Contents

Chapter 1 Getting Started **1**
1.1. Documents 1
1.2. Expected Audiences 2
1.3. Additional References 2

Chapter 2 Source Tree Description **3**
2.1. mit/doc/extensions/PEX/SI 3
2.2. mit/fonts/PEX 4
2.3. mit/extensions/include/PEX 4
2.4. /mit/extensions/lib/PEX 4
2.5. mit/extensions/server/PEX 5
2.6. mit/extensions/test/InsPEX 6
2.7. mit/demos/gpc 6

Chapter 3 Using PEX-API **7**

Chapter 4 Using PEX-ME **9**

Chapter 5 Using InsPEX **11**
5.1. Introduction 11
5.1.1. Purpose of the InsPEX Test Suite 11
5.1.2. Description of Test Methods 11
5.1.3. The NewT Interpreter 11
5.1.4. Image Comparison and the Inspector 12
5.2. Building the Suite 12

5.2.1. Compiling Inspector 12
5.3. Running the Suite 13
5.3.1. Environment Variables 13
5.3.2. Command Line Arguments 14
5.3.3. Implementation-Dependent Files 15
5.3.4. Runtime Environment 16
5.3.5. Testing From Within the Server 16
5.4. Analyzing the Results 16
5.4.1. Format of Log Messages 16
5.4.2. Image Comparison Failure Messages 17
5.4.3. Running Inspector 17
5.5. Running Tests Outside the Script 18
5.5.1. Compiling and Running C-Based Tests 18
5.5.2. Running Interpreter Scripts 19

Chapter 6 Using GPC **21**
6.1. Overview 21
6.2. Running ***plbpex*** 22

Chapter 7 Using the Clients **25**
7.1. Demos 25
7.1.1. Auto Box 25
7.1.2. Beach Ball 25

Appendix A PEX-SI Server Functional Description **27**
A.1. Enumerated Type Information 27
A.1.1. MarkerType 27
A.1.2. ATextStyle 27
A.1.3. InteriorStyle 28
A.1.4. HatchStyle 28
A.1.5. LineType 28
A.1.6. SurfaceEdgeType 28
A.1.7. PickDeviceType 29

A.1.8. PolylineInterpMethod 29
A.1.9. CurveApproxMethod 29
A.1.10. ReflectionModel 30
A.1.11. SurfaceInterpMethod 30
A.1.12. SurfaceApproxMethod 31
A.1.13. TrimCurveApproxMethod 32
A.1.14. ModelClipOperator 32
A.1.15. LightType 32
A.1.16. ColourType 33
A.1.17. FloatFormat 33
A.1.18. HLHSRMode 33
A.1.19. PromptEchoType 33
A.1.20. DisplayUpdateMode 34
A.1.21. ColourApproxType 34
A.1.22. ColourApproxModel 34
A.1.23. GDP 35
A.1.24. GDP3 35
A.1.25. GSE 35
A.1.26. RenderingColourModel 35
A.1.27. ParametricSurfaceCharacteristics 35
A.2. Implementation-Dependent Constants 36
A.3. Renderer Dynamics 37
A.4. PHIGS Workstation Dynamics 38
A.5. Lookup Tables 38
A.5.1. Fonts 41

Appendix B PEX Archive Files **43**
B.1. File Format 43
B.2. Multiple Binary Representations 43
B.3. Random Access 43
B.4. File Definition 44
B.5. Archive File Elements 44
B.5.1. Structure Elements 44

B.5.2. Begin Archive File Element 44
B.5.3. Archive File Descriptor Element 45
B.5.4. Begin Structure Element 45
B.5.5. End Structure Element 46
B.5.6. End Archive File Element 46
B.5.7. Archive Free Space Element 46
B.5.8. Archive File Index Element 46
B.5.9. Conceptual States 48

Index **49**