MANAGER

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Uses: MASTERSCOPE, FILEBROWSER, DATABASEFNS, and COMMON-MAKE

INTRODUCTION

In its latest incarnation Manager supports MasterScope and improves its performance. It can use DATABASEFNS for managing MasterScope databases, per file. It will use COMMON-MAKE (from Lispusers) to write files in CommonLisp format; and it *borrows* some lower-level functionality from FILEBROWSER.

USING MANAGER:

Manager provides a way to perform most common File Manager operations onscreen using menus, both pop-up and permanent. Activity centers around the filelst, or main, menu, and menus of items of a type in the file (like all FNS, or all VARS).

Printing and interaction is done through the Manager Command Activity Window. The first time it is needed you'll be prompted to size it onto the display. Thereafter, it will be used as needed. If shrunken before use it will wait 10 seconds after an operation and then shrink down again.

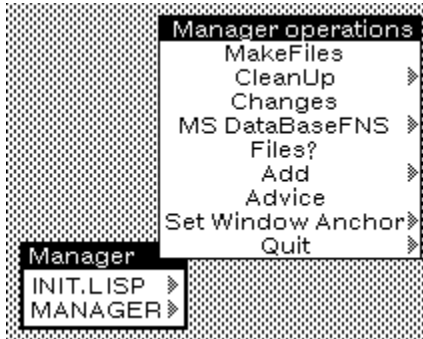### The FILELST menu

The manager provides a menu of the FILELST:

 with icon when "shrunk".

The names in the FILELST menu can be copy selected.

Middle buttoning on the title bar of the FILELST menu pops up a menu of operations which are applied to all loaded files:

These operations are the same as the similarly named functions in the File Manager interface, except for the following slide off options:

CleanUp:
       Set default: TCOMPL, the default compiler will be TCOMPL.
       Set default: CL:COMPILE-FILE, the default compiler will be CL:COMPILE-FILE.
MS DataBase FNS:
       various MasterScope database flags can be set
Add, notice a file via:
       LOADFNS
       LOADFROM
       LOAD
       ADDFILE*
       Edit FILELST, edit the FILELST directly in a lisp editor window.
Quit:
       Quit*, shut down the Manager, all menu caches cleared, windows closed.
       Reset, shut down and turn on the Manager again.

Left buttoning on a file in the FILELST menu (without sliding off) pops up a menu of operations on that file:

See:
       fast*, prints the source of the file.
       scrollable, displayed in a scrollable TEdit window.
(Re)Load:
       Load*, use current DFNFLG settings.
       Sysload, load with File Manager turned off.

MakeFile, dump the file
        MakeFile*, dump the source of the file by remaking it.
        New, dump the source without copying unchanged defs from existing file.
        Fast, dump source without prettyprinting (fast).
        CommonLisp, dump source in commonlisp format.
List, list the source file on the default printer.
CleanUp:
        CleanUp*, dump the file according to CLEANUPOPTIONS.
        Set default compiler: TCOMPL.
        Set default compiler: CL:COMPILE-FILE.
MasterScope:
        Analyze*, analyze the fns on the file.
        Check, check the file for problems.
        Show Paths, show paths of function calls on this file.
        DatabaseFNS, display the database property for this file:
                Set to ASK, ask about saving MS DB information.
                Set to ON, automatically maintain MS DB information.
                Set to OFF, do not save MS DB information.
                Load DB, load an existing MS DB for this file.
                Dump DB, dump the current MS DB for this file.
Compile:
        Compile*, compile the file based on the current settings.
        CL:COMPILE-FILE, compile the file with CL:COMPILE-FILE.
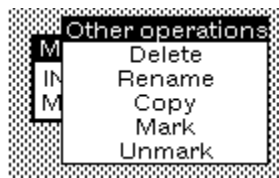Changes:
        Brief*, prints the changes that have been made to this file.
        Everything, prints the complete list of files changes.
        Edit PL, brings up a lisp editor on the file's property list.

Middle buttoning on a file in the filelst menu (without sliding off) pops up a menu of generic operations on that file:

Delete, removes the file object from the system.
Rename, prompts for a new name and renames the file.
Copy, prompts for a new name and copies the file under that name.
Mark, mark the contents of the file as changed.
Unmark, unmark the contents of the file as changed.

Left buttoning on a file and sliding off to the right pops up a menu of types in the file:

Releasing on one of these places a menu of items of that type on the file:

This menu is not pop-up and remains on the display.

