

# HYPERSTRUCTURE WORKSHOP #4.

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<u>Ken'ichi's diagram from yesterday</u>	1
<u>EDITOR AND STORED CODES</u>	2
<u>WHAT THE <del>THE</del> EDIT OPS DO</u>	6
<u>VERSIONS &amp; BRANCHING VERSIONS</u>	8
<u>OSMIC - KWIKRE PRELIM. EDITOR</u>	9
Kei's diagrams	13
<u>WHICH MACHINE TO USE?</u>	14



Written by feuidai. 5/7. 1997

MAY 8 1997 1

[by Keiichi, 97.05.07]  
**(EXCELLENT.)**  
-T

Front-end

Back-end

EDITOR

OSMIC Server (Database)

FROZEN DATA

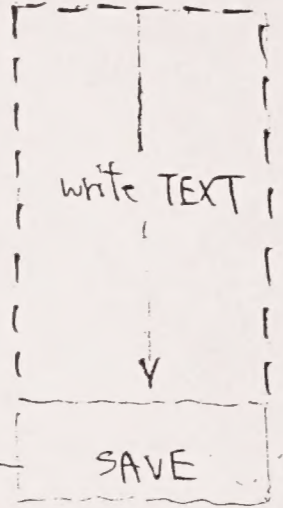
EDIT OPERATION

VIRTUAL DOCUMENT

< Routines >

[ Actual input ]

- Break current pointer (if inserted)
- Accept new string
- Make a pointer
- Take new strings from Keyboard
- [ Deliver strings to BACK-END ]

