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# **Raster Graphics for Interactive Programming Environments**

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**Abstract:** Raster-scan display terminals can significantly improve the quality of interaction with conventional computer systems. The design of a graphics package to provide a "window" into the extensive programming environment of Interlisp is presented. Two aspects of the package are described: first, the functional view of display output and interactive input facilities as seen by the programmer, and second, the methods used to link the display terminal to the main computer via a packet-switched computer network. Recommendations are presented for designing operating systems and programming languages so as to simplify attaching display terminals. An appendix contains detailed documentation of the graphics package.

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## 1. Introduction

Computer graphics has yet to have much impact on interactive computing as a whole. Several arguments suggest that the frame-buffer raster-scan display may substantially enrich the average interactive programming environment. First, a frame-buffer display offers virtually limitless opportunities in the range of graphical imagery that can be presented. Second, controlling such a display, even with low-level operations, is straightforward and intuitive for programmers and designers of interactive systems. Finally, the displays will be increasingly economical as prices of memory and computing drop.

This paper describes a system that extends the interactive facilities of Interlisp [Teitelman78] to make effective use of a display for communicating with the Lisp programmer. The user's view of DLISP, the display-oriented programmer's assistant, is summarized in the first section of this paper, and described in detail in [Teitelman77a] or [Teitelman77b].

The remaining two sections of the paper describe the design of ADIS, the graphics package that supports DLISP. The first shows how good interactive response can be provided in a modest raster-scan system. The pitfall that must be avoided is exhaustive scan-conversion of the picture whenever a portion is altered. The key idea used to address this problem is to provide mechanisms for copying and manipulating entire regions of a frame buffer at high speed.

The last section shows how a graphics terminal can be connected to an application program through a packet-switched network without compromising the response of the system. The design builds on issues raised in the ARPA network graphics protocol [Sproull74], and solves the problem of synchronizing "teletype" and "graphics" information. The design shows that shortcomings of input-output handling by programming language systems and by operating systems present thorny obstacles to a clean design. The success of the network connection is demonstrated by routine use of the final system.

## 2. The DLISP Application

DLISP enriches the already copious interactive programming facilities of Interlisp by making effective use of raster-scan displays. The programming environment, developed by Warren Teitelman and others, is designed to reduce the tedious mechanical aspects of program development by making generous use of interactive exchanges with the programmer and by exploiting information in the programming context. Examples of these facilities are: interactive access to the programmer's manual; a structure-oriented editor for modifying LISP function definitions and data; a file package to keep track of function definitions in text files, reading in functions as needed, and writing out functions that have been modified; a translator that converts into LISP any function definitions written in CLISP, a legible Algol-like form; a facility for inserting "break points" in functions and for examining and modifying program state when in a break or when an error occurs; and the DWIM package that attempts to fix errors by using context to "Do What I Mean." For

example, DWIM will try to correct misspelled words in a function definition. These facilities were originally designed for use on a teletype or character-oriented terminal connected to the Tenex time-sharing system. Consequently, they make use of typed input only, and strive to limit the volume of typeout because of the slow speed of terminals.

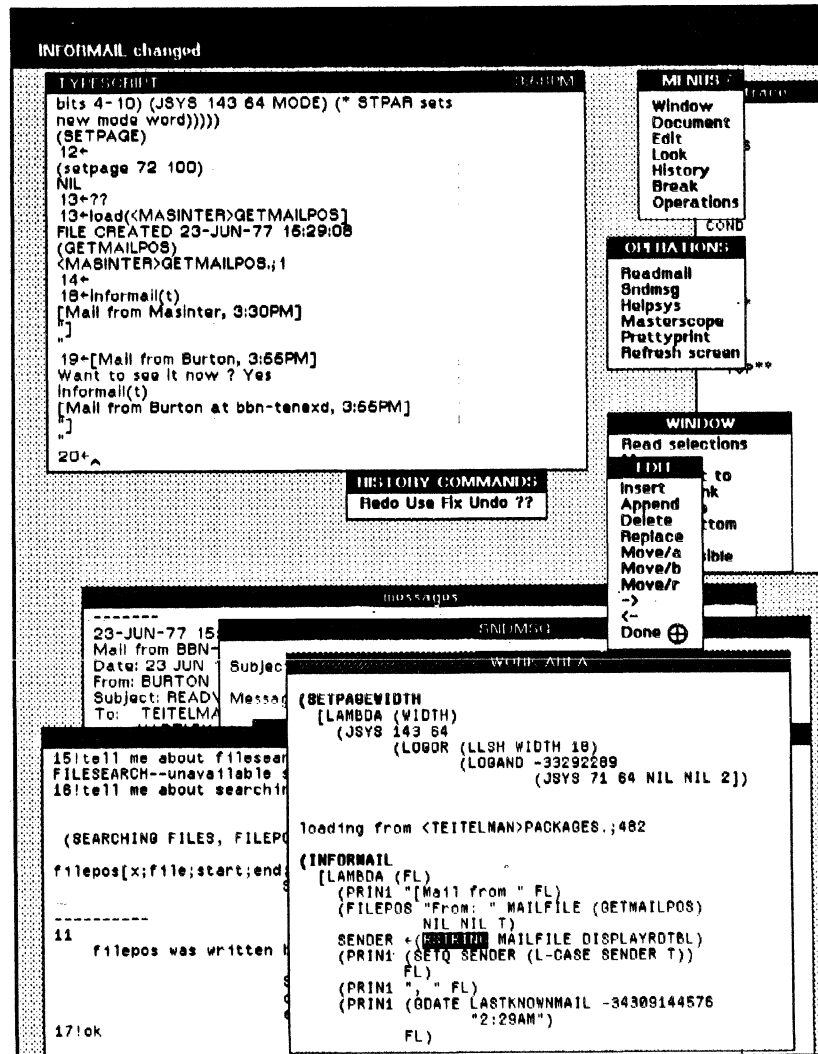


Figure 1. Typical DLISP displays. This image and the one on the next page illustrate two successive images during an interactive session. The second image is created from the first by slight rearrangement of some windows, and by adding new text to the Work Area window.

The DLISP extension of these facilities is intended not only to use a fast display output device, but also to take advantage of other opportunities offered by the display. The spirit of DLISP is illustrated in Figure 1: the display shows many "windows," each of which presents information about a programming context. One window contains a function definition being edited, one a selected portion of the user's manual, one a message received from a colleague, one a typescript of the user's activities, and several contain menus. The user may alter the size and location of

windows, and may bring partially-obscured windows "on top" for a clear view. Commands to DLISP are entered with a keyboard and a "mouse" coordinate input device.

The primary objective of the ADIS graphics package is to provide a high-performance service to Interlisp programmers. As a consequence, highest priority is placed on providing pleasant interaction and avoiding errors of all sorts. Although the system offers some general-purpose graphics facilities, its objectives are focused on the needs of DLISP, which are outlined below.

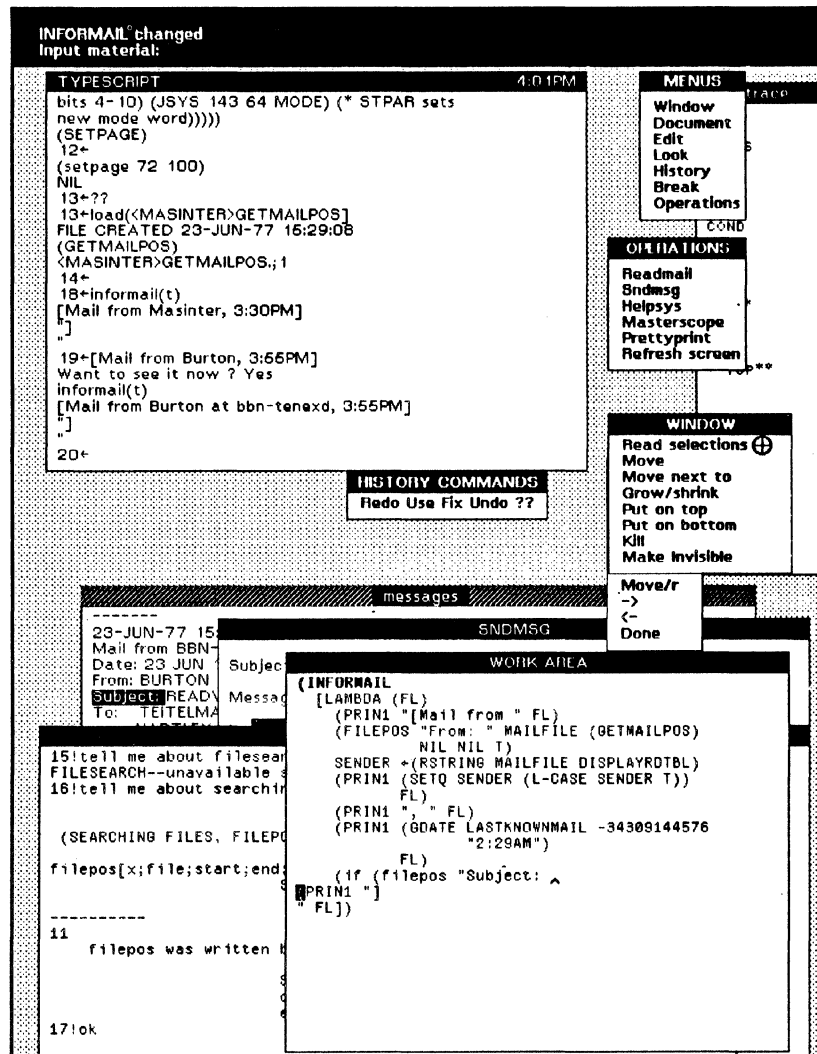


Figure 1 (continued).

