

info: Information

HyperTIESInfoIndex.pdf

Web page index of all HyperTIES source, documentation and content.

commands-doc.txt.pdf

Text file describing HyperTIES configuration, formatting and control commands.

ties-doc.txt.pdf

Outline of HyperTIES software modules and architecture, compiling storyboards into Forth, data structures, classes, etc.

todo.txt.pdf

List of features and tasks to do (and done) for HyperTIES development.

variables-doc.txt.pdf

Documentation of variables and registries defined in HyperTIES front-end, renaming plans, api additions and changes, development plans, implementation notes.

source: Source Code

entry.c.pdf

entry.h.pdf

Master index entry.

object.c.pdf

object.h.pdf

Instance header of target or picture.

tree.c.pdf

tree.h.pdf

Tree of master index entries.

index.c.pdf

index.h.pdf

Index with entry tree structure.

primitives.c.pdf

primitives.h.pdf

Utilities.

master-index.c.pdf

master-index.h.pdf

Master index of documents, pictures and targets.

make-index.c.pdf

Master index creation utility.

psexec.c.pdf

Utility to execute a program with its input and output connected to the NeWS server over the network.

Used to integrate Forth and Emacs with the HyperTIES front-end.

fmt.c.pdf

C source code of HyperTIES multimedia formatter.

fmt.cps.pdf

CPS C/PostScript interface source code of HyperTIES multimedia formatter.

fmt.ps.pdf

PostScript front-end source code of HyperTIES multimedia formatter.

stamp.ps.pdf

HyperTIES stamp class definitions.

Used to draw all kinds of graphics and images.

Defines classes Stamp, Picture, UnitPicture, ScaledRaster and Raster.

target.ps.pdf

HyperTIES target class definitions.

Used to implement buttons and widgets and applications.

Defines classes Target, LinkTarget, MenuTarget, PageTrackerTarget, PopupTarget, ScrollbarTarget, SliderTarget, TextEditTarget, TectCanvasTarget, AnimatedTarget and EmacsTarget.

win.ps.pdf

HyperTIES window class definitions.

Used to implement front-end client side of HyperTIES formatting engine.

Defines classes TIESWindow, TIESContentsWindow, TIESControlWindow.

tiemacs.ps.pdf

HyperTIES Emacs window class definitions.

Used to integrate HyperTIES browser window into Emacs window frame, for the authoring tool.

Defines class TieemacsWindow based on TabEmacsWindow.

piemenu.ps.pdf

PostScript source code of pie menus.

Used as menus for all windows.

neatwin.ps.pdf

PostScript source code of pie menu window manager.

Use as window frames for all windows.

term.ps.pdf

PostScript source code for terminal emulator window.

Used to show debugging information and support interactive debugging and sending commands to Forth and Emacs.

textcan.ps.pdf

PostScript source code for editable scrolling text window.

Used to show debugging information and support interactive debugging and sending commands to Forth and Emacs, and for pie menu font selection demo.

hookup.ps.pdf

PostScript source code to make a connection with the NeWS server with psexec.

Used to integrate Forth and Emacs with HyperTIES front-end.

ties.ml.pdf

Emacs support for HyperTies.

MockLisp source code for UniPress Emacs HyperTIES authoring tool.

6 pages, first prototype version.

ht.ml.pdf

HyperTIES Storybook Mode.

MockLisp source code for UniPress Emacs HyperTIES authoring tool.

8 pages, second prototype version.

ties-2.ml.pdf

Yet Another HyperTIES Implementation, This Time In Emacs (YAHTITTIE).

MockLisp source code for UniPress Emacs HyperTIES authoring tool.

7 pages, early third version.

yahtittie.ml.pdf

Yet Another HyperTIES Implementation, This Time In Emacs (YAHTITTIE).

MockLisp source code for UniPress Emacs HyperTIES authoring tool.

46 pages, later third version.

Used to automate editing tasks, implement HyperTIES storybook editing mode, picture and target editing mode, content creation, validation and navigation, running and controlling tools and external programs, binding HyperTIES targets to Emacs keys and functions, etc.

global: Global Content (HyperTIES Database)

global-2win.pdf

global-browse.2win.pdf

global-browse.pdf

global-energize.pdf

global-save.pdf

global-style.2win.pdf

global-style.pdf

global-tiemacs.pdf

Script to configure and start HyperTIES in various configurations.

