



Tom Chavez

Development Tools
Product Marketing



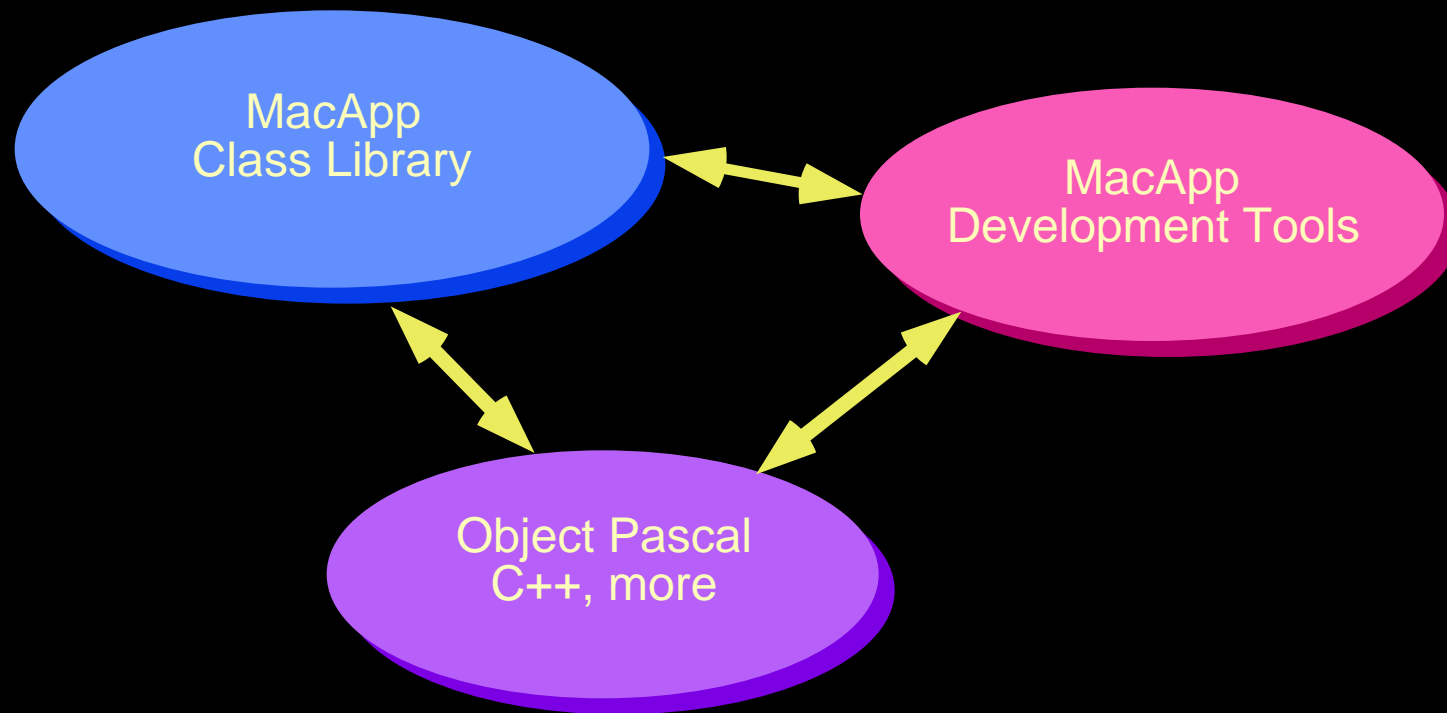
Steve Friedrich

User Programming Group



The MacApp Report

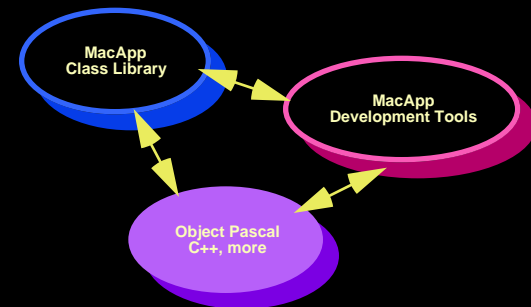
What is MacApp?



