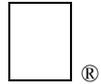


Apple II Technical Notes



Developer Technical Support

Apple IIGS

#3: Window Information Bar Use

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This Technical Note details the use of a window's information bar, including a code sample which places a menu in an information bar.

Changes since November 1988: Added a note about the current Resource Application when inside an `InfoDefProc` procedure, and information about information bars and `NewWindow2`.

Apple IIGS window information bars are not as straightforward as other window features, and one reason for this is the small amount of space originally allocated for their processing. If you feel your application can benefit from the use of information bars, you can implement them, and this Technical Note explains how to do it and includes some suggestions for their use. The code samples below demonstrate how to place a menu bar in an information bar, but your use of information bars is not limited to those described here.

Information Bar Initialization

You can create an information bar in a window when you create the window by setting the following fields in the parameter list you pass to `NewWindow`:

wFrame Set bit 4.

wInfoHeight Set to the height of the information bar (should not exceed window height).

wInfoDefProc Set to the address of the information bar definition procedure (see below).

If you create a window as visible, the Window Manager will call your information bar definition procedure (`InfoDefProc`) before returning from `NewWindow`. If you have to create the contents of the information bar after the window, you will have a problem since the Window Manager will expect your `InfoDefProc` to draw things which do not yet exist. You can solve this problem by creating the window as invisible, creating the contents of the information bar, then showing the window. Another solution would be to detect, in the `InfoDefProc`, that the contents of the information bar do not yet exist.

`NewWindow2`, however, does not let you override the information bar drawing procedure in the template. If you pass a window template in a resource, creating the window as visible crashes (since the address of your information bar drawing procedure cannot possibly be in the window template resource). Instead, create the window as invisible and call `SetInfoDraw` to set the address of the information bar drawing procedure **before** calling `ShowWindow`.

Below is an example of initializing a window's information bar to contain a menu bar. The three key fields of the parameter list which you pass to `NewWindow` are as follows:

wFrame Set bit 4 = 1 and bit 5 = 0 for an invisible window; the other bits do not affect the information bar, so you can set them as you wish.

wInfoHeight Assuming you are using a system menu bar and initializing it before the window, set to the height `FixMenuBar` returned when you created the system menu bar. If you would rather use an absolute value, which we do not advise, you could use 14 which should be about right for the current system font.

wInfoDefProc Set to the address of the `InfoDefProc`, in this case `draw_info`.

After you create the window, but before you show it, you can create the menu bar to place in the information bar. The code to create the menu bar might look like the following:

```
window            Direct page location that contains pointer to window's port.
;
; --- Create a menu bar -----
;
;            pha                    Space for result.
;            pha
;            pea    $FFFF            Set "use current port" flag.
```

```

        pea    $FFFF
        _NewMenuBar          Create a menu bar.
        pla
        sta    <menuBar      Get returned menu bar handle.
                                Remember menu bar handle.
        pla
        sta    <menuBar+2

;
;
; --- Store menu bar's handle in the window's InfoRefCon -----
;
        pei    <menuBar+2    Pass menu bar handle.
        pei    <menuBar
        pei    <window+2    Window to set refCon.
        pei    <window
        _SetInfoRefCon      Store menu bar handle in window's infoRefCon.

;
;
; --- Make the window's menu bar the current menu bar -----
;
        pei    <menuBar+2    Pass menu bar handle.
        pei    <menuBar
        _SetMenuBar        Make new menu bar the current menu bar.

;
;
; --- Get the RECT of the window's information bar -----
;
        pea    tempRect|-16  Pass pointer of RECT.
        pea    tempRect
        pei    <window+2    Pass pointer of window.
        pei    <window
        _GetRectInfo      tempRect = interior RECT of window's Info Bar.

; --- Dereference menu bar handle -----
;
        ldy    #2
        lda    [menuBar],y
        tay
        lda    [menuBar]
        sta    <menuBar      Now menuBar is the pointer to the Menu Bar.
        sty    <menuBar+2

;
;
; --- Set size of menu bar -----
;
;
        lda    <tempRect+y1
        dec    a              Overlap top side.
        ldy    #CtlRect+y1
        sta    [menuBar],y

;
        lda    <tempRect+x1
        dec    a              Overlap left side.
        ldy    #CtlRect+x1
        sta    [menuBar],y

;
        lda    <rect+y2
        inc    a              Overlap bottom side.
        ldy    #CtlRect+y2
        sta    [menuBar],y

;
;
; --- Set flag to tell Menu Manager to draw menu in current port -----
;
        ldy    #CtlOwner+2    Set high bit in CtlOwner.
        lda    [menuBar],y

