

PLT Framework: GUI Application Framework

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Part I

Introduction

1. This Manual

This manual describes a framework for programmers developing applications MrEd. It assumes familiarity with MrEd as described in *PLT MrEd: Graphical Toolbox Manual* and MzScheme as described in *PLT MzScheme: Language Manual*.

1.1 Thanks

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2. Overview

The Framework is a library that provides application framework for MrEd. It is designed to make implementation of an application in MrEd simpler and easier. It provides standard classes and utilities for managing

- Frames, section 11,
- Editors, section 7,
- and many others.

See the libraries, in section 3.1 for information on how to load the framework into an application.

3. Preliminaries

3.1 Libraries

The framework provides these libraries:

- **Entire Framework**

- `(require-library "framework.ss" "framework")` This library adds all of the definitions and macros in this manual to the top-level.
- `(require-library "frameworks.ss" "framework")`
This library adds a signature definitions `framework^` and signature definitions for each of the constituent units for the **"frameworkr.ss"** unit. It also requires the **macro.ss** library, the **tests.ss** library.
- `(require-library "frameworkr.ss" "framework")`
This library returns a `unit/sig`, §7.3.2 in *PLT MzScheme: Language Manual* that imports two units. The first must be the result of `(require-library "corer.ss")`, §15.2.6 in *PLT MzScheme: Language Manual* and the second must be `mred@`, which is built in to *PLT MrEd: Graphical Toolbox Manual*.
This unit exports several sub-units. Each sub unit corresponds to one chapter in the Reference part of this manual.
- `(require-library "macro.ss" "framework")` This defines the `mixin` macro. See Mixins, section 3.2 for more information.

- **Test Suite Engine**

- `(require-library "test.ss" "framework")` This library adds all of the definitions in chapter 27 to the top-level.
- `(require-library "tests.ss" "framework")`
This library adds all of the signature definitions needed for the testing engine to the top-level.
- `(require-library "testr.ss" "framework")`
This library returns a `unit/sig`, §7.3.2 in *PLT MzScheme: Language Manual* that imports two units. The first must be `mred@`, which is built in to MrEd, and the second must be the result of `(require-library "keys.ss" "framework")`
- `(require-library "keys.ss" "framework")`
This library returns a `unit/sig`, §7.3.2 in *PLT MzScheme: Language Manual* that imports nothing. It matches the `framework:keys^` signature, defined by the **"tests.ss"** library, described above.

- **GUI Utilities**

- `(require-library "guiutils.ss" "framework")`
This libraries adds all of the definitions in chapter ?? to the top-level.
- `(require-library "guiutilsr.ss" "framework")`
Requiring this library results in a unit that imports the `mred@` unit and exports `framework:gui-utils^`.
- `(require-library "guiutilss.ss" "framework")`

This libraries defines the signature `framework:gui-utils^` that contains all of the names in chapter ?? . These names do not have the `gui-utils:` prefix in the signature.

• Preferences Library Filename Specification

This is an alternate library that allows you to specify the location of the preferences file for the preferences library, instead of using the default one. The expression:

```
(require-library "frameworkp.ss" "framework")
```

evaluates to a unit that imports a unit matching the `mred^` signature, one matching `mzlib:core^` and one matching `framework:prefs-file^`. The signature `framework:prefs-file^` only contains one name: `preferences-filename`. This is expected to be a string naming the preferences file location.

The framework provides libraries to accomodate two styles of program construction: with units and through the top-level. Programmers who only use the top-level to construct their programs should use **"framework.ss"**. Programmers who use units to construct their programs should first require **"frameworks.ss"** and then use **"frameworkr.ss"** to construct their programs.

3.2 Mixins

The framework relies heavily on mixins. A mixin is a class parameterization modeled on a paper published by Flatt, Felleisen, and Krishnamurthi, available at <http://www.cs.rice.edu/CS/PLT/Publications/#ffk-pldi97>. The implementation of these mixins in MzScheme is with the combination of `lambda` and `class`. The framework provides a macro to simplify the checking and implementation of these mixins. It's syntax is very similar to the syntax for `class`, §6 in *PLT MzScheme: Language Manual*. The shape of a mixin is:

```
(mixin (interface-expr ...) (interface-expr ...) initialization-variables
      instance-variable-clause ...)
```

This macro expands into a procedure that accepts a class. The argument passed to this procedure must match the interfaces of the first *interface-exprs* expressions. The procedure returns a class that is derived from its argument. This result class must match the interfaces specified in the second *interface-exprs* section; it has initialization arguments specified by *initialization-arguments* and clauses specified by *instance-variable-clauses*. The syntax of the *initialization-variables* and *instance-variable-clause* are exactly the same as `class*/names`, §6.3 in *PLT MzScheme: Language Manual*.

The `mixin` macro does some checking to be sure that variables that the *instance-variable-clauses* refer to in their super class are in the interfaces. That checking and the checking that the input class matches the declared interfaces aside, the `mixin` macro's expansion is something like this:

```
(mixin (i<%> ...) (j<%>...) args
      clause ...)
=
(lambda (%)
  (class* % (j<%> ...) args
    clause ...))
```

The `mixin` macro is provided by

```
(require-library "macro.ss" "framework")
```

3.3 Type Language

The types on method arguments are described using a slightly enhanced version of MrSpidey's type language.

T =	(rec ([<id> <T>]...) <T>)	; recursive types
	(union <T> ...)	; union "or"
	(T ... -> T ...)	; function (possible multiple value return)
	(T ... ->* T)	; function – see below for explanation
	(T *-> T ...)	; function – see below for explanation
	(T *->* T)	; function – see below for explanation
	(cons T T)	; all pairs with components in T and T
	(vectorof T)	; a vector whose elements are all T
	(vector T ...)	; a vector whose elements have types as listed
	<symbol>	; 'a', 'b', etc.
	<number>	; any scheme number
	#t	; true
	#f	; false
	null	; the empty list
	TST	; any value whatsoever
	exact-int	; a number that is both exact and an integer
	(instance c%)	; object created from c%
	(instance i<%>)	; object whose class implements i<%>
	(dervied-from c%)	; class derived from c%
	(implements i<%>)	; class that implements i<%>
	<predicate>	; whatever value set the predicate recognizes

```
predicate = integer | real | input-port | boolean
            | void | string
            | regexp | exact | inexact | eof | char
            | interface
```

The function types with asterisks are used for multiple arity and multiple return values. When an asterisk is present in front of the arrow, the teyp before the arrow must be a list and the elements of the list are the arguments of the function. Similarly, when an asterisk appears at the end of the arrow the type after the arrow must be a list whose elements are the types of the multiple return values of the function.

There are also a few shorthands the documentation uses:

```
(listof <T>) = (rec ([X (union (cons T X) null)]) X)
printable =
  (rec ([X (union (cons X X)
                  (vectorof X)
                  number boolean void string)])
    X)
```

Part II

Reference

4. Application

The procedure in this chapter is used to supply information about your application to the framework.

4.1 Application Utilities

`application:current-app-name`

This is a parameter specifying the name of the current application. It is used in the help menu (see `frame:standard-menus%`) and in frame titles (see `frame:editor%`).

- (`application:current-app-name` *name*) \Rightarrow void
 name : string
 Sets the name of the application to *name*
- (`application:current-app-name`) \Rightarrow string
 returns the current name of the application.

5. Autosave

Autosaving in MrEd is performed by registering with a single autosaver daemon. Objects that are registered with the autosaver must have a `do-autosave` method that is called periodically with no arguments.

5.1 Autosave Utilities

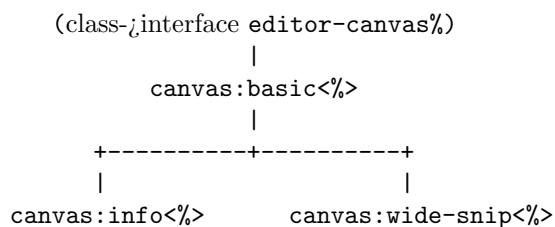
`autosave:register`

- `(autosave:register obj) ⇒ void`
 `obj : (object [do-autosave (-i void)])`

Adds *obj* to the list of objects to be autosaved. When it is time to autosave, the `do-autosave` method of the object is called. This method is responsible for performing the autosave.

There is no need to de-register an object because the autosaver keeps a “weak” pointer to the object; i.e., the autosaver does not keep an object from garbage collection.

6. Canvas



6.1 canvas:basic<%>

Extends: (class->interface editor-canvas%)

6.2 canvas:basic-mixin

Domain: (class->interface editor-canvas%)

Implements: canvas:basic<%>

- (make-object canvas:basic-mixin% parent editor style scrolls-per-page) ⇒ canvas:basic-mixin% object
 - parent : frame%, dialog%, panel%, or pane% object
 - editor = #f : text% or pasteboard% object or #f
 - style = null : list of symbols in '(no-hscroll no-vscroll hide-hscroll hide-vscroll)
 - scrolls-per-page = 100 : exact integer in [1, 10000]

The *style* list can contain the following flags:

- 'no-hscroll — disallows horizontal scrolling
- 'no-vscroll — disallows vertical scrolling
- 'hide-hscroll — allows horizontal scrolling, but hides the horizontal scrollbar
- 'hide-vscroll — allows vertical scrolling, but hides the vertical scrollbar

While vertical scrolling of text editors is based on lines, horizontal scrolling and pasteboard vertical scrolling is based on a fixed number of steps per horizontal page. The *scrollsPerPage* argument sets this value.

If a canvas is initialized with #f for *editor*, install an editor later with **set-editor**.

6.3 canvas:info<%>

Extends: canvas:basic<%>

6.4 canvas:info-mixin

Domain: canvas:basic<%>

Implements: canvas:basic<%>

Implements: canvas:info<%>

on-focus

Called when a window receives or loses the keyboard focus. If the argument is `#t`, the keyboard focus was received, otherwise it was lost.

Note that under X, keyboard focus can move to the menu bar when the user is selecting a menu item.

- (send *a-canvas:info-mixin* on-focus) ⇒ void

Enables or disables the caret in the display's editor, if there is one.

sets the canvas that the frame displays info about.

set-editor

Sets the editor that is displayed by the canvas, releasing the current editor (if any). If the new editor already has an administrator that is not associated with a `editor-canvas%`, then the new editor is *not* installed into the canvas.

- (send *a-canvas:info-mixin* set-editor) ⇒ void

If *redraw?* is `#f`, then the editor is not immediately drawn; in this case, something must force a redraw later (e.g., a call to the `on-paint` method).

If the canvas has a line count installed with `set-line-count`, the canvas's minimum height is adjusted.

Calls `set-info-canvas` to this canvas, if it has the focus in the frame.

6.5 canvas:wide-snip<%>

Extends: canvas:basic<%>

Any `canvas%` that matches this interface will automatically resize selected snips when it's size changes. Use `add-tall-snip` and `add-wide-snip` to specify which snips should be resized.

add-tall-snip

Snips passed to this method will be resized when the canvas's size changes. Their height will be set so they take up all of the space from their tops to the bottom of the canvas.

- (send *a-canvas:wide-snip* add-tall-snip *snip*) ⇒ void
snip : (instance snip%)

add-wide-snip

Snips passed to this method will be resized when the canvas's size changes. Their width will be set so they take up all of the space from their lefts to the right edge of the canvas.

- (send *a-canvas:wide-snip* add-wide-snip *snip*) ⇒ void
snip : (instance snip%)

6.6 canvas:wide-snip-mixin

Domain: canvas:basic<%>

Implements: canvas:basic<%>

Implements: canvas:wide-snip<%>

This canvas maintains a list of wide and tall snips and adjusts their heights and widths when the canvas's size changes.

The result of this mixin uses the same initialization arguments as the mixin's argument.

on-size

Called when the window is resized. The window's new size (in pixels) is provided to the method. The size values are for the entire window, not just the client area.

- (send *a-canvas:wide-snip-mixin* on-size *width height*) ⇒ void
width : exact integer in [0, 10000]
height : exact integer in [0, 10000]

If the canvas is displaying an editor, its on-display-size method is called.

Adjusts the sizes of the marked snips.

See add-wide-snip and add-tall-snip.

6.7 canvas:basic% = (canvas:basic-mixin editor-canvas%)

canvas:basic% = (canvas:basic-mixin editor-canvas%)

- (make-object canvas:basic% *parent editor style scrolls-per-page*) ⇒ canvas:basic% object
parent : frame%, dialog%, panel%, or pane% object

```

editor = #f : text% or pasteboard% object or #f
style = null : list of symbols in '(no-hscroll no-vscroll hide-hscroll hide-vscroll)
scrolls-per-page = 100 : exact integer in [1, 10000]

```

The *style* list can contain the following flags:

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- 'hide-hscroll — allows horizontal scrolling, but hides the horizontal scrollbar
- 'hide-vscroll — allows vertical scrolling, but hides the vertical scrollbar

While vertical scrolling of text editors is based on lines, horizontal scrolling and pasteboard vertical scrolling is based on a fixed number of steps per horizontal page. The *scrollsPerPage* argument sets this value.

If a canvas is initialized with #f for *editor*, install an editor later with `set-editor`.

6.8 canvas:info% = (canvas:info-mixin canvas:basic%)

```
canvas:info% = (canvas:info-mixin canvas:basic%)
```

```

- (make-object canvas:info% parent editor style scrolls-per-page) => canvas:info% object
  parent : frame%, dialog%, panel%, or pane% object
  editor = #f : text% or pasteboard% object or #f
  style = null : list of symbols in '(no-hscroll no-vscroll hide-hscroll hide-vscroll)
  scrolls-per-page = 100 : exact integer in [1, 10000]

```

The *style* list can contain the following flags:

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While vertical scrolling of text editors is based on lines, horizontal scrolling and pasteboard vertical scrolling is based on a fixed number of steps per horizontal page. The *scrollsPerPage* argument sets this value.

If a canvas is initialized with #f for *editor*, install an editor later with `set-editor`.

6.9 canvas:wide-snip% = (canvas:wide-snip-mixin canvas:basic%)

```
canvas:wide-snip% = (canvas:wide-snip-mixin canvas:basic%)
```

```

- (make-object canvas:wide-snip% parent editor style scrolls-per-page) => canvas:wide-snip% object
  parent : frame%, dialog%, panel%, or pane% object
  editor = #f : text% or pasteboard% object or #f
  style = null : list of symbols in '(no-hscroll no-vscroll hide-hscroll hide-vscroll)
  scrolls-per-page = 100 : exact integer in [1, 10000]

```

The *style* list can contain the following flags:

- 'no-hscroll — disallows horizontal scrolling
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- 'hide-hscroll — allows horizontal scrolling, but hides the horizontal scrollbar
- 'hide-vscroll — allows vertical scrolling, but hides the vertical scrollbar

While vertical scrolling of text editors is based on lines, horizontal scrolling and pasteboard vertical scrolling is based on a fixed number of steps per horizontal page. The *scrollsPerPage* argument sets this value.

If a canvas is initialized with `#f` for *editor*, install an editor later with `set-editor`.

has-focus?

This function returns **#t** when the editor has the keyboard focus. It is implemented using: **on-focus**

- (send *an-editor:basic* has-focus?) \Rightarrow boolean

local-edit-sequence?

Indicates if this editor is in an edit sequence. Enclosing buffer's edit-sequence status is not considered by this method.

See **begin-edit-sequence** and **end-edit-sequence** for more info about edit sequences.

- (send *an-editor:basic* local-edit-sequence?) \Rightarrow boolean

locked?

Indicates if this buffer is locked. See also **lock**.

- (send *an-editor:basic* locked?) \Rightarrow boolean

on-close

This method is called when a frame that shows this buffer is closed.

- (send *an-editor:basic* on-close) \Rightarrow void

Does nothing.

run-after-edit-sequence

This method is used to install callbacks that will be run after any edit-sequence completes.

- (send *an-editor:basic* run-after-edit-sequence *thunk tag*) \Rightarrow void
thunk : (-i void)
tag = #f : (union symbol #f)

The procedure *thunk* will be called immediately if the edit is not in an edit-sequence. If the edit is in an edit-sequence, it will be called when the edit-sequence completes.

If *tag* is a symbol, the *thunk* is keyed on that symbol, and only one thunk per symbol will be called after the edit-sequence. Specifically, the last call to **run-after-edit-sequence**'s argument will be called.

7.2 editor:basic-mixin

Domain: editor<%>

Implements: editor:basic<%>

Implements: `editor<%>`

This provides the basic editor services required by the rest of the framework.

The result of this mixin uses the same initialization arguments as the mixin's argument.

Each instance of a class created with this mixin contains a private `keymap%` that is chained to the global keymap via: `(send keymap chain-to-keymap (keymap:get-global) #f)`.

This installs the global keymap `keymap:get-global` to handle keyboard and mouse mappings not handled by `keymap`. The global keymap is created when the framework is invoked.

`after-edit-sequence`

Called after a top-level edit sequence completes (involving unnested `begin-edit-sequence` and `end-edit-sequence`).

See also `on-edit-sequence`.

- `(send an-editor:basic-mixin after-edit-sequence) ⇒ void`

Helps to implement `run-after-edit-sequence`.

`begin-edit-sequence`

The `begin-edit-sequence` and `end-edit-sequence` methods are used to bracket a set of editor modifications so that the results are all displayed at once. The commands may be nested arbitrarily deep. Using these functions can greatly speed up displaying the changes.

When an editor contains other editors, using `begin-edit-sequence` and `end-edit-sequence` on the main editor brackets some changes to the sub-editors as well, but it is not as effective when a sub-editor changes as calling `begin-edit-sequence` and `end-edit-sequence` for the sub-editor.

See also `refresh-delayed?`.

- `(send an-editor:basic-mixin begin-edit-sequence undoable?) ⇒ void`
`undoable? : boolean`

If the `undoable?` flag is `#f`, then the changes made in the sequence cannot be reversed through the `undo` method. This flag is only effective for the outermost `begin-edit-sequence` when nested sequences are used.

See `end-edit-sequence`.

`end-edit-sequence`

See `begin-edit-sequence`.

- `(send an-editor:basic-mixin end-edit-sequence) ⇒ void`

Unlike the primitive `editor<%>` method's `end-edit-sequence`, this will raise an exception when it is called without an matching call to `begin-edit-sequence`.

get-file

Called when the user must be queried for a filename to load an editor. A starting directory string is passed in, but is may be **#f** to indicate that any directory is fine.

- (send *an-editor:basic-mixin* get-file *directory*) \Rightarrow string
directory : string or **#f**

Uses **finder:get-file** to find a filename. Also, sets the parameter **finder:dialog-parent-parameter** to the result of **get-top-level-window**.

lock

Locks or unlocks the editor for modifications. If an editor is locked, *all* modifications are blocked, not just user modifications.

See also **is-locked?**.

This method does not affect internal locks, as discussed in section 8.8 (page 152).

- (send *an-editor:basic-mixin* lock *lock?*) \Rightarrow void
lock? : boolean

If *lock?* is **#f**, the editor is unlocked, otherwise it is locked.

Maintains information for **locked?**.

on-edit-sequence

Called just before a top-level (i.e., unnested) edit sequence starts.

During an edit sequence, all callbacks methods are invoked normally, but it may be appropriate for these callbacks to delay computation during an edit sequence. The callbacks must manage this delay manually. Thus, when overriding other callback methods, such as **on-insert** in **text%**, **on-insert** in **pasteboard%**, **after-insert** in **text%**, or **after-insert** in **pasteboard%**, consider overriding **on-edit-sequence** and **after-edit-sequence** as well.

“Top-level edit sequence” refers to an outermost pair of **begin-edit-sequence** and **end-edit-sequence** calls. The embedding of an editor within another editor does not affect the timing of calls to **on-edit-sequence**, even if the embedding editor is in an edit sequence.

- (send *an-editor:basic-mixin* on-edit-sequence) \Rightarrow boolean
 Always returns **#t**. Updates a flag for **local-edit-sequence?**

on-focus

Called when the keyboard focus changes into or out of this editor (and not to/from a snip within the editor) with **#t** if the focus is being turned on, **#f** otherwise.

- (send *an-editor:basic-mixin* on-focus *on?*) \Rightarrow void
on? : boolean

on-new-box

Creates and returns a new snip for an embedded editor. This method is called by `insert-box`.

- (`send an-editor:basic-mixin on-new-box type`) \Rightarrow (instance editor-snip%)
`type` : (union 'pasteboard 'text)

Creates instances of `pasteboard:basic%` or `text:basic%` instead of the built in `pasteboard%` and `text%` classes.

put-file

Called when the user must be queried for a filename to save an editor. Starting directory and default name strings are passed in, but either may be `#f` to indicate that any directory is fine or there is no default name.

- (`send an-editor:basic-mixin put-file directory default-name`) \Rightarrow string
`directory` : string or `#f`
`default-name` : string or `#f`

Uses `finder:put-file` to find a filename. Also, sets the parameter `finder:dialog-parent-parameter` to the result of `get-top-level-window`.

7.3 editor:keymap<%>

Extends: `editor:basic<%>`

Classes matching this interface add support for mixing in multiple keymaps. They provides an extensible interface to chained keymaps, through the `@mlink get-keymaps` method.

This editor is initialized by calling `add-editor-keymap-functions`, `add-text-keymap-functions`, and `add-pasteboard-keymap-functions`.

get-keymaps

The keymaps returned from this method are chained to this `editor<%>`'s keymap.

- (`send an-editor:keymap get-keymaps`) \Rightarrow (list-of (instance keymap%))

Defaultly returns (list `keymap:get-global`)

7.4 editor:keymap-mixin

Domain: `editor:basic<%>`

Implements: `editor:keymap<%>`

Implements: `editor:basic<%>`

This provides a mixin that implements the `editor:keymap<%>` interface.

7.5 editor:autowrap<%>

Extends: editor:basic<%>

Classes implementing this interface keep the the `auto-wrap` state set based on the `'framework:auto-set-wrap?` preference (see section ?? for more info about preferences).

They install a preferences callback with `preferences:add-callback` that sets the state when the preference changes and initialize the value of `auto-wrap` to the current value of `'framework:auto-set-wrap?` via `preferences:get`.

7.6 editor:autowrap-mixin

Domain: editor:basic<%>

Implements: editor:autowrap<%>

Implements: editor:basic<%>

See editor:autowrap<%>

`on-close`

This method is called when a frame that shows this buffer is closed.

- (`send an-editor:autowrap-mixin on-close`) \Rightarrow void

Does nothing.

Removes the preferences callback for `'framework:auto-set-wrap?` (which updates the wrapping in this text). It chains to the superclass's method.

7.7 editor:file<%>

Extends: editor:keymap<%>

Objects supporting this interface are expected to support files.

7.8 editor:file-mixin

Domain: editor:keymap<%>

Implements: editor:keymap<%>

Implements: editor:file<%>

This editor locks itself when the file that is opened is read-only in the filesystem.

The class that this mixin produces uses the same initialization arguments as it's input.

after-load-file

Called just after the editor is loaded from a file. The argument to the method specifies whether the load was successful or not. See also `can-load-file?` and `on-load-file`.

- (send *an-editor:file-mixin* after-load-file) ⇒ void

Checks if the newly loaded file is write-only in the filesystem. If so, locks the editor with the `lock` method. Otherwise unlocks the buffer

For each canvas returned from `get-canvas`s it checks to see if the `canvas`'s `get-top-level-window` matches the `frame:editor<%>` interface. If so, it calls `set-label` with the last part of the filename (ie, the name of the file, not the directory the file is in).

after-save-file

Called just after the editor is saved to a file. The argument to the method specifies whether the save was successful or not. See also `can-save-file?` and `on-save-file`.

- (send *an-editor:file-mixin* after-save-file) ⇒ void

Checks if the newly saved file is write-only in the filesystem. If so, locks the editor with the `lock` method. Otherwise unlocks the buffer

For each canvas returned from `get-canvas`s it checks to see if the `canvas`'s `get-top-level-window` matches the `frame:editor<%>` interface. If so, it calls `set-label` with the last part of the filename (ie, the name of the file, not the directory the file is in).

editing-this-file?

Indicates if the file in this editor is open for editing, or merely for viewing.

- (send *an-editor:file-mixin* editing-this-file?) ⇒ boolean

returns `#t`.

get-keymaps

The keymaps returned from this method are chained to this `editor<%>`'s keymap.

- (send *an-editor:file-mixin* get-keymaps) ⇒ (list-of (instance keymap%))

Defaultly returns (list `keymap:get-global`)

This returns a list containing the super-class's keymaps, plus the result of `keymap:get-file`

set-filename

Set the path name for the file to be saved from or reloaded into this editor. This method is also called when the filename changes through any method (such as `load-file`).

The filename of an editor can be changed by the system in response to file loading and saving method calls, and such changes do not go through this method; use `on-load-file` and `on-save-file` to monitor such filename changes.

- (`send an-editor:file-mixin set-filename name temp?`) \Rightarrow void
`name` : string
`temp?` = #f : boolean

Sets the filename to *filename*. If *filename* is #f or *temporary?* is a true value, then the user will still be prompted for a name on future calls to `save-file` and `load-file`.

Updates the filename on each frame displaying this editor, for each frame that matches `frame:editor<%>`.

