
Name: **abort-character**

Type: *integer*

Default: 0x7

Description:

This is the character that is recognized as the “interrupt” character. The default is control-G. Each character typed is compared to this value, and if it matches, the current action is aborted. While this value is interpreted as a character, it is stored as an integer. Thus to change your *abort-character* to the character ‘A’, you should set *abort-character* to 65.

Name: **border-width**

Type: *integer*

Default: 3

Description:

This is the width in pixels of the box that will be drawn around the page image. This box is only drawn if the boolean *draw-borders* is true.

See Also: *draw-borders*

Name: **cached-pages**

Type: *integer*

Default: 3

Description:

This is the number of DVI pages that *dvitool* will cache. A cached page does not have to be reread from the file if it is viewed again, so redisplaying it is fast. However, there is a substantial performance penalty due to swapping if *dvitool* attempts to cache too many pages, so it behooves you to keep this variable small. You can see the effects of various settings by searching for some non-existent string in a long DVI file while watching various performance indicators (see *perfmeter(1)*). An empirical test (searching for a non-existent string in a 200 page document) showed an average reduction in total search time of 49 percent when a 2 page cache was used compared with a 10 page cache. A cache size of 2–4 pages seems optimal for most circumstances.

Name: **cwd**

Type: *string*

Description:

This string is the exact analog to the shell's current working directory. Though it can be altered via the *set* command, a more appropriate means of changing it is the *cd* command because *cd* expects an argument of type *filename* which can be completed on. To *set*, *cwd* is just a string.

See Also: *cd*, *set*

Name: **draw-borders**

Type: *boolean*

Default: **on**

Description:

This variable controls whether a border of *border-width* pixels is drawn around the page image.

Side Effects:

Makes the page image larger, and thus costs some memory (about 4000 bytes for a 3 pixel border). You may wish to turn this off in a memory-starved environment.

See Also: *border-width*

Name: **enable-ansi-keys**

Type: *boolean*

Default: **on**

Description:

This variable controls the way the function keys are interpreted. When true, the ANSI sequences generated by the function (and left and right) keys are interpreted and functions are run based on bindings that are changeable only at compile time. When false, all the function keys simply print out an innocuous message. N.B. This information is only valid when the function *ansi-keys* is bound to the string “\e[”.

See Also: *ansi-keys*

Name: **font-path**

Type: *string*

Default: **/usr/local/fonts/pk**

Description:

This is a list of places to look for the font files (more correctly, for pk or pxl files) that *dvitool* uses. It is in the same format as the PATH of *cs(1)*, i.e. **path:path...** where each path element may contain the ~ character to reference

a user's home directory or \$NAME to reference any environment variable. It is an error to reference an undefined environment variable.

Dvitoool looks for both types (PK and PXL) of font files when it goes searching for a font unless the directory of the pathname (one of the *path*'s above) contains the substring “pk” or the substring “pixel.” If one of those two substrings are found, then dvitoool will only look for that type of font file in that directory. So if you have some PXL and some PK files, it makes good sense to use a *font-path* something like this:
/usr/local/lib/fonts/pk:/usr/local/lib/fonts/pixel

Name: **init-cursor-file**

Type: *string*

Default: null

Description:

If set, this string points to a file that contains an image to be used as the default cursor for dvitoool. The named file may contain a ~ reference and it is presumed to be the output of *iconedit(1)*. As with all the *init-* variables, this variable can only be set in the user's .dvitooolrc file.

See Also: *dvitooolrc*, *init-cursor-xhot*, *init-cursor-yhot*, *init-icon-file*

Name: **init-cursor-xhot**

Type: *integer*

Default: 9

Description:

This is the horizontal offset in pixels from the upper left corner of the cursor to consider the “hot spot” of the cursor. The hot spot of the cursor is the point considered to be the focal point of the cursor; it is a means of describing which of the 16^2 pixels in the cursor image is the pixel actually being pointed to. The default is for the circle cursor; it should be changed if you load your own cursor with *init-cursor-file*.

See Also: *init-cursor-file*, *init-cursor-yhot*

Name: **init-cursor-yhot**

Type: *integer*

Default: 9

Description:

The vertical analog to *init-cursor-xhot*.

See Also: *init-cursor-file*, *init-cursor-xhot*

Name: **init-icon-file**

Type: *string*

Default: **null**

Description:

This string names a file to be used to create the icon image for **dvitool**. It is assumed to be the output of *iconedit(1)*.

See Also: *init-cursor-file*, *init-icon-x*, *init-icon-y*

Name: **init-icon-x**

Type: *integer*

Default: 1000

Description:

This is the horizontal position of the pixel at which the upper left hand corner of the **dvitool** icon will be painted.

See Also: *close-window*, *init-icon-y*, *init-icon-file*

Name: **init-icon-y**

Type: *integer*

Default: 0

Description:

This is the vertical position of the pixel at which the upper left hand corner of the **dvitool** icon will be painted.

