

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:

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

Basic library objects:

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

Interactive objects:

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

Composition objects:

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

Text Objects:

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

Graphics objects:

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

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