INTRODUCTION

This volume contains complete documentation for Turbo Vision, a whole new way of looking at application development. We describe not only *what* Turbo Vision can do and *how*, but also *why*. If you take the time to understand the underlying principles of Turbo Vision, you will find it a rewarding, time-saving, and productive tool: You can build sophisticated, consistent interactive applications in less time than you thought possible.

Why Turbo Vision?

After creating a number of programs with windows, dialogs, menus, and mouse support at Borland, we decided to package all that functionality into a reusable set of tools. Object-oriented programming gave us the vehicle, and Turbo Vision is the result.

Does it work? You bet! We used Turbo Vision to write the new integrated development environment for Turbo Pascal in a fraction of the time it would have taken to write it from scratch. Now you can use these same tools to write your own applications.

With Turbo Vision and object-oriented programming, you don't have to reinvent the wheel—you can inherit ours!

If you write character-based applications that need a high-performance, flexible, and consistent interactive user interface, Turbo Vision is for you.

What is Turbo Vision?

Turbo Vision is an object-oriented application framework for windowing programs. We created Turbo Vision to save you from

endlessly recreating the basic platform on which you build your application programs.

Turbo Vision is a complete object-oriented library, including:

- Multiple, resizeable, overlapping windows
- Pull-down menus
- Mouse support
- Dialog boxes
- Built-in color installation
- Buttons, scroll bars, input boxes, check boxes and radio buttons
- Standard handling of keystrokes and mouse clicks
- And more!

Using Turbo Vision, all your applications can have this state-of-the-art look and feel, with very little effort on your part.

What you need to know

You need to be pretty comfortable with object-oriented programming in order to use Turbo Vision. Applications written in Turbo Vision make extensive use of object-oriented techniques, including inheritance and polymorphism. These topics are covered in Chapter 4, "Object-oriented programming," in the *User's Guide*.

In addition to object-oriented techniques, you also need to be familiar with the use of pointers and dynamic variables, because nearly all of Turbo Vision's object instances are dynamically allocated on the heap. You may want to review the extended syntax of the *New* function, which allows the inclusion of a constructor as a parameter. Most instances of Turbo Vision objects are created that way.

What's in this book?

Because Turbo Vision is new, and because it uses some techniques that might be unfamiliar to many programmers, we have included a lot of explanatory material and a complete reference section.

This manual is divided into three parts:

- Part 1 introduces you to the basic principles behind Turbo Vision and provides a tutorial that walks you through the process of writing Turbo Vision applications.
- Part 2 gives greater detail on all the essential elements of Turbo Vision, including explanations of the members of the Turbo Vision object hierarchy and suggestions for how to write better applications.
- Part 3 is a complete reference lookup for all the objects and other elements included in the Turbo Vision units.