Languages

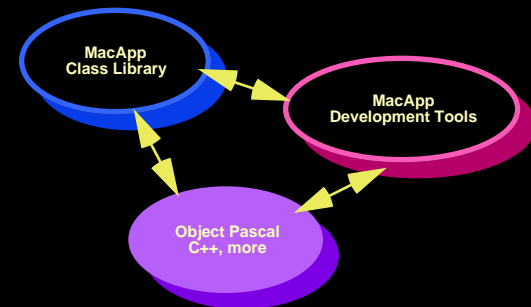
- Object Pascal
- C++
- Object Modula-2

plus C, FORTRAN, Ada™, ...



MPW CFront: C++ with Extensions

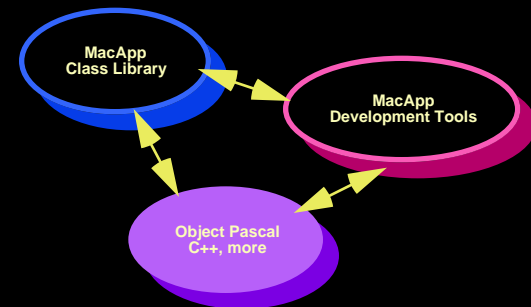
- SADE support
- Handle-based objects
- Object Pascal compatibility
- Automatic static initializers
- Standard features
- Bug fixes
- Memory optimizations



Object Pascal Compatibility

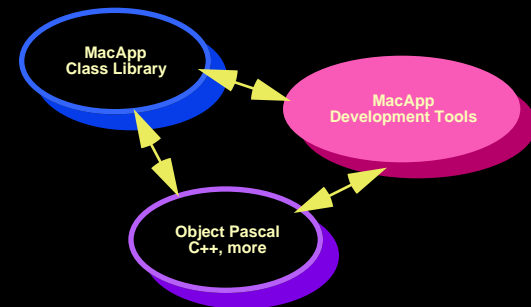
Mix and match Object Pascal and C++

- Use with MacApp; headers are provided
- No multiple inheritance

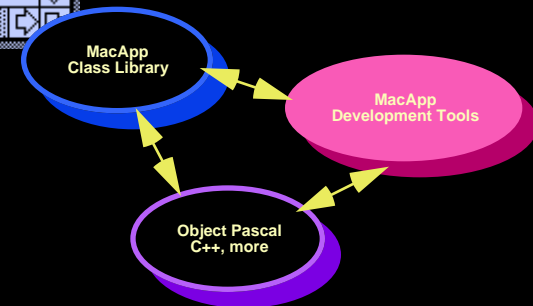
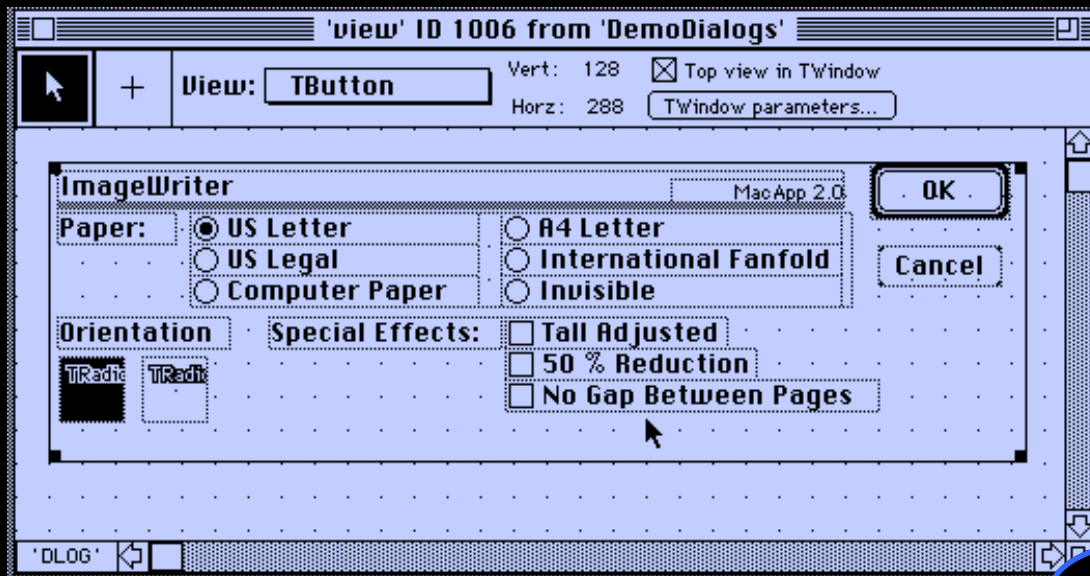


