

InitDialogs

Initialize before using Dialog Manager functions

#include <Dialogs.h>

Dialog Manager

```
void      InitDialogs(resumeProc );  
ProcPtr  resumeProc ;    address of error "resume" routine; NIL=none
```

InitDialogs initializes the Dialog Manager and optionally installs a routine to get control after a fatal system error. It should be called once, after calling **InitGraf**, **InitFonts**, **InitWindows**, **InitMenus**, **TEInit** (in that order), and before using any other Dialog Manager functions.

resumeProc is the address of a caller-supplied routine. In the event of a fatal system error, the system error alert is displayed and if the user then selects the **Resume** button, *resumeProc* will get control. If you use *resumeProc* =NIL, no routine is installed and the **Resume** button will be dimmed.

Returns: none

Notes: **InitDialogs** installs the standard sound procedure (see **ErrorSound**) and sets all text-replacement parameters to empty strings (see **ParamText**). It also stores the value of *resumeProc* into the low-memory variable ResumeProc.

During application development, you may wish to create a "resume" procedure that jumps to some sort of diagnostic code, in an attempt to locate where the error occurred.

The code at *resumeProc* expects no parameters. When it gets control, the stack has been discarded (reset to the value of the global variable CurStackBase) and A5 has been set to its position before the error occurred. You can test your custom code by calling **SysError** and clicking the **Resume** button when the alert appears.

See **SysError**, **System Error Codes**, and IM pg II-356-363 for related information.