

Dear Mac C Primer (Volume I) reader:

With the introduction of a new version of THINK C (v5.0), you'll need to make a few changes in your source code to maintain compatibility:

EventTutor:

- 1) (p. 115) Change #define of MOVE_TO_FRONT from
-1L
to
(WindowPtr)-1L
- 2) (p. 118) Change 2 occurrences of BeginUpdate(gTheEvent.message) to
BeginUpdate((WindowPtr)gTheEvent.message)
- 3) (p. 118-119) Change 2 occurrences of EndUpdate(gTheEvent.message) to
EndUpdate((WindowPtr)gTheEvent.message)
- 4) (p. 119) Change DrawGrowlcon(gTheEvent.message) to
DrawGrowlcon((WindowPtr)gTheEvent.message)
- 5) (p. 118) Change Call of DrawMyPicture(gTheEvent.message, gPictureHandle);
to DrawMyPicture((WindowPtr)gTheEvent.message, gPictureHandle);

Flying Line:

- 1) (p. 92) Change #define of MOVE_TO_FRONT from
-1L
to
(WindowPtr)-1L

Hello2:

- 1) (p. 63) Change #define of MOVE_TO_FRONT from
-1L
to
(WindowPtr)-1L

Mondrian:

- 1) (p. 74) Change #define of MOVE_TO_FRONT from
-1L
to
(WindowPtr)-1L

Pager:

- 1) (p. 333) Change #define of MOVE_TO_FRONT from
-1L
to
(WindowPtr)-1L
- 2) (p. 335) Change BeginUpdate(gTheEvent.message) to
BeginUpdate((WindowPtr)gTheEvent.message)
- 3) (p. 335) Change DrawControls(gTheEvent.message); to
DrawControls((WindowPtr)gTheEvent.message);

4) (p. 335) Change UpdateMyWindow(gTheEvent.message); to
UpdateMyWindow((WindowPtr)gTheEvent.message);

5) (p. 335) Change EndUpdate(gTheEvent.message) to
EndUpdate((WindowPtr)gTheEvent.message)

PrintPICT:

1) (p. 316) Change #include from "PrintMgr.h" to "PrintTraps.h"

Reminder:

1) (p. 229) Change #define of MOVE_TO_FRONT from
-1L
to
(WindowPtr)-1L

2) (p. 240) Change 2 occurrences of nmSlcon to nmlcon

ShowClip:

1) (p. 300) Change #define of MOVE_TO_FRONT from
-1L
to
(WindowPtr)-1L

2) (p. 302) Change call of CenterPict(clipHandle, &myRect);
to CenterPict((PicHandle)clipHandle, &myRect);

ShowPICT:

1) (p. 86) Change #define of MOVE_TO_FRONT from
-1L
to
(WindowPtr)-1L

Sounder:

1) (p. 350) Add this line before the first #define:

```
#include <Sound.h>
```

2) Optional: Use the functions CountResources() and GetIndResource() to play all available 'snd ' resources. CountResources('snd ') will return the number of 'snd 's available in all open resource forks. Use this value to create a loop around calls to GetIndResource('snd ', i) and SndPlay().

Timer:

1) (p. 163) Add this line before the first #define:
#include "Packages.h"

2) (p. 163) Change #define of MOVE_TO_FRONT from
-1
to
(WindowPtr)-1L

3) (p. 166) Change `BeginUpdate(gTheEvent.message)` to
`BeginUpdate((WindowPtr)gTheEvent.message)`

4) (p. 166) Change `EndUpdate(gTheEvent.message)` to
`EndUpdate((WindowPtr)gTheEvent.message)`

WindowMaker:

1) (p. 274) Change `#define of MOVE_TO_FRONT` from
`-1`
to
`(WindowPtr)-1`

2) (p. 277) Change `if (!IsDAWindow(gTheEvent.message))` to
`if (!IsDAWindow((WindowPtr)gTheEvent.message))`

3) (p. 277) Change `SetPort(gTheEvent.message)`;
to `SetPort((WindowPtr)gTheEvent.message)`;

4) (p. 277) Change `BeginUpdate(gTheEvent.message)` to
`BeginUpdate((WindowPtr)gTheEvent.message)`

5) (p. 277) Change `EndUpdate(gTheEvent.message)` to
`EndUpdate((WindowPtr)gTheEvent.message)`

6) Change `DrawMyPicture(gMyPicture, gTheEvent.message)`;
to `DrawMyPicture(gMyPicture, (WindowPtr)gTheEvent.message)`;

Zinger:

1) (p. 183) Change `#define of MOVE_TO_FRONT` from
`-1L`
to
`(WindowPtr)-1L`

2) (p. 186) Change `BeginUpdate(gTheEvent.message)` to
`BeginUpdate((WindowPtr)gTheEvent.message)`

3) (p. 186) Change `EndUpdate(gTheEvent.message)` to
`EndUpdate((WindowPtr)gTheEvent.message)`