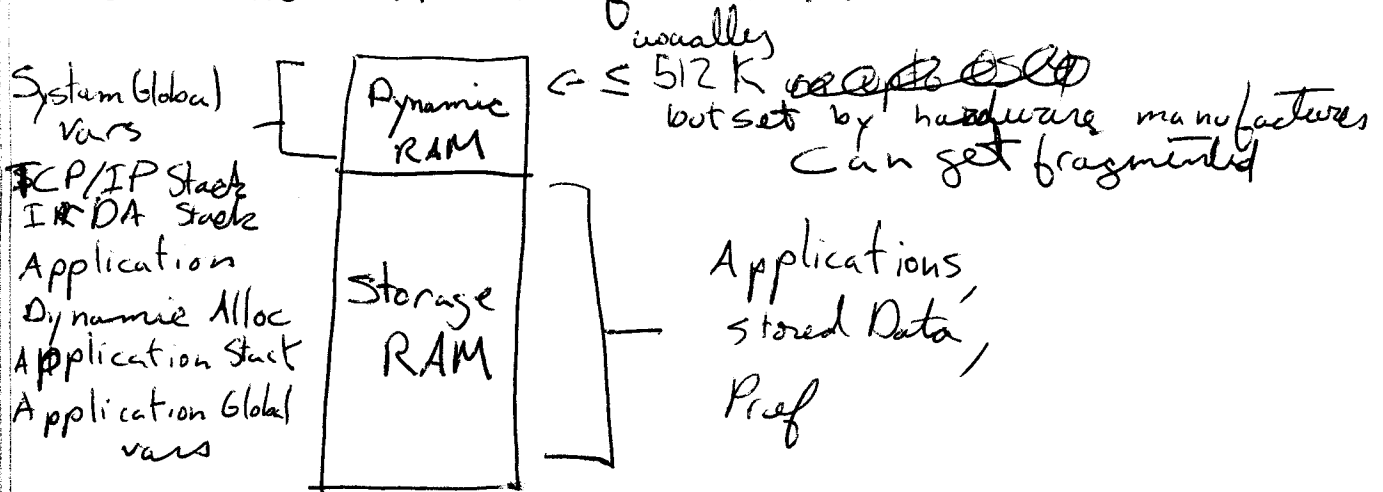


Managing Memory

Palm has a 32 bit architecture.

All memory is RAM or ROM. Memory on Palm is organized by cards. Idea is that this ~~can~~ correspond to memory sticks. The default memory is on Card 0.

Two main kinds of RAM:



B/c memory as a premium don't usually read storage memory into dynamic memory then modify & write back.

Instead get lock on storage memory & directly change

Palm OS Application ~~Resource~~ Structure

Apps built up using resources w/c come in one of three flavors.

- System resources - code itself and global data structures variables

- Form resources - uses interface elements: ~~menus~~, menus, popups, tables, lists, buttons, checkboxes, fields

Each has 4 char type + BTN

Understanding Compiling on PalmOS.

We will use the freely available tools:
(GNU PRC-tools).

The compiler will be a variant of gcc
and projects will be managed using
Makefiles (Linux or Unix not windows nmake)

In order to compile under windows
need a fake "linux" environment w/ these tools
available: Cygwin. After installing
cygwin, need to get GNU PRC tools and
the palm OS SDK and install them.

If developing under Linux can ignore the cygwin
step.

~~The end goal~~
~~to compile~~

Once have tools installed can develop in
an IDE. Falch.net or Visual Studio
(Makefile project).

Compiling a project by hand

Compile source code:

To produce object code from source file

```
m68k-palmos-gcc -O2 -c hello.c -o hello.o
```

To link:

```
m68k-palmos-gcc -O2 -o hello *.o
```

Code produced needs to be broken into resources
Palm understands,

```
m68k-palmos-obj-res hello
```

→ then use a tool like `res` with `gcc` extensions

arm-palmos-gcc
or g++