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## IDLER

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IDLER introduces the notion of an *idle mode* to Interlisp-D. Idle mode is automatically entered if no keystroke or mouse action has occurred for a specified time. Idle mode can also be entered by selecting **Idle** from the Background Menu, or by calling the function **IDLE**. When a key or button is pressed, IDLER will prompt for login, and exit idle mode if the user meets the settable criterion. Most variables of interest to the user are settable via the subitems of the **Idle** option in the Background Menu.

### **IDLE.PROFILE** [Variable]

This is bound to a property list which controls most aspects of IDLER. Recognized fields are as follows:

#### TIMEOUT <NIL or an integer>

Determines how long IDLER will wait before spontaneously entering idle mode. If NIL, then IDLER will never start spontaneously. Default is 10.

#### FORGET <T or NIL>

If non-NIL, IDLER will erase the user's password upon entering idle mode. Default is NIL.

#### ALLOWED.LOGINS

Determines who can exit idle mode. Possible values and their meanings are:

NIL

Exit without requesting login.

LOGIN

Require login, but let anyone exit. This will overwrite the previous user's username and password each time idle mode is exited.

AUTHENTICATE, NS.AUTHENTICATE, GV.AUTHENTICATE

Check password with the net. Only allow users with accounts to exit idle mode.

<a list>

Should be a list of group and/or user names. T means the user who was using the machine before idle mode was entered. Idle mode will only be exited if: (a) the new user's username is in this list, [b] the new user is a member of a group whose name is on this list or [c] if T is a member of the list, and the same user logs in with the same password.

Default is LOGIN.

#### DISPLAYFN

Determines what IDLER will display while in idle mode. Should be a function name or lambda expression. This is passed one argument which is a window covering the whole screen. Default is IDLE.BOUNCING.BOX.

#### SAVEVM <NIL or an integer>

If an integer, IDLER will save virtual memory this many minutes after entering idle mode. Default is 10.

#### RESETVARS

A list of 2 element lists of the format (VAR VAL). VAR will be bound to the value of VAL upon entering idle mode and reset to its original value upon exiting idle mode.

#### SUSPEND.PROCESS.NAMES

For each name on this list, if a process by that name is found, it will be suspended upon entering idle mode and woken upon exiting idle mode.

#### IDLE.FUNCTIONS [Variable]

This determines what will be in the menu raised by selecting the **Display** subitem of **Idle** in the background menu. It should be in the format used for the ITEMS field of a menu, with the selection of an item returning the function in question.

#### (IDLE.BOUNCING.BOX WINDOW BOX WAIT)[Function]

This is the default display function provided with IDLER. BOX is bounced about WINDOW, with bounces taking place every WAIT milliseconds. BOX can be a string (which is displayed in TIMESROMAN36D) a bitmap, window (whose image will be bounced about) or a list of any of these which will be cycled through. BOX defaults to the variable **IDLE.BOUNCING.BOX**, which is by default the string "Interlisp-D". WAIT defaults to 1000 (one second).