Tools

- MPW and Think
- ViewEdit
- Mouser
- MacApp Debugger and Object Inspectors
- Documentation
- Encyclopedia Stack



ViewEdit

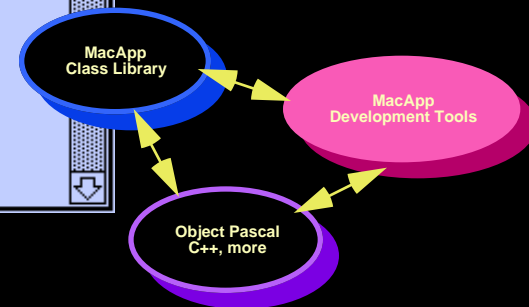


Encyclopedia Stack

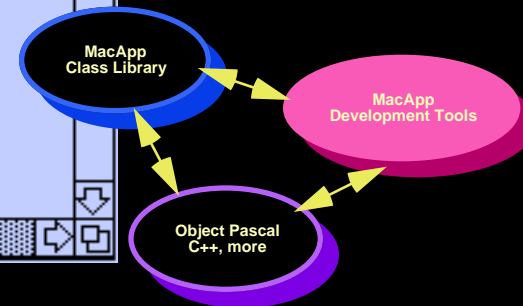
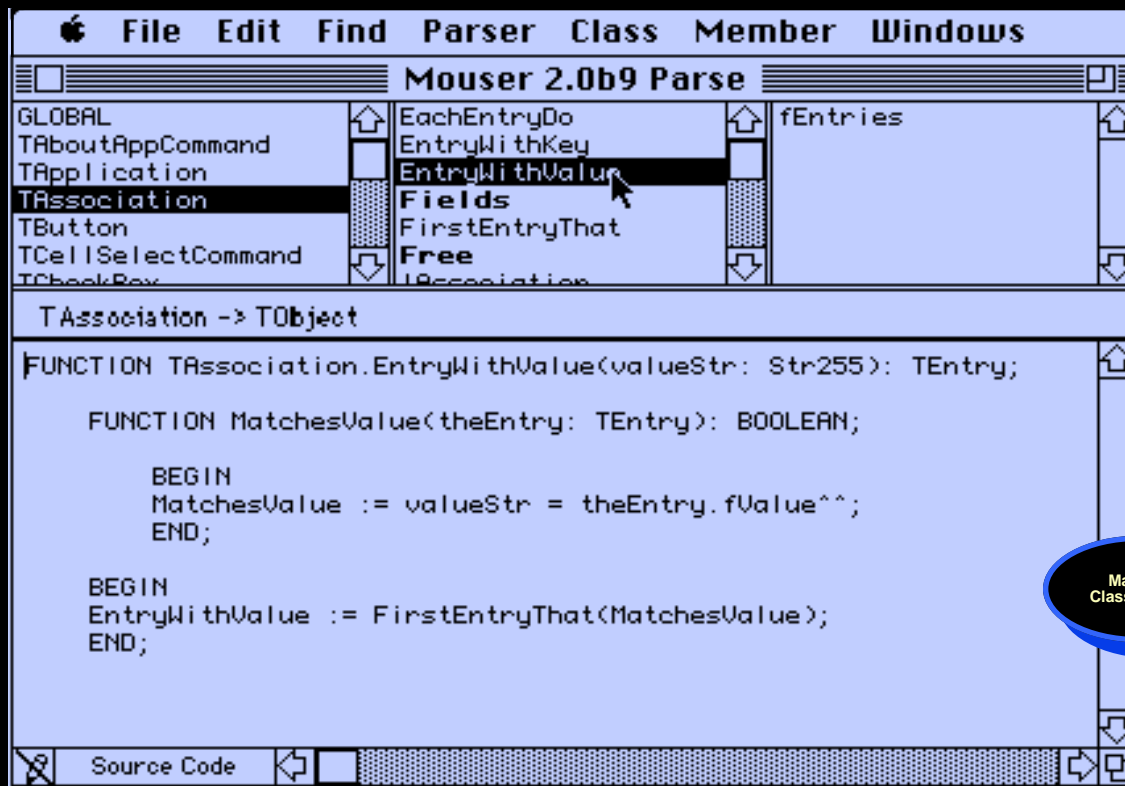
The screenshot shows a window titled "DoSelectEditText" with a menu bar (File, Edit, Go, Tools, Objects, Reference, Bookmarks) and a status bar (METHOD 10/28). The window is divided into two main sections. On the left, under the heading "HIERARCHY", a tree view shows the following structure: TObject, TEventHandler, TView, and TDialogView (which is highlighted with a mouse cursor). On the right, the main content area displays the following text:

```
PROCEDURE TDialogView.DoSelectEditText(theEditText: TEditText; selectChars: BOOLEAN);
```

