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Subject: Re: Fatal Upp Core memory management (heap/malloc) interventions in AppKit/Cocoa?

Posted by [fudadmin](#) on Sun, 16 Jan 2011 23:53:54 GMT

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thanks for quick response!

mirek wrote on Sun, 16 January 2011 22:33

What is 'HIObject' ? C++ class?

C++ (more likely) or just C (OO?) ? But.. from wikipedia:

building GUIs. This is available in Mac OS X v10.2 or later, and gives Carbon programmers some of the tools that Cocoa developers have long been familiar with. Starting with Mac OS X v10.2, HIObject is the base class for all GUI elements in Carbon. HView is supported by Interface Builder, part of Apple's developer tools. Traditionally GUI architectures of this sort have been left to third-party application frameworks to provide. Starting with Mac OS X v10.4, HIObjects are NSObjects and inherit the ability to be serialized into data streams for transport or saving to disk.

screen. HITheme was introduced in Mac OS X v10.3, and Appearance Manager is a compatibility layer on top of HITheme since that version.

Mac OS X v10.2, all controls are HViews. In Mac OS X v10.4, the Control Manager was renamed HView Manager.

Since Mac OS X v10.2, windows have a root HView.

v10.2, menus are HIObjects. Since Mac OS X v10.3, menu content may be drawn using HViews, and all standard menus use HViews to draw.

My strong suspicion is that HiObject and HIToolbox etc is a bridge for Cocoa to communicate with old but still in use Carbon (edit: or whatever is below Cocoa) functions.