7.9 editor:backup-autosave<%>

Extends: `editor:basic<%>`

Classes matching this interface support backup files and autosaving.

`autosave?`

Indicates weather this `editor<%>` should be autosaved.

- (`send an-editor:backup-autosave autosave?`) \Rightarrow boolean
Returns #t.

`backup?`

Indicates weather this `editor<%>` should be backed up.

- (`send an-editor:backup-autosave backup?`) \Rightarrow boolean
Returns #t.

`do-autosave`

This method is called to perform the autosaving. See also `autosave:register`

- (`send an-editor:backup-autosave do-autosave`) \Rightarrow void
When the file has been modified since it was last saved and autosaving it turned on (via the `autosave?` method) an autosave file is created for this `editor<%>`.

`remove-autosave`

This method removes the autosave file associated with this `editor<%>`.

- (`send an-editor:backup-autosave remove-autosave`) \Rightarrow void

7.10 editor:backup-autosave-mixin

Domain: `editor:basic<%>`

Implements: `editor:basic<%>`

Implements: `editor:backup-autosave<%>`

This mixin adds backup and autosave functionality to an editor.

The result of this mixin uses the same initialization arguments as the mixin's argument.

`on-change`

Called whenever any change is made to the editor that affects the way the editor is drawn or the values reported for the location/size of any snip in the editor. The `on-change` method is called just before the editor calls its administrator's `needs-update` method to refresh the editor's display.

The editor is locked for writing and reflowing during the call to `on-change`.

- (`send an-editor:backup-autosave-mixin on-change`) \Rightarrow void

Sets a flag indicating that this `editor<%>` needs to be autosaved.

`on-close`

This method is called when a frame that shows this buffer is closed.

- (`send an-editor:backup-autosave-mixin on-close`) \Rightarrow void

Does nothing.

Deletes the autosave file and turns off autosaving.

`on-save-file`

Called just before the editor is saved to a file, after calling `can-save-file?` to verify that the save is allowed. See also `after-save-file`.

- (`send an-editor:backup-autosave-mixin on-save-file filename format`) \Rightarrow bool

filename : string

format : symbol in '(guess standard text text-force-cr same copy)

The *filename* argument is the name the file will be saved to. See `load-file` for information about *format*.

If a backup file has not been created this session for this file, deletes any existing backup file and copies the old save file into the backup file. For the backup file's name, see `path-utils:generate-backup-name`

set-modified

Sets the modified state of the editor. Usually, the state is changed automatically after an insertion, deletion, or style change by calling this method. (This method is also called when the modification state changes through *any* method.) This method is usually not called when the state of the flag is not changing.

See also `is-modified?`.

- (`send an-editor:backup-autosave-mixin set-modified modified?`) \Rightarrow void
`modified?` : boolean

Sets the modification state to *modified?*. If *modified?* is `#f` and the editor's undo or redo stack contains a system-created undoer that resets the modified state (because the preceding undo or redo action puts the editor back to a state where the modification state was `#f`), the undoer is disabled.

If the file is no longer modified, this method deletes the autosave file. If it is, it updates a flag to indicate that the autosave file is out of date.

7.11 editor:info<%>

Extends: `editor:basic<%>`

An `editor<%>` matching this interface provides information about its lock state to its `top-level-window<%>`.

7.12 editor:info-mixin

Domain: `editor:basic<%>`

Implements: `editor:info<%>`

Implements: `editor:basic<%>`

This editor tells the frame when it is locked and unlocked. See also `frame:text-info<%>`.

lock

Locks or unlocks the editor for modifications. If an editor is locked, *all* modifications are blocked, not just user modifications.

See also `is-locked?`.

This method does not affect internal locks, as discussed in section 8.8 (page 152).

- (`send an-editor:info-mixin lock lock?`) \Rightarrow void
`lock?` : boolean

If *lock?* is `#f`, the editor is unlocked, otherwise it is locked.

Uses `run-after-edit-sequence` to call `lock-status-changed`.

8. Exit

The exiting library provides a way to perform cleanup actions when the application is quit.

Clean up actions can be installed by registering a callback procedure that will be invoked by `exit:exit`.

On exit, *callback* will be called with no arguments. Also, use `exit:insert-on-callback`:

```
(exit:insert-on-callback callback)
```

to perform cleanup actions.

Also, callbacks can be registered that abort exiting. To install such a callback, use `exit:insert-can?-callback`:

```
(exit:insert-can?-callback callback)
```

if *callback* returns `#f`, then the exit is aborted.

8.1 Exit Utilities

`exit:can-exit?`

Calls the “can-callbacks”. See `exit:insert-can?-callback` for more information.

```
- (exit:can-exit?) ⇒ void
```

`exit:exit`

`exit:exit` performs three actions:

- If the preference `'framework:verify-exit` is not `#f`, it prompts the user about quitting (see section ?? for more info about preferences), and if the user sanctions quitting (or if the preference is `#f`), it
- invokes the exit-callbacks, with `exit:can-exit?`. If none of the “can?” callbacks return `#f`, it invokes `exit:on-exit` and then `exit` (a mzscheme procedure).

```
- (exit:exit) ⇒ (void)
```

`exit:frame-exiting`

This is a parameter whose value is used as the parent of the “Are you sure you want to exit” dialog.

- (`exit:frame-exiting frame`) \Rightarrow void
`frame` : (union #f (instance frame%) (instance dialog%))
 sets the value of the parameter to `frame`.
- (`exit:frame-exiting`) \Rightarrow (union #f (instance frame%) (instance dialog%))
 returns the current value of the parameter.

exit:insert-can?-callback

Use this function to add a callback that determines if an attempted exit can proceed. This callback should not clean up any state, since another callback may veto the exit. Use `exit:insert-on-callback` for callbacks that clean up state.

- (`exit:insert-can?-callback callback`) \Rightarrow void
`callback` : (\neg boolean)

exit:insert-on-callback

Adds a callback to be called when exiting. This callback must not fail. If a callback should stop an exit from happening, use `exit:insert-can?-callback%`.

- (`exit:insert-on-callback callback`) \Rightarrow void
`callback` : (\neg void)

exit:on-exit

Calls the “on-callbacks”. See `exit:insert-on-callback` for more information.

- (`exit:on-exit`) \Rightarrow void

9. Exceptions

10. Finder

The procedures `finder:get-file` and `finder:put-file` query the user for a filename; `finder:get-file` gets the name of an existing file, and `finder:put-file` gets the name for a new file.

Under Windows and MacOS, `finder:get-file` and `finder:put-file` call `finder:std-get-file` and `finder:std-put-file`, which implement the filename query using platform-specific dialogs. Under Unix, `finder:get-file` and `finder:put-file` call `finder:common-get-file` and `finder:common-put-file` which use a platform-independent dialog. Which procedure `finder:get-file` and `finder:put-file` call depends on the value of the preference (see section ?? for more info about preferences) `'framework:file-dialogs`. If it is `'common`, the common platform-independent dialogs are used and if it is `'std`, the standard platform-specific dialogs are used.

The `finder:common-get-file` and `finder:common-put-file` dialogs keep a separate directory state (for starting in the same place as the previous dialog ended); this directory can be obtained and set with the procedure `finder:current-find-file-directory`.

The procedure `finder:common-get-file-list` gets a list of filenames from the user using a platform-independent dialog. The arguments are the same as for `finder:get-file` and the result is either `#f` or a list of filenames.

All filenames returned by these procedures are normalized using `normalize-path` from `mzlib`'s file utilities, section 15.2.9.

10.1 Finder Utilities

`finder:common-get-file`

This procedure queries the user for a single filename, using a platform-independent dialog box. Consider using `finder:get-file` instead of this function.

See section 10 for more information.

```
- (finder:common-get-file directory prompt filter filter-msg parent) ⇒ string or #f
  directory = null : string or null
  prompt = "Select File" : string
  filter = #f : a regular expression or #f
  filter-msg = "That filename does not have the right form." : string
  parent = null : top-level-window<%>
```

`finder:common-get-file-list`

This procedure queries the user for a list of filenames, using a platform-independent dialog box.

See section 10 for more information.

- (`finder:common-get-file-list` *directory* *prompt* *filter* *filter-msg* *parent*) \Rightarrow (union (listof string) #f)
directory = null : (union null string)
prompt = "Select File" : string
filter = #f : #f or a regular expression
filter-msg = "That filename does not have the right form." : string
parent = #f : (union #f (instance top-level-window<%>))

finder:common-put-file

This procedure queries the user for a single filename, using a platform-independent dialog box. Consider using `finder:put-file` instead of this function.

See section 10 for more information.

- (`finder:common-put-file` *name* *directory* *replace?* *prompt* *filter* *filter-msg* *parent*) \Rightarrow (union #f string)
name = "Untitled" : string
directory = null : (union #f string)
replace? = #f : bool
prompt = "Select File" : string
filter = #f : (union #f regexp)
filter-msg = "That filename does not have the right form." : string
parent = (`finder:dialog-parent-parameter`) : (union (instance top-level-window<%>) #f)

finder:current-find-file-directory

This is a parameter of the MzScheme manual `mz:parameters` that specifies the parent for any of the dialogs created with: `finder:std-get-file`, `finder:std-put-file`, `finder:common-get-file-list`, `finder:common-get-file`, or `finder:common-put-file`.

- (`finder:current-find-file-directory`) \Rightarrow (instance top-level-window<%>)
Returns the current value of the parameter.
- (`finder:current-find-file-directory` *top-level-window*) \Rightarrow void
top-level-window : (instance top-level-window<%>)
Sets the parameter to *top-level-window*

finder:default-extension

This function is used to hold the state for the file dialogs under windows. The extension supplied will be used if the user does not supply an extension for the filename.

- (`finder:default-extension` *ext*) \Rightarrow void
ext : string
Sets the default extension to *ext*
- (`finder:default-extension`) \Rightarrow string
Returns the default extension.

finder:dialog-parent-parameter

This is a parameter) `mz:parameters` which determines the parent of the dialogs created by `finder:get-file`, `finder:put-file`, `finder:common-get-file`, `finder:common-put-file`, `finder:common-get-file-list`, `finder:std-get-file`, and `finder:std-put-file`.

- (`finder:dialog-parent-parameter`) \Rightarrow (union (instance top-level-window<%>) #f)

Returns the current value of the parameter.

finder:get-file

Queries the user for a filename.

- (`finder:get-file directory prompt filter filter-msg parent`) \Rightarrow (union string #f)
`directory` = #f : (union string #f)
`prompt` = "Select File" : string
`filter` = #f : (union regexp #f)
`filter-msg` = "That filename does not have the right form." : string
`parent` = (`finder:dialog-parent-parameter`) : (union (instance top-level-window<%>) #f)

If the result of (`preferences:get 'framework:file-dialogs`) is 'std this calls `finder:std-get-file`, and if it is 'common, `finder:common-get-file` is called.

finder:put-file

Queries the user for a filename.

- (`finder:put-file name directory replace? prompt filter filter-msg parent`) \Rightarrow (union string #f)
`name` = "Untitled" : string
`directory` = #f : (union #f string)
`replace?` = #f : bool
`prompt` = "Select File" : string
`filter` = #f : (union #f regexp)
`filter-msg` = "That filename does not have the right form." : string
`parent` = (`finder:dialog-parent-parameter`) : (union (instance top-level-window<%>) #f)

If the result of (`preferences:get 'framework:file-dialogs`) is 'std this calls `finder:std-put-file`, and if it is 'common, `finder:common-put-file` is called.

finder:std-get-file

This procedure queries the user for a single filename, using a platform-dependent dialog box. Consider using `finder:get-file` instead of this function.

See section 10 for more information.

- (`finder:std-get-file directory prompt filter filter-msg parent`) \Rightarrow string or #f
`directory` = #f : (union #f string)
`prompt` = "Select File" : string
`filter` = #f : (union regexp #f)
`filter-msg` = "That filename does not have the right form." : string
`parent` = (`finder:dialog-parent-parameter`) : (union (instance top-level-window<%>) #f)

`finder:std-put-file`

This procedure queries the user for a single filename, using a platform-dependent dialog box. Consider using `finder:put-file` instead of this function.

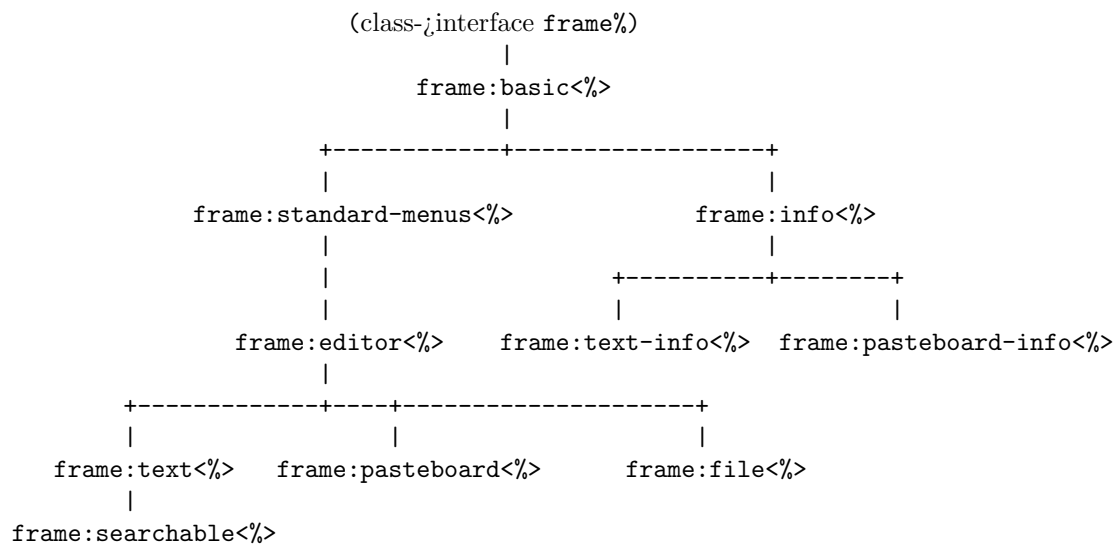
See section 10 for more information.

- (`finder:std-put-file` *name directory replace? prompt filter filter-msg parent*) \Rightarrow string or #f
 - name* = "Untitled" : string
 - directory* = #f : (union #f string)
 - replace?* = #f : bool
 - prompt* = "Select File" : string
 - filter* = #f : (union #f regexp)
 - filter-msg* = "That filename does not have the right form." : string
 - parent* = (`finder:dialog-parent-parameter`) : (union (instance top-level-window<?>) #f)

11. Frame

This chapter describes the frame mixins, interfaces, and classes.

This is the interface hierarchy:



11.1 frame:basic<%>

Extends: (class->interface frame%)

Classes matching this interface support the basic **frame%** functionality required by the framework.

close

This method closes the frame by calling the **can-close?**, **on-close**, and **show** methods.

It's implementation is:

```
(inherit can-close? on-close)
(public
  [show
    (lambda ()
      (when (can-close?)
        (on-close)
        (show #f)))]])
```

- (send *a-frame:basic* close) \Rightarrow void

`get-area-container`

This returns the main `area-container<%>` in the frame

- (send *a-frame:basic* get-area-container) \Rightarrow (instance (implements area-container<%>))

`get-area-container%`

The class that this method returns is used to create the `area-container<%>` in this frame.

- (send *a-frame:basic* get-area-container%) \Rightarrow (implements area-container<%>)

`get-menu-bar%`

The result of this method is used to create the initial menu bar for this frame.

- (send *a-frame:basic* get-menu-bar%) \Rightarrow (derived-from menu-bar%)

Return menu-bar%.

`make-root-area-container`

Override this method to insert a panel in between the panel used by the clients of this frame and the frame itself. For example, to insert a status line panel override this method with something like this:

```
...
(rename [super-make-root-area-container make-root-area-container])
(private
  [status-panel #f])
(override
  [make-root-area-container
   (lambda (class parent)
     (set! status-panel
           (super-make-root-area-container
            vertical-panel%
            parent))
     (let* ([root (make-object class status-panel)])

       ; ... add other children to status-panel ...

       root))])
...

```

In this example, status-panel will contain a root panel for the other classes, and whatever panels are needed to display status information.

The searching frame is implemented using this method.

- (send *a-frame:basic* make-root-area-container *class parent*) \Rightarrow (instance (implements area-container<%>))
class : (implements area-container<%>)
parent : (instance (implements area-container<%>))

Calls `make-object` with *class* and *parent*.

11.2 frame:basic-mixin

Domain: (class->interface frame%)

Implements: frame:basic<%>

This mixin provides the basic functionality that the framework expects. It helps manage the list of frames in the `group:%` object returned by `group:get-the-frame-group`.

Do not give `panel%`s or `control<%>`s this frame as parent. Instead, use the result of the `get-area-container` method.

```
- (make-object frame:basic-mixin% label parent width height x y style) => frame:basic-mixin%
object
  label : string
  parent = #f : frame% object or #f
  width = #f : exact integer in [0, 10000] or #f
  height = #f : exact integer in [0, 10000] or #f
  x = #f : exact integer in [0, 10000] or #f
  y = #f : exact integer in [0, 10000] or #f
  style = null : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent
                                mdi-child)
```

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be `#f` or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is `#f`, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not `#f`, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not `#f`, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- `'no-resize-border` — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- `'no-caption` — omits the title bar for the frame (Windows)
- `'no-system-menu` — omits the system menu (Windows)
- `'mdi-child` — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with `'mdi-parent` (Windows)
- `'mdi-parent` — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with `'mdi-child` (Windows)

If the `'mdi-child` style is specified, the *parent* must be a frame with the `'mdi-parent` style, otherwise an `exn:application:mismatch` exception is raised.

after-new-child

This method is called after a new containee area is created with this area as its container. The new child is provided as an argument to the method.

- (send *a-frame:basic-mixin* **after-new-child**) \Rightarrow void

Raises an exception if attempting to add a child to this frame (except if using the **make-root-area-container** method).

can-close?

Called just before the window might be closed (e.g., by the window manager). If **#f** is returned, the window is not closed, otherwise **on-close** is called and the window is closed (i.e., the window is hidden, like calling **show** with **#f**).

This method is *not* called by **show**.

- (send *a-frame:basic-mixin* **can-close?**) \Rightarrow bool

Calls the method **can-remove-frame?** of **group:get-the-frame-group**.

on-close

Called just before the window is closed (e.g., by the window manager). This method is *not* called by **show**.

See also **can-close?**.

- (send *a-frame:basic-mixin* **on-close**) \Rightarrow void

calls the **remove-frame** method of the result of **group:get-the-frame-group**.

on-drop-file

For platforms that support drag-and-drop, this method is called when the user drags a file onto the window. Drag-and-drop must first be enabled for the window with **accept-drop-files**.

Under MacOS, when the user double-clicks on a MrEd file or drags a file onto the MrEd icon, the **on-drop-file** method of the frontmost frame is called (if drag-and-drop is enabled for that frame).

- (send *a-frame:basic-mixin* **on-drop-file** *pathname*) \Rightarrow void
pathname : string

Calls **handler:edit-file** with *pathname* as an argument.

on-focus

Called when a window receives or loses the keyboard focus. If the argument is **#t**, the keyboard focus was received, otherwise it was lost.

Note that under X, keyboard focus can move to the menu bar when the user is selecting a menu item.

- (send *a-frame:basic-mixin* **on-focus** *on?*) \Rightarrow void
on? : boolean

Does nothing.

Calls `set-active-frame` with `this`.

11.3 frame:info<%>

Extends: `frame:basic<%>`

Frames matching this interface support a status line.

`determine-width`

This method is used to calculate the size of an `editor-canvas%` with a particular set of characters in it. It is used to calculate the sizes of the edits in the status line.

- (send *a-frame:info* `determine-width` *str* *canvas* *text*) \Rightarrow integer
 - str* : string
 - canvas* : (instance `editor-canvas%`)
 - text* : (instance `text%`)

`get-info-canvas`

Returns the canvas that the `frame:info<%>` currently shows info about. See also `set-info-canvas`

- (send *a-frame:info* `get-info-canvas`) \Rightarrow (instance `canvas:basic%`)

`get-info-editor`

Override this method to specify the editor that the status line contains information about.

- (send *a-frame:info* `get-info-editor`) \Rightarrow (union #f (implements `editor<%>`))
- Returns the result of `get-editor`.

`get-info-panel`

This method returns the panel where the information about this editor is displayed.

- (send *a-frame:info* `get-info-panel`) \Rightarrow (instance `horizontal-panel%`)

`lock-status-changed`

This method is called when the lock status of the `editor<%>` changes.

- (send *a-frame:info* `lock-status-changed`) \Rightarrow void
- Updates the lock icon in the status line panel.

set-info-canvas

Sets this canvas to be the canvas that the info frame shows info about. The `on-focus` and `set-editor` methods call this method to ensure that the info canvas is set correctly.

```
- (send a-frame:info set-info-canvas canvas) ⇒ void
   canvas : (instance canvas:basic%)
```

update-info

This method updates all of the information in the panel.

```
- (send a-frame:info update-info) ⇒ void
```

11.4 frame:info-mixin

Domain: `frame:basic<%>`

Implements: `frame:info<%>`

Implements: `frame:basic<%>`

This mixin provides support for displaying various info in the status line of the frame.

The result of this mixin uses the same initialization arguments as the mixin's argument.

make-root-area-container

Override this method to insert a panel in between the panel used by the clients of this frame and the frame itself. For example, to insert a status line panel override this method with something like this:

```
...
(rename [super-make-root-area-container make-root-area-container])
(private
 [status-panel #f])
(override
 [make-root-area-container
 (lambda (class parent)
 (set! status-panel
 (super-make-root-area-container
 vertical-panel%
 parent))
 (let* ([root (make-object class status-panel)])

 ; ... add other children to status-panel ...

 root))])
...

```

In this example, `status-panel` will contain a root panel for the other classes, and whatever panels are needed to display status information.

The searching frame is implemented using this method.

```
- (send a-frame:info-mixin make-root-area-container class parent) => (instance area-container<%>)
  class : (implements area-container<%>)
  parent : (instance (implements area-container<%>))
```

Calls `make-object` with `class` and `parent`.

Builds an extra panel for displaying various information.

`on-close`

Called just before the window is closed (e.g., by the window manager). This method is *not* called by `show`.

See also `can-close?`.

```
- (send a-frame:info-mixin on-close) => void
```

Removes the gc icon with `unregister-collecting-blit` and cleans up other callbacks.

11.5 `frame:text-info<%>`

Extends: `frame:info<%>`

Objects matching this interface receive information from editors constructed with `editor:info-mixin` and display it.

`anchor-status-changed`

This method is called when the anchor is turned either on or off in the `editor<%>` in this frame.

```
- (send a-frame:text-info anchor-status-changed) => void
```

`editor-position-changed`

This method is called when the position in the `editor<%>` changes.

```
- (send a-frame:text-info editor-position-changed) => void
```

`overwrite-status-changed`

This method is called when the overwrite mode is turned either on or off in the `editor<%>` in this frame.

```
- (send a-frame:text-info overwrite-status-changed) => void
```


11.6 frame:text-info-mixin

Domain: `frame:info<%>`

Implements: `frame:text-info<%>`

Implements: `frame:info<%>`

This mixin adds status information to the info panel relating to an edit.

`on-close`

Called just before the window is closed (e.g., by the window manager). This method is *not* called by `show`.

See also `can-close?`.

- (`send a-frame:text-info-mixin on-close`) \Rightarrow void
removes a preferences callback for `'framework:line-offsets`. See the preferences section for more information

`update-info`

This method updates all of the information in the panel.

- (`send a-frame:text-info-mixin update-info`) \Rightarrow void
Calls `overwrite-status-changed`, `anchor-status-changed`, and `editor-position-changed`.

11.7 frame:pasteboard-info<%>

Extends: `frame:info<%>`

11.8 frame:pasteboard-info-mixin

Domain: `frame:basic<%>`

Implements: `frame:pasteboard-info<%>`

Implements: `frame:basic<%>`

11.9 frame:standard-menus<%>

Extends: `frame:basic<%>`

Classes matching this interface provides a skeleton for the standard set of menus in a frame.