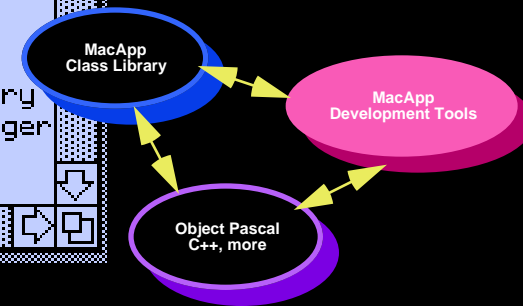
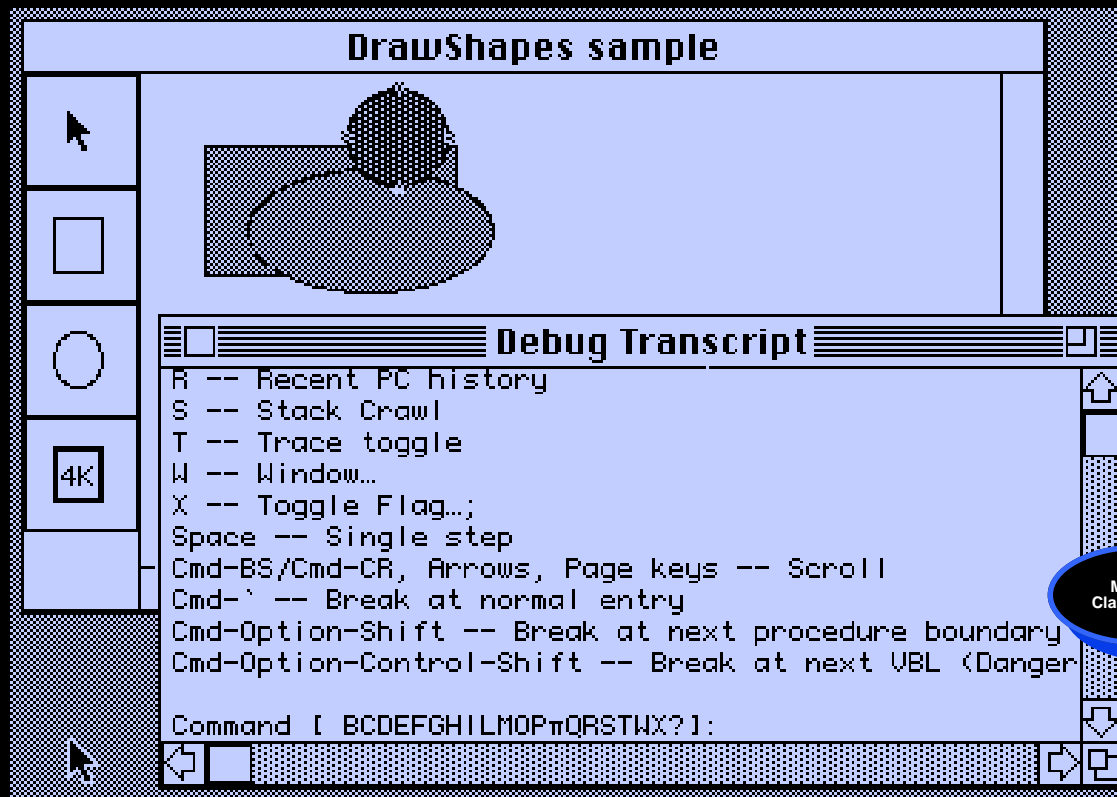
DeselectCurrentEditText returns TRUE if it succeeds in deselecting the current edit text selection, which is a TEditText object. In order to do so, this method must commit the last editing command, validate the state of the current edit text, and then deselect it. MacApp calls DeselectCurrentEditText from methods that change the editable text dialog item that is currently selected—for example, this method is called from TDialogView.Tab. You usually do not need to call DeselectCurrentEditText yourself.



