



---

# Carbon Porting Guide

Converting Mac OS Applications to the  
**Carbon** Programming Interface

**Developer Preview 2**



10/18/99  
© 1999 Apple Computer, Inc.

🍏 Apple Computer, Inc.

© 1999 Apple Computer, Inc.

All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, mechanical, electronic, photocopying, recording, or otherwise, without prior written permission of Apple Computer, Inc., except to make a backup copy of any documentation provided on CD-ROM. Printed in the United States of America.

The Apple logo is a trademark of Apple Computer, Inc.

Use of the “keyboard” Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

No licenses, express or implied, are granted with respect to any of the technology described in this book. Apple retains all intellectual property rights associated with the technology described in this book. This book is intended to assist application developers to develop applications only for Apple-labeled or Apple-licensed computers.

Every effort has been made to ensure that the information in this manual is accurate. Apple is not responsible for printing or clerical errors.

Apple Computer, Inc.  
1 Infinite Loop  
Cupertino, CA 95014  
408-996-1010

Apple, the Apple logo, AppleScript, AppleTalk, ColorSync, HyperCard, LaserWriter, Mac, Macintosh, MPW, QuickDraw, QuickTime, SANE, and WorldScript are trademarks of Apple Computer, Inc., registered in the United States and other countries.

Balloon Help, Finder, and Sound Manager are trademarks of Apple Computer, Inc.

PowerPC is a trademark of International Business Machines Corporation, used under license therefrom.

UNIX is a registered trademark in the United States and other countries, licensed exclusively through X/Open Company, Ltd.

Simultaneously published in the United States and Canada.

**Even though Apple has reviewed this manual, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS MANUAL IS SOLD “AS IS,” AND YOU, THE PURCHASER, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY.**

**IN NO EVENT WILL APPLE BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT OR INACCURACY IN THIS MANUAL, even if advised of the possibility of such damages.**

**THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. No Apple dealer, agent, or employee is authorized to make any modification, extension, or addition to this warranty.**

**Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.**

# Contents

Chapter 1	Introduction	5
<hr/>		
	Understanding Carbon	7
	The Carbon Advantage	8
	An Easy Transition	9
	Carbon Today	9
	Carbon and the Mac OS Application Model	10
	Preemptive Scheduling and Application Threading	10
	Separate Application Address Spaces	11
	Virtual Memory	11
	Code Fragments and the Code Fragment Manager	11
	Mixed Mode Manager	11
	Printing	12
	The Trap Table	12
	Standard and Custom Definition Procedures	12
	Application-Defined Functions	12
	Data Structure Access	12
Chapter 2	Preparing Your Code For Carbon	15
<hr/>		
	Carbon Dater	17
	Analyzing Your Application	17
	Reading the Report	18
	Analysis of Imports	18
	Analysis of Access to Low Memory Addresses	19
	Analysis of Resources Loaded into the System Heap	19
	Additional Reports	19
	Carbon Coding Guidelines	20
	Begin With the Current Universal Interfaces	20
	Compile Native PowerPC Code	20
	Review Your Mixed Mode Calls	20
	Avoid Using Low-Memory Globals	21
	Do Not Patch Traps	23

Draw Only Within Your Own Windows	23
Manage Memory Efficiently	24
Getting Started With PreCarbon.o	25
New Carbon Functions	26
Custom Definition Procedures	26
Functions For Accessing Opaque Data Structures	27
Casting Functions	27
Accessor functions	28
Utility functions	31
Debugging Functions	37
Resource Chain Manipulation Functions	38

## Chapter 3 Building Carbon Applications 41

---

Platform-Specific Considerations	43
Object File Formats: CFM and Mach-O	43
Native Mac OS 9 vs. Mac OS X's Classic Environment	44
Implementation Issues	44
Carbon on Mac OS X	44
PreCarbon.o	45
Development Scenarios	47
Using CodeWarrior to Build a CFM Carbon Application	47
Using CodeWarrior to Build a Mach-O Carbon Application	48
Using Project Builder to Build a Mach-O Carbon Application	48
Building a CFM Carbon Application with CodeWarrior	48
Preparing Your Development Environment	48
Building Your Application	49
Running Your Application on Mac OS 9	50
Running Your Application on Mac OS X	50
Building a Mach-O Carbon Application with CodeWarrior	51
Preparing Your Development Environment	51
Building Your Application	51
Running Your Application on Mac OS X	51
Building a Mach-O Carbon Application with Project Builder	51
Debugging Your Application	52

# Introduction

---

## Contents

Understanding Carbon	7
The Carbon Advantage	8
An Easy Transition	9
Carbon Today	9
Carbon and the Mac OS Application Model	10
Preemptive Scheduling and Application Threading	10
Separate Application Address Spaces	11
Virtual Memory	11
Code Fragments and the Code Fragment Manager	11
Mixed Mode Manager	11
Printing	12
The Trap Table	12
Standard and Custom Definition Procedures	12
Application-Defined Functions	12
Data Structure Access	12

# CHAPTER 1

This *Carbon Porting Guide* is intended to help experienced Macintosh developers convert existing Mac OS applications into Carbon applications that can run on Mac OS X as well as Mac OS 9. This chapter introduces Carbon and provides an overview of the changes you'll need to be aware of as you convert your application.

## Understanding Carbon

---

Carbon is the set of programming interfaces you can use to build Mac OS X applications that can also run on Mac OS 9. In addition, Apple provides a system extension, `CarbonLib`, to support running Carbon applications on Mac OS versions 8.1 and later.

Carbon includes about 70 percent of the existing Mac OS APIs, covering about 95 percent of the functions used by applications. Because it includes most of the functions you rely on today, converting to Carbon is a straightforward process. Apple provides tools and documentation to help you determine the changes you'll need to make in your source code, as well as the header files and libraries necessary to build a Carbon application.

Carbon allows you to take advantage of all the great new features in Mac OS X with a minimum of effort. And you don't need to maintain separate source code versions because Carbon supports both the Mac OS 9 and Mac OS X runtime environments. (As always, you should test for the existence of specific features before using them.)

Your Carbon applications gain these benefits when running under Mac OS X:

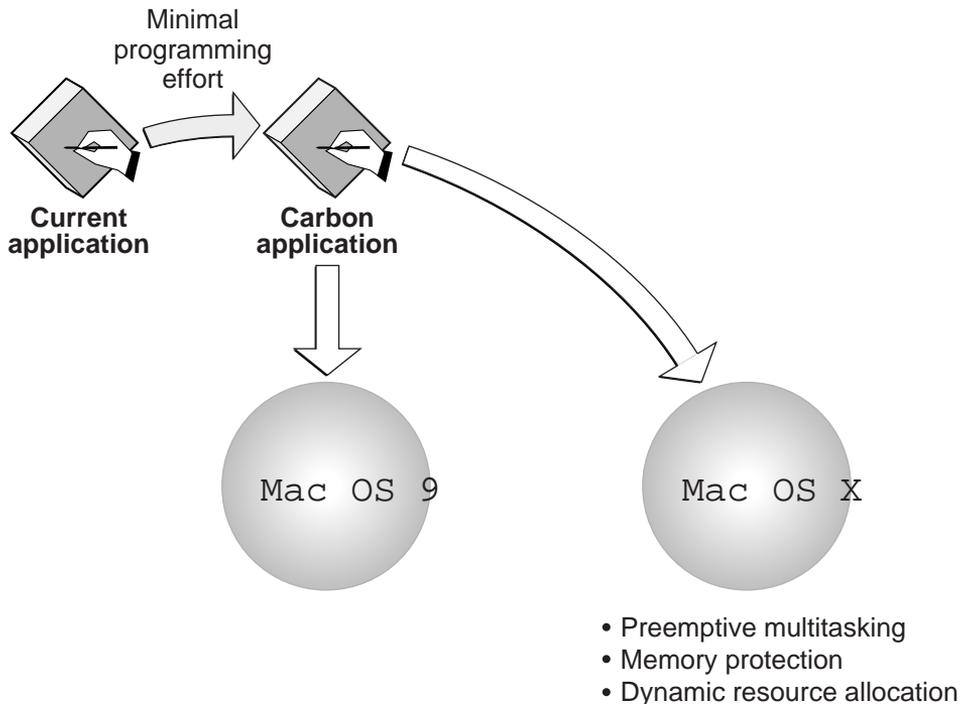
- **Greater stability**  
Protected address spaces help prevent errant applications from crashing the system or other applications.
- **Improved responsiveness**  
Each application is guaranteed processing time through preemptive multitasking, resulting in a more responsive user experience.
- **Dynamic resource allocation**  
More efficient use of system resources, including the elimination of fixed size heaps, means your application can allocate memory and other shared resources based on actual needs rather than predetermined values.

