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Technical Note PT06

MPW Object Pascal Without MacApp

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Introduction

Object Pascal must have a CODE segment named `$_MethTables` in order to access object methods. In MacApp this is taken care of "behind the scenes" so you don't have to worry about it. However, if you are doing a straight Object Pascal program, you must make sure that `$_MethTables` is around when you need it. If it's unloaded when you call a method, your Macintosh will begin executing wild noncode and die a gruesome and horrible death.

The MPW Pascal compiler must see some declaration of an object in order to produce a reference to the magic segment. You can achieve this cheaply by simply including `ObjIntf.p` in your `Uses` declaration. This must be in the main program, by the way. The compiler will produce a call to `$_InitObj` which is in `$_MethTables`.

If you're a more adventurous soul, you can call `$_InitObj` explicitly from the initialization section of your main program (you must use the `{ $%+ }` compiler directive to allow the use of "%" in identifiers). This will load the `$_MethTables` segment. See Technical Note #93 for ideas about locking down segments that are needed forever without fragmenting the heap.

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