS-ALL-SLOTS PS))))))
```

;;; type system hooks

(DEFUN PROCESS-TYPE (PS)

;;; adds the structure to the common lisp type system and defines the predicate, if any.

```
(IF (NOT (PS-TEMPLATE PS))
(LET* ((NAME (PS-NAME PS))
(TYPE (PS-TYPE PS))
(PREDICATE (PS-PREDICATE PS))
(PREDICATE-BODY (AND PREDICATE (PREDICATE-BODY PS 'OBJECT)))
(EXPORTNAME (PS-EXPORT PS))
(IF (AND PREDICATE (OR (EQ EXPORTNAME T)
(MEMBER :PREDICATE EXPORTNAME)))
(EXPORT PREDICATE))
\,@(COND
((EQ TYPE 'DATATYPE)
\((EVAL-WHEN (EVAL LOAD COMPILE)
(SETF (TYPE-EXPANDER ',NAME)
'TYPE-EXPAND-STRUCTURE))))
((PS-NAMED PS)
\((EVAL-WHEN (EVAL LOAD COMPILE)
(SETF (TYPE-EXPANDER ',NAME)
'TYPE-EXPAND-NAMED-STRUCTURE))))
,@(WHEN PREDICATE
(LET* ((INLINE (PS-INLINE PS))
(INLINE-P (AND (EQ TYPE 'DATATYPE)
(OR (EQ INLINE :ONLY)
(AND (CONSP INLINE)
(MEMBER :PREDICATE INLINE :TEST #'EQ))))))
(INLINE-ONLY-P (EQ INLINE :ONLY)))
(IF (NULL INLINE-P)
;; Flush optimizer (a bit extreme, but also gets rid of old definline optimizers from the old defstruct
(SETF (COMPILER:OPTIMIZER-LIST PREDICATE)
NIL))
\,@(IF (NOT INLINE-ONLY-P)
\((DEFUN ,PREDICATE (OBJECT)
,PREDICATE-BODY)))
,@(IF INLINE-P
\((EVAL-WHEN (EVAL LOAD COMPILE)
(ESTABLISH-PREDICATE ',(PS-NAME PS))))))))))
```

; Edited by TT(13-June-90) Export Option Follow up

(DEFUN PREDICATE-BODY (PS ARG)

```
(LET ((PREDICATE (PS-PREDICATE PS))
(TYPE (PS-TYPE PS)))
(CASE TYPE
```

```
(DATATYPE
  ;; for datatypes, always create a predicate. Use typep
  `(TYPEP ,ARG ', (PS-NAME PS))
(OTHERWISE
  ;; vectors and lists can only have a predicate if they are named
  (IF (NOT (PS-NAMED PS))
      (ERROR "The predicate ~s may not be specified for ~s because it is not :name'd" PREDICATE
            (PS-NAME PS)))
  `(AND (TYPEP ,ARG ', (IF (EQ TYPE 'LIST)
                          'CONS
                          'VECTOR))
        (EQ , (IF (EQ TYPE 'LIST)
                  `(NTH , (PS-NAME-SLOT-POSITION PS)
                        ,ARG)
                  `(AREF ,ARG , (PS-NAME-SLOT-POSITION PS)))
          ', (PS-NAME PS))))))
```

```
(DEFUN TYPE-EXPAND-STRUCTURE (TYPE-FORM)
  `(:DATATYPE , (CAR TYPE-FORM)))
```

```
(DEFUN TYPE-EXPAND-NAMED-STRUCTURE (TYPE-FORM)
  `(SATISFIES , (PS-PREDICATE (PARSED-STRUCTURE (CAR TYPE-FORM))))
```

```
(DEFUN PS-NAME-SLOT-POSITION (PS)
  "returns the offset of the name slot for ps."
  (LET* ((INCLUDE (PS-INCLUDE PS))
         (SUPER-SLOTS (AND INCLUDE (PS-ALL-SLOTS (PARSED-STRUCTURE INCLUDE))))
         (+ (PS-INITIAL-OFFSET PS)
            (LENGTH SUPER-SLOTS))))
```

```
(DEFUN DEFAULT-PREDICATE-NAME (STRUCTURE-NAME)
  (VALUES (INTERN (CONCATENATE 'STRING (STRING STRUCTURE-NAME)
                              "-P"))))
```

```
(DEFUN DEFSTRUCT-SHARED-PREDICATE-OPTIMIZER (FORM &OPTIONAL ENVIRONMENT CONTEXT)
  (XCL:DESTRUCTURING-BIND (PREDICATE OBJECT)
    FORM
    (LET ((NAME (GETHASH PREDICATE *DEFSTRUCT-INFO-CACHE*)))
      (IF (NULL NAME)
          (SETQ NAME (CACHE-PREDICATE-INFO PREDICATE)))
      (IF NAME
          `(TYPEP ,OBJECT ',NAME)
          (COMPILER:PASS))))
```

```
(DEFUN CACHE-PREDICATE-INFO (PREDICATE)
  ;; Establishes a shared a shared optimizer for a defstruct predicate
  (LET ((PS (GET-PS-FROM-PREDICATE PREDICATE T))
        (WHEN PS
          (SETF (GETHASH PREDICATE *DEFSTRUCT-INFO-CACHE*)
                (PS-NAME PS))))))
```

```
(DEFCONSTANT %FUNCTION-DEFINING-FORM-KEYWORDS '(:ACCESSOR :COPIER :PREDICATE :BOA-CONSTRUCTOR
                                                :CONSTRUCTOR)
  "all the legal contexts for function-defining-form in defstruct")
```

;;; accessors and setfs

```
(DEFUN SETF-NAME (ACCESSOR-NAME)
  "produces the name of the setf function for this accessor"
  (XCL:PACK (LIST '%SETF- ACCESSOR-NAME)))
```

```
(DEFUN ACCESSOR-BODY (SLOT ARGUMENT STRUCTURE-TYPE &OPTIONAL (NO-TYPE-CHECK NIL))
  ;; Returns a form which fetches slot from argument
  (ECASE STRUCTURE-TYPE
    (DATATYPE `(, (IF NO-TYPE-CHECK
                     'IL:FFETCHFIELD
                     'IL:FETCHFIELD)
              ', (PSLOT-FIELD-DESCRIPTOR SLOT)
              ,ARGUMENT))
    (LIST `(NTH , (PSLOT-FIELD-DESCRIPTOR SLOT)
                ,ARGUMENT))
    (VECTOR `(AREF ,ARGUMENT , (PSLOT-FIELD-DESCRIPTOR SLOT))))))
```