Demonstrates pile creation, window configuration and management commands,

global-control.st0.pdf

Storyboard for HyperTIES control panel.

Demonstrates targets first-button, back-button, next-button, return-button, topics-butotn, index-button, home-button, show-button, quit-button, refresh-button and free-button.

global-back-button.tn0.pdf

global-default-button.tn0.pdf

global-first-button.tn0.pdf

global-free-button.tn0.pdf

global-full-entry-background.tn0.pdf

global-full-entry-button.tn0.pdf

global-home-button.tn0.pdf

global-index-button.tn0.pdf

global-last-button.tn0.pdf

global-next-button.tn0.pdf

global-other-button.tn0.pdf
global-quit-button.tn0.pdf
global-refresh-button.tn0.pdf
global-return-button.tn0.pdf
global-round-rect-button.tn0.pdf
global-show-background.tn0.pdf
global-show-button.tn0.pdf
global-topics-button.tn0.pdf
global-tracer.tn0.pdf

Target buttons for HyperTIES navigation, control and authoring.

doc: HyperTIES Documentation (HyperTIES Database)

doc-billtext.cps.pdf
Paper by Bill Weiland about HyperTIES design.
Used as a basis for storyboards in this directories.
The HyperTIES Database Format.

doc-todo.pdf
List of documentation to do.

doc-aut-homearticle.st0.pdf
Authoring: the home article.

doc-aut-howtolink.st0.pdf
How to make a link.
Describes how to specify a link in the content of an article.

doc-aut-index.st0.pdf
Authoring: the index article.
The list of articles in the database.

doc-aut-topics.st0.pdf
Authoring: the table of topics article.

doc-componentcommand.st0.pdf
The media component commands.

doc-content.st0.pdf
The article content.

doc-datastructure.st0.pdf
A description of the file structure of a Hyperties database.

doc-description.st0.pdf
The article description.

doc-doc-overview.st0.pdf
An overview of the documentation.

doc-exofdirorganis.st0.pdf
Examples of database organization.

doc-fieldcommands.st0.pdf
A list and description of the field commands of a storyboard.

doc-formatcommand.st0.pdf
The commands used to specify how the media components like text

and pictures should be presented.

doc-formatter.st0.pdf

Forth formatter.

The formatter is the main part of the browser. It formats the components of the storyboard to fit in the display windows.

doc-index.st0.pdf

Master index storyboard of the documentation.

doc-linknames.pdf

List of all link names.

doc-links.bad.pdf

List of all bad link names.

doc-links.context.pdf

List of link names in context.

doc-links.pdf

List of all links.

doc-makeindex.st0.pdf

Master index builder.

A utility program of the compiler which creates the master-index and the index storyboard.

doc-markup.st0.pdf

Authoring: the markup language.

Describes the markup language used to describe the article.

doc-master-index.pdf

The master index.

doc-new.pdf

Template for a new storyboard.

doc-NeWS.st0.pdf

The NeWS window system.

A description of the NeWS implementation of HyperTIES.

doc-nolink.pdf

List of missing links.

doc-overview.st0.pdf

Author - overview.

What to do to create a new database.

doc-picandtarname.st0.pdf

Picture and target names.

The full name used to refer to a picture or a graphic target.

doc-pnformat.st0.pdf

Picture name file format.

Describes the format of the .pn0 file.

doc-software-modules.st0.pdf

Software modules.

The parts of the HyperTIES system.

doc-standecten.st0.pdf

Standard 3 letter file extensions.

Describe the standard names used for all the database files.

doc-storyboard.st0.pdf

The storyboard.

The text file describing an article, written by the author.

doc-synonym.st0.pdf

Synonym.

Alternate identifiers by which the document may be referenced.

doc-tableoftopic.st0.pdf

Table of topics.

A list of all topics covered by this database on the Sun version of HyperTIES.

doc-tiesglobal.st0.pdf

Ties global directory.

doc-title.st0.pdf

Article title.