The available methods, listed in order the appear in the menus, is:

- file-menu:new, file-menu:new-string, file-menu:new-help-string, file-menu:new-on-demand, file-menu:get-new-item
- file-menu:between-new-and-open
- file-menu:open, file-menu:open-string, file-menu:open-help-string, file-menu:open-on-demand, file-menu:get-open-item
- file-menu:between-open-and-revert
- file-menu:revert, file-menu:revert-string, file-menu:revert-help-string, file-menu:revert-on-demand, file-menu:get-revert-item
- file-menu:between-revert-and-save
- file-menu:save, file-menu:save-string, file-menu:save-help-string, file-menu:save-on-demand, file-menu:get-save-item
- file-menu:save-as, file-menu:save-as-string, file-menu:save-as-help-string, file-menu:save-as-on-demand, file-menu:get-save-as-item
- file-menu:between-save-as-and-print
- file-menu:print, file-menu:print-string, file-menu:print-help-string, file-menu:print-on-demand, file-menu:get-print-item
- file-menu:between-print-and-close
- file-menu:close, file-menu:close-string, file-menu:close-help-string, file-menu:close-on-demand, file-menu:get-close-item
- file-menu:between-close-and-quit
- file-menu:quit, file-menu:quit-string, file-menu:quit-help-string, file-menu:quit-on-demand, file-menu:get-quit-item
- file-menu:after-quit
- edit-menu:undo, edit-menu:undo-string, edit-menu:undo-help-string, edit-menu:undo-on-demand, edit-menu:get-undo-item
- edit-menu:redo, edit-menu:redo-string, edit-menu:redo-help-string, edit-menu:redo-on-demand, edit-menu:get-redo-item
- edit-menu:between-redo-and-cut
- edit-menu:cut, edit-menu:cut-string, edit-menu:cut-help-string, edit-menu:cut-on-demand, edit-menu:get-cut-item
- edit-menu:between-cut-and-copy
- edit-menu:copy, edit-menu:copy-string, edit-menu:copy-help-string, edit-menu:copy-on-demand, edit-menu:get-copy-item
- edit-menu:between-copy-and-paste

- edit-menu:paste, edit-menu:paste-string, edit-menu:paste-help-string, edit-menu:paste-on-demand, edit-menu:get-paste-item
- edit-menu:between-paste-and-clear
- edit-menu:clear, edit-menu:clear-string, edit-menu:clear-help-string, edit-menu:clear-on-demand, edit-menu:get-clear-item
- edit-menu:between-clear-and-select-all
- edit-menu:select-all, edit-menu:select-all-string, edit-menu:select-all-help-string, edit-menu:select-all-on-demand, edit-menu:get-select-all-item
- edit-menu:between-select-all-and-find
- edit-menu:find, edit-menu:find-string, edit-menu:find-help-string, edit-menu:find-on-demand, edit-menu:get-find-item
- edit-menu:find-again, edit-menu:find-again-string, edit-menu:find-again-help-string, edit-menu:find-again-on-demand, edit-menu:get-find-again-item
- edit-menu:replace-and-find-again, edit-menu:replace-and-find-again-string, edit-menu:replace-and-find-again-on-demand, edit-menu:get-replace-and-find-again-item
- edit-menu:between-find-and-preferences
- edit-menu:preferences, edit-menu:preferences-string, edit-menu:preferences-help-string, edit-menu:preferences-on-demand, edit-menu:get-preferences-item
- edit-menu:after-preferences
- help-menu:before-about
- help-menu:about, help-menu:about-string, help-menu:about-help-string, help-menu:about-on-demand, help-menu:get-about-item
- help-menu:after-about

edit-menu:after-preferences

This method is called after the addition of the preferences menu-item to the edit-menu menu. Override it to add additional menus at that point.

```
- (send a-frame:standard-menus edit-menu:after-preferences menu) ⇒ void
  menu : (instance (derived-from menu%))
```

Does nothing.

edit-menu:between-clear-and-select-all

This method is called between the addition of the clear menu-item and before the addition of the select-all menu-item to the edit-menu menu. Override it to add additional menus at that point.

```
- (send a-frame:standard-menus edit-menu:between-clear-and-select-all menu) ⇒ void
  menu : (instance (derived-from menu%))
```

Does nothing.

edit-menu:between-copy-and-paste

This method is called between the addition of the copy menu-item and before the addition of the paste menu-item to the edit-menu menu. Override it to add additional menus at that point.

- (send *a-frame:standard-menus* edit-menu:between-copy-and-paste *menu*) ⇒ void
menu : (instance (derived-from menu%))
 Does nothing.

edit-menu:between-cut-and-copy

This method is called between the addition of the cut menu-item and before the addition of the copy menu-item to the edit-menu menu. Override it to add additional menus at that point.

- (send *a-frame:standard-menus* edit-menu:between-cut-and-copy *menu*) ⇒ void
menu : (instance (derived-from menu%))
 Does nothing.

edit-menu:between-find-and-preferences

This method is called between the addition of the find menu-item and before the addition of the preferences menu-item to the edit-menu menu. Override it to add additional menus at that point.

- (send *a-frame:standard-menus* edit-menu:between-find-and-preferences *menu*) ⇒ void
menu : (instance (derived-from menu%))
 Adds a separator menu item.

edit-menu:between-paste-and-clear

This method is called between the addition of the paste menu-item and before the addition of the clear menu-item to the edit-menu menu. Override it to add additional menus at that point.

- (send *a-frame:standard-menus* edit-menu:between-paste-and-clear *menu*) ⇒ void
menu : (instance (derived-from menu%))
 Does nothing.

edit-menu:between-redo-and-cut

This method is called between the addition of the redo menu-item and before the addition of the cut menu-item to the edit-menu menu. Override it to add additional menus at that point.

- (send *a-frame:standard-menus* edit-menu:between-redo-and-cut *menu*) ⇒ void
menu : (instance (derived-from menu%))
 Adds a separator menu item.

edit-menu:between-select-all-and-find

This method is called between the addition of the select-all menu-item and before the addition of the find menu-item to the edit-menu menu. Override it to add additional menus at that point.

- (send *a-frame:standard-menus* edit-menu:between-select-all-and-find *menu*) ⇒ void
menu : (instance (derived-from menu%))

Adds a separator menu item.

edit-menu:clear

This method is called when the clear menu-item of the edit-menu menu is selected. If edit-menu:clear is bound to #f instead of a procedure, the clear menu item will not be created.

- (send *a-frame:standard-menus* edit-menu:clear *item evt*) ⇒ void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Defaultly bound to:

```
(lambda (menu evt) (let ((edit (get-edit-target-object))) (when (and edit (is-a? edit editor<%>))
```

edit-menu:clear-help-string

This result of this method is used as the help string when the menu-item% object is created.

- (send *a-frame:standard-menus* edit-menu:clear-help-string) ⇒ string
Defaultly returns "Clear the selection without affecting paste"

edit-menu:clear-on-demand

The menu item's on-demand method calls this method

- (send *a-frame:standard-menus* edit-menu:clear-on-demand *item*) ⇒ void
item : menu-item%

Defaultly is this:

```
(lambda (item) (let* ((editor (get-edit-target-object)) (enable? (and editor (is-a? editor edit
```

edit-menu:clear-string

The result of this method is used to construct the name of this menu. It is inserted between "(if (eq? (system-type) (quote macos)) Clear &Delete)" and "" to form the complete name

- (send *a-frame:standard-menus* edit-menu:clear-string) ⇒ string

edit-menu:copy

This method is called when the copy menu-item of the edit-menu menu is selected. If edit-menu:copy is bound to #f instead of a procedure, the copy menu item will not be created.

- (send *a-frame:standard-menus* edit-menu:copy *item evt*) ⇒ void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Defaultly bound to:

```
(lambda (menu evt) (let ((edit (get-edit-target-object))) (when (and edit (is-a? edit editor<%>))
```

`edit-menu:copy-help-string`

This result of this method is used as the help string when the `menu-item%` object is created.

```
- (send a-frame:standard-menus edit-menu:copy-help-string) ⇒ string
```

Defaultly returns "Copy the selection"

`edit-menu:copy-on-demand`

The menu item's on-demand method calls this method

```
- (send a-frame:standard-menus edit-menu:copy-on-demand item) ⇒ void
  item : menu-item%
```

Defaultly is this:

```
(lambda (item) (let* ((editor (get-edit-target-object)) (enable? (and editor (is-a? editor edit
```

`edit-menu:copy-string`

The result of this method is used to construct the name of this menu. It is inserted between "&Copy" and "" to form the complete name

```
- (send a-frame:standard-menus edit-menu:copy-string) ⇒ string
```

`edit-menu:cut`

This method is called when the cut menu-item of the edit-menu menu is selected. If `edit-menu:cut` is bound to `#f` instead of a procedure, the cut menu item will not be created.

```
- (send a-frame:standard-menus edit-menu:cut item evt) ⇒ void
  item : (instance (derived-from menu-item%))
  evt : (instance control-event%)
```

Defaultly bound to:

```
(lambda (menu evt) (let ((edit (get-edit-target-object))) (when (and edit (is-a? edit editor<%>))
```

`edit-menu:cut-help-string`

This result of this method is used as the help string when the `menu-item%` object is created.

```
- (send a-frame:standard-menus edit-menu:cut-help-string) ⇒ string
```

Defaultly returns "Cut the selection"

`edit-menu:cut-on-demand`

The menu item's on-demand method calls this method

- (`send a-frame:standard-menus edit-menu:cut-on-demand item`) \Rightarrow void
`item : menu-item%`

Defaultly is this:

```
(lambda (item) (let* ((editor (get-edit-target-object)) (enable? (and editor (is-a? editor edit
```

`edit-menu:cut-string`

The result of this method is used to construct the name of this menu. It is inserted between "Cu&t" and "" to form the complete name

- (`send a-frame:standard-menus edit-menu:cut-string`) \Rightarrow string

`edit-menu:find`

This method is called when the find menu-item of the edit-menu menu is selected. If `edit-menu:find` is bound to `#f` instead of a procedure, the find menu item will not be created.

- (`send a-frame:standard-menus edit-menu:find item evt`) \Rightarrow void
`item : (instance (derived-from menu-item%))`
`evt : (instance control-event%)`

Defaultly bound to:

`#f`

`edit-menu:find-again`

This method is called when the find-again menu-item of the edit-menu menu is selected. If `edit-menu:find-again` is bound to `#f` instead of a procedure, the find-again menu item will not be created.

- (`send a-frame:standard-menus edit-menu:find-again item evt`) \Rightarrow void
`item : (instance (derived-from menu-item%))`
`evt : (instance control-event%)`

Defaultly bound to:

`#f`

`edit-menu:find-again-help-string`

This result of this method is used as the help string when the `menu-item%` object is created.

- (`send a-frame:standard-menus edit-menu:find-again-help-string`) \Rightarrow string

Defaultly returns "Search for the same string as before"

`edit-menu:find-again-on-demand`

The menu item's on-demand method calls this method

- (`send a-frame:standard-menus edit-menu:find-again-on-demand item`) \Rightarrow void
`item : menu-item%`

Defaultly is this:

```
(lambda (item) (send item enable (let ((target (get-edit-target-object))) (and target (is-a? ta
```

`edit-menu:find-again-string`

The result of this method is used to construct the name of this menu. It is inserted between "Find Again" and "" to form the complete name

- (`send a-frame:standard-menus edit-menu:find-again-string`) \Rightarrow string

`edit-menu:find-help-string`

This result of this method is used as the help string when the `menu-item%` object is created.

- (`send a-frame:standard-menus edit-menu:find-help-string`) \Rightarrow string

Defaultly returns "Search for a string in the window"

`edit-menu:find-on-demand`

The menu item's on-demand method calls this method

- (`send a-frame:standard-menus edit-menu:find-on-demand item`) \Rightarrow void
`item : menu-item%`

Defaultly is this:

```
(lambda (item) (send item enable (let ((target (get-edit-target-object))) (and target (is-a? ta
```

`edit-menu:find-string`

The result of this method is used to construct the name of this menu. It is inserted between "Find" and "... " to form the complete name

- (`send a-frame:standard-menus edit-menu:find-string`) \Rightarrow string

`edit-menu:get-clear-item`

This method returns the `iscmclassmenu-item` that corresponds to this menu item.

- (`send a-frame:standard-menus edit-menu:get-clear-item`) \Rightarrow (instance `iscmclasmenu-item`)

`edit-menu:get-copy-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- `(send a-frame:standard-menus edit-menu:get-copy-item) ⇒ (instance ismclassmenu-item)`

`edit-menu:get-cut-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- `(send a-frame:standard-menus edit-menu:get-cut-item) ⇒ (instance ismclassmenu-item)`

`edit-menu:get-find-again-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- `(send a-frame:standard-menus edit-menu:get-find-again-item) ⇒ (instance ismclassmenu-item)`

`edit-menu:get-find-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- `(send a-frame:standard-menus edit-menu:get-find-item) ⇒ (instance ismclassmenu-item)`

`edit-menu:get-paste-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- `(send a-frame:standard-menus edit-menu:get-paste-item) ⇒ (instance ismclassmenu-item)`

`edit-menu:get-preferences-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- `(send a-frame:standard-menus edit-menu:get-preferences-item) ⇒ (instance ismclassmenu-item)`

`edit-menu:get-redo-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- `(send a-frame:standard-menus edit-menu:get-redo-item) ⇒ (instance ismclassmenu-item)`

`edit-menu:get-replace-and-find-again-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- `(send a-frame:standard-menus edit-menu:get-replace-and-find-again-item) ⇒ (instance ismclassmenu-item)`

`edit-menu:get-select-all-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

```
- (send a-frame:standard-menus edit-menu:get-select-all-item) ⇒ (instance ismclassmenu-item)
```

`edit-menu:get-undo-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

```
- (send a-frame:standard-menus edit-menu:get-undo-item) ⇒ (instance ismclassmenu-item)
```

`edit-menu:paste`

This method is called when the paste menu-item of the edit-menu menu is selected. If `edit-menu:paste` is bound to `#f` instead of a procedure, the paste menu item will not be created.

```
- (send a-frame:standard-menus edit-menu:paste item evt) ⇒ void
  item : (instance (derived-from menu-item%))
  evt : (instance control-event%)
```

Defaultly bound to:

```
(lambda (menu evt) (let ((edit (get-edit-target-object))) (when (and edit (is-a? edit editor<%>))
```

`edit-menu:paste-help-string`

This result of this method is used as the help string when the `menu-item%` object is created.

```
- (send a-frame:standard-menus edit-menu:paste-help-string) ⇒ string
  Defaultly returns "Paste the most recent copy or cut over the selection"
```

`edit-menu:paste-on-demand`

The menu item's on-demand method calls this method

```
- (send a-frame:standard-menus edit-menu:paste-on-demand item) ⇒ void
  item : menu-item%
```

Defaultly is this:

```
(lambda (item) (let* ((editor (get-edit-target-object)) (enable? (and editor (is-a? editor edit
```

`edit-menu:paste-string`

The result of this method is used to construct the name of this menu. It is inserted between "&Paste" and "" to form the complete name

```
- (send a-frame:standard-menus edit-menu:paste-string) ⇒ string
```

edit-menu:preferences

This method is called when the preferences menu-item of the edit-menu menu is selected. If edit-menu:preferences is bound to **#f** instead of a procedure, the preferences menu item will not be created.

- (send a-frame:standard-menus edit-menu:preferences item evt) ⇒ void
 item : (instance (derived-from menu-item%))
 evt : (instance control-event%)

Defaultly bound to:

```
(lambda (item control) (preferences:show-dialog) #t)
```

edit-menu:preferences-help-string

This result of this method is used as the help string when the menu-item% object is created.

- (send a-frame:standard-menus edit-menu:preferences-help-string) ⇒ string
 Defaultly returns "Configure the preferences"

edit-menu:preferences-on-demand

The menu item's on-demand method calls this method

- (send a-frame:standard-menus edit-menu:preferences-on-demand item) ⇒ void
 item : menu-item%

Defaultly is this:

```
void
```

edit-menu:preferences-string

The result of this method is used to construct the name of this menu. It is inserted between "Preferences..." and "" to form the complete name

- (send a-frame:standard-menus edit-menu:preferences-string) ⇒ string

edit-menu:redo

This method is called when the redo menu-item of the edit-menu menu is selected. If edit-menu:redo is bound to **#f** instead of a procedure, the redo menu item will not be created.

- (send a-frame:standard-menus edit-menu:redo item evt) ⇒ void
 item : (instance (derived-from menu-item%))
 evt : (instance control-event%)

Defaultly bound to:

```
(lambda (menu evt) (let ((edit (get-edit-target-object))) (when (and edit (is-a? edit editor<%>))
```

`edit-menu:redo-help-string`

This result of this method is used as the help string when the `menu-item%` object is created.

- (`send a-frame:standard-menus edit-menu:redo-help-string`) \Rightarrow string
Defaultly returns "Redo the most recent undo"

`edit-menu:redo-on-demand`

The menu item's on-demand method calls this method

- (`send a-frame:standard-menus edit-menu:redo-on-demand item`) \Rightarrow void
`item : menu-item%`
Defaultly is this:

```
(lambda (item) (let* ((editor (get-edit-target-object)) (enable? (and editor (is-a? editor edit
```

`edit-menu:redo-string`

The result of this method is used to construct the name of this menu. It is inserted between "&Redo" and "" to form the complete name

- (`send a-frame:standard-menus edit-menu:redo-string`) \Rightarrow string

`edit-menu:replace-and-find-again`

This method is called when the replace-and-find-again menu-item of the edit-menu menu is selected. If `edit-menu:replace-and-find-again` is bound to `#f` instead of a procedure, the replace-and-find-again menu item will not be created.

- (`send a-frame:standard-menus edit-menu:replace-and-find-again item evt`) \Rightarrow void
`item : (instance (derived-from menu-item%))`
`evt : (instance control-event%)`

Defaultly bound to:

```
#f
```

`edit-menu:replace-and-find-again-help-string`

This result of this method is used as the help string when the `menu-item%` object is created.

- (`send a-frame:standard-menus edit-menu:replace-and-find-again-help-string`) \Rightarrow string
Defaultly returns "Replace the current text and search for the same string as before"

`edit-menu:replace-and-find-again-on-demand`

The menu item's on-demand method calls this method

- (send *a-frame:standard-menus* edit-menu:replace-and-find-again-on-demand *item*) \Rightarrow void
item : menu-item%

Defaultly is this:

```
(lambda (item) (send item enable (let ((target (get-edit-target-object))) (and target (is-a? ta
```

edit-menu:replace-and-find-again-string

The result of this method is used to construct the name of this menu. It is inserted between "Replace && Find Again" and "" to form the complete name

- (send *a-frame:standard-menus* edit-menu:replace-and-find-again-string) \Rightarrow string

edit-menu:select-all

This method is called when the select-all menu-item of the edit-menu menu is selected. If edit-menu:select-all is bound to #f instead of a procedure, the select-all menu item will not be created.

- (send *a-frame:standard-menus* edit-menu:select-all *item* *evt*) \Rightarrow void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Defaultly bound to:

```
(lambda (menu evt) (let ((edit (get-edit-target-object))) (when (and edit (is-a? edit editor<%>)
```

edit-menu:select-all-help-string

This result of this method is used as the help string when the menu-item% object is created.

- (send *a-frame:standard-menus* edit-menu:select-all-help-string) \Rightarrow string

Defaultly returns "Select the entire document"

edit-menu:select-all-on-demand

The menu item's on-demand method calls this method

- (send *a-frame:standard-menus* edit-menu:select-all-on-demand *item*) \Rightarrow void
item : menu-item%

Defaultly is this:

```
(lambda (item) (let* ((editor (get-edit-target-object)) (enable? (and editor (is-a? editor edit
```

edit-menu:select-all-string

The result of this method is used to construct the name of this menu. It is inserted between "Select A&ll" and "" to form the complete name

- (send *a-frame:standard-menus* edit-menu:select-all-string) \Rightarrow string

edit-menu:undo

This method is called when the undo menu-item of the edit-menu menu is selected. If edit-menu:undo is bound to **#f** instead of a procedure, the undo menu item will not be created.

- (send a-frame:standard-menus edit-menu:undo item evt) ⇒ void
 item : (instance (derived-from menu-item%))
 evt : (instance control-event%)

Defaultly bound to:

```
(lambda (menu evt) (let ((edit (get-edit-target-object))) (when (and edit (is-a? edit editor<%>))
```

edit-menu:undo-help-string

This result of this method is used as the help string when the menu-item% object is created.

- (send a-frame:standard-menus edit-menu:undo-help-string) ⇒ string
 Defaultly returns "Undo the most recent action"

edit-menu:undo-on-demand

The menu item's on-demand method calls this method

- (send a-frame:standard-menus edit-menu:undo-on-demand item) ⇒ void
 item : menu-item%

Defaultly is this:

```
(lambda (item) (let* ((editor (get-edit-target-object)) (enable? (and editor (is-a? editor edit
```

edit-menu:undo-string

The result of this method is used to construct the name of this menu. It is inserted between "&Undo" and "" to form the complete name

- (send a-frame:standard-menus edit-menu:undo-string) ⇒ string

file-menu:after-quit

This method is called after the addition of the quit menu-item to the file-menu menu. Override it to add additional menus at that point.

- (send a-frame:standard-menus file-menu:after-quit menu) ⇒ void
 menu : (instance (derived-from menu%))

Does nothing.

file-menu:between-close-and-quit

This method is called between the addition of the close menu-item and before the addition of the quit menu-item to the file-menu menu. Override it to add additional menus at that point.

- (send a-frame:standard-menus file-menu:between-close-and-quit menu) \Rightarrow void
 menu : (instance (derived-from menu%))

Does nothing.

file-menu:between-new-and-open

This method is called between the addition of the new menu-item and before the addition of the open menu-item to the file-menu menu. Override it to add additional menus at that point.

- (send a-frame:standard-menus file-menu:between-new-and-open menu) \Rightarrow void
 menu : (instance (derived-from menu%))

Does nothing.

file-menu:between-open-and-revert

This method is called between the addition of the open menu-item and before the addition of the revert menu-item to the file-menu menu. Override it to add additional menus at that point.

- (send a-frame:standard-menus file-menu:between-open-and-revert menu) \Rightarrow void
 menu : (instance (derived-from menu%))

Does nothing.

file-menu:between-print-and-close

This method is called between the addition of the print menu-item and before the addition of the close menu-item to the file-menu menu. Override it to add additional menus at that point.

- (send a-frame:standard-menus file-menu:between-print-and-close menu) \Rightarrow void
 menu : (instance (derived-from menu%))

Adds a separator menu item.

file-menu:between-revert-and-save

This method is called between the addition of the revert menu-item and before the addition of the save menu-item to the file-menu menu. Override it to add additional menus at that point.

- (send a-frame:standard-menus file-menu:between-revert-and-save menu) \Rightarrow void
 menu : (instance (derived-from menu%))

Does nothing.

file-menu:between-save-as-and-print

This method is called between the addition of the save-as menu-item and before the addition of the print menu-item to the file-menu menu. Override it to add additional menus at that point.

- (send a-frame:standard-menus file-menu:between-save-as-and-print menu) \Rightarrow void
 menu : (instance (derived-from menu%))

Adds a separator menu item.

file-menu:close

This method is called when the close menu-item of the file-menu menu is selected. If file-menu:close is bound to #f instead of a procedure, the close menu item will not be created.

- (send a-frame:standard-menus file-menu:close item evt) ⇒ void
 item : (instance (derived-from menu-item%))
 evt : (instance control-event%)

Defaultly bound to:

```
(lambda (item control) (when (can-close?) (on-close) (show #f)) #t)
```

file-menu:close-help-string

This result of this method is used as the help string when the menu-item% object is created.

- (send a-frame:standard-menus file-menu:close-help-string) ⇒ string
- Defaultly returns "Close this file"

file-menu:close-on-demand

The menu item's on-demand method calls this method

- (send a-frame:standard-menus file-menu:close-on-demand item) ⇒ void
 item : menu-item%

Defaultly is this:

```
void
```

file-menu:close-string

The result of this method is used to construct the name of this menu. It is inserted between "&Close" and "" to form the complete name

- (send a-frame:standard-menus file-menu:close-string) ⇒ string

file-menu:get-close-item

This method returns the iscmclassmenu-item that corresponds to this menu item.

- (send a-frame:standard-menus file-menu:get-close-item) ⇒ (instance iscmclassmenu-item)

file-menu:get-new-item

This method returns the iscmclassmenu-item that corresponds to this menu item.

- (send a-frame:standard-menus file-menu:get-new-item) ⇒ (instance iscmclassmenu-item)

`file-menu:get-open-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- (send *a-frame:standard-menus* `file-menu:get-open-item`) ⇒ (instance `ismclassmenu-item`)

`file-menu:get-print-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- (send *a-frame:standard-menus* `file-menu:get-print-item`) ⇒ (instance `ismclassmenu-item`)

`file-menu:get-quit-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- (send *a-frame:standard-menus* `file-menu:get-quit-item`) ⇒ (instance `ismclassmenu-item`)

`file-menu:get-revert-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- (send *a-frame:standard-menus* `file-menu:get-revert-item`) ⇒ (instance `ismclassmenu-item`)

`file-menu:get-save-as-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- (send *a-frame:standard-menus* `file-menu:get-save-as-item`) ⇒ (instance `ismclassmenu-item`)

`file-menu:get-save-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- (send *a-frame:standard-menus* `file-menu:get-save-item`) ⇒ (instance `ismclassmenu-item`)

`file-menu:new`

This method is called when the new menu-item of the file-menu menu is selected. If `file-menu:new` is bound to `#f` instead of a procedure, the new menu item will not be created.

- (send *a-frame:standard-menus* `file-menu:new` *item* *evt*) ⇒ void
item : (instance (derived-from `menu-item%`))
evt : (instance `control-event%`)

Defaultly bound to:

(lambda (item control) (handler:edit-file #f) #t)

file-menu:new-help-string

This result of this method is used as the help string when the `menu-item%` object is created.

