Khoros is a trademark of the University of New Mexico

UNIX is a trademark of AT&T Bell Laboratories.

The X Window System is a trademark of Massachusetts Institute of Technology.

Permission to copy and modify this software and its documentation only for internal use in your organization is hereby granted, provided that this notice is retained thereon and on all copies. UNM makes no representations as to the suitability and operability of this software for any purpose. It is provided "as is" without express or implied warranty.

UNM DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS. IN NO EVENT SHALL UNM BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY OTHER DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

No other rights, including, for example, the right to redistribute this software and its documentation or the right to prepare derivative works, are granted unless specifically provided in a separate license agreement.

Copyright © 1991 University of New Mexico.
All rights reserved.
Printed in U.S.A.

KHOROS
MANUAL

Volume II
Programmer's Manual

The Khoros Group
Department of Electrical and Computer Engineering
University of New Mexico
Albuquerque, NM 87131

Release: 1.0

KHOROS MANUAL

Volume II

Khoros Programmer's Manual

VOLUME II CONTENTS

Volume II - KHOROS Programmer's Manual

Chapter 1 - WRITING PROGRAMS / VIFF FORMAT

A. OVERVIEW OF THE KHOROS PROGRAMMER'S MANUAL
B. WRITING PROGRAMS IN THE KHOROS ENVIRONMENT
C. WRITING A VROUTINE
D. WRITING AN XVROUTINE
E. CONVENTIONS & GUIDELINES FOR ALL KHOROS ROUTINES
F. NOTES ON THE PS FILE
G. USING THE DEBUGGER ON THE NEW PROGRAM
H. INTEGRATING THE NEW PROGRAM INTO CANTATA
I. MAINTENANCE OF NEW PROGRAMS
J. USE OF TOOLBOXES
K. VISUALIZATION/IMAGE FILE FORMAT (VIFF)

Chapter 2 - USER INTERFACE SPECIFICATION

A. INTRODUCTION
B. GRAPHICAL USER INTERFACE (GUI) ITEMS
C. COMMAND LINE USER INTERFACE (CLUI) ITEMS
D. UIS LINE TYPES
E. NOTES ON DESIGNING THE GUI
F. UIS FIELD TYPES & SYNTAX

Chapter 3 - PREVIEW

A. INTRODUCTION
B. USING PREVIEW

Chapter 4 - COMPOSER

A. INTRODUCTION
B. USER INTERFACE SPECIFICATION FILE
C. PROGRAM SPECIFICATION FILE
D. PROGRAMMING TOOLS

Chapter 5 - GHOST ROUTINES

A. INTRODUCTION
B. GHOSTWRITER
C. GHOSTREADER
D. CONFIGURATION FILES
E. CREATING & MAINTAINING NEW ROUTINES
F. GUIDE FOR CREATING THE PS FILE

Chapter 6 - CONDUCTOR

A. INTRODUCTION
B. USING CONDUCTOR
C. ILLUSTRATION BY EXAMPLE
D. USE OF CONDUCTOR BY EXISTING KHOROS PROGRAMS

Chapter 7 - EXAMPLES & TROUBLESHOOTING

A. EXAMPLES (XVROUTINES & DIST. PROCESSING)
B. TROUBLESHOOTING XVROUTINES

Chapter 8 - LIBRARIES

A. INTRODUCTION
B. XVFORMS LIBRARY
C. XVUTILS LIBRARY
D. XVGRAPHICS LIBRARY
E. XVDISPLAY LIBRARY
F. VUTILS LIBRARY
G. VMATH LIBRARY
H. VGPARM LIBRARY
I. VERROR LIBRARY
J. FILE FORMATS LIBRARY
K. VEXPR LIBRARY
L. VRAST LIBRARY

Chapter 9 - CONFIGURATION MANAGEMENT

A. INTRODUCTION
B. *Makefile* AND *Imakefile* UTILITIES
C. MAINTAINING THE KHOROS SRCMACH TREE FOR MULTIPLE ARCHITECTURES

Chapter 10 - INSTALLATION GUIDE

A. INTRODUCTION
B. KHOROS VIA FTP DISTRIBUTION
C. GETTING STARTED

Chapter 11 - KRAFTSMAN
A. INTRODUCTION
B. KRAFTSMAN OPERATIONS