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PLEASE NOTE: This document includes two distinct (but related) manual processes for updating SDKs

1. Manual process for updating the QuickDraw headers
2. Manual process for updating the Print Manager headers.

Only needed for OS X 10.10+

See the FixSDK app for automated header updating.

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Manual Process for updating the QuickDraw headers

Obstacle: FB requires QuickDraw headers to build standard applications(even if those applications don't use Quickdraw - special builds with -DDECARBONATE -m64 notwithstanding). Like all headers, Quickdraw headers are located in the OS X 10.6 SDK (System Development Kit). Apple, in its voyage to remove deprecated technologies, removed the QuickDraw headers in OS X 10.7 and they haven't been reinstated as of the 10.10 SDK (and probably won't ever be). Previously, the FBtoC team limited FB's Build Settings SDK selection to 10.6 and lower due to the Apple header changes and FB's current dependence on QuickDraw. Now there are options to update post 10.6 SDKs with the missing headers.

Problem: FB programmers currently must write their own declarations for any new API calls in OS X 10.7+. If they could select the OS X 10.9 (or 10.8, 10.7 etc.) SDK during the Build process, the access would be virtually automatic.

Solution: Copy the QuickDraw headers from the 10.6 SDK to the 10.9 SDK combined with FBtoC code updates.

N.B. : This document describes an update to the 10.9 SDK.

SOLUTION STEPS for QuickDraw headers

The process involves two steps:

(1) Update FB5 to support selection of 10.7, 10.8, 10.9 in the 'Min OS deployment' and 'Base SDK' popups. FB 5.7.7 provides this support.

(2) COPY QD.framework Headers from the 10.6 SDK and paste into the 10.9 SDK along with "ColorSyncDeprecated.h".

(2) COPY headers from the 10.6 SDK paste into the 10.9 SDK and one special file

These instructions assume that you're using Xcode as the source of your 10.6 SDK for FB and that you have previously put it in the Xcode bundle at: Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs. If that isn't true or doesn't make sense, please ask for help.

2a) Go to your Xcode app, do a right click on the icon, and select "Show Package Contents". Follow this path to get to the QD Headers for 10.6 SDK:

```
Contents/Developer/Platforms/MacOSX.platform/Developer/  
SDKs/MacOSX10.6.sdk/System/Library/Frameworks/  
ApplicationServices.framework/Versions/A/Frameworks/  
QD.framework/Versions/A/Headers
```

Make a copy of that last folder.

2b) Follow a similar path to get to the QD Headers for 10.9 SDK:

```
Contents/Developer/Platforms/MacOSX.platform/Developer/  
SDKs/MacOSX10.9.sdk/System/Library/Frameworks/  
ApplicationServices.framework/Versions/A/Frameworks/  
QD.framework/Versions/A/Headers
```

When you get there, change the name of the Headers folder that is already in there to "Headers_orig", and then paste in the 10.6 "Headers" folder which you previously copied.

2c) One more file named "ColorSyncDeprecated.h" should be

in the 10.9 "Headers_orig" that you just renamed. Make a copy of that file and then paste it into the ColorSync.framework which is at path:

```
Contents/Developer/Platforms/MacOSX.platform/Developer/
SDKs/MacOSX10.9.sdk/System/Library/Frameworks/
ApplicationServices.framework/Versions/A/Frameworks/
ColorSync.framework/Versions/A/Headers
```

Paste "ColorSyncDeprecated.h" into that last "Headers" folder of the ColorSync framework (one QD file expects it find it there). Also paste a copy of this file into the new 10.9 QD.framework Headers folder which you just created so that it will match the original.

Note: "ColorSyncDeprecated.h" only needs to be copied for the 10.9 SDK and not the 10.7 and 10.8 SDKs
End of Quickdraw headers update process

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Manual Process for updating the OS X 10.10 Print Manager headers

Instructions courtesy Steve Van Voorst.

Problem:

When trying to run FB 5.7.9+ in Yosemite using SDK10.10, error messages due to deprecated PMSessionxxxxxxx Toolbox calls may occur. The following procedures will correct the problem.

Overview:

We are going to copy a total of five files from SDK10.6 and paste them into SDK10.10. Unfortunately these files are in two different locations.

Three files will be copied from ApplicationServices.framework...PrintCore.framework: PMCoreDeprecated.h, PMDefinitionsDeprecated.h, and PrintCore.h (the file which calls them)

and two files will be taken from
Carbon.framework...Print.framework:
PMApplicationDeprecated.h and Print.h (the file which calls
it). Detailed procedures for each case follow.

Procedure 1:

First you will have to locate SDK10.6. Perhaps you have it
in a separate folder or perhaps it is buried in an old
Xcode bundle. In the former case, the first part will be
relatively easy and in the latter case, more difficult. If
SDK10.6 is buried in an Xcode bundle, then right click
(ctrl-click for one button mouse) on the app's icon and
select 'Show Package Contents'. You should see a folder
named 'Contents'. Drill down to the designated Headers
folder using this path:

```
Applications/Xcode.app/Contents/Developer/Platforms/  
MacOSX.platform/Developer/SDKs/MacOSX10.6.sdk/System/  
Library/Frameworks/ApplicationServices.framework/Versions/  
A/Frameworks/PrintCore.framework/Versions/A/Headers. In  
that last folder you should find the following two files:  
PMCoreDeprecated.h, PMDefinitionsDeprecated.h, and the file  
which calls both of them, PrintCore.h. Copy all three  
files.
```

Now follow a similar path in SDK10.10. In this case, you
will have to drill down in the Xcode bundle, usually
located in Yosemite's Applications folder:

```
Applications/Xcode.app/Contents/Developer/Platforms/  
MacOSX.platform/Developer/SDKs/MacOSX10.10.sdk/System/  
Library/Frameworks/ApplicationServices.framework/Versions/  
A/Frameworks/PrintCore.framework/Versions/A/Headers. When  
you have reached the final folder, rename the existing  
PrintCore.h file to 'PrintCore_orig.h' and paste in the  
three files that you previously copied.
```

Procedure 2:

Return to SDK10.6 like you did before. This time, follow a

different path:

Applications/Xcode.app/Contents/Developer/Platforms/
MacOSX.platform/Developer/SDKs/MacOSX10.6.sdk/System/
Library/Frameworks/Carbon.framework/Versions/A/Frameworks/
Print.framework/Versions/A/Headers. In the last folder you
should find the file: PMAApplicationDeprecated.h and the
file which calls it, Print.h. Copy both files.

Next, migrate to the analogous Headers folder in SDK10.10:

Applications/Xcode.app/Contents/Developer/Platforms/
MacOSX.platform/Developer/SDKs/MacOSX10.10.sdk/System/
Library/Frameworks/Carbon.framework/Versions/A/Frameworks/
Print.framework/Versions/A/Headers. Rename the Print.h
file already located there to 'Print_orig.h', then paste in
the two files previously copied.

The combination of these two procedures should stop the
error messages. If they persist, try trashing the
'build_temp' file previously created by FB.