

## Value Window<sup>99\*</sup>

This movable modal window allows examination or editing of values. The Edit, Find and Info menus are available to the user.

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The banner of the window contains a title depending on the origin of the window, as follows:

- o If the window displays the value of a persistent (or attribute) called <name>, the title is Value of Persistent <name>.
- o If the window displays the value of the nth item of a list, the title reads Value of List Item n.
- o If the window is opened by execution of accept or display operations that have a prompt-string input, the title is the prompt string.<sup>99\*</sup>
- o Otherwise, the title is Value.

## Window Regions<sup>99\*</sup>

A Value window has three regions:

- o scroll list of types
- o value panel
- o buttons<sup>99\*</sup>

## Opening<sup>100\*</sup>

A Value window is opened:

- o when a double-click occurs on a persistent, Persistent operation, attribute, Get operation, or Set operation; on an element of a list displayed in graphic mode, or, at runtime in step mode, on an executed root or terminal;
- o when a Shift-Option-Command-click occurs on a window or window item while in the Window editor;
- o during runtime creation of attributes and persistents;

o during execution of the accept or display primitives.

## Modes<sup>100</sup>

Values can be displayed in either standard or graphic mode.

### Standard Mode<sup>100</sup>

In this mode, the value is displayed either as text or as a sequence of inverted triangles (attribute icons), depending on the type of data.

o A value of the simple data types boolean, integer, none, null, real, and string is displayed as text.<sup>100</sup>

An instance of a class is displayed as a sequence of attribute icons.<sup>100</sup>

A value of the simple type list can be displayed in standard mode if it does not contain any class instances (at any level). The standard mode of display of a list is textual.<sup>101</sup>

### raphic Mode<sup>101</sup>

In graphic mode, a value is displayed either as a picture or as a sequence of inverted triangles, depending on the type of data.

o A list is displayed as inverted triangles. If the list contains instances, graphic mode is the only possible mode of display.<sup>101</sup>

Instances of system classes are displayed as windows, dialogs or menus (see chapter 5, “System Classes”).<sup>101\*</sup>

o Instances of certain Macintosh types are appropriately displayed.

## Editing<sup>101\*</sup>

When the display is textual, the standard Macintosh text editor applies. In a graphic display of a list, an element can be deleted by deleting a triangle; an element can be added by clicking in space; and the value of an element can be edited by double-clicking on a triangle to open a Value window. If an instance is displayed in standard mode, double-clicking an attribute icon opens a Value window for editing.

## Effects of Buttons<sup>102\*</sup>

### OK<sup>102\*</sup>

Clicking this button closes the window, saving changes. Option-clicking OK is equivalent to clicking OK on all Value windows on the screen.

### Cancel<sup>102\*</sup>

Clicking this button closes the window without saving changes. Option-clicking Cancel is equivalent to clicking Cancel on all Value windows on the screen.

### Graphic<sup>102\*</sup>

Clicking this button causes a list, Macintosh structure, or system-class instance to be displayed in graphic mode.

## Types<sup>102\*</sup>

The scrolling list displays all types. Changing the selected type displays a default value for the new type in the value panel. If the type list is gray, no type change can be made.<sup>102\*</sup>

## he Text Window<sup>-102\*</sup>

A Text window contains any text that can be saved to a Macintosh text file.

### Opening<sup>-102\*</sup>

A Text window is opened when New Text... or Open Text... is selected from the File menu.

### Naming<sup>-102\*</sup>

If the window corresponds to a text file, the title is the same as the file name.

### Editing in the Text Window<sup>-103\*</sup>

All standard Macintosh text editing operations apply in Text windows.

### Effects of Context Switching<sup>-103\*</sup>

Text windows are displayed both while editing and while executing.