The name of an article, given by the author.

doc-tnformat.st0.pdf

Target name file format.

Describes the format of the .tn0 file.

doc-version.st0.pdf

Current version.

Tells you which version of Hyperties this documentation refers to.

doc-whynew.st0.pdf

Why a new version again.

Gives the reasons why we restructured Hyperties and changed the data structure.

doc-all.tn0.pdf

Invisible target for linking the page background.

doc/classes:

doc-classes-index.pdf

Index of doc classes directory.

doc-classes-classes.st0.pdf

List of NeWS Classes.

doc-classes-anim.st0.pdf

A description of the AnimatedTarget class.

Demonstrates blink-open, earth and blink-close targets, which have raster animations.

doc-classes-contents.st0.pdf

TIESContentsWindow Class.

doc-classes-control.st0.pdf

TIESControlWindow Class.

doc-classes-definition.st0.pdf

TIESDefinitionWindow Class.

doc-classes-menu.st0.pdf

A description and an example of the MenuTarget class.

Demonstrates rectagle formatting command, targets
file-view-scroller, file-view, tree-menu on text, days-menu
on picture of earth.

doc-classes-pager.st0.pdf

PageTrackerTarget Class.

doc-classes-picture.st0.pdf

Picture Class.

doc-classes-popup.st0.pdf

A description and an example of the PopupTarget class.

Demonstrates rectagle formatting command, targets
file-view-scroller, file-view, miscellaneous.bunny on
picture miscellaneous.

doc-classes-raster.st0.pdf

Raster Class.

doc-classes-scaleddraster.st0.pdf

ScaledRaster Class.

doc-classes-scroll.st0.pdf

ScrollbarTarget Class.

doc-classes-slide.st0.pdf

SliderTarget Class.

doc-classes-stamp.st0.pdf

Stamp Class.

doc-classes-stamps.st0.pdf

List of Available Stamp Classes.

Links to Stamp, Picture, UnitPicture, ScaledRaster, Raster
and TargetStamp.

doc-classes-target.st0.pdf

Target Class.

doc-classes-targets.st0.pdf

List of Available Target Classes.

Links to Target, MenuTarget, PageTrackerTarget, PopupTarget,
ScrollbarTarget, SliderTarget, TextEditTarget,
TextCanvasTarget and AnimatedTarget.

doc-classes-targetstamp.st0.pdf

TargetStamp Class.

doc-classes-textcan.st0.pdf

TextCanvasTarget Class.

doc-classes-textedit.st0.pdf
TextEditTarget Class.

doc-classes-tieswin.st0.pdf
TIESWindow Class.

doc-classes-tty.st0.pdf
TTY Class.

doc-classes-unitpicture.st0.pdf
UnitPicture Class.

doc-classes-windows.st0.pdf
List of Window Classes.
A list of the classes of windows used by NeWS HyperTIES for
an article's contents, its definition, the control panel,
and the interactive Forth system.
Links to classes TTY, TIESWindow, TIESContentsWindow
TIESDefinitionWindow and TIESControlWindow.

doc/demos:

doc-demos-index.pdf
Index of doc demos directory.

doc-demos-home.st0.pdf
NeWS Forth TIES PostScript Demos.
A bunch of nifty demos, showing some of the capabilities of
NeWS Forth TIES.

doc-demos-blink.st0.pdf
Blinking eyes.
Eyes that wink and blink.
Demonstrates blink-open and blink-close targets.

doc-demos-debug.st0.pdf
Debug panel.
Demonstrates command-text and command-exec targets, for entering
PostScript commands and executing them in the front end.

doc-demos-emacs.st0.pdf
The UniPress Emacs Text Editor.
If you edit, please try NeMACS.
Things to show in a demo of UniPress Emacs. (NeMACS).

doc-demos-environment.st0.pdf
The NeWS Interactive Programming Environment.
The NeWS window system is a multitasking, interactive
PostScript programming environment.

doc-demos-examples.st0.pdf
Pie Examples.
Some example window management menus.
Demonstrates calc-linear-menu, calc-pie-menu, calc-neat-menu,
calc-neat-move-menu, calc-neat-stretch-menu and
calc-neat-zap-menu pictures.

doc-demos-font.st0.pdf

Font Menu.