The items of a type menu:

These menus contain the names of all instances of a particular type on a file. Names of items in these menus can be copy selected.

Left buttoning on an item name pops up a menu of operations on that type:

Edit, brings up the source text of the item in a lisp editor.
PrettyPrint:
    Show*, prints the source text of the item quickly.
    Value, prints the global value of the item's name (assumed a symbol).
    Function Def, prints the global function definition of the item's name (assumed a symbol).
    Property List, prints the global property list of the item's name (assumed a symbol).
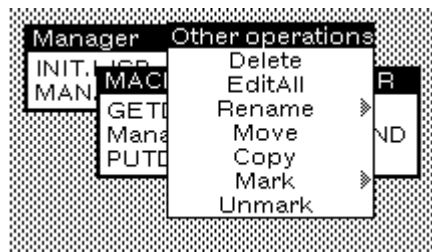Documentation:
    Documentation*, prints the item's documentation string.
    Describe, calls describe on the item's name (assumed a symbol).

The menu of item operations shown above is the general one. There are special menus for the following types:

    FNS, FUNCTIONS, RECORDS, VARS

Middle buttoning on an item name pops up a menu of generic operations on that type:

Delete, removes this item from its file.
EditAll, edits all occurances of this item's name in the latest source file (uses EDITCALLERS).
Rename:
    Rename*, rename this item in its file and update all uses of the name.

CopyDef, copy this item under a new name.
Rename All, rename this item in *ALL* loaded files.
Move, move this item into another file.
Copy, copy this item into another file.
Mark:
Changed*, mark this item as changed by being edited.
Defined, mark this item as changed by being defined.
Deleted, mark this item as changed by being deleted.
Unmark, unmarks the source of this item as being changed (marks it "unchanged).

The file's makefile-environment has its readtable argument used to bring up thelisp structure editor properly on objects in the file. When SEdit is the lisp editor, the package used depends on SEdit's "correct package" heuristic (usually that of the symbol naming what is being edited).

Loading and controlling Manager:

Just load the file. Manager can be started either from the background menu or by calling the FNS MANAGER (see below).

Programmer's interface to Manager:

(MANAGER *POSITION*)   [FNS]

Starts up the manager. If *POSITION* is given, the filelst menu will be appear there.

(MANAGER.RESET *RESTARTFLG*)   [FNS]

Shuts down the manager. If *RESTARTFLG* is true, manager will be immediately restarted after the shutdown.

Manager.SORTFILELSTFLG   [INITVAR]

If true, the FILELST will be sorted, without side effecting the actual FILELST variable. If unset, defaults to T.

Manager.MENUROWS   [INITVAR]

Maximum number of rows in a manager menu. If unset, defaults to 20.

MANAGER-MARKED-SHADE   [INITVAR]

The shade used to indicate that an item has been marked as changed. If unset, defaults to MENUBOLDFONT.

Manager.WINDOW-ANCHOR   [INITVAR]

This selects which corner of the FILELST menu window remains anchored so that, as files are loaded, its growth will attempt to remain within the Medley screen.
It must be one of ANCHOR-TL, ANCHOR-TR, ANCHOR-BL, or ANCHOR-BR, where ANCHOR-BL is the default. These correspond to the Top Left, Top Right, Bottom Left, and Bottom Right corners, respectively.

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Change History

This is a history of edits made to the Manager. Please add your initials and a short description of what you changed to the END of the file. Be sure to include the name of the definition you modified.

andyiii- All menus are sorted now.

andyiii - Appropiate sub-menu update when something is changed that they contain.

andyiii- un-marking a file in the main menu now works and updates all the sub-menus of that file.

andyiii - added option to MAKEFILE menu item for files to write CommonLisp source using common-makefile.

andyiii - added commonlisp DESCRIBE for items

andyiii - Added a way to add files to the file managers main menu

andyiii - Can edit files property list from CHANGES menu

andyiii - Can now mark a whole file from main menu

andyiii - Can chose between TCOMPL (.LCOM files) and compile-file (.dfasl files) This is awkard since is uses the global variable *default-cleanup-compiler*

andyiii - Can get CommonLisp documentation string and descriptons

andyiii - Can now PrettyPrint a value, function def, or prop list and also show how the item would be written to a file

andyiii - Cleaned up specialized menus for FNS, FUNCTIONS, VARS and PROPS

andyiii - All dialog now goes through the MANAGER ACTIVITY WINDOW

RAF 7/31/87 - Fixed the rename option to not specify a source file, uses the ? search (core then file).

