

# Contents

<b>Introduction</b>	<b>xxiii</b>
---------------------	--------------

---

<b>Chapter 1: The Palm OS Success Story</b>	<b>1</b>
---	----------

---

<b>The Palm OS Success Story</b>	<b>1</b>
<b>Comparing Desktop and Handheld Application Design</b>	<b>2</b>
Diversity of Handheld Form Factors	3
Expectation of Performance	3
Limited Input Methods	3
Small Screen Size	4
Processing Power	5
Battery Life	5
Limited Memory	5
RAM as Permanent Data Storage	5
<b>Designing Applications for Smartphones and Other Wireless Devices</b>	<b>6</b>
Many Connection Types	6
Connection Speed	7
Mobile-User Expectations	7
Connection Reliability	7
<b>Connecting to the Desktop</b>	<b>8</b>
<b>Comparing Palm OS Handheld Devices</b>	<b>9</b>
<b>Looking to the Future</b>	<b>10</b>
<b>Summary</b>	<b>10</b>

<b>Chapter 2: Understanding the Palm OS</b>	<b>11</b>
---	-----------

---

<b>Understanding a Palm OS Handheld's Power Usage</b>	<b>11</b>
<b>Running Under Different Processors</b>	<b>12</b>
<b>Using Programming Proteins</b>	<b>13</b>
<b>Running a Palm OS Application</b>	<b>14</b>
Understanding the Palm OS Garnet Kernel	14
Understanding the Palm OS Cobalt Kernel	15
Responding to Launch Codes	16
Handling Events	16

# Contents

---

<b>Using Resources</b>	<b>17</b>
<b>Designing an Application's User Interface</b>	<b>17</b>
Forms	18
Alerts	18
Menus	19
Tables	20
Lists	21
Pop-up Triggers	21
Buttons	22
Repeating Buttons	22
Selector Triggers	23
Push Buttons	23
Check Boxes	23
Sliders	24
Labels	24
Form Bitmaps	25
Fields	25
Graffiti Shift Indicator	26
Scroll Bars	26
Gadgets	27
<b>Following Palm OS User Interface Guidelines</b>	<b>28</b>
Making Fast Applications	29
Highlighting Frequently Used Features	30
Designing for Ease of Use	31
Maintaining Palm OS Style	32
<b>Communicating with Other Devices</b>	<b>37</b>
Serial	37
TCP/IP	37
Bluetooth	38
Telephony	38
IrDA	38
Data Exchange	39
<b>Comparing Palm OS Versions</b>	<b>39</b>
Changes in Version 2.0	40
Changes in Version 3.0	40
Changes in Version 3.1	40
Changes in Version 3.2	41
Changes in Version 3.3	41
Changes in Version 3.5	41
Changes in Version 4.0	42
Changes in Version 5.0	42

---

Changes in Palm OS Garnet	42
Changes in Palm OS Cobalt	42
<b>Summary</b>	<b>43</b>
<b>Chapter 3: Introducing the Development Tools</b>	<b>45</b>
<hr/>	
<b>Using CodeWarrior for Palm OS</b>	<b>46</b>
Familiarizing Yourself with the IDE	47
Changing Target Settings	58
Compiling and Linking in CodeWarrior	61
<b>Using the Palm OS Development Suite (PODS)</b>	<b>62</b>
Familiarizing Yourself with the Eclipse Workbench	63
Changing Project Settings	73
Compiling and Linking in the Eclipse Workbench	74
<b>Summary</b>	<b>75</b>
<b>Chapter 4: Writing Your First Palm OS Application</b>	<b>77</b>
<hr/>	
<b>Creating Hello World 1</b>	<b>78</b>
Including Header Files	78
Entering the Application	79
Starting the Application	81
Closing the Application	82
Handling Events	82
Setting Up Forms	85
Responding to Form Events	87
<b>Creating Hello World 2</b>	<b>89</b>
Defining Resource Constants	90
Responding to Form Events	91
Handling Menu Events	93
Displaying Alerts and Using the Text Field	95
<b>Putting It All Together</b>	<b>97</b>
<b>Understanding Changes in Palm OS Header Files</b>	<b>111</b>
<b>Summary</b>	<b>114</b>
<b>Chapter 5: Debugging Your Program</b>	<b>115</b>
<hr/>	
<b>Using Palm OS Emulator (POSE)</b>	<b>115</b>
Controlling POSE	118
Running POSE for the First Time	120
Installing a ROM Image	121
Installing Applications	122
Saving and Restoring Configurations	123