Font selection pie menu.

Demonstrates .rect formatting command, text-scroller, jabberwocky-text-canvas and font-menu targets.

Application with a scrolling text window and a custom pull-out font selection pie menu.

doc-demos-forth.st0.pdf

Forth Interaction.

Interactive text window connected to Forth!

Demonstrates scrolling text window connected over the network via pshexec to an interactive Forth interpreter running in another process.

doc-demos-founders.st0.pdf

The Founders.

The three founders of Sun Microsystems, Inc., demonstrating Scalable Picture Architecture.

Demonstrates shaped popup targets founder.larry, founder.moe and founder.curly on pictures founders.small, founders.medium and founder-big, showing how targets can automatically scale to the pictures they're associated with.

doc-demos-hacking.st0.pdf

Through the Hacking Glass.

An account of what can happen when you stay up too late hacking.

Demonstrates dynamically loading the Dijkstra font on demand with a dummy picture dijkstra-font, and formatting text with that font.

doc-demos-hacks.st0.pdf

NeWS hacks.

A repository of Neat Window System hacks.

Demonstrates the psh-button target to load and launch internal PostScript applications including the Object Browser & Pseudo-Scientific Visualizer, the Mousee graphical mouse tracker, the KeySee graphical keyboard tracker, the Eyeballs animated mouse-watching "Big Brother" eyeballs, the Melt screen meltdown feature, and launching external Unix process applications including Reagan Bites shell script.

doc-demos-hyperties.st0.pdf

The HyperTIES hypermedia browser.

NeWS HyperTIES is a hypermedia browser for the NeWS window system, under development at the Human Computer Interaction Lab, at the University of Maryland.

doc-demos-menu.st0.pdf

Root Pie Menu.

The NeWS root menu, in pie menu form.

Demonstrates round targets rootmenu.center and rootmenu.cursor, rounded-rectangle target rootmenu.label, and pie-slice shaped target rootmenu.demos, rootmenu.applications, rootmenu.exit, rootmenu.repair, rootmenu.user, rootmenu.sunview1, rootmenu.allwindows and rootmenu.rlogin, over the rootmenu pie menu picture.

doc-demos-misc.st0.pdf

Miscellaneous popups.
Miscellaneous things that pop up at you!
Demonstrates shaped popup targets miscellaneous.table,
miscellaneous.bunny, miscellaneous.top, miscellaneous.widget,
miscellaneous.violin, miscellaneous.planet and
miscellaneous.puzzle over miscellaneous.picture.

doc-demos-newsext.st0.pdf
NeWS Extensions to PostScript.
NeWS window system extensions to the PostScript language.

doc-demos-newstalk.st0.pdf
Building User Interfaces in NeWS.
Visuals for a talk about building user interfaces in NeWS.

doc-demos-newsx.st0.pdf
The X11/NeWS Merge.
A merged window server supporting both X11 and NeWS
protocols.

doc-demos-nowhere.st0.pdf
NoWhere.
This link leads nowhere!

doc-demos-object.st0.pdf
The Object Oriented Programming Package.
A package that implements object oriented programming in
PostScript.

doc-demos-piedemo.st0.pdf
Pie Menu Demonstration.
A description of the advantages to pie menus, with some
example menus to play with.
Demonstrates picture framemenu and targets compass-menu,
tree-menu, confirm-menu, zoom-menu, days-menu and hours-menu
over text.

doc-demos-postscript.st0.pdf
The PostScript Programming Language.
PostScript, the extension language in NeWS, is a high level
device independant page description language.

doc-demos-scroll.st0.pdf
Scroll Bar Madness.
If you're into scroll bars, you'll just LOVE this article!
Demonstrates scrollbar targets fbgray-scroller, slider,
scroller, hscroller, menu targets scroll-menu, test-menu, and
text targets filename and unlabeled-text.

doc-demos-spin.st0.pdf
Spinning Earths.
An example of animated targets.
Demonstates spinning earth targets spin, pivot and chomp
over different sized pictures tall-earth, wide-earth and
earth.

doc-demos-sun.st0.pdf
Sun Workstation.

