

Programming UI Elements

CheckBoxes and PushButtons

Example:

```
ControlTypes *ctl=GetObjectPtr(MyPushButton);
CtlSetValue(ctl,1);
Uint8 val= CtlGetValue(Ctl);

FormType *form=FrmGetActiveForm(); // don't use in OS 6
Uint8 rockIndex=FrmGetObjectIndex(form, RockButton);
If(!FrmGetControlGroupSelection(form, 1)==rockIndex)
    FrmSetControlGroupSelection(form,1,RockButton);
// only Rock pushed after this
```

Selector Trigger

A selector trigger looks like:

TimeZone--> 

To program use fact that if tap with: box a ctlSelectEvent will be generated. Then use FrmPopupForm, or a FrmDoDialog and afterwards, can set or get label of trigger using:

```
CtlSetLabel(ctl, "my new text");
CtlGetLabel(ctl);
```

Dialog's built-into Palm API

```
SelectDay(select DaybyDay, &month, &day, &year, "title"); // returns a bool
(Flags: SelectDaybyWeek, SelectDaybyMonth)
```

SelectTime – choose time of the day range

SelectOneTime – select one specific hour, minute, second

UIPickColor – can pick from one of 256 colors

UIBrightnessAdjust – how bright the screen is

UIContrastAdjust – contrast

Programming Fields

Want to be able to handle set/get textfield. MemHandle oldH:

```
oldH=FldGetTextHandle(field); (Ptr to an object)
FldSetTextHandle(field, textH);
FldDrawField(field);
if (oldH)
    MemFreeHandle(oldH);
// I want to keep value of text field after close form
```

FrmCloseForm deallocates memory associated with field

```
myFieldH=FrmGetTextHandle(form); //now won't be deallocated
FrmSetTextHandle(field, 0);
FrmCloseForm(formID);
```

