



#2: TESample

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Versions:	1.00	August 1988
	1.01	November 1988
	1.02	April 1989
	1.03	June 1989
Components:	TESample.p	June 1, 1989
	TESample.c	June 1, 1989
	TESampleGlue.a	• June 1, 1989
	TESample.r	June 1, 1989
	TESample.h	June 1, 1989
	PTESample.make	• June 1, 1989
	CTESample.make	• June 1, 1989
	TESampleGlue.s	•• June 1, 1989
	TESampleAUX.r	•• June 1, 1989
	Makefile	•• June 1, 1989
	MPW Only	• A/UX Only ••

Major changes since 1.0

Revamped the way that memory availability is checked and handled at initialization. Substantially changed the way windows are closed. Added an error message dialog to better inform users, and improved error handling in general. Finally, put a funny hack into the C version so we could call `_PurgeSpace` under MPW 2.0.2.

Search for “1.01” in the code to find all the specific changes.

Major changes since 1.01

Removed all dependencies on MPW 2.0; this version requires MPW 3.0 or later. Improved `TrapAvailable` to handle differences between machines prior to the Macintosh II and the Macintosh II and later models.

A/UX programmers

Version 1.02 introduces conditionals for compilation under A/UX 1.1. Note that the binary file compiled under MPW will run fine under A/UX. These changes were made to provide an example of how to produce source files which can be compiled under both MPW and A/UX.

Search for “1.02” in the code to find all the specific changes.

TESample is an example application that demonstrates how to initialize the commonly used Toolbox managers, operate successfully under MultiFinder, handle desk accessories, and create, grow, and zoom windows. It demonstrates fundamental TextEdit toolbox calls and TextEdit automatic scrolling, and it shows how to create and maintain scroll bar controls.

It does not, by any means, demonstrate all the techniques you need for a large application. In particular, TESample does not cover exception handling, multiple windows or documents, sophisticated memory management, printing, or undo, all of which are vital parts of a normal full-sized application.

This application is an example of the form of a Macintosh application; it is **not** a template. It is **not** intended to be used as a foundation for the next world-class, best-selling, 600K application. A stick figure drawing of the human body may be a good example of the form for a painting, but that does not mean it should be used as the basis for the next *Mona Lisa*.

We recommend that you review this program or Sample before beginning a new application. Sample is a simple application which does not use TextEdit or the Control Manager.