Mouser



Built-In Debugger



Object Inspectors

Spreadsheet Circle Area

B3 =b1*b2*b2

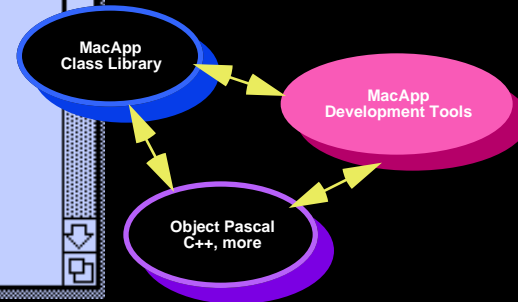
	A	B	C	D	E
1	Pi	3.14159	Inspector 4		
2	radius	4	TCALCAPPLICATION \$0DD8A4: Spread		
3	area	50.26544	Inspector 3		
4			TCALCDOCUMENT		
5			TCALCPRINTHANDLE		
6			TCALCSELECTCOMM		
7			TCALCWINDOW		
8			TCALCWINDOW \$0D		
9			TWindow		
10			fWMgrWindow:		
11			fProcID:		
12			fMoveBounds:		
13			fResizeLimits:		

Inspector 4 details:

- fDeleted: FALSE
- fCalcDocument: \$00DD8B0
- fDependents: \$000E1920
- fReferences: \$000E191C
- fRow: 3
- fColumn: 2
- fKind: 256
- fError: 0
- fValueString: 50.26544
- fFormula: =b1*b2*b2

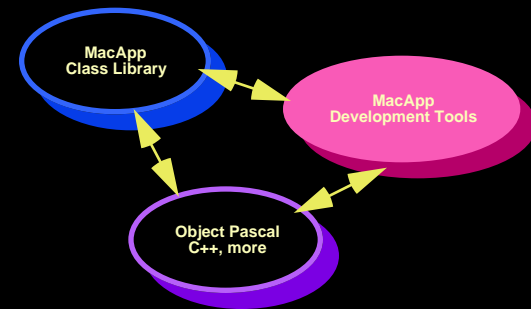
Inspector 3 details:

