

9. Initializations

This topic describes operations that must be done before executing other FaceWare commands. These operations should only be done once (i.e., they should not be part of routines or loops that are executed more than once).

FaceWare Initialization

The command `Dolnit` must be executed before any other call to FaceWare modules. `Dolnit` searches for the `LoadIt` module and, if necessary, opens the program's temporary resource file (the name of which can be passed in `uName`). Parameter `c` indicates which FaceWare modules will be used by the program:

`c ≥ 0` = both `Facelt` and `ViewIt` are in use

`c = -1` = only `ViewIt` is in use (not `Facelt`)

`c = -4` = neither `Facelt` nor `ViewIt` are in use

Passing `c = 0`, for example, indicates that `Facelt` and `ViewIt` will be used and causes both of these modules to be loaded and initialized. `c = -4`, on the other hand, skips initialization of `Facelt` and `ViewIt` and indicates that the only modules in use will be independent utility-type modules.

Parameter `b` in `Dolnit` can be used to request that `b` kilobytes of extra stack space (beyond the default stack size - see discussion below) be allocated by `LoadIt`. This also results in `LoadIt` calling `MaxApplZone` to expand the heap to its limit. `b = -1` can be used to disable this functionality (if your program calls `MaxApplZone` and sets its own stack size), but most programmers pass `b = 0` to get the default stack size.

Parameter `a` is used to set bit flags that are used by `Facelt`. See the "Program Commands" topic under the "Commands" menu for a further description of the use of this parameter. If not using `Facelt`, pass `a = 0`.

The minimum program code shown in the "Minimum Code" topic passes `a = b = c = 0` to `Dolnit`. This indicates that the program will be using both `Facelt` and `ViewIt`, that the stack size should be set to the default size, and that none of the special options supported by `Facelt` will be used.

More About Stack Space

The option of using parameter `b` to reset stack space when calling `Dolnit` is designed to help those programmers who have programs that declare large arrays or records within routines, or pass large variables "by value" to routines. Such "local" variables are allocated on the "stack" which is a block of memory of fixed size located above the program heap. If the arrays or records allocated on the stack are larger than the available stack space, then the stack will clobber memory in the heap, leading to a System crash.

Another important point to understand about the stack is that its growth is cumulative as one routine calls another. For example, suppose routine A calls B, and then B calls C. If routine A declares a 1000-element integer*4 array, B declares a 2000-element real*8 array, and C declares a 500-element integer*2 array, then the total stack memory used to call C would be at least: $(1000)(4) + (2000)(8) + (500)(2) = 21000$ bytes or about 20K.

One way of increasing the stack space is to pass `b > 0` when calling `Dolnit`. Other options may be provided by your development environment (in which case you should pass `b = -1` to disable `Dolnit`'s actions). Another approach is to minimize stack use by making all large arrays or records global to the program (this would include FORTRAN COMMON blocks), or allocate large variables as dynamic blocks in the program heap.

The toolbox call "StackSpace" can be used to check stack space from within a routine at runtime, but a calculation like that shown above will usually be enough to tell you that a problem exists. The `PeekCt` control shipped with `ViewIt` can also be added to any `ViewIt` window to show the current stack and heap space, but the values displayed are only updated when `DoLoop` or `MdIWnd` are called, so you'll still need to do calculations or call "StackSpace" to determine the additional stack space used by your routines. For your convenience, a `PeekCt` control was added to the bottom of the `ViewIt` Help window.

Finally, note that the default stack space on older Macintosh Mac+ computers (8K) is much smaller than that used with newer Macs, so having sufficient stack space on a newer Mac does not guarantee that it will work on an older one.

Record Initialization

In cases where a utility-type FaceWare module requires use of an additional, global record (defined in a "Stor" file), this record must usually be initialized with the command DoPrep. DoPrep uses the values passed to it to set up the record's "header" (its first 16 bytes) so that it can be used with the corresponding FaceWare module:

```
Facelt(nil,DoPrep,a,b,c,0);    Pascal
Facelt(0,DoPrep,a,b,c,0);     /* C */
Facelt(0,DoPrep,a,b,c);       /* C++ */
call Facelt(0,DoPrep,a,b,c,0) !FORTRAN
```

where a is the record's memory address, b is the module's baseID, and c is its versID. See demo programs that contain calls to DoPrep for examples of its use. Note that DoPrep is not necessary to access Facelt or ViewIt since the fRec record used by these is automatically initialized by DoInit.

These extra, global records required by modules are often referred to as "shared records" to denote the fact that they are global records that are shared between the module and the main program.