# Contents

---

Adjusting Emulator Settings	123
Handling Gremlins	126
Emulating a HotSync Operation	130
Emulating Expansion Cards	132
Capturing Screenshots	133
Handling Errors in the Emulator	133
<b>Using Palm OS Simulator</b>	<b>134</b>
Starting the Simulator	134
Loading a ROM Image	135
Installing Applications and Data	136
Running Gremlins	136
Viewing Databases, Memory, and Events	137
Saving and Loading a Storage Snapshot	139
<b>Debugging at the Source Level</b>	<b>140</b>
Debugging with CodeWarrior	140
Debugging with PODS	143
<b>Resetting a Palm OS Handheld</b>	<b>145</b>
<b>Using Developer Graffiti Shortcuts</b>	<b>146</b>
<b>Using the Palm OS Error Manager</b>	<b>147</b>
<b>Summary</b>	<b>148</b>
<b>Chapter 6: Creating and Understanding Resources</b>	<b>151</b>
<b>Following Palm OS User Interface Guidelines</b>	<b>151</b>
<b>Creating Resources with Constructor</b>	<b>152</b>
Exploring the Project Window	153
<b>Creating Resources with the Palm OS Resource Editor</b>	<b>163</b>
Creating and Editing Application Resources	165
<b>Summary</b>	<b>168</b>
<b>Chapter 7: Building Forms and Menus</b>	<b>169</b>
<b>Building Forms with Constructor</b>	<b>169</b>
<b>Building Menus with Constructor</b>	<b>172</b>
Sharing Menus Between Menu Bars	175
<b>Building Forms with Palm OS Resource Editor</b>	<b>176</b>
<b>Building Menus with Palm OS Resource Editor</b>	<b>178</b>
<b>Understanding Form Object Properties</b>	<b>179</b>
Common Form Object Properties	179
Individual Form and Form Object Properties	181
<b>Introducing Librarian, a Sample Application</b>	<b>190</b>
Displaying Multiple Records in List View	190
Displaying an Individual Book in Record View	191

---

Editing a Record in Edit View	192
Examining Librarian's Menus	194
<b>Summary</b>	<b>197</b>
<b>Chapter 8: Programming User Interface Elements</b>	<b>199</b>
<b>Programming Alerts</b>	<b>199</b>
<b>Programming Forms</b>	<b>202</b>
Switching to a New Form	203
Displaying a Modal Dialog Box with FrmDoDialog	203
Displaying a Modal Dialog Box with FrmPopupForm	206
Updating a Form	208
<b>Programming Objects on Forms</b>	<b>210</b>
Handling Form Object Events	211
Retrieving an Object Pointer	213
Hiding and Showing Form Objects	215
<b>Programming Check Boxes and Push Buttons</b>	<b>219</b>
Handling Control Groups	219
<b>Programming Selector Triggers</b>	<b>220</b>
Selecting Dates and Times	221
Selecting Colors	225
<b>Programming Fields</b>	<b>226</b>
Setting a Handle for a Text Field	227
Modifying a Text Field	228
Retrieving Text from a Field	229
Setting Field Focus	230
Setting Field Attributes	231
<b>Programming Gadgets</b>	<b>232</b>
Programming Extended Gadgets	239
<b>Programming Lists and Pop-up Lists</b>	<b>241</b>
Retrieving List Data	241
Manipulating Lists	242
Programming Dynamic Lists	243
Handling Pop-up Lists	245
<b>Programming Menus</b>	<b>247</b>
Hiding Menu Items	247
Programming the Command Toolbar	248
<b>Summary</b>	<b>253</b>
<b>Chapter 9: Managing Memory</b>	<b>255</b>
<b>Managing Memory</b>	<b>255</b>
Palm OS Garnet Memory Architecture	255
Palm OS Cobalt Memory Architecture	259

