TransSkel 3.11 — Release Notes

This document is an adjunct to the TransSkel Programmer's Manual. It lists changes and additions specific to release 3.11. If you have only programmed with pre-3.0 releases of TransSkel, be sure to read the earlier 3.XX release notes as well.

- The major change for this release is that the interface for TransSkel functions and callbacks now uses Pascal bindings exclusively. In release 3.10, an option was introduced allowing the library to be compiled using either C or Pascal bindings, the latter being intended to allow TransSkel to be used from within Pascal applications. With release 3.11, the use of C bindings has been eliminated. The primary disadvantage of this modification is that it introduces an incompatibility with virtually all existing TransSkel applications written in C. See TransSkel Programmer's Note 11 for the rationale underlying this modification and information on how to port existing TransSkel applications to release 3.11.

- Translated the remaining C demonstration applications into Pascal.

- New demonstration application HierMenu, in both C and Pascal.

- `SkelGetReferenceRect()` now returns structure rectangle instead of content rectangle when the positioning type is `skelPositionOnParentWindow`.

- Small improvement to horizontal positioning done by `SkelPositionWindow()`.

- New convenience function `SkelTestRectVisible()` for testing whether or not a rectangle is completely contained within the desktop region.

- `SkelAlert()` uses `SkelTestRectVisible()` to check whether an alert will be entirely visible when the positioning type is `skelPositionOnParentWindow`. If not, the alert is positioned on the parent device instead. `SkelAlert()` also takes the alert border into account when positioning the alert now.