**Speed and capacity.** The context surrounding a working programmer is enormous. DLISP aims to display sizable chunks of this context as carefully-formatted text in windows (see Figure 1). Remaining portions of the display are devoted to menus, cues pointing to more context, and the like. When the user asks that a window be moved, or that an obscured window be placed on top of those hiding it, a considerable portion of the display will need to be altered rapidly. For further

reference, we shall refer to this as the "window update" operation.

**Control of typein.** Part of the "window" idiom requires that typein activity appear to take place in arbitrary windows. Because Interlisp terminal facilities are full-duplex, this is quite simple: the program will wait for a key to be struck, and will then display an "echo character" in the proper window. But typists often make mistakes, and will want to backspace over characters, words or entire lines. As this happens, we want the display to show the current input characters, without extraneous editing characters so often seen on teletype paper.

**Control of typeout.** Characters typed with operating-system assistance by Interlisp and other programs must be directed to an appropriate window. This requirement arises because Interlisp allows a user to initiate "inferior executives" that invoke arbitrary Tenex programs and yet to return to the retained Interlisp context. The display context must likewise be untouched.

**Graphical detail.** The flexibility of the raster-scan frame-buffer display should be exploited to use graphical details to provide cues to the programmer. Examples are: italic text, boldface text, different character font styles, special iconic symbols that have mnemonic value, attention-directing forms such as white text on black background, different texture patterns, etc.

**Graphical input.** The user is provided with a "mouse," a coordinate input device with three pushbuttons. The mouse rolls along a table top and is tracked by a cursor that moves on the screen. The mouse can thus be used to point to objects already displayed on the screen, or simply to identify a coordinate position. The three keys are remarkably versatile, provided the software for handling them is sufficient: for example, combinations of keys can be struck as "chords"; a single key action can be distinguished from two key depressions in rapid succession ("double clicking").

### 3. ADIS—The Graphics Package

The ADIS graphics package provides a collection of Interlisp functions for controlling graphical output and input. Consistent with modern graphics system design, the facilities for output and those for input are independent [Newman74]. This section provides an overview of the package; more detail is presented in the appendix.

#### 3.1 Graphical Output

The display image is represented in a frame buffer memory that records, for each pixel on a 606 x 808 display, whether the point should be white (0) or black (1). The output functions simply alter values in the memory in order to alter the image. The frame buffer could be edited with only two very simple functions, one to read the value of the pixel at a particular (x,y) location, and one

to write the value. Such an approach would be intolerably slow, and the programmer would immediately begin to identify common editing operations, and thereby create a larger set of functions that perform more specialized editing operations more efficiently. Thus ADIS provides functions for drawing lines, for adding text characters to the display, and for moving existing portions of the display, all coded to update the frame buffer as rapidly as possible. These are common operations in the DLISP application, which depends on the careful presentation of formatted text. Other applications might stress other graphical objects.

Each output operation is directed at a particular *region* of the screen. A region is identified primarily by a rectangular boundary defined by left, right, bottom and top edges. All output requests are clipped so that modifications are made only within the region; in this respect, a region is very similar to a *viewport*. For example, region limits may be set to the boundaries of a DLISP window, thus ensuring that text will not appear outside the window either because too many lines are displayed or because too many characters are placed on a given line. In fact, DLISP uses regions to operate within windows as well: to construct the label banner, to provide "scroll bars" at a window's left edge, etc.

A region is not just a rectangular boundary, but also contains substantial information about how graphical objects are to be displayed within the window. A region is thus like an *abstract object* in an object-oriented programming language (e.g., Simula [Birtwistle73] or Smalltalk [Goldberg76])—it contains data and routines for producing output on the display. In the description of output functions given below, information marked with an asterisk (\*) is data associated with an instance of a region. This data can be examined and modified by ADIS functions.

Each output function is designed to make specific changes to the frame buffer, which is the ultimate representation of the image. Unlike graphics packages for calligraphic displays, these functions build no intermediate "display file," and retain no data structure that contains information about characters or lines. ADIS provides only two structures: the frame buffer, which describes the image, and the region objects, which retain information that helps the output functions edit the frame buffer contents (e.g., font descriptions).

Another concept used frequently in output operations is the *combination function*, which describes how previously-displayed information is to be treated. A typical change to the frame buffer will compute the function  $F(\text{oldValue}, \text{newValue})$ , where *oldValue* is the binary value of the pixel currently stored in the frame buffer, and *newValue* is the binary value computed by the output function. The value of the function  $F$  (either 0 or 1) is stored into the frame buffer. Only a few of the 16 possible binary functions are used heavily in graphics applications. The functions provided are:

"Copy" new to old:

$$F_1(\text{old}, \text{new}) = \text{new}$$

"Paint" by adding black points:

$$F_2(\text{old,new}) = \text{old OR new}$$

"Erase" by complement of paint:

$$F_3(\text{old,new}) = \text{old AND NOT new}$$

"Invert" old image wherever new is present:

$$F_4(\text{old,new}) = \text{old XOR new}$$

$$F_5(\text{old,new}) = \text{old}$$

$$F_6(\text{old,new}) = \text{NOT old}$$

$$F_7(\text{old,new}) = \text{old AND new}$$

$$F_8(\text{old,new}) = \text{new}$$

A function to "draw a line," for example, will compute the coordinates of each point that lies on the line. For each of these points, it will store into the frame buffer the value  $F(\text{oldValue},1)$ . Different choices of the combination function will produce different effects on the screen:  $F_1$  or  $F_2$  will cause the line to appear black;  $F_3$  will cause it to appear white, and could be used to erase a black line; by changing the value of each pixel along the line,  $F_4$  will cause a line to appear, regardless of what information has been previously recorded in the frame buffer.

The output functions are summarized in the following paragraphs:

**Line.** This function generates the portion of a line that falls within the region limits. The endpoints of the line are specified by a "current position" recorded in the region, and a "final position," provided as an argument. After the line is drawn, the current position is changed to become the final position. Arguments: final position (x,y); width of the line; \* current position (x,y); \* combination function; \* region limits (left,right,bottom,top).

**RasterOp.** This function copies the image in a rectangular area of the screen to another place on the screen, applying one of several modifications to the image as it is copied. The two rectangular areas are called the "source rectangle" and the "destination rectangle." The function may reduce the dimensions of the destination rectangle to fit within the region limits. The RasterOp function computes a new value for each pixel in the destination rectangle using the expression  $\text{destination} := F_d(\text{destination}, F_s(\text{source}, \text{pattern}))$ , where the destination combination function  $F_d$  ranges over  $F_1$  to  $F_4$  and the source function  $F_s$  over  $F_5$  to  $F_8$ . The "pattern" is a pixel value computed by repeating a 4x4 pixel pattern over the entire screen. It is very useful for filling rectangles with constant patterns, such as black, white, or a gray half-tone. Arguments: destination rectangle (left,right,bottom,top); source rectangle (left,right,bottom,top); 4x4 pattern (16 bits); combination functions  $F_d$ ,  $F_s$ ; \* region limits (left,right,bottom,top).

RasterOp is a very versatile function. It allows the programmer to take advantage of imagery already displayed, copying it to new places, altering its appearance, etc. Choosing  $F_d = F_1$  and  $F_s = F_5$ , the function will copy areas without alteration. A "scrolling" operation uses the copy function to move a window's contents upward slightly; the versatility of the RasterOp function

makes scrolling down, left, or right equally easy. The function can also be used to "invert" part of the screen, changing images from "black on white" to "white on black" ( $F_d = F_4$ ,  $F_s = F_8$ , pattern all 1's, source and destination rectangles identical). Inversion of this sort is useful for providing feedback to the user (Figure 1 shows the word RSTRING highlighted in this way). The reader is invited to ponder other combinations as well. More information on the use of RasterOp can be found in [Newman79].

**Text.** The text output function is by far the most complicated, as it must efficiently achieve a variety of effects to support windows. Each character of the output string is looked up in a *font*, which records a small rectangular bit pattern for each character. This pattern is used to modify the display in much the same way RasterOp does; the combination function governs the display of the character. Clipping to the region limits may discard entire characters or portions of characters. After each character is displayed, the "current position" is changed, due either to the width of the character just displayed or to its formatting effect (e.g., carriage returns, tabs, line feed). A scrolling feature can be enabled to "open up" space between lines or space within a line when text is to be inserted. The scrolling is achieved with RasterOp, as described above. Arguments for text output are: text string; \* current position (x,y); \* region limits (left,right,bottom,top); \* combination function; \* style: font, bold, italic; \* formatting: left margin for carriage return, line spacing for line feed, tab spacing, scroll flag for vertical or horizontal scrolling, pattern to clear scrolled area.

**Pixels.** This call specifies values of pixels to store in a rectangular area of the screen. This function is not used heavily; it is used occasionally to produce complex patterns that the other functions cannot. Arguments: destination rectangle (left,right,bottom,top); array of pixel values; \* region limits (left,right,bottom,top).

**Caret.** The "current position" in a region may be illuminated with a blinking caret. The facility is normally used to indicate where typed characters will next be displayed. The caret is disabled by setting the blinking rate to zero. Arguments: 16x16 pattern to use for the caret; blinking rate; \* current position (x,y) which will vary; \* region limits (left,right,bottom,top).

**Region data.** ADIS includes functions for reading and writing all state variables associated with regions. These variables are flagged with asterisks (\*) in the descriptions above. The region objects of ADIS are thus state-transparent: all state can be read and written. DLISP uses this capability frequently. Suppose that a function is using a region to place text and graphics on the display, but that its computation is interrupted by a "break point." Such a break might occur because the user types a special interrupt character, or because an error is detected. The BREAK package is invoked, which interacts with the user to repair the damage. This package uses the display, however, and might disturb the display-generation of the interrupted function. To prevent this disturbance, BREAK saves and restores the state of any regions it uses.