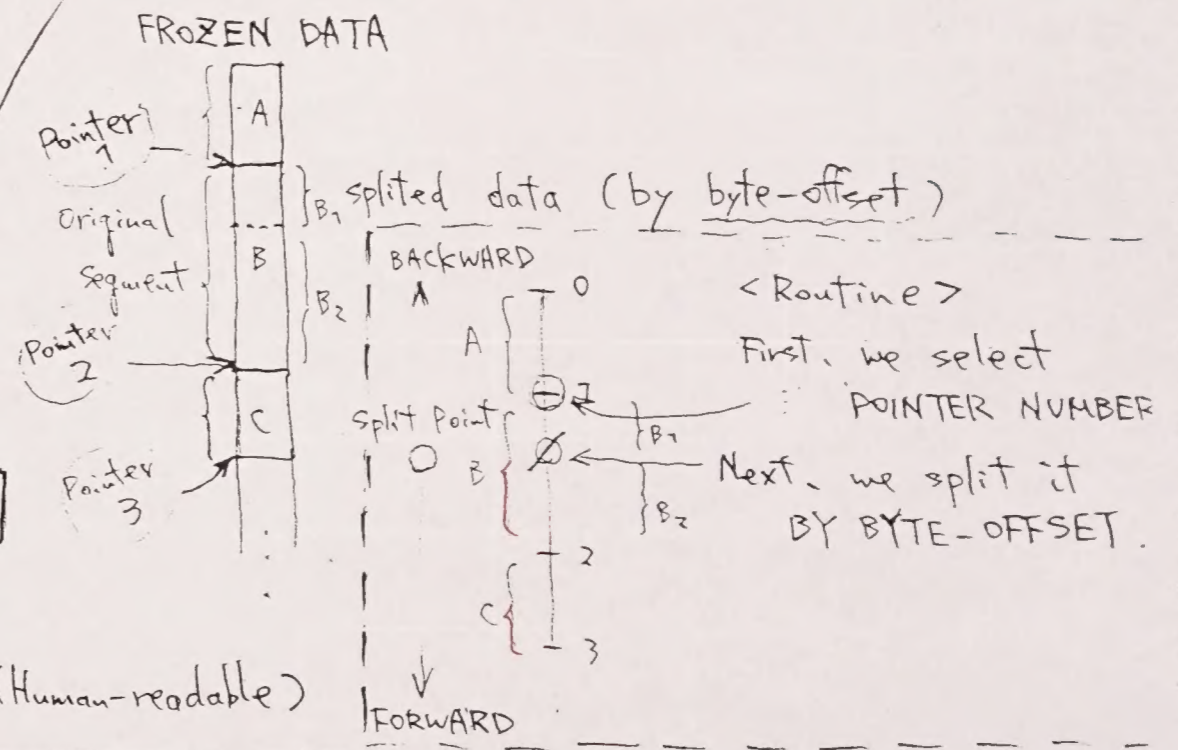


< Routines >

1. Append to FROZEN DATA
2. Create a pointer (Receiving data from EDITOR)

NEED TO MAKE A PROTOCOL

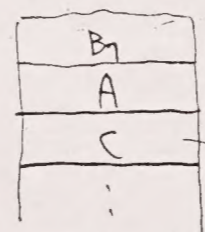
Append-Read ONLY



< Routine >

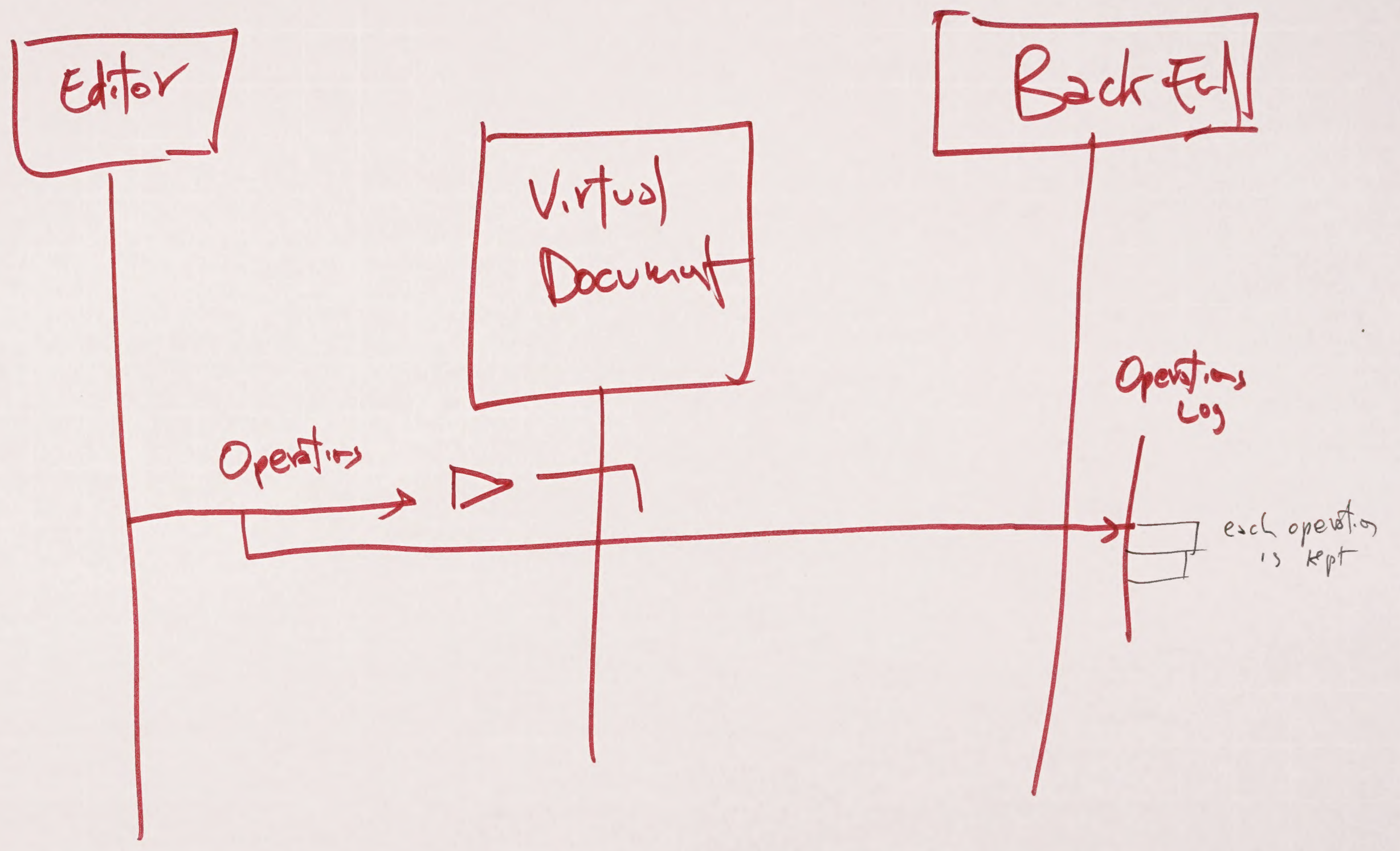
First, we select POINTER NUMBER

Next, we split it BY BYTE-OFFSET.



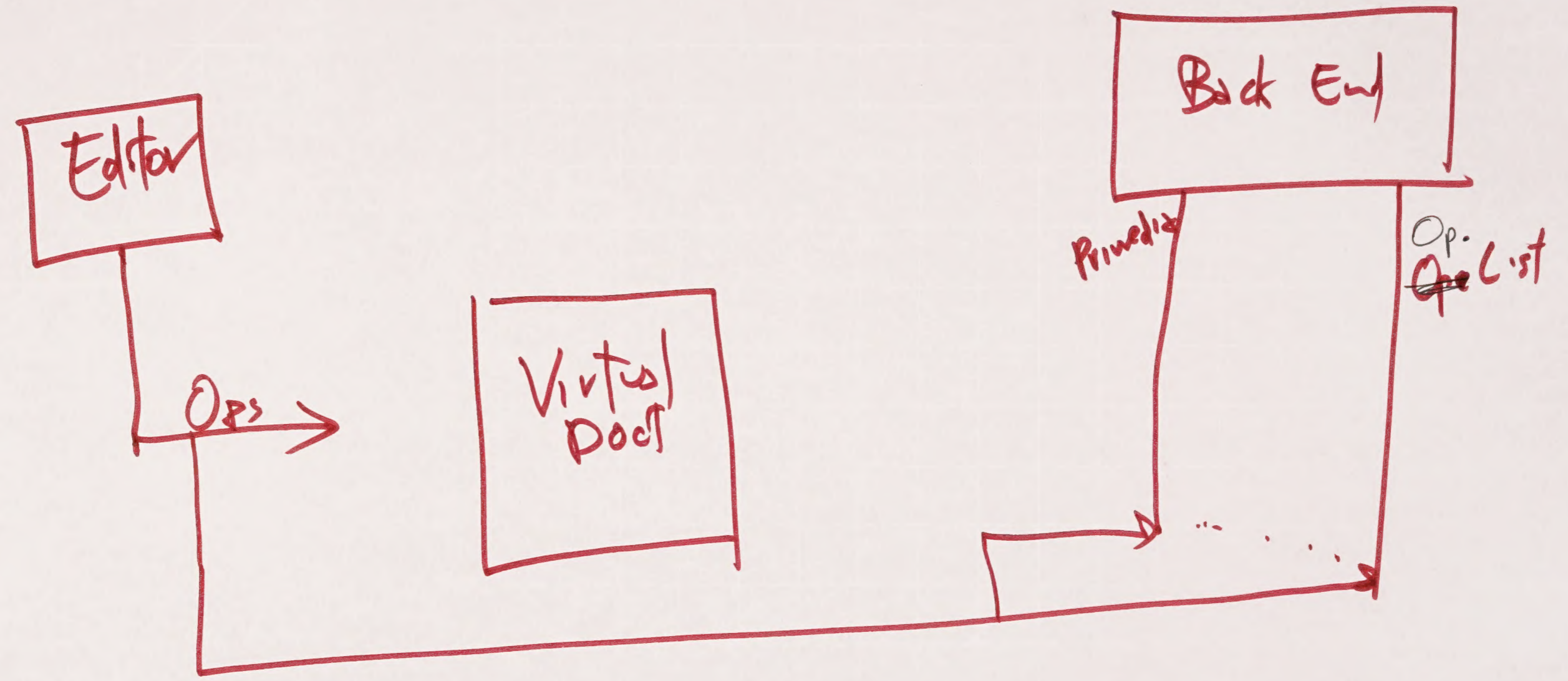
pointers (Human-readable)

