

Esempio di procedura che usa il DLOG Manager.

```
/**  
*
```

```
help();  
*  
*
```

```
mostra l'help DLOG.  
*
```

```
(helpDialog = 132, helpDLOGDescr = 132)  
*  
***/  
void CgestisciDLOGDati::help(void)
```

DialogPtr

helpDialog;

CgestisciDLOGDati
helpDLOG;

EventRecord

event;

short

itemHit, pos;

Boolean

status;

helpDialog = GetNewDialog(helpDLOGID, NULL, (WindowPtr)-1L);

if (helpDialog != NULL && !helpDLOG.lgestisciDLOGDati(helpDialog, helpDLOGDescr))

helpDLOG.disableAboutDLOG = true;

do

helpDLOG.idle();

```
GetNextEvent(everyEvent, &event);
```

```
itemHit = helpDLOG.gestEvent(&event);
```

```
//  
gestisce i keyDown & equivalent
```

```
if (itemHit == -1 && IsDialogEvent(&event))
```

```
DialogSelect(&event, &helpDialog, &itemHit);
```

```
helpDLOG.itemSelect(&event, itemHit, &pos, &status);
```

```
// gestisce l'item
```

```
if (itemHit == okhelpDLOGitem)
```

```
break;
```

```
while(true);
```

```
helpDLOG.Dispose();
```

```
DisposDialog(helpDialog);
```

```
else if (helpDialog != NULL)
```

```
DisposDialog(helpDialog);
```