A Sun workstation, with a keyboard, display and mouse.
Demonstrates shaped popup targets sun3160c.keyboard,
sun3160c.display, sun3160c.mousepad and sun3160c.mouse over
different sized pictures sun3160c, smallsun3160c and
tinysun3160c.

doc-demos-talkoutline.st0.pdf
NeWS Talk Outline.
The outline of a talk about building user interfaces in
NeWS.

doc-obj-blink-close.tn0.pdf
doc-obj-blink-open.tn0.pdf
Animated blinking eye targets.

doc-obj-brillig.pn0.pdf
PostScript drawing picture.

doc-obj-calc-linear-menu.pn0.pdf
doc-obj-calc-linear.can.pdf
doc-obj-calc-neat-menu.pn0.pdf
doc-obj-calc-neat-move-menu.pn0.pdf
doc-obj-calc-neat-stretch-menu.pn0.pdf
doc-obj-calc-neat-zap-menu.pn0.pdf
doc-obj-calc-neat.can.pdf
doc-obj-calc-pie-menu.pn0.pdf
doc-obj-calc-pie.can.pdf
Pictures of calculator with pie menu and linear menu.

doc-obj-chomp.tn0.pdf
Chomping pac-man animated spinning earth target.

doc-obj-circle-button.tn0.pdf
Circle shaped button.

doc-obj-circle.pn0.pdf
Circle shaped picture.

doc-obj-command-exec.tn0.pdf
Target that executes a PostScript command named by the
reference.

doc-obj-command-text.tn0.pdf
Target with a text editor that executes a PostScript command
named by the reference.

doc-obj-compass-menu.tn0.pdf
Target with compass pie menu.

doc-obj-confirm-menu.tn0.pdf
Target with confirm pie menu.

doc-obj-days-menu.tn0.pdf
Target with days of the week pie menu.

doc-obj-dbgray-scroller.tn0.pdf
Target with scrollbar that changes the screen background shade.

doc-obj-dijkstra.pn0.pdf
Target that makes sure the Dijkstra font is dynamically loaded.

doc-obj-earth.pn0.pdf
Animated target that spins a picture of the planet earth.

doc-obj-file-view-scroller.tn0.pdf
Scrollbar target that scrolls a file view named by the reference.

doc-obj-file-view.tn0.pdf
Text canvas target that displays the contents of a file.

doc-obj-filename.tn0.pdf
Text editor target that edits a file name.

doc-obj-fixed-scroller.tn0.pdf
Scrollbar target that scrolls a fixed amount.

doc-obj-font-menu.tn0.pdf
Target with custom "wysiwyg" font pie menu.

doc-obj-fontmenu.ps.pdf
PostScript source code to implement "wysiwyg" font pie menu.

doc-obj-fork-button.tn0.pdf
Button that forks a Unix process named in the reference.

doc-obj-forthtext.tn0.pdf
Text canvas target that sends input and output to a remote Forth process over a network connection run via pshexec.

doc-obj-framemenu.can.pdf
doc-obj-framemenu.pn0.pdf
Picture of frame pie menu.

doc-obj-globel.iml.pdf
Image of earth.

doc-obj-helv.can.pdf
Image of font selection menu.

doc-obj-hours-menu.tn0.pdf
Target with hours pie menu.

doc-obj-hscroller.tn0.pdf
Horizontal scrollbar target.

doc-obj-jabberlines.ps.pdf
PostScript source code with text of Jabberwocky.

doc-obj-jabbewocky-text-canvas.tn0.pdf
Text canvas target that display Jabberwocky text.

doc-obj-pivot.tn0.pdf
Pivoting animated spinning earth target.

doc-obj-psh-button.tn0.pdf

Target that downloads PostScript file into the front end with
psh.

doc-obj-quietpicture.tn0.pdf
Invisible picture target.

