

cell

keys:	add	<number>	add a cell to the specified menu
	id	<number>	define which cell to use
	in	<number>	place cell in specified panel
	begins	'<text>'	specify the <i>interaction begins</i> action for a cell
	changes	'<text>'	specify the <i>state change</i> action for a cell
	ends	'<text>'	specify the <i>interaction ends</i> action for a cell
	cycle	<number>	cycle a cell through a specified number of states
	column	<number>	position a cell at the column number on its menu
	row	<number>	position a cell at the row number on its menu
	offset	<x>, <y>	position a cell at the specified offset on its menu
	position	<x>, <y>	position a cell on its panel at the given coordinates
	name	'<text>'	specify a name for the cell
	text	'<text>'	the cell is to contain the specified text
	title	<number>	the cell is to contain the specified picture number title
	size	<x>, <y>	define a minimum x and y size for a cell
	background	<number>	number of cell background
	foreground	<number>	number of cell foreground
options:	create		create a cell
	destroy		destroy a cell
	check/flash/invert/tick		use check marks/flashing/inverse video/tick marks to highlight a cell
	box		draw a box around a cell
	drop		deactivate a cell's menu on selecting the cell

The command **cell** controls the creation and operations of the Semper 6 Plus cell element. A cell is like a labelled box. It contains Semper commands that are performed when the cell is selected. For a description of Semper 6 Plus elements, refer to the *Semper 6 Plus User Interface Guide* contained in the *Semper 6 Guide*.

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Examples

```
cell create text 'circle' invert
```

This command creates a new text cell with the contents 'circle' on the current panel, with inverse video highlighting.

```
cell create text 'move' add m5
```

This command creates a cell with the contents 'move' and adds the cell onto the menu number with its identifier held in the variable *m5*. By default, the cell has flash highlighting.

```
cell id c00 box
```

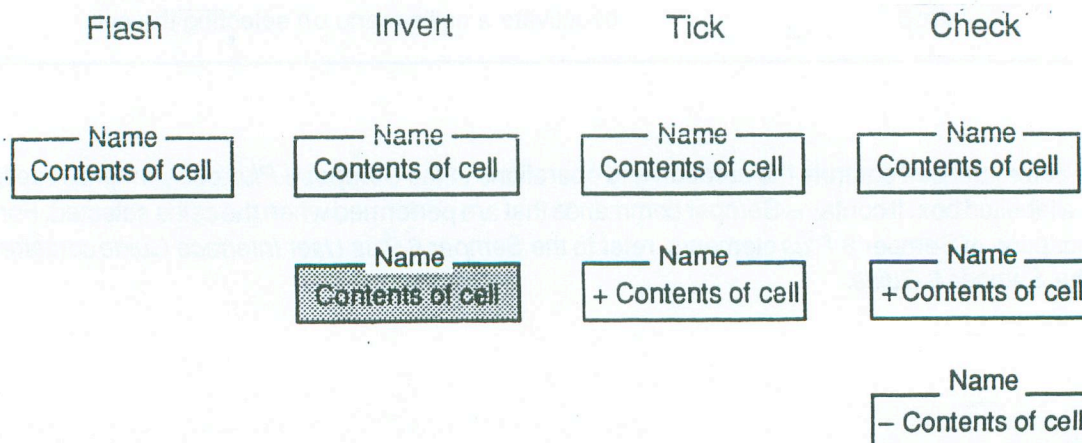
This command draws a box around the text of an existing cell. The cell's identifier is stored in the variable *c00*.

```
cell id c00 begins 'type "START"' ends 'type "END"'
```

This command sets the action to be performed when the cursor enters the cell whose identifier is stored in the variable *c00*. When the cursor enters the cell the string START is displayed and on leaving the string END is displayed.

Description

A Semper 6 *Plus* cell can be created using the **create** option and removed using **destroy**. Use the **id** key to define a cell to act upon. There are four ways of highlighting a cell using flashing (**flash**), inverse video (**invert**), tick marks (**tick**) and check marks (**check**). The default is *flashing* highlighting. The diagram below illustrates the different types of Semper 6 *Plus* cell.



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A cell is more than a box containing a name. You can specify that a cell contains Semper commands that are acted on when that cell is selected. A cell can go through the following transitional states:

- *interaction begins*
- *state changes*
- *interaction ends*

You define the action taken for each of these states using the **begins**, **changes** and **ends** keys. These keys allow you to specify as text the commands, keys and options to be executed by Semper when interaction with a cell begins or ends, or a cell changes state.

There are two ways to interact or change the state of a cell:

- use the **cycle** key to cycle through the states of a cell
- use the mouse to enter or select a cell

The **cycle** key cycles a cell through its highlight states. The table given below details the cycles of each style of cell. For example, if a *check* cell currently has no mark, the command **cell cycle 2** changes the highlight to a *plus* mark. Note that for **flash** highlighting there is only one state, that is *not flashing*, but you can use the **cycle** key to cause a cell to flash a specified number of times.

check	Invert	tick
plus mark	normal video	no mark
no mark	inverse video	plus mark
minus mark		

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The actions taken when the mouse enters a cell, the cell is selected and the mouse leaves a cell are detailed in the table below and are dependent on the highlight style of the cell. Note that this table only applies to a cell placed on a panel and not on a menu.

style	mouse enters	cell selected	mouse leaves
check	no change	cycle by 1	no change
flash	no change	cycle by 2	no change
invert	cycle	no change	cycle
tick	no change	cycle by 1	no change

By default, a cell is created on the current panel but you can use the **In** key to specify a different panel. Use the **position** key to define the position of a cell on its panel.

You can move a cell from a panel to a menu using the **add** key. Use the keys **row** and **column** or **offset** to specify a cell's location on a menu. Note that you can use the **drop** option to deactivate a cell's menu. This saves processing time.

Use the **title** or the **text** key to define the contents of a cell. The **title** key copies up to the first twenty characters of the specified picture title or substitutes 'Picture: n' if no title exists. The **text** key accepts a text string as the contents of a cell.

You can name a cell using the **name** key. This allows you to identify the purpose of a cell on a panel or menu. If you name a cell, a box is drawn around the cell and the cell name is displayed on the top line of the box.

You can change the attributes of a cell using the keys **size**, **foreground** and **background** and the option **box**. The **size** key determines the minimum size of a cell. Use **foreground** and **background** to change the foreground and background colours of a cell. The **box** option draws a box around a cell, similar to that drawn when a cell is named.

Notes

see also: **menu, panel, textfield**
Semper 6 Plus User Interface Guide
variables used: *eno* (cell number, if **ld** not specified)
pno (panel number, if **In** not specified)
variables set: *eno* (set by the **create** option to the cell identifier number)

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Defaults and Ranges

keys/options	defaults	range
add	<i>none</i>	valid menu number
id	current cell, held in variable <i>eno</i>	valid cell number
in	current panel, held in variable <i>pno</i>	valid panel number
begins	<i>none</i>	text string containing valid Semper commands
changes	<i>none</i>	text string containing valid Semper commands
ends	<i>none</i>	text string containing valid Semper commands
cycle	<i>none</i>	positive integer
column	column 1	positive integer
row	row 1	positive integer
offset	offset 0,0	integer
position	position 0,0	integer
name	<i>none</i>	text string
text	<i>none</i>	text string
title	<i>none</i>	valid picture number
size	Semper 6 <i>Plus</i> determines appropriate size of cell	positive integer
background	background colour of panel/menu	integer: range is machine dependent
foreground	foreground colour of panel/menu	integer: range is machine dependent
check/flash /invert/tick	flash highlighting	