# Contents

---

<b>Using Dynamic Memory in Palm OS Garnet</b>	<b>261</b>
<b>Using Dynamic Memory in Palm OS Cobalt</b>	<b>264</b>
<b>Summary</b>	<b>265</b>
<b>Chapter 10: Programming System Elements</b>	<b>267</b>
<b>Checking for Supported Features</b>	<b>267</b>
Determining the Operating System Version	268
Checking Individual Features	271
<b>Manipulating Text</b>	<b>273</b>
Using Font Functions	273
Using String Functions	284
Using Character Macros	285
<b>Handling Pen Events</b>	<b>289</b>
<b>Handling Key Events</b>	<b>292</b>
Understanding Application Button Presses	294
Overriding Hardware Application Buttons	294
<b>Looking Up Phone Numbers</b>	<b>297</b>
<b>Launching Applications</b>	<b>298</b>
Calling the System Application Launcher	298
Launching Applications Directly	299
Sending Launch Codes Globally	302
Creating Your Own Launch Codes	302
<b>Generating Random Numbers</b>	<b>302</b>
<b>Managing Power</b>	<b>304</b>
Reacting to Low Battery Conditions	306
<b>Identifying the Device</b>	<b>306</b>
<b>Using the Clipboard</b>	<b>307</b>
<b>Summary</b>	<b>310</b>
<b>Chapter 11: Programming Graphics</b>	<b>311</b>
<b>Managing the Drawing Surface</b>	<b>312</b>
Understanding Windows	312
Creating Offscreen Windows	316
Saving and Restoring the Draw State	318
Determining and Setting Color Depth	319
Using Color Tables	323
Translating RGB to Index Values	325
<b>Drawing Graphics and Text</b>	<b>326</b>
Setting the Transfer Mode	326
Setting Foreground, Background, and Text Colors	327
Drawing Pixels	328

---

Drawing Lines	328
Drawing Rectangles	329
Drawing Text	332
Drawing Bitmaps	333
Using Color Bitmaps	334
Coloring the User Interface	335
<b>Programming High-Resolution Displays</b>	<b>339</b>
Using the High-Density Display Feature Set	340
Detecting Available Screen Densities	341
Setting and Retrieving the Coordinate System	342
Translating Between Coordinate Systems	343
<b>Using the Palm OS Cobalt Graphics Model</b>	<b>343</b>
What Is a Graphics Context?	344
Understanding Paths	344
Alpha Blending and Anti-Aliasing	344
How Drawing Works in a Graphics Context	345
<b>Summary</b>	<b>347</b>
<b>Chapter 12: Programming Multimedia</b>	<b>349</b>
<hr/>	
<b>Understanding Sound Manager</b>	<b>349</b>
Playing Simple Sound	350
Playing Sampled Sound	352
<b>Understanding Multimedia Services</b>	<b>353</b>
Session Objects	353
Working with Sources and Destinations	354
Components of a Playback Session	354
Sample Source Code for Playback	356
<b>Summary</b>	<b>357</b>
<b>Chapter 13: Programming Alarms and Time</b>	<b>359</b>
<hr/>	
<b>Setting Alarms</b>	<b>359</b>
Setting an Alarm	360
Responding to Alarms	362
Responding to Other Launch Codes	366
<b>Manipulating Time Values</b>	<b>367</b>
Retrieving and Setting Time Values	368
Converting Time Values	369
Altering Time Values	371
<b>Following User Date and Time Preferences</b>	<b>371</b>
<b>Getting the User's Attention</b>	<b>374</b>

