

6. Minimum Code

All FaceWare modules are shipped with "example" or "demo" programs that illustrate use of the modules. These programs have a one- or two- letter prefix that designates the associated module: "vDemoXY" illustrates use of ViewIt, "drDemoXY" of DrawIt, "anDemoXY" of AnimIt, etc. ("XY" is a compiler designation defined in the "About Compilers" program). Most such demo programs are quite small (2-4 pages) due to their use of Facelt & ViewIt to automatically handle most menu and window events, and therefore make a good starting point for new projects.

Before you explore the vDemoXY (ViewIt) and fDemoXY (Facelt) demo programs, it is helpful to examine a program that represents the minimum amount of code necessary to open a ViewIt window in a Facelt-based program. This code is presented below for the 3 major languages supported:

- Pascal

```
uses FaceStorLP, FaceProcLP;      C1
begin
fRec.uName := 'Minimum.Rsrc';    C2
Facelt(nil,DoInIt,0,0,0,0);      C3
Facelt(nil,NewWnd,1000,1,0,0);
repeat
  Facelt(nil,DoLoop,0,0,0,0);    C4
  if (fRec.uMenuID = 1000) then
    ...
until false;
end.
```
- C

```
#include "FaceStorLC.h"          /*C1*/
main()

strcpy(fRec.uName,"Minimum.Rsrc"); /*C2*/
Facelt(0L,DoInIt,0L,0L,0L,0L);    /*C3*/
Facelt(0L,NewWnd,1000L,1L,0L,0L);
for (;;)

  Facelt(0L,DoLoop,0L,0L,0L,0L);  /*C4*/
  if (fRec.uMenuID == 1000)
    ...
```
- Fortran

```
include FaceStorLF.inc           !C1
record /FaceRec/ fRec
common/FaceStuff/fRec
fRec.uName = 'Minimum.Rsrc'      !C2
Facelt(0,DoInIt,0,0,0,0)         !C3
Facelt(0,NewWnd,1000,1,0,0)
do while (.true.)
  Facelt(0,DoLoop,0,0,0,0)       !C4
  if (fRec.uMenuID = 1000) then
    ...
end do
end
```

The "C#" comments refer to later help topics that describe what the associated code is doing:

C1 = see Include Files topic

C2 = see Resource Files topic

C3 = see Initializations topic

C4 = see Event Handling topic

Please take the time to read these topics so that you have a good idea why Facelt-based programs are built around these four elements.