



#7: **FracApp**

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| Versions: | 1.00 | August 1988 |
| Components: | MfracApp.p | August 1, 1988 |
| | UfracApp.p | August 1, 1988 |
| | UfracApp.incl.p | August 1, 1988 |
| | FracApp.r | August 1, 1988 |
| | FracApp.make | August 1, 1988 |

This program requires MPW 2.0.2 and MacApp 1.1.1 to build.

This is the “commercial quality” version of FracApp. This version handles multiple documents, and it supports color table animation using an off-screen `gDevice` with a port. The updates to the screen using `_CopyBits` are as fast as possible. FracApp does not use the Palette Manager, except to provide for the system palette, or color modes with less than 255 colors. For the color table animation, it uses the Color Manager and handles the colors itself. Strict compatibility was relaxed to allow for a higher performance program. This is the most “real” of the FracApp programs.

As color on the Macintosh evolves, we hope that future versions of this program will be able to use the Palette Manager and maintain the level of performance. To achieve this, we will have to attain better QuickDraw (i.e., `_CopyBits`) and Palette Manager integration.