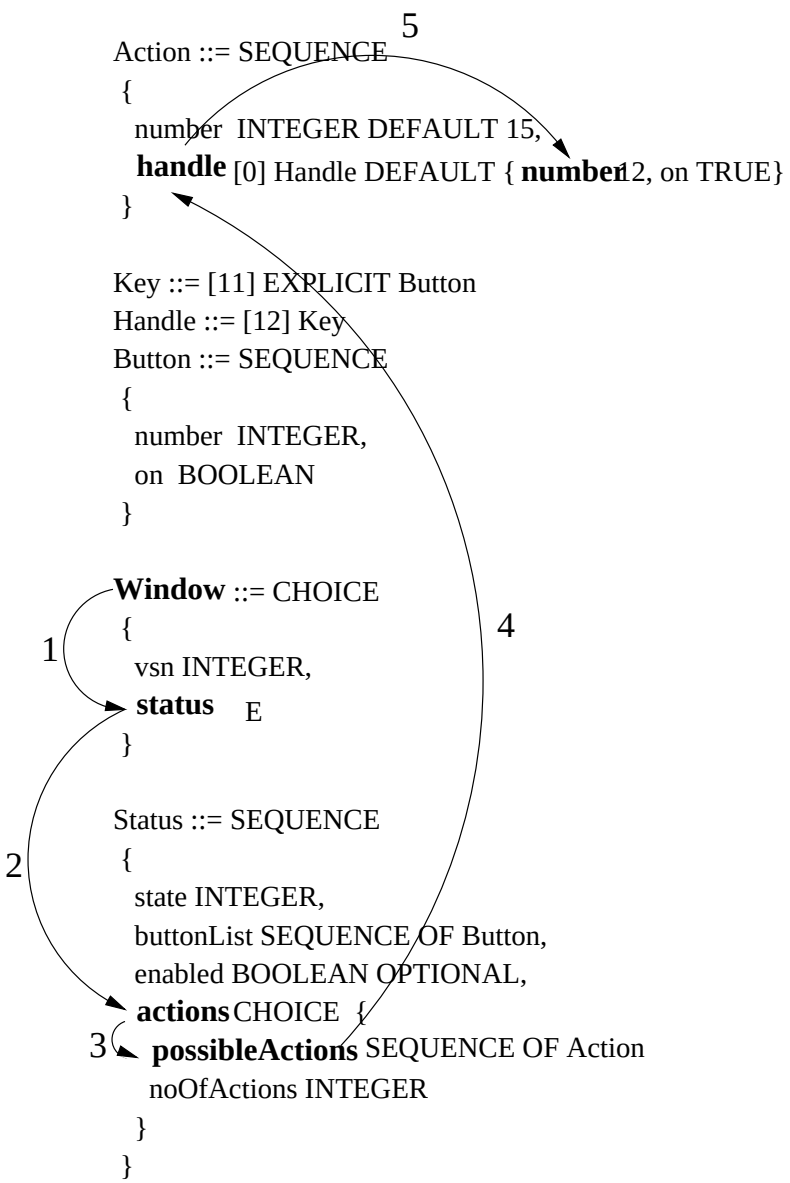
5
Action ::= SEQUENCE
{
number INTEGER DEFAULT 15,
handle [0] Handle DEFAULT { number 12, on TRUE}
}
Key ::= [11] EXPLICIT Button
Handle ::= [12] Key
Button ::= SEQUENCE
{
number INTEGER,
on BOOLEAN
}
Window ::= CHOICE
{
vsn INTEGER,
status E
}
Status ::= SEQUENCE
{
state INTEGER,
buttonList SEQUENCE OF Button,
enabled BOOLEAN OPTIONAL,
actions CHOICE {
possibleActions SEQUENCE OF Action
noOfActions INTEGER
}
}
1
2
3
4