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**DONZ**

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**The *Excruiatingly* User Friendly Environment**

By: Jeff Shrager et al.

Checked out for Medley by Larry Masinter (Masinter.PA@Xerox.COM)

Files: DONZ. DONZ.dfasl DONZ.TEDIT

**Description:**

Loading DONZ starts a background process (DONZ.RUN) which causes your ICONS to become "user friendly". Telling you what this means would spoil all the fun of discovery.

**Customizing DONZ:**

The delay between activations of DONZ is done by (DISMISS DONZ.DELAY). Its value defaults to 5000 (5 seconds). When DONZ wakes up, it tries out one window, selected at random, from all the windows in (OPENWINDOWS). If the selected window is not an ICON, nothing happens and DONZ wakes up again in 5 more seconds. If that window is an ICON, then DONZ tries to find a message for it as described below. This method results in DONZ's "friendliness rate" running approximately in proportion to the ratio of icons to opened windows on your screen. Thus, if you are doing real work, DONZ won't bug you, but if you just have a screen full of icons, DONZ will be *exceedingly friendly*.

The list DONZ.TEST.MESSAGE.ALIST has the form:

(frob1 frob2 frob3...)

where each frob is of the form:

(testfn msg1 msg2 msg3...)

TESTFN will be called with one argument: the \*MAIN\* window with which this icon is associated. That is, for instance, the TEDIT window that the icon will expand to...NOT the icon window. TESTFN should decide whether or not this window is of a type that it will handle, and return T or NIL as appropriate. When one of the TESTFNs returns T, one of the messages in the tail of the associated frob list will be selected at random and displayed...in the way that they are displayed...you'll see! If none of the frobs accepts responsibility for the present icon, there are a few default messages built into DONZ.

The msgs should be lists containing individual words (appropriately capitalized) so that .PARA in the PRINTOUT can do the appropriate word division.

**Notes:**

DONZ has to be killed via the PSW. Be gentle.

DONZ continues to run during screen idle. This results in fairly funny theatrics on the part of your icons.

The display is done with PRINOUT which does some bogusness to indent, erasing some of the good parts of the window. This is slightly messy, but otherwise innocuous.

Anyone who can guess the origin of the name of this package belongs on the East Coast.

**Acknowledgements:**

Thanks to Ros Chast for originating the idea, Mike Kazar and Dave Nichols for their original implementation of DONZ at CMU.