- (send *a-frame:standard-menus* file-menu:new-help-string) ⇒ string
Defaultly returns "Open a new file"

file-menu:new-on-demand

The menu item's on-demand method calls this method

- (send *a-frame:standard-menus* file-menu:new-on-demand *item*) ⇒ void
item : menu-item%

Defaultly is this:

```
void
```

file-menu:new-string

The result of this method is used to construct the name of this menu. It is inserted between "&New" and "" to form the complete name

- (send *a-frame:standard-menus* file-menu:new-string) ⇒ string

file-menu:open

This method is called when the open menu-item of the file-menu menu is selected. If file-menu:open is bound to `#f` instead of a procedure, the open menu item will not be created.

- (send *a-frame:standard-menus* file-menu:open *item* *evt*) ⇒ void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Defaultly bound to:

```
(lambda (item control) (handler:open-file) #t)
```

file-menu:open-help-string

This result of this method is used as the help string when the `menu-item%` object is created.

- (send *a-frame:standard-menus* file-menu:open-help-string) ⇒ string
Defaultly returns "Open a file from disk"

file-menu:open-on-demand

The menu item's on-demand method calls this method

- (send *a-frame:standard-menus* file-menu:open-on-demand *item*) \Rightarrow void
item : menu-item%

Defaultly is this:

void

file-menu:open-string

The result of this method is used to construct the name of this menu. It is inserted between "&Open" and "... " to form the complete name

- (send *a-frame:standard-menus* file-menu:open-string) \Rightarrow string

file-menu:print

This method is called when the print menu-item of the file-menu menu is selected. If file-menu:print is bound to #f instead of a procedure, the print menu item will not be created.

- (send *a-frame:standard-menus* file-menu:print *item evt*) \Rightarrow void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Defaultly bound to:

#f

file-menu:print-help-string

This result of this method is used as the help string when the menu-item% object is created.

- (send *a-frame:standard-menus* file-menu:print-help-string) \Rightarrow string

Defaultly returns "Print this file"

file-menu:print-on-demand

The menu item's on-demand method calls this method

- (send *a-frame:standard-menus* file-menu:print-on-demand *item*) \Rightarrow void
item : menu-item%

Defaultly is this:

void

file-menu:print-string

The result of this method is used to construct the name of this menu. It is inserted between "&Print" and "... " to form the complete name

- (send *a-frame:standard-menus* file-menu:print-string) \Rightarrow string

file-menu:quit

This method is called when the quit menu-item of the file-menu menu is selected. If file-menu:quit is bound to #f instead of a procedure, the quit menu item will not be created.

- (send a-frame:standard-menus file-menu:quit item evt) ⇒ void
 item : (instance (derived-from menu-item%))
 evt : (instance control-event%)

Defaultly bound to:

```
(lambda (item control) (parameterize ((exit:frame-exiting this)) (exit:exit)))
```

file-menu:quit-help-string

This result of this method is used as the help string when the menu-item% object is created.

- (send a-frame:standard-menus file-menu:quit-help-string) ⇒ string
- Defaultly returns "Quit"

file-menu:quit-on-demand

The menu item's on-demand method calls this method

- (send a-frame:standard-menus file-menu:quit-on-demand item) ⇒ void
 item : menu-item%

Defaultly is this:

```
void
```

file-menu:quit-string

The result of this method is used to construct the name of this menu. It is inserted between "(if (eq? (system-type) (quote windows)) E&xit Quit)" and "" to form the complete name

- (send a-frame:standard-menus file-menu:quit-string) ⇒ string

file-menu:revert

This method is called when the revert menu-item of the file-menu menu is selected. If file-menu:revert is bound to #f instead of a procedure, the revert menu item will not be created.

- (send a-frame:standard-menus file-menu:revert item evt) ⇒ void
 item : (instance (derived-from menu-item%))
 evt : (instance control-event%)

Defaultly bound to:

```
#f
```

file-menu:revert-help-string

This result of this method is used as the help string when the `menu-item%` object is created.

- (`send a-frame:standard-menus file-menu:revert-help-string`) \Rightarrow string
Defaultly returns "Revert this file to the copy on disk"

file-menu:revert-on-demand

The menu item's on-demand method calls this method

- (`send a-frame:standard-menus file-menu:revert-on-demand item`) \Rightarrow void
item : `menu-item%`
Defaultly is this:

void

file-menu:revert-string

The result of this method is used to construct the name of this menu. It is inserted between "&Revert" and "" to form the complete name

- (`send a-frame:standard-menus file-menu:revert-string`) \Rightarrow string

file-menu:save

This method is called when the save menu-item of the file-menu menu is selected. If file-menu:save is bound to `#f` instead of a procedure, the save menu item will not be created.

- (`send a-frame:standard-menus file-menu:save item evt`) \Rightarrow void
item : (instance (derived-from `menu-item%`))
evt : (instance `control-event%`)

Defaultly bound to:

`#f`

file-menu:save-as

This method is called when the save-as menu-item of the file-menu menu is selected. If file-menu:save-as is bound to `#f` instead of a procedure, the save-as menu item will not be created.

- (`send a-frame:standard-menus file-menu:save-as item evt`) \Rightarrow void
item : (instance (derived-from `menu-item%`))
evt : (instance `control-event%`)

Defaultly bound to:

`#f`

file-menu:save-as-help-string

This result of this method is used as the help string when the menu-item% object is created.

- (send a-frame:standard-menus file-menu:save-as-help-string) ⇒ string
Defaultly returns "Prompt for a filename and save this file to disk"

file-menu:save-as-on-demand

The menu item's on-demand method calls this method

- (send a-frame:standard-menus file-menu:save-as-on-demand item) ⇒ void
item : menu-item%

Defaultly is this:

void

file-menu:save-as-string

The result of this method is used to construct the name of this menu. It is inserted between "Save" and "&As..." to form the complete name

- (send a-frame:standard-menus file-menu:save-as-string) ⇒ string

file-menu:save-help-string

This result of this method is used as the help string when the menu-item% object is created.

- (send a-frame:standard-menus file-menu:save-help-string) ⇒ string
Defaultly returns "Save this file to disk"

file-menu:save-on-demand

The menu item's on-demand method calls this method

- (send a-frame:standard-menus file-menu:save-on-demand item) ⇒ void
item : menu-item%

Defaultly is this:

void

file-menu:save-string

The result of this method is used to construct the name of this menu. It is inserted between "&Save" and "" to form the complete name

- (send a-frame:standard-menus file-menu:save-string) ⇒ string

get-checkable-menu-item%

The result of this method is used as the class for creating checkable menu items in this class (see `frame:standard-menus%` for a list).

- (send *a-frame:standard-menus* `get-checkable-menu-item%`) \Rightarrow (derived-from `checkable-menu-item%`)
defaultly returns `menu-item%`

get-edit-menu

Returns the edit menu See also `get-menu%`

- (send *a-frame:standard-menus* `get-edit-menu`) \Rightarrow (instance (derived-from `menu%`))

get-file-menu

Returns the file menu See also `get-menu%`

- (send *a-frame:standard-menus* `get-file-menu`) \Rightarrow (instance (derived-from `menu%`))

get-help-menu

Returns the help menu See also `get-menu%`

- (send *a-frame:standard-menus* `get-help-menu`) \Rightarrow (instance (derived-from `menu%`))

get-menu-item%

The result of this method is used as the class for creating the menu items in this class (see `frame:standard-menus%` for a list).

- (send *a-frame:standard-menus* `get-menu-item%`) \Rightarrow (derived-from `menu-item%`)
defaultly returns `menu-item%`

get-menu%

The result of this method is used as the class for creating the result of these methods: `get-file-menu`, `get-edit-menu`, `get-help-menu`.

- (send *a-frame:standard-menus* `get-menu%`) \Rightarrow (derived-from `menu%`)
defaultly returns `menu%`

help-menu:about

This method is called when the about menu-item of the help-menu menu is selected. If `help-menu:about` is bound to `#f` instead of a procedure, the about menu item will not be created.

- (`send a-frame:standard-menus help-menu:about item evt`) \Rightarrow void
`item` : (instance (derived-from menu-item%))
`evt` : (instance control-event%)

Defaultly bound to:

`#f`

`help-menu:about-help-string`

This result of this method is used as the help string when the `menu-item%` object is created.

- (`send a-frame:standard-menus help-menu:about-help-string`) \Rightarrow string
 Defaultly returns "Learn something about this application"

`help-menu:about-on-demand`

The menu item's on-demand method calls this method

- (`send a-frame:standard-menus help-menu:about-on-demand item`) \Rightarrow void
`item` : `menu-item%`

Defaultly is this:

`void`

`help-menu:about-string`

The result of this method is used to construct the name of this menu. It is inserted between "About " and "... " to form the complete name

- (`send a-frame:standard-menus help-menu:about-string`) \Rightarrow string

`help-menu:after-about`

This method is called after the addition of the about menu-item to the help-menu menu. Override it to add additional menus at that point.

- (`send a-frame:standard-menus help-menu:after-about menu`) \Rightarrow void
`menu` : (instance (derived-from menu%))

Does nothing.

`help-menu:before-about`

This method is called before the addition of the about menu-item to the help-menu menu. Override it to add additional menus at that point.

- (`send a-frame:standard-menus help-menu:before-about menu`) \Rightarrow void
`menu` : (instance (derived-from menu%))

Does nothing.

`help-menu:get-about-item`

This method returns the `ismclassmenu-item` that corresponds to this menu item.

- (send *a-frame:standard-menus* `help-menu:get-about-item`) \Rightarrow (instance `ismclassmenu-item`)

11.10 frame:standard-menus-mixin

Domain: `frame:basic`<%>

Implements: `frame:basic`<%>

Implements: `frame:standard-menus`<%>

This frame provides a skeleton for the standard set of menus in a frame.

The result of this mixin uses the same initialization arguments as the mixin's argument.

`on-subwindow-char`

Called when this window or a child window receives a keyboard event. The `on-subwindow-char` method of the receiver's top-level window is called first (see `get-top-level-window`); if the return value is `#f`, then the `on-subwindow-char` method is called for the next child in the path to the receiver, and so on. Finally, if the receiver's `on-subwindow-char` method returns `#f`, the event is passed on to the receiver's normal key-handling mechanism.

BEWARE: The default `on-subwindow-char` in `frame%` and `on-subwindow-char` in `dialog%` methods consume certain keyboard events (e.g., arrow keys, Enter) used for navigating within the window. Because the top-level window gets the first chance to handle the keyboard event, some events never reach the "receiver" child unless the default frame or dialog method is overridden.

- (send *a-frame:standard-menus-mixin* `on-subwindow-char` *receiver* *event*) \Rightarrow bool
receiver : `window`<%> object
event : `key-event`<%> object

Returns the result of

```
(or (send this on-menu-char event)
    (send this on-system-menu-char event)
    (send this on-traverse-char event))
```

If the `'framework:menu-bindings` preference is true, returns the result of calling `on-traverse-char`, which effectively skips `on-menu-char` and `on-system-menu-char`. If the preference is false, this method chains to the superclass method, instead.

11.11 frame:editor<%>

Extends: `frame:standard-menus`<%>

Frame classes matching this interface support embedded editors.

get-canvas

Returns the canvas used to display the editor<%> in this frame.

- (send a-frame:editor get-canvas) \Rightarrow (instance (derived-from canvas%))

get-canvas<%>

The result of this method is used to guard the result of the get-canvas% method.

- (send a-frame:editor get-canvas<%>) \Rightarrow (instance canvas:basic%)

get-canvas%

The result of this method is used to create the canvas for the editor<%> in this frame.

- (send a-frame:editor get-canvas%) \Rightarrow (derived-from editor-canvas%)
Returns editor-canvas%.

get-editor

Returns the editor in this frame.

- (send a-frame:editor get-editor) \Rightarrow (instance (implements editor<%>))

get-editor<%>

The result of this method is used by make-editor to check that get-editor% is returning a reasonable editor.

- (send a-frame:editor get-editor<%>) \Rightarrow interface
Returns editor<%>.

get-editor%

The result of this class is used to create the editor<%> in this frame.

Override this method to specify a different editor class.

- (send a-frame:editor get-editor%) \Rightarrow (implements editor<%>)

get-entire-label

This method returns the entire label for the frame. See also set-label and set-label-prefix.

- (send a-frame:editor get-entire-label) \Rightarrow string

get-label-prefix

This returns the prefix for the frame's label.

- (send *a-frame:editor* get-label-prefix) ⇒ string

make-editor

This method is called to create the editor in this frame. It calls `get-editor<%>` and uses that interface to make sure the result of `get-editor%` is reasonable.

- (send *a-frame:editor* make-editor) ⇒ (instance (implements editor<%>))
Calls (make-object get-editor%).

save-as

Queries the user for a file name and saves the file with that name.

- (send *a-frame:editor* save-as *format*) ⇒ void
format = 'same: (union 'guess 'standard 'text 'text-force-cr 'same 'copy)

set-label-prefix

Sets the prefix for the label of the frame.

- (send *a-frame:editor* set-label-prefix *prefix*) ⇒ void
prefix : string

11.12 frame:editor-mixin

Domain: `frame:standard-menus<%>`

Implements: `frame:editor<%>`

Implements: `frame:standard-menus<%>`

This mixin adds functionality to support an `editor<%>` in the frame. This includes management of the title, implementations of some of the menu items, an reasonable initial size, and access to the `editor<%>` itself.

The size of this frame will be either 600 by 650 or 65 less than the width and height of the screen, whichever is smaller.

edit-menu:between-select-all-and-find

This method is called between the addition of the select-all menu-item and before the addition of the find menu-item to the edit-menu menu. Override it to add additional menus at that point.

- (send a-frame:editor-mixin edit-menu:between-select-all-and-find edit-menu) ⇒ void
edit-menu : (instance menu%)

Adds in methods: “Insert Text Box”, “Insert Pasteboard Box”, “Insert Image...” and “Toggle Wrap Text”. The first three call `do-edit-operation` with `'insert-text-box`, `'insert-pasteboard-box`, and `'insert-image`, respectively. The item “Toggle Wrap Text” toggles the wrapping state of the editor by calling `auto-wrap`.

file-menu:print

This method is called when the print menu-item of the file-menu menu is selected. If `file-menu:print` is bound to `#f` instead of a procedure, the print menu item will not be created.

- (send a-frame:editor-mixin file-menu:print item evt) ⇒ void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Calls the `print` method of `editor<%>` with the default arguments, except that the `output-mode` argument is the result of calling `preferences:get` with `'framework:print-output-mode`.

file-menu:revert

This method is called when the revert menu-item of the file-menu menu is selected. If `file-menu:revert` is bound to `#f` instead of a procedure, the revert menu item will not be created.

- (send a-frame:editor-mixin file-menu:revert item evt) ⇒ void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Loads the most recently saved version of the file to the disk. If the `editor<%>` is a `text%`, the start and end positions are restored.

file-menu:save

This method is called when the save menu-item of the file-menu menu is selected. If `file-menu:save` is bound to `#f` instead of a procedure, the save menu item will not be created.

- (send a-frame:editor-mixin file-menu:save item evt) ⇒ void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Saves the file in the editor.

file-menu:save-as

This method is called when the save-as menu-item of the file-menu menu is selected. If `file-menu:save-as` is bound to `#f` instead of a procedure, the save-as menu item will not be created.

- (send a-frame:editor-mixin file-menu:save-as item evt) ⇒ void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Prompts the user for a file name and uses that filename to save the buffer. Calls `save-as` with no arguments.

get-label

Gets a window's label. Control windows generally display their label in some way. Frames and dialogs display their label as a window title. Panels do not display their label, but the label can be used for identification purposes. Buttons and check boxes can have bitmap labels (only when they are created with bitmap labels), but all other windows have string labels.

The label string may contain ampersands (“&”), which serve as keyboard navigation annotations for controls under Windows and X. The ampersands are not part of the displayed label of a control; instead, ampersands are removed in the displayed label (under all platforms), and any character preceeding an ampersand is underlined (Windows and X) indicating that the character is a mnemonic for the control. Double ampersands are converted into a single ampersand (with no displayed underline). See also `on-traverse-char`.

If the window does not have a label, `#f` is returned.

- (send *a-frame:editor-mixin* get-label) ⇒ string

Returns the portion of the label after the hyphen. See also `get-entire-label`.

help-menu:about

This method is called when the about menu-item of the help-menu menu is selected. If `help-menu:about` is bound to `#f` instead of a procedure, the about menu item will not be created.

- (send *a-frame:editor-mixin* help-menu:about *item evt*) ⇒ void

item : (instance (derived-from menu-item%))

evt : (instance control-event%)

Calls `message-box` with a message welcoming the user to the application named by `application:current-app-name`

help-menu:about-string

The result of this method is used to construct the name of this menu. It is inserted between “About ” and “...” to form the complete name

- (send *a-frame:editor-mixin* help-menu:about-string) ⇒ string

Returns the result of (`application:current-app-name`)

on-close

Called just before the window is closed (e.g., by the window manager). This method is *not* called by `show`.

See also `can-close?`.

- (send *a-frame:editor-mixin* on-close) ⇒ void

Calls the `editor:basic<%>`'s method `on-close`.

set-label

Sets a window's label. The window's natural minimum size might be different after the label is changed, but the window's minimum size is not recomputed.

See `get-label` for more information.

```
- (send a-frame:editor-mixin set-label l) => void
  l : string or #f
```

If `l` is `#f`, the window's label is removed.

Sets the label, but preserve's the label's prefix. See also `set-label-prefix`.

11.13 `frame:text<%>`

Extends: `frame:editor<%>`

Frames matching this interface provide support for `text%`s.

11.14 `frame:text-mixin`

Domain: `frame:editor<%>`

Implements: `frame:text<%>`

Implements: `frame:editor<%>`

This mixins adds support for `text%`s in the frame.

The result of this mixin uses the same initialization arguments as the mixin's argument.

`get-editor<%>`

The result of this method is used by `make-editor` to check that `get-editor%` is returning a reasonable editor.

```
- (send a-frame:text-mixin get-editor<%>) => interface
  Returns (class->interface text%).
```

`get-editor%`

The result of this class is used to create the `editor<%>` in this frame.

Override this method to specify a different editor class.

```
- (send a-frame:text-mixin get-editor%) => (implements editor<%>)
  Returns text:keymap%.
```

11.15 frame:clipboard<%>

Extends: frame:editor<%>

Frames matching this interface provide support for clipboard%.

11.16 frame:clipboard-mixin

Domain: frame:editor<%>

Implements: frame:clipboard<%>

Implements: frame:editor<%>

This mixin provides support for clipboards in a frame.

The result of this mixin uses the same initialization arguments as the mixin's argument.

get-editor<%>

The result of this method is used by **make-editor** to check that **get-editor%** is returning a reasonable editor.

```
- (send a-frame:clipboard-mixin get-editor<%>) => interface
  Returns (class->interface clipboard%).
```

get-editor%

The result of this class is used to create the **editor<%>** in this frame.

Override this method to specify a different editor class.

```
- (send a-frame:clipboard-mixin get-editor%) => (implements editor<%>)
  Returns clipboard:keymap%.
```

11.17 frame:searchable<%>

Extends: frame:text<%>

Frames that implement this interface support searching.

get-text-to-search

Override this method to specify which text to search.

- (`send a-frame:searchable get-text-to-search`) \Rightarrow (instance (derived-from text%))
Returns the result of `get-editor`.

hide-search

This method hides the searching information on the bottom of the frame.

- (`send a-frame:searchable hide-search`) \Rightarrow void

move-to-search-or-reverse-search

This method moves the focus to the text that contains the search string, or if the focus is there already, performs a reverse search.

It returns void if the focus was not to the search text, otherwise it returns a boolean indicating the success of the search.

- (`send a-frame:searchable move-to-search-or-reverse-search`) \Rightarrow (union boolean void)

move-to-search-or-search

This method moves the focus to the text that contains the search string, or if the focus is there already, performs a forward search.

It returns void if the focus was not to the search text, otherwise it returns a boolean indicating the success of the search.

- (`send a-frame:searchable move-to-search-or-search`) \Rightarrow (union boolean void)

replace

If the selected text matches the search string, this method replaces the text with the contents of the replace text. If the replace was successful, `#t` is returned. Otherwise, `#f` is returned.

- (`send a-frame:searchable replace`) \Rightarrow boolean

replace-all

Loops through the text from the current position to the end, replacing all occurrences of the search string with the contents of the replace edit. Only searches forward, does not loop around to the beginning of the text.

- (`send a-frame:searchable replace-all`) \Rightarrow void

replace&search

Calls `replace` and if it returns `#t`, calls `search-again`.

- (`send a-frame:searchable replace&search`) \Rightarrow boolean

search-again

Searches for the text in the search edit in the result of `get-text-to-search`.

- (`send a-frame:searchable search-again direction beep?`) \Rightarrow boolean
direction = previous searching direction : 'forward or 'backward
beep? = #t : bool

Returns #t if the text is found and sets the selection to the found text. If the text is not found it returns #f.

set-search-direction

Sets the direction that future searches will be performed.

- (`send a-frame:searchable set-search-direction dir`) \Rightarrow void
dir : (union -1 1)

If *dir* is 1 searches will be performed forwards and if *dir* is -1 searches will be performed backwards.

toggle-search-focus

Toggles the keyboard focus between the searching edit, the replacing edit and the result of `get-text-to-search`.

- (`send a-frame:searchable toggle-search-focus`) \Rightarrow void

unhide-search

When the searching sub window is hidden, makes it visible.

- (`send a-frame:searchable unhide-search`) \Rightarrow void

11.18 frame:searchable-mixin

Domain: `frame:text<%>`

Implements: `frame:text<%>`

Implements: `frame:searchable<%>`

This mixin adds support for searching in the `editor<%>` in this frame.

The result of this mixin uses the same initialization arguments as the mixin's argument.

edit-menu:find

This method is called when the find menu-item of the edit-menu menu is selected. If `edit-menu:find` is bound to #f instead of a procedure, the find menu item will not be created.

- (send *a-frame:searchable-mixin* edit-menu:find *item evt*) \Rightarrow void
item : (instance (derived-from menu-item%))
evt : (instance control-event%)

Calls move-to-search-or-search.

edit-menu:find-again

This method is called when the find-again menu-item of the edit-menu menu is selected. If edit-menu:find-again is bound to #f instead of a procedure, the find-again menu item will not be created.

- (send *a-frame:searchable-mixin* edit-menu:find-again) \Rightarrow boolean
Returns #t, and searches for the same text that was last searched for in the text.

edit-menu:replace-and-find-again

This method is called when the replace-and-find-again menu-item of the edit-menu menu is selected. If edit-menu:replace-and-find-again is bound to #f instead of a procedure, the replace-and-find-again menu item will not be created.

- (send *a-frame:searchable-mixin* edit-menu:replace-and-find-again) \Rightarrow boolean
Returns #t, and if the selected text matches the current text in the find box, replaces it with the contents of the replace box and searches for the next occurrence of the text in the find box.

get-editor<%>

The result of this method is used by make-editor to check that get-editor% is returning a reasonable editor.

- (send *a-frame:searchable-mixin* get-editor<%>) \Rightarrow interface
Returns text:searching<%>.

get-editor%

The result of this class is used to create the editor<%> in this frame.

Override this method to specify a different editor class.

- (send *a-frame:searchable-mixin* get-editor%) \Rightarrow (implements editor<%>)
This method returns text:searching%.

make-root-area-container

Override this method to insert a panel in between the panel used by the clients of this frame and the frame itself. For example, to insert a status line panel override this method with something like this:

```
...
(rename [super-make-root-area-container make-root-area-container])
(private
  [status-panel #f])
```

```

(override
  [make-root-area-container
    (lambda (class parent)
      (set! status-panel
        (super-make-root-area-container
          vertical-panel%
          parent))
      (let* ([root (make-object class status-panel)])

        ; ... add other children to status-panel ...

        root)))]))
...

```

In this example, status-panel will contain a root panel for the other classes, and whatever panels are needed to display status information.

The searching frame is implemented using this method.

- (send *a-frame:searchable-mixin* make-root-area-container) ⇒ (implements area-container<%>)
Calls `make-object` with *class* and *parent*.
Builds a panel for the searching information.

on-activate

Called when a window is **activated** or **deactivated**. A top-level window is activated when the keyboard focus moves from outside the window to the window or one of its children. It is deactivated when the focus moves back out of the window.

The method's argument is **#t** when the window is activated, **#f** when it is deactivated.

- (send *a-frame:searchable-mixin* on-activate *active?*) ⇒ void
active? : boolean
When the frame is activated, searches will take place in this frame.

on-close

Called just before the window is closed (e.g., by the window manager). This method is *not* called by `show`.

See also `can-close?`.

- (send *a-frame:searchable-mixin* on-close) ⇒ void
Cleans up after the searching frame.

11.19 frame:file<%>

Extends: `frame:editor<%>`

Frames supporting this interface manage editors, like frames supporting the `frame:editor<%>` interface, but in addition, they support editors that match the `editor:file<%>` interface.

11.20 frame:file-mixin

Domain: `frame:editor<%>`

Implements: `frame:editor<%>`

Implements: `frame:file<%>`

This mixin adds support for `editor:file<%>` objects.

The result of this mixin uses the same initialization arguments as the mixin's argument.

`can-close?`

Called just before the window might be closed (e.g., by the window manager). If `#f` is returned, the window is not closed, otherwise `on-close` is called and the window is closed (i.e., the window is hidden, like calling `show` with `#f`).