pointer < START - END >



MAY 8 1997 3

Redrawing list =

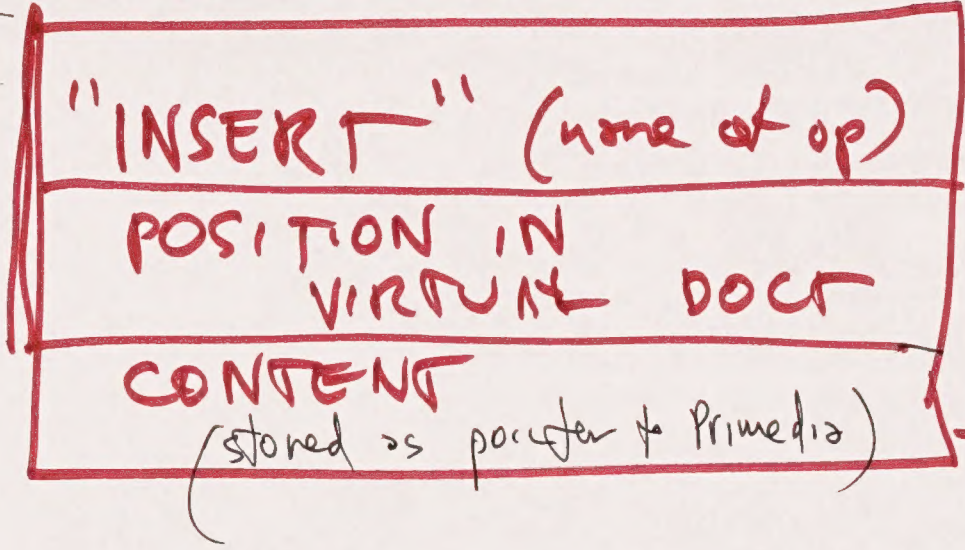


STORED  
INSERTION  
Doc#, VERSION #N  
insertion  
pointer to  
material  
time



DOCNAME  
TIME  
OP NUMBER  
= VERSION NUMBER

# "INSERT" CODE

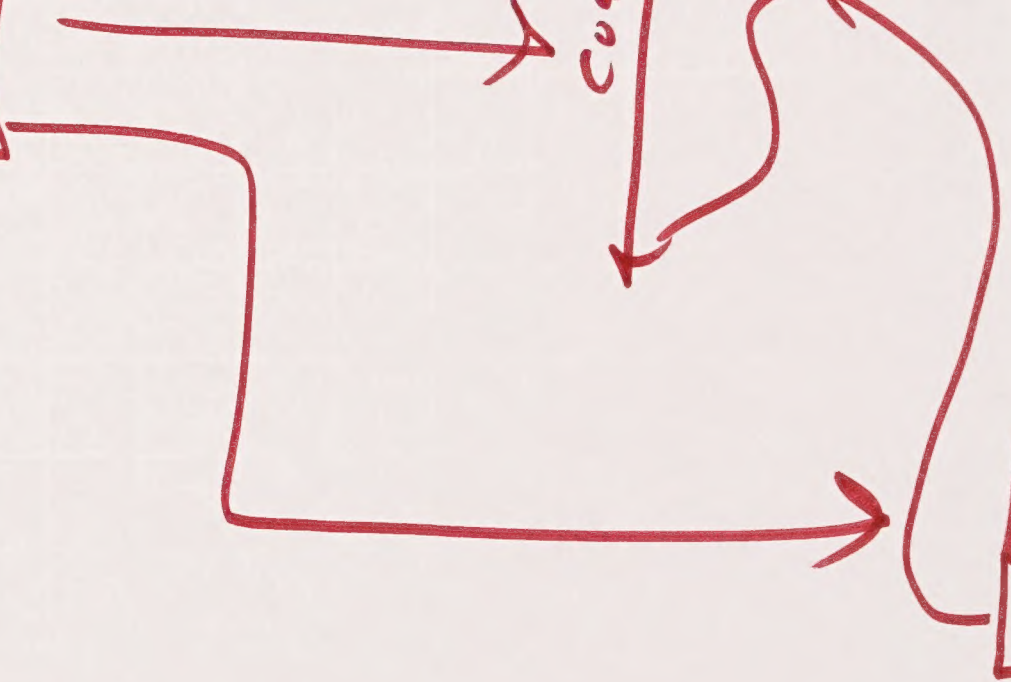
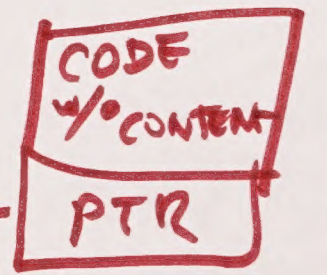