- TCALCAPPLICATION \$0E1B58: Circle A
- TCALCDOCUMENT \$0E1958:
- TCALCPRINTHANDLE \$0E1964:
- TCALCSELECTCOMM \$0E1954:
- TCALCTYPINGCOMM \$0E1960: Circle A
- TCALCWINDOW \$0E1988: Circle A
- TCELL \$0E1994: Circle A



2.0 Documentation

- Introduction to MacApp 2.0 and Object-Oriented Programming (final)
- MacApp 2.0 Tutorial (final)
- MacApp 2.0 Cookbook (beta)
- MacApp 2.0 General Reference (beta)
- MacApp 2.0 Class and Method Browser Encyclopedia Stack (beta)



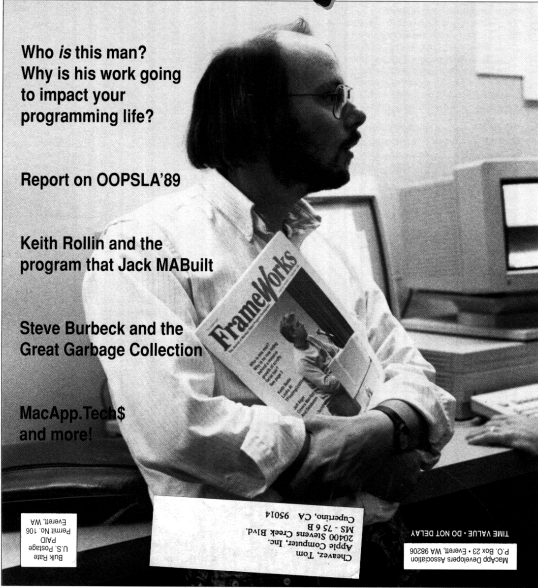
MADA

Ten Dollars U.S.

FrameWorks

The Journal of Macintosh Object Program Development

Volume 3, Number 4 • November 1989



**Who is this man?
Why is his work going
to impact your
programming life?**

Report on OOPSLA'89

**Keith Rollin and the
program that Jack MABuilt**

**Steve Burbeck and the
Great Garbage Collection**

**MacApp.Tech\$
and more!**

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The Journal of Macintosh Object Program Development

Volume 3, Number 5 • January 1990

**First Annual
MacApp Conference,
Doubletree Hotel,
San Diego,
February 5 - 9**


**An animated busy
cursor for MacApp
by Curt Bianchi**

**Larry Rosenstein
and meta-information**

**Why I love to hate
MacApp: a survey**

**More on TDocument
from Down Under**

**MacApp.Tech\$ and
a whole lot more...**



Hope we see you in San Diego!

Apple Developer University

- “Hands on” classes on all aspects of Macintosh programming from beginning to advanced
- MacApp and Object-Oriented Programming classes, focusing on access from C++ or Object Pascal
- Object Design class
- C++ for the Macintosh class

Who is Using MacApp?

Commercial

- Adobe Systems
- Odesta
- Farallon

Who is Using MacApp?