Each output function makes changes directly in the frame buffer. The "image editing" nature of these functions forces onto the application program the burden of managing screen updates. Figure 2 shows an example of a window being moved in DLISP. The motion is achieved in four steps: first R1 is copied to R1' with the RasterOp function; then R2 is similarly copied to R2'; then the region limits are set to R3, and R3 is cleared to white using the RasterOp function; then whatever graphical material thought to lie within R3 is re-displayed (i.e., calls to the Line, Text, and Pixel functions are performed to alter the frame buffer within R3). The fact that all graphical output is clipped to the region limits greatly aids the last operation.

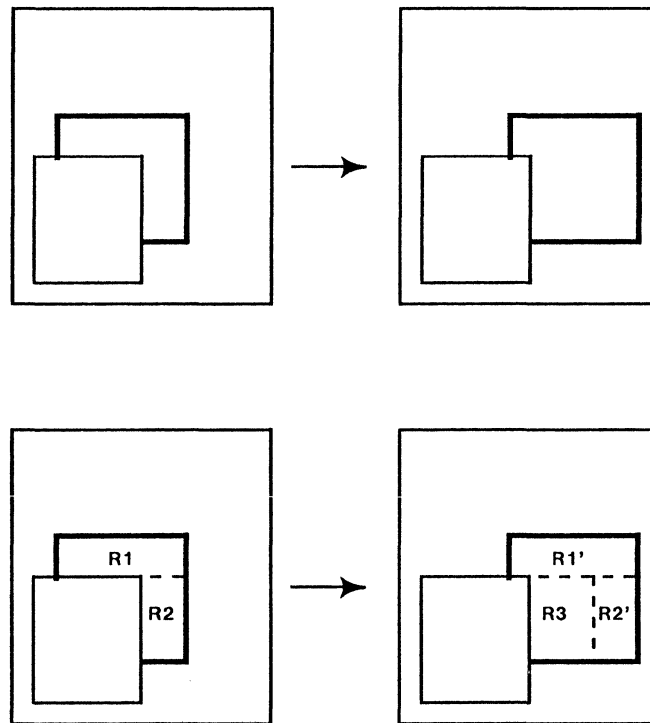


Figure 2. A partially hidden window is moved.

There are other solutions to the update problem. By adding considerable hardware to the frame buffer, dynamic "2 1/2 D" effects can be provided by the hardware. This technique requires several translatable image planes and a "color map" to resolve priorities. On a simple frame buffer with a single bit per pixel, the update sequence can be managed by software (e.g., see PICO [Sproull75]), but to do so requires maintaining a large data structure describing all potentially-visible graphical objects. In general, updating the screen requires an expensive computation much like hidden-surface elimination. The sequence described above for moving a window is much faster, but it works well only for a limited number of cases (e.g., rectangular regions of the screen).

Thus, although responsibility for screen management is borne by the application program, the technique offers advantageous flexibility as well as a burden. Experience with ADIS suggests that it is reasonable to require the application program to assume substantial responsibility for screen

updates, as it has sufficient contextual information to plan an update sequence using simple frame-buffer editing functions that are very fast. Expensive, although general, update schemes such as hidden-surface elimination can be avoided. This approach is possible only because the notion of a frame buffer representation of an image is a simple one that no application programmer finds bewildering. Although a plethora of "off by one" bugs crop up (do the limits of a region *include* the points at the edge?), a frame buffer has none of the complexities of display file formats for calligraphic displays.

### 3.2 Graphical Input

DLISP's needs for interactive input are divided into two classes: character typein from a conventional keyboard, destined to be used by the Interlisp program with exactly the same conventions as teletype input; and graphical input obtained from the 5-button keyset or the 3-button mouse coordinate input device. An important objective of the design is to require no modifications to the Interlisp functions already provided for processing teletype input.

The only direct form of input feedback provided by ADIS is a cursor displayed on the screen to show the current position of the mouse. An ADIS function is provided to specify a 16x16 pixel pattern that will be used as a cursor. In addition, two offsets are specified that identify the exact point within the pattern whose coordinates will be reported when an event occurs. For example, if the pattern is an arrow (Figure 3), the offsets might identify the point of the arrow.

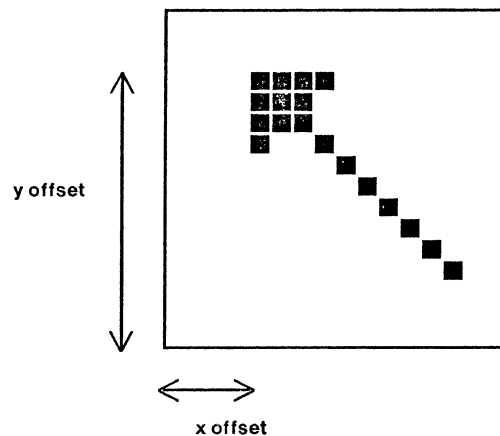


Figure 3. A cursor pattern and its reference point.

Graphical input is reported to the application program in the form of *input events* generated by explicit user actions. This allows the application program, running in a time-sharing system, to suspend execution awaiting the arrival of input. An event is defined to occur whenever one of the 8 buttons makes a transition (from up to down or down to up) that has previously been enabled by the application program. For each event, the entire state of the input devices is recorded and

placed in an event queue that is later read by the application program. The state includes: (1) the (x,y) location of the mouse cursor; (2) current states of all 8 buttons; (3) time since the most recent event; (4) a specification of the button transition that caused the event. Reporting the entire state reduces the likelihood that the application program will misinterpret an event.

Some input techniques require careful timing that is not provided by the event mechanism alone. For example, consider distinguishing a "single click" (key goes down, then up) from a "double click" (key goes down, up, down again within 1/3 second, then up). After observing the first two transition events (down,up), the application program needs to wait for either a down transition or 1/3 second, whichever comes first. Because DLISP runs in a time-sharing environment, it cannot perform such accurate timing. ADIS provides an internal timer that is started whenever one of a set of "starting transitions" occurs and is stopped whenever one in a set of "stopping transitions" occurs. If the timer expires before a "stopping transition" occurs, a timeout event is generated. Thus the program trying to distinguish single and double clicks will receive one of two input sequences: down, up, timeout (single click); down, up, down, up, timeout (double click).

Both events and typein characters are queued. A knowledgeable user is therefore free to work occasionally faster than the application program can process inputs. This technique works only if the application program refrains from changing frequently the parameters that govern the reporting of events (e.g., which transitions cause events, which transitions start and stop the timer, the length of the timeout period, etc.). If such changes are made frequently, a difficult synchronization problem arises: events already recorded in the queue may no longer be classed as events using the new parameters; other input actions not queued and forgotten should have been recorded as events given the new parameters. ADIS assumes that the application program will set these event parameters once at the beginning of a session so as to generate events of any sort that might be needed by the application. Thereafter, the application can discard unwanted events as they are extracted from the queue. It is a necessary consequence of letting the user get ahead (i.e., of having a queue) that the criteria for causing an event be more general than the criteria imposed by the exact context of a specific event.

#### 4. Implementing ADIS

A graphics package such as ADIS can be implemented in a number of ways. On a stand-alone computer with a frame buffer, ADIS could simply be a subroutine package linked into the application program. The DLISP application requires ADIS to be partitioned between two computers: Interlisp is available only on a large time-sharing system that supports dozens of users, while display and input facilities are available only on several dozen personal Alto minicomputers [Thacker79]. The machines are linked by the Ethernet a packet-switched network [Metcalf76].

#### 4.1 Multiple Processes

Before exploring the way in which ADIS uses the communications network, let us examine the implications of executing portions of the DLISP/ADIS system as separate processes. The system divides naturally into three processes (Figure 4): The DLISP application program D.a, which calls the ADIS functions D.g; G.o, a process responsible for graphical output; and G.i, a graphical input process.

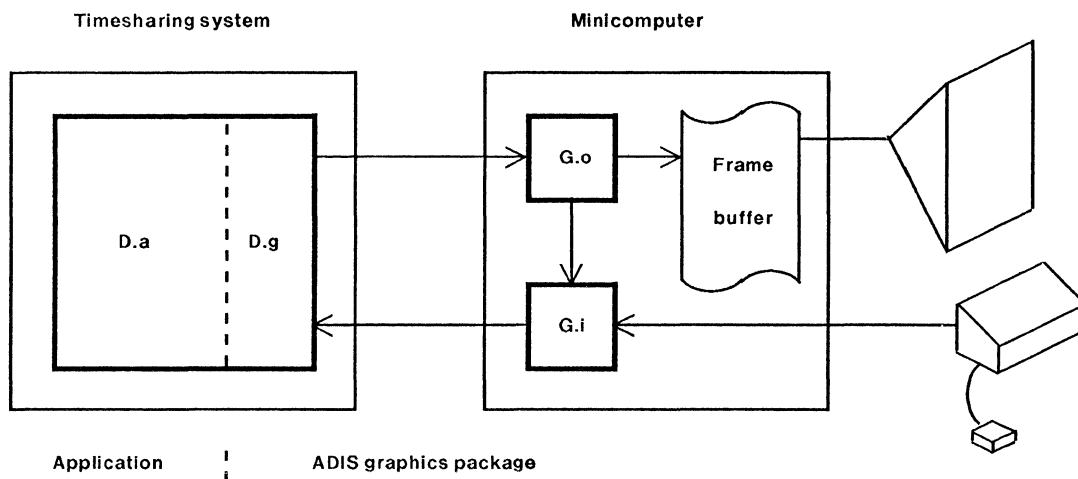


Figure 4. A three-process implementation: D.a (application) and D.g (graphics package) run on the timesharing system; G.o (graphical output) and G.i (graphical input) run on a personal minicomputer.