PRIMEDIA

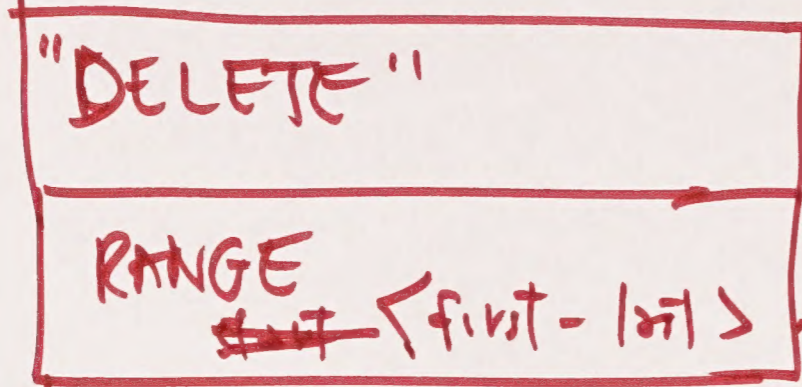
CONTENT

...

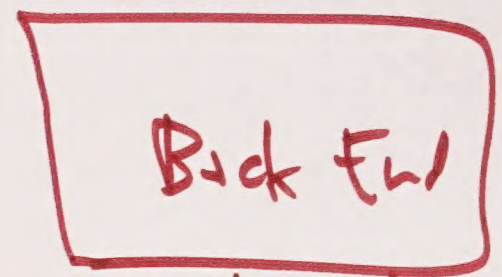
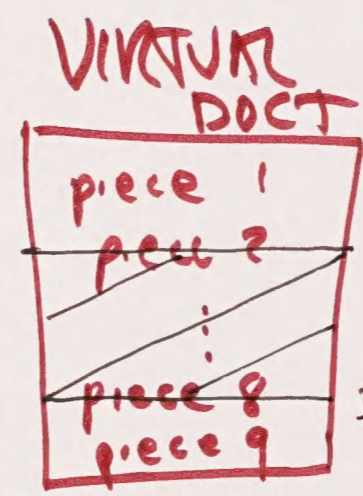
OP LIST