# Contents

---

Requesting Attention	376
Responding to the Attention Manager	379
Managing Attention Attempts	384
Preventing the Attention Indicator from Appearing	384
<b>Summary</b>	<b>385</b>
<b>Chapter 14: Programming Tables</b>	<b>387</b>
<b>Creating a Simple Table</b>	<b>388</b>
Understanding How Tables Work	388
Initializing a Table	392
Handling Table Events	409
Hiding Rows and Columns	410
<b>Creating More Complex Tables</b>	<b>414</b>
Connecting a Table to Data	415
Scrolling Tables	440
Handling Table Text Fields	461
<b>Summary</b>	<b>468</b>
<b>Chapter 15: Storing and Retrieving Data</b>	<b>469</b>
<b>Understanding Palm OS Databases</b>	<b>469</b>
<b>Understanding Non-Schema Databases</b>	<b>470</b>
Record Databases	471
Resource Databases	473
Working with Non-Schema Databases	473
Working with Extended Databases	488
Working with Schema Databases	488
<b>Storing Application Preferences</b>	<b>492</b>
<b>Reading and Setting System Preferences</b>	<b>496</b>
<b>Using Feature Memory</b>	<b>497</b>
<b>Summary</b>	<b>498</b>
<b>Chapter 16: Manipulating Records</b>	<b>501</b>
<b>Working with Non-Schema Database Records</b>	<b>501</b>
Looking at Records in the Librarian Sample Application	502
Comparing Records	507
Finding Records	513
Creating Records	514
Deleting Records	518
Reading Records	520
Modifying Records	520

---

Changing Database Structures Between Versions	531
Sorting Records	536
Retrieving and Modifying Record Information	537
Categorizing Records	538
Implementing Private Records	548
Deleting All Private Records	549
Resizing Records	549
<b>Working with Schema Database Records</b>	<b>549</b>
Working with Cursors	550
<b>Implementing the Global Find Facility</b>	<b>555</b>
Handling sysAppLaunchCmdSaveData	556
Handling sysAppLaunchCmdFind	557
Handling sysAppLaunchCmdGoto	561
<b>Summary</b>	<b>564</b>
<b>Chapter 17: Using Secondary Storage</b>	<b>567</b>
<hr/>	
<b>Understanding the Expansion Manager</b>	<b>567</b>
<b>Understanding Secondary Storage</b>	<b>568</b>
Organizing Files and Directories	569
Running Applications from Secondary Storage	570
<b>Using the Virtual File System</b>	<b>571</b>
Verifying Presence of the VFS Manager	572
Detecting Card Insertion and Removal	572
Retrieving a Volume Reference	576
Getting and Setting Volume Labels	579
Finding Volume Information	580
Creating Directories	581
Handling VFS Manager Errors Gracefully	585
Creating Files	586
Deleting Files and Directories	589
Opening and Closing Files	593
Retrieving and Setting File Information	595
Reading Data from Files	598
Positioning a File Pointer	603
Writing Data to Files	607
Finding Files	610
Retrieving Default File Locations	613
Dealing with Palm OS Databases	614
Moving Palm OS Databases	615
<b>Summary</b>	<b>615</b>

# Contents

---

## **Chapter 18: Sharing Data Through the Exchange Manager** **617**

---

<b>Using the Exchange Manager</b>	<b>618</b>
Registering a Data Type	621
Sending Data	626
Customizing the Data Acceptance Dialog Box	649
Receiving Data	654
Displaying Beamed Records	666
Debugging Beaming	666
Sending Applications and Databases	667
Receiving Databases	670
<b>Summary</b>	<b>671</b>

## **Chapter 19: Using the Serial Port** **673**

---

<b>Understanding Palm OS Serial Communications</b>	<b>673</b>
<b>Using the Serial Manager</b>	<b>675</b>
Using the New Serial Manager	677
Using the Old Serial Manager	698
<b>Summary</b>	<b>701</b>

