

\$SPAD/src/lib fnct_key.c

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Abstract

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1 MAC OSX and BSD port

On the MAC OSX the signal `[[SIGCLD]]` has been renamed to `[[SIGCHLD]]`. In order to handle this change we need to ensure that the platform variable is set properly and that the platform variable is changed everywhere.

— mac os signal rename —

```
#if defined(MACOSXplatform) || defined(BSDplatform)
    bsdSignal(SIGCHLD, null_fnct,RestartSystemCalls);
#else
    bsdSignal(SIGCLD, null_fnct,RestartSystemCalls);
#endif
```

2 License

```
/*
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```

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*/
```

The MACOSX platform is broken because no matter what you do it seems to include files from `[[/usr/include/sys]]` ahead of `[[/usr/include]]`. On linux systems these files include themselves which causes an infinite regression of includes that fails. GCC gracefully steps over that problem but the build fails anyway. On MACOSX the `[[/usr/include/sys]]` versions of files are badly broken with respect to the `[[/usr/include]]` versions.

```
— * —

#if defined(MACOSXplatform)
#include "/usr/include/unistd.h"
#else
#include <unistd.h>
#endif
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <fcntl.h>
#include <sys/stat.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <signal.h>

#include "edible.h"
#include "bsdsignal.h"

#include "bsdsignal.h1"
#include "fct-key.h1"
#include "prt.h1"
#include "edin.h1"

/** Some constants for functio key defs ****/
#define DELAYED 0
#define IMMEDIATE 1
#define SPECIAL 2

/** Here is the structure for storing bound pf-keys          ***/
fkey function_key[13];          /** Strings which replace function
                                keys when a key is hit          ***/

static char *defaulteditor = "clefedit";
char editorfilename[100];

/*
```

```

* The following function environment variable clef editor. The command
* should be the one that the user wishes to have exced
*/

void
set_editor_key(void)
{
    int pid;

    sprintf(editorfilename, "/tmp/clef%d", pid = getpid());

    if (function_key[12].str == NULL) {
        (function_key[12]).type = SPECIAL;
        (function_key[12]).str = defaulteditor;
    }
}

void
define_function_keys(void)
/** This routine id used to find the users function key mappings. It
    simply searches the users HOME directory for a file called ".clef".
    If found it gets the key bindings from within
    *****/
{
    char *HOME, path[1024], string[1024];
    int key;
    int fd;
    char type;

    /** lets initialize the key pointers **/
    for (key = 0; key < 13; key++)
        (function_key[key]).str = NULL;
    /** see if the user has a .clef file      ***/
    HOME = getenv("HOME");
    sprintf(path, "%s/.clef", HOME);
    if ((fd = open(path, O_RDONLY)) == -1) {
        return;
    }
    else {
        /** If so, then get the key bindings **/
        while ((key = get_key(fd, &type)) {
            get_str(fd, string);
            switch (type) {
                case 'D':
                    if (key == 12) {
                        fprintf(stderr,
                            "Clef Error: PF12 can only be of type E in .clef\n");
                    }
            }
        }
    }
}

```

```

        fprintf(stderr, "Line will be ignored\n");
        type = -1;
    }
    else {
        (function_key[key]).type = DELAYED;
    }
    break;
case 'F':
    if (key == 12) {
        fprintf(stderr,
            "Clef Error: PF12 can only be of type E in .clef\n");
        fprintf(stderr, "Line will be ignored\n");
        type = -1;
    }
    else {
        (function_key[key]).type = IMMEDIATE;
    }
    break;
case 'E':
    if (key != 12) {
        fprintf(stderr,
            "Clef Error: PF12 can only be of type E in .clef\n");
        fprintf(stderr, "Line will be ignored\n");
        type = -1;
    }
    else {
        (function_key[key]).type = SPECIAL;
    }
    break;
}
if (type != -1) {
    (function_key[key]).str =
        (char *) malloc(strlen(string) + 1);
    sprintf((function_key[key]).str, "%s", string);
}
}

/*
 * Now set the editor function key
 */
set_editor_key();
}

#define defof(c) ((c == 'F' || c == 'D' || c == 'E')?(1):(0))

int
get_key(int fd, char * ty)
{

