

Figures, Tables, and Listings

Color Plates

Color plates are immediately preceding the title page.

Color Plate 1	A color window
Color Plate 2	A color alert box
Color Plate 3	An icon family
Color Plate 4	Document icons

Chapter 1

Introduction to the Macintosh Toolbox 1-1

Figure 1-1	The SurfWriter application with multiple windows on the desktop	1-3
Figure 1-2	A typical window	1-6
Figure 1-3	Common controls	1-7
Figure 1-4	An alert box	1-8
Figure 1-5	Modal, movable modal, and modeless dialog boxes	1-9

Chapter 2

Event Manager 2-1

Figure 2-1	Sources of events sent to your application	2-6
Figure 2-2	Low-level events	2-10
Figure 2-3	Operating-system events	2-11
Figure 2-4	High-level events	2-14
Figure 2-5	The <code>modifiers</code> field of the event record	2-20
Listing 2-1	Using the <code>WaitNextEvent</code> function	2-23
Listing 2-2	An event loop	2-24
Listing 2-3	Processing events	2-26
Figure 2-6	The event mask	2-27
Listing 2-4	The <code>Rez</code> input for a sample 'SIZE' resource	2-31
Listing 2-5	Handling mouse-down events	2-34
Figure 2-7	The <code>message</code> field of the event record for keyboard events	2-40
Figure 2-8	Keyboard translation	2-41
Figure 2-9	Virtual key codes for the Apple Keyboard II, ISO layout	2-42
Figure 2-10	Virtual key codes for the Apple Extended Keyboard II	2-43
Listing 2-6	Handling key-down and auto-key events	2-45
Listing 2-7	Handling key-down events	2-45
Listing 2-8	Scanning for a Command-period event	2-47
Figure 2-11	Responding to an update event for a window	2-50
Listing 2-9	Responding to update events	2-51
Figure 2-12	Responding to activate events for a window	2-53
Listing 2-10	Responding to activate events	2-54
Listing 2-11	Responding to disk-inserted events	2-57
Listing 2-12	Handling null events	2-58
Listing 2-13	Responding to operating-system events	2-60

Listing 2-14	Responding to suspend and resume events	2-62
Figure 2-13	The standard arrow cursor	2-64
Figure 2-14	The I-beam, crosshairs, plus sign, and wristwatch cursors	2-64
Figure 2-15	The arrow region and the I-beam region	2-65
Figure 2-16	Changing the cursor from the I-beam cursor to the arrow cursor	2-66
Listing 2-15	Changing the cursor	2-66
Listing 2-16	Accepting a high-level event	2-71
Listing 2-17	Posting a high-level event by application signature	2-75
Listing 2-18	Using the <code>PPCBrowser</code> function to post a high-level event	2-77
Figure 2-17	Structure of the <code>KeyTranslate</code> function result	2-112
Listing 2-19	A Rez template for a 'SIZE' resource	2-117

Chapter 3

Menu Manager 3-1

Figure 3-1	A pull-down menu, a submenu, and a pop-up menu	3-6
Figure 3-2	The SurfWriter application's menu bar with the Edit menu displayed	3-7
Figure 3-3	The menu bar of the SurfWriter application	3-10
Figure 3-4	The SurfWriter application's menu bar localized for another script system	3-10
Figure 3-5	Two menus with various characteristics	3-13
Figure 3-6	Menu items in a mutually exclusive group	3-15
Figure 3-7	Menu items in an accumulating group	3-15
Figure 3-8	Use of a checkmark and dash in an accumulating group	3-15
Table 3-1	Reserved keyboard equivalents for all systems	3-18
Table 3-2	Reserved keyboard equivalents for worldwide systems	3-19
Table 3-3	Other common keyboard equivalents	3-19
Figure 3-9	The Apple menu for the SurfWriter application	3-21
Figure 3-10	Choosing the About command of the SurfWriter application	3-22
Figure 3-11	The standard File menu for an application	3-22
Table 3-4	Actions for standard File menu commands	3-23
Figure 3-12	The standard Edit menu for an application	3-24
Table 3-5	Actions for standard Edit menu commands	3-25
Figure 3-13	A typical Font menu	3-26
Figure 3-14	A Font menu showing a selection containing more than one font	3-27
Figure 3-15	A typical Size menu	3-28
Figure 3-16	A dialog box to select a new point size for a font	3-28
Figure 3-17	Entering a new point size for a font	3-29
Figure 3-18	The Other command with a font size added to it	3-29
Figure 3-19	The Help menu of the SurfWriter application	3-30
Figure 3-20	Default help balloons for the Apple menu and Application menu	3-31
Figure 3-21	Help balloons for different states of the Cut command	3-31
Figure 3-22	Accessing the Keyboard menu from an application	3-32
Figure 3-23	SurfWriter's Application menu	3-33
Figure 3-24	A pop-up menu	3-34
Figure 3-25	A pop-up menu in its closed and open states	3-34
Figure 3-26	Making a selection from a pop-up menu	3-35