doc-obj-rootmenu-exit.tn0.pdf
doc-obj-rootmenu.allwindows.tn0.pdf
doc-obj-rootmenu.applications.tn0.pdf
doc-obj-rootmenu.can.pdf
doc-obj-rootmenu.center.tn0.pdf
doc-obj-rootmenu.cursor.tn0.pdf
doc-obj-rootmenu.demos.tn0.pdf
doc-obj-rootmenu.label.tn0.pdf
doc-obj-rootmenu.pn0.pdf
doc-obj-rootmenu.repair.tn0.pdf
doc-obj-rootmenu.rlogin.tn0.pdf
doc-obj-rootmenu.sunview1.tn0.pdf
doc-obj-rootmenu.user.tn0.pdf
Round, rounded rect and pie slice shaped targets over rootmenu
picture.

doc-obj-scroll-menu.tn0.pdf
Target with scroll pie menu.

doc-obj-scroller.tn0.pdf
Scrollbar target.

doc-obj-slider.tn0.pdf
Slider target.

doc-obj-sun3160c.pn0.pdf
doc-obj-smallsun3160c.pn0.pdf
doc-obj-tinysun3160c.pn0.pdf
doc-obj-sun3160c.display.tn0.256x200.cc1.pdf
doc-obj-sun3160c.display.tn0.pdf
doc-obj-sun3160c.keyboard.tn0.256x200.cc1.pdf
doc-obj-sun3160c.keyboard.tn0.pdf
doc-obj-sun3160c.mouse.tn0.pdf
doc-obj-sun3160c.mousepad.tn0.pdf
Picture of Sun 3160c workstation, with shaped popup targets for
the display, keyboard, mouse and mousepad.

doc-obj-spin.tn0.pdf
Animated spinning earth target.

doc-obj-square.pn0.pdf
Square picture.

doc-obj-squat.pn0.pdf
Squat rectangle picture.

doc-obj-stretch.can.pdf
Stretch pie menu picture.

doc-obj-tall-earth.pn0.pdf
Tall earth picture.

doc-obj-tall.pn0.pdf
Tall rectangle picture.

doc-obj-test-menu.tn0.pdf
Target with test pie menu.

doc-obj-text-canvas.tn0.pdf
Target with editable scrolling text canvas.

doc-obj-text-scroller.tn0.pdf
Target with text canvas scrollbar.

doc-obj-times.can.pdf
Picture of font selection menu.

doc-obj-tree-menu.tn0.pdf
Target with tree pie menu.

doc-obj-unlabeled-text.tn0.pdf
Text editor target without a label.

doc-obj-wide-earth.pn0.pdf
Wide earth picture.

doc-obj-wrong-button.tn0.pdf
Target that pops up "Wrong Button!" message.

doc-obj-zap.can.pdf
Picture of zap pie menu.

doc-obj-zoom-menu.tn0.pdf
Target with zoom pie menu.

newdb: New Database (HyperTIES Database)

newdb-index.pdf
Index of files in newdb directory.

newdb-index.st0.pdf
Storyboard index of storyboards in newdb directory.

newdb-master-index.pdf
The newdb database master index.

newdb-article.sty.pdf
newdb-db.sty.pdf
newdb-index.sty.pdf
newdb-titlepage.sty.pdf
Style scripts for configuring HyperTIES.

newdb-compile-all.f.pdf
Forth script to compile newdb database to Forth.

newdb-compiled.f.pdf
Forth script, the result of compiling newdb database to Forth.

newdb/introduc:

newdb-introduc-introduc.st0.pdf
Why the Hubble Space Telescope?
A short description of the telescope and its purpose.
Storyboard with formatted text and links.

newdb/faintobj:

newdb-faintobj-faintobj.st0.pdf
Faint Object Spectrograph.
Storyboard with formatted text and links.

newdb/fosexplo:

newdb-fosexplo-fosexplo.st0.pdf
newdb-fosexplo-fosboth.pn0.pdf
newdb-fosexplo-fosboth.can.pdf
Faint Object Spectrograph - Exploded view
Storyboard with picture.

