

Semper 6 Command Reference

device

keys:	active	<number>	element selection is only allowed on the specified device
	query	<number>	determines the size of the device and the number of supported colours
	refresh	<number>	redraws the user interface on the specified device
	restore	<number>	restores the previously saved cursor position of the given device
	save	<number>	saves the current cursor position of the specified device

Use **device** to define the devices on which interaction takes place with your defined Semper 6 Plus interfaces. For further detail refer to the *Semper 6 Plus User Interface Guide*.

Examples

```
device query 2
```

This command determines the size of device 2 (the framestore) and the number of colours it supports. It stores these values in the variables *uix*, *uiy* and *nco* respectively.

```
device active 1
```

This command defines that interaction with a user-defined interface can only take place on device 1 (the host display).

Description

Devices are referred to by number. The following device numbers are currently in use:

- device 0: all devices
- device 1: the display on a host computer
- device 2: the framestore

If the Semper variable *cdi* is not changed, the default device is the display. Set the variable *cdi* to 2 if panels etc. are to appear on the framestore. If you do not specify a device using **device active**, element selection is allowed on both displays. Note that if the framestore is used to display panels, there may be hardware restrictions on the colours available for display.

The **query** key allows a program to find out about its environment, returning the size of the display and the number of colours supported by the display. This is useful when a program starts to define a user interface, so that it can position and colour all the objects correctly.

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The default setting for the colours are as follows:

Number	Colour
0	Black
1	White
2	Red
3	Green
4	Blue
5	Cyan
6	Magenta
7	Yellow

Note that some devices may not support colour or only support a restricted range, or use different defaults (for example, 0 = white, 1 = black).

The **save/restore** keys provide an alternative method of storing the cursor position to the **mouse** command (when using the **query** option and **position** key). The **device save/restore** keys have the advantage that calls may be stacked, easing programming requirements.

The **refresh** key redraws the screen, after clearing it.

Notes

variables set: *uix, uiy* (set by **device query** to the size of the requested device)
 nco (set by **device query** to the number of colours on the display)
see also: **ulf, mouse**

Defaults and Ranges

keys/options	defaults	range
active	<i>none</i> : element selection on both displays	integer in range 1 to 2
query	<i>none</i>	integer in range 1 to 2
refresh	<i>none</i>	integer in range 1 to 2
restore	<i>none</i>	integer in range 1 to 2
save	<i>none</i>	integer in range 1 to 2