## The Carbon Advantage

The Mac OS has proven to be the strongest development platform for building innovative applications. Thousands of world-class programs have been created on the Macintosh, and it continues to be the platform of choice for creative professionals in the design, publishing, education, and new media markets. Flexible, extensible, and complete, the Mac OS has matured and evolved while retaining its leading-edge characteristics.

Mac OS X brings important new features and enhancements that developers have asked for, and Carbon allows you to take advantage of them while preserving your investment in Mac OS source code. As Apple moves the Mac OS forward, Carbon ensures you won't be left behind.

**Figure 1-1** The Carbon advantage



## An Easy Transition

---

Apple's goal is to ease your transition to Mac OS X by making as few changes as possible to the Mac OS API. Carbon accomplishes this goal by providing a compatible set of interfaces on which to base both existing and future applications.

Based on feedback from developers, and our own experience porting large applications, the level of programming effort required for Carbon compatibility is about the same as was needed for converting 68K applications to PowerPC, and can usually be accomplished in less than two weeks. Smaller applications have been ported in just a few days.

## Carbon Today

---

Apple continues to make progress implementing Carbon on both Mac OS 9 and Mac OS X. You can begin developing Carbon applications today using the tools and libraries included on the Mac OS X Developer Preview CD.

By adopting Carbon now, you'll be ready to deliver Mac OS X compatibility to your customers when the new operating system is released. Better still, your applications will take advantage of all the latest performance, stability, and interface improvements of today's Mac OS.

As you begin your porting effort, it's important that you understand where we are with Carbon now, and where we plan to take Carbon in the future:

- All new functions added to Mac OS 8 and 9 (versions 8.5 and later) will be part of Carbon, where applicable. Exceptions are functions for hardware drivers and other APIs that are not required by applications.
- Core Foundation is a new set of services available to Carbon applications. Some of the benefits provided by Core Foundation are data and code sharing, plug-in support, and internationalization support. For complete details, see "Overview of Core Foundation" (CFOverview.pdf) on the Developer Preview CD.
- Carbon does not currently support applications that bypass or control operating system services. For example, disk utilities that bypass the file system are not supported. We are investigating how to best address these needs for Mac OS X.

- Control panels are not supported by Carbon at this time. If possible, you should repackage your control panel as an application.
- System extensions that install device drivers will not be supported in Carbon. For other types of system extensions, Apple is considering how best to support programmatic extensibility in Carbon.

Apple is working hard to deliver the features and performance you expect from Carbon. We encourage you to keep abreast of current developments by visiting the Carbon website at <http://developer.apple.com/macosx/carbon/>, where you'll find the complete Carbon Specification, preliminary documentation, and links to other useful information.

If you have comments or suggestions about Carbon, please send them to [carbon@apple.com](mailto:carbon@apple.com).

## Carbon and the Mac OS Application Model

---

The Mac OS application model remains fundamentally unchanged in Carbon. Carbon applications employ system services in essentially the same manner for both Mac OS 9 and Mac OS X. But because Mac OS 9 and Mac OS X are built on different architectures, there will be slight differences in the way your application uses some system services. This section highlights the most important changes you need to be aware of. Chapter 2, “Preparing Your Code For Carbon,” provides more detailed information on each of these subjects.

### Preemptive Scheduling and Application Threading

---

In Mac OS X, each Carbon application is scheduled preemptively against other Carbon applications. For calls to most low-level operating system services, Mac OS X also supports preemptive threading within an application. Because most Human Interface Toolbox functions are not reentrant, however, a multithreaded application will initially be able to call these functions only from cooperatively scheduled threads. Thread-based preemptive access to all system services—including the Human Interface Toolbox—is an important future direction for the Mac OS.

In both Mac OS 9 and Mac OS X, you can use the Multiprocessing Services API to create preemptively scheduled tasks.

## Separate Application Address Spaces

---

In Mac OS X, each Carbon application runs in its own protected address space. An application can't reference memory locations—or corrupt another application's data—outside of its assigned address space. This separation of address spaces increases the reliability of the user's system, but it may require small programming changes to applications that use zones, system memory, or temporary memory. For example, temporary memory allocations in Mac OS X will be allocated in the application's address space, and Apple will define new functions for sharing memory between applications. “Manage Memory Efficiently” (page 24) provides more detailed information about memory management for Carbon applications.

## Virtual Memory

---

Mac OS X uses a dynamic and highly efficient virtual memory system that is always enabled. Your Carbon application must therefore assume that virtual memory is turned on at all times. In addition, the Mac OS X virtual memory system introduces a number of changes to the addressing model that are discussed in “Manage Memory Efficiently” (page 24).

## Code Fragments and the Code Fragment Manager

---

Carbon fully supports the Code Fragment Manager, and the Mac OS X runtime environment supports code compiled into code fragments. For Mac OS X, however, all code fragments must contain only native PowerPC code.

## Mixed Mode Manager

---

Because Mac OS X does not run 68K code, the Mixed Mode Manager will not provide any useful functionality on that operating system. The Mixed Mode Manager is still available on Mac OS 9, but you no longer need to make explicit calls to it. Instead, you use Carbon functions for creating, invoking, and disposing of universal procedure pointers. See “Review Your Mixed Mode Calls” (page 20) for more information.

## Printing

---

Carbon introduces a new Printing Manager that allows applications to print on Mac OS 9 using current printer drivers and on Mac OS X using new printer drivers. The functions and data types defined by the Carbon Printing Manager are contained in the header file `PMApplication.h`. Preliminary documentation for the Carbon Printing Manager is provided on Developer Preview CD and the Apple website.

## The Trap Table

---

The trap table is a 68K-specific mechanism for dispatching calls to Mac OS Toolbox functions. Because Mac OS X does not support 68K code, the Trap Manager is unavailable in Carbon, and your applications should not dispatch calls through the trap table. Likewise, the Patch Manager is unsupported in Carbon, and your application should not attempt to patch the trap table or any operating system entry points. If your application relies on patches, please tell us why, so that we can help you remove this dependency.

## Standard and Custom Definition Procedures

---

Carbon supports the standard Mac OS definition procedures (also known as defprocs) for such human interface elements as windows, menus, and controls. Custom definition procedures are also supported (as long as they are compiled as PowerPC code), but there are new procedures for creating and packaging them. These new functions are discussed in “Custom Definition Procedures” (page 26).

## Application-Defined Functions

---

Carbon supports most Mac OS application-defined (callback) functions. Mac OS X will fully support callback functions within an application’s address space. In Carbon, callback functions use native PowerPC conventions instead of 68K conventions, but Carbon doesn’t change these function definitions.

## Data Structure Access

---

So that future versions of Mac OS can support access to all system services through preemptive threads, Carbon limits direct application access to some

Mac OS data structures. Carbon allows three levels of data structure access, depending on which is appropriate for a given structure:

- Direct access—your application can read from and write to the data structure without restriction.
- Direct access with notification—your application can read from and write to the data structure, but after modifying the structure your application must call a function to notify the operating system that the structure has been changed.
- Indirect access—your application has no direct access to the data structure. Instead, your application can obtain and set values in the structure only by using accessor functions. Structures of this type are said to be “opaque” because their contents are not visible to applications.

