

-- File: KeyDefs.Mesa Modified by: Sandman, March 21, 1978 3:42 PM

KeyDefs: DEFINITIONS = BEGIN

updown: TYPE = {down, up};

KeyArray: TYPE = ARRAY [0..5] OF WORD;

KeyBits: TYPE = MACHINE DEPENDENT RECORD [

blank: [0..377B],  
Keyset1,Keyset2,Keyset3,Keyset4,Keyset5: updown,  
Red,Blue,Yellow: updown,  
Five,Four,Six,E,Seven,D,U,V,  
Zero,K,Dash,P,Slash,BackSlash,LF,BS: updown,  
Three,Two,W,Q,S,A,Nine,I,  
X,O,L,Comma,Quote,RightBracket,Spare2,Spare1: updown,  
One,ESC,TAB,F,Ctrl,C,J,B,  
Z,LeftShift,Period,SemiColon,Return,Arrow,DEL,FL3: updown,  
R,T,G,Y,H,Eight,N,M,  
Lock,Space,LeftBracket,Equal,RightShift,Spare3,FL4,FR5: updown];

Keys: POINTER TO KeyBits = LOOPHOLE[177033B];

MouseButton: TYPE = {RedYellowBlue, RedBlue, RedYellow, Red, BlueYellow, Blue, Yellow, None};

MouseBits: TYPE = MACHINE DEPENDENT RECORD [

blank: [0..377B], -- Diablo, Versatec, etc.  
keyset: [0..37B], -- 0 => down, i.e. normal state is 37B  
buttons: MouseButton]; -- 0=> down, normal is 7B = MouseButton[None]

Mouse: POINTER TO MouseBits = LOOPHOLE[Keys];

KeyName: TYPE = {

x0, x1, x2, x3, x4, x5, x6, x7,  
Keyset1,Keyset2,Keyset3,Keyset4,Keyset5,  
Red,Blue,Yellow,  
Five,Four,Six,E,Seven,D,U,V,  
Zero,K,Dash,P,Slash,BackSlash,LF,BS,  
Three,Two,W,Q,S,A,Nine,I,  
X,O,L,Comma,Quote,RightBracket,Spare2,Spare1,  
One,ESC,TAB,F,Ctrl,C,J,B,  
Z,LeftShift,Period,SemiColon,Return,Arrow,DEL,FL3,  
R,T,G,Y,H,Eight,N,M,  
Lock,Space,LeftBracket,Equal,RightShift,Spare3,FL4,FR5};

-- Alto II names for some keys can be different

FL1: KeyName = DEL;

FL2: KeyName = LF;

BW: KeyName = Spare1;

FR1: KeyName = Spare3;

FR2: KeyName = BackSlash;

FR3: KeyName = Arrow;

FR4: KeyName = Spare2;

KeyItem: TYPE = RECORD [

Letter: BOOLEAN,  
ShiftCode: [0..177B],  
NormalCode: [0..377B]];

ChangeKey: PROCEDURE [key: KeyName, action: KeyItem] RETURNS [oldAction: KeyItem];

Keyboard: PROGRAM;

KeyStreams: PROGRAM;

END.