

TransSkel 3.06 — Release Notes

This document is an adjunct to the TransSkel Programmer's Manual. It lists changes and additions specific to release 3.06. If you have only programmed with pre-3.0 releases of TransSkel, be sure to read the earlier 3.XX release notes as well.

- **New selector `skelQDDVersion` for `SkelQuery()` to return system's QuickDraw version. Sometimes it's necessary to know the version of QuickDraw, not just whether Color QuickDraw is present or not.**
- **Updated documentation so that references to old series Technical Notes now refer to corresponding new series numbers when possible.**
- **New auxiliary function `SkelCmdPeriod()` for testing whether a key event is cmd-period in an internationally compatible way. It's used by `SkelDlogFilter()` but can be useful in other situations, too. The code comes directly from TN TE 23.**
- **New auxiliary functions `SkelDlogDefaultItem()` and `SkelDlogCancelItem()` for use with `SkelDlogFilter()`. This allows you to specify explicitly which dialog button to map Return/Enter to. More importantly, you can also make Command-period/Escape map to a Cancel button. See TPN 8 for more information.**
- **New auxiliary function `SkelDlogFilterYD()` that allows you to handle orphan events during System 7 Standard File dialogs the same way that `SkelDlogFilter()` allows for regular dialog event filters. See TPN 8 for more information.**
- **Changed all the Integer/LongInt type stuff to short/long and dumped `Compiler.h`. This makes all TransSkel source look quite different, but the change leaves everything functionally identical. See TPN 9 for more information.**
- **`SkelDlogFilter()` returns a value of and takes a first argument of type `ModalFilterProcPtr` rather than `SkelDlogFilterProcPtr`. See TPN 9 for more information.**
- **Junked the use of `#define function function_` definitions in `TransSkel.h` that forced link errors if `TransSkel.h` wasn't included in a source file that calls TransSkel functions. That discipline can be enforced in your application simply by turning on the Require Prototypes option in the project. Perhaps I should never had done this in the first place; changing back to not using these `#define`'s means anything that includes `TransSkel.h` must be recompiled. If, after installing TransSkel 3.06, you get link errors in your applications for TransSkel functions, it means you need to recompile your project from scratch, and/or any libraries your applications use that call TransSkel functions. Sorry.**
- **Added a set of convenience functions, mainly for dealing with common operations on controls and dialog items. The functions are:**

<code>SkelHiliteControl()</code>	Hilite a control
<code>SkelDrawButtonOutline()</code>	Draw heavy outline around button control
<code>SkelFlashButton()</code>	Flash button control
<code>SkelGetDlogCtl()</code>	Get control associated with dialog item
<code>SkelGetDlogCtlHilite()</code>	Get dialog item control hilite value
<code>SkelSetDlogCtlHilite()</code>	Set dialog item control hilite value
<code>SkelGetDlogCtlValue()</code>	Get dialog item control value

<code>SkelSetDlogCtlValue ()</code>	Set dialog item control value
<code>SkelGetDlogCtlRefCon ()</code>	Get dialog item control reference constant
<code>SkelSetDlogCtlRefCon ()</code>	Set dialog item control reference constant
<code>SkelGetDlogStr ()</code>	Get string from dialog item
<code>SkelSetDlogStr ()</code>	Set string into dialog item
<code>SkelGetDlogRect ()</code>	Get dialog item bounding rectangle
<code>SkelSetDlogRect ()</code>	Set dialog item bounding rectangle
<code>SkelGetDlogProc ()</code>	Get dialog item procedure
<code>SkelSetDlogProc ()</code>	Set dialog item procedure
<code>SkelGetDlogType ()</code>	Get dialog item type
<code>SkelSetDlogType ()</code>	Set dialog item type
<code>SkelSetDlogRadioButtonSet ()</code>	Set one of a set of dialog radio buttons
<code>SkelSetDlogButtonOutliner ()</code>	Install default dialog button outline procedure
<code>SkelPositionRectInRect ()</code>	Position one rectangle inside another
<code>SkelGetRectDevice ()</code>	Find device containing a given rectangle

- **The presence of the convenience routines means the TransSkel project contains more code that might not be used by every application built from it. For this reason, it can be more useful to install the project by copying the updated project document than by building a library from it. The linker pulls in the whole library from library documents, whereas it doesn't pull in unused code from project documents. However, library documents take less space. In light of this, I now recommend installing TransSkel as whichever type of document you prefer, but using the name "TransSkel" rather than "TransSkel.1" or "TransSkel.Lib". That way, application project documents can reference TransSkel without regard for whether you install it as a project or as a library.**
- **Changed all references to "TransSkel.Lib", "TransDisplay.Lib", and "TransEdit.Lib" in the demonstration applications to "TransSkel", "TransDisplay", and "TransEdit", to reflect the change described by the previous paragraph.**