Communication from one process to another is achieved with *streams*. These are FIFO queues of 8-bit bytes: the sending process inserts bytes into the stream and may block execution if the queue is full; the receiving process extracts bytes in the same order and may block if the queue becomes empty. The processes control each other by means of a "high-level protocol" [Sproull78] encoded as a sequence of 8-bit bytes and transported via the streams. ADIS uses a protocol format in which the first byte is a coded form of a command, followed by argument bytes. Thus D.g might use 4 bytes to instruct G.o to set the left edge of a region: the first byte is a number that identifies the "set left edge" command, the second identifies a region instance, and the last two form a 16-bit integer to be used as the new left edge.

The majority of the communication among these processes is of a very simple sort that requires no synchronization. For example, communication from D.g to G.o to cause changes to the frame buffer does not require synchronization—the flow of information is unidirectional. The Interlisp portion of the graphics package (D.g) actually saves a duplicate copy of most of the region data (font, italic, bold, scroll flag, etc.) so that the Interlisp program may read this data without requiring communication with processes G.o and G.i.

A need to synchronize may arise if information input to D.g depends on information recently output from D.g. This need arises because the interprocess communication paths have substantial buffering: if D.g completes output to G.o and then reads some input from G.i, was the input actually generated by G.i before or after the output was processed by G.o? For example, suppose D.g outputs a command to alter the timeout interval. This command is transmitted to G.o, then to G.i, and the new timeout value is recorded in a table inside G.i. But the path from G.i to D.g may contain several buffered event descriptions; as D.g reads them, it may wish to know which events were recorded before the change, and which afterward. Clearly, this need can be met by propagating a special mark command around the loop: D.g to G.o to G.i to D.g. As D.g reads input, it will first find events recorded before the change, then it will find the mark, and finally it will find events recorded after the change.

Although such a synchronization primitive is technically easy to provide, synchronization is almost never necessary. We observed above that no information is returned to D.g from G.o, so no synchronization of output is necessary. The input process, G.i, does return information to D.g that depends on parameters sent from D.g. However, as we remarked in discussing input facilities, these parameters are best set only during initialization, thus avoiding synchronization.

Although an implementation of a graphics system using several cooperating processes is not complex, care must be taken to avoid *needless* synchronization difficulties. Consider two implementations of the cursor function described above:

1. D.g transmits the 16x16 cursor pattern to G.i (via G.o), but saves values of the x and y offsets locally. Whenever it extracts an input event from the queue being filled by G.i, it adds these offsets to the (x,y) cursor position reported by G.i.
2. D.g transmits the pattern and offsets to G.i (via G.o). Whenever G.i detects an input event, it adds the offsets to the mouse coordinates as it constructs an event description, just prior to entering it in the queue.

Only the second method works properly, because it intrinsically synchronizes the offsets and the cursor patterns. Method 1 will not work because it may use offsets for a cursor shape that was not actually being displayed when the user struck the key that caused the event.

#### *4.2 Programming environments and operating systems*

If the diagram of Figure 4 were an accurate picture of the processes involved in the DLISP/ADIS system, the three-process design could be easily and cleanly implemented. Unfortunately, various deficiencies of the Interlisp environment and of the Tenex operating system make such a simple implementation impossible. The problems stem from the ways in which "terminal I/O" is handled by the two villains. This section explains the difficulties in the hope that future operating system and language system designs will avoid the problems.

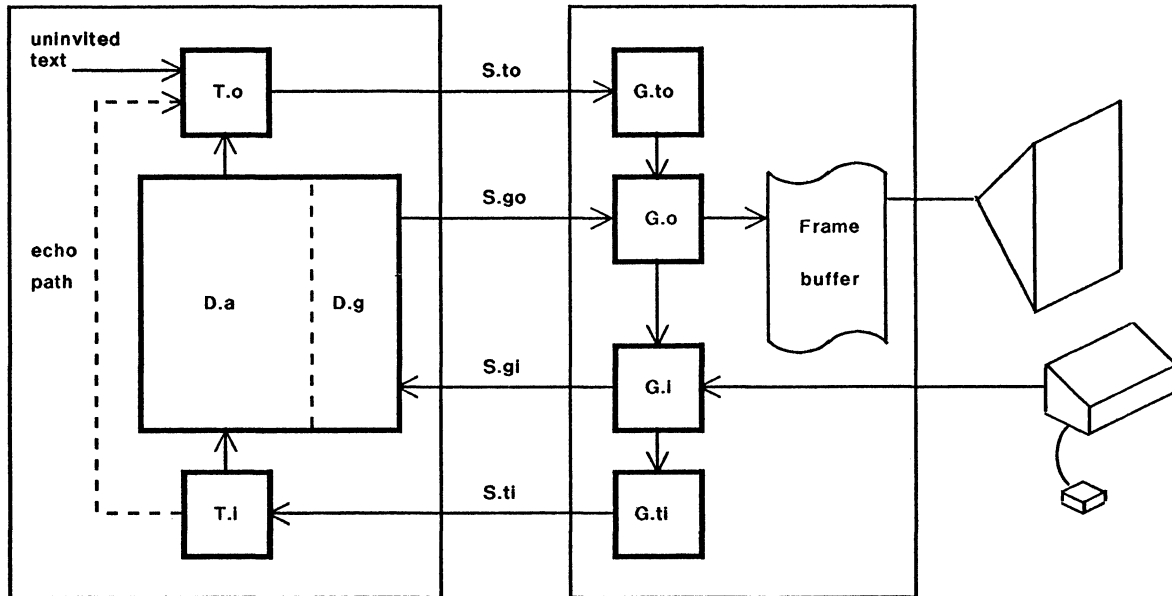


Figure 5. Actual implementation of ADIS. D is the application program, T are operating-system processes, and G are processes in the graphics terminal. Communication is achieved with four streams (S) transported by a packet-switched network.

The basic problem is that systems make it impossible to funnel *all* input and output through the graphics package D.g. Instead, two additional streams shown in Figure 5 provide communication to and from a "terminal," in the sense that a timesharing system views a terminal. The two processes G.ti and G.to interact with G.i and G.o in very simple ways: when a key is struck on the keyboard, G.i passes it to G.ti, which sends it over the terminal stream to Tenex. When Tenex generates output characters, the "terminal text" is sent to G.to, which passes it on to G.o, simulating the effect of a Text call. The text characters are displayed on the screen by G.o, using parameters supplied by a region: current position, font, scrolling options, etc. In this way, text generated in a conventional way by Interlisp modules or by Tenex can be presented in a carefully-controlled way on the screen. The ARPA network graphics protocol does not allow precise treatment of such "unescorted text"; the DLISP application clearly requires it.

The Interlisp programming environment, on which the DLISP application is based, depends critically on the properties of the "terminal I/O" streams. These streams are subjected to special processing within the Tenex operating system. For example, normally invisible control characters can optionally be converted to two character sequences (e.g., control C is printed as "↑C"). More importantly, Tenex implements an *echo path* on which Interlisp depends: normally, as each character of terminal input is read by Interlisp, Tenex echos the character by sending it as output to the terminal. Because it is impractical and inefficient to replicate these functions within DLISP, the ADIS design had to continue to use the normal terminal I/O streams for all character input and output, and use the graphical streams for all other traffic.

Unfortunately, the existing terminal input and output streams cannot be used reliably to carry graphical traffic. The output stream is subject to invasion by "uninvited text" generated by the operating system or the Tenex executive. Such text may garble the graphical output protocol. In addition, the application program may type arbitrary characters to the terminal and inadvertently generate sequences that interfere with the graphical protocol. Graphical information encoded on the input stream is subject to echoing, which may further garble the output stream.

The problem faced in the ADIS design is to provide a conceptual view similar to Figure 4 with the actual configuration of Figure 5. The design requires solving several synchronization problems: rather than a single output stream in Figure 4, there are two in Figure 5. Similarly for input. Each of these problems is considered separately below.

**Input.** Input may be generated as graphical events or as typed characters. The DLISP application cannot anticipate the kind of input that will be generated, and must therefore wait for activity on either of the two input streams. Tenex does not provide facilities to wait for input from either of two sources. In addition, the Interlisp functions that gather typed input (READ and the like) do not offer much opportunity for intervention: once READ is called, tests for graphical input cannot be performed.

The ADIS design uses the S.ti stream to notify the Interlisp program that input has occurred. Thus the program can request input from this stream, blocking if none is yet present, and receive information about the next input. Characters typed at the keyboard are sent over this stream, just as for normal terminal input. If a graphical event occurs, two actions are taken: a full event record is delivered over the S.gi stream, and a single control character is sent over the S.ti stream. Thus the Interlisp program waits for input on the S.ti stream, reads the control character, and then extracts the event descriptor from the S.gi stream.

This design is not arbitrarily chosen, but is a rather delicate path through the turmoil of Tenex and Interlisp character-handling facilities. For example, the event description is not transmitted on the S.ti stream because the bytes in the description might be echoed. It turns out that the processing of input characters in Tenex allows echoing of control characters to be selectively disabled, so the single control character transmitted over the S.ti stream to herald an event is not subject to echoing. The design is also delicately fitted into Interlisp. The DLISP program calls READ (or one of its variants) to gather input from the terminal; this function begins reading bytes from the S.ti stream. When READ encounters the control character, it invokes a *READ macro*, which can contain a call to an arbitrary Interlisp function. This function can read the event description from the S.gi stream, and then return to READ, where more typed characters can be assembled. This mechanism allows a user to interrupt typein to generate graphical events with the mouse.

This rather intricate design allows the Interlisp program to receive input from several input devices. The control character is used to synchronize the two input streams: it marks the S.ti stream at each place that input should be extracted from the S.gi stream. Thus, although character and graphical input are forced to flow over separate asynchronous streams, the synchronization

mechanism allows the Interlisp program to receive the inputs in exactly the same sequence they were generated.

