

Pref GetAppPreferences ( creator, id,  
0 bpref, bsize, sumd );

## Palm Databases

Has 3 parts usually

A header → gives string of DB name

→ gives creator ID

→ gives DB type → usually data

An app info block (optional) → gives when modified, backed up, created, does it have info blocks

A list of records

## Creating a database

Err Dm CreateDatabase ( UInt16 cardNo,

const Char\* nameP,

UInt32 type,

Boolean resDB )

Ex) "mb-creatorID"

↑  
good name

↑  
resource or record DB

↑  
appl means application  
DATA, or user choice

HACK also used

call in start application

## Opening Databases

DmOpenRef gMyLib =

DmOpenDatabase ByTypeCreator (type, creator, ID, mode)

dmModeRead Write  
dmModeRead Only  
" " Write Only  
" " Exclusive  
" " ShowSecret

## Closing DB's

DmCloseDatabase (gMyLib);

## Finding Database's local ID

Local ID, dbID  
dbID = DmFindDatabase (cardNo, "nameDB");

Also can use

for (i=0; i < DmNumDatabases (cardNo); i++)

{ dbID = DmGetDatabase (cardNo, i);

do something  
}

## Deleting Databases

DmDeleteDatabase (cardNo, Local ID);

## Protecting DB's

DmDatabaseProtect (cardNo, ~~Local ID~~ dbID,

start App

stop App

# Retrieving and Modifying DB's header Info

To read use `DmGetDatabaseInfo`  
`DmSetDatabaseInfo`

```

    Err DmDatabaseInfo (cardNo, localID, nameP,
    card attributesP, versionP, crDateP, modDateP, backUpDateP,
    modWarnP, appInfoIDP, sortIDP, type typeP,
    creatorP);
    
```

Annotations:  
 - `cardNo`: UInt16\*  
 - `localID`: UInt16\*  
 - `versionP`: UInt32\*  
 - `crDateP`: seconds since 1904  
 - `modDateP`: seconds since 1904  
 - `backUpDateP`: seconds since 1904  
 - `typeP`: creatorP

low bit says if resource or record  
 2 bit says read only or not  
 4 is dirty?  
 8 is back up etc.

## Database Size

`Err DmDatabaseSize` (cardno, ~~db~~ ID, numRecP, totBytesP, dateBytesP);

Annotations:  
 - `ID`: UInt32\*  
 - `numRecP`: num RecP  
 - `totBytesP`: tot BytesP  
 - `dateBytesP`: date BytesP