Figure 3-27	Choosing one attribute from a list of many	3-36
Figure 3-28	A dialog box with checkboxes and pop-up menus	3-37
Figure 3-29	A type-in pop-up menu in its closed and open states	3-37
Figure 3-30	A type-in pop-up menu with a user's choice added	3-38
Figure 3-31	A hierarchical menu item and its submenu	3-39
Listing 3-1	Rez input for a 'MENU' resource for the Apple menu	3-43
Table 3-6	Specifying submenus, script codes, reduced icons, small icons, and color icons of a menu item in a menu resource	3-46
Listing 3-2	Rez input for a 'MENU' resource for an Edit menu	3-48
Listing 3-3	Rez input for a 'MENU' resource for a File menu	3-49
Listing 3-4	Rez input for an 'MBAR' resource	3-49
Listing 3-5	Setting up an application's menus and menu bar	3-50
Listing 3-6	Saving and restoring menu color information	3-52
Figure 3-32	A menu item with a submenu	3-53
Listing 3-7	Rez input for a description of a hierarchical menu with a submenu	3-54
Listing 3-8	Creating a hierarchical menu	3-55
Figure 3-33	A pop-up menu in a dialog box	3-56
Listing 3-9	Changing the text of a menu item	3-59
Listing 3-10	Setting the font style of menu items	3-60
Listing 3-11	Adding marks to and removing marks from menu items	3-61
Figure 3-34	Icons in menu items	3-63
Listing 3-12	Specifying icons for menu items	3-63
Listing 3-13	Rez input for text of menu items	3-66
Listing 3-14	Adding an item to the Help menu	3-68
Listing 3-15	Adding menu items to the Apple menu	3-69
Listing 3-16	Adding font names to a menu	3-70
Listing 3-17	Determining whether a mouse-down event occurred	3-72
Listing 3-18	Determining when the cursor is in the menu bar	3-72
Listing 3-19	Adjusting an application's menus	3-74
Listing 3-20	Adjusting the File menu for a document window	3-74
Listing 3-21	Adjusting the Edit menu for a document window	3-75
Listing 3-22	Determining when a key is pressed	3-77
Listing 3-23	Checking a key-down event for a keyboard equivalent	3-78
Listing 3-24	Responding to the user's choice of a menu command	3-79
Listing 3-25	Responding to the user's choice of an item from the Apple menu	3-80
Listing 3-26	Responding to the user's choice of a command from the Help menu	3-81
Figure 3-35	A Size menu with user-specified size added	3-82
Listing 3-27	Handling the Size menu	3-83
Figure 3-36	Menu access from a modal dialog box	3-85
Listing 3-28	A sample menu definition procedure	3-89
Listing 3-29	Calculating the size of a menu	3-90
Listing 3-30	Drawing menu items	3-91
Listing 3-31	Choosing menu items	3-93
Table 3-7	Color information for menu entries	3-100
Table 3-8	Mapping between new and previous names of Menu Manager routines	3-102
Figure 3-37	Structure of a compiled menu ('MENU') resource	3-152
Figure 3-38	The variable-length data that describes menu items as defined by the standard menu definition procedure	3-153