# DELETION CODE

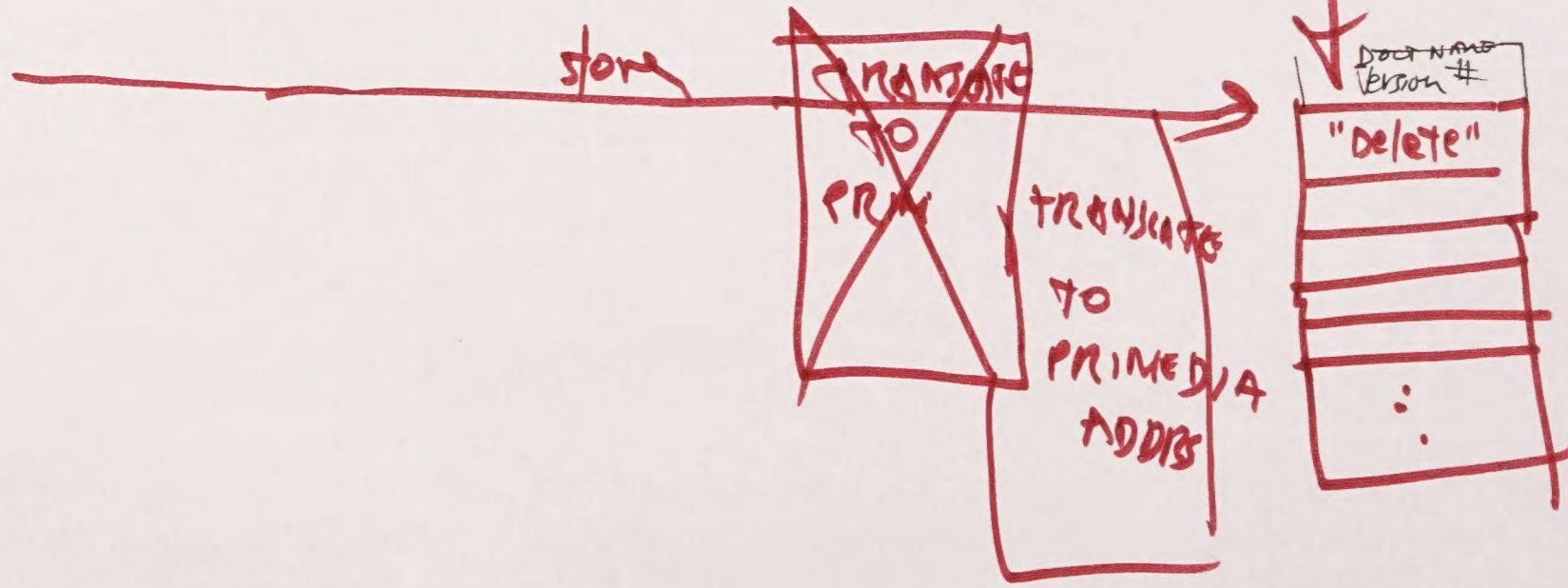


POSITIONS IN  
VIRTUAL DOCT  
(KNOWN  
to editor)



Prima Pool

Ops Pool



INSERT: location + NEW STRING

ONLY OP THAT AFFECTS PRIMEDIA

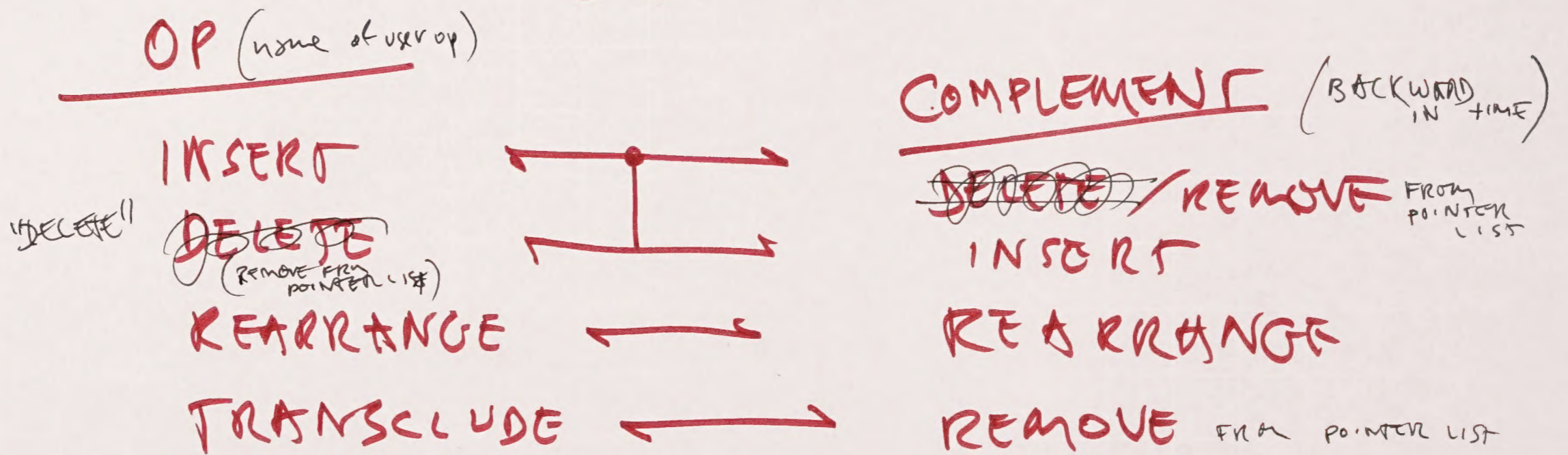
TRANSCLUDE) insert (in virtual document)  
SECTION OF POINTERS

NO NEW MATERIAL,  
points to same primedia.

DELETE  
REARRANGE

DON'T AFFECT  
FROZEN MEDIA.

We need to STORE THE OP CODE  
 so it can be used  
 FORWARD IN TIME  
 or  
 BACKWARD IN TIME



→ Can anyone relate this to Group Theory?



(DOCUMENT: Metaphysical collectra)  
with a common name

→ VERSION CAN CHANGE TO ANOTHER VERSION  
[the operative unit]