Opaque data structures and the functions for using them are discussed in “Functions For Accessing Opaque Data Structures” (page 27).

## CHAPTER 1

### Introduction

# Preparing Your Code For Carbon

---

## Contents

Carbon Dater	17
Analyzing Your Application	17
Reading the Report	18
Analysis of Imports	18
Analysis of Access to Low Memory Addresses	19
Analysis of Resources Loaded into the System Heap	19
Additional Reports	19
Carbon Coding Guidelines	20
Begin With the Current Universal Interfaces	20
Compile Native PowerPC Code	20
Review Your Mixed Mode Calls	20
Avoid Using Low-Memory Globals	21
Do Not Patch Traps	23
Draw Only Within Your Own Windows	23
Manage Memory Efficiently	24
Getting Started With PreCarbon.o	25
New Carbon Functions	26
Custom Definition Procedures	26
Functions For Accessing Opaque Data Structures	27
Casting Functions	27
Accessor functions	28
Utility functions	31
Debugging Functions	37
CheckAllHeaps	37
IsHeapValid	37
IsHandleValid	37
IsPointerValid	37

<b>Resource Chain Manipulation Functions</b>	<b>38</b>
InsertResourceFile	<b>38</b>
DetachResourceFile	<b>38</b>
FSpResourceFileAlreadyOpen	<b>39</b>

This chapter describes the kinds of modifications you may need to make to your source code to create a Carbon application. To make your job easier, we recommend you begin by using the Carbon Dater tool to analyze the current compatibility level of your application.

The process of converting a typical large application can usually be accomplished in less than two weeks, depending on how closely you've followed Apple's recommended programming practices. The Carbon Dater report, and the information provided in this chapter, will help you gauge the extent of your porting effort.

## Carbon Dater

---

Apple has developed a tool called Carbon Dater to analyze compiled applications and libraries for compatibility with Carbon. You can use Carbon Dater to obtain information about the compatibility of your existing code and the scope of your future conversion efforts.

Carbon Dater works by examining PEF containers in application binaries and CFM libraries. It compares the list of Mac OS symbols your code imports against Apple's database of Carbon-supported functions.

You'll find the Carbon Dater tool and complete instructions online at

<http://developer.apple.com/macosx/carbon/dater.html>

### Analyzing Your Application

---

Using Carbon Dater is a two-step process. You begin by dropping your compiled application or CFM library file onto the Carbon Dater tool. The tool examines the first PEF container in your file and outputs a text file named *filename*.CCT (Carbon Compatibility Test). You can drop more than one file onto the Carbon Dater tool to get a combined report, but the tool examines only the first PEF container in each file.

The CCT file contains a list of all the Mac OS functions referenced by your code. If applicable, it may also include information about your application's use of direct access to low memory addresses, or resources stored in the system heap.

The second step is to send your CCT file to Apple for analysis. The information gathered by the Carbon Dater tool is used to create a compatibility report for your application. Attach the CCT file as an e-mail enclosure (preferably compressed) and send it to

CarbonDating@apple.com

**IMPORTANT**

Carbon Dater does not expose any proprietary information about your product. The CCT file only lists calls to Mac OS functions and certain other potential compatibility issues. You can examine the CCT file to verify its contents. ▲

## Reading the Report

---

The CCT file you send to Apple will be processed by an automated analysis tool. The analyzer compares the list of Mac OS functions your code calls against Apple's Carbon API database, and returns a report to you via e-mail. This report is an HTML document that provides a snapshot of your application's Carbon compatibility level.

### Analysis of Imports

---

For each Mac OS function your code calls that is not fully supported in Carbon, the compatibility report specifies whether the function is

- supported but modified in some way from how it is used in previous versions of the Mac OS
- supported but not recommended—that is, you can use the function, but it may not be supported in the future
- unsupported
- not found in the Universal Interfaces 3.2

The report includes a chart that shows the percentages of Mac OS functions in each category. For many functions, the report also describes how to modify your application. For example, text accompanying an unsupported function might describe a replacement function or recommended workaround.

## Analysis of Access to Low Memory Addresses

---

This section of the compatibility report lists instances where your code makes a direct access to low memory. For information on how to access low memory correctly, see “Avoid Using Low-Memory Globals” (page 21). If the tested code was built with symbolic debugging information enabled, the report specifies the names of the routines that access low memory directly.

### Note

Many of the low-memory accessor functions currently defined in the Universal Interfaces are implemented as inline macros that insert load or store instructions directly in your code. Carbon Dater can't tell the difference between one of these macros and code you wrote yourself, so you'll need to verify that you're using an approved accessor function. ♦

## Analysis of Resources Loaded into the System Heap

---

This section of the compatibility report lists resources that have their system heap bit set, indicating they should be stored in the system heap. For each flagged resource, the report lists the resource type and ID, as well as the resource name if one is available. Applications do not have access to the system heap in Mac OS X, so Carbon applications cannot store resources there.

## Additional Reports

---

You can obtain additional compatibility reports as often as you wish. This is a good way to see how much progress you've made in your porting effort. Also, as work on Mac OS X and Carbon continues, there may be changes in the level of support for some functions, which Carbon Dater may bring to your attention.

### IMPORTANT

The Carbon Dating process cannot guarantee that your application is entirely compatible with Carbon and Mac OS X, even if your report lists no specific incompatibilities. For example, applications might access low memory in a way that is not supported but that cannot be detected by the compatibility analyzer. ▲

## Carbon Coding Guidelines

---

This section lists requirements and recommendations for creating Carbon-compatible code.

### Begin With the Current Universal Interfaces

---

Your transition to Carbon will be easier if your application already compiles using Universal Interfaces version 3.2 or later (as of this writing, the most recent development version is 3.3a3). Although updating is not a requirement, doing so will minimize the number of compatibility problems. Once your project compiles without errors, you should switch to the Carbon headers provided with this SDK.

You'll find the most recent Universal Interfaces on Apple's website at <http://developer.apple.com/sdk/>

### Compile Native PowerPC Code

---

Because Mac OS X requires 100% native PowerPC code, you will need to remove any dependencies on 68K instructions. This applies to custom definition procedures (defprocs) and plug-ins as well as your main application. See "Custom Definition Procedures" (page 26) for information about new functions for creating native defprocs.

### Review Your Mixed Mode Calls

---

Carbon introduces significant changes to the Mixed Mode Manager. Static routine descriptors are not supported, and you must use the system-supplied functions for creating, invoking, and disposing of universal procedure pointers. For example, Carbon provides these functions for working with application-defined control actions:

```
Control ActionUPP NewControl ActionUPP (Control ActionProcPtr userRoutine);
void InvokeControl ActionUPP (ControlRef theControl,
                             ControlPartCode partCode
                             Control ActionUPP userUPP);
void DisposeControl ActionUPP (Control ActionUPP userUPP);
```

Similar functions are provided for all supported UPPs. Note that the generic functions `NewRoutineDescriptor`, `DisposeRoutineDescriptor`, and `CallUniversalProc` are not supported in Carbon.

On Mac OS 9, the UPP creation functions allocate routine descriptors in memory just as you would expect. On Mac OS X, the implementation of UPPs depends on various factors, including the object file format you choose. Universal procedure pointers will allocate memory if your application is compiled as a CFM binary, but are likely to return a simple `ProcPtr` if your application is compiled as a Mach-O binary.

On Mac OS X, UPPs are opaque types that may or may not require memory allocation, depending on the particular function and the runtime it is created in. By using the system-supplied UPP functions, your application will operate correctly in either environment. You must dispose of your UPPs using the system-supplied functions, to ensure that any allocated memory is released. See “Object File Formats: CFM and Mach-O” (page 43) for more information about the differences between these formats.

Your own plug-ins must be compiled as PowerPC code, so there is no need to create UPPs for them. Use `ProcPtrs` instead.