```

```
        ora    #$8000
        sta    [menuBar],y
;
;
; --- Create the menus and add them to the window's menu bar -----
;
        lda    #4
loop    pha    Save index into menu list.
        tay    Switch index to Y.
;
        pha    Space for return value.
        pha
        lda    menu_list+2,y    Pass address of menu/item lines.
        pha
        lda    menu_list,y
        pha
        _NewMenu
;
        pea    0                Menu handle already on stack.
        _InsertMenu            Insert menu list at front of list.
                                Add my menus to the system menu bar.
;
        pla
        sec
        sbc    #4
        bpl    loop
;
;
; --- Initialize the size of the menu bar and menus -----
;
        pha    Space for returned bar height.
        _FixMenuBar            Fix up positions in the menu bar.
        pla    Discard height of menu bar.
;
;
; --- Restore the system menu bar as the current menu -----
;
        pea    0                Pass flag for system menu bar.
        pea    0
        _SetMenuBar            Make system menu bar current.
```

The window's menu bar is now initialized, and you can make the window visible with a call to `ShowWindow`; the `InfoDefProc` will draw the menu bar.

Information Bar Definition Procedure (InfoDefProc)

The `InfoDefProc` is slightly misleading; it is only responsible for drawing the interior, above the background, of the information bar. The `InfoDefProc` is not responsible for defining the information bar, drawing the frame and background, testing for hits, or tracking the user. The `InfoDefProc` is located inside your application, and the Window Manager calls it whenever it needs to draw the part of the window frame that contains the information bar. Each window with an information bar can have its own `InfoDefProc`, or they can all share a common `InfoDefProc`. When the Window Manager calls your `InfoDefProc`, it sets the proper port, the Window Manager's port, and the proper state, an origin local to the window frame and clipped to any windows above it. The direct page and data bank are not defined and should be considered unknown.

The Window Manager passes your `InfoDefProc` the following information:

- Pointer to the information bar's interior rectangle (less frame), local coordinates.
- Value of the window's `wInfoRefCon`, set and used only by your application.
- Pointer to the window's port (do **not** switch to this port for drawing).

Note: When the Window Manager calls your `InfoDefProc`, there is no guarantee that the current Resource Application is set to the value you expect. If your `InfoDefProc` makes Resource Manager calls, directly or indirectly, be sure to save, set, and restore the Resource Application using `GetCurResourceApp` and `SetCurResourceApp`.

A window that has an information bar containing a menu bar (handle stored in the window's `InfoRefCon`) might have a `InfoDefProc` as follows:

```
draw_info    START
;
theWindow    equ    6                Offset to the information bar owner window.
infoRefCon   equ    theWindow+4      Offset to the window's information bar RefCon.
infoRect     equ    infoRefCon+4     Offset to the information bar's enclosing RECT.
;
;
;         phd                Save original direct page.
;         tsc                Switch to direct page in stack.
;         tcd
;
;
; --- Draw the window's menu bar in the window's information bar -----
;
;         pei    infoRefCon+2      Pass handle of window's menu bar handle.
;         pei    infoRefCon
;         _SetMenuBar              Make the window's menu bar the current menu bar.
;
;         _DrawMenuBar            Draw the window's menu bar, as requested.
;
;         lda    #0                Zero is the flag for the system menu bar.
;         pha
;         pha
;         _SetMenuBar            Make the system menu bar current again.
;
;
; --- Remove input parameters from the stack -----
;
;         ldx    #12
;         ply                    Pull original direct page off stack, save in Y.
;
;         tsc                Move direct page point to stack.
;         tcd
;         lda    2,s            Move return address down over input parameters.
;         sta    2,x
;         lda    0,s
;         sta    0,x
;
;
;         tsc                Adjust stack for stripped input parameters.
;         phx                    Number of bytes of input parameters.
;         clc
;         adc    1,s            Add number of input parameters to stack pointer.
;         tcs                    And reset stack.
;
;
;         tya                    Restore original direct page.
;         tcd
```

```
;
        rtl                Return to Window Manager.
        END
```

Information Bar Environment

An information bar is part of a window's frame, that is, not part of the window's content region. Because it is part of the frame, an information bar is in the Window Manager's port, so before an interaction (drawing or mouse selecting), the proper port (Window Manager's) must be in the proper state. The proper state means the origin must be at the window's upper-left corner and clipped to any windows above.