```

```

/*
 * Determines the key number being mapped, and whether it is immediate or
 * delay. It returns the key value, and modifies the parameter type
 */
char keynum[1024];
int nr;

nr = read(fd, keynum, 3);
if (nr != -1 && nr != 0) {
    if (!defof(keynum[0])) {
        return 0;
    }
    else {
        *ty = keynum[0];
        keynum[3] = '\0';
        return (atoi(&keynum[1]));
    }
}
else
    return 0;
}

int
get_str(int fd,char * string)
{
    /** Gets the key mapping being bound **/
    char c;
    int count = 0;
    char *trace = string;

    read(fd, &c, 1);
    while (c == ' ')
        read(fd, &c, 1);
    while (c != '\n') {
        count++;
        *trace++ = c;
        if (read(fd, &c,1) == 0)
            break;
    }
    *trace = '\0';
    return count;
}

void
null_fnct(int sig)
{
    return;
}

```

```

void
handle_function_key(int key,int chann)
{
    /** this procedure simply adds the string specified by the function key
        to the buffer                                     *****/
    int count, fd;
    int amount = strlen(function_key[key].str);
    int id;
    int save_echo;

    /** This procedure takes the character at in_buff[num_proc] and adds
        it to the buffer. It first checks to see if we should be inserting
        or overwriting, and then does the appropriate thing     *****/

    switch ((function_key[key]).type) {
    case IMMEDIATE:
        if (INS_MODE) {
            forwardcopy(&buff[curr_pntr + amount],
                &buff[curr_pntr],
                buff_pntr - curr_pntr);
            forwardflag_cpy(&buff_flag[curr_pntr + amount],
                &buff_flag[curr_pntr],
                buff_pntr - curr_pntr);
            for (count = 0; count < amount; count++) {
                buff[curr_pntr + count] = (function_key[key].str)[count];
                buff_flag[curr_pntr + count] = '1';
            }
            ins_print(curr_pntr, amount + 1);
            buff_pntr = buff_pntr + amount;
        }
        else {
            for (count = 0; count < amount; count++) {
                buff[curr_pntr + count] = (function_key[key].str)[count];
                buff_flag[curr_pntr + count] = '1';
                myputchar((function_key[key].str)[count]);
            }
        }
        num_proc = num_proc + 6;
        curr_pntr = curr_pntr + amount;
        buff_pntr = buff_pntr + amount;
        send_function_to_child();
        break;
    case DELAYED:
        if (INS_MODE) {
            forwardcopy(&buff[curr_pntr + amount],
                &buff[curr_pntr],
                buff_pntr - curr_pntr);
            forwardflag_cpy(&buff_flag[curr_pntr + amount],
                &buff_flag[curr_pntr],
                buff_pntr - curr_pntr);

```

```

        for (count = 0; count < amount; count++) {
            buff[curr_pntr + count] = (function_key[key].str)[count];
            buff_flag[curr_pntr + count] = '1';
        }
        ins_print(curr_pntr, amount + 1);
        buff_pntr = buff_pntr + amount;
    }
    else {
        for (count = 0; count < amount; count++) {
            buff[curr_pntr + count] = (function_key[key].str)[count];
            buff_flag[curr_pntr + count] = '1';
            myputchar((function_key[key].str)[count]);
        }
    }
    num_proc = num_proc + 6;
    curr_pntr = curr_pntr + amount;
    buff_pntr = buff_pntr + amount;
    fflush(stdout);
    break;
case SPECIAL:
    /* fprintf(stderr, "Here I am \n"); */
    if (access(editorfilename, F_OK) < 0) {
        fd = open(editorfilename, O_RDWR | O_CREAT, 0666);
        write(fd, buff, buff_pntr);
        back_up(buff_pntr);
        close(fd);
    }
    else {
        if (buff_pntr > 0) {
            fd = open(editorfilename, O_RDWR | O_TRUNC);
            write(fd, buff, buff_pntr);
            back_up(buff_pntr);
            close(fd);
        }
    }
}
\getchunk{mac os signal rename}
switch (id = fork()) {
    case -1:
        perror("Special key");
        break;
    case 0:
        execlp((function_key[12]).str,
              (function_key[12]).str,
              editorfilename, NULL);
        perror("Returned from exec");
        exit(0);
}
while (wait((int *) 0) < 0);
/** now I should read that file and send all it stuff thru the

```

```

        reader                                     *****/
fd = open(editorfilename, O_RDWR);
if (fd == -1) {
    perror("Opening temp file");
    exit(-1);
}
num_proc += 6;

/** reinitialize the buffer */
init_flag(buff_flag, buff_ptr);
init_buff(buff, buff_ptr);
/** reinitialize my buffer pointers */
buff_ptr = curr_ptr = 0;
/** reset the ring pointer */
current = NULL;
save_echo = ECHOIT;
ECHOIT = 0;
while ((num_read = read(fd, in_buff, MAXLINE)) {
    do_reading();
}
close(fd);
break;
}
return;
}

```

References

[1] nothing