    - *Missing*: Text duplicate and text move pointers should use a more-arrow instead of an ellipsis ...
- Quick Move and Quick Duplicate on (most) text
- Some Level 2 Workspace Properties

Level 2 Features Not Supported in XView 1.0

The following Level 2 features are not supported in XView 1.0.

- Blocking pop-up windows
- Change bars in property windows
- Color
    - Window manager provides color in headers and footers
    - Color backgrounds are supported in notices (only)
    - *Missing*: Color backgrounds in control areas and menus
    - *Missing*: Grayscale/color glyphs for ‘‘3-D’’ appearance
- Multi-line text areas
- Edit menu for text fields
- Read-only gauges
- Menus containing more than one type of control
- Resizable panes
- Selectable panes
- Minimum scrollbar
- View must be updated while scrollbar elevator is dragged
- Page-oriented scrollbar
- Automatic scrolling
- Panning
- Glyphs in scrolling lists
- Hierarchical scrolling lists
- Sliders with end-boxes and tickmarks
- Vertical sliders
- Soft function keys
- Window scaling

Property Windows

In an OPEN LOOK UI toolkit, there is a required Settings pop-up menu for a property window.

- XView 1.0 does not provide this automatically, but applications can implement this menu themselves.

In an OPEN LOOK UI toolkit, property windows have two required buttons, `Apply` and `Reset`, and an optional button, `Set Default`.

- Again, XView 1.0 does not provide this automatically, but applications can implement this feature using XView primitives.

In an OPEN LOOK UI toolkit, there is a way to have two active selections when using property windows.

- XView 1.0 does not support this.

In an OPEN LOOK UI toolkit, when there are two active selections, the `Apply` button becomes a menu button with `Original Selection` and `New Selection` items.

- XView 1.0 does not support this.

Inactive Controls

In an OPEN LOOK UI toolkit, the scrollbar up or down arrow is dimmed when the scroll elevator is at the beginning or end of the document, respectively. When there is no data in the document, both arrows are dimmed.

- XView 1.0 does not support this.

In an OPEN LOOK UI toolkit, a menu's pushpin is dimmed if the menu has already been pinned.

- XView 1.0 does not support this.

Level 2 Features Supported in XView 1.0

The following Level 2 features are supported in XView 1.0.

- Abbreviated buttons
- Nonstandard basic windows
- Numeric text fields with increment/decrement buttons
- Some keyboard accelerators
- Splittable panes
  - *Missing*: Dimming the pane's border or its contents to indicate that the pane is about to disappear when removing a split pane using cable anchors.
- Split View and Join Views items on Scrollbar menu
- Dragging text to move/copy

In an OPEN LOOK UI toolkit, a default setting for exclusive and non-exclusive settings is only displayed when the controls are used on a menu.

- XView 1.0 indicates a default setting for exclusive and non-exclusive settings even when the controls are used in command and property windows.

In an OPEN LOOK UI toolkit, a slider can be shown with a read-only current value.

- XView 1.0 does not support this.

In an OPEN LOOK UI toolkit, the user can click `SELECT` to the left or right of a slider drag box on the slider bar to decrement or increment respectively, the setting by one unit. The pointer jumps as needed to allow repeated clicks.

- XView 1.0 does not support this.

In an OPEN LOOK UI toolkit, some exclusive settings can have no choice selected; the user clicks `SELECT` on the current choice to cause it to be deselected, yielding a value of ‘‘none.’’

- XView 1.0 requires exclusive settings to have one choice selected.

In an OPEN LOOK UI toolkit, an indeterminate state is defined on exclusive and non-exclusive settings.

- XView 1.0 does not support this.

In an OPEN LOOK UI toolkit, the bold border width on exclusive and non-exclusive settings is adjusted (to either 2 or 3 pixels) depending on the display resolution.

- XView 1.0 does not provide this.

Scrolling Lists

In an OPEN LOOK UI toolkit, scrolling lists can be put into an editable mode, and in that mode, the item selected for editing is inverted.

- XView 1.0 does not allow scrolling lists to be edited; they can only be changed by the application.

In an OPEN LOOK UI toolkit, scrolling lists can support no current choice (display or edit only), one current choice (exclusive list), or zero or more current choices (non-exclusive list).

- XView 1.0 only provides non-exclusive lists.

In an OPEN LOOK UI toolkit, a current choice in a non-exclusive list can be ‘‘deselected’’ by clicking on it.

- XView 1.0 does not support this.

Default Buttons in Pop-Ups

In an OPEN LOOK UI toolkit, notices, command windows, and property windows must always have a ‘‘default button,’’ even when there is only one button, and that the `DEFAULTACTION` keyboard accelerator always invokes the default button.

- XView 1.0 does not provide this automatically, but applications can implement this feature using XView primitives.

Help

In an OPEN LOOK UI toolkit, help text can have bold text, italic text and glyphs (small pictures).

- XView 1.0 does not support this.

In an OPEN LOOK UI toolkit, applications can add a `More` button to the help window.

- XView 1.0 does not allow this.

Window Background

In an OPEN LOOK UI toolkit, window backgrounds are used to access the Window menu, to select a window, and to move it by dragging.

- XView 1.0 does not support this.

