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Review of: ''Information technology -- Computer Graphics -- Programmers Hierarchical Interactive Graphics (PHIGS) -- language bindings -- Part 4: C -- Amendment 2: To incoporate PHIGS amendments''

Please respond to me via E-mail if you have any further questions.

Thank you for asking us to review your document. The following are suggestions from various technical experts in ANST X3J11.

Page 46. Several "#define"s define sequences that would cause syntax errors if used in an expression. For example:

#define PE_LINETYPE_NOT_DEFINABLE (122??)

Is this an error or does "??" signify something?

Pages 92-93. The function prototypes:

pinq_linetype_def_fac
pinq_marker_type_def_fac

have mismatched comment delimiters:

void pinq_linetype_def_fac(
Pint num_elems_appl_list;

/* num elements in
 application list
/*

*/

Pint beg_ln_type_to_return;

and occasionally use ";" (incorrect) rather than "," (correct) to separate the parameters of a function.

Page 120. The function:

pinq_composite_facs

takes 24 arguments (this is *not* an error). For your information, Standard C specifies a limit of 31 arguments. In other words, you have room for seven more parameters if you are considering extending this function.

Page 138. The identifier

Ptextr_perspect_corrperspect_corr

exceeds 31 characters. Only the first 31 may be significant

on some C compilers. The current definition is unique in the first 31 characters, so this shouldn't be a problem.

Page 150-154. Several "#define"s do not include whitespace between the identifier and its replacement. The result is that the preprocessor believes a function-like macro is being defined rather than the intended object-like macro. This will produce an error when compiling this header.

Incorrect:
#define PD_TEXTR_COMPOS_IND_NOT_AVAIL(610)

Correct:
#define PD_TEXTR_COMPOS_IND_NOT_AVAIL (610)

For your information, several identifiers exceed 31 characters. Only the first 31 may be significant on some C compilers. The current definitions are unique in the first 31 characters, so this shouldn't be a problem.

Page 156. The identifiers

PVWACT_TRANSLATE_ALONG_U_VRC_AXIS_CLIP PVWACT_TRANSLATE_ALONG_U_VRC_AXIS_NOCLIP PVWACT_TRANSLATE_ALONG_V_VRC_AXIS_CLIP PVWACT_TRANSLATE_ALONG_V_VRC_AXIS_NOCLIP

are not unique in the first 31 characters. This will not work on some compilers. These identifiers should be renamed to have unique names in the first 31 characters.