

# Version 1.1 Errata

## Preface

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In the paragraph under the side heading **Coping With Change** on page IV, change “January 1977” to “January 1997”.

At Fig 2, change “RHAPSODY UNIFIED RELEASE” to “RHAPSODY PREMIER RELEASE” and “RHAPSODY PREMIER RELEASE” to “RHAPSODY UNIFIED RELEASE”

Also note that the Mac OS 8 referred to in the Preface is the “old” Mac OS 8 ( which was originally codenamed Copland, and which never saw the light of day), not the “new” Mac OS 8 released by Apple in mid-1997.

## Chapter 2

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When the Chapter 2 demo program is run, the text `osEvt - Mouse-moved event` is drawn in the window, and the mouse cursor shape changes, whenever the mouse cursor is moved in and out of the window, signifying that mouse-moved events have been received. However, if the window is dragged to a new location on the screen, moused-moved events will not be received, and the cursor shape will not change, until the mouse cursor is first moved over the area of the screen previously occupied by the window.

To eliminate this problem, change the source code as follows:

- Remove the global variable declaration and initialisation at Line 50 (`gMouseMoved`).
- Change Line 122 as follows to eliminate the test of the global variable `gMouseMoved`:

```
if(!gInBackground)
```

- Remove `gMouseMoved = false;` from Line 125.
- Remove `gMouseMoved = true;` from Line 255

## Chapter 12

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When the Chapter 12 demo program is run, and **Cursor** is chosen from the **Demonstration** menu, the mouse cursor shape changes as the mouse moves in and out of the four cursor regions drawn in the window. However, if the window is dragged to a new location on the screen, cursor shape change will not occur until the mouse cursor is first moved over the area of the screen previously occupied by the window.

To eliminate this problem, change the source code as follows:

- Change the `while` loop at Lines 185-192 as follows:

```
while(!gDone)
{
    if(!gInBackground && gCursorRegionsActive)        // NEW CODE
        changeCursor(gWindowPtr, gCursorRegion);      // NEW CODE

    gotEvent = WaitNextEvent(everyEvent, &eventRec, gSleepTime, gCursorRegion);
    if(gotEvent)
        doEvents(&eventRec);
    else
        doIdle();
}
```

- Remove the code at Lines 277 and 278, that is, remove:

```
if(gCursorRegionsActive)
    changeCursor(gWindowPtr, gCursorRegion
```

## Chapter 23

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Change the typical code fragment resource under the side heading **Code Fragment Resource** on page 23-7 to:

```
#include "CodeFragment.Types.r"
resource 'cfrg' (0)
{
    {
        kPowerPC,          /* Instruction set architecture */
        kFullLib,          /* No update level for apps */
        kNoVersionNum,     /* No implementation version number */
        kNoVersionNum,     /* No definition version number */
        kDefaultStackSize /* Use default stack size */
        kNoAppSubFolder,   /* No library directory */
        kIsApp,            /* Fragment is an application */
        kOnDiskFlat,       /* Fragment is on disk */
        kZeroOffset,       /* Fragment starts at fork start */
        kWholeFork,        /* Fragment occupies entire fork */
        "My Application"   /* Name of the application */
    }
};
```

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