```

(DEFUN PROCESS-ACCESSORS (PS)
  (IF (NOT (EQ (PS-INLINE PS)
              :ONLY))
      (IF COMPILER::*NEW-COMPILER-IS-EXPANDING*
          `((ESTABLISH-ACCESSORS ', (PS-NAME PS)))
          `((EVAL-WHEN (EVAL)
                    (ESTABLISH-ACCESSORS ', (PS-NAME PS)))
            (EVAL-WHEN (LOAD)
              ,@(DEFINE-ACCESSORS PS))))))

```

```

(DEFUN ESTABLISH-ACCESSORS (PS-NAME)
  ;; Makes a closure for every accessor
  (LET* ((PS (PARSED-STRUCTURE PS-NAME))
         (STRUCTURE-TYPE (PS-TYPE PS)))
    (MAPCAN #'(LAMBDA (SLOT)
              (LET ((ACCESSOR (PSLOT-ACCESSOR SLOT))
                    (EXPORTNAME (PS-EXPORT PS)))
                (WHEN ACCESSOR
                  (IF (OR (EQ EXPORTNAME T)
                          (MEMBER :ACCESSOR EXPORTNAME))
                      (EXPORT ACCESSOR) ; Edited by TT(13-June-90) Export Option Follow up
                      (SETF (SYMBOL-FUNCTION ACCESSOR)
                            (%MAKE-ACCESSOR-CLOSURE SLOT STRUCTURE-TYPE))))))
          (PS-ALL-SLOTS PS)))

```

```

(DEFUN DEFINE-ACCESSORS (PS)
  ;; Returns the forms that when evaluated, define the accessors
  ;; Only used by the byte compiler
  (LET ((NAME (PS-NAME PS))
        (STRUCTURE-TYPE (PS-TYPE PS)))
    ;; the arg-name must be the structure name, since it is already in the raw-accessors.
    (MAPCAN #'(LAMBDA (SLOT)
              (LET ((ACCESSOR (PSLOT-ACCESSOR SLOT))
                    (EXPORTNAME (PS-EXPORT PS)))
                (WHEN ACCESSOR
                  (IF (OR (EQ EXPORTNAME T)
                          (MEMBER :ACCESSOR EXPORTNAME))
                      (EXPORT ACCESSOR) ; Edited by TT(13-June-90) Export Option follow-up.
                      `((DEFUN ,ACCESSOR (,NAME)
                        , (ACCESSOR-BODY SLOT NAME STRUCTURE-TYPE))))))
          (PS-ALL-SLOTS PS)))

```

```

(DEFUN DEFSTRUCT-SHARED-ACCESSOR-OPTIMIZER (FORM &OPTIONAL ENVIRONMENT CONTEXT)
  (XCL:DESTRUCTURING-BIND (ACCESSOR OBJECT)
    FORM
    (LET ((SLOT-INFO (GETHASH ACCESSOR *DEFSTRUCT-INFO-CACHE*)))
      (IF (NULL SLOT-INFO)
          (SETQ SLOT-INFO (CACHE-SLOT-INFO ACCESSOR)))
      (IF SLOT-INFO
          (XCL:DESTRUCTURING-BIND (TYPE SLOT FAST-ACCESSORS-P)
            SLOT-INFO
            (ACCESSOR-BODY SLOT OBJECT TYPE FAST-ACCESSORS-P))
          'COMPILER:PASS)))

```

```

(DEFINE-SHARED-SETF-MACRO DEFSTRUCT-SHARED-SETF-EXPANDER ACCESSOR (DATUM) (NEW-VALUE)
  ;; Shared setf expander for all defstruct slot accessors
  (LET ((SLOT-INFO (GETHASH ACCESSOR *DEFSTRUCT-INFO-CACHE*)))
    (WHEN (NULL SLOT-INFO)
      (SETQ SLOT-INFO (CACHE-SLOT-INFO ACCESSOR)))
    (XCL:DESTRUCTURING-BIND (TYPE SLOT FAST-ACCESSORS-P)
      SLOT-INFO
      (LET ((DESCRIPTOR (PSLOT-FIELD-DESCRIPTOR SLOT)))
        (ECASE TYPE
          (DATATYPE `((IF FAST-ACCESSOR-P
                          'IL:FREPLACEFIELD
                          'IL:REPLACEFIELD)
                    ',DESCRIPTOR
                    ,DATUM
                    ,NEW-VALUE))
          (LIST `(SETF (NTH ,DESCRIPTOR ,DATUM)
                      ,NEW-VALUE))
          (VECTOR (MACROLET ((SIMPLE-P (X)
                                   `(OR (SYMBOLP ,X)
                                       (CONSTANTP ,X))))
                  (IF (AND (SIMPLE-P DATUM)
                          (SIMPLE-P NEW-VALUE))
                      `(XCL:ASET ,NEW-VALUE ,DATUM ,DESCRIPTOR)
                      (SETF (NTH ,DESCRIPTOR ,DATUM)
                            ,NEW-VALUE))))))

```

```
(LET ((D (GENSYM))
      (V (GENSYM)))
      `(LET ((,D ,DATUM)
            (,V ,NEW-VALUE))
          (XCL:ASET ,V ,D ,DESCRIPTOR))))))
```

```
(DEFUN CACHE-SLOT-INFO (ACCESSOR)
```

;;; saves the internal accessors in a hash table so that setf methods can be generated at interpret/compile time.