newdb/orbview:

newdb-orbview-orbview.st0.pdf
newdb-orbview-front.can.pdf
newdb-orbview-front.image.pn0.pdf
newdb-orbview-front.telescope.tn0.533x509.cc1.pdf
newdb-orbview-front.telescope.tn0.533x509.cc8.pdf
newdb-orbview-front.telescope.tn0.pdf
The Space Telescope in Orbit.
An artist's conception of the space telescope in orbit.
Storyboard with shaped popup and default-target targets over
picture.

newdb/otadiagr:

newdb-otadiagr-otadiagr.st0.pdf
newdb-otadiagr-otadiagr.pn0.pdf
newdb-otadiagr-ota.can.pdf
newdb-otadiagr-word-asi.tn0.pdf
newdb-otadiagr-word-fg.tn0.pdf
newdb-otadiagr-word-rsi.tn0.pdf
Optical Telescope Assembly - diagram.
A diagram of the Optical Telescope Assembly.
Storyboard with rounded rectangle targets over picture.

newdb/spacetel:

newdb-spacetel-index.pdf
Index of newdb/spacetel directory.

newdb-spacetel-spacetel.st0.pdf
Storyboard with shaped popup targets over picture.

newdb-spacetel-main.image.pn0.pdf
newdb-spacetel-main.can.pdf
newdb-spacetel-main.fgs.tn0.564x468.cc8.pdf
newdb-spacetel-main.fgs.tn0.pdf
newdb-spacetel-main.foc.tn0.564x468.cc8.pdf
newdb-spacetel-main.foc.tn0.pdf

newdb-spacotel-main.fos.tn0.564x468.cc8.pdf
newdb-spacotel-main.fos.tn0.pdf
newdb-spacotel-main.hrs.tn0.564x468.cc8.pdf
newdb-spacotel-main.hrs.tn0.pdf
newdb-spacotel-main.hsp.tn0.564x468.cc8.pdf
newdb-spacotel-main.hsp.tn0.pdf
newdb-spacotel-main.ota.tn0.564x468.cc8.pdf
newdb-spacotel-main.ota.tn0.pdf
newdb-spacotel-main.wfpc.tn0.564x468.cc8.pdf
newdb-spacotel-main.wfpc.tn0.pdf
newdb-spacotel-word-fgs.tn0.pdf
newdb-spacotel-word-foc.tn0.pdf
newdb-spacotel-word-fos.tn0.pdf
newdb-spacotel-word-hrs.tn0.pdf
newdb-spacotel-word-hsp.tn0.pdf
newdb-spacotel-word-ssm.tn0.pdf
newdb-spacotel-word-wfpc.tn0.pdf
Shaped popup targets and rounded rectangle targets over
picture.

newdb/earth:

newdb-earth-index.pdf
Index of newdb earth directory.

newdb-earth-earth.st0.pdf
Spin the Earth.
Spinning earth demo.
Uses target spin over picture earth.

newdb-earth-stopearth.st0.pdf
Stop the Earth.
Still earth demo.

newdb-earth-earth.pn0.pdf
Earth picture.

newdb-earth-globel.im1.pdf
Picture of earth.

newdb-earth-spin.tn0.pdf
Animated spinning earth target.

newdb-earth-circle-button.tn0.pdf
Circular button target, for the still earth picture.

emacs: Emacs Authoring Tool Integration

Integrates the UniPress Emacs text editor, written in C and scripted
in MockLisp, with HyperTIES.
Emacs is used for an authoring tool for HyperTIES databases, and
runs the HyperTIES browser as a sub-process.
The HyperTIES front-end in NeWS can send commands to Emacs and the
browser, to control them.

emacs-index.pdf
Listing of emacs directory.

emacs-index.st0.pdf
Storyboard index of emacs demos.

emacs-master-index.pdf
The emacs database master index.

emacs-debugger.st0.pdf
PostScript Debugger.
A control panel of debugging commands.
Demonstrates emacs-button targets that send PostScript debugging commands to psh sub-process running in Emacs authoring tool.

emacs-emacs-button.tn0.pdf
Target that sends command in reference to Emacs authoring tool.

emacs-emacs.tn0.pdf
Target that integrates HyperTIES and Emacs through reference variable.