When the Window Manager calls the `InfoDefProc` it sets the proper port to the proper state; however, to interact with the information bar outside the `InfoDefProc`, you must set the proper port to the proper state. You can accomplish this with a call to `StartInfoDrawing`. When the interaction is completed, you must allow the Window Manager to return its port to a general state via a call to `EndInfoDrawing`. You are in a special state that requires some constraints (discussed later) between the calls to `StartInfoDrawing` and `EndInfoDrawing`.

Here is an example of interacting with our window's menu bar.

```
;
poll    pha                Space for return value.
        pea    %0000111101101110    Pass event mask to use.
        pea    TaskRec|-16          Pass pointer to Task record.
        pea    TaskRec
        _TaskMaster
        pla                Get returned value.
        beq    poll            Does event need further processing?
;
;
; --- Handle button down in window's information bar -----
;
        cmp    #InInfo          In Information bar?
        bne    poll
;
        pha                Space for result.
        pha
        lda    TaskRec+TaskData+2    Pass pointer of window.
        pha
        lda    TaskRec+TaskData
        pha
        _GetInfoRefCon          Get menu bar handle from window's InfoRefCon.
        pla
        sta    menuBar
        pla
        sta    menuBar+2
;
;
; --- Switch to proper port in proper coordinate system -----
;
        pea    tempRect|-16        Pass pointer to RECT to store info bar RECT.
        pea    tempRect
        lda    TaskRec+TaskData+2    Pass pointer of window.
```

```
        pha
        lda    TaskRec+TaskData
        pha
        _StartInfoDrawing
;
;
; --- Handle menu selection from window's menu bar -----
;
        pea    TaskRec|-16      Pass pointer to Task record for MenuSelect.
        pea    TaskRec
        pei    menuBar+2      Pass handle of menu bar.
        pei    menuBar
        _MenuSelect          Let user make selection.
;
        lda    event+TaskData   Get the item's ID number.
        beq    exit            Was a selection made?
;
        _EndInfoDrawing       Switch back to original port.
;
; (Handle the menu selection.)
;
; The EndInfoDrawing followed by the StartInfoDrawing call is only
; needed when code between them calls the Window Manager.
;
        pea    tempRect|-16     Pass pointer to RECT to store info bar RECT.
        pea    tempRect
        lda    TaskRec+TaskData+2 Pass pointer of window.
        pha
        lda    TaskRec+TaskData
        pha
        _StartInfoDrawing     Switch to the proper port in the proper state.
;
        pea    0                Pass unhilite flag.
        lda    TaskRec+TaskData+2 Pass menu's ID number.
        pha
        _HiliteMenu          Unhilite menu's title.
;
; --- Clean up and return to polling -----
;
exit    _EndInfoDrawing       Switch back to original port.
;
        pea    0                Make system menu bar current.
        pea    0
        _SetMenuBar
;
        jmp    poll            Return to polling user.
;
```

Information Bar Shutdown

When the Window Manager closes the window, it is up to you to resolve any shutdown necessities associated with the information bar. Using our window menu bar example, the close window might look like the following:

```
;
        pei    menuBar+2      Pass handle of menu bar
        pei    menuBar
        _SetMenuBar
;
        pha
        pha                Space for returned menu handle.
```

```
    pea    2                ID number of second menu.
    _GetMHandle            Get the menu's handle.
    _DisposeMenu          Free menu record and associated data.
;
    pha                    Space for returned menu handle.
    pha
    pea    1                ID number of first menu.
    _GetMHandle            Get the menu's handle.
    _DisposeMenu          Free menu record and associated data.
;
    pea    0                Make system menu bar current.
    pea    0
    _SetMenuBar
;
    pha                    Space for menu bar's handle.
    pha
    pei    <window+2       Pass pointer of window to close.
    pei    <window
    _GetInfoRefCon        Get the InfoRefCon from the window.
    _DisposeHandle        Free menu bar record.
;
    pei    <window+2       Pass pointer of window to close.
    pei    <window
    _CloseWindow          Now the window can be closed.
;
```

The type of shutdown you use depends upon the contents of the information bar.

Why didn't I put a `DisposeMenuBar` call in the Menu Manager? I didn't think of it until a week too late. Sorry.

Other Information Bar Uses

The following suggestions are only theories and have not been tested.

- Display text information, as in Finder windows.
- Split window. Like the content region, the information bar could be large enough to hold data.
- Hold controls. You could scroll data in the content region while keeping the controls which affect the display in place and within the user's reach. (Note: The Control Manager does not know about information bars. If you want to draw and track objects in information bars, you have to do it yourself using QuickDraw II calls.)

Further Reference

- *Apple IIGS Toolbox Reference*, Volumes 1-3
- Apple IIGS Technical Note #83, Resource Manager Stuff