TILED-SEDIT

By: Johannes A. G. M. Koomen
(Koomen.wbst@Xerox or Koomen@CS.Rochester)

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SUMMARY

TILED-SEDIT is a facility for automagically positioning SEdit windows according to a specified pattern. SEdit windows appear in any of the four corners of the screen, with overlapping windows slightly offset so they can still be brought to top (by clicking on them). Users can specify which corners, in what order, how thick a margin around the screen, and the size of the offset.

DESCRIPTION

(TILED.SEDIT.RESET   *Tiling-Order XShift YShift Screen*)   [Function]

If *Tiling-Order* is NIL, this resets the SEdit window tiling facility, and SEdit reverts back to its old behavior (i.e., prompting for a window region). Otherwise *Tiling-Order* should be either T or a keyword or an arbitrarily long list of keywords from the following set { :TL :TOP-LEFT :TOP.LEFT :TOPLEFT :BL   :BOTTOM-LEFT   :BOTTOM.LEFT   :BOTTOMLEFT   :TR   :TOP-RIGHT   :TOP.RIGHT :TOPRIGHT :BR :BOTTOM-RIGHT :BOTTOM.RIGHT :BOTTOMRIGHT }. If *Tiling-Order* is T, the list '(:TL :BL :TR :BR) is assumed. SEdit will place new windows in the corners specified by *Tiling-Order* (which is indefinitely repeated if necessary).

If a new SEdit window would overlap an existing SEdit window, the new one is offset by *XShift* pixels right and *YShift* pixels down.   *XShift* and *YShift* default to 15. Tiled.SEdit will compute the tile size and placement on the basis of the region *Screen* such that you can go three times through the default four corner loop before the right or bottom windows start crossing the edge of *Screen*. If *Screen* is neither a region nor a fixp, *Screen* defaults to 25.   If *Screen* is a fixp M, *Screen* is assumed to be (CREATEREGION M M SCREENWIDTH-M SCREENHEIGHT-M).   The default setting leaves room enough for a scrollbar on the left and the bottom.

Invoking TILED.SEDIT.RESET with a non-NIL *Tiling-Order* will cause all currently open SEdit windows to be repositioned according to *Tiling-Order*.

EXAMPLES

(TILED.SEDIT.RESET   T)   [Function]

This is executed when you load TILED-SEDIT. It provides for automatic SEdit window creation in the corners TopLeft, BottomLeft, TopRight, BottomRight, TopLeft, BottomLeft, ... Each time around the loop windows are shifted 15 pixels to the right and downward. A 25 pixels margin is preserved at the left and bottom edge of the screen.

(TILED.SEDIT.RESET   :TL)   [Function]

This causes SEdit to create windows in the TopLeft corner only. Each new window is shifted 15 pixels to the right and downward. A 25 pixels margin is preserved at the left and bottom edge of the screen.

(TILED.SEDIT.RESET   '(:TR :BR) NIL 35)   [Function]

This causes SEdit to create windows in the TopRight and BottomRight corners only. Each time around the two corner loop windows are shifted 15 pixels to the right and 35 pixels downward. This has the advantage that the title of each SEdit window remains visible, but the disadvantage that each window is smaller. A 25 pixels margin is preserved at the left and bottom edge of the screen.

CAVEAT

TILED.SEDIT.RESET is independent of SEDIT.RESET. It will not invoke SEDIT.RESET, nor does it require that all SEdit windows are closed prior to invocation. It is strictly used for controlling the window tiling.