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COWS

Example Library

COWS Version 1.3

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March 20, 1994

The Example Library, provided with the COWS testbench application, is your macro access to the application's ^aJungle Gym,^o a bunch of widgets and playthings for you to fool around with and try out.

Using the Jungle Gym

You can use the Jungle Gym just by calling functions in proper COWS syntax. Make sure the gym is visible. Button 0 plays a sound. Button 1 prints the window to your printer. Button 2 miniaturizes the window. And Button 3 toggles an icon.

Functions

All functions return *f* if there's an error. I know, it's not full error reporting, but I'm tired.

scroll-value Returns the value of scroller *item* between 0 and 1
(**scroll-value** *item*)

set-scroll-value Sets the value of scroller *item* to *value*
(set-scroll-value *item value*)

check-value Returns the value of check-box *item* as t or f
(check-value *item*)

set-check-value Sets the value of check-box *item* to *value*
(set-check-value *item value*)

radio-value Returns the value of radio button *item* as t or f
(radio-value *item*)

select-radio-value Selects radio button *item*
(set-radio-value *item*)

string-value Returns the value of text field *item* as a string
(string-value *item*)

set-string-value Sets the value of text field *item* to *value*
(set-string-value *item* *value*)

press-button Presses button *item*
(press-button *item*)

window-x-position Returns the x coordinate of the window
(window-x-position)

window-y-position Returns the y coordinate of the window
(window-y-position)

set-window-title Sets the coordinates of the window to (*x-value*, *y-value*).
(set-window-position *x-value* *y-value*)

window-title Returns the title of the window

(window-title)

set-window-title Sets the title of the window to *value*
(set-window-title value)

ping Pings the Window Server
(ping)