INTEGER VERSIONS

1, 2, ... 95

TO GO TO BRANCHING: VERSION

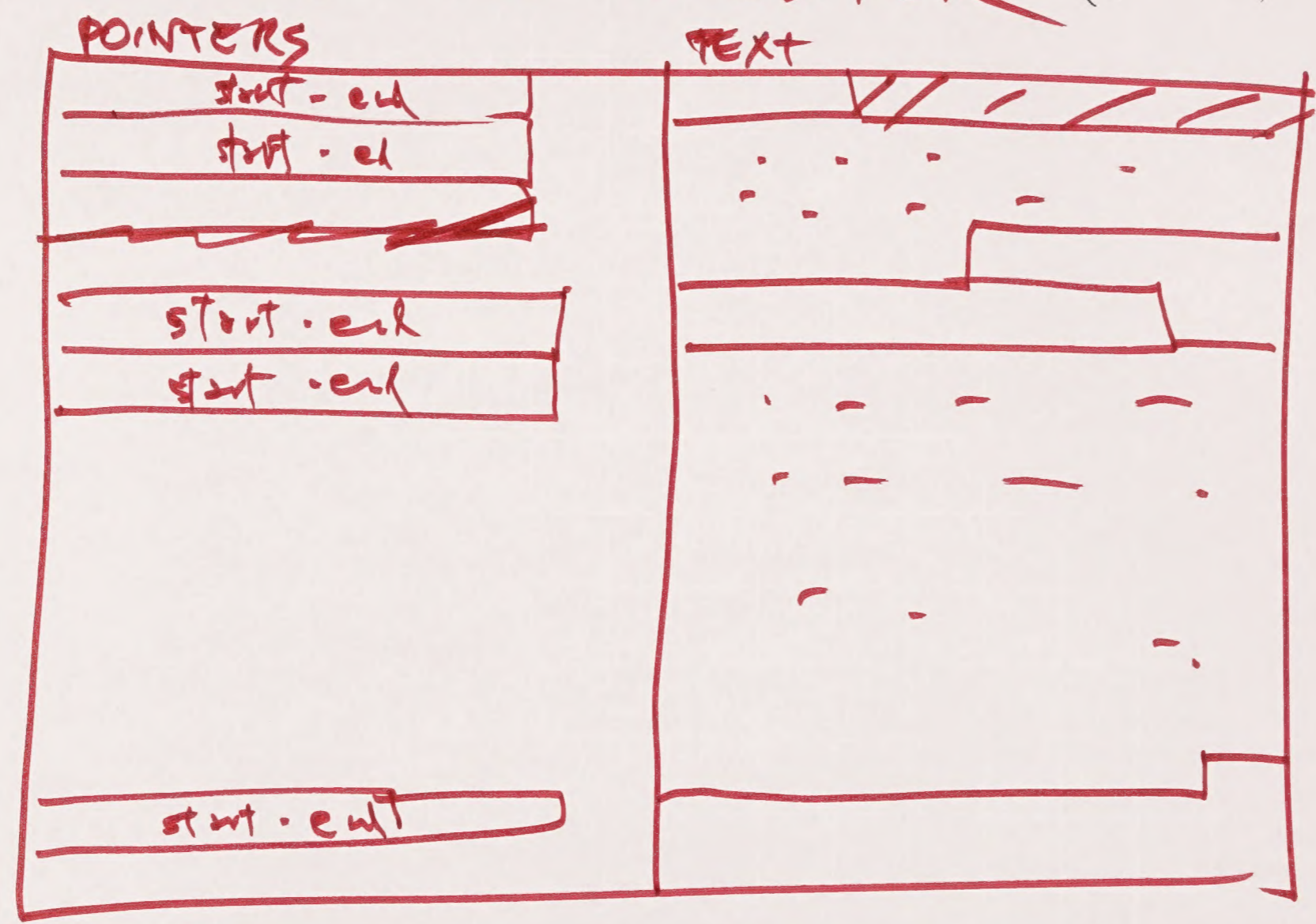
~~SIMPLE INTEGER NAME~~  
~~DOT NAME~~

~~COUNT THE CHANGES TO EACH VERSION~~

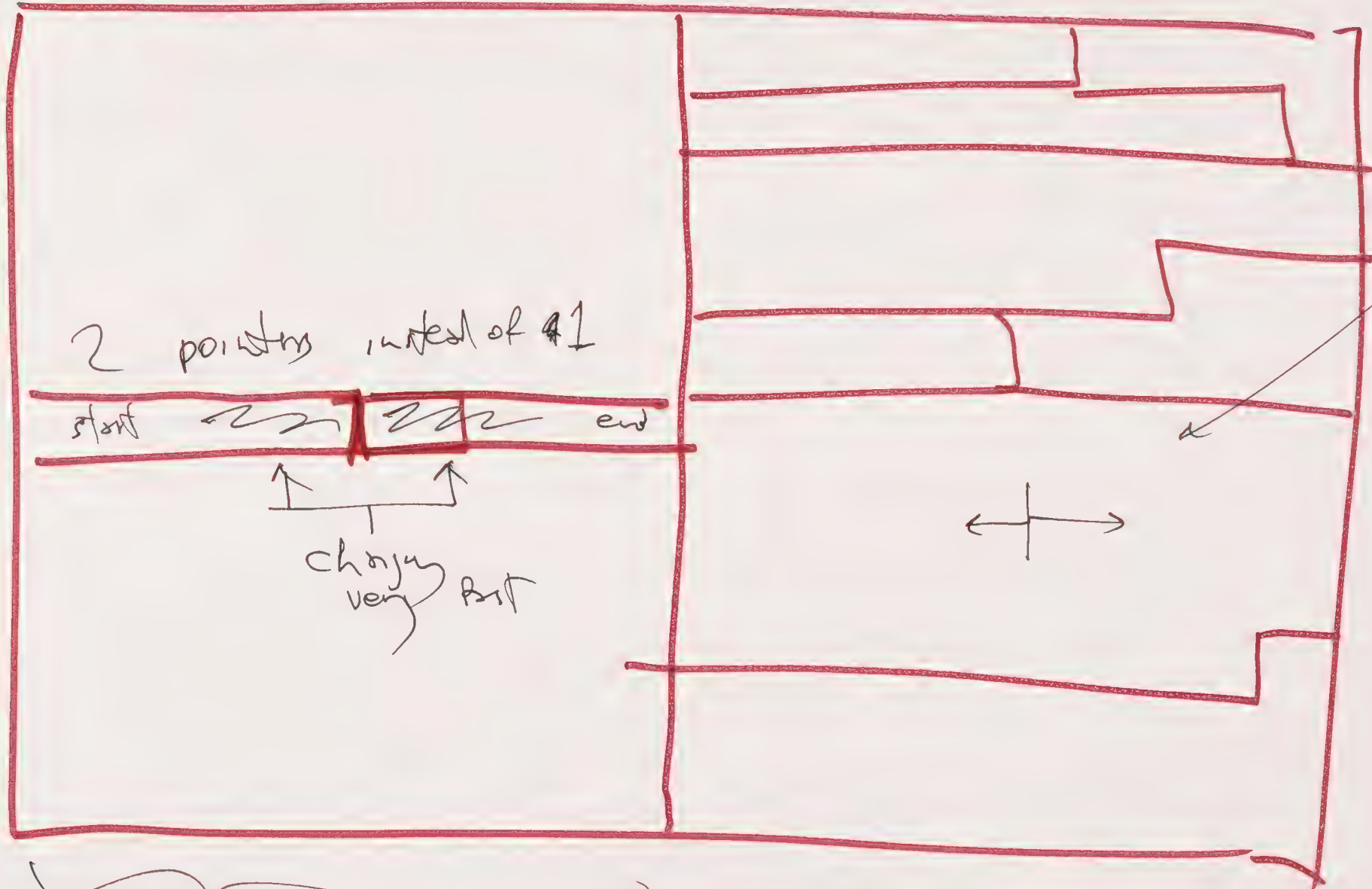
KEEP TRACK OF LATEST BRANCHES, LAST VERSION LEAVES of tree SOMEHOW?