```
(LET* ((PS (GET-PS-FROM-ACCESSOR ACCESSOR))
       (FAST-ACCESSORS (PS-FAST-ACCESSORS PS)))
      (SETF (GETHASH ACCESSOR *DEFSTRUCT-INFO-CACHE*) ; Make a copy of the slot to keep refcounts down
            (LIST (PS-TYPE PS)
                  (COPY-TREE (GET-SLOT-DESCRIPTOR-FROM-PS ACCESSOR PS))
                  (AND FAST-ACCESSORS T)))))
```

```
(DEFUN %MAKE-ACCESSOR-CLOSURE (SLOT STRUCTURE-TYPE)
```

```
(LET ((DESCRIPTOR (PSLOT-FIELD-DESCRIPTOR SLOT))
      (ECASE STRUCTURE-TYPE
        (DATATYPE (XCL:DESTRUCTURING-BIND (TYPENAME OFFSET FIELD-DESCRIPTOR)
                                           DESCRIPTOR
                                           (CASE FIELD-DESCRIPTOR
                                             ((IL:POINTER IL:FULLPOINTER IL:XPOINTER IL:FULLXPOINTER) (
                                                                                                     %MAKE-POINTER-ACCESSOR
                                                                                                     TYPENAME OFFSET))
                                             (IL:FLOATP (%MAKE-FLOAT-ACCESSOR TYPENAME OFFSET))
                                             (IL:FIXP (%MAKE-FIXP-ACCESSOR TYPENAME OFFSET))
                                             (OTHERWISE
                                              ;; Must be a bit field
                                              (LET* ((FIELD-TYPE (CAR FIELD-DESCRIPTOR))
                                                    (FIELD-ARG (CDR FIELD-DESCRIPTOR))
                                                    (SIZE (1+ (LOGAND FIELD-ARG 15)))
                                                    (POSITION (- 16 (+ SIZE (ASH FIELD-ARG -4)))))
                                                  (ECASE FIELD-TYPE
                                                    (IL:BITS (IF (EQ SIZE 16)
                                                                (%MAKE-WORD-ACCESSOR TYPENAME OFFSET)
                                                                (%MAKE-BIT-ACCESSOR TYPENAME OFFSET POSITION SIZE))
                                                    (IL:FLAGBITS (IF (EQ SIZE 1)
                                                                (%MAKE-FLAG-ACCESSOR TYPENAME OFFSET POSITION)
                                                                (ERROR "Illegal field descriptor: ~s" DESCRIPTOR))
                                                    (IL:SIGNEDBITS (IF (EQ SIZE 16)
                                                                (%MAKE-SMALL-FIXP-ACCESSOR TYPENAME OFFSET)
                                                                ;; Would be better to say here "Inconvenient field descriptor"
                                                                (ERROR "Illegal field descriptor: ~s"
                                                                    DESCRIPTOR))))))))))
        (LIST (%MAKE-LIST-ACCESSOR DESCRIPTOR))
        (VECTOR (%MAKE-ARRAY-ACCESSOR DESCRIPTOR)))))
```

```
(DEFUN %MAKE-LIST-ACCESSOR (OFFSET)
```

```
  #'(LAMBDA (LIST)
      (NTH OFFSET LIST)))
```

```
(DEFUN %MAKE-ARRAY-ACCESSOR (OFFSET)
```

```
  #'(LAMBDA (VECTOR)
      (AREF VECTOR OFFSET)))
```

```
(DEFUN %MAKE-POINTER-ACCESSOR (TYPE OFFSET)
```

```
(IF TYPE
    #'(LAMBDA (OBJECT)
        (IF (NOT (IL:\\INSTANCE-P OBJECT TYPE))
            (ERROR "Arg not ~s: ~s" TYPE OBJECT)
            (IL:\\GETBASEPTR OBJECT OFFSET)))
    #'(LAMBDA (OBJECT)
        (IL:\\GETBASEPTR OBJECT OFFSET)))
```

```
(DEFUN %MAKE-BIT-ACCESSOR (TYPE WORD-OFFSET OFFSET SIZE)
```

```
(IF TYPE
    #'(LAMBDA (OBJECT)
        (IF (NOT (IL:\\INSTANCE-P OBJECT TYPE))
            (ERROR "Arg not ~s: ~s" TYPE OBJECT)
            (LDB (BYTE SIZE OFFSET)
                 (IL:\\GETBASE OBJECT WORD-OFFSET))))
    #'(LAMBDA (OBJECT)
        (LDB (BYTE SIZE OFFSET)
             (IL:\\GETBASE OBJECT WORD-OFFSET))))
```

```
(DEFUN %MAKE-FLAG-ACCESSOR (TYPE WORD-OFFSET OFFSET)
  (IF TYPE
    #'(LAMBDA (OBJECT)
      (IF (NOT (IL:\\INSTANCE-P OBJECT TYPE))
        (ERROR "Arg not ~s: ~s" TYPE OBJECT)
        (NOT (EQ 0 (LDB (BYTE 1 OFFSET)
          (IL:\\GETBASE OBJECT WORD-OFFSET)))))))
    #'(LAMBDA (OBJECT)
      (NOT (EQ 0 (LDB (BYTE 1 OFFSET)
        (IL:\\GETBASE OBJECT WORD-OFFSET)))))))
```

```
(DEFUN %MAKE-WORD-ACCESSOR (TYPE OFFSET)
  (IF TYPE
    #'(LAMBDA (OBJECT)
      (IF (NOT (IL:\\INSTANCE-P OBJECT TYPE))
        (ERROR "Arg not ~s: ~s" TYPE OBJECT)
        (IL:\\GETBASE OBJECT OFFSET)))
    #'(LAMBDA (OBJECT)
      (IL:\\GETBASE OBJECT OFFSET))))
```

```
(DEFUN %MAKE-FIXP-ACCESSOR (TYPE OFFSET)
  (IF TYPE
    #'(LAMBDA (OBJECT)
      (IF (NOT (IL:\\INSTANCE-P OBJECT TYPE))
        (ERROR "Arg not ~s: ~s" TYPE OBJECT)
        (IL:\\GETBASEFIXP OBJECT OFFSET)))
    #'(LAMBDA (OBJECT)
      (IL:\\GETBASEFIXP OBJECT OFFSET))))
```

```
(DEFUN %MAKE-SMALL-FIXP-ACCESSOR (TYPE OFFSET)
  (IF TYPE
    #'(LAMBDA (OBJECT)
      (IF (NOT (IL:\\INSTANCE-P OBJECT TYPE))
        (ERROR "Arg not ~s: ~s" TYPE OBJECT)
        (IL:\\GETBASESMALL-FIXP OBJECT OFFSET)))
    #'(LAMBDA (OBJECT)
      (IL:\\GETBASESMALL-FIXP OBJECT OFFSET))))
```