## Avoid Using Low-Memory Globals

---

Low-memory globals are system and application global data located below the system heap in the Mac OS 9 runtime environment. They typically fall between the hexadecimal addresses \$100 and \$2800. Carbon applications can continue to use many of the existing low-memory globals, although in some cases the scope and impact of the global has changed. But in all cases, Carbon applications must use the supplied accessor routines to examine or change global variables. Attempting to access them directly with an absolute address will crash your application when running on Mac OS X.

The complete list of low-memory globals supported in Carbon is not yet finalized, but your transition to Carbon will be easier if you follow these guidelines:

- Use high-level calls instead of low-memory accessors whenever possible. For example, use `GetGlobalMouse` instead of `LMGetMouseLocation`.
- If a high-level call is not available, use an accessor function.
- Rely on global data only from Mac OS managers supported in Carbon. For example, because the driver-related calls in the Device Manager are not

## Preparing Your Code For Carbon

supported in Carbon, low-memory accessors like `LMGetUTableBase` are not likely to be available. Similarly, direct access to hardware is not supported in Carbon, so calls like `LMGetVIA` will no longer be useful.

Table 2-1 lists some frequently used low-memory accessors that are unsupported in Carbon. Refer to the Carbon Specification for the most recent information.

**Table 2-1** Summary of Carbon Low Memory Accessor Support

Accessor	Replacement
<code>LMGet/SetAuxCtlHead</code>	not supported
<code>LMGet/SetAuxWindowHead</code>	not supported
<code>LMGet/SetCurrentActivate</code>	not supported
<code>LMGet/SetCurrentDeactivate</code>	not supported
<code>LMGet/SetDABeeper</code>	not supported
<code>LMGet/SetDAStrings</code>	<code>GetParamText</code> , <code>ParamText</code>
<code>LMGet/SetDeskPort</code>	not supported
<code>LMGet/SetDialogFont</code>	not supported
<code>LMGet/SetGhostWindow</code>	not supported
<code>LMGetGrayRgn</code>	<code>GetGrayRgn</code>
<code>LMGetMBarHeight</code>	<code>GetMBarHeight</code>
<code>LMSetMBarHeight</code>	not supported
<code>LMGet/SetMBarHook</code>	not supported
<code>LMGet/SetMenuHook</code>	not supported
<code>LMGetMouseLocation</code>	<code>GetGlobalMouse</code>
<code>LMSetMouseLocation</code>	not supported
<code>LMGet/SetPaintWhite</code>	not supported
<code>LMGetWindowList</code>	<code>GetWindowList</code>
<code>LMSetWindowList</code>	not supported
<code>LMGet/SetWMgrPort</code>	not supported

## Do Not Patch Traps

---

Carbon applications should not patch traps, because there is no trap table in Mac OS X. The Patch Manager is unsupported, and functions like `GetTrapAddress` and `SetTrapAddress` are not available in Carbon. You can, of course, conditionalize your code and continue to patch traps when running under Mac OS 9, but your programs will be much easier to maintain if you avoid patching entirely.

## Draw Only Within Your Own Windows

---

Because Mac OS X is a truly preemptive system, any number of applications may be drawing into their windows at the same time. Carbon applications, therefore, cannot draw outside their own windows. In the past you could call the `GetWMgrPort` function and use that port to draw anywhere on the screen. This port does not exist in Mac OS X. If you were using this technique for custom dragging or zooming feedback, use `DragWindow` or other Window Manager or Drag Manager functions instead.

If you draw directly into the bitmap of your windows (without using `QuickDraw`), you'll need to wrap those blits with two new calls that signal the Window Manager not to update the window until your drawing operation completes. Here are the basic steps:

1. Use the `GetWindowPort` function to get the window's port.
2. Use the `LockPortBits` function to lock the port's pixel map.
3. Use the `GetPortPixelFormat` function to get a handle to the port's pixel map. The `baseAddr` field of the `PixelFormat` structure contains the base address of the actual port bits in memory.

### IMPORTANT

The port address is valid only after you've locked the port using the `LockPortBits` function, and is invalid after you call the `UnlockPortBits` function.

4. Perform your drawing operation as quickly as possible. Because the `LockPortBits` function blocks all other updates to the port, it's important that your drawing code be small and fast to avoid impacting system performance.
5. Call the `UnlockPortBits` function to release the port. The `PixelFormatHandle` is automatically disposed when you call this function. Do not attempt to reuse the handle.

Note that the `UnlockPortBits` function does not initiate a window update, it merely allows any pending or future updates to occur. An update is initiated either by the `BeginUpdate/EndUpdate` routines or when the `ODFFlushPortBuffer` function is called.

## Manage Memory Efficiently

---

Memory management doesn't change much for Carbon applications running on Mac OS 9. You'll need all the code you use today to handle heap fragmentation, low memory situations, and stack depth.

However, there are some techniques you can adopt now that will help your application perform well when running on Mac OS X, which uses an entirely different heap structure and allocation behavior. The most significant change you'll need to make is in determining amounts of free memory and stack space available.

The functions `FreeMem`, `PurgeMem`, `MaxMem`, and `StackSpace` are all included in Carbon. You should, however, think about how and why you are using them. You'll probably want to consider additional code to better tune your performance.

The `FreeMem`, `PurgeMem`, and `MaxMem` functions behave as expected when your Carbon application is running on Mac OS 9, but they're almost meaningless when it's running on Mac OS X, where the system provides essentially unlimited virtual memory. Although you can still use these calls to ensure that your memory allocations won't fail, you shouldn't use them to allocate all available memory. Allocating too much virtual memory will cause excessive page faults and reduce system performance. Instead, determine how much memory you really need for your data, and allocate that amount.

Before Carbon, you would use the `StackSpace` function to determine how much space was left before the stack collided with the heap. This routine could not be called at interrupt time, but was useful for preventing heap corruption in code using recursion or deep call chains. But because a Carbon application may have different stack sizes under Mac OS 9 and Mac OS X, the `StackSpace` function is no longer very useful. You shouldn't rely on it for your logic to terminate a recursive function. It might still be useful as a safety check to prevent heap corruption; but for terminating runaway recursion, you should consider passing a counter or the address of a stack local variable instead of calling `StackSpace`.

The Carbon API does not include any subzone creation or manipulation routines. If you use subzones today to track system or plug-in memory allocations, you'll need to use a different mechanism. For plug-ins, you might switch to using your own allocator routines. To prevent memory leaks, make sure all your allocations are matched with the appropriate dispose calls.

The Carbon API also removes the definition of zone headers. You no longer can modify the variables in a zone header to change the behavior of routines like `MoreMasters`. Simply call `MoreMasters` multiple times instead, which will allocate 128 master pointers each time.

## Getting Started With PreCarbon.o

---

`PreCarbon.o` is a static library that may help ease your transition to Carbon by allowing you to begin using certain Carbon features while continuing to link against `InterfaceLib` and other non-Carbon libraries.

Because many toolbox data structures are opaque in Carbon, one of the first steps you should take in porting your application is to begin using the new accessor functions. It's easier to do this if you can continue compiling as a classic `InterfaceLib`-based application, because you can keep your application running and qualify your changes incrementally. `PreCarbon.o` facilitates this by providing implementations of the accessor functions for opaque toolbox data structures. For a list of the functions in `PreCarbon.o`, see Table 3-1 (page 45).

We recommend that as the first step in the porting process, you add `PreCarbon.o` to your link, and then begin modifying your source code to use Carbon accessor functions, one file at a time. You can do this by setting the following conditional macro at the top of each source file you plan to convert:

```
#define ACCESSOR_CALLS_ARE_FUNCTIONS 1
```

this makes the prototypes for the accessor functions available to that source file.

When you have converted all of your source files to use accessor functions, you can add the following conditional macro to your build options to ensure that you are no longer directly accessing any opaque toolbox data structures:

```
#define OPAQUE_TOOLBOX_STRUCTS 1
```

At this point you have an application that uses the Carbon accessor functions but does not link against the Carbon libraries. You can continue to run and test

## Preparing Your Code For Carbon

your application on any Mac OS release, because it does not require the CarbonLib extension at runtime.