Figure 3-39	Structure of a compiled menu bar ('MBAR') resource	3-155
Figure 3-40	Structure of a compiled menu color information table ('mctb') resource	3-156
Figure 3-41	Structure of a menu color entry in an 'mctb' resource	3-157

Chapter 4

Window Manager 4-1

Figure 4-1	Multiple windows	4-4
Figure 4-2	A document window	4-5
Figure 4-3	Active and inactive document windows	4-7
Figure 4-4	A window of type zoomDocProc	4-8
Figure 4-5	A window of type zoomDocProc, with size box and inactive scroll bars	4-9
Figure 4-6	Window types for alert boxes and fixed-position modal dialog boxes	4-9
Figure 4-7	A window of type movableDBoxProc	4-10
Figure 4-8	A window of type noGrowDocProc	4-10
Figure 4-9	Seldom-used window types	4-11
Figure 4-10	Window frame, content region, and structure region	4-12
Figure 4-11	Scroll bars	4-14
Figure 4-12	Controls in a dialog box	4-15
Figure 4-13	The QuickDraw global coordinate plane	4-17
Figure 4-14	A window's local and global coordinate systems	4-19
Listing 4-1	Determining the window type	4-25
Listing 4-2	Rez input for a window ('WIND') resource for a document window	4-26
Listing 4-3	Creating a new window	4-28
Figure 4-15	Document window positions on a single screen	4-31
Figure 4-16	"Filling in" an empty document window position	4-31
Figure 4-17	Document window positions on multiple screens	4-33
Listing 4-4	Application-defined data structure for storing a window's state data	4-34
Listing 4-5	Saving a document window's position	4-34
Listing 4-6	Positioning the window when the user opens a saved document	4-36
Listing 4-7	Opening a saved document	4-37
Listing 4-8	Drawing a window	4-39
Figure 4-18	Moving one window and adding to another window's update region	4-40
Listing 4-9	Handling mouse-down events	4-44
Figure 4-19	The close box with and without highlighting	4-46
Figure 4-20	The zoom box with and without highlighting	4-47
Figure 4-21	The effects of BeginUpdate and EndUpdate on the visible region and update region	4-49
Listing 4-10	Handling update events	4-50
Listing 4-11	Handling activate events	4-51
Listing 4-12	Zooming a window	4-55
Listing 4-13	Resizing a window	4-58
Listing 4-14	Adjusting scroll bars and content region when resizing a window	4-59
Listing 4-15	Converting a window region to local coordinates	4-60

Listing 4-16	Handling a close command	4-60
Listing 4-17	Closing a document	4-61
Figure 4-22	The cumulative effects of <code>HideWindow</code> , <code>ShowWindow</code> , and <code>SelectWindow</code>	4-63
Listing 4-18	Showing a hidden dialog box	4-64
Figure 4-23	Limiting rectangle used by <code>DragGrayRgn</code>	4-98
Figure 4-24	Structure of a compiled window ('WIND') resource	4-124
Figure 4-25	Structure of a compiled window color table ('wctb') resource	4-128