This method is *not* called by `show`.

- (`send a-frame:file-mixin can-close?`) \Rightarrow boolean

Checks to see if the editor has been saved.

11.21 frame:basic% = (frame:basic-mixin frame%)

`frame:basic% = (frame:basic-mixin frame%)`

- (`make-object frame:basic% label parent width height x y style`) \Rightarrow `frame:basic%` object
label : string
parent = `#f` : `frame%` object or `#f`
width = `#f` : exact integer in [0, 10000] or `#f`
height = `#f` : exact integer in [0, 10000] or `#f`
x = `#f` : exact integer in [0, 10000] or `#f`
y = `#f` : exact integer in [0, 10000] or `#f`
style = null : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent mdi-child)

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be `#f` or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is `#f`, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not `#f`, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not `#f`, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- **'no-resize-border** — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- **'no-caption** — omits the title bar for the frame (Windows)
- **'no-system-menu** — omits the system menu (Windows)
- **'mdi-child** — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with **'mdi-parent** (Windows)
- **'mdi-parent** — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with **'mdi-child** (Windows)

If the **'mdi-child** style is specified, the *parent* must be a frame with the **'mdi-parent** style, otherwise an `exn:application:mismatch` exception is raised.

11.22 frame:info% = (frame:info-mixin frame:basic%)

frame:info% = (frame:info-mixin frame:basic%)

```
- (make-object frame:info% label parent width height x y style) ⇒ frame:info% object
  label : string
  parent = #f : frame% object or #f
  width = #f : exact integer in [0, 10000] or #f
  height = #f : exact integer in [0, 10000] or #f
  x = #f : exact integer in [0, 10000] or #f
  y = #f : exact integer in [0, 10000] or #f
  style = null : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent
                                     mdi-child)
```

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be **#f** or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is **#f**, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not **#f**, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not **#f**, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- **'no-resize-border** — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- **'no-caption** — omits the title bar for the frame (Windows)
- **'no-system-menu** — omits the system menu (Windows)
- **'mdi-child** — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with **'mdi-parent** (Windows)
- **'mdi-parent** — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with **'mdi-child** (Windows)

If the **'mdi-child** style is specified, the *parent* must be a frame with the **'mdi-parent** style, otherwise an `exn:application:mismatch` exception is raised.

11.23 `frame:text-info% = (frame:text-info-mixin frame:info%)`

```
frame:text-info% = (frame:text-info-mixin frame:info%)
```

- (make-object frame:text-info% *label parent width height x y style*) ⇒ frame:text-info% object
 - label* : string
 - parent* = #f : frame% object or #f
 - width* = #f : exact integer in [0, 10000] or #f
 - height* = #f : exact integer in [0, 10000] or #f
 - x* = #f : exact integer in [0, 10000] or #f
 - y* = #f : exact integer in [0, 10000] or #f
 - style* = null : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent mdi-child)

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be #f or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is #f, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not #f, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not #f, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- 'no-resize-border — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- 'no-caption — omits the title bar for the frame (Windows)
- 'no-system-menu — omits the system menu (Windows)
- 'mdi-child — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with 'mdi-parent (Windows)
- 'mdi-parent — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with 'mdi-child (Windows)

If the 'mdi-child style is specified, the *parent* must be a frame with the 'mdi-parent style, otherwise an `exn:application:mismatch` exception is raised.

11.24 `frame:pasteboard-info% = (frame:pasteboard-info-mixin frame:text-info%)`

```
frame:pasteboard-info% = (frame:pasteboard-info-mixin frame:text-info%)
```

- (make-object frame:pasteboard-info% *label parent width height x y style*) ⇒ frame:pasteboard-info% object
 - label* : string
 - parent* = #f : frame% object or #f
 - width* = #f : exact integer in [0, 10000] or #f
 - height* = #f : exact integer in [0, 10000] or #f

11. *Frame*11.25. `frame:standard-menus%` = (`frame:standard-menus-mixin` `frame:pasteboard-info%`)

x = `#f` : exact integer in [0, 10000] or `#f`
y = `#f` : exact integer in [0, 10000] or `#f`
style = `null` : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent mdi-child)

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be `#f` or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is `#f`, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not `#f`, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not `#f`, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- `'no-resize-border` — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- `'no-caption` — omits the title bar for the frame (Windows)
- `'no-system-menu` — omits the system menu (Windows)
- `'mdi-child` — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with `'mdi-parent` (Windows)
- `'mdi-parent` — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with `'mdi-child` (Windows)

If the `'mdi-child` style is specified, the *parent* must be a frame with the `'mdi-parent` style, otherwise an `exn:application:mismatch` exception is raised.

11.25 `frame:standard-menus%` = (`frame:standard-menus-mixin` `frame:pasteboard-info%`)

`frame:standard-menus%` = (`frame:standard-menus-mixin` `frame:pasteboard-info%`)

- (`make-object` `frame:standard-menus%` *label* *parent* *width* *height* *x* *y* *style*) \Rightarrow `frame:standard-menus%` object
label : string
parent = `#f` : frame% object or `#f`
width = `#f` : exact integer in [0, 10000] or `#f`
height = `#f` : exact integer in [0, 10000] or `#f`
x = `#f` : exact integer in [0, 10000] or `#f`
y = `#f` : exact integer in [0, 10000] or `#f`
style = `null` : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent mdi-child)

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be `#f` or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is `#f`, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not `#f`, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not `#f`, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- `'no-resize-border` — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- `'no-caption` — omits the title bar for the frame (Windows)
- `'no-system-menu` — omits the system menu (Windows)
- `'mdi-child` — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with `'mdi-parent` (Windows)
- `'mdi-parent` — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with `'mdi-child` (Windows)

If the `'mdi-child` style is specified, the *parent* must be a frame with the `'mdi-parent` style, otherwise an `exn:application:mismatch` exception is raised.

11.26 `frame:editor%` = (`frame:editor-mixin` `frame:standard-menus%`)

`frame:editor%` = (`frame:editor-mixin` `frame:standard-menus%`)

```
- (make-object frame:editor% label parent width height x y style) ⇒ frame:editor% object
  label : string
  parent = #f : frame% object or #f
  width = #f : exact integer in [0, 10000] or #f
  height = #f : exact integer in [0, 10000] or #f
  x = #f : exact integer in [0, 10000] or #f
  y = #f : exact integer in [0, 10000] or #f
  style = null : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent
                                     mdi-child)
```

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be `#f` or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is `#f`, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not `#f`, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not `#f`, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- `'no-resize-border` — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- `'no-caption` — omits the title bar for the frame (Windows)
- `'no-system-menu` — omits the system menu (Windows)

- `'mdi-child` — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with `'mdi-parent` (Windows)
- `'mdi-parent` — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with `'mdi-child` (Windows)

If the `'mdi-child` style is specified, the *parent* must be a frame with the `'mdi-parent` style, otherwise an `exn:application:mismatch` exception is raised.

11.27 `frame:text% = (frame:text-mixin frame:editor%)`

`frame:text% = (frame:text-mixin frame:editor%)`

- `(make-object frame:text% label parent width height x y style) ⇒ frame:text% object`
 - label* : string
 - parent* = `#f` : frame% object or `#f`
 - width* = `#f` : exact integer in [0, 10000] or `#f`
 - height* = `#f` : exact integer in [0, 10000] or `#f`
 - x* = `#f` : exact integer in [0, 10000] or `#f`
 - y* = `#f` : exact integer in [0, 10000] or `#f`
 - style* = `null` : list of symbols in `'(no-resize-border no-caption no-system-menu mdi-parent mdi-child)`

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be `#f` or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is `#f`, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not `#f`, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not `#f`, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- `'no-resize-border` — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- `'no-caption` — omits the title bar for the frame (Windows)
- `'no-system-menu` — omits the system menu (Windows)
- `'mdi-child` — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with `'mdi-parent` (Windows)
- `'mdi-parent` — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with `'mdi-child` (Windows)

If the `'mdi-child` style is specified, the *parent* must be a frame with the `'mdi-parent` style, otherwise an `exn:application:mismatch` exception is raised.

11.28 `frame:text-info-file% = (frame:file-mixin frame:text%)`

`frame:text-info-file% = (frame:file-mixin frame:text%)`

```
- (make-object frame:text-info-file% label parent width height x y style) ⇒ frame:text-info-file%
object
  label : string
  parent = #f : frame% object or #f
  width = #f : exact integer in [0, 10000] or #f
  height = #f : exact integer in [0, 10000] or #f
  x = #f : exact integer in [0, 10000] or #f
  y = #f : exact integer in [0, 10000] or #f
  style = null : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent
                                     mdi-child)
```

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be `#f` or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is `#f`, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not `#f`, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not `#f`, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- `'no-resize-border` — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- `'no-caption` — omits the title bar for the frame (Windows)
- `'no-system-menu` — omits the system menu (Windows)
- `'mdi-child` — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with `'mdi-parent` (Windows)
- `'mdi-parent` — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with `'mdi-child` (Windows)

If the `'mdi-child` style is specified, the *parent* must be a frame with the `'mdi-parent` style, otherwise an `exn:application:mismatch` exception is raised.

11.29 `frame:searchable% = (frame:searchable-mixin frame:text-info-file%)`

```
frame:searchable% = (frame:searchable-mixin frame:text-info-file%)
```

```
- (make-object frame:searchable% label parent width height x y style) ⇒ frame:searchable%
object
  label : string
  parent = #f : frame% object or #f
  width = #f : exact integer in [0, 10000] or #f
  height = #f : exact integer in [0, 10000] or #f
  x = #f : exact integer in [0, 10000] or #f
  y = #f : exact integer in [0, 10000] or #f
  style = null : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent
                                     mdi-child)
```

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be **#f** or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is **#f**, then the eventspace for the new frame is the current eventspace, as determined by **current-eventspace**. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not **#f**, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not **#f**, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- **'no-resize-border** — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- **'no-caption** — omits the title bar for the frame (Windows)
- **'no-system-menu** — omits the system menu (Windows)
- **'mdi-child** — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with **'mdi-parent** (Windows)
- **'mdi-parent** — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with **'mdi-child** (Windows)

If the **'mdi-child** style is specified, the *parent* must be a frame with the **'mdi-parent** style, otherwise an **exn:application:mismatch** exception is raised.

11.30 frame:pasteboard% = (frame:pasteboard-mixin frame:editor%)

frame:pasteboard% = (frame:pasteboard-mixin frame:editor%)

```
- (make-object frame:pasteboard% label parent width height x y style) ⇒ frame:pasteboard%
object
  label : string
  parent = #f : frame% object or #f
  width = #f : exact integer in [0, 10000] or #f
  height = #f : exact integer in [0, 10000] or #f
  x = #f : exact integer in [0, 10000] or #f
  y = #f : exact integer in [0, 10000] or #f
  style = null : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent
                                     mdi-child)
```

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see **set-label**), the title bar is updated.

The *parent* argument can be **#f** or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is **#f**, then the eventspace for the new frame is the current eventspace, as determined by **current-eventspace**. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not **#f**, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not **#f**, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- **'no-resize-border** — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- **'no-caption** — omits the title bar for the frame (Windows)
- **'no-system-menu** — omits the system menu (Windows)
- **'mdi-child** — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with **'mdi-parent** (Windows)
- **'mdi-parent** — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with **'mdi-child** (Windows)

If the **'mdi-child** style is specified, the *parent* must be a frame with the **'mdi-parent** style, otherwise an `exn:application:mismatch` exception is raised.

11.31 frame:pasteboard-info-file% = (frame:file-mixin frame:pasteboard%)

frame:pasteboard-info-file% = (frame:file-mixin frame:pasteboard%)

- (make-object frame:pasteboard-info-file% *label parent width height x y style*) ⇒ frame:pasteboard-info-f
object

label : string
parent = #f : frame% object or #f
width = #f : exact integer in [0, 10000] or #f
height = #f : exact integer in [0, 10000] or #f
x = #f : exact integer in [0, 10000] or #f
y = #f : exact integer in [0, 10000] or #f
style = null : list of symbols in '(no-resize-border no-caption no-system-menu mdi-parent mdi-child)

The *label* string is displayed in the frame's title bar. If the frame's label is changed (see `set-label`), the title bar is updated.

The *parent* argument can be #f or an existing frame. Under Windows, if *parent* is an existing frame, the new frame is always on top of its parent. Also, the *parent* frame may be an MDI parent frame from a new MDI child frame. Under Windows and X (for many window managers), a frame is iconized when its parent is iconized.

If *parent* is #f, then the eventspace for the new frame is the current eventspace, as determined by `current-eventspace`. Otherwise, *parent*'s eventspace is the new frame's eventspace.

If the *width* or *height* argument is not #f, it specifies an initial size for the frame (in pixels) assuming that it is larger than the minimum size, otherwise the minimum size is used.

If the *x* or *y* argument is not #f, it specifies an initial location for the frame. Otherwise, a location is selected automatically (tiling frames and dialogs as they are created).

The *style* flags adjust the appearance of the frame on some platforms:

- **'no-resize-border** — omits the resizable border around the window (Windows) or grow box in the bottom right corner (MacOS)
- **'no-caption** — omits the title bar for the frame (Windows)
- **'no-system-menu** — omits the system menu (Windows)
- **'mdi-child** — creates the frame as a MDI (multiple document interface) child frame, mutually exclusive with **'mdi-parent** (Windows)
- **'mdi-parent** — creates the frame as a MDI (multiple document interface) parent frame, mutually exclusive with **'mdi-child** (Windows)

If the **'mdi-child** style is specified, the *parent* must be a frame with the **'mdi-parent** style, otherwise an `exn:application:mismatch` exception is raised.

11.32 Frame Utilities

`frame:reorder-menus`

Re-orders the menus in a frame. This is useful in conjunction with the `frame:standard-menus%` class. After instantiating that class and adding menus, the menus will be mis-ordered. This will put the File and Edit menus at the front of the menubar and the Help menu at the end.

```
- (frame:reorder-menus frame) ⇒ void  
  frame : (instance frame%)
```

12. Group

A **frame group** associates a group of frames together. There is one frame group in mred, called `group:the-frame-group`, which is an object of the `group:%` class.

The frame group manages the windows menu. It also and enables the close menu item on each frame, when there is more than one frame in the group, and disables the close menu item when there is only one frame in the frame group.

12.1 `group:%`

This class manages a group of frames matching the `frame:basic<%>` interface. There is one instance created by the framework, returned by the function `group:get-the-frame-group` and every frame that was constructed with `frame:basic-mixin` adds itself to the result of `group:get-the-frame-group`.

`can-close-all?`

Call this method to make sure that closing all of the frames in the frame groups is permitted by the user. The function `on-close-all` is expected to be called just after this method is called.

- (send *a-group*: `can-close-all?`) \Rightarrow void

Calls the `can-close?` method of each frame in the group.

`can-remove-frame?`

- (send *a-group*: `can-remove-frame?`) \Rightarrow boolean

`clear`

This removes all of the frames in the group. It does not close the frames. See also `on-close-all` and `can-close-all?`.

- (send *a-group*: `clear`) \Rightarrow boolean

`for-each-frame`

This method applies a function to each frame in the group. It also remembers the function and applies it to any new frames that are added to the group when they are added.

See also `get-frames`.

- (send *a-group*: for-each-frame *f*) \Rightarrow void
f : ((instance frame:basic<%>) -> void)
 Applies *f* to each frame in the group

frame-label-changed

This method is called by frames constructed with `frame:basic-mixin` when their titles change.

- (send *a-group*: frame-label-changed *frame*) \Rightarrow void
frame : (implements frame:basic<%>)
 Updates the windows menu of each frame in the group.

get-active-frame

Returns the frame with the keyboard focus or the first frame in the group.

- (send *a-group*: get-active-frame) \Rightarrow (implements frame:basic<%>)

get-frames

Returns the frames in the group.

- (send *a-group*: get-frames) \Rightarrow (list-of (instance frame:basic<%>))

get-mdi-parent

The result of this method must be used as the parent frame for each frame in the group.

- (send *a-group*: get-mdi-parent) \Rightarrow (union #f (instance frame%))

insert-frame

Inserts a frame into the group.

- (send *a-group*: insert-frame *frame*) \Rightarrow void
frame : (implements frame:basic<%>)

locate-file

Returns the frame that is editing or viewing a particular file.

- (send *a-group*: locate-file) \Rightarrow (union #f (implements frame:basic<%>))

on-close-all

Call this method to close all of the frames in the group. The function `can-close-all?` must have been called just before this function and it must have returned `#t`.

- (send *a-group*: on-close-all) ⇒ void

Calls the `on-close` method and the `show` method (with `#f` as argument) on each frame in the group.

`remove-frame`

Removes a frame from the group.

- (send *a-group*: remove-frame *frame*) ⇒ void
frame : (implements frame:basic<%>)

`set-active-frame`

Sets the active frame in the group. This method is called by `on-focus`.

- (send *a-group*: set-active-frame *frame*) ⇒ void
frame : (implements frame:basic<%>)

`set-empty-callbacks`

Sets the empty callbacks. These functions are called when the frame group is empty.

- (send *a-group*: set-empty-callbacks *test* *close-down*) ⇒ void
test : (-? boolean)
close-down : (-? void)

The function *test* is called when there is one frame left in the group. If it returns `#t`, the closing operation may be completed. If it returns `#f`, the closing operation is aborted.

The function *close-down* is called when there are no frames left in the group.

12.2 Group Utilities

`group:get-the-frame-group`

This returns the frame group.

- (group:get-the-frame-group) ⇒ (instance group:%)

13. GUI Utilities

This section has several utility for GUI programs.

13.1 `gui-utils:text-snip<%>`

Objects that implement this interface are treated specially by `gui-utils:read-snips/chars-from-text`.

`get-string`

See `gui-utils:read-snips/chars-from-text` for more information.

- `(send a-gui-utils:text-snip get-string) ⇒ string`

13.2 `Gui-utils Utilities`

`gui-utils:cursor-delay`

This function is *not* a parameter.

- `(gui-utils:cursor-delay) ⇒ real`

Returns the current delay in seconds before a watch cursor is shown, when either `gui-utils:local-busy-cursor` or `gui-utils:show-busy-cursor%` is called.

- `(gui-utils:cursor-delay new-delay) ⇒ void`
new-delay : real

Sets the delay, in seconds, before a watch cursor is shown, when either `gui-utils:local-busy-cursor` or `gui-utils:show-busy-cursor%` is called.

`gui-utils:delay-action`

Use this function to delay an action for some period of time. It also supports cancelling the action before the time period elapses. For example, if you want to display a watch cursor, but you only want it to appear after 2 seconds and the action may or may not take more than two seconds, use this pattern:

```
(let ([close-down
      (gui-utils:delay-action
       2
       (lambda () .. init watch cursor ...)
       (lambda () .. close watch cursor ...))])
  .. do action ...
  (close-down))
```

- (gui-utils:delay-action *delay-time open close*) \Rightarrow (-i void)
 - delay-time* : real
 - open* : (-i void)
 - close* : (-i void)

Creates a thread that waits *delay-time*. After *delay-time* has elapsed, if the result thunk has *not* been called, call *open*. Then, when the result thunk is called, call *close*. The function *close* will only be called if *open* has been called.

gui-utils:get-choice

Opens a dialog that presents a binary choice to the user. The user is forced to choose between these two options, ie cancelling or closing the dialog opens a message box asking the user to actually choose one of the two options.

- (gui-utils:get-choice *message true-choice false-choice title default-result parent*) \Rightarrow boolean
 - message* : string
 - true-choice* : string
 - false-choice* : string
 - title* = "Warning" : string
 - default-result* = 'disallow-close : (union 'disallow-close TST)
 - parent* : (union frame% dialog% #f)

The dialog will contain the string *message* and two buttons, labeled with the *true-choice* and the *false-choice*. If the user clicks on *true-choice* #t is returned. If the user clicks on *false-choice*, #f is returned.

The argument *default-result* determines how closing the window is treated. If the argument is 'disallow-close, closing the window is not allowed. If it is anything else, that value is returned when the user closes the window.

gui-utils:get-clickback-delta

- (gui-utils:get-clickback-delta) \Rightarrow (instance style-delta%)
 - this delta is designed for use with set-clickback. Set the text that is clickable to this style-delta. It turns the text blue and underlines it.

gui-utils:get-clicked-clickback-delta

- (gui-utils:get-clicked-clickback-delta) \Rightarrow (instance style-delta%)
 - this delta is designed for use with set-clickback. Use it as the style-delta% argument to set-clickback.

gui-utils:local-busy-cursor

- (gui-utils:local-busy-cursor *window thunk delay*) \Rightarrow A
 - window* : (union #f (implements window<%>))
 - thunk* : (-i A)
 - delay* = (gui-utils:cursor-delay) : integer

Evaluates (*thunk*) with a watch cursor in *window*. If *window* is #f, the watch cursor is turned on globally. The argument *delay* specifies the amount of time before the watch cursor is opened. Use gui-utils:cursor-delay to set this value for all uses of this function.

The result of this function is the result of *thunk*.

`gui-utils:next-untitled-name`

Returns a name for the next opened untitled frame. The first name is "Untitled", the second is "Untitled 2", the third is "Untitled 3", and so forth.

- (`gui-utils:next-untitled-name`) \Rightarrow string

`gui-utils:open-input-buffer`

- (`gui-utils:open-input-buffer text`) \Rightarrow input-port
text : text% object

This procedure returns a port that reads characters from the buffer.

`gui-utils:read-snips/chars-from-text`

This function returns a thunk, which when called returns all of the characters and non-text-snips from the edit, one by one.

If this function encounters a snip that matches `gui-utils:text-snip<%>`, it uses the `get-string` method to get a string from the snip and returns the characters in that.

- (`gui-utils:read-snips/chars-from-text text start end`) \Rightarrow (-i (union char (instance snip%) eof-object))
text : (instance text%)
start = 0 : integer
end = (send text last-position) : integer

`gui-utils:show-busy-cursor`

- (`gui-utils:show-busy-cursor thunk delay`) \Rightarrow A
thunk : (-i A)
delay = (`gui-utils:cursor-delay`) : integer

Evaluates (*thunk*) with a watch cursor. The argument *delay* specifies the amount of time before the watch cursor is opened. Use `gui-utils:cursor-delay` to set this value to all calls.

This function returns the result of *thunk*.

`gui-utils:unsaved-warning`

This displays a dialog that warns the user of a unsaved file.

- (`gui-utils:unsaved-warning filename action can-save-now? parent`) \Rightarrow (union 'continue 'save 'cancel)
filename : string
action : string
can-save-now? = #f : boolean
parent = #f : (union #f (instance frame%) (instance dialog%))

The string, *action*, indicates what action is about to take place. For example, if the application is about to close a file, a good action is "Close". The result symbol indicates the user's choice. If *can-save-now?* is #f, this function does not give the user the "Save" option and thus will not return 'save.

14. Handler

14.0.0.1 OPENING A FILE AND SELECTING A FORMAT HANDLER

The function `handler:edit-file` takes a filename and dispatches it to an appropriate **format handler**. A format handler takes a filename and opens a frame for the user to view or edit the file. If no handler is found for a particular format, then the file is opened as a raw text file, in a `frame:text-info-file%` object.

The function `handler:open-file` lets the user select a filename using `finder:get-file`, and then passes the name to `handler:edit-file`.

14.1 Handler Utilities

`handler:edit-file`

This function creates a frame to edit a file.

It invokes the appropriate format handler to open the file (see `handler:insert-format-handler`).

- (`handler:edit-file filename make-default`) \Rightarrow (implements `frame:editor<%>`)
 `filename` : (union string #f)
 `make-default` = (lambda () (make-object frame:text-info-file% filename)) : (-i (implements `frame:editor<%>`)
 - If `filename` is a string, this function checks the result of `group:get-the-frame-group` to see if the `filename` is already open by a frame in the group.
 - * If so, it returns the frame.
 - * If not, this function calls `handler:find-format-handler` with `filename`.
 - If a handler is found, it is applied to `filename` and it's result is the final result.
 - If not, `make-default` is used.
 - If `filename` is #f, `make-default` is used.

`handler:find-format-handler`

This function selects a format handler. See also `handler:insert-format-handler`.

- (`handler:find-format-handler filename`) \Rightarrow (string -i (implements `frame:editor<%>`))
 `filename` : string

It finds a handler based on `filename`.

`handler:find-named-format-handler`

This function selects a format handler. See also `handler:insert-format-handler`.

- (`handler:find-named-format-handler` *name*) \Rightarrow (string -*i* (implements frame:editor<%>))
name : string

It finds a handler based on *name*.

`handler:insert-format-handler`

This function inserts a format handler.

- (`handler:insert-format-handler` *name pred handler*) \Rightarrow void
name : string
pred : (union string (listof string) (string -*i* boolean))
handler : (string -*i* (implements frame:editor<%>))

The string, *name* names the format handler for use with `handler:find-named-format-handler`. If *pred* is a string, it is matched with the extension of a filename by `handler:find-format-handler`. If *pred* is a list of strings, they are each matched with the extension of a filename by `handler:find-format-handler`. If it is a function, the filename is applied to the function and the functions result determines if this is the handler to use.