## **Chapter 20: Communicating Over a Network** **703**

---

<b>Understanding TCP/IP Networking</b>	<b>704</b>
<b>Programming the Palm OS Garnet Net Library</b>	<b>705</b>
Retrieving a Net Library Reference	707
Opening the Net Library	707
Resolving Hostnames and Addresses	708
Finding a Service Port	713
Opening a Socket	715
Connecting a Socket	716
Sending and Receiving Data	717
Disconnecting a Socket	720
Closing a Socket	721
Closing the Net Library	721
<b>Using the Palm OS Cobalt Berkeley Sockets APIs</b>	<b>722</b>
Learning More About Sockets	722
Advantages of Using Sockets with Palm OS Cobalt	723
<b>Summary</b>	<b>724</b>

## **Chapter 21: Learning Conduit Basics** **725**

---

<b>Understanding Conduits</b>	<b>726</b>
Stepping Through the HotSync Process	727

---

<b>Designing Conduits</b>	<b>729</b>
Choosing a Development Path	730
<b>Installing Conduits</b>	<b>731</b>
Installing Conduits Manually	732
Creating Automatic Conduit Installations	735
<b>Logging Actions in the HotSync Log</b>	<b>738</b>
<b>Summary</b>	<b>741</b>
<b>Chapter 22: Building Conduits</b>	<b>743</b>
<b>Using the Conduit Wizard</b>	<b>743</b>
Selecting a Conduit Type	744
Choosing a Handheld Application	745
Selecting a Data Transfer Type	746
Selecting Conduit Features	747
Confirming Class and File Names	748
<b>Implementing Conduit Entry Points</b>	<b>750</b>
Implementing GetConduitInfo	751
Implementing GetConduitName	753
Implementing GetConduitVersion	754
Implementing OpenConduit	754
Implementing Configuration Entry Points	757
<b>Using the Generic Conduit Base Classes</b>	<b>766</b>
Following Generic Conduit Flow of Control	767
Describing the Desktop Record Format	768
Implementing Storage and Retrieval	770
Converting Data to and from CPalmRecord	779
Synching the Application Info Block	789
<b>Using the Palm MFC Base Classes</b>	<b>789</b>
Following MFC Conduit Flow of Control	790
Implementing a Monitor Class	791
Implementing a Table Class	792
Implementing a Schema Class	795
Implementing a Record Class	796
Implementing a Link Converter Class	800
<b>Using the Sync Manager API</b>	<b>803</b>
Registering and Unregistering a Conduit	804
Opening and Closing Handheld Databases	804
Iterating Over Database Records	807
Reading and Writing Records	810
Deleting Records	811
Maintaining a Connection	811
<b>Summary</b>	<b>812</b>

# Contents

---

<b>Chapter 23: Programming Navigation Hardware</b>	<b>813</b>
<b>Programming the palmOne 5-Way Navigation Button</b>	<b>813</b>
Object Focus and Application Focus	814
Understanding Tab Order	814
Handling Navigation Events	814
Detecting the Presence of 5-Way Navigation Buttons	815
Designing Your Forms for 5-Way Navigation	816
<b>Programming the Sony Jog Dial</b>	<b>816</b>
Understanding JogAssist	819
Working Around JogAssist	820
<b>Summary</b>	<b>826</b>
<b>Chapter 24: Odds and Ends</b>	<b>827</b>
<b>Creating Large Applications in Palm OS Garnet</b>	<b>827</b>
Breaking the 32K Barrier	828
Segmenting Applications in Palm OS Garnet	830
<b>Adding Custom Fonts to Palm OS Garnet Applications</b>	<b>835</b>
Creating a Custom Font	836
<b>Creating a User Interface Dynamically</b>	<b>839</b>
<b>Localizing Applications</b>	<b>843</b>
Using the Text and International Managers	843
<b>Using the File Streaming API</b>	<b>850</b>
Opening File Streams	851
Closing File Streams	854
Retrieving File Stream Errors	854
Deleting File Streams	855
Setting Position in a File Stream	855
Reading and Writing File Stream Data	856
<b>Summary</b>	<b>858</b>
<b>Glossary</b>	<b>859</b>
<b>Index</b>	<b>885</b>