See Also: *close-window*, *init-icon-x*, *init-icon-file*

Name: **init-iconic**

Type: *boolean*

Default: **off**

Description:

When this variable is turned on, **dvitool** appears in iconic form when it is first painted. This variable provides exactly the same functionality as the *suntools(1)* flag **-Wi**. The most common use of *init-iconic* is when **dvitool** is invoked from a *suntools(1)* menu (which doesn't allow the **-Wi** flag). When **dvitool** is started from a **.suntools** file it is better to specify the **-Wi** flag on the command line so that when **dvitool** is invoked some other way, it will come up non-iconic.

See Also: *close-window*, *init-icon-file*, *init-icon-x*, *init-icon-y*

Name: **init-scrollbars-on**

Type: *boolean*

Default: **on**

Description:

This variable controls whether or not `dvitool` will be created with scrollbars.

Name: **init-win-height**

Type: *integer*

Default: **400**

Description:

This is the height in pixels that `dvitool` will have when it is first created.

See Also: *full-screen*, *init-win-width*, *zoom-tool*

Name: **init-win-width**

Type: *integer*

Default: **1064**

Description:

This is the width in pixels that `dvitool` will have when it is first created. The default value creates a window that is wide enough to see the entire width of an 8.5 X 11 inch page with a 3 pixel wide border and 1 inch margins.

See Also: *full-screen*, *init-win-height*, *zoom-horizontal*

Name: **init-win-x**

Type: *integer*

Default: **88**

Description:

This is the horizontal position of the pixel that the upper left hand corner of `dvitool` will be initially drawn at.

See Also: *init-win-y*

Name: **init-win-y**

Type: *integer*

Default: 200

Description:

This is the vertical position of the pixel that the upper left hand corner of `dvitool` will be initially drawn at.

See Also: *init-win-x*

Name: **kern-threshold**

Type: *integer*

Default: 150

Description:

This variable controls how `dvitool` interprets the stream of DVI commands that it sees as ASCII characters. Recall that a DVI file consists of an arbitrary combination of “set character” commands interspersed with horizontal and vertical movement commands. `Dvitool` must have some way of deciding whether a horizontal movement is an interword movement, or a horizontal kern. The prior command should be interpreted as an ASCII space, while the latter should not. *Kern-threshold* is the break-point for that decision: horizontal movements greater than *kern-threshold* are considered to be ASCII spaces. The value compared with the horizontal movements is actually the width of the widest page multiplied by the *kern-threshold* and a constant. Thus for large point sizes or small page widths, *kern-threshold* may need to be increased. The default value works well for 10 point text.

See Also: *ascii-of-selection*, *extend-selection*, *line-break-threshold*, *select-char*

Name: **left-margin**

Type: *dimension*

Default: 1in

Description:

This is the width of the left margin. Characters may be typeset in the margins, but it is an error to attempt to set a character to the left of the area allocated by *left-margin* which is “off the page.” `Dvitool` will automatically make the load image bigger when asked to set any characters in the margins (left, right, top or bottom), but will complain if asked to set a character outside them. If you really want to see those characters, you must change *page-height* and *page-width*. As with all variables of type *dimension*, this value may be specified in either inches (in), scaled points (sp), points (pt), or centimeters (cm).

See Also: *page-height*, *page-width*, *show-load-image*, *top-margin*

Name: **line-break-threshold**

Type: *integer*

Default: 110

Description:

This value is a threshold over which vertical movements will be considered line breaks. A line break is considered a space in the search algorithm. See *kern-threshold*.

See Also: *ascii-of-selection*, *extend-selection*, *kern-threshold*, *select-char*

Name: **log-filename**

Type: *string*

Default: null

Description:

When this string is non-null, it is the name of a log file in which a copy of all of the messages **dvitool** produces in it's message window will be placed. When the file is first opened, it is truncated. It is an error for the user not to be able to open the file. To turn message logging off, set *log-file* "/" to the null string by entering `<return>` as the first character.

Name: **page-height**

Type: *dimension*

Default: 11in

Description:

The minimum height of the page image. See *left-margin*.

See Also: *left-margin*, *page-width*, *top-margin*

Name: **page-width**

Type: *dimension*

Default: 8.5in

Description:

The minimum width of the page image. See *left-margin*.

See Also: *left-margin*, *page-height*, *top-margin*

Name: **show-load-image**

Type: *boolean*

Default: **off**

Description:

When true, `dvitool` will draw a 1 pixel wide box around the load image. Each page has its own load image, while there is only 1 global page image. The box reveals exactly which pixels are kept, or cached, for each page.

Name: **top-margin**

Type: *dimension*

Default: **1in**

Description:

The height of the top margin. See *left-margin*.

See Also: *left-margin*, *show-load-image*