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**Information technology — Computer graphics —
Interfacing techniques for dialogues with
graphical devices (CGI) — Functional
specification —**

Part 5:
Input and echoing

*Technologies de l'information — Infographie — Interfaces pour
l'infographie — Spécifications fonctionnelles —*

Partie 5: Entrée et résonance



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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

International Standard ISO/IEC 9636-5 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*.

ISO/IEC 9636 consists of the following parts, under the general title *Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Functional specification*:

- Part 1: Overview, profiles, and conformance
- Part 2: Control
- Part 3: Output
- Part 4: Segments
- Part 5: Input and echoing
- Part 6: Raster

Annexes A and B form an integral part of this part of ISO/IEC 9636. Annex C is for information only.

Introduction

This part of ISO/IEC 9636 describes the interface between a device-independent part of a graphics system and INPUT or OUTPUT Virtual Devices from which graphical and non-graphical inputs can be obtained.

CGI input functions control and perform different methods of input from a Virtual Device, allowing the return of an input value according to user requirement.

CGI input functions return a variety of data types which correspond to output data commonly used in graphics systems.

Information technology – Computer graphics – Interfacing techniques for dialogues with graphical devices (CGI) – Functional specification –

Part 5: Input and echoing

1 Scope

This part of ISO/IEC 9636 defines those functions of the Computer Graphics Interface concerned with obtaining graphical and non-graphical input from a Virtual Device of device class INPUT or OUTIN. This part of ISO/IEC 9636 also defines functions to support echoing of input operations on separate Virtual Devices.

This part of ISO/IEC 9636 is part 5 of ISO/IEC 9636, and should be read in conjunction with ISO/IEC 9636-1, ISO/IEC 9636-2, and ISO/IEC 9636-4. The relationship of this part of ISO/IEC 9636 to the other parts of of ISO/IEC 9636 is described in ISO/IEC 9636-1 and in clause 4.

2 Normative references

The following standards contain provisions which, through reference in this text, constitute provisions of this part of ISO/IEC 9636. At the time of publication, the editions indicated were valid. All standards are subject to revision, and parties to agreements based on this part of ISO/IEC 9636 are encouraged to investigate the possibility of applying the most recent editions of the standards listed below. Members of IEC and ISO maintain registers of currently valid International Standards.

ISO/IEC 9636-1 : 1991 *Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Functional specification — Part 1: Overview, profiles, and conformance.*

ISO/IEC 9636-2 : 1991 *Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Functional specification — Part 2: Control.*

ISO/IEC 9636-3 : 1991 *Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Functional specification — Part 3: Output.*

ISO/IEC 9636-4 : 1991 *Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Functional specification — Part 4: Segments.*

ISO/IEC 9636-6 : 1991 *Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Functional specification — Part 6: Raster.*

ISO/IEC 9637-1 : -¹⁾ *Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Data stream binding — Part 1: Character encoding.*

ISO/IEC 9637-2 : -¹⁾ *Information technology — Computer graphics — Interfacing techniques for dialogues with graphical devices (CGI) — Data stream binding — Part 2: Binary encoding.*

ISO/IEC TR 9973 : 1988 *Information processing — Procedures for registration of graphical items.*

1) To be published.