

**ForEachIconDo**

Perform action for specified members of an icon family

#include &lt;Icons.h&gt;

**Finder Interface**

<u>OSErr</u>	<b>ForEachIconDo</b> ( <i>theSuite</i> , <i>theSelector</i> , <i>actionProc</i> , <i>yourData</i> );
<u>Handle</u>	<i>theSuite</i> ; <u>icon family</u>
<u>long</u>	<i>theSelector</i> ;      specifies family members to operate on
<u>ProcPtr</u>	<i>actionProc</i> ;      procedure to be called for specified icons
<u>void</u>	<i>*yourData</i> ;      user data
	<b>returns</b> <u>Error Code</u> ; 0 = no error

**ForEachIconDo** will call *actionProc* for each icon in the family specified by *theSelector* and *theSuite*. *theSelector* is a bit level flag that specifies which members to operate on; they can be added together to create composite selectors that work on several different family members. See the Notes section below for the possible selector values.

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Notes: **ForEachIconDo** takes a selector value that specifies which icons in the family to operate on. The values for *theSelector* are as follows:

<u>svLarge1Bit</u>	<u>svMini8Bit</u>
<u>svLarge4Bit</u>	<u>svAllLargeData</u>
<u>svLarge8Bit</u>	<u>svAllSmallData</u>
<u>svSmall1Bit</u>	<u>svAllMiniData</u>
<u>svSmall4Bit</u>	<u>svAll1BitData</u>
<u>svSmall8Bit</u>	<u>svAll4BitData</u>
<u>svMini1Bit</u>	<u>svAll8BitData</u>
<u>svMini4Bit</u>	<u>svAllAvailableData</u>

The *actionProc* procedure should have the following form:

```
pascal OSErr ActionProc (Handle *theIconData, ResType the Type,
    void *yourDataPtr);
```

This routine is not currently documented in MPW header files (hence, it is not in any THINK C or THINK Pascal header file either). The information given above comes from Macintosh Technical Note #306. This tech. note also gives the inline glue for the call as follows:

```
pascal OSErr ForEachIconDo (Handle theSuite, long selector,
    ProcPtr action, void *yourDataPtr)
    = {0x303C, 0x080A, 0xABC9};
```