

Device Chooser communication with device package

#include <Devices.h>

Device Manager

| | | |
|------------------|--|---|
| <u>OSErr</u> | Device (<i>message, caller, objName, zoneName, p1, p2</i>); | |
| <u>short</u> | <i>message</i> ; | value identifying operation to be performed. |
| <u>short</u> | <i>caller</i> ; | value of 1 identifies caller as the Chooser |
| <u>StringPtr</u> | <i>objName</i> ; | address of device name Up to 32 characters with the name of the device |
| <u>StringPtr</u> | <i>zoneName</i> ; | address of AppleTalk zone Up to 32 characters identifying an AppleTalk zone |
| <u>long</u> | <i>p1</i> ; | handle to a List Manager list of choices for device |
| <u>long</u> | <i>p2</i> ; | address of either the list or the AppleTalk device |
| returns | | <u>Error Code</u> ; 0=no error |

The Chooser communicates with device packages as if they were like this function. If you are writing a device package it should have this form. This is not a toolbox routine that you can call.

message is the identity of the operation to be performed. It will be one of:

12=newSelMsg=new user selection;
 13=fillListMsg=fill list with choices;
 14=getSelMsg=mark single or multiple choices as selected;
 15=selectMsg=a choice was made;
 16=deselectMsg=cancel a choice;
 17=terminateMsg=end choice process;
 19=buttonMsg=a button was selected.

caller identifies: Chooser = 1; values 0 to 127 = reserved;
 values 128 and above = application.

objName identifies the device.

zoneName identifies the AppleTalk zone where the device is located.

p1 is a handle to the device list, which is filled by the device package in response to the fillListMsg.

p2 is either the row number of the list selected by fillListMsg or the address block value of the address of an AppleTalk device.

Returns: an operating system Error Code.

noErr (0) No error

Notes: Chooser messages listed above have additional features:

The **newSelMsg** is sent only to device packages that permit multiple selections, and only when the user changes the selection. When newSelMsg is in **Device's** message parameter, neither the objName nor the p2 parameters are used.

The **fillLstMsg** is sent to tell the device package to fill a **List Manager** list with choices for a device and the p1 parameter is the handle to the list. When fillLstMsg is in **Device's** message parameter neither the objName nor the p2 parameters are used.

The **getSelMsg** is sent to tell the device package to use a call to LSetSelect to indicate that one or more choices in the current list have been selected. When getSelMsg is in **Device's** message parameter neither the objName nor

the p2 parameters are used.

The **selectMsg** value in the message parameter is sent whenever a particular choice is selected, but it is only sent to devices that permit only single selections. The device cannot call the **List Manager**. If the device accepts fillList messages, the objName parameter is not used but the p2 parameter gives the row number of the list that was selected. If the device doesn't accept fillList messages, the objName parameter points to a 32-character string (maximum) that names the device and the p2 parameter holds the AddrBlock value for a selected AppleTalk device's address.

The **deSelectMsg** value in the message parameter is sent to deselect a message and is the opposite of the SelectMsg. All conditions for the other parameters are the same as for SelectMsg.

The **terminateMsg** value in the message parameter is sent when the user picks a different icon, closes the Chooser window or shifts to another AppleTalk zone. It also facilitates any cleanup tasks by the device package that may be required. When terminateMsg is in the **Device's** message parameter neither the objName nor the p2 parameters are used.

The **buttonMsg** value in the message parameter is sent when a Chooser display button is pushed. In the p2 parameter, a value of 1 in the low-order byte means that the left button was pushed while a value of 2 means that the right button was chosen. The objName parameter is not used.

Device is not a routine that you can call. It specifies the way that device packages should expect to be called. See **About the Device Manager** for more information on the way that the Chooser communicates with device packages.