The next step in the conversion process is to allow only Carbon-compatible APIs in your code by adding the following conditional macro to your build options:

```
#define TARGET_API_MAC_CARBON 1
```

You can now begin modifying your code so that it no longer calls functions that are obsolete in Carbon. At this point you must stop linking against InterfaceLib and begin linking against CarbonLib.

**IMPORTANT**

Apple does not support the use of PreCarbon.o as anything other than a porting tool. To build a Carbon application you must link against CarbonLib. ▲

## New Carbon Functions

---

This section provides an overview of some of the new functions introduced in Carbon. Until complete documentation is available, you should refer to the header files and sample code on the Developer Preview CD for additional information.

### Custom Definition Procedures

---

Custom defprocs (that is, WDEFs, MDEFs, CDEFs, and LDEFs) must be compiled as PowerPC code and can no longer be stored in resources. Carbon introduces new variants of `CreateWindow` and similar calls (such as `NewControl` and `NewMenu`) that take a universal procedure pointer (UPP) to your custom defproc. Instead of creating a window definition as a WDEF resource, for example, you call the Carbon routine `CreateCustomWindow`:

```
OSStatus CreateCustomWindow(const WindowDefSpec *def,
                             WindowClass windowClass, WindowAttributes attributes,
                             const Rect *bounds, WindowPtr *outWindow);
```

The `WindowDefSpec` parameter contains a UPP that points to your custom window definition procedure.

## Functions For Accessing Opaque Data Structures

---

A major change introduced in Carbon is that some commonly used data structures are now opaque—meaning their internal structure is hidden. Directly referencing fields within these structures is no longer allowed, and will cause a compiler error. QuickDraw globals, graphics ports, regions, window and dialog records, controls, menus, and TSMTE dialogs are all opaque to Carbon applications. Anywhere you reference fields in these structures directly, you'll have to use new casting and accessor functions described in the following sections.

### Casting Functions

---

Many applications assume that `WindowPtr` and `DialogPtr` types have a `GrafPort` embedded at the top of their structures. In fact, the current Universal Interfaces define `DialogPtrs` and `WindowPtrs` as `GrafPtrs` so that you don't have to cast them to a `GrafPtr` before using them. For example:

```
void DrawIntoWindow(WindowPtr window)
{
    SetPort(window);
    MoveTo(x, y);
    LineTo(x + 50, y + 50);
}
```

If you compile the above code using the Carbon interfaces, you'll get a number of compilation errors due to the fact that `WindowPtrs` are no longer defined as `GrafPtrs`. But you can't simply cast these functions to `GrafPtrs` because it will cause your application to crash under Mac OS X.

Instead, Carbon provides a set of casting functions that allow you to obtain a pointer to a window's `GrafPort` or vice versa. Using these new functions, code like the previous example must be updated as follows to be Carbon-compliant and compile without errors:

## Preparing Your Code For Carbon

```
void DrawIntoWindow(WindowPtr window)
{
    SetPort(GetWindowPort(window));
    MoveTo(x, y);
    LineTo(x + 50, y + 50);
}
```

Casting functions are provided for obtaining GrafPorts from windows, windows from dialogs, and various other combinations. By convention, functions that cast up (that is, going from a lower-level data structure like a GrafPort to a window or going from a window to a dialog pointer) are named *GetHigherLevelTypeFromLowerLevelType*. Functions that cast down are named *GetHigherLevelTypeLowerLevelType*.

**Examples of functions that cast up include:**

```
pascal DialogPtr GetDialogFromWindow(WindowPtr window);
pascal WindowPtr GetWindowFromPort(CGrafPtr port);
```

**Functions that cast down include:**

```
pascal WindowPtr GetDialogWindow(DialogPtr dialog);
pascal CGrafPtr GetWindowPort(WindowPtr window);
```

### Accessor functions

---

Carbon includes a number of functions to allow applications to access fields within system data structures that are now opaque. Table 2-2 (page 33) provides a summary of accessor functions you can use for common Mac OS data types.

Listing 2-1 shows an example of some typical coding practices that must be modified for Carbon.

**Listing 2-1** Example of unsupported data structure access

```

void WalkWindowsAndDoSomething(WindowPtr firstWindow)
{
    WindowPtr currentWindow = firstWindow;

    while (currentWindow != NULL)
    {
        if ((WindowPeek) currentWindow->visible)
            && RectIsFourByFour(&currentWindow->portRect)
        {
            DoSomethingSpecial(currentWindow);
        }
        currentWindow = (WindowPtr) ((WindowPeek) currentWindow->nextWindow);
    }
}

```

There are four problems in Listing 2-1 that will cause compiler errors when building a Carbon application.

1. Checking the `visible` field directly is not allowed because the `WindowPeek` type is no longer defined (it's only useful when you can assume that a `WindowPtr` can be cast to a `WindowRecord` pointer, which is not the case in Carbon).
2. The `currentWindow` variable is treated as a `GrafPort`. You need to use the casting functions discussed above to access a window's `GrafPort`.
3. `GrafPorts` are now opaque data structures, so you must use an accessor to get the port's bounding rectangle.
4. Accessing the `nextWindow` field directly from the `WindowRecord` is not allowed.

To compile and run under Carbon, the code above would have to be changed as shown in Listing 2-2.

**Listing 2-2** Example using Carbon-compatible accessor functions

```

void WalkWindowsAndDoSomething(WindowPtr firstWindow)
{
    WindowPtr currentWindow = firstWindow;

    while (currentWindow != NULL)
    {
        Rect windowBounds;

        if (IsWindowVisible(currentWindow)
            && RectIsFourByFour(GetPortBounds(GetWindowPort(currentWindow),
            &windowBounds))
        {
            DoSomethingSpecial(currentWindow);
        }
        currentWindow = GetNextWindow(currentWindow);
    }
}

```

**One thing to note is that the `GetPortBounds` function returns a pointer to the input rectangle as a syntactic convenience, to allow you to pass the result of `GetPortBounds` directly to another function. Many of the accessor functions return a pointer to the input in the same way, as a convenience to the caller.**

**With a few exceptions as noted below, all accessor functions return copies to data, not the data itself. You must make sure to allocate storage before you access non-scalar types such as regions and pixel patterns. For example, if you use code like this to test the visible region of a graphics port:**

```

if (EmptyRgn(somePort->visRgn)
    DoSomething();

```

**you'll have to change it as shown below in order to allow the accessor to copy the port's visible region into your reference:**

## Preparing Your Code For Carbon

```

RgnHandle vrsbleregion;

vrsbleregion = NewRgn();
if (EmptyRgn(GetPortVrsbleregion(somePort, vrsbleregion)))
    DoSomething();
DisposeRgn(vrsbleregion);

```

**A few accessor functions continue to return actual data rather than copied data. `GetPortPixmap`, for example, is provided specifically to allow calls to `CopyBits`, `CopyMask`, and similar functions, and should only be used for these calls. The interface for the `CopyBits`-type calls will be changing to work around this exception, but for now be aware that this exception exists. The `QuickDraw` bottleneck routines, which are stored in a `GrafProc` record, continue to operate just like their classic Mac OS equivalents. That is, the actual pointer to the structure is returned rather than creating a copy. Other instances where the actual handle is passed back include cases where user-specified data is carried in a data structure, such as `UserHandles` in `ListHandles`.**

## Utility functions

**Carbon includes a number of utility functions to make it easier to port your application. Under the classic Mac OS API, new `GrafPorts` were created by allocating non-relocatable memory the size of a `CGrafPort` and calling `OpenCPort`. Because `GrafPorts` are now opaque, and their size is system-defined, Carbon includes new routines to create and dispose of graphics ports:**

```

pascal CGrafPtr CreateNewPort()
pascal void DisposePort(CGrafPtr port)

```

**These functions provide access to commonly used bounding rectangles:**

```

pascal OSStatus GetWindowBounds(WindowRef window,
                                WindowRegionCode regionCode, Rect *bounds);
pascal OSStatus GetWindowRegion(WindowRef window,
                                WindowRegionCode regionCode, RgnHandle windowRegion);