`handler:open-file`

This function queries the user for a filename and opens the file for editing. It uses `handler:edit-file` to open the file, once the user has chosen it.

- (`handler:open-file`) \Rightarrow (instance frame:basic<%>)
Calls `finder:get-file` and `handler:edit-file`.

15. Icon

15.1 Icon Utilities

`icon:get-anchor-bitmap`

This returns the anchor's `bitmap%`.

- `(icon:get-anchor-bitmap) ⇒ (implements bitmap%)`

`icon:get-autowrap-bitmap`

This returns the autowrap's `bitmap%`.

- `(icon:get-autowrap-bitmap) ⇒ (implements bitmap%)`

`icon:get-gc-off-bitmap`

- `(icon:get-gc-off-bitmap) ⇒ (instance bitmap%)`

This returns a `bitmap` to be displayed in an `frame:info<%>` frame when garbage collection is *not* taking place.

`icon:get-gc-on-bitmap`

- `(icon:get-gc-on-bitmap) ⇒ (instance bitmap%)`

This returns a `bitmap` to be displayed in an `frame:info<%>` frame when garbage collection is taking place.

`icon:get-lock-bitmap`

This returns the lock's `bitmap%`.

- `(icon:get-lock-bitmap) ⇒ (implements bitmap%)`

`icon:get-paren-highlight-bitmap`

This returns the parenthesis highlight `bitmap%`. It is only used on black and white screens.

- `(icon:get-paren-highlight-bitmap) ⇒ (implements bitmap%)`

`icon:get-unlock-bitmap`

This returns the reset unlocked `bitmap%`.

- `(icon:get-unlock-bitmap) ⇒ (implements bitmap%)`

16. Keymap

16.1 `keymap:aug-keymap<%>`

Extends: `(class->interface keymap%)`

This keymap overrides some of the built in `keymap%` methods to be able to extract the keybindings from the keymap.

`get-chained-keymaps`

- `(send a-keymap:aug-keymap get-chained-keymaps) ⇒ (listof (instance keymap%))`

Returns the list of keymaps that are chained to this one.

`get-map-function-table`

- `(send a-keymap:aug-keymap get-map-function-table) ⇒ hash-table`

Returns a hash-table that maps symbols naming key sequences to the names of the keymap functions the are bound to.

`get-map-function-table/ht`

- `(send a-keymap:aug-keymap get-map-function-table/ht ht) ⇒ hash-table`
`ht : hash-table`

This is a helper function for `get-map-function-table` that returns the same result, except it accepts a hash-table that it inserts the bindings into. It does not replace any bindings already in `ht`.

16.2 `keymap:aug-keymap-mixin`

Domain: `(class->interface keymap%)`

Implements: `keymap:aug-keymap<%>`

- `(make-object keymap:aug-keymap-mixin%) ⇒ keymap:aug-keymap-mixin% object`

Creates an empty keymap.

chain-to-keymap

Multiple keymaps can be chained off one keymap using **chain-to-keymap**. When keymaps are chained to a main keymap, then events handled by the main keymap are passed to the chained keymaps until a chained keymap handles the events. Keymaps can be chained together in an arbitrary acyclic graph.

Keymap chaining is useful because multiple-event sequences are handled correctly by chained groups. Dispatching each individual event to separate keymaps is problematic without chaining because keymaps may acquire state that must be reset when a callback is invoked in one of the keymaps. This state can be manually cleared with **break-sequence**, but this also invokes the handler installed by **set-break-sequence-callback**.

- (**send** *a-keymap:aug-keymap-mixin* **chain-to-keymap** *next* *prefix?*) \Rightarrow void
 - next* : (instance keymap%)
 - prefix?* : boolean

If *next* will be used to handle events which are not handled by this keymap. If *prefix?* is a true value, then *next* will take precedence over other keymaps already chained to this one.

Keeps a list of the keymaps chained to this one.

map-function

Maps an input state to the name of an event handler.

- (**send** *a-keymap:aug-keymap-mixin* **map-function** *key-name* *function-name*) \Rightarrow void
 - key-name* : string
 - function-name* : string

Maps an input state sequence to a function name using a string-encoded sequence in *keyname*. The format of *keyname* is a sequence of semicolon-delimited input states; each state is made up of a sequence of modifier identifiers followed by a key identifier.

The modifier identifiers are:

- "s:" — All platforms: Shift
- "c:" — All platforms: Control
- "a:" — MacOS: Option
- "m:" — Windows: Alt; X: Meta
- "d:" — MacOS: Command

If a particular modifier is not mentioned in a state string, it matches states whether that modifier is pressed or not pressed. A tilde () preceding a modifier makes the string match only states where the corresponding modifier is not pressed. If the state string begins with a colon, then the string only matches a state if modifiers not mentioned in the string are not pressed.

A key identifier can be either a character on the keyboard (e.g., "a", "2", "?") or a special name. The special names are:

- "leftbutton" (button down)
- "rightbutton"
- "middlebutton"
- "leftbuttondouble" (button down for double-click)
- "rightbuttondouble"
- "middlebuttondouble"
- "leftbuttontriple" (button down for triple-click)
- "rightbuttontriple"
- "middlebuttontriple"
- "leftbuttonseq" (all events from button down through button up)

```
– "rightbuttonseq"
– "middlebuttonseq"
– "esc"
– "delete"
– "del" (same as "delete")
– "insert"
– "ins" (same as "insert")
– "add"
– "subtract"
– "multiply"
– "divide"
– "backspace"
– "back"
– "return"
– "enter" (same as "return")
– "tab"
– "space"
– "right"
– "left"
– "up"
– "down"
– "home"
– "end"
– "pageup"
– "pagedown"
– "semicolon"
– "colon"
– "numpad1"
– "numpad2"
– "numpad3"
– "numpad4"
– "numpad5"
– "numpad6"
– "numpad7"
– "numpad8"
– "numpad9"
– "f1"
– "f2"
– "f3"
– "f4"
– "f5"
– "f6"
– "f7"
– "f8"
– "f9"
– "f10"
– "f11"
– "f12"
– "f13"
– "f14"
– "f15"
– "f16"
– "f17"
```

```

- "f18"
- "f19"
- "f20"
- "f21"
- "f22"
- "f23"
- "f24"

```

For a special keyword, the capitalization does not matter. However, capitalization is important for single-letter keynames (e.g., "A" is interpreted as "s:a").

A state can match multiple state strings mapped in a keymap (or keymap chain); when a state matches multiple state strings, a mapping is selected by ranking the strings according to specificity. A state string that mentions more pressed modifiers has a higher rank than other state strings, and if two strings mention the same number of pressed modifiers, the one that mentions more unpressed modifiers has a higher rank. In that case that multiple matching strings have the same rank, one string is selected arbitrarily.

Examples:

```

- "space" — matches whenever the space bar is pressed, regardless of the state of modifiers keys.
- " c:space" — matches whenever the space bar is pressed and the Control key is not pressed.
- "a" — matches whenever "a" is typed, regardless of the state of modifiers keys other than Shift.
- ":a" — matches only when "a" is typed with no modifier keys pressed.
- " c:a" — matches whenever "a" is typed and neither the Shift key nor the Control key is pressed.
- ":esc;c:c" — matches an Escape key press (no modifiers) followed by a Control-C press (no modifiers other than Control).

```

A call to `map-function` that would map a particular key sequence both as a prefix and as a complete sequence raises an exception, but the exception handler cannot escape (see Exceptions and Continuation Jumps, §2.3.4 in *PLT MrEd: Graphical Toolbox Manual*).

A function name does not have to be mapped to a handler before input states are mapped to the name; the handler is dispatched by name at the time of invocation. The event handler mapped to a function name can be changed without affecting the map from input states to function names.

Keeps a separate record of the key names and functions that they are bound to in this keymap.

16.3 `keymap:aug-keymap% = (keymap:aug-keymap-mixin keymap%)`

```
keymap:aug-keymap% = (keymap:aug-keymap-mixin keymap%)
```

```
- (make-object keymap:aug-keymap%) => keymap:aug-keymap% object
```

Creates an empty keymap.

16.4 Keymap Utilities

```
keymap:call/text-keymap-initializer
```

```
- (keymap:call/text-keymap-initializer thunk-proc) => A
  thunk-proc : (-> A)
```

Parameterize the call to `thunk-proc` by setting the keymap-initialization procedure (see `current-text-keymap-initializer`) to install the framework's standard text bindings.

keymap:canonicalize-keybinding-string

- (keymap:canonicalize-keybinding-string *keybinding-string*) ⇒ string
keybinding-string : string

Returns a string that denotes the same keybindings as the input string, except that it is in canonical form; two canonical keybinding strings can be compared with **string=?**.

keymap:get-editor

This returns a keymap for handling standard editing operations. It binds these keys:

- **z**: undo
- **y**: redo
- **x**: cut
- **c**: copy
- **v**: paste
- **a**: select all

where each key is prefixed with the menu-shortcut key, based on the platform. Under unix, the shortcut is **scm"a:**"; under windows the shortcut key is **"c:**" and under MacOS, the shortcut key is **"d:**".

- (keymap:get-editor) ⇒ (instance keymap%)

keymap:get-file

This returns a keymap for handling file operations.

- (keymap:get-file) ⇒ (instance keymap%)

keymap:get-global

This returns a keymap for general operations. See **keymap:setup-global** for a list of the bindings this keymap contains.

- (keymap:get-global) ⇒ (implements keymap%)

keymap:get-search

This returns a keymap for searching operations

- (keymap:get-search) ⇒ (implements keymap%)

keymap:make-meta-prefix-list

This prefixes a key with all of the different meta prefixes and returns a list of the prefixed strings.

takes a keymap, a base key specification, and a function name; it prefixes the base key with all “meta” combination prefixes, and installs the new combinations into the keymap. For example, (`keymap:send-map-function-meta keymap "a" func`) maps all of “m:a” and “ESC;a” to *func*.

- (`keymap:make-meta-prefix-list key`) \Rightarrow (listof string)
key : string

keymap:send-map-function-meta

Most keyboard and mouse mappings are inserted into a keymap by calling the keymap’s `map-function` method. However, “meta” combinations require special attention. The “m:” prefix recognized by `map-function` applies only to the Meta key that exists on some keyboards. By convention, however, “meta” combinations can also be accessed by using “ESC” as a prefix.

- (`keymap:send-map-function-meta keymap key func`) \Rightarrow void
keymap : (instance keymap%)
key : string
func : (TST (instance key-event%) -> boolean)

This procedure binds all of the key-bindings obtained by prefixing *key* with a meta-prefix to *func* in *keymap*.

keymap:setup-editor

This sets up the input keymap with the bindings described in `keymap:get-editor`.

- (`keymap:setup-editor keymap`) \Rightarrow void
keymap : (instance keymap%)

keymap:setup-file

This extends a keymap% with the bindings for files.

- (`keymap:setup-file keymap`) \Rightarrow void
keymap : (instance keymap%)

keymap:setup-global

This extends a keymap% with the general bindings.

This function extends a keymap% with the following functions:

- “ring-bell” (*any events*) — Rings the bell (using `bell`) and removes the search panel from the frame, if there.
- “save-file” (*key events*) — Saves the buffer. If the buffer has no name, then `finder:put-file` is invoked.
- “save-file-as” (*key events*) — Calls `finder:put-file` to save the buffer.
- “load-file” (*key events*) — Invokes `finder:open-file`.

- “find-string” (*key events*) — Opens the search buffer at the bottom of the frame, unless it is already open, in which case it searches for the text in the search buffer.
- “find-string-reverse” (*key events*) — Same as “find-string”, but in the reverse direction.
- “find-string-replace” (*key events*) — Opens a replace string dialog box.
- “toggle-anchor” (*key events*) — Turns selection-anchoring on or off.
- “center-view-on-line” (*key events*) — Centers the buffer in its display using the currently selected line.
- “collapse-space” (*key events*) — Collapses all non-return whitespace around the caret into a single space.
- “remove-space” (*key events*) — Removes all non-return whitespace around the caret.
- “collapse-newline” (*key events*) — Collapses all empty lines around the caret into a single empty line. If there is only one empty line, it is removed.
- “open-line” (*key events*) — Inserts a new line.
- “transpose-chars” (*key events*) — Transposes the characters before and after the caret and moves forward one position.
- “transpose-words” (*key events*) — Transposes words before and after the caret and moves forward one word.
- “capitalize-word” (*key events*) — Changes the first character of the next word to a capital letter and moves to the end of the word.
- “upcase-word” (*key events*) — Changes all characters of the next word to capital letters and moves to the end of the word.
- “downcase-word” (*key events*) — Changes all characters of the next word to lowercase letters and moves to the end of the word.
- “kill-word” (*key events*) — Kills the next word.
- “backward-kill-word” (*key events*) — Kills the previous word.
- “goto-line” (*any events*) — Queries the user for a line number and moves the caret there.
- “goto-position” (*any events*) — Queries the user for a position number and moves the caret there.
- “copy-clipboard” (*mouse events*) — Copies the current selection to the clipboard.
- “cut-clipboard” (*mouse events*) — Cuts the current selection to the clipboard.
- “paste-clipboard” (*mouse events*) — Pastes the clipboard to the current selection.
- “copy-click-region” (*mouse events*) — Copies the region between the caret and the input mouse event.
- “cut-click-region” (*mouse events*) — Cuts the region between the caret and the input mouse event.
- “paste-click-region” (*mouse events*) — Pastes the clipboard into the position of the input mouse event.
- “select-click-word” (*mouse events*) — Selects the word under the input mouse event.
- “select-click-line” (*mouse events*) — Selects the line under the input mouse event.
- “start-macro” (*key events*) — Starts building a keyboard macro
- “end-macro” (*key events*) — Stops building a keyboard macro
- “do-macro” (*key events*) — Executes the last keyboard macro
- “toggle-overwrite” (*key events*) — Toggles overwriting mode

These functions are bound to the following keys (C = control, S = shift, A = alt, M = “meta”, D = command):

- C-g : “ring-bell”
- M-C-g : “ring-bell”
- C-c C-g : “ring-bell”
- C-x C-g : “ring-bell”
- C-p : “previous-line”
- S-C-p : “select-previous-line”
- C-n : “next-line”
- S-C-n : “select-next-line”
- C-e : “end-of-line”
- S-C-e : “select-to-end-of-line”
- D-RIGHT : “end-of-line”
- S-D-RIGHT : “select-to-end-of-line”

- M-RIGHT : “end-of-line”
- S-M-RIGHT : “select-to-end-of-line”
- C-a : “beginning-of-line”
- S-C-a : “select-to-beginning-of-line”
- D-LEFT : “beginning-of-line”
- D-S-LEFT : “select-to-beginning-of-line”
- M-LEFT : “beginning-of-line”
- M-S-LEFT : “select-to-beginning-of-line”
- C-h : “delete-previous-character”
- C-d : “delete-next-character”
- C-f : “forward-character”
- S-C-f : “select-forward-character”
- C-b : “backward-character”
- S-C-b : “select-backward-character”
- M-f : “forward-word”
- S-M-f : “select-forward-word”
- A-RIGHT : “forward-word”
- A-S-RIGHT : “forward-select-word”
- M-b : “backward-word”
- S-M-b : “select-backward-word”
- A-LEFT : “backward-word”
- A-S-LEFT : “backward-select-word”
- M-d : “kill-word”
- M-DELETE : “backward-kill-word”
- M-c : “capitalize-word”
- M-u : “upcase-word”
- M-l : “downcase-word”
- M-< : “beginning-of-file”
- S-M-< : “select-to-beginning-of-file”
- M-> : “end-of-file”
- S-M-> : “select-to-end-of-file”
- C-v : “next-page”
- S-C-v : “select-next-page”
- M-v : “previous-page”
- S-M-v : “select-previous-page”
- C-l : “center-view-on-line”
- C-k : “delete-to-end-of-line”
- C-y : “paste-clipboard” (Except Windows)
- A-v : “paste-clipboard”
- D-v : “paste-clipboard”
- C-_ : “undo”
- C-x u : “undo”
- C+ : “redo”
- C-w : “cut-clipboard”
- M-w : “copy-clipboard”
- C-x C-s : “save-file”
- C-x C-w : “save-file-as”
- C-x C-f : “load-file”
- C-s : “find-string”
- C-r : “find-string-reverse”
- M-% : “find-string-replace”
- SPACE : “collapse-space”
- M-\ : “remove-space”
- C-x C-o : “collapse-newline”

- C-o : “open-line”
- C-t : “transpose-chars”
- M-t : “transpose-words”
- C-SPACE : “toggle-anchor”
- M-g : “goto-line”
- M-p : “goto-position”
- LEFTBUTTONTRIPLE : “select-click-line”
- LEFTBUTTONDOUBLE : “select-click-word”
- RIGHTBUTTON : “copy-click-region”
- RIGHTBUTTONDOUBLE : “cut-click-region”
- MIDDLEBUTTON : “paste-click-region”
- C-RIGHTBUTTON : “copy-clipboard”
- INSERT : “toggle-overwrite”
- M-o : “toggle-overwrite”

- (`keymap:setup-global` *keymap*) \Rightarrow void
 keymap : (instance `keymap%`)

`keymap:setup-search`

This extends a `keymap%` with the bindings for searching.

- (`keymap:setup-search` *keymap*) \Rightarrow void
 keymap : (instance `keymap%`)

17. Keys

17.1 Keys Utilities

`keys:get-shifted-key-list`

- `(keys:get-shifted-key-list) ⇒ (listof string)`

This returns a list of the keys that are typed using shift.

It returns:

```
(list "?" ":" "~" "\" " | "  
      "<" ">" "{" "}" "[" "]" "(" ")" "  
      "!" "@" "#" "$" "%" "^" "&" "*" "_" "+")
```

This is not specific to a particular keyboard, but it should be.

18. Main

19. Match Cache

19.1 `match-cache:%`

This class defines a cache that can be used with `paren:backward-match` and `paren:forward-match`. The cache data is intended to be inserted and read only by the matching procedures; however, the cache must be specifically invalidated when the cache's buffer is modified.

A cache is not required by the matching procedures. A single cache can only be used for a single buffer and with a single direction and parenthesis, quote, and comment parameterization. When a cache is used for a buffer, it does not have to be used with every call to the matching procedures, but the best results are obtained when the cache is always used. Multiple caches can be used for a single buffer (possibly for different directions or parenthesis parameterizations), as long as they are all invalidated properly when the buffer is modified.

A text's `after-insert` and `after-delete` methods can be overridden to properly track modifications and invoke a cache's `invalidate` or `forward-invalidate` methods.

`contents`

UNDOCUMENTED

- (`send a-match-cache: contents`) \Rightarrow void

`delete`

UNDOCUMENTED

- (`send a-match-cache: delete`) \Rightarrow void

`forward-invalidate`

- (`send a-match-cache: forward-invalidate pos`) \Rightarrow void
pos : integer

Call this method when text is inserted or deleted at position *pos* in the cache's buffer and the cache is used for forward-matching.

`get`

UNDOCUMENTED

- (`send a-match-cache: get`) \Rightarrow void

invalidate

- (send *a-match-cache*: invalidate *pos*) \Rightarrow void
 pos : integer

Call this method when text is inserted or deleted at position *pos* in the cache's buffer and the cache is used for backward-matching.

max-count

UNDOCUMENTED

- (send *a-match-cache*: max-count) \Rightarrow void

put

UNDOCUMENTED

- (send *a-match-cache*: put) \Rightarrow void

splay

UNDOCUMENTED

- (send *a-match-cache*: splay) \Rightarrow void

sum

UNDOCUMENTED

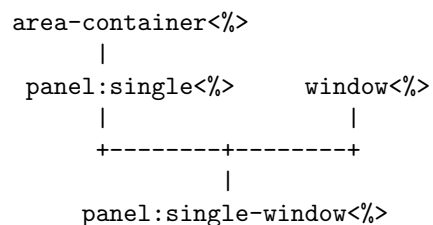
- (send *a-match-cache*: sum) \Rightarrow void

times

UNDOCUMENTED

- (send *a-match-cache*: times) \Rightarrow void

20. Panel



20.1 panel:single<%>

Extends: area-container<%>

See panel:single-mixin%.

active-child

- (send *a-panel:single* active-child *child*) \Rightarrow void
child : (implements area<%>)
Sets the active child to be *child*
- (send *a-panel:single* active-child) \Rightarrow (implements area<%>)
Returns the current active child.

20.2 panel:single-mixin

Domain: area-container<%>

Implements: area-container<%>

Implements: panel:single<%>

This mixin adds single panel functionality to an implementation of the `area-container<%>` interface.

Single panels place all of the children in the center of the panel, and allow make one child to be visible at a time. The `active-child` method controls which panel is currently active.

The `show` method is used to hide and show the children of a single panel.

after-new-child

This method is called after a new containee area is created with this area as its container. The new child is provided as an argument to the method.

- (send *a-panel:single-mixin* after-new-child *child*) \Rightarrow void
child : subarea<%>

Does nothing.

Hides this child by calling

```
(send child show #f)
```

, unless this is the first child in which case it does nothing.

container-size

Called to determine the minimum size of a container. See Geometry Management, §2.2 in *PLT MrEd: Graphical Toolbox Manual* for more information.

- (send *a-panel:single-mixin* container-size) \Rightarrow (values exact-integer exact-integer)

Returns the maximum width of all the children and the maximum height of all of the children.

place-children

Called to place the children of a container. See Geometry Management, §2.2 in *PLT MrEd: Graphical Toolbox Manual* for more information.

- (send *a-panel:single-mixin* place-children) \Rightarrow (listof (list exact-integer exact-integer exact-integer exact-integer))

Returns the positions for single panels and panes.

20.3 `panel:single-window<%>`

Extends: `window<%>`

Extends: `panel:single<%>`

20.4 `panel:single-window-mixin`

Domain: `window<%>`

Domain: `panel:single<%>`

Implements: `panel:single-window<%>`

Implements: `window<%>`

Implements: `panel:single<%>`

`container-size`

Called to determine the minimum size of a container. See Geometry Management, §2.2 in *PLT MrEd: Graphical Toolbox Manual* for more information.

- (`send a-panel:single-window-mixin container-size info`) \Rightarrow (values exact-integer exact-integer)
`info` : (list-of (list exact-integer exact-integer boolean boolean))

Factors the border width into the size calculation.

20.5 `panel:single% = (panel:single-mixin (panel:single-window-mixin panel%))`

`panel:single% = (panel:single-mixin (panel:single-window-mixin panel%))`

- (`make-object panel:single% parent style`) \Rightarrow `panel:single%` object
`parent` : `frame%`, `dialog%`, `panel%`, or `pane%` object
`style` = `null` : list of symbols in '`border`'

If the '`border`' style is specified, the window is created with a thin border (only in this case, the client size of the panel may be less than its total size).

20.6 `panel:single-pane% = (panel:single-mixin pane%)`

`panel:single-pane% = (panel:single-mixin pane%)`

- (`make-object panel:single-pane% parent`) \Rightarrow `panel:single-pane%` object
`parent` : `frame%`, `dialog%`, `panel%`, or `pane%` object

21. Parenthesis

MrEd provides general-purpose “parenthesis”-matching utilities that work on buffers. The utilities are parameterized with respect to:

- *parens* — Pairs (cons cells) of opening and closing bracket strings. These brackets can be nested and must be balanced. The opening and closing string do not have to be different.
- *quotes* — Pairs of opening and closing quote bracket strings. Within a pair of quotes, all other bracket, quote, and comment strings are ignored. Pairs of quote strings do not have to correspond to quotes in the language. For example, C comments using “/*” and “*/” are considered quotes for parenthesis-matching purposes.
- *comments* — A list of comment-starting strings. Comments of this form run until the end of the line.

A backslash (\) is assumed to be the (only) method for escaping parenthesis, quote, and comment markers. The parenthesis-balancing utilities are only guaranteed to act meaningfully when the starting position is outside quoted and commented expressions. When a pair of opening and closing brackets are not distinct, the actions on these brackets are only meaningful for searches starting outside the brackets.

21.1 Paren Utilities

`paren:backward-match`

```
- (paren:backward-match text start end parens quotes comments containing? cache) ⇒ (union
integer #f)
  text : (instance text%)
  start : exact-integer
  end : exact-integer
  parens : (listof (cons string string))
  quotes : (listof (cons string string))
  comments : (listof string)
  containing? = #f : boolean
  cache = #f : (union #f (instance match-cache:%))
```

Returns the position in *text* that “opens” the text ending at *start*, or *#f* if no opening position is found (either because a parenthesis mis-match is discovered or the *end* boundary was reached). The match must occur before *end* (inclusive). Note that *start* > *end*, since *start* specifies the starting position of the search, not the earliest buffer position to be considered.

Spaces immediately preceding *start* are skipped. If the text at *start* is a close parenthesis or close quote, then the matching position is the opening parenthesis or quote. If a comment immediately precedes *start*, then the comment is skipped as whitespace. If an opening parenthesis immediately precedes *start*, then the matching position is *start* - 1. Otherwise, the matching position is the first whitespace or parenthesis character before *start*.