Chapter 5

Control Manager 5-1

Figure 5-1	Standard controls provided by the Control Manager	5-4
Figure 5-2	A default button	5-5
Figure 5-3	A selected checkbox	5-5
Figure 5-4	A vertical scroll bar	5-7
Figure 5-5	Using the scroll box and scroll arrows	5-8
Figure 5-6	Spatial relations between a document and a window, and their representation by a scroll bar	5-10
Figure 5-7	Custom slider controls	5-11
Figure 5-8	Visual feedback for user selection of active controls	5-12
Figure 5-9	Inactive controls	5-13
Figure 5-10	A button in a simple window	5-17
Listing 5-1	Creating a button for a window	5-17
Listing 5-2	Rez input for a control resource	5-18
Figure 5-11	Radio buttons in a simple window	5-20
Listing 5-3	Rez input for the control resources of radio buttons	5-21
Figure 5-12	How a scroll bar should overlap the window frame	5-22
Listing 5-4	Rez input for resources for a window and its scroll bars	5-23
Listing 5-5	Creating a document window with scroll bars	5-24
Figure 5-13	A pop-up menu	5-26
Listing 5-6	Rez input for the control resource of a pop-up menu	5-26
Figure 5-14	Dimensions of a sample pop-up menu	5-26
Listing 5-7	Responding to an update event for a window	5-29
Listing 5-8	Redrawing the controls in the update region	5-30
Listing 5-9	Detecting mouse-down events in a window	5-32
Listing 5-10	Detecting mouse-down events in a pop-up menu and a button	5-33
Figure 5-15	Three controls in a window	5-34
Listing 5-11	Using the <code>TrackControl</code> function with a button	5-36
Listing 5-12	Using <code>TrackControl</code> with a pop-up menu	5-37
Listing 5-13	Responding to a click in a checkbox	5-38
Listing 5-14	Adjusting scroll bar settings and locations	5-39
Listing 5-15	Assigning settings to scroll bars	5-40
Listing 5-16	Adjusting the maximum and current settings for a scroll bar	5-41
Figure 5-16	Moving a document relative to its window	5-46
Listing 5-17	Using <code>ScrollRect</code> to scroll the bits displayed in the window	5-47
Figure 5-17	Updating the contents of a scrolled window	5-49

Figure 5-18	Restoring the window origin to (0,0)	5-50
Figure 5-19	Scrolling to the end of a document	5-51
Figure 5-20	Updating a window's contents and returning the window origin to (0,0)	5-51
Listing 5-18	Responding to mouse events in a scroll bar	5-53
Listing 5-19	Action procedures for scrolling through a text document	5-59
Listing 5-20	Moving the scroll box from the action procedures	5-61
Listing 5-21	An application-defined update routine	5-62
Listing 5-22	Redrawing a window containing graphics objects	5-63
Listing 5-23	Redrawing a window after scrolling a TextEdit edit record	5-65
Figure 5-21	Moving and resizing scroll bars	5-66
Listing 5-24	Changing the size and location of a window's scroll bars	5-67
Figure 5-22	A vertical scroll bar before the application moves it within a resized window	5-69
Figure 5-23	A vertical scroll bar after the application moves its upper-left point	5-69
Figure 5-24	A custom control	5-71
Table 5-1	Mapping between new and previous names of Control Manager routines	5-80
Figure 5-25	Structure of a compiled control ('CNTL') resource	5-118
Figure 5-26	Structure of a compiled control color table ('cctb') resource	5-122

Chapter 6

Dialog Manager 6-1

Figure 6-1	An alert box used by the Finder	6-6
Figure 6-2	A typical dialog box	6-7
Figure 6-3	A note alert	6-8
Figure 6-4	A caution alert	6-9
Figure 6-5	A stop alert	6-9
Figure 6-6	A modal dialog box	6-10
Figure 6-7	A movable modal dialog box	6-11
Figure 6-8	A modeless dialog box	6-12
Figure 6-9	Typical items in a dialog box	6-13
Figure 6-10	An alert box to save changes to a document	6-19
Listing 6-1	Rez input for an alert resource	6-19
Figure 6-11	An alert box displayed only during the third and fourth alert stages	6-21
Listing 6-2	Specifying different alert responses according to alert stage	6-21
Listing 6-3	Creating your own sound procedure for alerts	6-22
Figure 6-12	A simple modal dialog box	6-24
Listing 6-4	Rez input for a dialog resource	6-24
Figure 6-13	Relationship of various resources to an alert box	6-27
Listing 6-5	Rez input for providing an alert box with items	6-27
Figure 6-14	A safe default button in an alert box	6-31
Figure 6-15	The consistent spacing of buttons and text in an alert box	6-33
Listing 6-6	Rez input for consistent spacing of display rectangles	6-34
Figure 6-16	Incorrectly and correctly sized display rectangles for alternate script systems	6-35
Figure 6-17	Inactive controls and disabled items	6-37

