

.title
Software Modules
.synonym
organization of the software

.definition
The parts of the HyperTIES system.
.contents

This stuff lives in the directory "ties". .nl

 ~ Master index builder~ .nl
 Builds the master index by looking at all of the storyboard, picture,
 and target files in a database. .nl
 make-index.c .nl
 ~ Storyboard Interpreter~ .nl
.rem *** NO LINK ***
 Reads in and parses storyboard files.
 fmt.f .nl
 ~ Formatter~ .nl
 Figures out where to put everything on the page. .nl
 fmt.c .nl
 ~ Index manager~ .nl
.rem *** NO LINK ***
 Maps names of objects and storyboards to parts of the file system. .nl
 entry.c entry.h index.c index.h master-index.c master-index.h
 object.c object.h primitives.c primitives.h tree.c tree.h .nl
 ~ C to PostScript interface~ .nl
.rem *** NO LINK ***
 Handles the layout of text, pictures and targets. .nl
 fmt.cps .nl
 ~ PostScript objects and handlers~ .nl
.rem *** NO LINK ***
 Builds display lists, creates objects, sends messages to objects.
 fmt.ps win.ps stamp.ps target.ps .nl
 ~ Random PostScript utilities~ .nl
.rem *** NO LINK ***
 textcan.ps term.ps hookup.ps .nl