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Window Editors¹³⁶

As mentioned above, there are two Window editors, the WYSIWYG Window editor and the Window Specification editor.

WYSIWYG Window Editor¹³⁶

This editor is invoked by:

- o selecting Enter Editor from the Apple menu when an application window is frontmost;
- o selecting Enter Editor from the Apple menu when the attributes window of a «Window», or a Value window displaying a «Window» is frontmost;
- o clicking the Graphic check box on a Value window displaying a «Window»;
- o clicking the Edit button in the Application editor after selecting a «Window» element from the List of Instances;¹³⁶
- o double-clicking a «Window» element in List of Instances in the Application editor.

The WYSIWYG Window editor presents a pictorial representation (referred to as the “window image”) of the «Window», similar to the image on the screen of the «Window» when it is active. For example, when invoked on a «Window» with the supplied default attribute values of class Window, a blank window appears with a close box, a grow box, and a title bar displaying Untitled.¹³⁶

he window image displays the “Window Item images”, if any, corresponding to «Window Item»s in the attribute item list of the «Window». At most one of these Window Item images is selected.¹³⁶

Aside from the menu actions mentioned above, actions that pertain to the WYSIWYG Window editor are as follows:¹³⁷

o

A Command-double-click opens the Window Specification editor.

o

A Shift-Option-Command-click on an unoccupied part of the window image opens the Value window for the «Window».

o

A Shift-Option-Command-click on a «Window Item» in the window image opens the Value window for that «Window Item».

o

A click-drag in the banner drags the window image.¹³⁷

o

A Command-click-drag within the window drags the window image.

o

A click-drag in the grow box (if present) resizes the window image.

o

A Command-click-drag at the bottom right corner resizes the window image.

o

A single click on a «Window Item» selects it.¹³⁷

o

A single click, double click, or click-drag in an unoccupied space creates an instance of class Window Item, adds it to the end of the item list of «Window», and adds to the window image a corresponding «Window Item» image, which becomes selected.

Repositioning or resizing the window image on the screen sets the values of the attributes location and size of «Window» so that when the «Window» is activated and displayed on the screen it appears at the same location and is the same size as the window image.¹³⁷

Window Specification Editor¹³⁷

The Window Specification editor is invoked by a Command-double-click on the WYSIWYG Window editor.¹³⁷

indow Title¹³⁸

An editable-text field that displays the value of the attribute name of «Window».

Activate Method, Close Method, Idle Method, Key Method¹³⁸

Editable-text fields displaying the values of the attributes activate method, close method, idle method and key method of «Window».

NOTE: The prescribed methods of opening and closing windows is through use of /Open and /Close methods, respectively. For more information, see the active?, activate method, and close method System Instance attributes of class Window in chapter 5, "System Classes."

Document, Dialog, Plain, Plain w/Shadow¹³⁸

The selected radio button indicates the Macintosh procedure to be used in drawing the «Window», specified by the value of the attribute defID.

Close Box¹³⁸

Checking this box sets the value of attribute close? of «Window» to TRUE.

Zoom Box¹³⁸

Checking this box sets the value of attribute defID of «Window» to indicate that the window has a zoom box.

Grow Box¹³⁸

Checking this box sets the value of attribute defID of «Window» to indicate that the window has a grow box.

Modal¹³⁹

Checking this box sets the value of attribute modal? of «Window» to TRUE.

The WYSIWYG Window editor is dismissed by choosing Exit Editor from the Apple menu or clicking the close box of the window image, if one exists. Both of these actions confirm the changes made during editing, and they are therefore equivalent to clicking the OK button in a Specification editor window.

NOTE: The WYSIWYG Window editor cannot be dismissed in a way that discards changes. ¹³⁹