How to Display a Progress Bar

```c
/* How to Display a Progress Bar */
/* This is a simple example of how to display a status bar progress bar */

// Assumes inclusion of <MacHeaders>

main()
{
    DialogPtr     barDlogPtr;
    short         itemType;
    Handle iHndl;
    Rect          box;
    short         i,
                  old_right;
    float         limit;
    long          counter;

    InitGraf(&thePort);
    InitFonts();
    InitWindows();
    InitMenus();
    TEInit();
    InitDialogs(nil);
    InitCursor();

    MaxApplZone();

    barDlogPtr = GetNewDialog(128, nil, (WindowPtr)-1L);
    SetPort(barDlogPtr);
    GetDItem(barDlogPtr,1,&itemType,&iHndl,&box);
    FrameRect(&box);
    old_right = box.right;
    limit = (box.right - box.left)/36.0;/* use a float to get good*/
    while(1)                                   /* accuracy*/
    {
            for(i = 1; i<=36 ;i++)
            {
                    box.right = box.left + i*limit;
                    FillRect(&box,gray);
                    Delay(10L,&counter);        /* you won't need this! */
                    if(Button())
                    {
                            DisposDialog(barDlogPtr);
                            return;
                    }
            }
            box.right = old_right;              /* since there is round off error*/
            FillRect(&box,gray);                /* when we get close, */
            Delay(20,&counter);                 /* wait a 1/3 of a second*/
            FillRect(&box,white);               /* and get back to the original*/
            FrameRect(&box);
            }
}

/* Rez file for the DLOG and DITL resources used by the progress dialog */
```

```
#include "Types.r"

resource 'DITL' (128) {
    {       /* array DITLarray: 1 elements */
            /* [1] */
            {68, 8, 96, 340},
            UserItem {
                    enabled
            }
    }
};

resource 'DLOG' (128) {
    {46, 81, 296, 431},
    dBoxProc,
    visible,
    noGoAway,
    0x0,
    128,
    ""
};
```