

TransSkel 3.22 — Release Notes

This document is an adjunct to the TransSkel Programmer's Manual. It lists changes and additions specific to release 3.22.

Changes in this release:

- **SkelInit()** now properly sets `inForeground` to `false` if the application is launched directly into the background. This correction was supplied by Hans van der Meer, `hansm@fwi.uva.nl`. The *Hello* application was modified to show how an application can adjust its initial state depending on whether or not it starts in the background. The *EventLog* demo in the TransDisplay 3.11 distribution was modified to allow you to launch an application into the background so you can see how this works.
- Added a new routine `SkelGestaltCheck()` for easy determination of the presence of a Gestalt selector or a particular bit in a selector. Contributed by Hans van der Meer.
- Added support for the Thread Manager, based on code contributed by Hans van der Meer. This consists of modification of the main event loop, and two new calls `SkelSetThreadTimes()` and `SkelGetThreadTimes()` for setting and checking the amount of time devoted to thread execution.
- Added a new section to the reference manual describing Thread Manager support.
- Added a new demonstration application, *ThreadDemo*, that shows a simple way to use the Thread Manager.

If you have Thread Manager related problems when compiling TransSkel, see the TransSkel installation section in the Reference manual. If you have Thread Manager related linking problem for PPC projects, see the Thread Manager Support section in the reference manual.