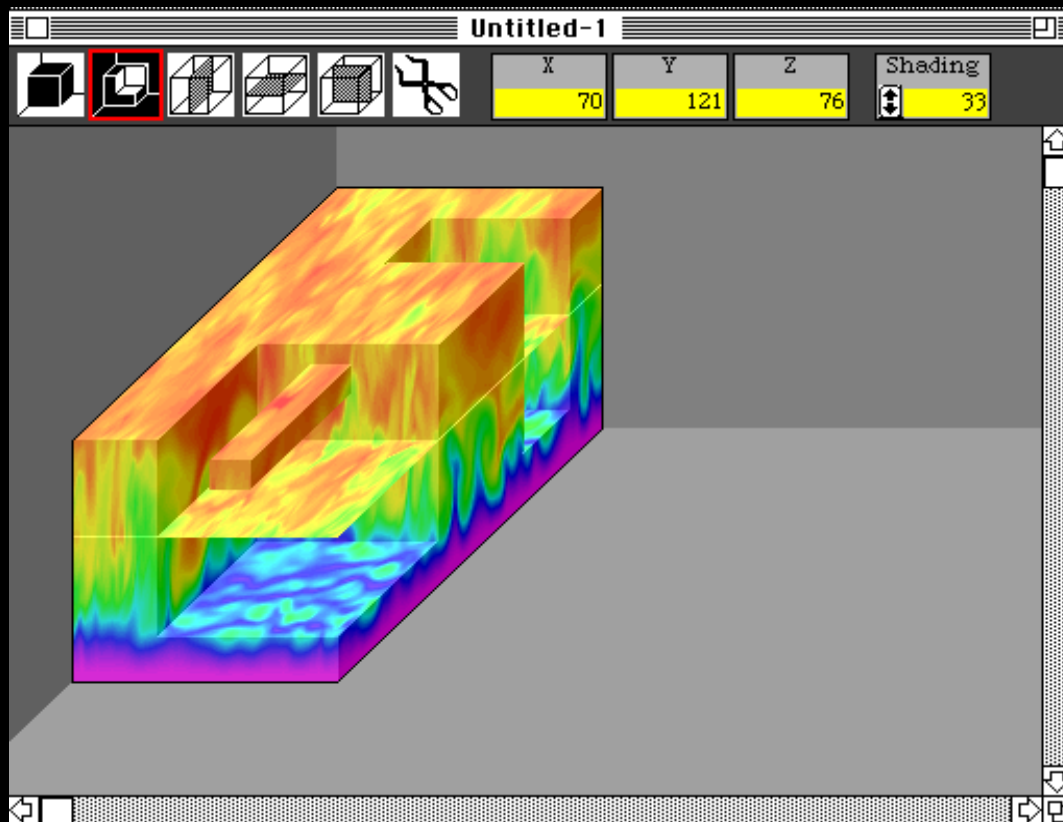
In House

- Apple AIS and IS&T
- Hambrecht and Quist
- GTE Government Systems
- KPMG Peat Marwick

Products Developed with MacApp

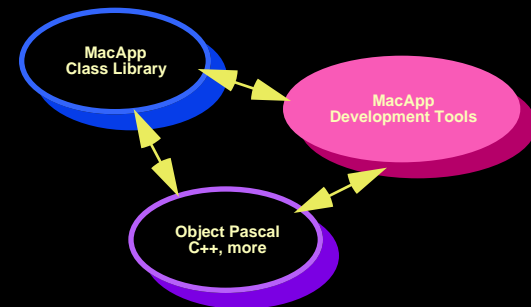
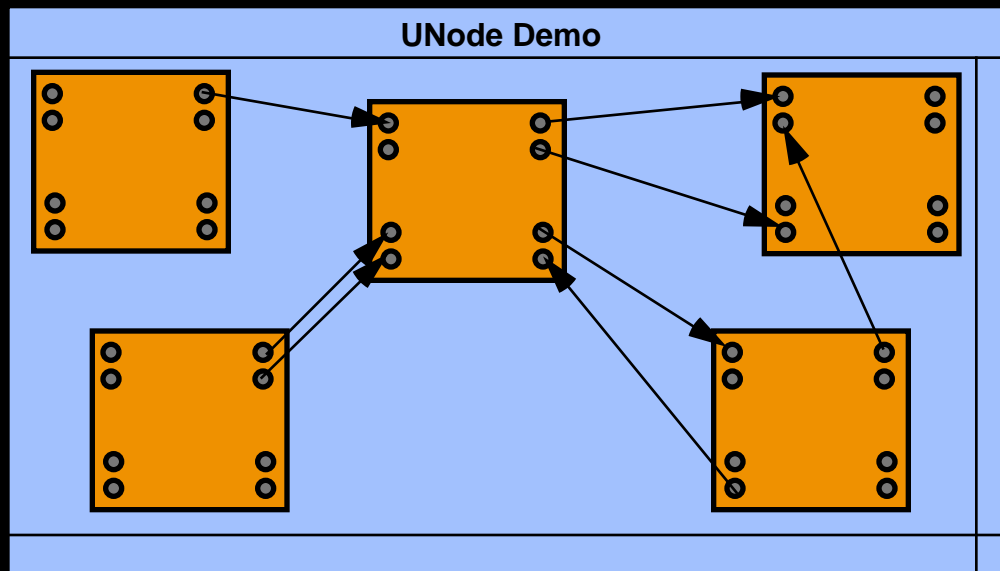
- PhotoMac Avalon Software, Inc.
- DacEasy Light Dac Software Inc.
- Renderman Levco
- GeoQuery Odesta Corp.
- Read-It! OCR Olduvai Corp.
- VPExpert Paperback Software
- Calendar Creator Power Up
- Photo Shop Adobe Systems

