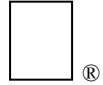


Apple II Technical Notes



Developer Technical Support

Apple IIGS

#24: *Apple IIGS Toolbox Reference Updates*

Revised by: Dave Lyons
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Written by: Rilla Reynolds, Matt Deatherage, Dave Lyons, C.K. Haun
October 1987
& Eric Soldan

This Technical Note documents changes to the *Apple IIGS Toolbox Reference* manuals. Please contact Apple II Developer Technical Support at the address listed in Apple II Technical Note #0 if you have additional corrections or suggestions for any of the Apple IIGS Toolbox documentation.

Changes since July 1991: Added corrections to Volume 1: SetVector; and Volume 3: Control Manager and Standard File.

The current Apple IIGS Toolbox reference material is *Apple IIGS Toolbox Reference*, volumes 1 to 3 as well as this Technical Note. (The *Apple IIGS Toolbox Reference Update* beta draft from APDA is obsolete and should **not** be used.)

Corrections to Volume 1

FixAppleMenu Can Die With Error \$0512

Fatal system error \$0512 comes from FixAppleMenu (in the Desk Manager). It means that one of your installed New Desk Accessories does not have a well-formed menu title string. In particular, the required backslash (\) character was not found (make sure bit seven is off).

DeleteMItem Operates on the Current Menu Bar

Page 13-37 says `DeleteMItem` removes the specified item from the current menu. It means the item is removed from the current menu bar.

The List Manager Wants the Port Set Properly

The List Manager expects the current `grafPort` to be set properly before you make most List Manager calls; drawing can occur in funny places if the `grafPort` is not set properly before calls that draw (like `SelectMember2`). Most List Manager calls, and many other toolbox calls, require that the current `grafPort` be explicitly set. Before you call List Manager routines that draw, set the current port to your window with a `SetPort` call. Remember the note in Volume 2 under the `NewWindow` call—“Important: `NewWindow` does not set the current port, but many routines require that a current port exist. Use the QuickDraw II routine `SetPort` to set the current port.” Using `SetPort` can prevent toolbox confusion and reduce your debugging time.

Error \$0F02 from GetMItem

`GetMItem` returns error \$0F02 if the specified menu item is not found.

SetVector Reference Numbers

On page 14-62, vector reference number \$002C is listed as “Message pointer vector.” \$002C is actually the stack-based GS/OS call vector. (The real message pointer vector is not accessible through `GetVector` and `SetVector`.)

Getting a clean Mouse Mode from ReadMouse

On ROM 3 computers, the mouse mode byte returned from `ReadMouse` sometimes has extra bits set in the high nibble. Before feeding a `ReadMouse` value to `SetMouse`, mask off all but the low nibble (`AND #$000F`).

ReadAsciiTime Result Buffer

The description of `ReadAsciiTime` (in the Miscellaneous Tools) on page 14-16 should say the most significant bit (not byte) of each character is set to one.

SystemEvent Is All Backwards

Although applications still should not call `SystemEvent`, we should note for completeness

that the input parameters listed in Volume 1 are exactly backwards in the stack diagram.

Corrections to Volume 2

QuickDraw Auxiliary Error Codes

Following are some error codes from QuickDraw Auxiliary that are not listed in volume 2.

```
$1210: picEmpty
$1211: picAlreadyOpen
$1212: pictureError

$1221: badRect
$1222: badMode
```

FrameRgn Does Not Contribute to an Open Region

The description of the `FrameRgn` routine on page 16-105 in the *Apple II GS Toolbox Reference*, Volume 2 states that `FrameRgn` will contribute to a region definition if a region is open when `FrameRgn` is called. This is **incorrect**; `FrameRgn` does not contribute to the region being defined. To add a region to another region, use `XorRgn` or `UnionRgn`.

Tool Locator, `TLMountVolume`

On page 24-21, the description of `TLMountVolume` does not bother to mention that QuickDraw II and Event Manager must be active. If they are not, you should use `TLTextMountVolume` instead.

Window Manager, “Draw Information Bar Routine”

On page 25-23, the code to clean up the stack is incorrect. On the `sta <14`, the comment “Works because stack and direct page are equal” is no longer true—they **were** equal until the `PLY` two lines earlier. One way to correct the code is to replace `sta <14` with `sta 14,s` and `sta <12` with `sta 12,s`.

Window Manager, `InvalRect`

The description of `InvalRect` on page 25-80 claims that `InvalRect` modifies the input rectangle; the rectangle is actually not modified.

Window Manager, `SetZoomRect`

The description of `SetZoomRect` on page 25-112 refers to `fZoomed` as bit 2 in the window frame. `fZoomed` is actually bit 1, with value `$0002`.

Appendix A, “Writing Your Own Tool Sets”

At the bottom of page A-8, “`lda #$90`” should read “`lda #$8100`” for version 1.0 prototype.

On page A-10, the figure should show two RTL addresses (6 bytes) on the stack.

Corrections to Volume 3

Control Manager: Menu Events

On page 28-15, note that a Menu Event is identified by the value `wInSpecial` (`$0019`) in the `what` field of the task record. The menu item ID is in the low word of the `wmTaskData` field.

