

TransSkel 3.07 — Release Notes

This document is an adjunct to the TransSkel Programmer's Manual. It lists changes and additions specific to release 3.07. If you have only programmed with pre-3.0 releases of TransSkel, be sure to read the earlier 3.XX release notes as well.

- More convenience routines. I'm ambivalent about including these sorts of routines in TransSkel proper (as opposed to creating a separate library) since including them seems to open the floodgates to adding who-knows-what and diluting the focus of TransSkel. But here they are:

<code>SkelToggleCtlValue()</code>	Toggle value of control
<code>SkelToggleDlogCtlValue()</code>	Toggle value of control associated with dialog item
<code>SkelEraseButtonOutline()</code>	Erase heavy outline around a pushbutton
<code>SkelGetMainDeviceRect()</code>	Return usable area of main device
<code>SkelGetReferenceRect()</code>	Get reference rectangle for window positioning
<code>SkelPositionWindow()</code>	Position a window
<code>SkelAlert()</code>	Present an alert, positioned properly
<code>SkelGetAlertPosRatios()</code>	Get current alert positioning ratios
<code>SkelSetAlertPosRatios()</code>	Set current alert positioning ratios

- Renamed `SkelPositionRectInRect()` to `SkelPositionRect()`.
- Removed `SkelSetDlogType()` — not useful. Or is it?
- New TPN (11) discussing the button outlining convenience functions, and a new demonstration application (Button) shows use of the concepts described in the Note within the context of an actual application.
- Fixed bug in `SkelRouteEvent()` relating to handling of application idle function and null events.
- Split TransDisplay and TransEdit out of the TransSkel distribution into separate distributions.