```
-- file LookAt.Mesa    edited by Sandman, September 30, 1977  1:19 PM
DIRECTORY
ImageDefs: FROM "imagedefs",
IODefs: FROM "iodefs",
KeyDefs: FROM "keydefs",
RectangleDefs: FROM "rectangledefs",
WindowDefs: FROM "Windowdefs",
WManagerDefs: FROM "WManagerDefs";

LookAt: PROGRAM IMPORTS RectangleDefs, IODefs, WindowDefs, WManagerDefs =
  BEGIN OPEN RectangleDefs;
  s: STRING ← [100];
  displayhead: DCBptr = LOOPHOLE [420B];
  topmargin: CARDINAL ← 4;
  leftmargin: CARDINAL ← 1;
  npages: CARDINAL ← 108;
  width: CARDINAL ← 36;
  dmap: BMHandle;
  dcbptr: DCBptr;
  dwindow: WindowDefs.WindowHandle ← WindowDefs.GetCurrentDisplayWindow[];
  dmap ← GetDefaultBitmap[];
  dcbptr ← displayhead.next;
  dcbptr.height ← topmargin;
  dmap.y0 ← topmargin * 2;
  dmap.indenting ← leftmargin;
  dmap.x0 ← leftmargin * 16;
  ReallocateBitmap[dmap, npages, width];
  RectangleDefs.GrowRectangle[dwindow.rectangle, dmap.width, 100];
  WindowDefs.RepaintDisplayWindows[dmap];
  START WManagerDefs.WManControl;
  IODefs.WriteLine["Alto/Mesa Viewer"];
  DO OPEN IODefs; ENABLE Rubout => EXIT; ReadLine[s]; WriteChar[CR]; ENDLOOP;
  ImageDefs.StopMesa[];
  END.
```