**Output.** Providing output requires synchronizing the S.to and S.go output streams. Synchronization is needed because characters to be displayed flow on S.to, while S.go carries information that affects the display of the characters: font changes, changes to the "current position" in the region, etc. Consider the following sequence of operations performed by D.a:

1. Text string T1 is sent to the terminal.
2. Protocol P1 changes region parameter to "style italic."
3. Text string T2 is sent to the terminal.

Operations 1 and 3 transmit text characters over S.to, while operation 2 transmits protocol on S.go, a stream that is independent and asynchronous relative to S.to. However, it is essential that the operations be performed by G.o in proper order (1, 2, 3) to achieve the desired effect.

The synchronization necessary to guarantee that these operations are processed in the proper order is provided by the ADIS package. Whenever ADIS sends commands over S.go that might alter the interpretation of terminal text output, it first sends a synchronization mark over *both* streams. Over S.to (and thence to G.o) it sends a special character (control C) followed by a single digit; this sequence is called "SyncSto d," where d is the digit used. Via S.go it sends a "begin synchronization" command followed by the same digit, referred to as "SyncBeginSgo d." Then it sends via S.go the commands that alter region parameters. Finally, it sends an "end synchronization" command over the S.go stream followed by the single digit, called "SyncEndSgo d."

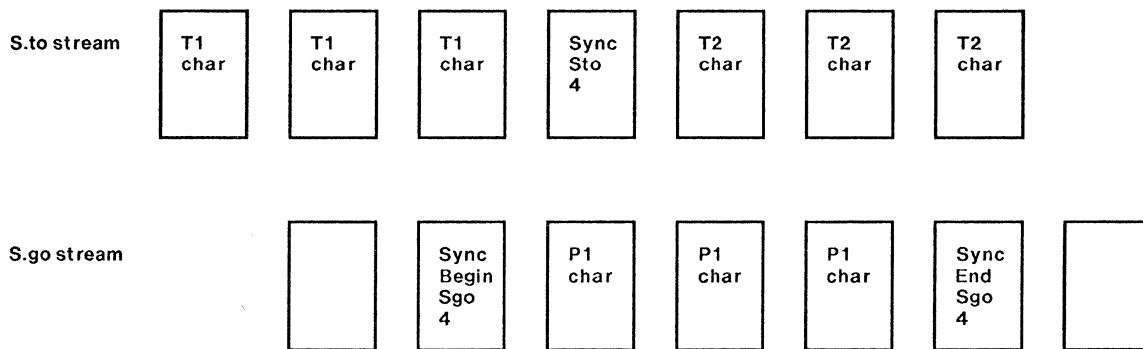


Figure 6. Sync markers tell when to "switch" interpretation from one stream to the other to assure processing of text and protocol in the proper order.

The graphical output process G.o uses the synchronization marks to process commands from D.g and text from G.to in the proper order using the following algorithm (see Figure 6). Initially,

G.o processes commands received on S.go and text received from G.to in arbitrary order. Whenever a "SyncSto d" sequence is received from G.to, further processing of bytes from G.to is delayed until a "SyncEndSgo d" command is received over S.go. Similarly, whenever a "SyncBeginSgo d" command is received over S.go, further processing of bytes from S.go is delayed until a "SyncSto d" sequence is received from G.to.

This synchronization scheme is easy to implement and quite robust. If processing of bytes from either stream (S.go or from G.to) is delayed for more than 10 seconds while waiting for a synchronization mark, the wait is terminated, and processing proceeds. The only damage in this case is that some terminal text output will not be properly displayed. The "digit" argument to the synchronization marks, which is incremented modulo 10 for each new synchronization operation, avoids global loss of synchronization due to program bugs or restarts that omit synchronization marks or operating-system inserted text that garbles the "SyncSto d" marks.

**Discussion.** This section has described the modification of the simple view of Figure 4 in which streams S.go and S.gi carry all traffic between the terminal and the application program to the more complicated view of Figure 5 in which four main streams are used: S.go, S.gi, S.to, and S.ti. This arrangement was necessary because deficiencies in the Tenex operating system and Interlisp programming environment were too costly to remedy by invading these systems. Instead, ADIS was contorted to achieve the desired effect. The contortions were necessary because the existing environment contained a view of terminals too thoroughly embedded to change.

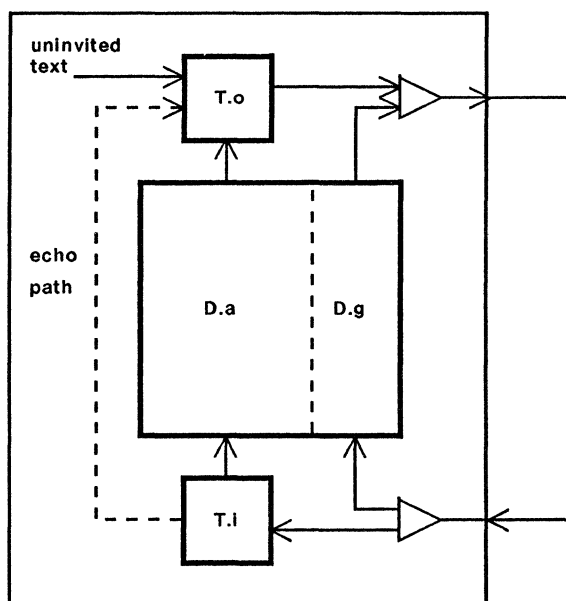


Figure 7. Terminal and graphical traffic are carefully multiplexed on two streams.

The operating system and language environment can be designed to allow the two-stream implementation of Figure 4. What is required is a view of "terminals" that allows multiplexing of normal character input/output and protocol messages that are not subject to modification by the operating system (Figure 7). The program needs several output facilities: (1) the ability to output text characters; (2) the ability to output byte sequences of arbitrary length that will not be altered by the operating system; and (3) some mechanism for dealing with other traffic that is sent to the terminal by the operating system. These "uninvited text" messages, such as "System going down in 30 minutes," are lethal invasions of any formatted communication between a computer and a terminal. This is a severe problem with terminals such as storage-tubes: the system message may be interpreted as graphical commands! Facilities needed for input are: (1) a mechanism to allow protocol messages to bypass the echoing machinery; and (2) a design for character echoing that echoes characters *as they are read by the application program*. This last facility is available in Tenex; without it, echoed characters cannot be placed carefully on the screen. Users of systems that echo characters as they are typed (e.g., DECSys-10) are familiar with the result: typein and typeout are thoroughly intermingled, preventing careful presentation of either.

Terminal input/output facilities in the programming environment also need careful attention to support formatted communication ("protocol") with a terminal. Although the ideal solution is to funnel all terminal input and output through the graphics package, almost no programming language systems permit it. Instead, existing facilities for terminal input and output must remain intact, and additional independent mechanisms can be provided by the graphics package. Problems with output are modest, provided the terminal interprets normal text characters generated by the system in the proper way. Calls on the graphics package can generate "terminal output protocol" sequences to display graphical objects or to alter the interpretation of text characters. (This is the approach taken by the Tektronix terminals, and is quite successful.) Input presents a more intricate problem: descriptions of graphical input arriving in the midst of character typein will interfere with the character input expected by the programming system. The use of READ macros to solve this problem in the ADIS package is an idiosyncratic solution applicable only in Interlisp. Programming environments that allow careful control of terminal I/O (e.g., SAIL) present fewer difficulties. Manufacturers of graphics terminals have chosen to solve this problem by transmitting graphical input only when demanded by the application program: this guarantees that the program is in a suitable state for accepting graphical input. Unfortunately, many have taken an additional step as well: the graphical input device is active only when the program is demanding graphical input (e.g., Tektronix terminals), and the application program must activate only one input device at a time.

Perhaps the cleanest way to solve all of these problems is to solicit assistance from the operating system to insert processes between application programs and the terminal (Figure 8). These processes provide to the application program a simple view of the terminal as streams of characters (if that is the view expected by the programming environment), but can communicate with the terminal using carefully formatted protocols. These processes may connect with other processes that desire communication with the user (e.g., uninvited text). These processes become, in

effect, a definition of how the user's single terminal is to be used to communicate with many application processes. Most operating systems contain such processes (they are shown in Figure 5 as T.o and T.i), but prevent their alteration or substitution by the user. The ability to connect the terminal streams of an application program to user-defined processes would greatly ease the introduction of new terminal types, would simplify the implementation of terminal communications in computer networks, and would also allow one user-defined process to invoke another in a simple way. Some operating systems implement "pseudo-teletypes" that attempt to serve this function, but most implementations are either too inefficient or too awkward to use.

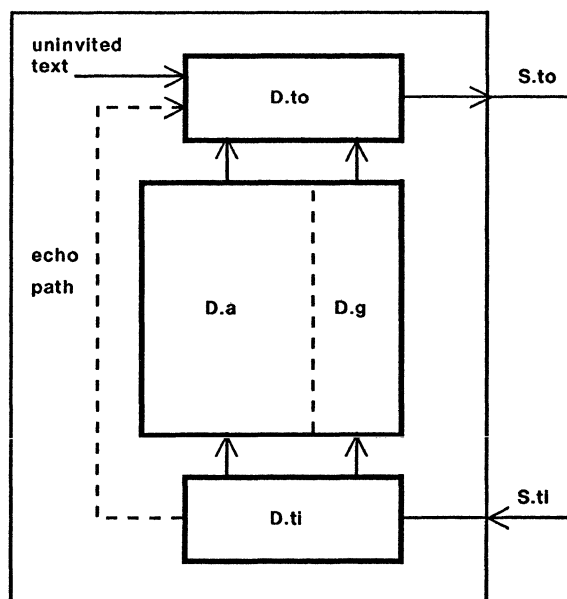


Figure 8. User-defined processes control the graphics terminal. Any processes wishing to use the terminal (e.g., the application program and the operating system, the source of uninvited text) communicate with the terminal-controller processes.