Control Manager: Dimmed Custom Controls

In the Draw routine for both extended and non-extended controls, the high word of `ctlParam` (which was previously undocumented) contains a flag which the definition procedure can use to draw a normal or dimmed control. The value is `$0000` normally, but it is `$FFFF` when the control is inactive (`hilite` value equals `$00FF`), or when the control’s state is tied to the window’s state and the window is inactive.

Control Manager: Size Box Controls

The part code for an extended Size Box control is normally 10. If the `fCallWindowMgr` bit is set in `ctlFlag`, the part code is `$80`; and if the size box is managed by a Text Edit control, the part code is `$84`.

When a Size Box control’s `fCallWindowMgr` bit is set, the control needs to pass a minimum window size to `GrowWindow`. It gets this value from its `ctlData` field, which you can get with `GetCtlTitle` and set with `SetCtlTitle` (the low word is the minimum height, and the high word is the minimum width). A height of zero defaults to 50, and a width of zero defaults to 130.

Desk Manager: Errors from `AddToRunQ` and `RemoveFromRunQ`

The Desk Manager chapter, page 29-6, states no errors are possible for `AddToRunQ`, but any

errors from the Miscellaneous Tools routine `AddToQueue` are returned unchanged.

Page 29-8 states no errors are possible from `RemoveFromRunQ`, but any errors from `DeleteFromQueue` are returned unchanged.

Event Manager: What `SetAutoKeyLimit` Really Does

Page 31-6 says that `PostEvent` will add up to the new auto-key limit number of auto-key events before reverting to the rule that auto-key events are only to be posted if the event queue is empty. This is not quite right. Actually, the parameter to `SetAutoKeyLimit` is used in a size comparison on the event queue—if there are `newLimit` or more events in the queue, auto-key events will not be posted. Volume 3 incorrectly states that up to `newLimit` auto-key events will be posted; this is only true if you assume the event queue is empty before the first auto-key event comes in.

List Manager

On page 35-9, the description of `ResetMember2` does not point out an important difference between `ResetMember2` and `NextMember2`. `ResetMember2` deselects the member found, but `NextMember2` does not change the member's status.

On page 35-3, bit 5 of the `memFlag` field is defined—it makes an item inactive. To make use of this bit, you must also set bit 6 of the List control's `ctlFlag` field; if you don't set this bit, the user will still be able to select members using the mouse.

Memory Manager

If the Memory Manager detects a corrupted entry in the Out Of Memory Queue, fatal system error \$0209 occurs.

Menu Manager

On page 28-65, the description of the `initialValue` field is misleading. Cross out the text “that is, its relative position within the array of items for the menu.” `initialValue` is simply a menu item ID, not an offset into an array.

Miscellaneous Tools: Interrupt State Record Not Always Complete

The interrupt state record returned from `GetInterruptState` (and passed to `SetInterruptState`) is not always completely filled in. The Interrupt Manager, in the interest of serving AppleTalk and serial interrupts as rapidly as possible, does not take the time

to save all the items in the record until those timing-critical interrupt handlers have been called. Some items are not saved at all unless the interrupt is determined to be a BRK instruction. Table 1 shows all items in the current interrupt state record and when they become valid:

Record variable	When valid
<code>irq_A</code>	always
<code>irq_X</code>	always
<code>irq_Y</code>	always
<code>irq_S</code>	after serial
<code>irq_D</code>	always
<code>irq_P</code>	only on break
<code>irq_DB</code>	after serial
<code>irq_e</code>	after serial
<code>irq_K</code>	only on break
<code>irq_PC</code>	only on break
<code>irq_state</code>	after serial
<code>irq_shadow</code>	always
<code>irq_mslot</code>	after serial

Table 1—Validity of Interrupt Record

Standard File

On page 48-39, the description of `origNameRef` reads “On output, this string contains the string confirmed by the user, which may not be the same length as the default value.” This sentence is confused; ignore it. The string is not changed at all; Standard File doesn’t even know how long the buffer is.

Tool Locator: Notes on StartUpTools

`StartUpTools` in System Software 5.0.4 and earlier is intended to be used from applications only, not from NDAs.

The order of the `toolArray` entries in the `StartStop` record is not important. `StartUpTools` and `ShutDownTools` always start up and shut down tools in a correct order.

`StartUpTools` in System Software 5.0.4 and earlier fails to open your application’s resource fork if the application’s filename contains a slash (/) or if the application directory path is longer than 64 characters.

For maximum compatibility, pass your application's master user ID with any `auxID` to `StartUpTools` instead of allocating a new user ID.

Window Manager:NewWindow2 Parameters Override Template Even When You Pass NIL

The description of the `NewWindow2` call on page 52-32 is in error. The description of the `titlePtr`, `refCon`, `contentDrawPtr`, and `defProcPtr` says, "To prevent `NewWindow2` from replacing the template values, supply NIL pointers..." This is only true for the `titlePtr` parameter—if you pass NIL for any of the other parameters then the value of that parameter in your window record is also NIL, no matter what the template value was. In other words, if you have the value \$99 stored in your template `refCon` field, and you pass NIL for the `refCon` value in a `NewWindow2` call, the value of the `refCon` in the returned `grafPortPtr` is NIL.

Appendix E: rTextForLETextBox2 Resources

Page E-68 of Volume 3 shows a `length` field at the beginning of an `rTextForLETextBox2` resource. This field is not actually present. The length is simply the size of the resource—it is not stored redundantly.

Further Reference:

- *Apple IIGS Toolbox Reference*, Volumes 1–3