

```
/******
```

```
Fn_Prototypes.h
```

```
*****/
```

```
#include <AppleEvents.h>
```

```
#include <Printing.h>
```

```
/****** FnAE Prototypes */
```

```
extern void FnAE_InitAE( void );
```

```
extern void FnAE_DoHighLevelEvent( EventRecord *theEvent );
```

```
extern OSErr FnAE_GotRequiredParams( const AppleEvent *theEvent );
```

```
extern pascal OSErr FnAE_OpenApp( AppleEvent *theEvent,
```

```
AppleEvent *reply,
```

```
long refCon );
```

```
extern pascal OSErr FnAE_OpenDoc( AppleEvent *theEvent,
```

```
AppleEvent *reply,
```

```
long refCon );
```

```
extern pascal OSErr FnAE_PrintDoc( AppleEvent *theEvent,
```

```
AppleEvent *reply,
```

```
long refCon );
```

```
extern pascal OSErr FnAE_Quit( AppleEvent *theEvent,
```

```
AppleEvent *reply,
```

```
long refCon );
```

```
extern OSErr FnAE_SendOpenAE( FSSpec *theDoc );
```

```
/****** FnErr Prototypes */
```

```
extern void FnErr_DisplayStrID( int stringNum,
```

```
int quitFlag );
```

```
extern void FnErr_DisplayStr( Str255 s1,
```

```
Str255 s2,
```

```
Str255 s3,
```

```
Str255 s4,
```

```
int quitFlag );
```

```
/****** FnIO Prototypes */
```

```
extern int FnIO_OpenTextFile ( TEHandle *te,
```

```
/* results */
```

```
Str255 fileName,
```

```
short *vRef,
```

```
short *refNum );
```

```
extern int FnIO_SaveTextFile ( TEHandle *te,
```

```
Str255 fileName,
```

```
short *vRef,
```

```
short *refNum );
```

```
extern int FnIO_SaveAsTextFile( TEHandle *te,
```

```
Str255 fileName,
```

```
/* results */
```

```
short *vRef,
```

```
short *refNum );
```

```
extern void FnIO_PageSetup ( THPrint *pPrintH );
```

```
extern void FnIO_PrintTERecord ( TEHandle *te, THPrint *pPrintH );
```

```
/****** FnMisc Prototypes */
```

```
extern long FnMisc_ReadPrefs ( int prefStrID );
```

```
extern void FnMisc_SavePrefs ( int prefStrID, long value );
```

```
extern Boolean FnMisc_ColorAvailability ( void );
```

```
extern int FnMisc_GetPixelDepth ( GDHandle theDevice );
```

```
extern void FnMisc_FrameButton ( DialogPtr theDialog,  
short buttonID );
```

```

extern int    FnMisc_TitleBarHeight    ( WindowPtr w );
extern int    FnMisc_LeftBorderWidth   ( WindowPtr w );
extern int    FnMisc_RightBorderWidth  ( WindowPtr w );

/***** FnTE Prototypes */
extern Boolean FnTE_SetUpTEWindow ( WindowPtr w,
                                   Boolean hasGrowlcon,
                                   Boolean wordWrap,
                                   short font,
                                   short textSize,
                                   short textInsetPixels,
                                   // results //
                                   TEHandle *te,
                                   ControlHandle *vScroll );
extern void    FnTE_MaintainCursor ( WindowPtr w,
                                   TEHandle *te );
extern void    FnTE_UpdateWindow ( WindowPtr w,
                                   TEHandle *te,
                                   Boolean hasGrowlcon );
extern void    FnTE_DoActivate ( WindowPtr w,
                                   TEHandle *te,
                                   ControlHandle *vScroll,
                                   Boolean hasGrowlcon,
                                   Boolean activate );
extern void    FnTE_DoKeyDown ( char theChar,
                                   TEHandle *te,
                                   ControlHandle *vScroll,
                                   char *dirty );
extern void    FnTE_DoEditMenu ( int item,
                                   TEHandle *te,
                                   ControlHandle *vScroll,
                                   char *dirty,
                                   int cutCommand,
                                   int copyCommand,
                                   int pasteCommand,
                                   int clearCommand,
                                   int selectAllCommand );
extern void    FnTE_DoContent ( WindowPtr w,
                                   EventRecord *e,
                                   TEHandle *te,
                                   ControlHandle *vScroll );
extern void    FnTE_DetSBarIncr ( TEHandle *te,
                                   ControlHandle *vScroll );
extern void    FnTE_GrowWindow ( WindowPtr w,
                                   TEHandle *te,
                                   ControlHandle *vScroll,
                                   short textInsetPixels,
                                   Point clickLoc );
extern void    FnTE_FrameRect ( WindowPtr w,
                                   TEHandle *te,
                                   short inset );
extern void    FnTE_GetTEXT ( short rsrclD,
                                   TEHandle *te,
                                   ControlHandle *vScroll );

// End of File

```