```

## Preparing Your Code For Carbon

Often you'll find the need to set the current port to the one that belongs to a window or dialog box. `SetPortWindowPort` and `SetPortDialogPort` allow you to do this:

```
pascal void SetPortWindowPort(WindowPtr window)
pascal void SetPortDialogPort(DialogPtr dialog)
```

The new function `GetParamText` replaces `LMGetDAStrings` as the method to retrieve the current `ParamText` setting. Pass `NULL` for a parameter if you don't want a particular string.

```
pascal void GetParamText(StringPtr param0, StringPtr param1,
                        StringPtr param2, StringPtr param3)
```

**Table 2-2** Summary of Carbon Human Interface Toolbox Accessors

<b>Data Structure</b>	<b>Element</b>	<b>Accessor</b>
<b>Controls</b>		
Control Record	nextControl	<b>Use Control Manager embedding hierarchy functions. (See <i>Mac OS 8 Control Manager Reference</i>.)</b>
	controlOwner	Get/SetControlOwner. <b>May be replaced in favor of</b> Embed/DetachControl.
	controlRect	Get/SetControlBounds
	controlVis	IsControlVisible, SetControlVisibility
	controlHilite	GetControlHilite, HiliteControl
	controlValue	Get/SetControlValue, Get/SetControl32BitValue
	controlMin	Get/SetControlMinimum, Get/SetControl32BitMinimum
	controlMax	Get/SetControlMaximum, Get/SetControl32BitMaximum
	controlDefProc	<b>not supported</b>
	controlData	Get/SetControlDataHandle
	controlAction	Get/SetControlAction
	controlRefCon	Get/SetControlReference
	controlTitle	Get/SetControlTitle
AuxCtl Rec	acNext	<b>not supported</b>
	acOwner	<b>not supported</b>
	acCTable	<b>not supported</b>
	acFlags	<b>not supported</b>
	acReserved	<b>not supported</b>
	acRefCon	<b>Use</b> Get/SetControlProperty <b>if you need more</b> refCons.
PopupPrivateData	mHandle	<b>Use</b> Get/SetControlData <b>with proper tags.</b>
	mID	<b>Use</b> Get/SetControlData <b>with proper tags.</b>

**Table 2-2** Summary of Carbon Human Interface Toolbox Accessors (continued)

<b>Data Structure</b>	<b>Element</b>	<b>Accessor</b>
<b>Dialog Boxes</b>		
DialogRecord	window	<b>Use GetDialogWindow to obtain the value. There is no equivalent function for setting the value.</b>
	items	AppendDialogTitle, ShortenDialogTitle, AppendDialogItemList, InsertDialogItem, RemoveDialogItems
	textH	GetDialogTextEditHandle
	editField	GetDialogKeyboardFocusItem
	editOpen	Get/SetDialogCancelItem
	defaultItem	Get/SetDialogDefaultItem
<b>Menus</b>		
MenuInfo	menuID	Get/SetMenuID
	menuWidth	Get/SetMenuWidth
	menuHeight	Get/SetMenuHeight
	menuProc	<b>not supported</b>
	enableFlags	Enable/DisableMenuItem, IsMenuItemEnabled
	menuData	Get/SetMenuItem
<b>Windows</b>		
WindowRecord CWindowRecord	port	<b>Use GetWindowPort to obtain the value. There is no equivalent function for setting the value.</b>
	windowKind	Get/SetWindowKind
	visible	Hide/ShowWindow, ShowHide, IsWindowVisible
	hilited	HighlightWindow, IsWindowHighlighted
	goAwayFlag	ChangeWindowAttributes
	spareFlag	ChangeWindowAttributes
	strucRgn	GetWindowRegion

**Table 2-2** Summary of Carbon Human Interface Toolbox Accessors (continued)

<b>Data Structure</b>	<b>Element</b>	<b>Accessor</b>
	contRgn	GetWindowRegion
	updateRgn	GetWindowRegion
	windowDefProc	<b>not supported</b>
	dataHandle	<b>not supported</b>
	titleLabel	Get/SetWindowTitle
	titleLabelWidth	GetWindowRegion
	controlList	GetRootControl
	nextWindow	GetNextWindow
	windowPic	Get/SetWindowPic
	refCon	Get/SetWRefCon
AuxWindowRec	awNext	<b>not supported</b>
	awOwner	<b>not supported</b>
	awCTable	Get/SetWindowContentColor
	reserved	<b>not supported</b>
	awFlags	<b>not supported</b>
	awReserved	<b>not supported</b>
	awRefCon	<b>Use</b> Get/SetWindowProperty <b>if you need more</b> refCons.
<b>Lists</b>		
ListRec	review	Get/SetListViewBounds
	port	Get/SetListPort
	indent	Get/SetListCellIndent
	cellSize	Get/SetListCellSize
	visible	<b>Use</b> GetListViewVisibleCells <b>to obtain the value.</b> <b>No equivalent function for setting the value.</b>

**Table 2-2** Summary of Carbon Human Interface Toolbox Accessors (continued)

<b>Data Structure</b>	<b>Element</b>	<b>Accessor</b>
	vScroll	GetListVerticalScrollBar, <b>use new API (TBD) to turn off automatic scroll bar drawing.</b>
	hScroll	GetListHorizontalScrollBar, <b>use new API (TBD) to turn off automatic scroll bar drawing.</b>
	selFlags	Get/SetListSelectionFlags
	lActive	LActivate, GetListActive
	lReserved	<b>not supported</b>
	listFlags	Get/SetListFlags
	clickTime	Get/SetListClickTime
	clickLoc	GetListClickLocation
	mouseLoc	GetListMouseLocation
	lClickLoop	Get/SetListClickLoop
	lastClick	SetListLastClick
	refCon	Get/SetListRefCon
	listDefProc	<b>not supported</b>
	userHandle	Get/SetListUserHandle
	dataBounds	GetListDataBounds
	cells	LGet/SetCell
	maxIndex	LGet/SetCell
	cellArray	LGet/SetCell

## Debugging Functions

---

The following functions have been added to `MacMemory.h` to aid in debugging.

### CheckAllHeaps

---

```
pascal Boolean CheckAllHeaps(void);
```

Checks all applicable heaps for validity. Returns `false` if there is any corruption.

### IsHeapValid

---

```
pascal Boolean IsHeapValid(void);
```

Similar to `CheckAllHeaps`, but checks only the application heap for validity.

### IsHandleValid

---

```
pascal Boolean IsHandleValid(Handle h);
```

Returns `true` if the specified handle is valid. It is invalid to pass `NULL` or an empty handle to `IsHandleValid`.

### IsPointerValid

---

```
pascal Boolean IsPointerValid(Ptr p);
```

Returns `true` if the specified pointer is valid. It is invalid to pass `NULL` or an empty pointer to `IsPointerValid`.

## Resource Chain Manipulation Functions

---

Three functions have been added to `Resources.h` to facilitate resource chain manipulation in Carbon applications.

### InsertResourceFile

---

```
OSErr InsertResourceFile(SInt16 refNum, RsrcChainLocation where);
```

If the file is already in the resource chain, it is removed and re-inserted at the location specified by the `where` parameter. If the file has been detached, it is added to the resource chain at the specified location. Returns `resNotFound` if the file is not currently open. Valid constants for the `where` parameter are:

```
// RsrcChainLocation constants for InsertResourceFile
enum short
{
    kRsrcChainBelowAll           = 0, /* Below all other app files in
                                     the resource chain */
    kRsrcChainBelowApplicationMap = 1, /* Below the application's
                                     resource map */
    kRsrcChainAboveApplicationMap = 2 /* Above the application's
                                     resource map */
};
```

### DetachResourceFile

---

```
OSErr DetachResourceFile(SInt16 refNum);
```

If the file is not currently in the resource chain, this function returns `resNotFound`. Otherwise, the resource file is removed from the resource chain.