```
(DEFUN %MAKE-FLOAT-ACCESSOR (TYPE OFFSET)
  (IF TYPE
    #'(LAMBDA (OBJECT)
      (IF (NOT (IL:\\INSTANCE-P OBJECT TYPE))
        (ERROR "Arg not ~s: ~s" TYPE OBJECT)
        (IL:\\GETBASEFLOATP OBJECT OFFSET)))
    #'(LAMBDA (OBJECT)
      (IL:\\GETBASEFLOATP OBJECT OFFSET))))
```

;;; constructor definition code

```
(DEFUN DEFINE-CONSTRUCTORS (PS)
  ;; Returns the forms that when evaluated, define the constructors
  (IF (NOT (PS-TEMPLATE PS))
    (LET* ((CONSTRUCTORS (PS-CONSTRUCTORS PS))
           (SLOTS (PS-ALL-SLOTS PS))
           (RESULT-ARG (PS-NAME PS))
           (ALL-BOAS? (EVERY #'BOA-CONSTRUCTOR-P CONSTRUCTORS))
           (EXPORTNAME (PS-EXPORT PS))
           (IF (OR (EQ EXPORTNAME T)
                  (MEMBER :CONSTRUCTOR EXPORTNAME))
              (EXPORT CONSTRUCTORS))
           (COND
            (ALL-BOAS?
             ;; don't bother building the arglist etc.
             (MAPCAR #'(LAMBDA (CONSTRUCTOR)
                       (DEFINE-BOA-CONSTRUCTOR CONSTRUCTOR PS))
                     CONSTRUCTORS))
            (T (LET* ((ARGUMENT-LIST (BUILD-CONSTRUCTOR-ARGLIST SLOTS))
                    (SLOT-SETFS (BUILD-CONSTRUCTOR-SLOT-SETFS SLOTS ARGUMENT-LIST PS))
                    (XCL:WITH-COLLECTION
                     (DOLIST (CONSTRUCTOR CONSTRUCTORS)
                       (XCL:COLLECT (COND
                                     ((BOA-CONSTRUCTOR-P CONSTRUCTOR)
                                      (DEFINE-BOA-CONSTRUCTOR CONSTRUCTOR PS))
                                     (T ;; keep the name of a standard constructor, if any, so that the #s form can work.
                                      (SETF (PS-STANDARD-CONSTRUCTOR PS)
                                            CONSTRUCTOR))
                                   ))
                     ))
             ;; since we just built the object we're setting fields of, we don't need to type check it.
```

; Edited by TT(13-June-90) Export Option Follow up

```

` (DEFUN ,CONSTRUCTOR (&KEY ,@ARGUMENT-LIST)
  (LET ((,RESULT-ARG , (RAW-CONSTRUCTOR PS)))
    ,@SLOT-SETFS
    ,RESULT-ARG)))))))))

```

```

(DEFUN DEFINE-BOA-CONSTRUCTOR (NAME&ARGLIST PS)
  (LET* ((CONSTRUCTOR-NAME (CAR NAME&ARGLIST))
        (ARGLIST (CADR NAME&ARGLIST))
        (NEW-ARGUMENT-LIST (BOA-ARG-LIST-WITH-INITIAL-VALUES ARGLIST PS))
        (RESULT-ARG (PS-NAME PS))
        (SLOT-SETFS (BOA-SLOT-SETFS RESULT-ARG (ARGUMENT-NAMES NEW-ARGUMENT-LIST)
                                PS)))
    ` (DEFUN ,CONSTRUCTOR-NAME ,NEW-ARGUMENT-LIST
      (LET ((,RESULT-ARG , (RAW-CONSTRUCTOR PS)))
        ,@SLOT-SETFS
        ,RESULT-ARG)))

```

```

(DEFUN ARGUMENT-NAMES (ARG-LIST)
  (MAPCAN #'(LAMBDA (ARG)
    (COND
      ((CONSP ARG)
       (IF (CONSP (CAR ARG))
           (LIST (CONS (CADR (CAR ARG))
                      (CDR ARG)))
           (LIST ARG)))
      ((MEMBER ARG LAMBDA-LIST-KEYWORDS)
       NIL)
      (T (LIST (LIST ARG :REQUIRED-ARG))))))
  ARG-LIST))

```

```

(DEFUN BOA-ARG-LIST-WITH-INITIAL-VALUES (ARG-LIST PS)
  (LET ((NEW-ARG-LIST (COPY-TREE ARG-LIST))
        (SLOTS (PS-ALL-SLOTS PS))
        (LEGAL-KEYWORDS '(&OPTIONAL &REST &KEY &ALLOW-OTHER-KEYS &AUX))
        ARG-TAIL ARG-HEAD)

```

;; Munch through the argument list, generating the slightly munged BOA argument list. First pop off the mandatory arguments

```

(SETQ ARG-TAIL NEW-ARG-LIST)
(FLET ((MORE-TO-DO NIL (AND ARG-TAIL (NOT (MEMBER (CAR ARG-TAIL)
                                                    LEGAL-KEYWORDS :TEST #'EQ))))
      (BUILD-ARG (OLD-ARG KEY?)
        (SETF (CAR ARG-TAIL)
              (COND
                ((SYMBOLP OLD-ARG)
                 (LET ((IVF (PSLOT-INITIAL-VALUE (FIND-SLOT OLD-ARG SLOTS))))
                   (IF IVF
                       `(,OLD-ARG ,IVF)
                       `(,OLD-ARG NIL , (IL:GENSYM))))))
                ((CONSP OLD-ARG)
                 (IF (CDR OLD-ARG)
                     OLD-ARG ; already a default
                     (LET ((IVF (PSLOT-INITIAL-VALUE (FIND-SLOT (IF (AND KEY? (CONSP (CAR OLD-ARG))
                                                                    (SECOND (CAR OLD-ARG))
                                                                    (CAR OLD-ARG))
                                                                    SLOTS))))
                       (IF IVF
                           `(, (CAR OLD-ARG)
                               ,IVF)
                           `(, (CAR OLD-ARG)
                               NIL
                               , (IL:GENSYM))))))))))
      (IL:WHILE (MORE-TO-DO) IL:DO (POP ARG-TAIL)))

```

;; Then chew on the seperate argument classes

