

This is my first Native Application for the PowerPC. It consists of a recompiled version of the ScrollDialog library and a VERY crude main shell.

Here is some text:

```
/******  
*  
*  
*  
*/
```

```
TestScrollDialogNative.c  
*  
*
```

```
-a skanky Native App for testing PowerPC version of ScrollDialogLib  
*  
*
```

```
13/7/94  
*  
*  
*****/
```

```
#include  
"ScrollDialog.h"
```

```
#define
```

```
kAlertBoxID
```

```
128  
#define
```

```
kTextUserItemID
```

```
2  
#define
```

```
kTextResourceID
```

```
128
```

```
void main(void)
```

```
short
```

```
aHit;
```

```
InitGraf(&qd.thePort);
```



```
/* mac toolbox init stuff */
```

```
InitFonts();
```

```
InitWindows();
```

```
InitMenus();
```

```
TEInit();
```

```
InitDialogs(NIL);
```

```
SetWatchCursor();
```

```
FlushEvents(everyEvent,0);
```

```
aHit = ScrollTextDialog(kAlertBoxID,kTextUserItemID,kTextResourceID);
```