## FSpResourceFileAlreadyOpen

---

```
Boolean FSpResourceFileAlreadyOpen  
    (const FSSpec *resourceFile,  
     Boolean *inChain, SInt16 *refNum);
```

This function returns `true` if the resource file is already open and known by the Resource Manager (that is, if the file is either in the current resource chain or if it's a detached resource file). If the file is in the resource chain, the `inChain` parameter is set to `true` on exit and the function returns `true`. If the file is open but currently detached, `inChain` is set to `false` and the function returns `true`. If the file is open, the `refNum` to the file is returned.

## CHAPTER 2

### Preparing Your Code For Carbon

# Building Carbon Applications

---

## Contents

Platform-Specific Considerations	43
Object File Formats: CFM and Mach-O	43
Native Mac OS 9 vs. Mac OS X's Classic Environment	44
Implementation Issues	44
Carbon on Mac OS X	44
PreCarbon.o	45
Development Scenarios	47
Using CodeWarrior to Build a CFM Carbon Application	47
Using CodeWarrior to Build a Mach-O Carbon Application	48
Using Project Builder to Build a Mach-O Carbon Application	48
Building a CFM Carbon Application with CodeWarrior	48
Preparing Your Development Environment	48
Building Your Application	49
Running Your Application on Mac OS 9	50
Running Your Application on Mac OS X	50
Building a Mach-O Carbon Application with CodeWarrior	51
Preparing Your Development Environment	51
Building Your Application	51
Running Your Application on Mac OS X	51
Building a Mach-O Carbon Application with Project Builder	51
Debugging Your Application	52



This chapter describes how to use the tools and libraries provided with the Mac OS X Developer Preview CD to build Carbon applications for both Mac OS 9 and Mac OS X. You can also install the Carbon system extension, CarbonLib, to run Carbon applications on Mac OS versions 8.1 and later.

## Platform-Specific Considerations

---

This section discusses some key differences between Mac OS 9 and Mac OS X, and how they may affect your choice of development environments.

### Object File Formats: CFM and Mach-O

---

On Mac OS 9, Carbon applications use the CFM runtime architecture, in which code fragments are stored in PEF containers and managed by the Code Fragment Manager.

While Mac OS X supports the Code Fragment Manager and the CFM runtime architecture for Carbon applications, the preferred format for object files on Mac OS X is the Mach object file format, known as Mach-O.

For Carbon applications that run on Mac OS 9, you must use the CFM object file format. On Mac OS X, however, you may choose to create a Mach-O executable.

Besides being more familiar to Mac OS 9 developers, an advantage of CFM is that a single executable file will run on both Mac OS 9 and Mac OS X. CFM also provides support for existing plug-in architectures.

However, CFM-based applications on Mac OS X are restricted to accessing only Carbon APIs. If you need access to Quartz, Posix, or other APIs on Mac OS X, you must use the Mach-O format.

Another advantage of Mach-O for Carbon developers is that it is currently the best format for debugging your application on Mac OS X. Project Builder, Apple's integrated development environment for Mac OS X, supports symbolic debugging of Mach-O executables using the GDB debugger.

Metrowerks is preparing a two-machine debugger for Mac OS X that may provide another option for Carbon developers. Contact Metrowerks for more information.

## Native Mac OS 9 vs. Mac OS X's Classic Environment

---

If you plan to build, run, and debug Carbon applications for both Mac OS 9 and Mac OS X on a single system, the Mac OS X application `Classic.app` (formerly known as the “Blue Box”) provides a convenient environment for running your development system. You can easily switch between the two environments, and launch Carbon applications in either.

For performance reasons, however, you may prefer to develop on a native Mac OS 9 system (that is, a computer running Mac OS 9 instead of Mac OS X), as your development tools are likely to run somewhat slower in the Classic environment. In this case you'll need to reboot to run Mac OS X and test your Carbon application in that environment.

If you have two computers, you might want to run Mac OS 9 on one computer and Mac OS X on the other. You can connect the two computers using Ethernet, and transfer files between them using FTP.

## Implementation Issues

---

This section contains important information about the Mac OS X Developer Preview release. These issues will be resolved in upcoming releases.

### Carbon on Mac OS X

---

There is currently a disparity between the number of Carbon functions implemented on Mac OS 9 and Mac OS X. Because Mac OS X does not yet include support for all the Carbon functions provided in `CarbonLib` on Mac OS 9, Apple is providing a stub library, `LiteCarbonLib`, that exports only the entry points currently supported on Mac OS X. If you develop on Mac OS 9, you can link against `LiteCarbonLib` to ensure that your application doesn't call any functions that aren't yet supported on Mac OS X.

## PreCarbon.o

---

PreCarbon.o is a static library that contains implementations of the Carbon functions for accessing opaque toolbox data structures. See “Getting Started With PreCarbon.o” (page 25) for information on how you can use this library to assist in porting your code to Carbon.

### IMPORTANT

Apple does not support the use of PreCarbon.o as anything other than a porting tool. To build a Carbon application you must link against CarbonLib. ▲

Table 3-1 lists the Carbon functions implemented in PreCarbon.o.

**Table 3-1** Functions in PreCarbon.o

---

AEGetDescData	AEGetDescDataSize
CreateNewPort	DisableMenuItem
DisposePort	EnableMenuItem
GetControlBounds	GetControlColorTable
GetControlDataHandle	GetControlDefinition
GetControlHilite	GetControlOwner
GetControlPopupMenuHandle	GetControlPopupMenuD
GetDialogCancelItem	GetDialogDefaultItem
GetDialogFromWindow	GetDialogKeyboardFocusItem
GetDialogPort	GetDialogTextEditHandle
GetDialogWindow	GetGlobalMouse
GetListActive	GetListCellIndent
GetListCellSize	GetListClickLocation
GetListClickLoop	GetListClickTime
GetListDataBounds	GetListDataHandle
GetListDefinition	GetListFlags
GetListHorizontalScrollBar	GetListMouseLocation
GetListPort	GetListRefCon
GetListSelectionFlags	GetListUserHandle
GetListVerticalScrollBar	GetListViewBounds
GetListVisibleCells	GetMenuHeight
GetMenuD	GetMenuItem
GetMenuWidth	GetParamText
GetPixBounds	GetPixDepth

**Table 3-1** Functions in PreCarbon.o (continued)

---

GetPortBackColor	GetPortBackPixelFormat
GetPortBackPixelFormat	GetPortBounds
GetPortChExtra	GetPortClipRegion
GetPortFillPixelFormat	GetPortForeColor
GetPortFrachPenLocation	GetPortGrafProcs
GetPortHilitColor	GetPortOpColor
GetPortPenLocation	GetPortPenMode
GetPortPenPixelFormat	GetPortPenPixelFormat
GetPortPenSize	GetPortPenVisibility
GetPortPixelFormat	GetPortPrintingReference
GetPortSpExtra	GetPortTextFace
GetPortTextFont	GetPortTextMode
GetPortTextSize	GetPortVisibleRegion
GetQDGlobals	GetQDGlobalSArrow
GetQDGlobalSBlack	GetQDGlobalSDarkGray
GetQDGlobalSGray	GetQDGlobalSLightGray
GetQDGlobalSRandomSeed	GetQDGlobalSScreenBits
GetQDGlobalSThePort	GetQDGlobalSWhite
GetRegionBounds	GetTSMDialogDocumentID
GetTSMDialogPtr	GetTSMDialogTextEditHandle
GetWindowFromPort	GetWindowGoAwayFlag
GetWindowKind	GetWindowPort
GetWindowPortBounds	GetWindowSpareFlag
GetWindowStandardState	GetWindowUserState
InvalWindowRect	InvalWindowRgn
IsControlHilited	IsPortOffscreen
IsPortPictureBeingDefined	IsPortRegionBeingDefined
IsRegionRectangular	IsWindowHilited
IsWindowUpdatePending	IsWindowVisible
SetControlBounds	SetControlColorTable
SetControlDataHandle	SetControlOwner
SetControlPopupMenuHandle	SetControlPopupMenuID
SetListCellIndent	SetListCellLoop
SetListCellTime	SetListFlags
SetListLastCell	SetListPort
SetListRefCon	SetListSelectableOnFlags

**Table 3-1** Functions in PreCarbon.o (continued)

---

SetListUserHandle	SetListViewBounds
SetMenuHeight	SetMenuID
SetMenuTitle	SetMenuWidth
SetPortBackPixelFormat	SetPortBackPixelFormatRect
SetPortBounds	SetPortClipRegion
SetPortDialogPort	SetPortFrachPenLocation
SetPortGrafProc	SetPortOpColor
SetPortPenMode	SetPortPenPixelFormat
SetPortPenPixelFormatRect	SetPortPenSize
SetPortPrintingReference	SetPortVisibleRegion
SetPortWindowPort	SetQDGlobalArrow
SetQDGlobalRandomSeed	SetTSMDialogDocumentID
SetTSMDialogTextEditHandle	SetWindowKind
SetWindowStandardState	SetWindowUserState
ValidWindowRect	ValidWindowRgn

## Development Scenarios

---

There are a number of tools and processes you can use to build and debug Carbon applications. This section describes three scenarios that Apple recommends, and the advantages of each.