Notices

In an OPEN LOOK UI toolkit, notices do not freeze the screen; input to other applications is always possible.

- In XView 1.0, notices block input to all applications.

In an OPEN LOOK UI toolkit, each window of an application displays the standard busy pattern in the header when a notice is displayed.

- XView 1.0 does not give the window manager enough information for this to work.

Text Functions

In an OPEN LOOK UI toolkit, an `UNDO` after an `UNDO` reverses the effect of the `UNDO`, restoring the original state.

- In XView 1.0, the second `UNDO` undoes the next-previous edit. There is no way in XView 1.0 to reverse the effect of an `UNDO`.

Control Items

In an OPEN LOOK UI toolkit, an abbreviated menu button can have a text field to the right of the menu button. The text field is used to add items to the menu.

- XView 1.0 does not have this feature.

In an OPEN LOOK UI toolkit, menu buttons (and abbreviated menu buttons) highlight on `MENU` down, and change to the standard busy pattern on `MENU-up` in stay-up mode.

- XView 1.0 does not provide this.

- In XView 1.0, these key bindings are hard-coded to `L10`, `L6`, `L8`, `L3`, `L4`, `L1`, `Return`, `Tab`, and `Shift-Tab`.

An OPEN LOOK UI toolkit should allow the user to change the mouse buttons used for `SELECT`, `ADJUST`, and `MENU`; the specified default mouse button bindings are `LEFT`, `MIDDLE`, and `RIGHT`.

- In XView 1.0, the specified default mouse button bindings are hard-coded.

An OPEN LOOK UI toolkit should allow the user to change the mouse modifiers used for `SETMENUDEFAULT`, `DUPLICATE`, `PAN`, and `CONSTRAIN`. The specified default modified mouse actions are `Control-RIGHT` for `SETMENUDEFAULT`, `Control-LEFT` for `DUPLICATE`, `Meta-LEFT` for `PAN`, and `LEFT-and-MIDDLE-chorded` for `CONSTRAIN`.

- In XView 1.0, the specified defaults for `SETMENUDEFAULT` and `DUPLICATE` are hard-coded, and `PAN` and `CONSTRAIN` are not supported.

In an OPEN LOOK UI toolkit, clicking `ADJUST` when there is no selection will set an initial insert point (the same as clicking `SELECT`).

- In XView 1.0, this selects a single character.

In an OPEN LOOK UI toolkit, the user can bind a modified mouse action to selecting a single character, but the default binding is `NONE`.

- In XView 1.0, selecting a single character is hard-coded to clicking `ADJUST` when there is no selection.

Input Focus Feedback

In an OPEN LOOK UI toolkit, only one text area (that is, text field or text pane) within a window may have a caret, whether active or inactive.

- XView 1.0 allows multiple inactive carets to be displayed in a single window (but only one active caret). As a result, if you use the *follow-mouse* input focus model instead of the *click-to-type* model, you may believe that an inactive caret is not being properly activated. In fact, that inactive caret should not have been displayed.

Menu Default Setting

In an OPEN LOOK UI toolkit, the user can press or release the `SETMENUDEFAULT` mouse modifier either before or after pressing `MENU` to change the menu default setting, thus allowing the user to change the menu default and invoke the new default in a single menu action.

- In XView 1.0, the user must press `SETMENUDEFAULT` before pressing `MENU` to change the menu default.

D

OPEN LOOK User Interface Compliance

Introduction

This is a list of the ways that the XView toolkit is not compliant with the *OPEN LOOK Graphical User Interface Functional Specification*. It is not a complete list of the ways that OpenWindows 1.0 is not an OPEN LOOK UI-compliant environment. OPEN LOOK UI compliance has two components: toolkit compliance and environment compliance.

An OPEN LOOK UI-compliant toolkit allows a developer to write an application that will be OPEN LOOK UI-compliant if run with an OPEN LOOK UI window manager. The toolkit might also support the application running successfully with, for example, a MOTIF™ window manager, but in such a configuration, the application would not be OPEN LOOK UI-compliant. An OPEN LOOK UI-compliant environment consists of an OPEN LOOK UI window manager, file manager, workspace properties window, and other such utility programs. To guarantee an OPEN LOOK UI application, the developer must write the application with an OPEN LOOK UI-compliant toolkit *and* run the application in an OPEN LOOK UI-compliant environment.

This list is in three parts. The first part consists of those features missing from XView 1.0 that are specified as Level 1 OPEN LOOK UI features. The second part lists some of the Level 2 OPEN LOOK UI features supported by XView 1.0. The third part lists the rest of the Level 2 OPEN LOOK UI features, which are not supported by XView 1.0.

Level 1 Features Not Supported in XView 1.0

The Level 1 features listed on the following pages are not supported in XView 1.0.

Keyboard and Mouse Customization

XView 1.0 hard-codes the bindings for function keys, mouse buttons, and mouse modifiers that OPEN LOOK UI says the user should be able to customize.

An OPEN LOOK UI toolkit should allow the user to specify the keys used for `CUT`, `COPY`, `PASTE`, `PROPERTIES`, `UNDO`, `CANCEL`, `DEFAULTACTION`, `NEXTFIELD`, and `PREVFIELD`.