

# TransDisplay 1.0 Quick Reference

**DisplayBoolean** (b)

Boolean b;

**DisplayChar** (c)

char c;

**DisplayHexChar** (c)

char c;

**DisplayHexInt** (i)

int i;

**DisplayHexLong** (l)

long l;

**DisplayInt** (i)

int i;

**DisplayLn** ()

**DisplayLong** (l)

long l;

**DisplayString** (s)

StringPtr s;

**DisplayText** (t, len)

Ptr t;

long len;

**FlushDWindow** (theWind, byteCount)

WindowPtr theWind;

long byteCount;

**GetDWindow** (theWind)

WindowPtr \*theWind;

TEHandle **GetDWindowTE** (theWind)

WindowPtr theWind;

WindowPtr **GetNewDWindow** (rsrcId, behind)

int rsrcId;

WindowPtr behind;

Boolean **IsDWindow** (theWind)

WindowPtr theWind;

WindowPtr **NewDWindow** (boundsRect, title, visible, behind,

## TransDisplay 1.0 Quick Reference

### 2

```
                                goAwayFlag, refCon)
Rect      *boundsRect;
StringPtr title;
Boolean   visible;
WindowPtr behind;
Boolean   goAwayFlag;
long      refCon;
```

```
SetDWindow (theWind)
WindowPtr   theWind;
```

```
SetDWindowFlush (theWind, maxSize, flushSize)
WindowPtr   theWind;
long        maxSize;
long        flushSize;
```

```
SetDWindowNotify (theWind, pNotify)
WindowPtr   theWind;
ProcPtr     pNotify;
```

```
Boolean SetDWindowPos (theWind, lineNum)
WindowPtr theWind;
int       lineNum;
```

```
SetDWindowStyle (theWind, fontNum, fontSize, wordWrap, justification)
WindowPtr   theWind;
int         fontNum;
int         fontSize;
int         wordWrap;
int         justification;
```