```

(IL:WHILE ARG-TAIL IL:DO (CASE (SETQ ARG-HEAD (POP ARG-TAIL))
  (&OPTIONAL (IL:WHILE (MORE-TO-DO) IL:DO (BUILD-ARG (CAR ARG-TAIL)
                                                    NIL
                                                    (POP ARG-TAIL)))
  (&KEY (IL:WHILE (MORE-TO-DO) IL:DO (BUILD-ARG (CAR ARG-TAIL)
                                                    T
                                                    (POP ARG-TAIL)))
  (&ALLOW-OTHER-KEYS )
  (&REST (POP ARG-TAIL))
  (&AUX (IL:WHILE (MORE-TO-DO) IL:DO (POP ARG-TAIL)))
  (OTHERWISE (ERROR "~S cannot appear in a BOA constructor as it does in
                    ~S." ARG-HEAD ARG-LIST))))))
NEW-ARG-LIST))

```

```

(DEFUN BOA-SLOT-SETFS (RESULT-ARG SLOT-NAMES PS)
  (LET ((STRUCTURE-TYPE (PS-TYPE PS))
        (XCL:WITH-COLLECTION (LET (SLOT-PLACE SLOT-NAME SLOT-ARGUMENT)

```



```

(DOLIST (SLOT (PS-ALL-SLOTS PS))
  (SETQ SLOT-NAME (PSLOT-NAME SLOT))
  (SETQ SLOT-PLACE (ACCESSOR-BODY SLOT RESULT-ARG STRUCTURE-TYPE T))
  (SETQ SLOT-ARGUMENT (ASSOC SLOT-NAME SLOT-NAMES :TEST #'EQ))
  (XCL:COLLECT (IF SLOT-ARGUMENT
    (LET ((SUPPLIED-P (CADDR SLOT-ARGUMENT)))
      (IF SUPPLIED-P
        `(IF ,SUPPLIED-P
          (SETF ,SLOT-PLACE ,SLOT-NAME))
          `(SETF ,SLOT-PLACE ,SLOT-NAME)))
        `(SETF ,SLOT-PLACE ,(PSLOT-INITIAL-VALUE SLOT)))))))

```

```

(DEFUN FIND-SLOT (NAME SLOTS &OPTIONAL (DONT-ERROR NIL))
  (DOLIST (SLOT SLOTS (OR DONT-ERROR (ERROR "slot ~s not found." NAME)))
    (IF (EQ NAME (PSLOT-NAME SLOT))
      (RETURN SLOT))))

```

```

(DEFUN RAW-CONSTRUCTOR (PS)
  ;; Returns a form which will make an instance of this structure w/o initialisation
  (ECASE (PS-TYPE PS)
    (DATATYPE `(IL:NCREATE ', (PS-NAME PS)))
    (LIST `(MAKE-LIST , (PS-NUMBER-OF-SLOTS PS)))
    (VECTOR `(MAKE-ARRAY ', (PS-NUMBER-OF-SLOTS PS)
      :ELEMENT-TYPE
      ', (PS-VECTOR-TYPE PS))))))

```

```

(DEFUN BUILD-CONSTRUCTOR-ARGLIST (SLOTS)
  ;; Gathers the keywords and initial-values for (non BOA) constructors
  (MAPCAN #'(LAMBDA (SLOT)
    (LET* ((INIT-FORM (PSLOT-INITIAL-VALUE SLOT))
           (ARG-NAME (PSLOT-NAME SLOT))
           (KEYWORD-PAIR `(, (VALUES (INTERN (SYMBOL-NAME ARG-NAME)
                                         'KEYWORD))
                                   , (GENSYM))))
      (COND
        ((NOT (PSLOT-ACCESSOR SLOT))
         ;; this is an invisible slot (name, initial-offset, etc.) don't generate a keyword arg
         NIL)
        (INIT-FORM
         ;; specify an initial value for the keyword arg
         `((, KEYWORD-PAIR , INIT-FORM)))
        (T `((, KEYWORD-PAIR NIL , (GENSYM)))))))
    SLOTS))

```

```

(DEFUN BUILD-CONSTRUCTOR-SLOT-SETFS (SLOTS ARGUMENT-LIST PS)
  ;; Builds the setfs that initialize the slots in a constructor
  (LET ((STRUCTURE-TYPE (PS-TYPE PS))
        (OBJECT-NAME (PS-NAME PS))
        (ARGUMENT-LIST ARGUMENT-LIST))
    ;; The argument list does not have arguments for "invisible" slots.
    (MAPCAR #'(LAMBDA (SLOT)
      (COND
        ((NOT (PSLOT-ACCESSOR SLOT))
         ;; invisible slot, so generate a setf to it's initial-value
         `(SETF , (ACCESSOR-BODY SLOT OBJECT-NAME STRUCTURE-TYPE T)
              , (PSLOT-INITIAL-VALUE SLOT)))
        (T (LET* ((ARGUMENT (POP ARGUMENT-LIST))
                  (KEYWORD-VAR-NAME (CADAR ARGUMENT))
                  (INITIAL-VALUE-FORM (CADR ARGUMENT)))
              ;; since slots can be read-only, we setf the raw accessor, not the slot accessor.
              ;; Also, since we built the object in which we are setting fields, we use the internal-accessor without
              ;; typecheck
              (IF INITIAL-VALUE-FORM
                `(SETF , (ACCESSOR-BODY SLOT OBJECT-NAME STRUCTURE-TYPE T)
                      , KEYWORD-VAR-NAME)
                  `(IF , (CADDR ARGUMENT)
                      (SETF , (ACCESSOR-BODY SLOT OBJECT-NAME STRUCTURE-TYPE T)
                          , KEYWORD-VAR-NAME)))))))
      SLOTS)))

```

```

(DEFUN BOA-CONSTRUCTOR-P (CONSTRUCTOR)
  ;; Returns t if the constructor is a By Order of Arguments constructor
  (CONSP CONSTRUCTOR))

```

```
(DEFUN DEFAULT-CONSTRUCTOR-NAME (STRUCTURE-NAME)
  (VALUES (INTERN (CONCATENATE 'STRING "MAKE-" (STRING STRUCTURE-NAME))))))
```

;;; copiers