If *containing?* is not *#f*, then the matching procedure is modified as follows:

- Searching iterates backwards until some search fails. Then, the location of the last successful search is returned.
- If a mis-match is detected, then **#f** is returned.
- If there are no matches (and no mis-matches) before *start*, *start* itself is returned.

If *cache* is not **#f**, it must be an instance of **match-cache: %**. A cache object can be used to speed up successive calls to **paren:backward-match**. However, a buffer using a cache must call the cache's **invalidate** method when the buffer is modified. Different caches should be used for forward and backward matching. See section 19.1 for more information.

paren:balanced?

- (**paren:balanced?** *text start end parens quotes comments*) \Rightarrow boolean
text : (instance text%)
start : exact-integer
end : exact-integer
parens : (listof (cons string string))
quotes : (listof (cons string string))
comments : (listof string)

Returns **#t** if the text in *text* between positions *start* and *end* is **balanced**. The text is balanced if there are no unclosed parentheses or quotes, there are no closing parentheses that do not match an open parenthesis, and there are no mis-matched parentheses.

This uses **paren:forward-match**.

paren:forward-match

- (**paren:forward-match** *text start end parens quotes comments cache*) \Rightarrow (union **#f** integer)
text : (instance text%)
start : exact-integer
end : exact-integer
parens : (listof (cons string string))
quotes : (listof (cons string string))
comments : (listof string)
cache : (union **#f** (instance match-cache: %))

This function returns the position in *text* that “closes” the text at *start*, or **#f** if no closing position is found (either because a parenthesis mis-match is discovered or the *end* boundary was reached). The match must occur before *end* (inclusive).

Spaces immediately following *start* are skipped. If the text at *start* is an open parenthesis or open quote, then the matching position is the closing parenthesis or quote. If a comment immediately follows *start*, it is skipped over as whitespace. If a closing parenthesis immediately follows *start* (after skipping whitespace), then **#f** is returned. Otherwise, the matching position is the position before the first whitespace, parenthesis, quote, or comment character after *start*.

If *cache* is not **#f**, it must be an instance of **match-cache: %**. A cache object can be used to speed up successive calls to **paren:forward-match**. However, a buffer using a cache must call the cache's **forward-invalidate** method when the buffer is modified. Different caches should be used for forward and backward matching. See section 19.1 for more information.

paren:skip-whitespace

- (**paren:skip-whitespace** *text pos dir*) \Rightarrow exact-integer
text : (instance text%)

pos : exact-integer
dir : (union 'forward 'backward)

If *dir* is 'forward, this returns the position of the first non-whitespace character in *text* after *pos*. If *dir* is 'backward, it returns the first non-whitespace character before *pos*.

22. Pasteboard

22.1 `pasteboard:basic% = (editor:basic-mixin pasteboard%)`

`pasteboard:basic% = (editor:basic-mixin pasteboard%)`

- `(make-object pasteboard:basic%) ⇒ pasteboard:basic% object`

The editor will not be displayed until it is attached to a `editor-canvas%` object or some other display.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

22.2 `pasteboard:keymap% = (editor:keymap-mixin pasteboard:basic%)`

`pasteboard:keymap% = (editor:keymap-mixin pasteboard:basic%)`

- `(make-object pasteboard:keymap%) ⇒ pasteboard:keymap% object`

The editor will not be displayed until it is attached to a `editor-canvas%` object or some other display.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

22.3 `pasteboard:file% = (editor:file-mixin pasteboard:keymap%)`

`pasteboard:file% = (editor:file-mixin pasteboard:keymap%)`

- `(make-object pasteboard:file%) ⇒ pasteboard:file% object`

The editor will not be displayed until it is attached to a `editor-canvas%` object or some other display.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

22.4 `pasteboard:backup-autosave% = (editor:backup-autosave-mixin pasteboard:file%)`

`pasteboard:backup-autosave% = (editor:backup-autosave-mixin pasteboard:file%)`

- `(make-object pasteboard:backup-autosave%) ⇒ pasteboard:backup-autosave% object`

The editor will not be displayed until it is attached to a `editor-canvas%` object or some other display.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

22.5 `pasteboard:info% = (editor:info-mixin pasteboard:backup-autosave%)`

`pasteboard:info% = (editor:info-mixin pasteboard:backup-autosave%)`

- `(make-object pasteboard:info%) ⇒ pasteboard:info% object`

The editor will not be displayed until it is attached to a `editor-canvas%` object or some other display.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

23. Pathname Utilities

23.1 Path-utils Utilities

`path-utils:generate-autosave-name`

- `(path-utils:generate-autosave-name filename) ⇒ string`
filename : string

Generates a name for an autosave file from *filename*.

`path-utils:generate-backup-name`

- `(path-utils:generate-backup-name filename) ⇒ string`
filename : string

Generates a name for a backup file from *filename*.

24. Preferences

The framework provides a user preferences manager. It provides facilities for getting, setting, marshalling and unmarshalling the user's preferences as well as utilities to manage a preferences dialog box.

In addition to the functions `@flink preferences:add-general-panel` , and `@flink preferences:add-font-panel` listed here, `@flink scheme:add-preferences-panel` also adds panels to the preferences dialog.

24.1 Preferences Utilities

`preferences:add-callback`

- (`preferences:add-callback` *p* *f*) \Rightarrow (*-i* void)
 p : symbol
 f : (symbol TST *-i* boolean)

This function adds a callback which is called with a symbol naming a preference and it's value, when the preference changes. If the callback function returns `#f`, the preference is not changed. `preferences:add-callback` returns a thunk, which when invoked, removes the callback from this preference.

The callbacks will be called in the order in which they were added.

If you are adding a callback for a preference that requires marshalling and unmarshalling, you must set the marshalling and unmarshalling functions by calling `preferences:set-un/marshall` before adding a callback.

This function raises `exn:unknown-preference` if the preference has not been set.

`preferences:add-font-panel`

Adds a font selection preferences panel to the preferences dialog.

- (`preferences:add-font-panel`) \Rightarrow void

`preferences:add-general-panel`

Adds a general preferences panel to the preferences dialog.

- (`preferences:add-general-panel`) \Rightarrow void

`preferences:add-panel`

- (`preferences:add-panel` *name* *f*) \Rightarrow void
 name : string
 f : ((instance area-container<*>) *-i* (instance area-container<*>))

`preferences:add-preference-panel` adds the result of *f* with name *name* to the preferences dialog box. *f*'s result's parent must be *f*'s argument.

`preferences:get`

See also `preferences:set-default`.

- (`preferences:get` *symbol*) \Rightarrow TST
symbol : symbol

`preferences:get` returns the value for the preference *symbol*. It raises `exn:unknown-preference` if the preference has not been set.

`preferences:hide-dialog`

This function hides the preferences dialog.

- (`preferences:hide-dialog`) \Rightarrow void

`preferences:read`

Reads the preferences from the preferences file and installs their values.

- (`preferences:read`) \Rightarrow void

`preferences:restore-defaults`

- (`preferences:restore-defaults`) \Rightarrow void
`(preferences:restore-defaults)` restores the users's configuration to the default preferences.

`preferences:save`

- (`preferences:save`) \Rightarrow void
`(preferences:save-user-preferences)` saves the user's preferences to disk, potentially marshalling some of the preferences.

`preferences:set`

- (`preferences:set` *symbol* *value*) \Rightarrow void
symbol : symbol
value : TST

`preferences:set-preference` sets the preference *symbol* to *value*. This should be called when the users requests a change to a preference.

`preferences:set-default`

This function must be called every time your application starts up, before any call to `preferences:get`.

If you use `preferences:set-un/marshall`, you must also call it before calling this function.

- (`preferences:set-default` *symbol value test*) \Rightarrow void
symbol : symbol
value : TST
test : (TST -i boolean)

This sets the default value of the preference *symbol* to *value*. If the user has chosen a different setting, the user's setting will take precedence over the default value.

The last argument, *test* is used as a safeguard. That function is called to determine if a preference read in from a file is a valid preference. If *test* returns `#t`, then the preference is treated as valid. If *test* returns `#f` then the default is used.

If there is a site-wide default preferences file, the default preference in that file is used instead of *value*.

`preferences:set-un/marshall`

- (`preferences:set-un/marshall` *symbol marshall unmarshall*) \Rightarrow void
symbol : symbol
marshall : (TST -i printable)
unmarshall : (printable -i TST)

`preferences:set-un/marshall` is used to specify marshalling and unmarshalling functions for the preference *symbol*. *marshall* will be called when the users saves their preferences to turn the preference value for *symbol* into a printable value. *unmarshall* will be called when the user's preferences are read from the file to transform the printable value into it's internal representation. If `preferences:set-un/marshall` is never called for a particular preference, the values of that preference are assumed to be printable.

`preferences:set-un/marshall` must be called before calling `preferences:get%` or `preferences:set-default%`.

`preferences:show-dialog`

This function shows the preferences dialog.

- (`preferences:show-dialog`) \Rightarrow void

25. Scheme

25.1 `scheme:text<%>`

Texts matching this interface support Scheme mode operations.

`backward-sexp`

Move the caret backwards one sexpression

- (`send a-scheme:text backward-sexp start-pos`) \Rightarrow void
start-pos : exact-integer

Moves the caret to the beginning of the sexpression that ends at *start-pos*.

`balance-parens`

This function is called when the user types a close parenthesis in the `text%`. If the close parenthesis that the user inserted does not match the corresponding open parenthesis and the `'framework:fixup-parens` preference is `#t` (see `preferences:get`) the correct closing parenthesis is inserted. If the `'framework:paren-match` preference is `#t` (see `preferences:get`) the matching open parenthesis is flashed.

- (`send a-scheme:text balance-parens key-event`) \Rightarrow void
key-event : (instance `key-event%`)

`balance-quotes`

This function is called when the user types a quote in the `text%`. If the `'framework:paren-match` preference is `#t` (see `preferences:get`) the matching open quote is flashed.

- (`send a-scheme:text balance-quotes key-event`) \Rightarrow void
key-event : (instance `key-event%`)

`comment-out-selection`

- (`send a-scheme:text comment-out-selection start end`) \Rightarrow void
start : exact-integer
end : exact-integer

Comments the lines containing positions *start* through *end* by inserting a semi-colon at the front of each line.

`down-sexp`

- (`send a-scheme:text down-sexp start`) \Rightarrow void
 `start` : exact-integer

Moves forward into the next S-expression after the position `start`.

`find-down-sexp`

- (`send a-scheme:text find-down-sexp start-pos`) \Rightarrow (union #f exact-integer)
 `start-pos` : exact-integer

Returns the position of the beginning of the next sexpression inside the sexpression that contains `start-pos`. If there is no such sexpression, it returns #f.

`find-up-sexp`

- (`send a-scheme:text find-up-sexp start-pos`) \Rightarrow (union #f exact-integer)
 `start-pos` : exact-integer

Returns the position of the beginning of the next sexpression outside the sexpression that contains `start-pos`. If there is no such sexpression, it returns #f.

`flash-backward-sexp`

- (`send a-scheme:text flash-backward-sexp start-pos`) \Rightarrow void
 `start-pos` : exact-integer

Flashes the parenthesis that opens the sexpression at `start-pos`.

`flash-forward-sexp`

- (`send a-scheme:text flash-forward-sexp start-pos`) \Rightarrow void
 `start-pos` : exact-integer

Flashes the parenthesis that closes the sexpression at `start-pos`.

`forward-sexp`

- (`send a-scheme:text forward-sexp start`) \Rightarrow exact-integer
 `start` : #t

Moves forward over the S-expression starting at position `start`.

`get-backward-sexp`

- (`send a-scheme:text get-backward-sexp start`) \Rightarrow (union exact-integer #f)
 `start` : exact-integer

Returns the position of the start of the S-expression before or containing `start`, or #f if there is no appropriate answer.

`get-forward-sexp`

- (`send a-scheme:text get-forward-sexp start`) \Rightarrow (union #f exact-integer)
 `start` : exact-integer

Returns the position of the end of next S-expression after position *start*, or `#f` if there is no appropriate answer.

`get-limit`

- (`send a-scheme:text get-limit start`) \Rightarrow int
`start` : exact-integer

Returns a limit for backward-matching parenthesis starting at position *start*.

`get-tab-size`

This method returns the current size of the tabs for scheme mode. See also `set-tab-size`.

- (`send a-scheme:text get-tab-size`) \Rightarrow exact-integer

`highlight-parens`

- (`send a-scheme:text highlight-parens just-clear?`) \Rightarrow void
`just-clear?` = `#f` : boolean

When the current position is at the beginning or the end of an s-expression, this method highlights the s-expression.

`insert-return`

- (`send a-scheme:text insert-return`) \Rightarrow void

Inserts a newline into the buffer. If `tabify-on-return?` returns `#t`, this will tabify the new line.

`remove-parens-forward`

- (`send a-scheme:text remove-parens-forward start`) \Rightarrow void
`start` : exact-integer

Removes the parentheses from the S-expression starting after the position *start*.

`remove-sexp`

- (`send a-scheme:text remove-sexp start`) \Rightarrow void
`start` : exact-integer

Forward-deletes the S-expression starting after the position *start*.

`select-backward-sexp`

- (`send a-scheme:text select-backward-sexp start`) \Rightarrow `#t`
`start` : exact-integer

Selects the previous S-expression, starting at position *start*.

`select-down-sexp`

- (`send a-scheme:text select-down-sexp start`) \Rightarrow `#t`
`start` : `exact-integer`

Selects the region to the next contained S-expression, starting at position *start*.

`select-forward-sexp`

- (`send a-scheme:text select-forward-sexp start`) \Rightarrow `#t`
`start` : `exact-integer`

Selects the next S-expression, starting at position *start*.

`select-up-sexp`

- (`send a-scheme:text select-up-sexp start`) \Rightarrow `#t`
`start` : `exact-integer`

Selects the region to the enclosing S-expression, starting at position *start*.

`set-tab-size`

This method sets the tab size for this text.

- (`send a-scheme:text set-tab-size new-size`) \Rightarrow `void`
`new-size` : `exact-integer`

`tabify`

- (`send a-scheme:text tabify start-pos`) \Rightarrow `void`
`start-pos` = (`send this get-start-position`) : `exact-integer`

Tabs the line containing by *start-pos*

`tabify-all`

- (`send a-scheme:text tabify-all`) \Rightarrow `void`

Tabs all lines.

`tabify-on-return?`

The result of this method is used to determine if the return key automatically tabs over to the correct position.

Override it to change it's behavior.

- (`send a-scheme:text tabify-on-return?`) \Rightarrow `boolean`

`tabify-selection`

- (`send a-scheme:text tabify-selection start end`) \Rightarrow `void`

start : exact-integer
end : exact-integer

Sets the tabbing for the lines containing positions *start* through *end*.

`transpose-sexp`

- (`send a-scheme:text transpose-sexp start`) \Rightarrow void
start : exact-integer

Swaps the S-expression beginning before the position *start* with the next S-expression following *start*.

`uncomment-selection`

- (`send a-scheme:text uncomment-selection start end`) \Rightarrow void
start : int
end : int

Uncomments the lines containing positions *start* through *end*.

`up-sexp`

- (`send a-scheme:text up-sexp start`) \Rightarrow void
start : exact-integer

Moves backward out of the S-expression containing the position *start*.

25.2 `scheme:text-mixin`

Domain: `text:basic`<%>

Implements: `scheme:text`<%>

Implements: `text:basic`<%>

This mixin adds functionality for editing Scheme files.

The result of this mixin uses the same initialization arguments as the mixin's argument.

`after-change-style`

Called after the style is changed for a given range (and after the display is refreshed; use `on-change-style` and `begin-edit-sequence` to avoid extra refreshes when `after-change-style` modifies the editor).

See also `can-change-style?` and `on-edit-sequence`.

No internals locks are set when this method is called.

- (`send a-scheme:text-mixin after-change-style start len`) \Rightarrow void
start : exact non-negative integer
len : exact non-negative integer

This calls `end-edit-sequence` and updates the parenthesis highlight. See `highlight-parens`.

`after-delete`

Called after a given range is deleted from the editor (and after the display is refreshed; use `on-delete` and `begin-edit-sequence` to avoid extra refreshes when `after-delete` modifies the editor).

See also `can-delete?` and `on-edit-sequence`.

No internals locks are set when this method is called.

- (`send a-scheme:text-mixin after-delete start end`) \Rightarrow void
 - start* : exact non-negative integer
 - end* : exact non-negative integer

The *start* argument specifies the starting position of the deleted range. The *len* argument specifies number of deleted items (so *start* + *length* is the endig position of the deleted range).

This calls `end-edit-sequence` and updates the parenthesis highlight. See `highlight-parens`.

`after-edit-sequence`

Called after a top-level edit sequence completes (involving unnested `begin-edit-sequence` and `end-edit-sequence`).

See also `on-edit-sequence`.

- (`send a-scheme:text-mixin after-edit-sequence`) \Rightarrow void
 - This updates the parenthesis highlight. See `highlight-parens`.

`after-insert`

Called after items are inserted into the editor (and after the display is refreshed; use `on-insert` and `begin-edit-sequence` to avoid extra refreshes when `after-insert` modifies the editor).

See also `can-insert?` and `on-edit-sequence`.

No internals locks are set when this method is called.

- (`send a-scheme:text-mixin after-insert start len`) \Rightarrow void
 - start* : exact non-negative integer
 - len* : exact non-negative integer

The *start* argument specifies the position of the insert. The *len* argument specifies the total length (in positions) of the inserted items.

This calls `end-edit-sequence` and updates the parenthesis highlight. See `highlight-parens`.

`after-set-position`

Called after the start and end position have been moved (but not when the position is moved due to inserts or deletes).

See also `on-edit-sequence`.

- (`send a-scheme:text-mixin after-set-position`) \Rightarrow void

This calls `end-edit-sequence` and updates the parenthesis highlight. See `highlight-parens`.

`after-set-size-constraint`

Called after the editor's maximum or minimum height or width is changed (and after the display is refreshed; use `on-set-size-constraint` and `begin-edit-sequence` to avoid extra refreshes when `after-set-size-constraint` modifies the editor).

(This callback method is provided because setting an editor's maximum width may cause lines to be re-flowed with soft carriage returns.)

See also `can-set-size-constraint?` and `on-edit-sequence`.

- (`send a-scheme:text-mixin after-set-size-constraint`) \Rightarrow void

This calls `end-edit-sequence` and updates the parenthesis highlight. See `highlight-parens`.

`on-focus`

Called when the keyboard focus changes into or out of this editor (and not to/from a snip within the editor) with `#t` if the focus is being turned on, `#f` otherwise.

- (`send a-scheme:text-mixin on-focus on?`) \Rightarrow boolean
`on?` : boolean

This calls `begin-edit-sequence`.

25.3 `scheme:text%` = (`scheme:text-mixin text:info%`)

`scheme:text%` = (`scheme:text-mixin text:info%`)

- (`make-object scheme:text% line-spacing tabstops`) \Rightarrow `scheme:text%` object
`line-spacing` = 1.0 : non-negative real number
`tabstops` = null : list of real numbers

The `line-spacing` argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about `tabstops`.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

25.4 Scheme Utilities

`scheme:add-preferences-panel`

Adds a tabbing preferences panel to the preferences dialog.

- (`scheme:add-preferences-panel`) \Rightarrow void

`scheme:get-keymap`

Returns a keymap with binding suitable for Scheme.

- (`scheme:get-keymap`) \Rightarrow (instance keymap%)

`scheme:get-style-list`

Returns a style list that is used for all Scheme buffers.

- (`scheme:get-style-list`) \Rightarrow (instance style-list%)

`scheme:get-wordbreak-map`

This method returns a `editor-wordbreak-map%` that is suitable for Scheme.

- (`scheme:get-wordbreak-map`) \Rightarrow (instance editor-wordbreak-map%)

`scheme:init-wordbreak-map`

- (`scheme:init-wordbreak-map` *key*) \Rightarrow void
 key : (instance keymap%)

Initializes the wordbreak map for *keymap*.

`scheme:setup-keymap`

- (`scheme:setup-keymap` *keymap*) \Rightarrow void
 keymap : (instance keymap%)

26. Scheme Parenthesis

26.1 Scheme-paren Utilities

`scheme-paren:backward-containing-sexp`

- (`scheme-paren:backward-containing-sexp` *text start end cache*) \Rightarrow exact-integer
 text : (instance text%)
 start : exact-integer
 end : exact-integer
 cache : (union #f (instance match-cache:%))

Returns the beginning of the interior of the (non-atomic) S-expression containing *start*.

`scheme-paren:backward-match`

Specializes `paren:backward-match` to Scheme.

- (`scheme-paren:backward-match` *text start end cache*) \Rightarrow exact-integer
 text : (instance text%)
 start : exact-integer
 end : exact-integer
 cache = #f : (union #f (instance match-cache:%))

`scheme-paren:balanced?`

Specializes `paren:balanced?` to Scheme.

- (`scheme-paren:balanced?` *text start end*) \Rightarrow boolean
 text : (instance text%)
 start : exact-integer
 end : exact-integer

`scheme-paren:forward-match`

Specializes `paren:forward-match` to Scheme.

- (`scheme-paren:forward-match` *text start end cache*) \Rightarrow (union #f integer)
 text : (instance text%)
 start : exact-integer
 end : exact-integer
 cache : (union #f (instance match-cache:%))

`scheme-paren:get-comments`

Returns the comment characters for Scheme.

- `(scheme-paren:get-comments) ⇒ (listof string)`

`scheme-paren:get-paren-pairs`

Returns the paren pairs for Scheme.

- `(scheme-paren:get-paren-pairs) ⇒ (listof (cons string string))`

`scheme-paren:get-quote-pairs`

Returns the quote pairs for Scheme.

- `(scheme-paren:get-quote-pairs) ⇒ (listof (cons string string))`

27. Test

The framework provides several new primitive functions that simulate user actions, which may be used to test applications. You use these primitives and combine them just as regular MzScheme functions. For example,

```
(begin
  (test:keystroke #\A)
  (test:menu-select "File" "Save"))
```

sends a keystroke event to the window with the keyboard focus and invokes the callback function for the “Save” menu item from the “File” menu. This has the same effect as if the user typed the key “A”, pulled down the “File” menu and selected “Save”.

It is possible to load this portion of the framework without loading the rest of the framework. See section ?? for more details.

Currently, the test engine has primitives for pushing buttons, setting check-boxes and choices, sending keystrokes, selecting menu items and clicking the mouse. Many functions that are also useful in application testing, such as traversing a tree of panels, getting the text from a canvas, determining if a window is shown, and so on, exist in MrEd.

27.1 An example

Here is an example program that enters a factorial procedure and computes (`fact 4`). To run this program, start DrScheme, click on the “Console” button, load this program and run (`go`). Then bring the DrScheme window to the front and click the mouse in the DrScheme window.

```
(define go
  (lambda ()
    (sleep 3)
    (test:new-window (get-panel '(0 0 0 1))) ; definitions canvas
    (test:menu-select "Edit" "Select All")
    (test:menu-select "Edit" "Delete")
    (type-line "(define fact)")
    (type-line "(lambda (n)")
    (type-line "(if (zero? n)")
    (type-line "1")
    (type-line "(* n (fact (sub1 n))))))")
    (test:button-push (get-panel '(0 0 0 0 5 0))) ; check-syntax button
    (test:button-push (get-panel '(0 0 0 0 5 3))) ; execute button
    (sleep 3)
    (type-line "(fact 4)")
    (sleep 1)
    (printf "Test complete. Pending actions: ~s~n"
      (test:number-pending-actions))))
```

```

(define type-line
  (lambda (str)
    (for-each test:keystroke (string->list str))
    (test:keystroke #\return)))

(define get-panel
  (lambda (path)
    (let loop ([path path]
               [panel (send (test:get-active-frame) get-top-panel)])
      (if (null? path)
          panel
          (loop (cdr path)
                 (list-ref (ivar panel children) (car path)))))))

```

27.2 Actions and completeness

The actions associated with a testing primitive may not have finished when the primitive returns to its caller. Some actions may yield control before they can complete. For example, selecting “Save As...” from the “File” menu opens a dialog box and will not complete until the “OK” or “Cancel” button is pushed.

However, all testing functions wait at least a minimum interval before returning to give the action a chance to finish. This interval controls the speed at which the test suite runs, and gives some slack time for events to complete. The default interval is 100 milliseconds. The interval can be queried or set with `test:run-interval`.

A primitive action will not return until the run-interval has expired and the action has finished, raised an error, or yielded. The number of incomplete actions is given by `test:number-pending-actions`.

Note: Once a primitive action is started, it is not possible to undo it or kill its remaining effect. Thus, it is not possible to write a utility that flushes the incomplete actions and resets `number-pending-actions` to zero.

However, actions which do not complete right away often provide a way to cancel themselves. For example, many dialog boxes have a “Cancel” button which will terminate the action with no further effect. But this is accomplished by sending an additional action (the button push), not by undoing the original action.

27.3 Errors

Errors in the primitive actions (which necessarily run in the handler thread) are caught and reraised in the calling thread.

However, the primitive actions can only guarantee that the action has started, and they may return before the action has completed. As a consequence, an action may raise an error long after the function that started it has returned. In this case, the error is saved and reraised at the first opportunity (the next primitive action).

