

Contents

Figures, Tables, and Listings xi

Preface **About This Book** xv

Format of a Typical Chapter xvi
Conventions Used in This Book xvi
 Special Fonts xvi
 Types of Notes xvii
 Assembly-Language Information xvii
The Development Environment xviii

Chapter 1 **Gestalt Manager** 1-1

About the Gestalt Manager 1-3
Using the Gestalt Manager 1-5
 Determining Whether the Gestalt Manager Is Available 1-5
 Getting Information About the Operating Environment 1-6
 Interpreting Gestalt Responses 1-9
 Adding a New Selector Code 1-10
 Modifying a Selector Function 1-13
 Getting Environmental Information Without the Gestalt Manager 1-14
Gestalt Manager Reference 1-14
 Constants 1-14
 Data Structures 1-28
 The System Environment Record 1-28
 Gestalt Manager Routines 1-30
 Getting Information About the Operating Environment 1-30
 Adding a Selector Code 1-33
 Modifying a Selector Function 1-35
 Application-Defined Routines 1-36
 The Selector Function 1-36
Summary of the Gestalt Manager 1-38
 Pascal Summary 1-38
 Constants 1-38
 Data Types 1-50
 Gestalt Manager Routines 1-50
 Application-Defined Routines 1-51
 C Summary 1-51
 Constants 1-51
 Data Types 1-66
 Gestalt Manager Routines 1-67

Application-Defined Routines	1-67
Assembly-Language Summary	1-68
Data Structures	1-68
Result Codes	1-68

Chapter 2 **System Error Handler** 2-1

About the System Error Handler	2-3
System Errors	2-6
Resume Procedures	2-11
System Error Handler Reference	2-13
System Error Handler Routines	2-13
Application-Defined Routines	2-15
Resources	2-15
The System Error Alert Table Resource	2-16
Summary of the System Error Handler	2-22
Pascal Summary	2-22
System Error Handler Routines	2-22
Application-Defined Routines	2-22
C Summary	2-22
System Error Handler Routines	2-22
Application-Defined Routines	2-22
Assembly-Language Summary	2-22
Global Variables	2-22

Chapter 3 **Mathematical and Logical Utilities** 3-1

About the Mathematical and Logical Utilities	3-3
Bits, Bytes, Words, and Long Words	3-4
Bit Manipulation and Logical Operations	3-7
Reversed Bit-Numbering	3-7
Data Compression	3-8
Pseudorandom Number Generation	3-9
Fixed-Point Data Types	3-11
Angle-Slope Conversion	3-12
Using the Mathematical and Logical Utilities	3-14
Performing Low-Level Manipulation of Memory	3-14
Testing and Manipulating Bits	3-14
Performing Logical Operations on Long Words	3-16
Extracting a Word From a Long Word	3-18
Hardcoding Byte Values	3-19
Compressing Data	3-20
Obtaining Pseudorandom Numbers	3-22
Using Fixed-Point Data Types	3-24

Mathematical and Logical Utilities Reference	3-27
Data Structures	3-27
64-Bit Integer Record	3-27
Routines	3-27
Testing and Setting Bits	3-28
Performing Logical Operations	3-30
Getting and Setting Memory Values	3-32
Compressing and Decompressing Data	3-34
Obtaining a Pseudorandom Number	3-36
Converting Between Angle and Slope Values	3-37
Multiplying and Dividing Fixed-Point Numbers	3-38
Performing Calculations on Fixed-Point Numbers	3-41
Converting Among 32-Bit Numeric Types	3-43
Converting Between Fixed-Point and Floating-Point Values	3-45
Converting Between Fixed-Point and Integral Values	3-46
Multiplying 32-bit values	3-47
Summary of the Mathematical and Logical Utilities	3-48
Pascal Summary	3-48
Data Types	3-48
Routines	3-48
C Summary	3-50
Data Types	3-50
Routines	3-50
Global Variables	3-52

Chapter 4

Date, Time, and Measurement Utilities 4-1

About the Date, Time, and Measurement Utilities	4-3
Date and Time	4-4
Geographic Location and Time Zone	4-7
System of Measurement	4-8
Time Measurement	4-9
Using the Date, Time, and Measurement Utilities	4-9
Getting the Current Date and Time	4-9
Setting the Current Date and Time	4-10
Converting Date-Time Formats	4-12
Calculating Dates	4-14
Working With Different Calendar Systems	4-16
Handling Geographic Location and Time-Zone Data	4-18
Determining the Measurement System	4-21
Determining the Number of Elapsed Microseconds	4-22
Date, Time, and Measurement Utilities Reference	4-23
Data Structures	4-23
The Date-Time Record	4-23
Long Date-Time Value and Long Date-Time Conversion Record	4-25
The Long Date-Time Record	4-26

The Geographic Location Record	4-29
The Toggle Parameter Block	4-30
The Unsigned Wide Record	4-32
Routines	4-32
Getting the Current Date and Time	4-33
Setting the Current Date and Time	4-36
Converting Between Date-Time Formats	4-38
Converting Between Long Date-Time Format	4-40
Modifying and Verifying Long Date-Time Records	4-42
Reading and Writing Location Data	4-46
Determining the Measurement System	4-48
Measuring Time	4-49
Summary of the Date, Time, and Measurement Utilities	4-50
Pascal Summary	4-50
Constants	4-50
Data Types	4-51
Routines	4-53
C Summary	4-54
Constants	4-54
Data Types	4-55
Routines	4-57
Assembly-Language Summary	4-59
Data Structures	4-59
Global Variables	4-60
Result Codes	4-61

