DIRECTORY
SegmentDefs: FROM "segmentdefs",
MenuDefs: FROM "mendumfs",
StreamDefs: FROM "streamdefs",
RectangleDefs: FROM "rectangledefts";

DEFINITIONS FROM SegmentDefs, MenuDefs, StreamDefs, RectangleDefs;

WindowDefs: DEFINITIONS =
BEGIN

-- some TYPES and POINTERS
WindowType: TYPE = {clear, random, scratch, file, scriptfile};
WindowHandle: TYPE = POINTER TO DisplayWindow;

-- procedures implementing Windows
CreateDisplayWindow: PUBLIC PROCEDURE
[WindowType, Rptr, DisplayHandle, StreamHandle, STRING]
RETURNS[WindowHandle];
AlterWindowType: PUBLIC PROCEDURE
[WindowHandle, WindowType, STRING];
DestroyDisplayWindow: PUBLIC PROCEDURE
[WindowHandle];
UnlinkDisplayWindow: PUBLIC PROCEDURE
[WindowHandle];
PaintDisplayWindow: PUBLIC PROCEDURE
[WindowHandle];
DrawDisplayWindow: PUBLIC PROCEDURE
[WindowHandle];
FindDisplayWindow: PUBLIC PROCEDURE
[x, y: INTEGER]
RETURNS[WindowHandle, xCoord, yCoord];
SetCurrentDisplayWindow: PUBLIC PROCEDURE
[WindowHandle];
SetFileForWindow: PUBLIC PROCEDURE
[WindowHandle, STRING];
SetFileHandleForWindow: PUBLIC PROCEDURE
[WindowHandle, FileHandle, STRING];
SetIndexForWindow: PUBLIC PROCEDURE
[WindowHandle, StreamIndex];
SetPositionForWindow: PUBLIC PROCEDURE
[WindowHandle, INTEGER];
GetCurrentDisp1ayWindow: PUBLIC PROCEDURE
RETURNS[WindowHandle];
GetLineTable: PUBLIC PROCEDURE
RETURNS[POINTER];
OpenDisplayWindows: PUBLIC PROCEDURE;
CloseDisplayWindows: PUBLIC PROCEDURE;
RepaintDisplayWindows: PROCEDURE [mapdata: BMHandle];

--RECORDS
DisplayWindow: TYPE = RECORD
[ link: WindowHandle,
  type: WindowType,
  name: STRING,
  menu: MenuHandle,
  displayproc: PROCEDURE[WindowHandle],
  rectangle: Rptr,
  ds: DisplayHandle,
  ks: StreamHandle,
  file: DiskHandle,
  fileindex: StreamIndex,
  tempindex: StreamIndex,
  eofindex: StreamIndex,
  selection: Selection ];

Selection: TYPE = RECORD
[ leftx, rightx: xCoord,
  leftline, rightline: INTEGER,
  leftindex, rightindex: StreamIndex ]
-- Procedures Implementing Selections

ResolveBugToPosition: PUBLIC PROCEDURE
  [w: WindowHandle, x: xCoord, y: yCoord]
  RETURNS[INTEGER, xCoord, INTEGER, StreamIndex];

MakeSelection: PUBLIC PROCEDURE
  [w: WindowHandle, sel: POINTER TO Selection];

MarkSelection: PUBLIC PROCEDURE
  [w: WindowHandle];

GetSelection: PUBLIC PROCEDURE
  [w: WindowHandle]
  RETURNS[STRING];

UpdateSelection: PUBLIC PROCEDURE
  [w: WindowHandle];

END. of windowdefs