NAME OF VERSION IS THE LIST OF CHANGES

# OSMIC-AWARE PRELIM. EDITOR (in emacs?)



# CURSOR OPERATION ? Visual movement of cursor in text, in one panel,



2 pointers instead of 1

start end

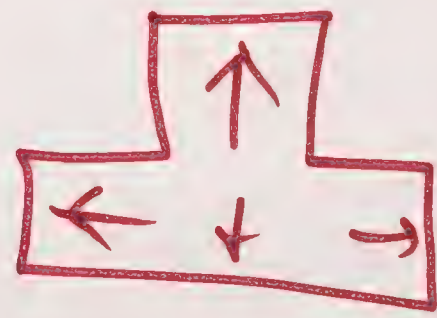
change very fast

~~visual move~~  
would show simultaneously the result pointers IF a cut is made in the other panel.

if you **START TYPING** two pointers are frozen and a new one is inserted



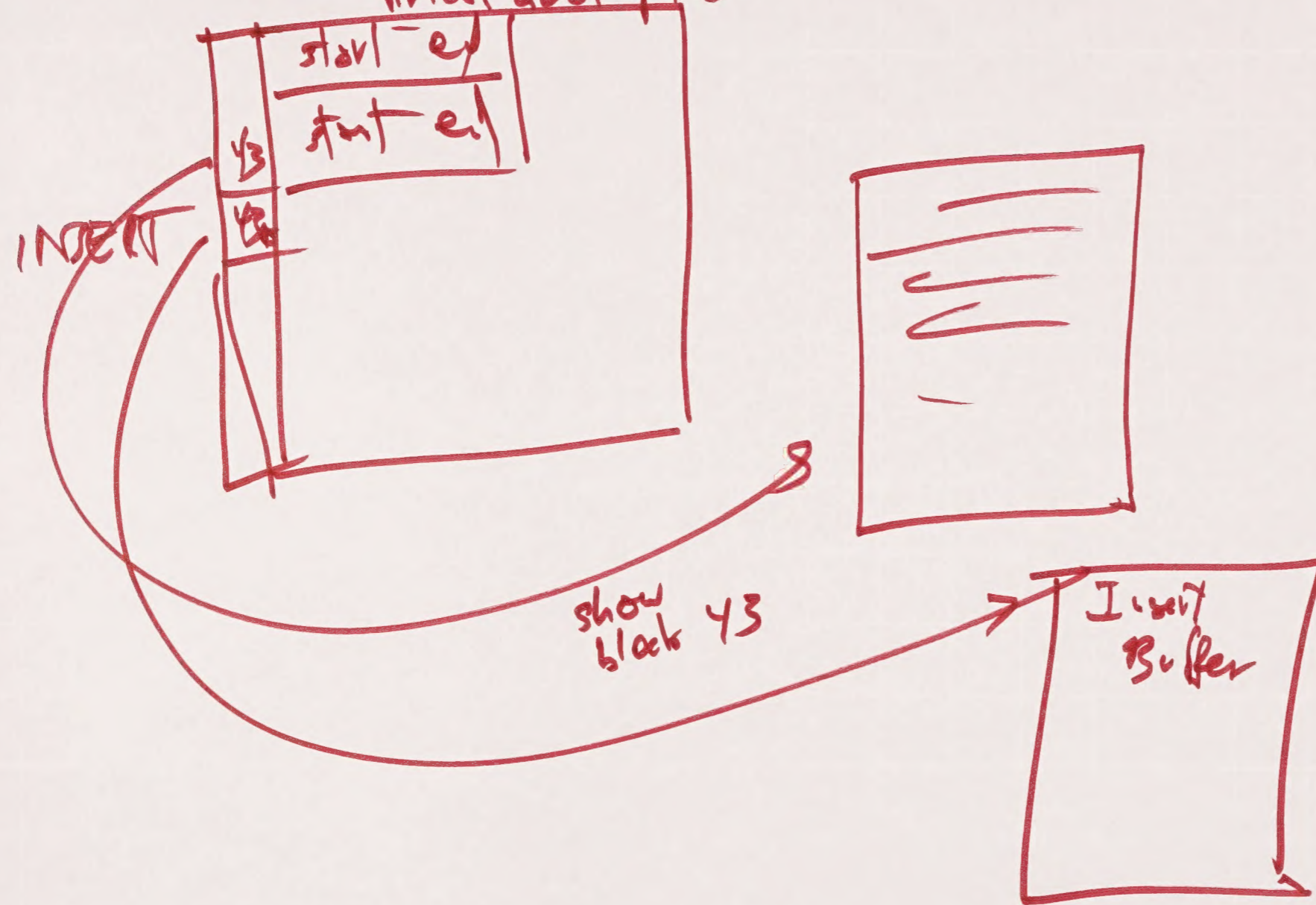
enough room for 2 pointers  
room for 2 pointers



