InterViews
Graphical User Interface Toolkit

provides a variety of interactive objects such as menus, scroll bars, buttons, structured text and graphics composition objects are used to arrange interactive objects into complete user interfaces implemented in C++, AT&T’s object-oriented extension to C runs on DEC, Sun, HP, and Apollo workstations on top of X10 and X11

OVERVIEW OF INTERVIEWS APPLICATIONS AND OBJECTS

Applications:
- alert: dialog box containing a message
- delock: digital clock
- graphics: structured graphics demo program
- idraw: object-oriented drawing editor
- istat: workstation statistics display
- iwm: customizable window manager
- mailbox: display of incoming mail
- pages: structured text demo program
- remind: reminder service using alert
- squares: general InterViews demo program

Basic library objects:
- Bitmap: bitmap object
- Canvas: region for graphical output
- Cursor: pointing device representation
- Painter: graphics context and operations
- Perspective: visible portion of an Interactor
- Resource: base class for shared objects
- PropertySheet: manages customization attributes
- Rubberband: rubberbanding graphical objects
- Sensor: specifies an Interactor’s interest in input events
- Shape: specifies an Interactor’s preferred dimensions, stretchability, and shrinkability
- Transformer: transformation matrix

Interactive objects:
- Adjuster: buttons for scrolling and zooming
- Banner: one-line title bar
- Border: graphical separators
- Button: interactive buttons, including PushButton, RadioButton, TextButton, and Check-Box
- Interactor: base class for interactive objects
- Menu: general menu object
- Message: Interactor containing a line of text
- Panner: Interactor for scrolling in two dimensions
- Scroller: Interactor for scrolling in one dimension

Composition objects:
- Box: tiles Interactors to fit available space
- Deck: a stack of Interactors
- Frame: outlines an Interactor
- Glue: variable-size space between composed Interactors
- Scene: base class for composition objects
- Tray: supports arbitrary or constrained composition
- Viewport: scrolls and zooms an Interactor
- World: root Scene

Text Objects:
- Layout: structured text layout
- StringEdit: single-line interactive string editor
- Text: structured text objects, including Word, Whitespace, LineBreak, Clause, Sentence, Paragraph, and Display
- TextBlock: an Interactor containing structured text
- TextViewer: array of text lines

Graphics objects:
- Damage: manages and repairs damage to Graphics
- Graphic: persistent structured graphics objects, including Point, Line, Rectangle, Ellipse, Polygon, BSpline, Label and Picture
- GraphicBlock: an Interactor containing a Graphic
- Persistent: general persistent object class

For more information, contact:

Prof. Mark Linton
Center for Integrated Systems, Room 213
Stanford University
Stanford, CA 94305

Internet: linton@lurch.stanford.edu
UUCP: shasta!linton, decwrl!linton, or ucbvax!linton