

TransSkel 2.00 Quick Reference

```
procedure SkelApple (aboutTitle:Str255; aboutProc:ProcPtr);
```

```
procedure SkelBackground (p:ProcPtr);
```

```
procedure SkelClobber;
```

```
function SkelDialog (theDialog:DialogPtr;  
    pEvent, pClose, pClobber:ProcPtr):Boolean;
```

```
procedure SkelDlogMask (mask:integer);
```

```
procedure SkelEventHook (p:ProcPtr);
```

should point to a Boolean function! Note: this procptr

```
procedure SkelEventMask (mask:integer);
```

```
procedure SkelGetBackground (var p:ProcPtr);
```

```
procedure SkelGetDlogMask (var mask:integer);
```

```
procedure SkelGetEventHook (var p:ProcPtr);
```

Note: p is a procptr to a Boolean function.

```
procedure SkelGetEventMask (var mask:integer);
```

```
procedure SkelGrowBounds (theWind:WindowPtr;  
    hLo, vLo, hHi, vHi:integer);
```

```
procedure SkelInit(MMcalls:integer;@pGrowZone:ProcPtr);
```

```
procedure SkelMain;
```

```
function SkelMenu (theMenu:MenuHandle;  
    pSelect, pClobber:ProcPtr, drawit:Boolean):Boolean;
```

```
procedure SkelRmveDlog (theDialog:DialogPtr);
```

```
procedure SkelRmveMenu (theMenu:MenuHandle);
```

```
procedure SkelRmveWind (theWind:WindowPtr);
```

```
procedure SkelWhoa;
```

```
function SkelWindow (theWind:WindowPtr;  
    pMouse, pKey, pUpdate, pActivate, pClose,  
    pClobber, pIdle:ProcPtr;  
    frontOnly:Boolean):Boolean;
```