# SIMPLER EDITOR

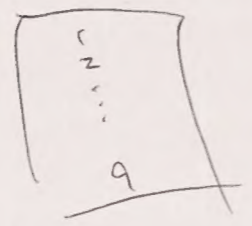
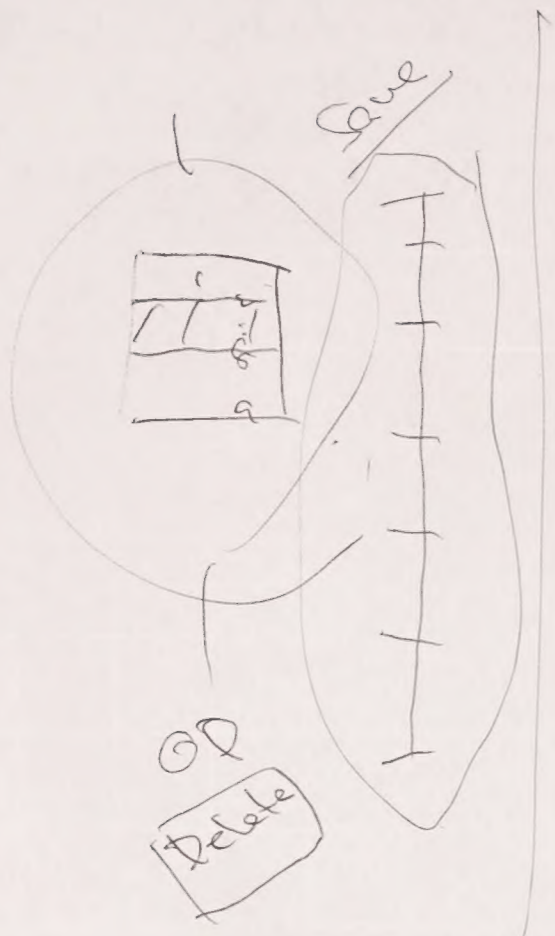
PERL WINDOW:  
virtual doc ptrs

MAY 8 1997 ~~11~~ 11



Kei: IF WE USE ELISP,  
IT'LL WORK WITH NIFHONGO.

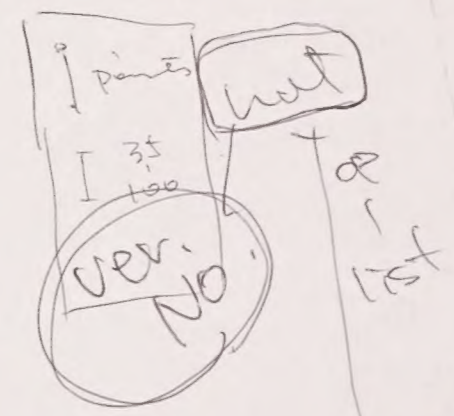
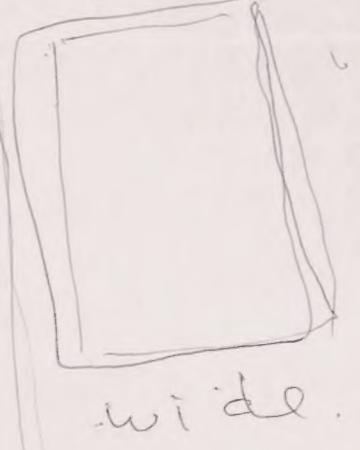
Therefore = Emacs editor  
rather than Perl-based editor.



version  
 different version have different name!  
 these are different versions of same "document" even if they're totally different.

country, undo (branching)

pooling



Revision Control

**Kei's idea: A DOCUMENT KEEPS ITS OWN EDIT TRAIL.**  
 This is okay.  
 However, for individuals and groups that share materials among projects, it makes sense to have SHARED PRIMEDIA POOL, SHARED EDIT POOL.

[Kei's sketch]

# WHAT MACHINE TO USE?

The one at Kei's Lab?

→ The Dell PC at my Lab.

(I'll switch it to ~~safe~~ / dr.)

→ BSDI is Kei's preference.