Figure 6-18	A dialog box with OK and Cancel buttons	6-38
Figure 6-19	A movable modal dialog box with a Stop button	6-39
Figure 6-20	An alert box with a Revert button	6-39
Figure 6-21	An obscure and useless alert message	6-41
Figure 6-22	A less obscure alert message	6-41
Figure 6-23	A clear and helpful alert message	6-41
Figure 6-24	A pop-up menu in a dialog box	6-42
Listing 6-7	Rez input for a dialog resource and an item list resource for a dialog box that includes a pop-up menu	6-43
Listing 6-8	Rez input for a control resource and a menu resource for a pop-up menu	6-43
Figure 6-25	A selected scrolling list	6-45
Figure 6-26	An alert box that displays a document name	6-46
Listing 6-9	Using the <code>ParamText</code> procedure to substitute text strings	6-47
Listing 6-10	Specifying where <code>ParamText</code> should substitute text in an alert box message	6-48
Figure 6-27	Two editable text items in a modeless dialog box	6-48
Listing 6-11	Specifying editable text items in an item list	6-49
Listing 6-12	Getting the text entered by the user in an editable text item	6-49
Figure 6-28	An existing dialog box and items to append	6-51
Figure 6-29	The dialog box after items are overlaid	6-52
Figure 6-30	The dialog box after items are appended to the right	6-52
Figure 6-31	The dialog box after items are appended to the bottom	6-53
Figure 6-32	A dialog box with an item appended relative to an existing item	6-53
Listing 6-13	Appending an item to an existing dialog box	6-54
Listing 6-14	Rez input for a dialog box and the item appended to it	6-55
Listing 6-15	Rez input for an application-defined item in an item list	6-57
Listing 6-16	Installing the draw procedure for an application-defined item	6-58
Listing 6-17	Creating a draw procedure that draws a bold outline around the default button	6-59
Figure 6-33	An alert box in front of a document window	6-63
Figure 6-34	An alert box on the main screen	6-63
Figure 6-35	An alert box in the alert position of the document window screen	6-64
Listing 6-18	Deactivating the front window before displaying an alert box	6-65
Figure 6-36	An alert box displayed only after the third alert stage	6-65
Listing 6-19	Using <code>GetAlertStage</code> to determine when to deactivate the front window	6-66
Figure 6-37	A modeless dialog box for changing text in a document	6-66
Listing 6-20	Ensuring that the modeless dialog box isn't already open before creating it	6-67
Figure 6-38	Menu access when displaying a modal dialog box	6-69
Listing 6-21	Adjusting menus for various windows	6-70
Listing 6-22	Disabling menus for a modal dialog box with editable text items	6-70
Listing 6-23	Adjusting the Edit menu for a modal dialog box	6-72
Listing 6-24	Rez input for a dialog color table resource using the system's default colors	6-75
Listing 6-25	Using <code>DialogSelect</code> during null events	6-79
Figure 6-39	Three buttons for which <code>CautionAlert</code> reports events	6-81

Figure 6-40	Four items for which <code>ModalDialog</code> reports events	6-83
Listing 6-26	Responding to events in a modal dialog box	6-83
Listing 6-27	A typical event filter function for alert and modal dialog boxes	6-88
Figure 6-41	A modeless dialog box for which <code>DialogSelect</code> reports events	6-91
Listing 6-28	Handling mouse-down events for all windows	6-91
Listing 6-29	Using the <code>DialogSelect</code> function for responding to mouse-down events	6-92
Listing 6-30	Hiding a modeless dialog box in response to a <code>Close</code> command	6-94
Listing 6-31	Checking for key-down events involving the <code>Command</code> key	6-95
Listing 6-32	Checking for key-down events in a modeless dialog box	6-95
Listing 6-33	Responding to key-down events in a modeless dialog box	6-96
Listing 6-34	Activating a modeless dialog box	6-98
Listing 6-35	Updating a modeless dialog box	6-99
Table 6-1	Mapping between new and previous names of Dialog Manager routines	6-102
Figure 6-42	Structure of a compiled dialog (' <code>DLOG</code> ') resource	6-148
Figure 6-43	Structure of a compiled alert (' <code>ALRT</code> ') resource	6-150
Figure 6-44	Structure of a compiled item list (' <code>DITL</code> ') resource	6-152
Figure 6-45	Structure of compiled button, checkbox, radio button, static text, and editable text items	6-153
Figure 6-46	Structure of compiled control, icon, and picture items	6-154
Figure 6-47	Structure of a compiled application-defined item	6-155
Figure 6-48	Structure of compiled help items	6-155
Figure 6-49	Structure of a compiled item color table resource	6-159
Figure 6-50	Structure of a compiled control color table	6-161
Figure 6-51	Structure of a compiled text style table	6-162