Chapter 5

Control Panel Extensions 5-1

About Control Panel Extensions	5-3
Writing a Control Panel Extension	5-6
Creating a Component Resource for a Control Panel Extension	5-6
Dispatching to Control Panel Extension-Defined Routines	5-9
Installing and Removing Panel Items	5-13
Handling Panel Items	5-16
Handling Events in a Panel	5-17
Handling Title Requests	5-19
Managing Control Panel Settings	5-19
Control Panel Extensions Reference	5-20
Control Panel Extension-Defined Routines	5-20
Managing Panel Components	5-20
Handling Panel Events	5-25
Managing Panel Settings	5-28
Summary of Control Panel Extensions	5-31
Pascal Summary	5-31
Constants	5-31
Control Panel Extension-Defined Routines	5-31

C Summary	5-32
Constants	5-32
Control Panel Extension-Defined Routines	5-33

Chapter 6 **Queue Utilities** 6-1

About Queues	6-3
The Queue Header	6-5
The Queue Element	6-6
Using the Queue Utilities	6-8
Searching for an Element in an Operating-System Queue	6-9
Adding Elements to an Operating-System Queue	6-10
Removing Elements From an Operating-System Queue	6-11
Queue Utilities Reference	6-13
Data Structures	6-13
Queue Headers	6-13
Queue Elements	6-13
Routines	6-15
Summary of the Queue Utilities	6-18
Pascal Summary	6-18
Constants	6-18
Data Types	6-18
Routines	6-19
C Summary	6-19
Constants	6-19
Data Types	6-20
Routines	6-20
Assembly-Language Summary	6-21
Result Codes	6-21

Chapter 7 **Parameter RAM Utilities** 7-1

About Parameter RAM	7-3
Using the Parameter RAM Utilities	7-7
Parameter RAM Utilities Reference	7-8
Data Structures	7-9
The System Parameters Record	7-9
Routines	7-10
Summary of the Parameter RAM Utilities	7-14
Pascal Summary	7-14
Data Types	7-14
Routines	7-14
C Summary	7-15
Data Types	7-15

Routines	7-15
Assembly-Language Summary	7-16
Data Structures	7-16
Global Variables	7-16
Result Codes	7-16

Chapter 8

Trap Manager 8-1

About the Trap Manager	8-3
Trap Dispatch Tables	8-5
Process for Accessing System Software Routines	8-5
Patches and System Software Routines	8-6
Daisy Chain of Patches	8-8
Head Patch (Normal Patch)	8-8
Tail Patch	8-8
Come-From Patch (Used Only by Apple)	8-8
Patch for One Application	8-9
Patch for All Applications	8-9
A-Line Instructions	8-10
A-Line Instructions for Operating System Routines	8-11
Calling Conventions for Register-Based Routines	8-12
Parameter-Passing Conventions for Operating System Routines	8-13
Function Results	8-13
Flag Bits	8-14
A-Line Instructions for Toolbox Routines	8-14
Calling Conventions for Stack-Based Routines	8-16
Parameter-Passing Conventions for Toolbox Routines	8-18
Function Results	8-19
The Auto-Pop Bit	8-20
About Trap Macros	8-20
About Routine Selectors	8-21
Using the Trap Manager	8-21
Determining If a System Software Routine is Available	8-21
Patching a System Software Routine	8-23
Trap Manager Reference	8-25
Routines	8-25
Accessing Addresses From the Trap Dispatch Tables	8-25
Installing Patch Addresses Into the Trap Dispatch Tables	8-28
Detecting Unimplemented System Software Routines	8-32
Manipulating <i>One</i> Trap Dispatch Table (Obsolete Routines)	8-32
Summary of the Trap Manager	8-34
Pascal Summary	8-34
Constants	8-34
Data Types	8-34
Routines	8-34
C Summary	8-35

Constants	8-35
Data Types	8-35
Routines	8-36
Assembly-Language Summary	8-36
Constants	8-36
Trap Macros	8-37

Chapter 9

Start Manager 9-1

System Initialization and Startup	9-3
System Initialization	9-3
System Startup	9-4
Boot Blocks	9-6
Global Timing Variables	9-9
About the Start Manager	9-9
Using the Start Manager	9-9
Writing a System Extension	9-10
Profile of a System Extension	9-10
Defining the User Interface for a System Extension	9-14
Creating a System Extension's Resources	9-15
Creating Icons for a System Extension	9-16
Creating a System Heap Zone Resource for a System Extension	9-16
Building a System Extension	9-17
Start Manager Reference	9-18
Data Structures	9-18
The Default Startup Device Parameter Block	9-18
The Default Video Device Parameter Block	9-19
The Default Operating System Parameter Block	9-19
Routines	9-20
Identifying and Setting the Default Startup Device	9-20
Identifying and Setting the Default Video Device	9-23
Identifying and Setting the Default Operating System	9-25
Getting and Setting the Timeout Interval	9-27
Summary of the Start Manager	9-29
Pascal Summary	9-29
Data Types	9-29
Routines	9-30
C Summary	9-30
Data Types	9-30
Routines	9-31
Assembly-Language Summary	9-32
Data Structures	9-32
Trap Macros	9-33
Global Variables	9-33

Chapter 10

Package Manager 10-1

About the Package Manager	10-3
Using the Package Manager	10-6
Package Manager Reference	10-6
Routines	10-6
Initialization of Packages	10-7
Summary of the Package Manager	10-8
Pascal Summary	10-8
Constants	10-8
Routines	10-8
C Summary	10-9
Constants	10-9
Routines	10-9
Assembly-Language Summary	10-10
Trap Macros	10-10

Glossary GL-1

Index IN-1