### 4.3 Network Issues

A packet-switched network is used to implement four of the interprocess communication streams used by ADIS (S.go, S.gi, S.to, S.ti). The network introduces no special problems--it is the introduction of several processes and the confrontation with programming language and operating system limitations described in the previous section that complicate the implementation.

All four streams are implemented with a "byte stream protocol" [Boggs80] similar to TCP [Cerf74]. The two streams that carry terminal traffic (S.to and S.ti) use a "Telnet protocol" implemented with streams. (Telnet is the name of the terminal protocol in the ARPAnet [Davidson77].) The Tenex operating system interfaces the character input/output facilities available to the Interlisp program to the network protocol. This interface ensures that characters output from

the Interlisp program are forwarded through the stream in a timely fashion.

The two streams used for graphical information (S.go and S.gi) simply use the ability to send bytes from one process to another. The Tenex network interface for these streams is rather different than that for terminal streams. In particular, bytes output by D.g are not forwarded over S.go in a timely way, but are buffered until a sizeable number (roughly 500) are available to fill a packet. This buffering has the unfortunate effect of requiring the application program to issue periodically calls to an ADIS function that instructs the operating system to transmit a buffer even though it is not full. Buffering of this sort may be acceptable for streams that access disk files, but is quite unacceptable for streams that carry timely information. This fact is all too often overlooked when a network interface is designed for an operating system: it is slipped into the "file" machinery of the system, without recognizing that a network connects computational processes operating in a timely way. What is needed is the ability to declare that a stream contains timely information, and that no bytes should be buffered for very long. Such a facility is necessary for terminal and network streams; it also has applications for file streams (e.g., transaction recording).

The particular network implementation in ADIS seems to introduce no noticeable performance problems. During heavy output use, only about 400 bytes/second are transmitted over S.go and S.to combined. Extensive use of the RasterOp function helps to keep this figure low. Input traffic is of course lower still. An event report, even though it records the state of all input devices, requires only 9 bytes. This message fits easily in a single packet, and therefore requires no more network traffic than does a single character being typed.

## 5. Conclusion

Two aspects of the ADIS graphics package have been described in this paper. The functions of the graphics package offer a small set of primitive ways to modify rapidly the contents of a frame buffer. These primitives place on the application program the burden of managing screen updates. However, this burden is lessened by the ease with which the programmer understands and uses the frame buffer and by the power of the primitives (especially RasterOp). One of the rewards of this approach is that the application program can optimize its screen-updating strategy, thereby providing good interactive response.

A second interesting aspect of ADIS is its use of a packet-switched network to link a timesharing computer and the display terminal. The important point revealed by the design is that any trickiness in network graphics comes not from the presence of a network, but because the system is implemented by several asynchronous processes.

**Acknowledgements.** ADIS depends on superb workmanship contributed by many researchers at the Xerox Palo Alto Research Center. Especially helpful for this effort was the network software developed by Ed Taft and Dave Boggs, and the work on the RasterOp function by Dan Ingalls and

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## Appendix – INTERLISP DISPLAY PRIMITIVES

### 1. Introduction

This report describes briefly a set of display primitives that we have developed at PARC to extend the capabilities of Interlisp [Teitelman78]. These primitives are designed to operate a raster-scanned display, and concentrate on facilities for placing text carefully on the display and for moving chunks of an already-created display.

The primitives are deliberately designed to provide a low-level interface to the display. A display output primitive will cause a specific change to appear on the display by changing the contents of a *frame buffer* that is used to refresh the raster-scanned image. The primitives make no assumptions about the sorts of data structures for describing the display that an application program may wish to build.

Our implementation of these primitives involves two computers: Interlisp is executed on MAXC, and communicates with a program called Chat which maintains the frame buffer that drives a 808 by 606 point raster display. The existence of the communications link is not entirely invisible to the programmer. Although it ably provides the bandwidth necessary to achieve rapid screen changes, the mechanics of transmitting and receiving data are complicated both by the Interlisp programming environment and the Tenex operating system.

One source of complication comes from the need to accommodate on the display ordinary "teletype" output generated by Interlisp and Tenex, as well as carefully-constructed graphic displays. The primitives resolve this problem in a reasonably effective way: the unformatted "teletype" output may be directed to a specific region of the screen under complete control of the LISP program. However, we are forced to acknowledge the existence of *two* independent sources of information for Chat: a *teletype connection* that carries the stream of teletype characters emerging from Tenex or Interlisp and a separate *graphics connection* that carries the characters and graphics protocol generated by LISP. As with the Network Graphics Protocol [Sproull74], it is important that these connections be kept separate: the graphics connection must transmit highly structured protocol messages that cannot suffer interference from system messages and other uncontrolled teletype transmissions.

## 2. The ADIS functions

This report does not cover the detailed implementation of the system, but concentrates on a description of the collection of LISP functions that are provided, and their intended effects. Each function is named ADISxxx; the actual names of the functions use all upper-case letters, even though the description below does not.

**ResetSave.** Several of the functions for setting state variables use argument conventions that permit use with ResetSave. They have the following properties: (1) called with no arguments, they return a "current state;" (2) when called with legitimate arguments, they interpret the arguments and then return the "current state" *before* the alteration induced by the arguments; (3) called with a "current state" (either a list or a number) as argument, they reset their state. Functions with these properties are flagged (ResetSave). Note that the value returned by such a function is usually a pointer to an internal ADIS data structure. If the calling program wishes to make any use of the value, it should be copied.

### 2.1 Initializing the Chat display

#### ADISInit[n]

Initializes a graphics connection to Chat for all graphics output. If a connection already exists, it is first closed cleanly, and then re-opened. If the connection can be established, the result of this function will be a LISP *file* that allows a program to perform I/O to the connection; otherwise, the result will be NIL.

The parameter *n* specifies how many text lines at the bottom of the Chat display should be reserved for the initial "teletype simulation area," in which characters typed by MAXC over the teletype connection will be displayed. Note that the size and location of this area can be altered with ADIS functions after the connection is initialized.

#### ADISCheck[]

Checks the state of the display connection, and closes it if something is found to be out of order.

#### ADISClose[]

Closes the connection cleanly, and returns the entire Chat display to "teletype simulation."

#### ADISOFIL

The global variable ADISOFIL is set to the file returned by ADISInit, or NIL if no connection is opened. If other ADISxxx routines find ADISOFIL null, they return without transmitting protocol over the (non-existent) connection. If the program becomes detached, if the Chat program crashes, or if the message IO DATA ERROR appears on your LISP job and you are forced to re-enter, the setting of ADISOFIL is likely to be invalid. Before calling any other ADIS routines, ADISCheck should be called to test carefully the state of the connection. ADISCheck sets ADISOFIL accordingly.

#### ADISFlush[wait]

This function causes any partially-filled output buffers on the graphics connection to be transmitted to Chat. Most of the ADISxxx functions given below do not flush output

buffers because further commands may be issued. Those functions which flush output are marked (Flush).

The *wait* argument is used to synchronize Chat and Interlisp: if *wait* is non-NIL, the ADISFlush function will not return until Chat has successfully processed all the protocol and characters already shipped from MAXC. Waiting requires an end-to-end exchange of protocol.

## 2.2 Display output

The ADIS output functions change the display image by changing the contents of a frame buffer used to refresh the display screen. Display output for Chat is always directed at some *region*. Each region has state associated with it, and ADISxxx functions for changing the state:

ADISLimits: The limits are coordinates of the four edges of a rectangular box which surrounds the region. If information directed to be displayed in the region lies outside these limits, it is clipped off.

ADISSetX, ADISSetY (or ADISSetXY): A "current position" (CP) within the region. This position is used to determine where text or lines will be displayed. The current position is changed both by the three "set" functions and by the display of a line or character.

ADISBold, ADISItalic, ADISSetCR, ADISSetLF, ADISSetTab, ADISFont, ADISPrintMode: These state variables govern the display of characters.

Chat provides a number of independent regions. All functions for changing region state operate on one "current region" (CR) as set by ADISRegion. Because Chat stores the basic region state internally, it may not be necessary to change region variables often but simply to switch regions using ADISRegion. ADISInit initializes all the regions with reasonable defaults, sets the limits of region 0 to a teletype simulation area at the bottom of the screen, sets the limits of other regions to the entire screen, and makes region 1 the "current region."

A fixed coordinate system is used to direct the display of objects on the screen; regions do *not* establish new coordinate systems even though they clip output. (In the parlance of conventional graphics systems, the region is a *viewport*, but not a *window*. No coordinate transformation takes place.) ADISInit will set four global variables which give the dimensions of the available Chat screen. The coordinate system is (SCREENXMIN, SCREENYMIN) at the lower left corner, and (SCREENXMAX, SCREENYMAX) at the upper right. Since the Chat screen is fixed in size, these values are actually (0, 0) and (605, 807).

In the functions that follow, a RECTANGLE is defined by (RECORD RECTANGLE (X Y WIDTH HEIGHT)), and defines a rectangular area of the screen  $x \leq x \leq x + \text{WIDTH} - 1$  and  $y \leq y \leq y + \text{HEIGHT} - 1$ .

ADISRegion(*n*) (ResetSave)

Sets the current region to *n*,  $0 \leq n < \text{ADISNREGIONS}$ . It generates an error if no such region exists. The global variable ADISNREGIONS is set by ADISInit.