emacs-founders.st0.pdf
The Founders.
The three founders of Sun Microsystems, Inc., demonstrating Scalable Picture Architecture.
Demonstrates shaped popup targets founder.larry, founder.moe and founder.curly on pictures founders.small, founders.medium and founder-big, showing how targets can automatically scale to the pictures they're associated with.
Founder's heads send keyboard escape sequences to Emacs, which may be bound to Emacs functions, described, recorded in macros, etc.

emacs-home.st0.pdf
Home Base.
The place to start from!

emacs-misc.st0.pdf
Miscellaneous popups.
Miscellaneous things that pop up at you!
Demonstrates shaped popup targets miscellaneous.table, miscellaneous.bunny, miscellaneous.top, miscellaneous.widget, miscellaneous.violin, miscellaneous.planet and miscellaneous.puzzle over miscellaneous picture.
Popups send keyboard escape sequences to Emacs, which may be bound to Emacs functions, described, recorded in macros, etc.

emacs-obj-index.pdf
Index of emacs obj directory.

emacs-obj-founder.curly.tn0.320x320.cc8.pdf
emacs-obj-founder.curly.tn0.pdf
emacs-obj-founder.larry.tn0.320x320.cc8.pdf
emacs-obj-founder.larry.tn0.pdf
emacs-obj-founder.moe.tn0.320x320.cc8.pdf
emacs-obj-founder.moe.tn0.pdf
emacs-obj-founders.big.pn0.pdf
emacs-obj-founders.im8.pdf
emacs-obj-founders.pn0.pdf
emacs-obj-founders.small.pn0.pdf

Shaped popup targets and pictures of founders heads.

emacs-obj-miscellaneous.bunny.tn0.250x200.cc8.pdf
emacs-obj-miscellaneous.bunny.tn0.pdf
emacs-obj-miscellaneous.planet.tn0.300x300.cc8.pdf
emacs-obj-miscellaneous.planet.tn0.pdf
emacs-obj-miscellaneous.pn0.pdf
emacs-obj-miscellaneous.puzzle.tn0.300x300.cc8.pdf
emacs-obj-miscellaneous.puzzle.tn0.pdf
emacs-obj-miscellaneous.table.tn0.300x300.cc8.pdf
emacs-obj-miscellaneous.table.tn0.pdf
emacs-obj-miscellaneous.top.tn0.300x300.cc8.pdf
emacs-obj-miscellaneous.top.tn0.pdf
emacs-obj-miscellaneous.violin.tn0.300x300.cc8.pdf
emacs-obj-miscellaneous.violin.tn0.pdf
emacs-obj-miscellaneous.widget.tn0.300x300.cc8.pdf
emacs-obj-miscellaneous.widget.tn0.pdf

Shaped popup targets and pictures of miscellaneous things.

cam: Cellular Automata Machine Application Integration (HyperTIES Database)

Integrates a Cellular Automata Machine simulation application,
written in C and Forth, with HyperTIES.

Embeds a view of the simulation in a HyperTIES page, with buttons to
control the simulation.

cam-index.pdf

Index of files in cam directory.

cam-master-index.pdf

Master index of content in cam directory.

cam-index.st0.pdf

Index storyboard of storyboards in cam directory.

cam-cam-raster.pn0.pdf

Picture that uses global raster image to communicate pixels with
cellular automata machine engine.

cam-cam-step-button.tn0.pdf

Target that sends command to app to step the simulation.

cam-cam-update-button.tn0.pdf

Target that sends command to app to update the image view.

cam-cam.f.pdf

Forth code that implements the cellular automata machine
integration of C and PostScript code, runs simulation, receives
commands from front-end, sends raster images and upate messages
to front-end.

cam-cam.st0.pdf

Interactive Cellular Automata Machine appliation storyboard.

cam-compiled.f.pdf

Forth script to compile application source code.

cam-init.f.pdf
Forth script to initialize application.

cam-greenberg.f.pdf
cam-hglass.f.pdf
cam-histogram.f.pdf
cam-lichens.f.pdf
cam-life.f.pdf
cam-parity.f.pdf
cam-soil.f.pdf
cam-time-tunnel.f.pdf
Forth scripts for cellular automata rules.