

F1. Facelt 2.2 Guide

Facelt deals with "program-wide" features: the main event loop, the main menu bar menus, modeless window management, background processing, and interactions with the Finder. Each topic in the above "Facelt" menu describes one of these features. NOTE: If you intend to use only ViewIt modal windows, then you can skip these Facelt topics and begin with the first ViewIt topic since modal windows do not rely on Facelt in any way.

Program Resources

All of the demo program resource files (the ".Rsrc" files) shipped with the ViewIt product contain MENU resources that are specific to the program and are auto-loaded when DoInit is called. In addition to these MENU resources, program resource files typically contain all of the resources belonging to LoadIt (required to call FaceWare modules), other program-specific resources required by other modules, plus other resources used by that program (ICONS, PICTs, STR#s, FWNDs, etc.).

What To Do: When starting a new Facelt-based program, use a copy of the "Minimum.Rsrc" file as a starting point for your own program-specific resource file.

Mixing Event Loops

The Facelt module automatically handles low-level events and only returns control to the main program when events occur that it does not know how to handle. Most programmers appreciate this since it dramatically reduces the size and complexity of their program "event loops". In cases, however, where the main program must deal directly with low-level events, then FaceSt ("FaceStub") can be used in place of Facelt. FaceSt differs from Facelt in that it must be fed low-level events, but this makes it possible to mix ViewIt modeless windows with other windows being managed by the main program. See the "Hybrid Programs" topic for more info about using FaceSt to create "hybrid" programs that contain both sophisticated program-driven and ViewIt modeless windows.