ADISLimits(rectangle) -or- ADISLimits(*l,r,b,t*) (ResetSave)

Sets the limits of the current region to be the rectangle defined by the argument (a RECTANGLE record). The four-argument version is an alternative for setting left, right, bottom or top limits individually: if an argument is a number, it is assumed to be a new value.

ADISetX[x]    ADISetY[y]    ADISetXY[x;y]

These functions set the current  $x,y$  position of the current region. ADISetX and ADISetY return their arguments.

ADISGetXY[]

This function returns (CONS currentX currentY) for the current region. The function is quite slow, as it must interrogate Chat for the current state of the region.

ADISLineTo[x;y;width]

Causes a line to be drawn in the current region from the current position to  $(x,y)$ ; the current position is then set to  $(x,y)$ . The optional parameter *width* controls the width of the line. If *width*<0, the line will be exclusive or'ed with the information already on the display; this can be used to erase an existing line.

ADISCurveSetup[mode;brushShape;brushWidth]

This function sets up to draw curves by tracing a brush over a trajectory. Brush shapes are round (0), rectangular (1), horizontal bar (2), vertical bar (3), and diagonal bar (4). The brush size may be 1, 2, 4, 8 or 16 screen units. The *mode* is an *operation* in the sense of ADISRegionOp, explained below. Defaults: *mode*=1, *brushShape*=0, *brushWidth*=1.

ADISCurveTo[x;y;dx;dy;ddx;ddy;dddx;dddy;n]

A curve is drawn from the current position to  $(x,y)$ , which becomes the current position. The arguments specify finite differences as floating-point numbers (absolute value of all differences must be less than 1.): *dx* is first-order difference for  $x$  coordinate, *ddx* second order, and *ddy* third order. Similarly for the  $y$  coordinate. Chat will display the brush specified in ADISCurveSetup at the current position, then compute a new position by applying the differences, display the brush again, etc. The parameter *n* specifies the number of points along the curve that should be generated.

ADISData[rectangle;array]    (Flush)

This function is available for writing arbitrary patterns into a rectangle of the display. The *rectangle* argument specifies where the data should go (Restriction: X and WIDTH must be multiples of 16). The array is interpreted as 16-bit numbers: the first WIDTH/16 elements of the array correspond to the top scan-line of data; the first word corresponds to the left-most word of the top scan-line.

ADISRegionOp[rectangle;directive;altrectangle;gray]

This function causes a rectangular portion of the screen (defined by the RECTANGLE record *rectangle*) to be altered in one of several ways, governed by the values of *directive*, *altrectangle* and *gray*. Roughly speaking, *directive* tells what to do, and *altrectangle* and/or *gray* are arguments that together specify another rectangle, the *source* rectangle. The *directive* is itself the sum of two parts: a number that specifies the *operation* to perform, and a number that specifies the *source-type*. Thus *directive* = *operation* + *source-type*.

The *operations* are:

- 0    Replace. The *source* rectangle is stored in the *rectangle*.
- 1    Paint. The *source* rectangle is "or"ed into the *rectangle*.

- 2     Invert. The *source* rectangle is "xor"ed with *rectangle*, and stored in *rectangle*.
- 3     Erase. The complement of the *source* rectangle is "and"ed with the *rectangle*.

The *source-type* specifies how the *source* rectangle (mentioned in the above list of *operations*) is to be computed from the arguments:

- 0     The *source* is the *altrectangle* on the screen.
- 4     The *source* is the complement of the *altrectangle* on the screen.
- 8     The *source* is the logical "and" of the *altrectangle* and the *gray-rectangle*.
- 12    The *gray-rectangle* is used.

*Gray-rectangle* is a psuedo-rectangle that covers the entire screen, and is filled uniformly with a pattern of 1's and 0's specified by the *gray* parameter (a 16-bit constant). The pattern is governed by the constant:

Simple cases:

- 0     White throughout
- 1    Black throughout

General case:

The 16-bit constant is viewed as 4 4-bit bytes which define a 4x4 bit square pattern that is repeated throughout the entire screen. The first byte is for the top scan-line of the 4x4 square, the second for the second, etc.

For *source-types* 0 and 4 the *source:RECTANGLE.WIDTH* and *source:RECTANGLE.HEIGHT* are ignored and a simple transfer between equally-sized rectangles is performed. For *source-types* 0-4, the *gray* argument may be NIL; for type 12, the *altrectangle* argument may be NIL.

**ADISScroll[rectangle;deltay;gray]**

This command is a simplified form of *ADISRegionOp*. It causes *rectangle* to be scrolled up or down by the amount *deltay*. The information "scrolled off" the rectangle is lost. The gap at the bottom or top of the rectangle will be set to the color specified by *gray* (see discussion in *ADISRegionOp*). Default *gray*=white.

**ADISFont[n]     (ResetSave)**

Sets the font of the current region to *n*,  $0 \leq n < \text{ADISNFONTS}$ . All characters subsequently displayed in the region will appear in the specified font. The available fonts are either declared to Chat when it is initialized or read in with *ADISReadFont*. The global variable *ADISNFONTS* is set by *ADISInit*.

**ADISBold[h]     ADISItalic[h]     (ResetSave)**

These functions turn on and off "bold" and "italic" features that will affect each character displayed in the region. If *h* is ON or T, subsequent characters will be bold or italic; otherwise the feature is turned off (but *h*=NIL will not turn it off because of *ResetSave* conventions).

**ADISSetCR[leftx]     ADISSetLF[deltay]     ADISSetTab[tabx]     (ResetSave)**

These functions can be used to control the interpretation of carriage-return, line-feed and tab characters. When a carriage-return is "displayed," the only effect is to set the current *x* to the value last given in *ADISSetCR*. When a line-feed is displayed, the value *deltay* is added to the current *y* coordinate. If the value of *tabx* is not zero, it is interpreted as a

tab spacing, relative to the carriage-return position (*leftx*). Receipt of a tab character will move the horizontal position to the next tab stop. If *tabx*=0, tab characters will not be subject to special interpretation, but will be "displayed." Defaults: *leftx*=0; *deltay*=-12, *tabx*=0.

**ADISPrintMode**[*CharDisplayOp*; *ClearColor*; *Scroll*] (ResetSave)

Sets additional details pertaining to character display. *CharDisplayOp* is the "directive" (see *ADISRegionOp*, above) to use for displaying characters. It defaults to 1, which causes characters to be "painted" from the font description onto the screen.

If *Scroll* is T or ON or EXPAND, receipt of a line-feed will cause all information within the region limits to be scrolled: if the line-feed would make new information lie partly below the region, the entire region is scrolled up (by the amount set by *ADISetLF*); if the line-feed would not cause the new line to lie off the bottom, scrolling moves information below the current position down and thereby opens up a new line.

If scrolling is enabled, a small region will need to be "cleared" after scrolling; the value of *ClearColor* (same conventions as gray in *ADISRegionOp*, above) governs how the cleared area should appear.

If *Scroll* is set to EXPAND, a line of text will be "expanded" before each new character is displayed in it. This operation involves first translating all information to the right of the current position (within the region) to the right by the width of the character, and then clearing out the small area opened up (the small area will be just wide enough for the character). After this "horizontal scroll," the new character will be displayed. This feature allows simple text "inserts" in a line.

The arguments are individually defaulted: numbers for *CharDisplayOp* and *ClearColor* are taken as new values; non-nil *Scroll* is taken as a new value.

**ADISBackup**[*x*]

This function is designed to allow "backspacing" by erasing a character just displayed. The argument *x* specifies how much to back up, and is usually derived from a font width table in order to erase a character just displayed. The height of the region erased is determined by parameters of the current font.

**ADISCaret**[*region*; *rate*; *array*; *x*; *y*]

This function sets up a blinking caret at the current *x*,*y* position of the region specified. As the current *x*,*y* position changes, so will the location of the caret. The blinking rate is determined by the *rate* parameter. Rate is the amount of time (in units of 1/27th seconds) that elapses before the caret state is flipped (i.e., 2\*Rate is the time for a complete cycle). Default: *rate*=13. *ADISCaret*[] will disable the caret entirely.

The appearance of the caret is controlled by the three arguments *array*, *x*, and *y*. *Array* is an array of 16 16-bit numbers that determine the caret image; the first is the pattern for the top scan-line of the cursor, the second for the second, and so on (similar to *ADISData*). The optional parameters *x* and *y* determine where, within the 16x16 square, the current position is located (lower left corner is 0,0). Defaults: *x*=0, *y*=0.

Only one caret is available—putting it in a region will remove it from any previous region. (In retrospect, it would have been better to allow each region to have a separate caret.)

**Displaying characters.** The appearance of characters displayed by Chat is controlled carefully by the

functions given above (e.g., ADISFont, ADISPrintMode). When a character arrives, it is displayed at the current  $(x,y)$  position of the region to which it is destined. Its baseline is aligned with the current  $y$  position, and its left edge is aligned with the  $x$  position. After the character is displayed, the current  $x$  position is advanced to  $x + width$ , where *width* is the width of the character. This process is repeated for all characters received.

There are two different methods for transmitting characters to Chat for display: over the *teletype connection* and over the *graphics connection*. Any characters transmitted over the graphics connection will be displayed in the current region as identified by ADISRegion. Characters transmitted over the teletype connection will be displayed in a region specified by ADISTTYRegion (see below). Note that the two transmission methods are asynchronous: if both teletype and graphics traffic is directed to the same region, the characters may become intermixed on the screen.

**Using the teletype connection.** The standard I/O facilities of Interlisp and Tenex are used to output characters on the teletype connection. Whenever terminal input is received (e.g., by READ), characters may be "echoed," and therefore appear as output characters on the teletype connection as well.

The functions for controlling terminal I/O in Interlisp are documented in the language manual. The Interlisp system performs a number of formatting operations (e.g., insertion of carriage-return and line-feed when lines exceed a certain length) that will affect the characters output to the terminal.

