

A User Item in a Dialog

```
// A user item in a dialog
// An example of placing a user item in a modal dialog
// Make sure that the user item in the dialog is enabled.

// Assumes inclusion of <MacHeaders>
#include <stdlib.h>
void ToolBoxInit (void);
void DialogInit (void);
pascal void myItem (WindowPtr theWindow, short itemNo);
void MainLoop (void);

Rect gButtonRect;
Boolean gDone;
DialogPtr gTheDialog;

main ()
{

    ToolBoxInit ();
    DialogInit ();
    MainLoop ();

}

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

}

pascal void myItem (WindowPtr theWindow, short itemNo)
{
    Point beginPoint;
    Str255 buttonStr = "\pOh!";
    FontInfo flInfo;

    PenSize (1,1);
    FrameRoundRect (&gButtonRect, 16, 16);
    beginPoint.h = gButtonRect.left + (gButtonRect.right - gButtonRect.left)/2
                  - StringWidth(buttonStr)/2;
    GetFontInfo (&flInfo);
    beginPoint.v = gButtonRect.top + (gButtonRect.bottom - gButtonRect.top)/2
                  + (flInfo.ascent)/2;
    MoveTo (beginPoint.h, beginPoint.v);
    DrawString ("\pOh!");
    PenSize (3,3);
    InsetRect (&gButtonRect, -4, -4);
    FrameRoundRect (&gButtonRect, 16, 16);
}
```

```

}

void DialogInit ()
{
    short          itemType;
    Rect           itemRect;
    Handle itemHandle;

    gTheDialog = GetNewDialog ( 128, nil, (WindowPtr) - 1 );
    if (gTheDialog) {
        GetDItem ( gTheDialog, 1, &itemType, &itemHandle, &itemRect );
        gButtonRect = itemRect;
        SetDItem (gTheDialog, 1, itemType, (Handle) myItem, &itemRect);
    }
    else
        exit (1);
}

void MainLoop ()
{
    EventRecord  theEvent;
    short        itemHit;

    gDone = FALSE;
    ShowWindow (gTheDialog);
    while (gDone == FALSE )
    {
        ModalDialog(nil, &itemHit );
        switch (itemHit) {
            case 1:
                gDone = TRUE;
                break;
        }
    }
}

/* A Rez description file for the 'DLOG' and 'DITL' resources used by the User Item
 * example above
 */
#include "Types.r"

resource 'DLOG' (128) {
    {40, 40, 240, 280},
    dBoxProc,
    invisible,
    noGoAway,
    0x0,
    128,
    ""
};

resource 'DITL' (128) {
    {      /* array DITLarray: 1 elements */

```

```
        /* [1] */
        {80, 79, 120, 161},
        UserItem {
            enabled
        }
    }
};
```