Slicer Dicer

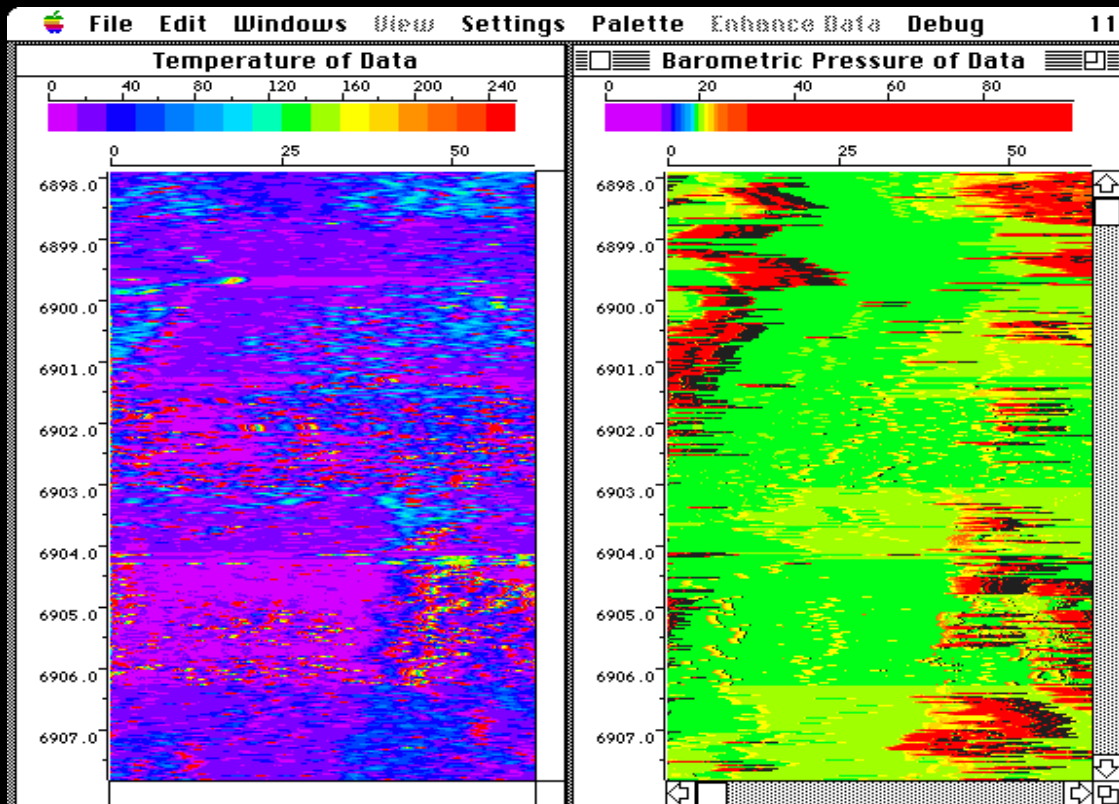


UNode™

A MacApp 2.0 Building Block for applications that connect blocks with lines



Double Vision



The Future

- System 7.0 Support
- We are committed to object-oriented programming and are planning future Macintosh environments that will be programmed with object-oriented techniques



The power to be your best