

File created: 15-Jul-88 16:33:54 {MCS:MCS:STANFORD}<LANE>READDISPLAYFONT.;2

changes to: (VARS READDISPLAYFONTCOMS)

previous date: 3-May-88 10:33:05 {MCS:MCS:STANFORD}<LANE>READDISPLAYFONT.;1

Read Table: INTERLISP

Package: INTERLISP

Format: XCCS

::
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(RPAQQ READDISPLAYFONTCOMS

```
(( * Redefinition of DISPLAY font functions to facilitate addition of new font types)
(FNS \READDISPLAYFONTFILE FONTFILEFORMAT)
(ADDVARS (DISPLAYFONTTYPES (AC \READACFONTFILE)
(STRIKE \READSTRIKEFONTFILE)))
(GLOBALVARS DISPLAYFONTTYPES)
(DECLARE%: DONTCOPY (RECORDS DISPLAYFONTTYPE)))
```

(* * Redefinition of DISPLAY font functions to facilitate addition of new font types)

(DEFINEQ

(\READDISPLAYFONTFILE

```
[LAMBDA (FAMILY SIZE FACE ROTATION DEVICE CHARSET) ; Edited 3-May-88 10:31 by cdl
(DECLARE (GLOBALVARS DISPLAYFONTEXTENSIONS DISPLAYFONTDIRECTORIES))
(bind FONTFILE FONTTYPE CSINFO STREAM for EXTENSION inside DISPLAYFONTEXTENSIONS
when (SETQ FONTFILE (\FINDFONTFILE FAMILY SIZE FACE ROTATION DEVICE CHARSET DISPLAYFONTDIRECTORIES
(LIST EXTENSION)))
do
(* Use CLOSE? to avoid redundant CLOSEF in AC font file case)
(RESETLST
[RESETSAVE NIL `(CLOSEF? ,(SETQ STREAM (OPENSTREAM FONTFILE 'INPUT)
(if (SETQ FONTTYPE (ASSOC (FONTFILEFORMAT STREAM T)
DISPLAYFONTTYPES))
then (SETQ CSINFO (with DISPLAYFONTTYPE FONTTYPE (APPLY* READFN STREAM FAMILY SIZE FACE)))
else (SHOULDNT)))
(RETURN CSINFO)])
```

(FONTFILEFORMAT

```
[LAMBDA (STREAM LEAVEOPEN) ; Edited 3-May-88 10:26 by cdl
(* Returns the font format of STREAM)
[OR (OPENP STREAM 'INPUT)
(SETQ STREAM (OPENSTREAM STREAM 'INPUT)
(PROG1 (OR (LET [(EXTENSION (FILENAMEFIELD (FULLNAME STREAM)
'EXTENSION])
```

(* AC and Strike files count on side effects of this function so we have to handle them separately for now)

```
(if (AND [NOT (FMEMB EXTENSION '(AC STRIKE]
(ASSOC EXTENSION DISPLAYFONTTYPES))
then EXTENSION))
(SELECTC (\WIN STREAM)
((LIST (LLSH 1 15)
(LOGOR (LLSH 1 15)
(LLSH 1 13))))
```

(* If high bit of type is on, then must be strike. If 2nd bit is on, must be strike-index, and we punt. We don't care about the 3rd bit)

(* first word has high bits (onebit index fixed)%. Onebit means "new-style font" %, index is 0 for simple strike, 1 for index, and fixed is if all chars have max width. Lisp doesn't care about "fixed")

```
' STRIKE)
((LOGOR (LLSH 16 8)
12)
```

(* This is the length of a standard index header. Other files could also have this value, but it's a pretty good discriminator)

(* Skip to byte 25; do it with BINS so works for non-randaccessp devices. This skips the standard name header, then look for type 3 in the following header)

```
(FRPTQ 22 (\BIN STREAM) (* (SETFILEPTR STREAM 25))
(AND (EQ 3 (LRSH (\BIN STREAM)
4))
' AC))
```

{MEDLEY}<lispusers>READDISPLAYFONT.;1 (**FONTFILEFORMAT** cont.)

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```
      NIL))
      (OR LEAVEOPEN (CLOSEF STREAM)))]])
)
(ADDTOVAR DISPLAYFONTTYPES (AC \READACFONTFILE)
          (STRIKE \READSTRIKEFONTFILE))
(DECLARE%: DOEVAL@COMPILE DONTCOPY
(GLOBALVARS DISPLAYFONTTYPES)
)
(DECLARE%: DONTCOPY
(DECLARE%: EVAL@COMPILE
(RECORD DISPLAYFONTTYPE (TYPE READFN))
)
)
(PUTPROPS READDISPLAYFONT COPYRIGHT ("Stanford University" 1988))
```

FUNCTION INDEX

FONTFILEFORMAT1 \READDISPLAYFONTFILE1

RECORD INDEX

DISPLAYFONTTYPE2

VARIABLE INDEX

DISPLAYFONTTYPES2
