# WDEF Tester 2.0
## by chris reed

The purpose of WDEF Tester is to help debug new WDEFs by testing all of their aspects, excluding color. I don't have a color Mac, so there is no way for me to debug my code. Even so, I tried to include some color support by allowing color effects in the original eight QuickDraw colors.

## Loading Window Definitions

To load window definitions, select the Load Resource File command from the File menu. A standard file dialog will appear that shows all the files with a resource fork. Select the file that has the window definition you want and it will be loaded. Note that there is no way to close a resource file except to quit.

## Creating Windows

To create a new window, select the New Window command from the file menu. A dialog similar to the one shown below will appear.
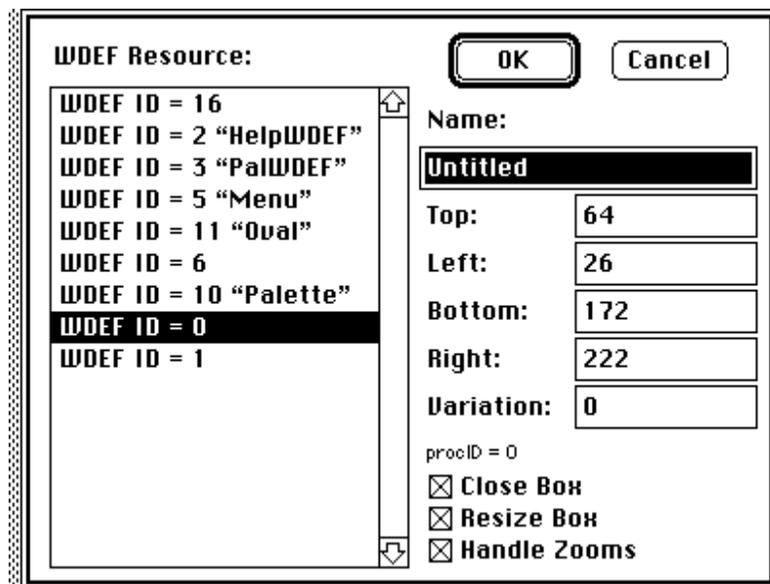


The list will show all the loaded window definitions with their resource IDs and names. Select the window definition you want from the list. WDEF ID = 0 will automatically be selected. It is the standard window definition. Type the variation you want (if any) of that window in the Variation edit text. The small text below that box will be updated to show the procID of that type of window. The procID = 16 * resource ID of the window definition + the variation.

The Close Box checkbox determines if the window will have a close box (if the window definition supports one). The Resize Box checkbox determines if a resize box will be drawn during updates (again, if the window definition supports one.) If the Handle Zooms checkbox is hilited, the program will try to zoom the window when it receives a click on part codes 7 or 8 (inZoomIn and inZoomOut). Otherwise, it will handle them like any other part code it does not recognize. That is, it will display an alert that says that the user has clicked in an unrecognized part and what the part code is.

The Name edit text is the title of the window. Set the Top, Left, Bottom and Right edit texts to whatever you wish the window size to be.

## Editing Windows

Once a window has been created, it can be edited. The Edit Window command from the File menu displays this dialog box:
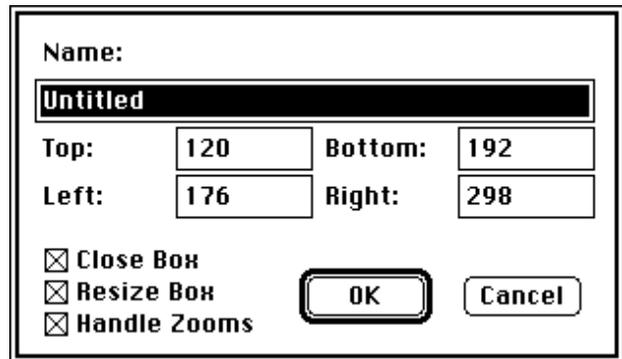
```
Name:
┌──────────────────────────────────────┐
│ Untitled                             │
└──────────────────────────────────────┘

Top:   [ 120 ]      Bottom: [ 192 ]

Left:  [ 176 ]      Right:  [ 298 ]

☒ Close Box
☒ Resize Box      ( OK )    ( Cancel )
☒ Handle Zooms
```

Everything in this dialog has the same meaning as in the create window dialog.

## Special Effects

The Effects menu is provided not only to test the window, but also for something to do if you get bored. Keep in mind that these aren't intended to be super special effects, just enough to fill up a window. The Setup command in the Effects menu yields this dialog:
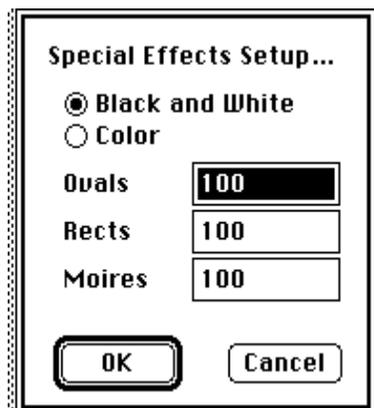
```
Special Effects Setup...
  ⦿ Black and White
  ○ Color

Ovals   [ 100 ]

Rects   [ 100 ]

Moires  [ 100 ]

( OK )    ( Cancel )
```

The Color radio button is automatically selected if you have Color Quickdraw in your computer. If you have Black and White selected, patterns will be used instead of colors, except with the moire. The three edit texts show how many times that effect will be applied with each selection. Use the Clear command in the Edit menu to erase the contents of a window.

## Information

Please distribute WDEF Tester to anyone and everyone. However, you may not charge any money for it, except for disk duplication fees. If you use it, I would appreciate that you send me $10 for my efforts. If I don't get many responses, I will not continue to distribute any other versions of WDEF Tester. Also, please me send any comments or improvements you have. Share and enjoy!

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