### Using CodeWarrior to Build a CFM Carbon Application

---

This is the most likely scenario if you're porting an existing Mac OS 9 application to Carbon, especially if you're already using CodeWarrior. You'll continue to use the Mac OS development tools and processes you're familiar with, and you'll create CFM applications that can run on both Mac OS 9 and Mac OS X. The only difference is that you'll include the `CarbonLib` stub library in your CodeWarrior project.

---

## Using CodeWarrior to Build a Mach-O Carbon Application

---

Metrowerks has developed a cross-compiler that you can use to build Mach-O applications with CodeWarrior on Mac OS 9. You may want to create a Mach-O version of your application in order to debug it on Mac OS X using Project Builder. However, if you have a second computer you may want to investigate whether Metrowerks' two-machine debugger better suits your needs, as it can debug CFM applications on both platforms. Contact Metrowerks for information about these products.

---

## Using Project Builder to Build a Mach-O Carbon Application

---

Project Builder is Apple's integrated development environment for Mac OS X. It offers a comprehensive feature set that includes source-level debugging. Project Builder is a good choice if your application will run only on Mac OS X, and you want to take advantage of features available only on that platform. However, you can't use Project Builder to build a CFM application, so if you want your program to run on both platforms you'll need to use CodeWarrior or other tools to create a CFM version for Mac OS 9.

Instructions for getting started with Project Builder are provided separately in "Using Project Builder to Build and Debug a Carbon Application" (MacOSXDevTools.pdf) on the Developer Preview CD.

---

# Building a CFM Carbon Application with CodeWarrior

---

If you plan to use Metrowerks CodeWarrior, we recommend CodeWarrior Pro version 4.0 or later.

You can run CodeWarrior on either a native Mac OS 9 system or in the Classic environment on Mac OS X. You must install CodeWarrior on a disk or partition that uses the HFS Plus volume format ("Mac OS Extended") if you plan to run CodeWarrior in the Classic environment.

---

## Preparing Your Development Environment

---

Before you start Carbon development with CodeWarrior, you'll need to install the tools and libraries provided with the Developer Preview CD.

## Building Carbon Applications

1. Copy the Carbon Support folder from the Developer Preview CD to the CodeWarrior Pro 4:Metrowerks CodeWarrior folder on your hard disk. The Carbon Support folder must reside in the same folder as the CodeWarrior IDE application.
2. Copy the Carbon project stationary folder from the Developer Preview CD to your Metrowerks CodeWarrior: (Project Stationery) folder.
3. If you are developing or testing on a Mac OS 8 system, you'll need to copy the appropriate Carbon system extension (CarbonLib or LiteCarbonLib) from the CodeWarrior Pro 4:Metrowerks CodeWarrior: Carbon Support: CarbonLib folder to your Extensions folder. You should keep only one Carbon extension in your Extensions folder at any time.
  - CarbonLib is the standard implementation of Carbon for Mac OS 8.1 or later.
  - DebuggingCarbonLib is a debugging version of CarbonLib.

CarbonLib is built into Mac OS 9. You do not need to install it on Mac OS 9 systems, including the Classic environment on Mac OS X.
4. To avoid the potential for data loss in the event that you need to reinstall Mac OS X, ensure that your CodeWarrior project files and source code reside on a separate hard disk.

## Building Your Application

---

To build a Carbon version of your application, you'll need to make the following changes to your CodeWarrior project.

1. Add the following statement to one of your source files before including any of the Carbon headers:

```
#define TARGET_API_MAC_CARBON 1
```

This conditional specifies that the included header files should allow only Carbon-compatible APIs and data structures. You can include the conditional in a prefix file if you wish.

### Note

Moving a project from CodeWarrior Pro 4.0 to earlier CodeWarrior versions will result in the loss of prefix file information in the C/C++ Language Preferences panel. Many of the code samples on the Developer Preview CD

make use of a prefix file (usually `CarbonPrefix.h`) to define `TARGET_API_MAC_CARBON`, so if you try to build a sample on an older CodeWarrior system, you may need to reinstate the prefix file information. ♦

2. Add the `CarbonLib` stub library to your project.
3. Ensure that your project is not linking to any libraries that are not Carbon compatible. For example, the MPW ANSI C library is not Carbon compatible.
4. Ensure that your CodeWarrior access paths and other target settings are correctly specified. The easiest way to do this is to create a new Carbon project using the project stationary provided on the SDK CD, and import your source code into the new project.

## Running Your Application on Mac OS 9

---

You can launch your application from the Finder on a Mac OS 9 system by double-clicking. To run Carbon applications on Mac OS 8 (version 8.1 or later), you must install the `CarbonLib` or `DebugCarbonLib` extension in the System Folder.

## Running Your Application on Mac OS X

---

As long as your application resides on an HFS Plus disk, you can launch it by double-clicking its icon. You cannot launch applications from a standard HFS format disk on Mac OS X.

You can also use the command-line tool “LaunchCFMApp” to launch CFM applications from a terminal window in Mac OS X. If the CFM application is in the current working directory, the command is:

```
/usr/Carbon/bin/LaunchCFMApp filename
```

If the application is in a different directory, you must specify the path.

## Building a Mach-O Carbon Application with CodeWarrior

---

Before building a Mach-O version of your application with CodeWarrior, you should follow the instructions in the previous section for building a CFM Carbon application. After you've successfully built and tested a CFM version of your application on Mac OS 9, you can use CodeWarrior to build a Mach-O version for debugging on Mac OS X.

### Preparing Your Development Environment

---

To build a Mach-O application with CodeWarrior, you'll need to install the Mach-O cross-compiler tools available from Metrowerks.

### Building Your Application

---

Refer to your Metrowerks CodeWarrior documentation for instructions on using the Mach-O cross-compiler.

### Running Your Application on Mac OS X

---

CodeWarrior creates an executable Mach-O binary that includes a resource fork. As long as this file resides on an HFS Plus disk, the resource fork remains intact and you can launch the application by double-clicking its icon.

## Building a Mach-O Carbon Application with Project Builder

---

Project Builder and its documentation are included on the Mac OS X Developer Preview CD. Instructions for building Carbon applications with Project Builder are provided in "Using Project Builder to Build and Debug a Carbon Application" (MacOSXDevTools.pdf).

## Debugging Your Application

---

You can debug Carbon applications on Mac OS 9 using the Metrowerks debugger. You can also use this debugger with two networked machines, one running Mac OS 9 and the other running Mac OS X. Contact Metrowerks for more information.

You can also debug Carbon applications on Mac OS X using GDB, which you can run from a terminal window or the Project Builder development environment. However, GDB provides only limited support for CFM applications at this time. The techniques for debugging Carbon applications with GDB are described in “Using Project Builder to Build and Debug a Carbon Application” (MacOSXDevTools.pdf) on the Developer Preview CD.