```
(DEFUN DEFINE-COPIERS (PS)
  ;; Returns the form that when evaluated, defines the copier
  (IF (NOT (PS-TEMPLATE PS))
    (LET ((COPIER (PS-COPIER PS))
          (RESULT-ARG 'NEW)
          (FROM-ARG (PS-NAME PS)))
      (IF COPIER
        (MULTIPLE-VALUE-BIND (FROM-ARG-TYPE-CHECK TYPE-CHECK-SLOTS?)
          (BUILD-COPIER-TYPE-CHECK PS FROM-ARG)
          (LET ((SLOT-SETFS (BUILD-COPIER-SLOT-SETFS (PS-ALL-SLOTS PS)
              (PS-TYPE PS)
              FROM-ARG RESULT-ARG TYPE-CHECK-SLOTS?))
                (EXPORTNAME (PS-EXPORT PS))
                (IF (OR (EQ EXPORTNAME T)
                        (MEMBER :COPIER EXPORTNAME))
                    (EXPORT (PS-COPIER PS))
                    ; Edited by TT(13-June-90) Export Option follow up
                    ;; Since we just built the object we're setting fields of, we don't need to type check it.
                    `( (DEFUN , (PS-COPIER PS) ( ,FROM-ARG)
                        ,@FROM-ARG-TYPE-CHECK (LET (( ,RESULT-ARG , (RAW-CONSTRUCTOR PS))
                                                ,@SLOT-SETFS
                                                ,RESULT-ARG)))))))
          (EXPORT (PS-COPIER PS)))))
```

```
(DEFUN BUILD-COPIER-SLOT-SETFS (SLOTS STRUCTURE-TYPE FROM-ARGUMENT TO-ARGUMENT TYPE-CHECK-SLOTS?)
  "constructs the forms that copy each individual slot."
  ;; build a series of forms that look like
  ;; (setf (structure-slot to-arg) (structure-slot from-arg))
  (MAPCAR #'(LAMBDA (SLOT)
    \ (SETF , (ACCESSOR-BODY SLOT TO-ARGUMENT STRUCTURE-TYPE T)
          , (ACCESSOR-BODY SLOT FROM-ARGUMENT STRUCTURE-TYPE T)))
    SLOTS))
```

```
(DEFUN BUILD-COPIER-TYPE-CHECK (PS FROM-ARG)
  ;; Constructs the type checking form at the beginning of the copier and decides whether individual slots need to be type-checked.
  (COND
    ((EQ (PS-TYPE PS) 'DATATYPE)
     ;; If something is a datatype type check the from-arg once at the beginning. Don't check the individual accesses.
     (VALUES \((CHECK-TYPE ,FROM-ARG , (PS-NAME PS))
              NIL))
    ((PS-PREDICATE PS)
     ;; if the structure has a predicate ,then call the predicate.
     (VALUES \((OR ( , (PS-PREDICATE PS)
                    ,FROM-ARG)
                  (ERROR , (FORMAT NIL "Arg not ~s: ~~S" (PS-NAME PS))
                          ,FROM-ARG)))
              NIL))
    (T ;; Otherwise, just use the type-checked slot access, so that at least the argument is assured to be a vector/list.
     (VALUES NIL T))))
```

;;; print functions

```
(DEFVAR %DEFAULT-PRINT-FUNCTION 'DEFAULT-STRUCTURE-PRINTER "print function used when none is specified in a defstruct")
```

;;; internal stuff.

```
(DEFSETF IL:FFETCHFIELD IL:FREPLACEFIELD)
```

;;; utilities

```
(DEFMACRO DEFSTRUCT-ASSERT-SUBTYPEP (TYPE1 TYPE2 (ERROR-STRING . ERROR-ARGS)
  &REST CERROR-ACTIONS)
```

;; Provides an interface for places where the implementor isn't sure that subtypep can be trusted

```
(LET ((ERROR-STRING (OR ERROR-STRING "~S is not a subtype of ~S"))
      (ERROR-ARGS (OR ERROR-ARGS (LIST TYPE1 TYPE2))))
  `(MULTIPLE-VALUE-BIND (SUBTYPE? CERTAIN?)
    (SUBTYPEP ,TYPE1 ,TYPE2)
    (COND
      (SUBTYPE? ; it's ok, continue
        T)
      (CERTAIN? ; subtypep says it sure, so blow up
        (ERROR ,ERROR-STRING ,@ERROR-ARGS))
      (T ; subtypep isn't sure, so raise a continuable error
        (CERROR "Assume subtypep should return t" , (FORMAT NIL "Perhaps, ~a" ERROR-STRING)
          ,@ERROR-ARGS)
        ,@CERROR-ACTIONS T))))))
```

;;; inspecting structures

```
(DEFUN STRUCTURE-OBJECT-P (OBJECT)
  (TYPEP OBJECT 'STRUCTURE-OBJECT))
```

```
(DEFUN INSPECT-STRUCTURE-OBJECT (STRUCTURE OBJECTTYPE WHERE)
  "calls the system facilities with the appropriate slots and functions."
  (IL:INSPECTW.CREATE STRUCTURE (PS-ALL-SLOTS (PARSED-STRUCTURE (TYPE-OF STRUCTURE)))
    'STRUCTURE-OBJECT-INSPECT-FETCHFN
    'STRUCTURE-OBJECT-INSPECT-STOREFN
    'STRUCTURE-OBJECT-PROPCOMMANDFN NIL NIL (LET ((XCL:*PRINT-STRUCTURE* NIL))
      (CONCATENATE 'STRING (PRINC-TO-STRING STRUCTURE)
        " Inspector"))
    NIL WHERE 'STRUCTURE-OBJECT-INSPECT-PROPPRINTFN))
```

```
(DEFUN STRUCTURE-OBJECT-INSPECT-FETCHFN (OBJECT PROPERTY)
  (IF (PSLOT-ACCESSOR PROPERTY)
    (FUNCALL (PSLOT-ACCESSOR PROPERTY)
      OBJECT)
    (IL:FETCHFIELD (PSLOT-FIELD-DESCRIPTOR PROPERTY)
      OBJECT)))
```

