TransSkel 3.10 — Release Notes

This document is an adjunct to the TransSkel Programmer's Manual. It lists changes and additions specific to release 3.10. If you have only programmed with pre-3.0 releases of TransSkel, be sure to read the earlier 3.XX release notes as well.

- Revised entire library source so it can be compiled with either C-compatible or Pascal-compatible bindings. This allows a binary library to be compiled that can be linked into THINK Pascal applications while preserving compatibility with existing TransSkel C applications. C applications may also use the Pascal bindings if that is desired by putting

    ```
    #define skelPascalCompat 1
    ```

    in the project prefix, and including *TransSkelPas* in the project document instead of including TransSkel. The basis of the modification was suggested by Lionel Cons, who contributed "proof of concept" code and the major portion of the Pascal interface file *TransSkelPas.intf*.

- `SkelApple()` can now take an empty string or `nil` as the first argument to indicate that there's no application item. Formerly this was indicated only by `nil`. An empty string is more convenient in Pascal.

- `SkelPositionWindow()` positions windows using the structure rectangle rather than the content rectangle now, which gives better positioning.

- Reorganized the documentation somewhat. The Reference Manual is now one file rather than many smaller files. The Tutorial is a little better.

- New C demonstration application Hello, a simple "hello, world" application.

- Numerous minor revisions and bugfixes to other C demonstration applications were made. Also, all the C demonstrations will compile using either the C or Pascal interfaces.

- Translated several of the C demonstration applications into Pascal. These are in the Demos folder inside the Pascal folder.