

```

/*****

SampleDialog.cp

*****/

/*
   A sample case demonstrating a movable model dialog box.  Need
   System 7 for pop-up menu functionality.
*/

/***** Includes */
#include <Dialogs.h>
#include "Fn_Prototypes.h"
#include "MainWindow.h"

/***** Defines */
#define SAMPLE_DIALOG    500
#define NIL_PTR          0L
#define ALLOCATE_MEM     0
#define IN_FRONT         (WindowPtr)-1L
#define RETURN_KEY       13
#define ENTER_KEY        3
#define ESCAPE_KEY       27
#define PERIOD_KEY       46
#define VISUAL_DELAY     8 // standard is 8 ticks

#define OK_BUTTON        1
#define CANCEL_BUTTON    2
#define NAME             5
#define PHONE            6
#define MALE_RADIO       7
#define FEMALE_RADIO     8
#define MARRIED_BOX     10
#define DB               11

/***** Prototypes */
Boolean      MySampleDialog( void );
pascal Boolean MyDialogEventFilter( DialogPtr    theDialog,
                                   EventRecord *theEvent,
                                   short         *itemHit );

/***** SampleDialog */

Boolean MySampleDialog( void )

    WindowPtr  docWindow;
    DialogPtr  dialog;
    Boolean    done;
    Boolean    result;
    short     itemHit;
    short     itemType;
    Handle     itemHandle;
    Rect       itemRect;
    EventRecord theEvent;

    Boolean    isMale;
    Boolean    isFemale;
    Boolean    isMarried;
    int        phoneDB;

```

```

Str255    name;
Str255    phone;

result = FALSE;

docWindow = FrontWindow();
if( docWindow != NIL_PTR )
    MyDoDeactivateWindow( docWindow );

dialog = GetNewDialog( SAMPLE_DLOG, ALLOCATE_MEM, IN_FRONT );

if( dialog == NIL_PTR )
    return( result );

/* AdjustMenus_(); */
ShowWindow( dialog );
FnMisc_FrameButton( dialog, OK_BUTTON );

done = FALSE;
while( done == FALSE )

    ModalDialog( &MyDialogEventFilter, &itemHit );

    switch( itemHit )

        case OK_BUTTON:
            result = TRUE;
            done = TRUE;
            break;
        case CANCEL_BUTTON:
            done = TRUE;
            break;
        case MALE_RADIO:
            GetDItem( dialog,
                      MALE_RADIO,
                      &itemType,
                      &itemHandle,
                      &itemRect );
            SetCtlValue( (ControlHandle)itemHandle, TRUE );
            GetDItem( dialog,
                      FEMALE_RADIO,
                      &itemType,
                      &itemHandle,
                      &itemRect );
            SetCtlValue( (ControlHandle)itemHandle, FALSE );
            break;
        case FEMALE_RADIO:
            GetDItem( dialog,
                      FEMALE_RADIO,
                      &itemType,
                      &itemHandle,
                      &itemRect );
            SetCtlValue( (ControlHandle)itemHandle, TRUE );
            GetDItem( dialog,
                      MALE_RADIO,
                      &itemType,
                      &itemHandle,
                      &itemRect );
            SetCtlValue( (ControlHandle)itemHandle, FALSE );
            break;
        case MARRIED_BOX:
            GetDItem( dialog,

```

```

        MARRIED_BOX,
        &itemType,
        &itemHandle,
        &itemRect );
    if( GetCtlValue( (ControlHandle)itemHandle ) )
        SetCtlValue( (ControlHandle)itemHandle, FALSE );
    else
        SetCtlValue( (ControlHandle)itemHandle, TRUE );
    break;

```

```

GetDlgItem(dialog,MALE_RADIO,&itemType,&itemHandle,&itemRect);
isMale = GetCtlValue((ControlHandle)itemHandle);
GetDlgItem(dialog,FEMALE_RADIO,&itemType,&itemHandle,&itemRect);
isFemale = GetCtlValue((ControlHandle)itemHandle);
GetDlgItem(dialog,MARRIED_BOX,&itemType,&itemHandle,&itemRect);
isMarried = GetCtlValue((ControlHandle)itemHandle);

```

```

GetDlgItem(dialog,NAME,&itemType,&itemHandle,&itemRect);
GetText(itemHandle,name);
GetDlgItem(dialog,PHONE,&itemType,&itemHandle,&itemRect);
GetText(itemHandle,phone);

```

```

GetDlgItem(dialog,DB,&itemType,&itemHandle,&itemRect);
phoneDB = GetCtlValue((ControlHandle)itemHandle);

```

```

DisposDialog( dialog );

```

```

return( result );

```

```

/***** PASCAL MyDialogEventFilter */

```

```

pascal Boolean MyDialogEventFilter( DialogPtr    theDialog,
                                   EventRecord *theEvent,
                                   short         *itemHit )

```

```

short    thePart;
char     key;
short    itemType;
Handle    itemHandle;
Rect     itemRect;
long     finalTicks;
Rect     dragRect;
Boolean   result;
WindowPtr theWindow;

```

```

result = FALSE;
dragRect = qd.screenBits.bounds;

```

```

switch( (*theEvent).what )

```

```

    case mouseDown:

```

```

        thePart = FindWindow( (*theEvent).where, &theWindow );
        if( theWindow == theDialog )

```

```

            switch( thePart )

```

```

                case inDrag:

```

```

                    DragWindow( theDialog,

```



```
return( result );
```

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

```
SampleDialog.r
```

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

```
#include <Types.r>
```

```
#include <BalloonTypes.r>
```

```
resource 'CNTL' (500, "Popup", purgeable)
```

```
90, 40, 109, 282,
```

```
popupTitleLeftJust,
```

```
visible,
```

```
80, /* pixel width of title */
```

```
500, /* MENU resource ID */
```

```
popupMenuCDEFProc,
```

```
0, /* reference value */
```

```
"Database:"
```

```
;
```

```
resource 'MENU' (500, "Popup Items")
```

```
500, /* menu ID */
```

```
textMenuProc,
```

```
allEnabled,
```

```
enabled,
```

```
"Popup",
```

```
"Yellow Pages", nolcon, nokey, noMark, plain,
```

```
"White Pages", nolcon, nokey, noMark, plain,
```

```
"Personal Database", nolcon, nokey, noMark, plain
```

```
;
```

```
resource 'DLOG' (500, "Sample Dialog", purgeable)
```

```
46, 10, 195, 460,  
movableDBoxProc,  
invisible,  
noGoAway,  
0x0,  
500,  
"Sample Dialog"  
;  
resource 'DITL' (500, "Sample Dialog", purgeable)
```

```
/* array DITLarray: 11 elements */
```

```
/* [1] */
```

```
119, 382, 139, 440,
```

```
Button
```

```
enabled,
```

```
"OK"
```

```
,
```

```
/* [2] */
```

```
119, 311, 139, 369,
```

```
Button
```

```
enabled,
```

```
"Cancel"
```

```
,
```

```
/* [3] */
```

20, 30, 36, 86,

StaticText

disabled,

"Name"

,

/* [4] */

50, 30, 66, 86,

StaticText

disabled,

"Phone"

,

/* [5] */

20, 90, 36, 288,

EditText

enabled,

""

,

/* [6] */

50, 90, 66, 288,

EditText

enabled,

""

,

/* [7] */

20, 340, 38, 446,

RadioButton

enabled,

"Male"

,

/* [8] */

40, 340, 58, 446,

RadioButton

enabled,

"Female"

,

/* [9] */

60, 350, 76, 425,

StaticText

disabled,

" _____ "

,

/* [10] */

80, 340, 98, 446,

CheckBox

enabled,

"Married"

,

/* [11] */

90, 40, 109, 282,

Control

enabled,

500

,

0, 0, 0, 0,

HelpItem

disabled,

HMScanhdlg

500

;

/******

SampleDialogBalloons.r

*****/

#include <Types.r>

#include <BalloonTypes.r>

resource 'hdlg' (500, "Sample Dialog Balloons", purgeable)

/* Header */

HelpMgrVersion,

0, /* start help with first item in DITL */

hmDefaultOptions, /* hmDefaultOptions or hmSaveBitsNoWindow */

0, /* balloon definition */

5, /* variation code or position code, reference
IM: More Macintosh Toolbox p3-10 */

/* Missing Component */

HMSkipItem

,

/* Help */

/* [1] */

HMStringResItem /* store help messages in STR# 500 */

10, 10, /* default tip location is 0, 0 */

0, 0, 0, 0, /* default alternate rectangle */

500, 1, /* OK button */

0, 0, /* never dimmed */

0, 0, /* never checked */

0, 0 /* never marked */

,

/* [2] */

HMStringResItem

10, 10,

0, 0, 0, 0,

500, 2, /* Cancel button */

0, 0,

0, 0,

0, 0

,

/* [3] */

```

HMSkipltem      /* Name text */
,

/* [4] */
HMSkipltem      /* Phone text */
,

/* [5] */
HMStringREsItem
10, 10 ,
0, 0, 0, 0 ,
500, 3,          /* Name field */
0, 0,
0, 0,
0, 0
,

/* [6] */
HMStringREsItem
10, 10 ,
0, 0, 0, 0 ,
500, 4,          /* Phone text */
0, 0,
0, 0,
0, 0
,

/* [7] */
HMStringREsItem
5, 5 ,
0, 0, 0, 0 ,
500, 5,          /* Male button */
0, 0,
500, 6,          /* checked */
0, 0
,

/* [8] */
HMStringREsItem
3, 3 ,
0, 0, 0, 0 ,
500, 7,          /* Female button */
0, 0,
500, 8,          /* checked */
0, 0
,

/* [9] */
HMSkipltem      /* Phone text */
,

/* [10] */
HMStringREsItem
10, 1 ,
0, 0, 0, 0 ,
500, 9,          /* Married box */
0, 0,
500, 10,         /* checked */
0, 0
,

/* [11] */

```

```

    HMStringResItem
    10, 10 ,
    0, 0, 0, 0 ,
    0, 0,
    0, 0,
    500, 11,          /* Popup */
    500, 12          /* Popup */
    ,
;

resource 'STR#' (500, "Sample Dialog Help Strings")

/* [1] */
"To dismiss dialog and save changes, click this button.";
/* [2] */
"To dismiss dialog without saving changes, click this button.";
/* [3] */
"Enter persons name you wish to add to database.";
/* [4] */
"Enter persons phone number you wish to add "
"to the database.";
/* [5] */
"Click this radio button to identify person as male.";
/* [6] */
"Identifies person as male.";
/* [7] */
"Click this radio button to identify person as female.";
/* [8] */
"Identifies person as female.";
/* [9] */
"Check this box if person is married.";
/* [10] */
"Identifies person as being married.";
/* [11] */
"Use pop-up menu to select a database to add person to.";
/* [12] */
"Use pop-up menu to select a database to add person to.";

;

// End of File

```