



nklein

# CL-Growl

A Common Lisp interface to  
the GrowlTalk protocol

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# What is Growl?

Chax:

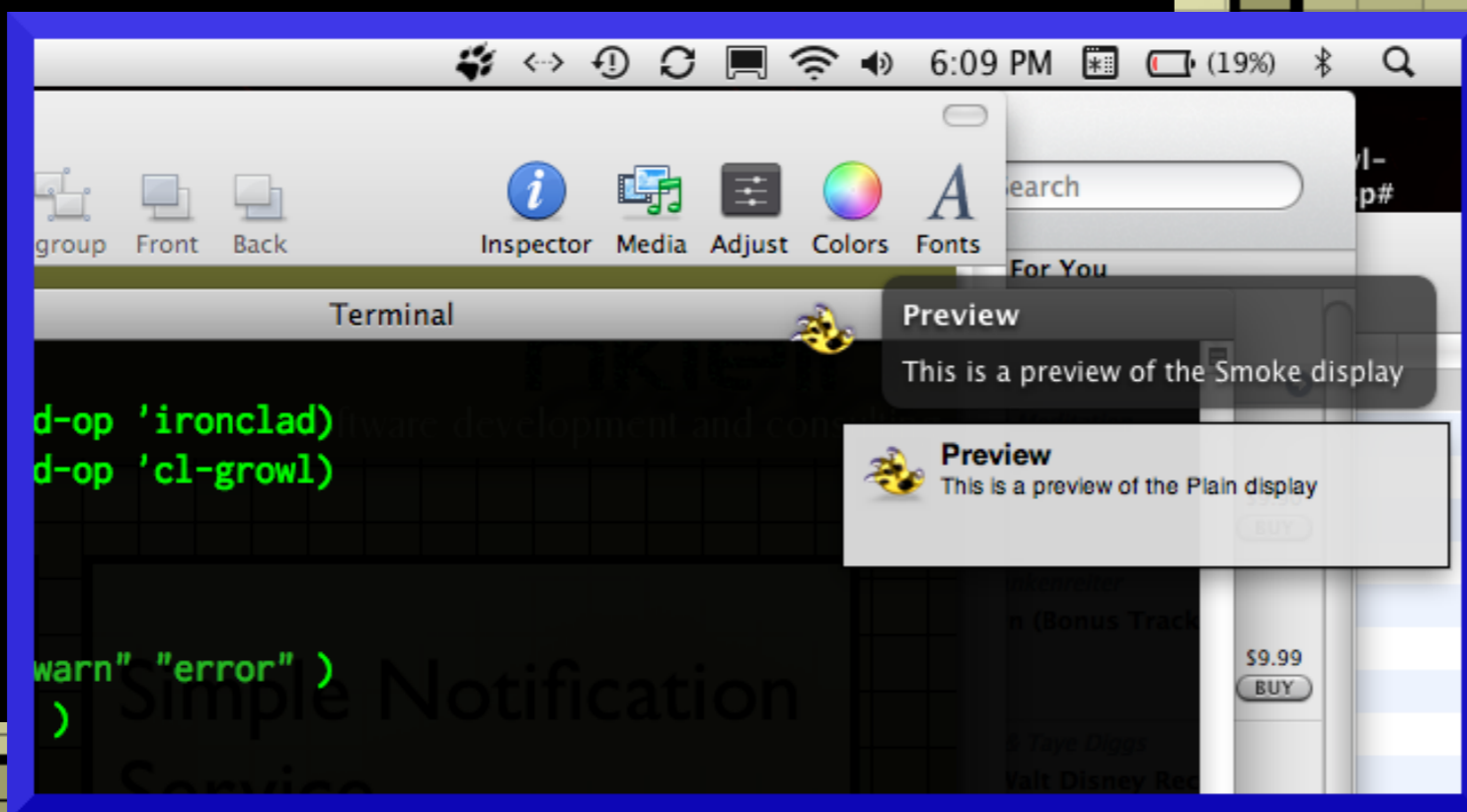
“Scoot is online!”

GrowlMail:

“Message from RPG:  
Lisp meeting tonight.”

Simple Notification Service

Originally a Cocoa framework, then added GrowlTalk



Chax is an iChat enhancement  
Lots of other apps have direct or add-on support for Growl: Safari, Firefox, Adium, Skype, StuffIt, SuperDuper, and now your Lisp app!

- Very Simple, One-Way Protocol:
  - Register
  - Notify
- Authentication with:
  - checksum( message + password )
- Optionally, encrypt whole message

Register declares the types of notifications you will send and lets you start configuring the behavior on the receiving end  
I didn't implement the encryption part, so keep it local or on trusted nets or just deal with it.

# Lisp Register Call

```
;;; need IronClad for SHA-256, can use  
;;; IronClad or MD5 for MD5 checksum  
;;; can use "none" for no checksum if local
```

```
(growl:register  
 :app "Lambda Fun"  
 :enabled '( "info" "warn" "error" )  
 :disabled '( "debug" )  
 :host "localhost"  
 :checksum-mode :sha256  
 :password "growl-password")
```

Our application "Lambda Fun" is going to produce four types of messages: info, warn, error, and debug. By default, users will not see debug messages.

# Lisp Notify Calls

```
;;; Prepare some defaults
```

```
(setf growl:*growl-default-app* "Lambda Fun"  
      growl:*growl-default-host* "localhost"  
      growl:*growl-default-password* "growl-password"  
      growl:*growl-default-notification* "info")
```

```
;;; Send some messages
```

```
(growl:notify "Here is a message.")  
(growl:notify "This message has a title"  
              :title "You will note:")  
(growl:notify "This message sticks"  
              :sticky t)  
(growl:notify "This is an error!!"  
              :notification "error")
```

- GrowlTalk being replaced with GNTP (Growl Network Transport Protocol)
- I have register working from Lisp, but still have to parse the response
- GNTP works with Growl for Windows but not yet on Mac OS X