Chapter 7

Finder Interface 7-1

Figure 7-1	Application and document icons in a window on the desktop	7-4
Figure 7-2	A customized help balloon for an application icon	7-5
Figure 7-3	A Finder message identifying a missing application	7-5
Listing 7-1	Rez input for a signature resource	7-8
Figure 7-4	Large black-and-white application icons for a company's product line	7-12
Figure 7-5	Default large black-and-white icons	7-12
Figure 7-6	A black-and-white icon and its mask for an application	7-13
Figure 7-7	The <code>ResEdit</code> view of an icon	7-14
Listing 7-2	Rez input for an icon list resource	7-14
Listing 7-3	Rez input for file reference resources	7-19
Listing 7-4	Rez input for a bundle resource	7-21
Figure 7-8	Linking icon list resources and file reference resources in a bundle resource	7-23
Figure 7-9	The default application-unavailable alert box	7-27
Listing 7-5	Rez input for a missing-application name string resource	7-28
Listing 7-6	Storing a missing-application name string resource in the resource fork of a document	7-28

Listing 7-7	Copying the missing-application name string resource into the resource fork of a document 7-29
Figure 7-10	The application-unavailable alert box specifying an application's name 7-29
Listing 7-8	Rez input for an application-missing message string resource 7-30
Figure 7-11	The application-unavailable alert box with a customized message 7-30
Figure 7-12	The application-unavailable alert box for 'TEXT' and 'PICT' documents 7-30
Listing 7-9	Rez input for a pair of version resources 7-32
Figure 7-13	The version data in the information window 7-33
Listing 7-10	Rez input for a size resource 7-35
Listing 7-11	Determining whether a document is a stationery pad 7-36
Figure 7-14	Default and customized help balloons for application icons 7-38
Listing 7-12	Rez input for a help balloon resource for an application icon 7-39
Listing 7-13	Using the <code>ResolveAliasFile</code> function to open a file 7-41
Figure 7-15	The System Folder and related folders 7-42
Figure 7-16	Structure of a signature resource compiled as a string ('STR') resource 7-57
Figure 7-17	Structure of a compiled icon list ('ICON#') resource 7-58
Figure 7-18	Structure of a compiled small icon list ('ics#') resource 7-59
Figure 7-19	Structure of a compiled large 4-bit color icon ('icl4') resource 7-60
Figure 7-20	Structure of a compiled small 4-bit color icon ('ics4') resource 7-61
Figure 7-21	Structure of a compiled large 8-bit color icon ('icl8') resource 7-62
Figure 7-22	Structure of a compiled small 8-bit color icon ('ics8') resource 7-63
Figure 7-23	Structure of a compiled icon ('ICON') resource 7-64
Figure 7-24	Structure of a compiled file reference ('FREF') resource 7-65
Figure 7-25	Structure of a compiled bundle ('BNDL') resource 7-66
Figure 7-26	Mapping local IDs to icon list resource IDs in a bundle resource 7-67
Figure 7-27	Structure of superfluous local ID mapping for file reference resources in a bundle resource 7-67
Figure 7-28	Structure of a compiled missing-application name string resource 7-68
Figure 7-29	Structure of a compiled application-missing message string resource 7-69
Figure 7-30	Format of a compiled version ('vers') resource 7-70