RAF 7/31/87 - Added an "edit all occurances of item's name" option to file relations menu.

RAF 7/31/87 - Manager.ACTIVEFLG is now a special that is bound by all advice to avoid redundant updates inside of themselves. This is a big speed improvement!

RAF 7/31/87 - Fixed Manager.HASITEM and Manager.HIGHLIGHT to use SASSOC, so that list items in menus get highlighted properly.

RAF 7/31/87 - Middle button on Manager file menu now brings up rename, etc. Used to bring up coms to edit (inconsistent).

RAF 7/31/87 - Main menu flashes if bad button/command is given.

RAF 8/4/87 - MANAGER-ADDTOFILES? now initialized to NIL, reducing redundant updates.

RAF 8/14/87 - In Manager.ALTERMARKING: removed extra code which tracked the files containing updated menus. Removed call to Manager.CHECKFILE. Made call to Manager.MAINUPDATE pass T if the reason for marking was DEFINED or DELETED; these cases also call Manager.COMSOPEN.

RAF 8/15/87 - In Manager.DO.COMMAND: moved binding of ACTIVITY-WINDOW-WAS-SHRUNK into the form eval'ed in the process where references are made. Moved setting of ACTIVITY-WINDOW-WAS-SHRUNK after the spot where its referent ACTIVITY-WINDOW is initialized.

RAF 8/16/87 - Advice for LOAD and LOADFNS now call Manager.CHECKFILE instead of Manager.MAINUPDATE (latter only does highlight updating, former can rebuild main menu). Advice for ADDTOFILES? now doesn't disable manager inside of its advised form, so that the ADDTOCOMS and DELFROMCOMS advice will work.

RAF 8/17/87 - Added Manager.FILELSTCHANGED? (which is tricky, since sorting in the main menu changes its order). Manager.CHECKFILE now tests whether the file being checked is in the main menu. If not the main menu is rebuilt. MANAGER fns disables manager around its call to UPDATEFILES. Manager.GETFILE takes a prompt argument (which is now passed in by Manager.DO.COMMAND).

RAF 8/18/87 - Manager.REMOVE.DUPLICATE.ADVICE now disables the manager when it manipulates the advice (to avoid animating the changes in the menus). The advice on LOAD and LOADFNS now call Manager.REMOVE.DUPLICATE.ADVICE.

RAF 8/20/87 - Fixed Manager.MAKEFILE.ADV to handle atomic cleanup options. Also made the top level Manager.RESET call take Manager.ACTIVEFLG, so that manager stays on when reloaded if it was on already. Manager.REMOVE.DUPLICATE.ADVICE now removes *all* duplicates of the first piece of advice (rather than only the second).

RAF 8/21/87 - Made MANAGER-WINDOWS be an initvar so that Manager.RESET from top level sees the right thing on first startup.

RAF 9/2/87 - Changed the manager shrunken bitmap to something more respectable. Added ADVISE and UNADVISE menu options for the ADVICE definer. Added a "Show all advice in effect" option to the manager main window middle button menu. Changed the messages printed out by Manager.DO.COMMAND to all use printout and lambdafont for highlighting.

RAF 9/3/87 - Added a clause in the startup fns MANAGER which reports when FILELST is empty and manager can't start. Also fixed a bug in where marking a file didn't bold the main menu entry (added an updatefiles in Manager.ALTERMARKING). Also caused the advice on the "redundant" call to (MARKASCHANGED :IN DEFAULT.EDITDEFA0001) to fire when FILELST is being edited (seems it was the only way to call markaschanged in that one case).

RAF 11/18/87 - Changed the call to EDITDEF in Manager.DO.COMMAND to include a :DONTWAIT option. The tracks a change in SEdit for the Mototwn release.

RAF 11/18/87 - Added some type checking to the sort testing function Manager.SORT.COMS so that it doesn't convert its arguments to strings unless they're not LITATOMS. This should make menu generation alot faster.

MTH 10/13/2023 - Added Manager.WINDOW-ANCHOR to anchor the window for keeping growth on screen. Added the ICON for the shrunken FILELST window. Moved previously conditional FILESLOAD operations to be always. Fixed a multiple-occurrence typo in the MasterScope database operations: LOADBFLG should be LOADDBFLG.