



EARLY MACINTOSH TECHNICAL INFORMATION

**INSIDE MACINTOSH
EDIT PROGRAM SOURCE LISTING**

COMMENT

**SOURCE CODE LISTING FOR THE EDIT PROGRAM
WHICH WAS APPLE'S FIRST MACINTOSH SAMPLE FOR
DEVELOPERS
(WRITTEN IN LISA PASCAL)**

AUTHOR

APPLE COMPUTER

DATE

14 MAY 1984

SOURCE

DAVID T CRAIG • JANUARY 2004

14 May 1984 13:36:41

EXAMPLE/EDIT.TEXT

Page 1

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{SX-}
PROGRAM Edit;

{ Edit -- A small sample application written in Pascal }
{   by Macintosh User Education   }

USES {SU-}
    {SU Obj/QuickDraw } QuickDraw,
    {SU Obj/OSIntf   } OSIntf,
    {SU Obj/ToolIntf } ToolIntf;

CONST
    lastMenu = 3; { number of menus }
    appleMenu = 1; { menu ID for desk accessory menu }
    fileMenu = 256; { menu ID for File menu }
    editMenu = 257; { menu ID for Edit menu }

VAR
    myMenus: ARRAY [1..lastMenu] OF MenuHandle;
    screenRect, dragRect, pRect: Rect;
    doneFlag, temp: BOOLEAN;
    myEvent: EventRecord;
    code, refNum: INTEGER;
    wRecord: WindowRecord;
    myWindow, whichWindow: WindowPtr;
    theMenu, theItem: INTEGER;
    hIE: TEHandle;

PROCEDURE SetUpMenus;
{ Once-only initialization for menus }

VAR
    i: INTEGER;
    appleTitle: STRING[1];

BEGIN
    InitMenus; { initialize Menu Manager }
    appleTitle := ' '; appleTitle[1] := CHR(appleSymbol);
    myMenus[1] := NewMenu(appleMenu, appleTitle);
    AddResMenu(myMenus[1], 'DRVR'); { desk accessories }
    myMenus[2] := GetMenu(fileMenu);
    myMenus[3] := GetMenu(editMenu);
    FOR i := 1 TO lastMenu DO InsertMenu(myMenus[i], 0);
    DrawMenuBar;
END; { of SetUpMenus }

PROCEDURE DoCommand(mResult: LongInt);

VAR
    name: STR255;

BEGIN
    theMenu := HiWord(mResult); theItem := LoWord(mResult);
    CASE theMenu OF

        appleMenu:
            BEGIN
                GetItem(myMenus[1], theItem, name);
                refNum := OpenDeskAcc(name);
            END;

        fileMenu: doneFlag := TRUE; { Quit }

        editMenu:
            BEGIN
                IF NOT SystemEdit(theItem-1) THEN
                    BEGIN
                        SetPort(myWindow);

```

apple computer

14 May 1984 13:36:41

EXAMPLE/ED11.TEXT

Page 2

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        CASE theItem OF
            1: TECut(hTE);
            2: TECopy(hTE);
            3: TEPaste(hTE);

        END; { of item case }
    END;
END; { of editMenu }

END; { of menu case }
HiliteMenu(0);

END; { of DoCommand }

BEGIN { main program }
    InitGraf(@thePort);
    InitFonts;
    FlushEvents(everyEvent, 0);
    InitWindows;
    SetUpMenus;
    TEInit;
    InitDialogs(NIL);
    InitCursor;

    screenRect := screenBits.bounds;
    SetRect(dragRect, 4, 24, screenRect.right-4, screenRect.bottom-4);
    doneFlag := FALSE;

    myWindow := GetNewWindow(256, @wRecord, POINTER(-1));
    SetPort(myWindow);

    pRect := thePort.portRect;
    InsetRect(pRect, 4, 0);
    hTE := TENew(pRect, pRect);
    REPEAT
        SystemTask;
        TEIdle(hTE);
        temp := GetNextEvent(everyEvent, myEvent);
        CASE myEvent.what OF

            mouseDown:
                BEGIN
                    code := FindWindow(myEvent.where, whichWindow);
                    CASE code OF

                        inMenuBar: DoCommand(MenuSelect(myEvent.where));

                        inSysWindow: SystemClick(myEvent, whichWindow);

                        inDrag: DragWindow(whichWindow, myEvent.where, dragRect);

                        inGrow, inContent:
                            BEGIN
                                IF whichWindow <> FrontWindow THEN
                                    SelectWindow(whichWindow)
                                ELSE
                                    BEGIN
                                        GlobalToLocal(myEvent.where);
                                        TEClick(myEvent.where, FALSE, hTE);
                                    END;
                                END;

                    END;

                END; { of code case }
            END; { of mouseDown }
        END;
    UNTIL doneFlag;
END;

```

apple computer

14 May 1984 13:36:41

EXAMPLE/EDIT.TEXT

Page 3

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keyDown, autoKey:
  IF myWindow=FrontWindow THEN
    TEKey(CHR(myEvent.message MOD 256),hTE);

activateEvt:
  IF ODD(myEvent.modifiers) { window is becoming active }
  THEN
    TEActivate(hTE)
  ELSE
    TDeactivate(hTE);

updateEvt:
  BEGIN
    SetPort(myWindow);
    BeginUpdate(myWindow);
    TEUpdate(thePort^.portRect,hTE);
    EndUpdate(myWindow);
  END; { of updateEvt }

END; { of event case }

UNTIL doneFlag;
END.
```

apple computer

14 May 1984 13:37:30

EXAMPLE/EDITR.TEXT

Page 1

- EditResDef -- Resource input for small sample application
- Written by Macintosh User Education

Example/Edit.Rsrc

Type MENU

,256

File

Quit

,257

Edit

Cut

Copy

Paste

Type WIND

,256

A Sample

50 40 300 450

Visible NoGoAway

0

0

Type EDIT = STR

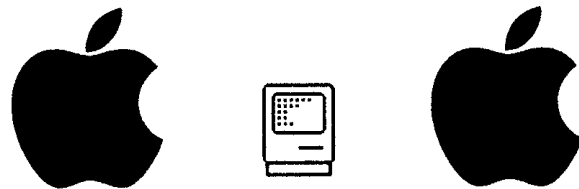
,0

Edit Version 1.0 - 12 December 83

Type CODE

Example/editL,0

apple computer



END OF DOCUMENT

