

NOTE: This Technical Note has been [retired](#). Please see the [Technical Notes](#) page for current documentation.

Technical Note PT06

MPW Object Pascal Without MacApp

CONTENTS

[Introduction](#)[References](#)[Downloadables](#)

[Jan 01 1987]

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.

[Back to top](#)

References

[M.PT.MPWLoad](#)[Back to top](#)

Downloadables



Acrobat version of this Note (K).

[Download](#)