
UN-HIDE-TTY

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ROOMS changes the window system such that open windows are not always visible. Some applications presume that open windows are visible. This module attempts to amend this situation.

Often when an application decides to start using a window which is not visible it gives that window the caret. CHAT is an example of such an application. When IL:CLOSECHATWINDOWFLG is NIL (the default) CHAT windows are left open after their connection is closed. If one leaves such a CHAT window in another room and then attempts to open a CHAT connection, CHAT will merrily re-use the hidden window. But as CHAT takes the caret when it opens a connection, we can identify that window and pull it into the current room.

(ROOMS:UN-HIDE-TTY)

[Function]

If the window with the caret is not in the current room, it is brought into the current room with a call to ROOMS:UN-HIDE-WINDOW. If the window with the TTY is already visible on the screen then it is flashed. If there is no TTY window (i.e. the process with the keyboard has no TTY window) then a message to this effect is printed to the prompt window.

One can use this function in the action of a button, e.g.:

```
(ROOMS:MAKE-BUTTON-WINDOW
 (ROOMS:MAKE-BUTTON :TEXT "Un-Hide TTY" :ACTION '(ROOMS:UN-HIDE-TTY)))
```

Control-Y

[Interrupt]

Brings the window with the caret into the current room by calling ROOMS:UN-HIDE-TTY. This interrupt is installed when UN-HIDE-TTY is loaded. This will not work with applications which have their own interrupt tables, e.g. TEdit and CHAT.