

Dear Mac C Primer (Volume II) reader,

With the introduction of a new version of THINK C (v5.0), you'll need to make some changes in your source code to maintain compatibility:

cdev.c:

- 1) (p. 67) Insert line, just after the last #define:  
short FindFontNumber();

Tester.c:

- 1) (p. 95) Replace #define MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L
- 2) (p. 97) Change BeginUpdate( gTheEvent.message ) to  
BeginUpdate( (WindowPtr)gTheEvent.message )
- 3) (p. 97) Change EndUpdate( gTheEvent.message ) to  
EndUpdate( (WindowPtr)gTheEvent.message )

DLOG.c:

- 1) (p. 111) Replace #define MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

ColorInfo.c:

- 1) (p. 136) Replace the line:  
#include "ColorToolbox.h"  
with  
#include "Picker.h"

Palette.c:

- 1) (p. 153) Replace the line:  
#include "ColorToolbox.h"  
with the two lines:  
#include "Palettes.h"  
#include "Picker.h"
- 2) (p. 153) Replace #define MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

ColorTutor.c:

- 1) (p. 171) Replace the line:  
#include "ColorToolbox.h"  
with the two lines:  
#include "Palettes.h"  
#include "Picker.h"
- 2) (p. 171) Replace #define MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

GWorld.c:

- 1) (p. 203) Replace the two lines:

```
#include "ColorToolbox.h"
#include "QuickDraw32Bit.h"
with the two lines:
#include "Picker.h"
#include "QDOffscreen.h"
```

- 2) (p. 203) Replace #define MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

FormEdit.c:

- 1) (p. 244) Replace #define MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

- 2) (p. 251) In the function DoTEKey(), replace the line:  
tempStr[ i+1 ] = (\*text)[ i ];  
with the line:  
tempStr[ i+1 ] = \*(char \*\*)text[ i ];

- 3) (p. 257) In the function HandleEditChoice(), replace the line:  
tempStr[ i+1 ] = (\*text)[ i ];  
with the line:  
tempStr[ i+1 ] = \*(char \*\*)text[ i ];

- 4) (p. 266) In the function NewClikLoop(), replace the declaration:  
int amount;  
with the line:  
short amount;

Starter.π:

- 1) Make a copy of the "Starter Folder" found in the "TCL 1.1 Demos" folder in your "Development" folder. Next, copy the following files from your old "MyStarter" folder into this new folder:

- CDragPane.c
- CDragPane.h
- CMouse.c
- CMouse.h
- CStarterDoc.c
- CStarterDoc.h
- CStarterPane.c
- CStarterPane.h
- Starter.c

You should be copying 9 files, replacing their counterparts in the new folder. Do **NOT copy** the files **CStarterApp.c** and **CStarterApp.h**!!!!

Start up THINK C by double-clicking the file Starter.π in this new folder.

- 2) Select Add... from the Source menu and add the files CDragPane.c and CMouse.c to the project. Make sure you add the two files to the first segment in the project window. To select the first segment, click on the file name CStarterApp.c (in the project window) before you select Add...

- 3) Select Options... from the Edit menu.
- Select "Language Settings" from the popup menu.
  - Make sure that the "Language Extensions" check box is checked.
  - Select the "THINK C + Objects" radio button.
  - Make sure the "Strict Prototype Enforcement" check box is checked.
  - Select the "Infer Prototypes" radio button.

- 4) Edit each of the functions in the files CDragPane.c, CMouse.c, and CStarterPane.c. Change each function's parameter declarations from the old style to the new style of parameter declaration. Make sure you edit every single function!!! Old style declarations look like this:

```
void CDragPane::DoClick( hitPt, modifierKeys, when )
    Point          hitPt;
    short          modifierKeys;
    long           when;
{
}
```

New style declarations look like this:

```
void CDragPane::DoClick( Point hitPt, short modifierKeys, long when )
{
}
```

- 5) (p. 348) In the file CDragPane.c, in the function IDragPane, change the declaration:

```
Rect r;
to
LongRect r;
```

- 6) (p. 349-350) Also in CDragPane.c, in the function DoClick, change the first five lines from:

```
Rect    r;
Rect    endLocation;

r = frame;
EraseRect( &r );

FrameToEnclR(&r);
to these eight lines:
Rect    r;
Rect    endLocation;
LongRect    longR;

FrameToQDR( &frame, &r );
EraseRect( &r );

QDToLongRect(&r,&longR);
FrameToEnclR(&longR);
LongToQDRect( &longR, &r );
```