```
(DEFUN STRUCTURE-OBJECT-INSPECT-PROPPRINTFN (PROPERTY DATUM)
  (PSLOT-NAME PROPERTY))
```

```
(DEFUN STRUCTURE-OBJECT-INSPECT-STOREFN (OBJECT PROPERTY NEWVALUE)
  ;; this effectively does (eval '(setf ,(pslot-accessor property) object) newvalue))
  (IF (PSLOT-ACCESSOR PROPERTY)
    (EVAL `(SETF (, (PSLOT-ACCESSOR PROPERTY)
      , OBJECT)
      , NEWVALUE))
    (IL:REPLACEFIELD (PSLOT-FIELD-DESCRIPTOR PROPERTY)
      OBJECT NEWVALUE)))
```

```
(DEFUN STRUCTURE-OBJECT-PROPCOMMANDFN (PROPERTY DATUM INSPECTOR-WINDOW)
  (IF (AND (TYPEP DATUM 'STRUCTURE-OBJECT)
    (PSLOT-READ-ONLY PROPERTY))
    (IL:PROMPTPRINT "Can't set a read-only slot.")
    (IL:DEFAULT.INSPECTW.PROPCOMMANDFN PROPERTY DATUM INSPECTOR-WINDOW)))
```

;; Defined last so functions required to load a defstruct are loaded first

```
(DEFSTRUCT (PS (:TYPE LIST)
  :NAMED)
```

;;; Contains the parsed information for a SINGLE structure type

;; most values are not defaulted here, because the defaults depend on other slot values (e.g. predicate depends on type and named.) These
 ;; defaults are installed in ensure-consistent-ps.

```
(NAME) ; The name of the structure
(STANDARD-CONSTRUCTOR) ; Contains the constructor to be used by the #s reader.
(ALL-SLOT-NAMES) ; The slot-name list used by the inspector.
(TYPE %DEFAULT-DEFSTRUCT-TYPE) ; Is this structure a datatype, list or vector.
(VECTOR-TYPE) ; If its a vector, this is the element-type of the vector
(INCLUDE NIL) ; The included structure, if any.
(CONC-NAME)
(CONSTRUCTORS %NO-CONSTRUCTOR) ; A list of the constructors for this structure. Boas have the
; argument list, not just the name.

(PREDICATE %NO-PREDICATE)
(PRINT-FUNCTION)
(COPIER %NO-COPIER)
(NAMED NIL)
```

```

(INITIAL-OFFSET 0)
(LOCAL-SLOTS NIL)
(ALL-SLOTS)
(INCLUDED-SLOTS)
;; Redundant
(DOCUMENTATION-STRING)
;; Unused
(FIELD-SPECIFIERS)
;; Unused
(POINTER-DESCRIPTORS)
(INLINE T)
(FAST-ACCESSORS NIL)
(TEMPLATE NIL)
(EXPORT NIL)
)

```

; The slot descriptors for slots present locally (not included).
; The list of slot descriptors for every slot present in an instance
; of this slot.
; Slots specified in the :include option.

; The position of each slot in the structure. For vectors and list
structures, it is just an offset. For datatypes, it is a
field-specifier for fetchfield.

; the descriptors for all fields which the circle-printer must scan.
; It is filled in the first time it is needed.
; Flag telling whether or not functions built by defstruct are inline
; or not.
; Flag telling whether or not accessor functions should check the
type of the object before slot accesses.
; As in IL:BLOCKRECORD. Implies type datatype, no copier,
; predicate or constructors, and fast accessors. No datatype is
; declared for this option.
; EXPORT indicates export of Structure's functions

```

(DEFSTRUCT (PARSED-SLOT (:CONC-NAME PSLOT-
                        (:TYPE LIST))
"describes a single slot in a structure"
(NAME NIL :TYPE SYMBOL)
(INITIAL-VALUE NIL)
(TYPE %DEFAULT-SLOT-TYPE)
(READ-ONLY NIL)
FIELD-DESCRIPTOR ACCESSOR)

```

;; Mapping between names of generated functions and their associated structures

```

(DEFUN STRUCTURE-FUNCTION-P (SYMBOL)
(CATCH 'FOUND
(MAPHASH #'(LAMBDA (KEY PS)
(IF (OR (AND (CONSP (PS-CONSTRUCTORS PS))
(MEMBER SYMBOL (PS-CONSTRUCTORS PS))
:TEST
#'EQ))
(EQ SYMBOL (PS-PREDICATE PS))
(EQ SYMBOL (PS-COPIER PS))
(DOLIST (SLOT (PS-ALL-SLOTS PS))
(IF (EQ SYMBOL (PSLOT-ACCESSOR SLOT))
(RETURN (PS-NAME PS))))))
(THROW 'FOUND KEY)))
*PARSED-DEFSTRUCTS*))

```

```

(DEFUN STRUCTURE-FUNCTIONS (STRUCTURE-NAME)
(LET ((PS (PARSED-STRUCTURE STRUCTURE-NAME)))
`(@ (PS-CONSTRUCTORS PS)
..(LET ((PREDICATE (PS-PREDICATE PS)))
(IF PREDICATE (LIST PREDICATE)))
..(LET ((COPIER (PS-COPIER PS)))
(IF COPIER (LIST COPIER)))
..(MAPCAN #'(LAMBDA (SLOT)
(LET ((ACCESSOR (PSLOT-ACCESSOR SLOT))
(AND ACCESSOR (LIST ACCESSOR))))
(PS-ALL-SLOTS PS))))))

```

;;; Editing structures

```

(DEFUN STRUCTURES.HASDEF (NAME &OPTIONAL TYPE SOURCE SPELLFLG)
(OR (STRUCTURE-FUNCTION-P NAME)
(IL:GETDEF NAME 'IL:STRUCTURES 'IL:CURRENT ' (IL:NODWIM IL:NOCOPY IL:NOERROR IL:HASDEF))))

```

```

(DEFUN STRUCTURES.EDITDEF (NAME TYPE SOURCE EDITCOMS OPTIONS)
"From accessor function or structure name, edit the structure."
; Edited by TT (8-June-90 : solution for AR#11127)
(IF (PARSED-STRUCTURE NAME T)
(IL:DEFAULT.EDITDEF NAME 'IL:STRUCTURES SOURCE EDITCOMS OPTIONS)
(LET ((STRUCTURE-NAME (STRUCTURE-FUNCTION-P NAME)))
; Accessor functions are identified as structures, edit the
; structure instead.
(IF STRUCTURE-NAME
(IL:DEFAULT.EDITDEF STRUCTURE-NAME 'IL:STRUCTURES SOURCE EDITCOMS OPTIONS)

```