The test engine keeps a buffer for one error, saving only the first error. Any subsequent errors are discarded. Reraising an error empties the buffer, allowing the next error to be saved.

The function `test:reraise-error` reraises any pending errors.

27.4 Technical Issues

Active Frame

The Self Test primitive actions all implicitly apply to the top-most (active) frame.

Thread Issues

The code started by the primitive actions must run in the handler thread of the eventspace where the event takes place. As a result, the test suite that invokes the primitive actions must *not* run in that handler thread (or else some actions will deadlock). See section 2.3 for more info.

Window Manager (Unix only)

In order for the Self Tester to work correctly, the window manager must set the keyboard focus to follow the active frame. This is the default behavior in Microsoft Windows and MacOS, but not in X windows.

In X windows, you must explicitly tell your window manager to set the keyboard focus to the top-most frame, regardless of the position of the actual mouse. Some window managers may not implement such functionality. You can obtain such an effect in Fvwm and Fvwm95 by using the option:

```
Style "*" ClickToFocus
```

27.5 Known Problems

The following are known problems or not yet implemented.

1. Support for listboxes, sliders and radioboxes has not been implemented.
2. Support for mouse dragging and double clicking has not been implemented.
3. Using `test:menu-select` for check-boxes on menu bars (for example, “Show” in DrScheme) does not work.
4. The parameterization for the DrScheme console REPL is shared with the handler thread. As a result, some errors in the main thread are not handled correctly. The simplest solution is to reset the error handler in the test suite with:

```
(current-error-handler (current-error-handler))
```

5. Sending keystrokes to a `mred:text%` window converts everything to upper case.

27.6 Test Utilities

`test:button-push`

- (`test:button-push button`) \Rightarrow void
`button` : (union (instance button%) string)

Simulates pushing `button`. If a string is supplied, the primitive searches for a button labelled with that string in the active frame. Otherwise, it pushes the button argument.

`test:close-top-level-window`

Use this function to simulate clicking on the close box of a frame.

- (test:close-top-level-window *frame*) ⇒ void
frame : (instance frame%)

Closes *frame* with this expression:

```
(when (send frame can-close?)
      (send frame on-close)
      (send frame show #f))
```

test:current-get-eventspaces

This parameter that specifies which eventspace (see section 2.3) are considered when finding the frontmost frame.

- (test:current-get-eventspaces *func*) ⇒ void
func : (-λ (listof eventspace))

Sets the parameter to *func*. The procedure *func* will be invoked with no arguments to determine the eventspaces to consider when finding the frontmost frame for simulated user events.

- (test:current-get-eventspaces) ⇒ (-λ (listof eventspace))

Returns the current value of the parameter. This will be a procedure which, when invoked, returns a list of eventspaces.

test:keystroke

- (test:keystroke *key* *modifier-list*) ⇒ void
key : (union char symbol)
modifier-list = null : (listof (union 'alt 'control 'meta 'shift 'noalt 'nocontrol 'nometa 'noshift))

This function simulates a user pressing a key. The argument, *key*, is just like the argument to the `get-key-code` method of the `key-event%` class.

Note: To send the “Enter” key, use `#\return`, not `#\newline`.

The `'shift` or `'noshift` modifier is implicitly set from *key*, but is overridden by the argument list. The `'shift` modifier is set for any capitol alpha-numeric letters and any of the characters returned by `keys:get-shifted-key-list`.

If conflicting modifiers are provided, the ones later in the list are used.

test:menu-select

- (test:menu-select *menu* *item*) ⇒ void
menu : string
item : string

Selects the menu-item named *item* in the menu named *menu*.

Note: The string for the menu item does not include its keyboard equivalent. For example, to select “New” from the “File” menu, use “New”, not “New Ctrl+m n”.

test:mouse-click

- (test:mouse-click *button* *x* *y* *modifiers*) ⇒ void
button : (union 'left 'middle 'right)
x : inexact

```

y : inexact
modifiers = null : (listof (union 'alt 'control 'meta 'shift 'noalt 'nocontrol 'nometa 'noshift))

```

Simulates a mouse click at the coordinate: (x, y) in the currently focused `window<%>`, assuming that it supports the `on-event` method. Use `test:button-push` to click on a button.

On the Macintosh, `'right` corresponds to holding down the command modifier key while clicking and `'middle` cannot be generated.

Under Windows, `'middle` can only be generated if the user has a three button mouse.

The modifiers later in the list `modifiers` take precedence over ones that appear earlier.

`test:new-window`

```

- (test:new-window window) ⇒ void
  window : (implements window<%>)

```

Moves the keyboard focus to a new window within the currently active frame. Unfortunately, neither this function nor any other function in the test engine can cause the focus to move from the top-most (active) frame.

`test:number-pending-actions`

See also Actions and completeness, section 27.2.

```

- (test:number-pending-actions) ⇒ integer

```

Returns the number of simulated events that have started but not yet completed. An error that has been caught but not yet reraised counts as an incomplete action. Thus, a result of zero implies that there is no pending error and no action is still running.

`test:reraise-error`

See also Errors, section 27.3.

```

- (test:reraise-error) ⇒ void
  Reraises any pending error or else returns void.

```

`test:run-interval`

See also Actions and completeness, section 27.2.

```

- (test:run-interval msec) ⇒ void
  msec : number
  Sets the run interval to msec milliseconds.

- (test:run-interval) ⇒ number
  Returns the current setting for the number of milliseconds.

```

`test:run-one`

```

- (test:run-one f) ⇒ void
  f : (→ void)
  Runs the function f as if it was a simulated event. See also section 27.

```

test:set-check-box!

- (test:set-check-box! *check-box state*) \Rightarrow void
 check-box : (union (instance check-box%) string)
 state : boolean

Clears the **check-box%** item if *state* is **#f**, and sets it otherwise.

If *check-box* is a string, this function searches for a **check-box%** with a label matching that string, otherwise it uses *check-box* itself.

test:set-choice!

- (test:set-choice! *choice str*) \Rightarrow void
 choice : (union (instance choice%) string)
 str : string

Selects *choice*'s item *str*. If *choice* is a string, this function searches for a **choice%** with a label matching that string, otherwise it uses *choice* itself.

test:set-radio-box!

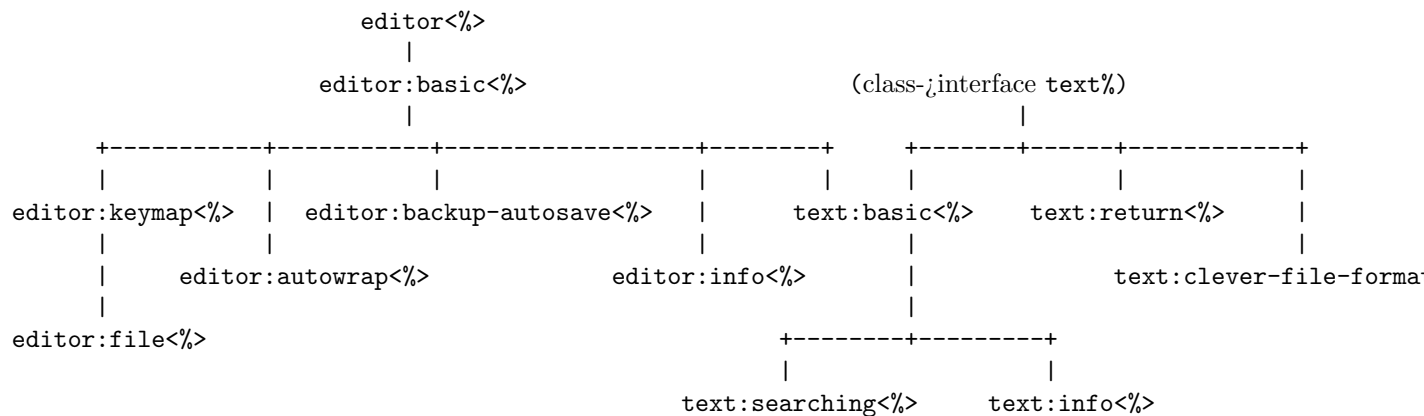
- (test:set-radio-box! *radio-box state*) \Rightarrow void
 radio-box : (union (instance radio-box%) string)
 state : boolean

Clears the **radio-box%** item if *state* is **#f**, and sets it otherwise.

If *check-box* is a string, this function searches for a **radio-box%** with a label matching that string, otherwise it uses *radio-box* itself.

28. Text

This is the interface hierarchy for the editor and text classes in the framework.



28.1 text:basic<%>

Extends: (class->interface text%)

Extends: editor:basic<%>

Classes matching this interface are expected to implement the basic functionality needed by the framework.

get-styles-fixed

If the result of this function is **#t**, the styles in this **text%** will be fixed. See also **set-styles-fixed**.

- (send *a-text:basic* get-styles-fixed) ⇒ boolean

highlight-range

This function highlights a region of text in the buffer.

- (send *a-text:basic* highlight-range *start end color bitmap caret-space priority*) ⇒ (-> void)
start : exact-integer
end : exact-integer
color : (instance color%)

```

    bitmap : (union #f (instance bitmap%))
    caret-space = #f : boolean
    priority = 'low : (union 'high 'low)

```

The range between *start* and *end* will be highlighted with the color in *color*, and *bitmap* will be painted over the range of text in black and white. If *bitmap* is *#f*, the range will be inverted, using the platform specific xor. This method is not recommended, because the selection is also displayed using xor.

If *caret-space?* is not *#f*, the left edge of the range will be one pixel short, to leave space for the caret. The caret does not interfere with the right hand side of the range. Note that under X windows the caret is drawn with XOR, which means almost anything can happen. So if the caret is in the middle of the range it may be hard to see, or if it is on the left of the range and *caret-space?* is *#f* it may also be hard to see.

The *priority* argument indicates the relative priority for drawing overlapping regions. If two regions overlap and have different priorities, the region with 'high priority will be drawn second and only it will be visible in the overlapping region.

This method returns a thunk, which, when invoked, will turn off the highlighting from this range.

initial-autowrap-bitmap

The result of this method is used as the initial autowrap bitmap. Override this method to change the initial bitmap%. See also `set-autowrap-bitmap`

- (send *a-text:basic* initial-autowrap-bitmap) ⇒ (union #f (instance bitmap%))
 Defaultly returns the result of `icon:get-autowrap-bitmap`

move/copy-to-edit

This moves or copies text and snips to another edit.

- (send *a-text:basic* move/copy-to-edit *dest-text* *start* *end* *dest-pos*) ⇒ void
dest-text : (instance text%)
start : exact-integer
end : exact-integer
dest-pos : exact-integer

Moves or copies from the edit starting at *start* and ending at *end*. It puts the copied text and snips in *dest-text* starting at location *dest-pos*.

If a snip refused to be moved, it will be copied, otherwise it will be moved. A snip may refuse to be moved by returning *#f* from `release-from-owner`.

set-styles-fixed

Sets the styles fixed parameter of this text%. See also `get-styles-fixed`.

- (send *a-text:basic* set-styles-fixed *fixed?*) ⇒ void
fixed? : boolean

28.2 text:basic-mixin

Domain: editor:basic<%>

Domain: (class->interface text%)

Implements: editor:basic<%>

Implements: text:basic<%>

This mixin implements the basic functionality needed for `text%` objects in the framework.

The class that this mixin produces uses the same initialization arguments as it's input.

- (make-object text:basic-mixin% *line-spacing* *tabstops*) \Rightarrow text:basic-mixin% object
 - line-spacing* = 1.0 : non-negative real number
 - tabstops* = null : list of real numbers

The *line-spacing* argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about *tabstops*.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

after-change-style

Called after the style is changed for a given range (and after the display is refreshed; use `on-change-style` and `begin-edit-sequence` to avoid extra refreshes when `after-change-style` modifies the editor).

See also `can-change-style?` and `on-edit-sequence`.

No internals locks are set when this method is called.

- (send *a-text:basic-mixin* after-change-style *start* *len*) \Rightarrow void
 - start* : exact non-negative integer
 - len* : exact non-negative integer
 See `set-styles-fixed`.

after-insert

Called after items are inserted into the editor (and after the display is refreshed; use `on-insert` and `begin-edit-sequence` to avoid extra refreshes when `after-insert` modifies the editor).

See also `can-insert?` and `on-edit-sequence`.

No internals locks are set when this method is called.

- (send *a-text:basic-mixin* after-insert *start* *len*) \Rightarrow void
 - start* : exact non-negative integer
 - len* : exact non-negative integer

The *start* argument specifies the position of the insert. The *len* argument specifies the total length (in positions) of the inserted items.

See `set-styles-fixed`.

`on-change-style`

Called before the style is changed in a given range of the editor, after `can-change-style?` is called to verify that the change is ok. The `after-change-style` method is guaranteed to be called after the change has completed.

The editor is internally locked for writing during a call to this method (see also section 8.8 (page 152)). Use `after-change-style` to modify the editor, if necessary.

See also `on-edit-sequence`.

- (`send a-text:basic-mixin on-change-style start len`) \Rightarrow void
 - start* : exact non-negative integer
 - len* : exact non-negative integer

See `set-styles-fixed`.

`on-paint`

Provides a way to add arbitrary graphics to an editor's display. This method is called just before and just after every painting of the editor.

The `on-paint` method, together with the snips' `draw` methods, must be able to draw the entire state of an editor. Never paint directly into an editor's display canvas except from within `on-paint` or `draw`. Instead, put all extra drawing code within `on-paint` and call `invalidate-bitmap-cache` when part of the display needs to be repainted.

The `on-paint` method must not make any assumptions about the state of the drawing context (e.g., the current pen), except that the clipping region is already set to something appropriate. Before `on-paint` returns, it must restore any drawing context settings that it changes.

The editor is internally locked for writing and reflowing during a call to this method (see also section 8.8 (page 152)).

- (`send a-text:basic-mixin on-paint before? dc left top right bottom dx dy draw-caret`) \Rightarrow void
 - before?* : boolean
 - dc* : `dc<%>` object
 - left* : real number
 - top* : real number
 - right* : real number
 - bottom* : real number
 - dx* : real number
 - dy* : real number
 - draw-caret* : symbol in '(no-caret show-inactive-caret show-caret)

The *before?* argument is `#t` when the method is called just before a painting the contents of the editor or `#f` when it is called after painting. The *left*, *top*, *right*, and *bottom* arguments specify which region of the editor is being repainted, in editor coordinates. To get the coordinates for *dc*, offset editor coordinates by adding (*dx*, *dy*). See section 8.5 (page 151) for information about *draw-caret*.

See also `invalidate-bitmap-cache`.

Draws the rectangles installed by `highlight-range`.

28.3 text:searching<%>

Extends: text:basic<%>

Extends: editor:keymap<%>

Any object matching this interface can be searched.

28.4 text:searching-mixin

Domain: text:basic<%>

Domain: editor:keymap<%>

Implements: text:searching<%>

Implements: text:basic<%>

Implements: editor:keymap<%>

This text% can be searched.

The result of this mixin uses the same initialization arguments as the mixin's argument.

get-keymaps

The keymaps returned from this method are chained to this editor<%>'s keymap.

- (send a-text:searching-mixin get-keymaps) ⇒ (list-of (instance keymap%))

Defaultly returns (list keymap:get-global)

This returns a list containing the super-class's keymaps, plus the result of keymap:get-search

28.5 text:return<%>

Extends: (class->interface text%)

Objects supporting this interface were created by text:return-mixin.

28.6 text:return-mixin

Domain: (class->interface text%)

Implements: `text:return<%>`

Use this buffer to perform some special action when return is typed.

```
- (make-object text:return-mixin% return) ⇒ text:return-mixin% object
  return : (-i boolean)
```

`on-local-char`

Called by `on-char` when the event is *not* handled by a caret-owning snip.

Consider overriding `on-default-char` instead of this method.

```
- (send a-text:return-mixin on-local-char event) ⇒ void
  event : key-event% object
```

Either lets the keymap handle the event or calls `on-default-char` .

If *key* is either return or newline, only invoke the *return* thunk (initialization argument) and do nothing else.

28.7 `text:info<%>`

Extends: `text:basic<%>`

Objects supporting this interface are expected to send information about themselves to the frame that is displaying them.

28.8 `text:info-mixin`

Domain: `text:basic<%>`

Domain: `editor:keymap<%>`

Implements: `text:info<%>`

Implements: `text:basic<%>`

Implements: `editor:keymap<%>`

This mixin adds support for supplying information to objects created with `frame:info-mixin`. When this `editor:basic<%>` is displayed in a frame, that frame must have been created with `frame:info-mixin`.

after-delete

Called after a given range is deleted from the editor (and after the display is refreshed; use **on-delete** and **begin-edit-sequence** to avoid extra refreshes when **after-delete** modifies the editor).

See also **can-delete?** and **on-edit-sequence**.

No internals locks are set when this method is called.

- (**send** *a-text:info-mixin* **after-delete** *start end*) \Rightarrow void
 - start* : exact non-negative integer
 - end* : exact non-negative integer

The *start* argument specifies the starting position of the deleted range. The *len* argument specifies number of deleted items (so *start* + *length* is the ending position of the deleted range).

Calls the **editor-position-changed** method of the frame that is viewing this object. It uses **get-canvas** to get the canvas for this frame, and uses that canvas's **top-level-window**<%> as the frame.

after-insert

Called after items are inserted into the editor (and after the display is refreshed; use **on-insert** and **begin-edit-sequence** to avoid extra refreshes when **after-insert** modifies the editor).

See also **can-insert?** and **on-edit-sequence**.

No internals locks are set when this method is called.

- (**send** *a-text:info-mixin* **after-insert** *start len*) \Rightarrow void
 - start* : exact non-negative integer
 - len* : exact non-negative integer

The *start* argument specifies the position of the insert. The *len* argument specifies the total length (in positions) of the inserted items.

Calls the **editor-position-changed** method of the frame that is viewing this object. It uses **get-canvas** to get the canvas for this frame, and uses that canvas's **top-level-window**<%> as the frame.

after-set-position

Called after the start and end position have been moved (but not when the position is moved due to inserts or deletes).

See also **on-edit-sequence**.

- (**send** *a-text:info-mixin* **after-set-position**) \Rightarrow void

Calls the **editor-position-changed** method of the frame that is viewing this object. It uses **get-canvas** to get the canvas for this frame, and uses that canvas's **top-level-window**<%> as the frame.

set-anchor

Turns anchoring on or off. This method can be overridden to affect or detect changes in the anchor state.

- (`send a-text:info-mixin set-anchor on?`) \Rightarrow void
`on?` : boolean

If `on?` is not `#f`, then the selection will be automatically extended when cursor keys are used, otherwise anchoring is turned off. Anchoring is automatically turned off if the user does anything besides cursor movements.

Calls the `anchor-status-changed` method of the frame that is viewing this object. It uses `get-canvas` to get the canvas for this frame, and uses that canvas's `top-level-window<%>` as the frame.

`set-overwrite-mode`

Enables or disables overwrite mode. See `get-overwrite-mode`. This method can be overridden to affect or detect changes in the overwrite mode.

- (`send a-text:info-mixin set-overwrite-mode on?`) \Rightarrow void
`on?` : boolean

Calls the `overwrite-status-changed` method of the frame that is viewing this object. It uses `get-canvas` to get the canvas for this frame, and uses that's `top-level-window<%>` as the frame.

28.9 `text:clever-file-format<%>`

Extends: (`class->interface text%`)

Objects supporting this interface are expected to support a clever file format when saving.

28.10 `text:clever-file-format-mixin`

Domain: (`class->interface text%`)

Implements: `text:clever-file-format<%>`

The result of this mixin uses the same initialization arguments as the mixin's argument.

When files are saved from this `text%`, a check is made to see if there are any non-`string-snip%` objects in the `text%`. If so, it is saved using the file format '`std`'. (see `set-file-format` for more information. If not, the file format passed to `save-file` is used.

- (`make-object text:clever-file-format-mixin% line-spacing tabstops`) \Rightarrow `text:clever-file-format-mixin%` object
`line-spacing` = 1.0 : non-negative real number
`tabstops` = null : list of real numbers

The `line-spacing` argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about `tabstops`.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

on-save-file

Called just before the editor is saved to a file, after calling `can-save-file?` to verify that the save is allowed. See also `after-save-file`.

- (`send a-text:clever-file-format-mixin on-save-file filename format`) \Rightarrow void
`filename` : string
`format` : symbol in '(guess standard text text-force-cr same copy)

The `filename` argument is the name the file will be saved to. See `load-file` for information about `format`.

If the method `get-file-format` returns 'standard and the text has only `string-snip%`s, the file format is set to 'text.

If the method `get-file-format` returns 'text and the text has some non `string-snip%`s, the file format is set to 'standard.

Depending on the user's preferences, the user may also be queried.

Also, the changes to the file format only happen if the argument `file-format` is 'copy or 'same.

28.11 `text:basic% = (text:basic-mixin (editor:basic-mixin text%))`

`text:basic% = (text:basic-mixin (editor:basic-mixin text%))`

- (`make-object text:basic% line-spacing tabstops`) \Rightarrow `text:basic%` object
`line-spacing` = 1.0 : non-negative real number
`tabstops` = null : list of real numbers

The `line-spacing` argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about `tabstops`.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

28.12 `text:keymap% = (editor:keymap-mixin text:basic%)`

`text:keymap% = (editor:keymap-mixin text:basic%)`

- (`make-object text:keymap% line-spacing tabstops`) \Rightarrow `text:keymap%` object
`line-spacing` = 1.0 : non-negative real number
`tabstops` = null : list of real numbers

The `line-spacing` argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about `tabstops`.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

28.13 `text:return%` = (`text:return-mixin text:keymap%`)

`text:return%` = (`text:return-mixin text:keymap%`)

- (`make-object text:return% return`) \Rightarrow `text:return%` object
return : (-i boolean)
- (`make-object text:return% line-spacing tabstops`) \Rightarrow `text:return%` object
line-spacing = 1.0 : non-negative real number
tabstops = null : list of real numbers

The *line-spacing* argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about *tabstops*.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

28.14 `text:autowrap%` = (`editor:autowrap-mixin text:keymap%`)

`text:autowrap%` = (`editor:autowrap-mixin text:keymap%`)

- (`make-object text:autowrap% line-spacing tabstops`) \Rightarrow `text:autowrap%` object
line-spacing = 1.0 : non-negative real number
tabstops = null : list of real numbers

The *line-spacing* argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about *tabstops*.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

28.15 `text:file%` = (`editor:file-mixin text:autowrap%`)

`text:file%` = (`editor:file-mixin text:autowrap%`)

- (`make-object text:file% line-spacing tabstops`) \Rightarrow `text:file%` object
line-spacing = 1.0 : non-negative real number
tabstops = null : list of real numbers

The *line-spacing* argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about *tabstops*.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

28.16 `text:clever-file-format% = (text:clever-file-format-mixin text:file%)`

```
text:clever-file-format% = (text:clever-file-format-mixin text:file%)
```

- (make-object `text:clever-file-format%` *line-spacing* *tabstops*) \Rightarrow `text:clever-file-format%` object
line-spacing = 1.0 : non-negative real number
tabstops = null : list of real numbers

The *line-spacing* argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about *tabstops*.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

28.17 `text:backup-autosave% = (editor:backup-autosave-mixin text:clever-file-format%)`

```
text:backup-autosave% = (editor:backup-autosave-mixin text:clever-file-format%)
```

- (make-object `text:backup-autosave%` *line-spacing* *tabstops*) \Rightarrow `text:backup-autosave%` object
line-spacing = 1.0 : non-negative real number
tabstops = null : list of real numbers

The *line-spacing* argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about *tabstops*.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

28.18 `text:searching% = (text:searching-mixin text:backup-autosave%)`

```
text:searching% = (text:searching-mixin text:backup-autosave%)
```

- (make-object `text:searching%` *line-spacing* *tabstops*) \Rightarrow `text:searching%` object
line-spacing = 1.0 : non-negative real number
tabstops = null : list of real numbers

The *line-spacing* argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about *tabstops*.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

28.19 `text:info%` = (editor:info-mixin (text:info-mixin text:searching%))

`text:info%` = (editor:info-mixin (text:info-mixin text:searching%))

- (make-object `text:info%` *line-spacing* *tabstops*) \Rightarrow `text:info%` object
line-spacing = 1.0 : non-negative real number
tabstops = null : list of real numbers

The *line-spacing* argument sets the additional amount of space (in DC units) inserted between each line in the editor when the editor is displayed. This spacing is included in the reported height of each line.

See `set-tabs` for information about *tabstops*.

A new `keymap%` object is created for the new editor. See also `get-keymap` and `set-keymap`.

A new `style-list` object is created for the new editor. See also `get-style-list` and `set-style-list`.

29. Version

29.1 Version Utilities

`version:add-spec`

- `(version:add-spec spec revision) ⇒ void`
 spec : any scheme value
 revision : any scheme value

These two values are appended to the version string. `write` is used to transform them to strings. For example:

`(version:add-version-spec 's 1)`

in version 45 will make the version string be "45s1". The symbols `'f` and `'d` are used internally for framework and drscheme revisions.

`version:version`

This function returns a string describing the version of this application. See also `version:add-spec`.

- `(version:version) ⇒ string`

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