README file for the mac-think-c subdirectory
Last modified on Thu Oct 20 00:01:21 1994 by eroberts

This directory contains an implementation of the cslib library designed for use with the THINK C and Symantec C++ compilers for the Macintosh. The development and testing of the package has been performed with version 5.0 and 6.0 of the THINK C compiler and version 7.0 of the Symantec C++ compiler. The library packages may work with other versions of these compiler, but it is impossible to test the package with every version of existing compilers.

TO INSTALL THE MACINTOSH VERSION OF THE LIBRARIES ON YOUR MACHINE:

1. Connect your FTP application to the mac-think-c directory on the aw.com server.

2. If your version of FTP allows you to do so, set the transfer type to BinHex4 and retrieve the file cslib.hqx. This file is a compressed archive of the library package produced using a combination of two utilities for the Macintosh: CompactPro and BinHex4. If your FTP application does not support BinHex4 retrieval directly, retrieve the cslib.hqx archive in text mode and run it through the public-domain BinHex4 conversion utility, which you will have to obtain for your Macintosh. At this point, you should have an application file on your Macintosh called cslib.sea, which is the output of the BinHex4 conversion.

3. Run the cslib.sea application by double-clicking its icon.

4. When the file dialog for the CompactPro utility appears, select the folder that contains the THINK C or Symantec C++ application. Note that this is not usually the top-level folder for the compiler package but is instead one folder level down in a folder labeled something like "THINK C 5.0 Folder".

5. Click the Extract button to unpack the archive.

6. For each of the project files in the CS Libraries folder created in the previous step, use the compiler to build a new library file and save it in that folder.

Note that the Macintosh system creates three different libraries -- cslib.lib, graphics.lib, and random.lib -- rather than a single file containing all of the libraries. On the Macintosh, each library is restricted to a single 32K segment, and the libraries are therefore divided into pieces to ensure that this restriction is met.

USING CSLIB ON THE MACINTOSH

To build a Macintosh program using the cslib libraries, you need to include the libraries it uses as part of the project. You must also ensure that the project uses the same compiler options that were used to produce the libraries. For example, if the libraries were compiled using 2-byte integers, the application project must also use 2-byte integers. The compiler does not check whether the option settings are consistent; if they are not, it simply produces programs that will not run correctly.

NOTES AND DISCLAIMERS

The cslib libraries are in the public domain and may be freely copied
and distributed, although they remain under development. No warranties
are made concerning their correctness or stability, and no user support
is guaranteed. Bug reports and suggestions, however, are appreciated
and may be sent to

Eric Roberts <ericr@aw.com>