```
(IL:DEFAULT.EDITDEF NAME TYPE SOURCE EDITCOMS OPTIONS)))
NAME)
(IL:FILEPKGTYPE 'IL:STRUCTURES 'IL:HASDEF 'STRUCTURES.HASDEF 'IL:EDITDEF 'STRUCTURES.EDITDEF)
(IL:ADDTOVAR IL:SHADOW-TYPES (IL:STRUCTURES IL:FNS))
(IL:DECLARE\ : IL:DOCOPY IL:DONTEVAL@LOAD
(IL:ADDTOVAR IL:INSPECTMACROS ((IL:FUNCTION STRUCTURE-OBJECT-P) . INSPECT-STRUCTURE-OBJECT))
)
```

;;; file properties

```
(IL:PUTPROPS IL:DEFSTRUCT IL:FILETYPE :COMPILE-FILE)
(IL:PUTPROPS IL:DEFSTRUCT IL:MAKEFILE-ENVIRONMENT (:READTABLE "XCL" :PACKAGE "LISP"))
(IL:PUTPROPS IL:DEFSTRUCT IL:COPYRIGHT ("Venue & Xerox Corporation" 1986 1987 1900 1988 1989 1990 1991 1992))
```

FUNCTION INDEX

%MAKE-ACCESSOR-CLOSURE	14	DEFSTRUCT-SHARED-SETF-EXPANDER	13
%MAKE-ARRAY-ACCESSOR	14	DUMMY-SLOT	9
%MAKE-BIT-ACCESSOR	14	ENSURE-CONSISTENT-PS	6
%MAKE-FIXP-ACCESSOR	15	ENSURE-VALID-TYPE	3
%MAKE-FLAG-ACCESSOR	15	ESTABLISH-ACCESSORS	13
%MAKE-FLOAT-ACCESSOR	15	FIND-SLOT	17
%MAKE-LIST-ACCESSOR	14	INSERT-INCLUDED-SLOT	8
%MAKE-POINTER-ACCESSOR	14	INSPECT-STRUCTURE-OBJECT	19
%MAKE-SMALL-FIXP-ACCESSOR	15	MERGE-SLOTS	9
%MAKE-WORD-ACCESSOR	15	NAME-SLOT	9
%STRUCTURE-TYPE-TO-FIELDSPEC	10	OFFSET-SLOT	9
ACCESSOR-BODY	12	PARSE-SLOT	3
ARGUMENT-NAMES	16	PREDICATE-BODY	11
ASSIGN-FIELD-DESCRIPTORS	11	PROCESS-ACCESSORS	13
ASSIGN-SLOT-ACCESSOR	3	PROCESS-TYPE	11
ASSIGN-SLOT-OFFSET	7	PS-NAME-SLOT-POSITION	12
ASSIGN-STRUCTURE-REPRESENTATION	9	PS-NUMBER-OF-SLOTS	7
BOA-ARG-LIST-WITH-INITIAL-VALUES	16	PS-TYPE-SPECIFIER	7
BOA-CONSTRUCTOR-P	17	RAW-CONSTRUCTOR	17
BOA-SLOT-SETFS	16	RECORD-DOCUMENTATION	3
BUILD-CONSTRUCTOR-ARGLIST	17	REMOVE-DOCUMENTATION	3
BUILD-CONSTRUCTOR-SLOT-SETFS	17	RESOLVE-SLOTS	8
BUILD-COPIER-SLOT-SETFS	18	SET-XP-PRINTER	7
BUILD-COPIER-TYPE-CHECK	18	SETF-NAME	12
CACHE-PREDICATE-INFO	12	STRUCTURE-FUNCTION-P	20
CACHE-SLOT-INFO	14	STRUCTURE-FUNCTIONS	20
COERCE-TYPE	10	STRUCTURE-OBJECT-INSPECT-FETCHFN	19
DEFAULT-CONSTRUCTOR-NAME	18	STRUCTURE-OBJECT-INSPECT-PROPPRINTFN	19
DEFAULT-PREDICATE-NAME	12	STRUCTURE-OBJECT-INSPECT-STOREFN	19
DEFINE-ACCESSORS	13	STRUCTURE-OBJECT-P	19
DEFINE-BOA-CONSTRUCTOR	16	STRUCTURE-OBJECT-PROPCOMMANDFN	19
DEFINE-CONSTRUCTORS	15	STRUCTURE-POINTER-SLOTS	11
DEFINE-COPIERS	18	STRUCTURES.EDITDEF	20
DEFSTRUCT-PARSE-OPTIONS	4	STRUCTURES.HASDEF	20
DEFSTRUCT-SHARED-ACCESSOR-OPTIMIZER	13	TYPE-EXPAND-NAMED-STRUCTURE	12
DEFSTRUCT-SHARED-PREDICATE-OPTIMIZER	12	TYPE-EXPAND-STRUCTURE	12

VARIABLE INDEX

%DEFAULT-DEFSTRUCT-TYPE	3	%DEFSTRUCT-CONSP-OPTIONS	3	IL:INSPECTMACROS	21
%DEFAULT-PRINT-FUNCTION	18	%DEFSTRUCT-EXPORT-OPTIONS	3	IL:SHADOW-TYPES	21
%DEFAULT-SLOT-TYPE	3	%DEFSTRUCT-OPTIONS	3		

CONSTANT INDEX

%DEFAULT-STRUCTURE-INCLUDE	3	%NO-CONSTRUCTOR	3	%NO-PREDICATE	3
%FUNCTION-DEFINING-FORM-KEYWORDS	12	%NO-COPIER	3		

STRUCTURE INDEX

PARSED-SLOT	20	PS	19
-------------------	----	----------	----

PROPERTY INDEX

IL:DEFSTRUCT	21
--------------------	----

DEFINE-TYPE INDEX

IL:STRUCTURES	2
---------------------	---

MACRO INDEX

DEFSTRUCT-ASSERT-SUBTYPEP	18
---------------------------------	----

SETF INDEX

IL:FFETCHFIELD	18
----------------------	----

```
{MEDLEY}<CLTL2>DEFSTRUCT.;1
```

DEFINER INDEX

DEFSTRUCT2