Any Tenex program may generate terminal output. In particular, if Interlisp starts an inferior executive, the characters typed out by programs running in that executive (and echoed characters) are ordinary terminal output, and will be processed like characters typed to the terminal by the Interlisp job. Thus the terminal activity of the inferior fork can be confined to a given region of the screen, which can scroll as new text arrives, etc.

Tenex also performs formatting operations on characters destined for terminal output. For example, it may convert control characters into two-character sequences ( $\uparrow G$ , for example) so that they become visible. Much of the formatting can be controlled by appropriate system calls.

ADIS requires one special character code (currently 3, control C) for communication with Chat over the teletype connection. ADISInit informs Tenex that this character is to be passed on unmolested. User programs should not alter this setting and should not attempt to type the character over the teletype connection.

ADISTTYRegion(*n*)      (Flush)

Sets the "teletype region" to *n*. All characters transmitted from MAXC over the normal teletype connection will be displayed in the specified region; ADISInit does ADISTTYRegion(0). Because this is a region like any other, parameters such as margin, font, limits, can all be set by ADISxxx functions. ADIS functions that modify teletype region parameters are synchronized with the teletype connection so that the appearance of the teletype region can be carefully controlled.

Using the graphics connection. Any normal ASCII characters transmitted over the graphics connection will be displayed in the current region. In generally, it is good practice to use the graphics connection for text output whenever feasible, as it is less susceptible to interference from Interlisp or Tenex formatting operations.

#### ADISOFILE

ADISInit establishes a LISP *file* that can be used to direct output over the graphics connection. ADISOFILE can be used as a *file* argument in any Interlisp output function (e.g., PRIN1, OUTFILE, as the *dstfil* argument to COPYBYTES, etc.). Bear in mind that characters will not be displayed until appropriate buffers in MAXC are flushed (see ADISFlush, above).

#### ADISBOUT[n]

This function transmits the 8-bit byte *n* over the ADISOFILE connection to Chat. Programmers should be warned that if *n*>127, Chat will interpret the byte as a protocol command, with disastrous results.

#### ADISPRIN1[obj] -and- ADISPRIN2[obj]

These functions are exactly like PRIN1 and PRIN2, except the characters will be transmitted over the graphics connection and appear on the Chat display. The ADISPRIN functions are provided so that (1) if the LISP program is not running under Chat, no error is generated, and (2) for documentation in your program.

### 2.3 Input functions

Chat is capable of reporting interactions with various graphical input devices to the LISP program. The devices used in this way are a mouse, which has three keys and additionally steers the cursor, a five-finger keyset, and 7 uninterpreted keys on the keyboard. Normal typing on the keyboard is not noticed by these functions, but is instead transmitted to MAXC to serve as "teletype input" to the LISP program.

The functions deal with a single notion of "event," described by a LISP record: (RECORD EVENT (X Y BUTTONCHANGES BUTTONS OTHERBUTTONS ELAPSED)); where X and Y give the cursor location at the time of the event; BUTTONCHANGES is an 8-bit number that has bits on corresponding to the buttons that changed to cause the event (200Q is the left handset button, 100Q the next, etc., down to 10Q the rightmost; 4Q is the top or left mouse button; 1Q the middle, 2Q the bottom or right); BUTTONS gives the state of the buttons after the change that caused the event (a bit on implies that the button is depressed); OTHERBUTTONS is the present state of the various spare buttons on the keyboard (200Q=lock, 100Q=left shift, 40Q=ctrl, 10Q=right shift, 4Q=B3, 2Q=B1, 1Q=B2); ELAPSED gives the time that elapsed since the previous event (units of 1/27 second; maximum value is 255).

#### ADISButtonEnable[EventEnables;TimerStartEnables;TimerStopEnables;TimerInterval] (Flush, ResetSave)

This function governs subsequent interpretation of button pushes. An "enable" is a 16-bit mask that defines whether action should be taken on down or up transitions of the buttons: it is  $(DownMask)*256+(UpMask)$ , where each mask uses the same bit

assignments as for the `BUTTONS` entry in the `EVENT` record. For example, to enable for down transitions of all mouse buttons, *EventEnables* would be  $7*256+0$ .

In order to detect double clicks of keys, there is a timer facility. The idea is that *TimerStartEnables* describes what button transitions should start the timer. *TimerStopEnables* describes what button transitions should stop the timer. When the timer is started, it will run for *TimerInterval/27* seconds and then expire if it is not stopped in the interim. If the timer ever expires, a "timeout" event is generated, and the timer is stopped. (See `ADISEvent` for a discussion of timeout events.)

Null arguments except `EventEnables` default to 0.

#### `ADISStartTimer[timeOut]` (Flush)

This function starts the timer under program control. The argument is the amount of time (in units of  $1/27$  second) to wait. When that time expires (unless some other event resets the timer), a timeout event is generated.

#### `ADISEvent[wait;activateontypein;oldevent]`

This function returns a button event, or `NIL` if there is none waiting. If *wait* is not `NIL`, the function will hang until an event is generated. The function returns an `EVENT` record describing the event, or `NIL` if a timeout event occurs. (In retrospect, it would probably have been better to return 'TIMEOUT' rather than `NIL`.) If *oldevent* is provided, it is an `EVENT` record that is smashed when reporting the new event.

If *activateontypein* and *wait* are both non-`NIL`, the LISP job will hang waiting for either (1) an event to occur, in which case the `EVENT` record described above is returned, or (2) the user types some character on the keyboard, in which case `ADISEvent` returns `T`. (Note that there is a potential race, because `ADISEvent` must inform the Chat program to indeed activate if a character is typed. The character may be typed before the information is received by Chat, in which case the wakeup will not occur for that character.)

#### `ADISTypeOnEvent[c1;c2]` (Flush, ResetSave)

When an event is generated by Chat, it is sometimes preferable if it signals the LISP program by typing a character in addition to sending the event description via protocol. This permits the LISP job to be blocked for terminal input; the character typed when an event occurs can activate a `READ` macro that calls `ADISEvent` to read the event details.

The arguments *c1* and *c2* are character codes for up to two characters that will be typed. If a character code is 0, it will not be typed. Null arguments except *c1* default to 0. Thus `ADISTypeOnEvent[0]` resets the feature. (In retrospect, a single character would have been sufficient.)

#### `ADISReadState[]` (Flush)

This function records the current state of the mouse and buttons, and returns an `EVENT` structure that describes it. It is absolutely independent of which buttons are enabled for events.

#### `ADISInputAvail[]`

This function returns `T` if some form of graphical input from Chat is waiting for the LISP job, `NIL` otherwise. Note that this function does not look for "teletype input," but rather for input events or timeouts.

#### `ADISFlushInput[]`

This function discards all input waiting on the graphics connection.

## 2.4 Miscellaneous functions

### ADISReadFont[n;name] (Flush)

This function tries to replace font *n* with a font of the given name read from the Chat disk. Storage for the old font *n*, if any, is reclaimed. ADISReadFont updates the data structure of available fonts (ADISNFonts) appropriately. The function returns T if the font appears to have been successfully read, otherwise NIL.

### ADISFontWidths[n;array] (Flush)

This function interrogates Chat to discover the parameters of the font numbered *n*. The function returns NIL if the Chat program has no such font. Otherwise, the *array* is filled with font widths, in screen units, and the function returns (CONS *height baseline*), where *height* is the spacing, in scan-lines, between baselines of consecutive lines of text in this font, and *baseline* is the height, above the baseline, of the tallest character.

### ADISCursor[array;x;y;invertFlag] (Flush, ResetSave)

This function sets the bit pattern in the cursor that follows the mouse position. *Array* is an array of 16 16-bit numbers; the first is the pattern for the top scan-line of the cursor, the second for the second, etc.

The optional parameters *x* and *y* are the location of the "point" of the cursor within the 16x16 square (lower left corner is 0,0). These numbers are used for two purposes: (1) to arrange that the "point" of the new cursor will lie precisely where the "point" of the old cursor was at the instant the change was made; and (2) to offset the X and Y coordinates reported in the EVENT record so that these coordinates refer to the location of the "point" of the cursor.

The optional parameter *invertFlag*, if non-NIL, will cause the cursor bit pattern to be set from *array*, but with the bits inverted.

### ADISCursorMove[dx;dy] (Flush)

Nudges the current cursor position by (*dx,dy*).

### ADISync[] (Flush)

This function completes a protocol exchange that ensures that Chat and the LISP program are synchronized. In routine use, this function is not needed. However, a user may interrupt the Interlisp program in the middle of transmitting a protocol sequence (i.e., when it is inside one of the ADIS functions, and some parts of a protocol message have already been transmitted over the graphics connection, but others have not). In this case, subsequent protocol transmitted over the graphics connection might be misinterpreted. ADISync uses an out-of-band signal (a MARK signal described in [5]) to insure that the protocol parser in Chat is reset.

### Hardcopy

A function is provided for producing a hard-copy of the image currently on the Chat screen. This function depends on internal conventions within the PARC environment.

## 3. Conclusion

The ADIS package has seen considerable use in its present form for the past two years. It supports DLISP, a display-oriented extension of the Interlisp user interface (DWIM, MASTERSCOPE, HELPSYS, HISTORY, etc.) worked out by Warren Teitelman [Teitelman77a, Teitelman77b]. In turn, DLISP has been used as a basis for other display-related projects [Model79]. The necessity of interposing a communications system between the interactive program (Interlisp) and the display

and input devices has generated some of the unpleasant aspects of the design: when necessary, we have chosen solutions that make a cleaner user interface and a happier user rather than a cleaner programming interface and a happier programmer.

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Raster Graphics for Interactive  
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