NCScreen

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INTRODUCTION

This NoteCards library package provides a set of user-callable functions that can be used to manipulate cards on the screen. Other NoteCards library packages including NCCluster use NCScreen functions.

FUNCTIONS FOR LAYING OUT CARDS

(SCREEN.LayoutCardsInSquare <StartPos> <Cards>)

Lay out the cards appearing in the list <Cards> in a square arrangement with the upper left corner of the first card at the position <StartPos>. The number of columns is equal to the floor of the square root of the number of cards. Card windows are arranged in row order attempting to fit all windows on the screen without overlapping. However, some windows may overlap in order to fit each window on the screen.

(SCREEN.LayoutCardsInCascade <StartPos> <Cards>)

Lay out the cards in <Cards> in a cascaded overlapping deck with the upper left corner of the first, deepest card at the position <StartPos>. Calls SCREEN.GetCascadePosition.

(SCREEN.GetCascadePosition <Window>)

This function is used to determine the position for the next card in a cascade. It takes one argument which is a window and returns the position of the upper left corner for the next cascaded window. The spacing between cards in the cascade is determined by the global variables SCREEN.CascadeXSpace and SCREEN.CascadeYSpace (initially set to 3 and 8, respectively).

(SCREEN.LayoutCardsInSurround <CenterCard> <Cards>)

Arranges the cards in the list <Cards> around three sides of the card <CenterCard>.

Cards are placed in order down the right side, the left side, and along the bottom. Note: this may not display all cards in <Cards>. The number of cards displayed is returned.

(SCREEN.SurroundCardWithFileBoxContents <Card> <Box>)

Arrange the child cards of the filebox <Box> around the card <Card>. If either arg is NIL, then the user is asked to select. This calls SCREEN.LayoutCardsInSurround. If some cards in <Box> could not be displayed, then a statement to that effect is printed in the prompt window.

MISCELLANEOUS HANDY FUNCTIONS

(SCREEN.MoveCardToPos <Card> <Pos> <Corner>)

Move the <Card> card's window such that its <Corner> corner is at the position <Pos>. <Corner> should be one of the litatoms UL, LL, UR, or LR. The default is UL. If the card is not currently on the screen, then it will be brought up. This calls SCREEN.MoveWinToPos.

(SCREEN.MoveWinToPos <Win> <Pos> <Corner>)

Move the <Win> window so that its <Corner> is at the position <Pos>. <Corner> should be one of UL, LL, UR, or LR as above. If the window doesn't completely fit on the screen at that position, then it is moved so it does.

(SCREEN.WinLLCorner <Win>)

(SCREEN.WinLRCorner <Win>)

(SCREEN.WinULCorner <Win>)

(SCREEN.WinURCorner <Win>)

These functions return the positions of the various corners of the window <Win>.

(SCREEN.WinShrinkAndPlace <Win>)

Shrink the window <Win> (if not already shrunk) and place so its upper left corner is at the upper left corner of <Win>.