- 7) (p. 354) In the file CMouse.h, change the three lines:

```
void          BeginTracking( Point *startPt );
void          KeepTracking( Point *currPt, Point *prevPt, Point *startPt );
void          EndTracking( Point *currPt, Point *prevPt, Point *startPt );
to:
void          BeginTracking( struct LongPt *startPt );
void          KeepTracking( struct LongPt *currPt, struct LongPt *prevPt,
                           struct LongPt *startPt );
void          EndTracking( struct LongPt *currPt, struct LongPt *prevPt,
                           struct LongPt *startPt );
```

- 8) (p. 351) In the file CMouse.c, in the function IMouse(), change the declaration:

```
Rect r;
to
LongRect r;
```

- 9) (p. 351) Also in the file CMouse.c, in the function IMouse(), change:

```
theBounds = r;
to
LongToQDRect( &r, &theBounds );
```

10) (p. 351) Also in the file CMouse.c, in the function BeginTracking(), change the function declaration from:

```
void CMouse::BeginTracking( Point *startPt )  
to  
void CMouse::BeginTracking( struct LongPt *startPt )
```

11) (p. 352-353) Also in the file CMouse.c, replace the function KeepTracking() with the following:

```
void CMouse::KeepTracking( struct LongPt *currPt, struct LongPt *prevPt,  
                           struct LongPt *startPt )
```

```
{  
    LongRect      r, f;  
    Rect          shortR;  
    long          curTicks;  
    LongPt        startPosit, newPosit, cp, pp;  
    RgnHandle      clipRgn;  
  
    thePanorama->GetPosition( &startPosit );  
  
    clipRgn = NewRgn();  
  
    if ( thePanorama->AutoScroll( currPt )  
        || ! EqualLongPt( currPt, prevPt ) )  
    {  
        thePanorama->GetPosition( &newPosit );  
  
        GetClip( clipRgn );  
        QDToLongRect( &(**clipRgn).rgnBBox, &r );  
        OffsetLongRect( &r, startPosit.h - newPosit.h,  
                        startPosit.v - newPosit.v );  
  
        thePanorama->GetFrame(&f);  
        PinInRect(&f, (LongPt *)&(r.top));  
        PinInRect(&f, (LongPt *)&(r.bottom));  
  
        LongToQDRect( &r, &shortR );  
        ClipRect( &shortR );  
  
        shortR = theLocation;    /* Erase old gray rect */  
  
        curTicks = TickCount();  
        while ( curTicks == TickCount() ) ;  
        FrameRect( &shortR );  
        QDToLongRect( &shortR, &r );  
  
        cp = *currPt;  
        pp = *prevPt;  
        QDToLongRect( &theBounds, &f );  
        PinInRect(&f, &cp);  
        PinInRect(&f, &pp);  
  
        OffsetLongRect(&r, cp.h - pp.h, cp.v - pp.v);  
  
        SetClip( clipRgn );  
  
        curTicks = TickCount();  
        while ( curTicks == TickCount() ) ;  
    }  
}
```

```

        LongToQDRect( &r, &shortR );
        FrameRect( &shortR );    /* Draw new gray rect */
        theLocation = shortR;    /* update theLocation instance var */
    }
    DisposeRgn( clipRgn );
}

```

12) (p. 353) Also in the file CMouse.c, Replace the declaration of the function EndTracking() with:

```

void CMouse::EndTracking( struct LongPt  *currPt, struct LongPt  *prevPt,
                        struct LongPt  *startPt )

```

13) Add these three lines to the list of include files in the file CStarterDoc.c:

```

#include "TBUilities.h"
#include "CWindow.h"
#include <Packages.h>

```

14) In the file CStarterDoc.c, in the function OpenFile(), replace the line:

```

    theError = theFile->Open(fsRdWrPerm);
with the line
    theFile->Open(fsRdWrPerm);

```

15) In the file CStarterDoc.c, in the function OpenFile(), comment out each of the lines:

```

    gApplication->RequestMemory(FALSE, TRUE);
    theFile->ReadAll(&theData);
and
    gApplication->RequestMemory(FALSE, FALSE);

```

16) (p. 343) In the file CStarterDoc.c, in the function BuildWindow(), change the line:

```

    Rect                panFrame;
to
    LongRect            panFrame;

```

17) (p. 346) In the file CStarterPane.c, in the function DoDrag(), change the declaration:

```

    Rect                boundsRect;
to
    LongRect            boundsRect;

```

18) (p. 346) In the file CStarterPane.c, in the function DoDrag(), add the new declaration:

```

    LongPt              longP;

```

19) (p. 346) In the file CStarterPane.c, in the function DoDrag(), change the line:

```

    TrackMouse( aMouseTask, p, &boundsRect );
to
    QDToLongPt( p, &longP );
    TrackMouse( aMouseTask, &longP, &boundsRect );

```

ShowINIT.c:

1) (p. 397) Delete the line:

```

#include <Color.h>

```