

Dear Mac C Primer (Volume I) reader:

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

EventTutor:

- 1) (p. 115) Change #define of MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L
- 2) (p. 118) Change 2 occurrences of BeginUpdate( gTheEvent.message ) to  
BeginUpdate( (WindowPtr)gTheEvent.message )
- 3) (p. 118-119) Change 2 occurrences of EndUpdate( gTheEvent.message ) to  
EndUpdate( (WindowPtr)gTheEvent.message )
- 4) (p. 119) Change DrawGrowIcon( gTheEvent.message ) to  
DrawGrowIcon( (WindowPtr)gTheEvent.message )
- 5) (p. 118) Change Call of DrawMyPicture( gTheEvent.message, gPictureHandle );  
to DrawMyPicture( (WindowPtr)gTheEvent.message, gPictureHandle );

Flying Line:

- 1) (p. 92) Change #define of MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

Hello2:

- 1) (p. 63) Change #define of MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

Mondrian:

- 1) (p. 74) Change #define of MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

Pager:

- 1) (p. 333) Change #define of MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L
- 2) (p. 335) Change BeginUpdate( gTheEvent.message ) to  
BeginUpdate( (WindowPtr)gTheEvent.message )
- 3) (p. 335) Change DrawControls( gTheEvent.message ); to  
DrawControls( (WindowPtr)gTheEvent.message );

4) (p. 335) Change UpdateMyWindow( gTheEvent.message ); to  
UpdateMyWindow( (WindowPtr)gTheEvent.message );

5) (p. 335) Change EndUpdate( gTheEvent.message ) to  
EndUpdate( (WindowPtr)gTheEvent.message )

#### PrintPICT:

1) (p. 316) Change #include from "PrintMgr.h" to "PrintTraps.h"

#### Reminder:

1) (p. 229) Change #define of MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

2) (p. 240) Change 2 occurrences of nmSlcon to nmlcon

#### ShowClip:

1) (p. 300) Change #define of MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

2) (p. 302) Change call of CenterPict( clipHandle, &myRect );  
to CenterPict( (PicHandle)clipHandle, &myRect );

#### ShowPICT:

1) (p. 86) Change #define of MOVE\_TO\_FRONT from  
-1L  
to  
(WindowPtr)-1L

#### Sounder:

1) (p. 350) Add this line before the first #define:

```
#include <Sound.h>
```

2) Optional: Use the functions CountResources() and GetIndResource() to play all available 'snd ' resources. CountResources( 'snd ' ) will return the number of 'snd 's available in all open resource forks. Use this value to create a loop around calls to GetIndResource( 'snd ', i ) and SndPlay().

#### Timer:

1) (p. 163) Add this line before the first #define:  
#include "Packages.h"

2) (p. 163) Change #define of MOVE\_TO\_FRONT from  
-1  
to  
(WindowPtr)-1L

- 3) (p. 166) Change `BeginUpdate( gTheEvent.message )` to  
`BeginUpdate( (WindowPtr)gTheEvent.message )`
- 4) (p. 166) Change `EndUpdate( gTheEvent.message )` to  
`EndUpdate( (WindowPtr)gTheEvent.message )`

WindowMaker:

- 1) (p. 274) Change `#define of MOVE_TO_FRONT` from  
`-1`  
to  
`(WindowPtr)-1`
- 2) (p. 277) Change `if (!IsDAWindow( gTheEvent.message ) )` to  
`if (!IsDAWindow( (WindowPtr)gTheEvent.message ) )`
- 3) (p. 277) Change `SetPort( gTheEvent.message );`  
to `SetPort( (WindowPtr)gTheEvent.message );`
- 4) (p. 277) Change `BeginUpdate( gTheEvent.message )` to  
`BeginUpdate( (WindowPtr)gTheEvent.message )`
- 5) (p. 277) Change `EndUpdate( gTheEvent.message )` to  
`EndUpdate( (WindowPtr)gTheEvent.message )`
- 6) Change `DrawMyPicture( gMyPicture, gTheEvent.message );`  
to `DrawMyPicture( gMyPicture, (WindowPtr)gTheEvent.message );`

Zinger:

- 1) (p. 183) Change `#define of MOVE_TO_FRONT` from  
`-1L`  
to  
`(WindowPtr)-1L`
- 2) (p. 186) Change `BeginUpdate( gTheEvent.message )` to  
`BeginUpdate( (WindowPtr)gTheEvent.message )`
- 3) (p. 186) Change `EndUpdate( gTheEvent.message )` to  
`EndUpdate( (WindowPtr)gTheEvent.message )`