

Char \* text = Lst Get Selection Text (list, 0)  
index

Setting data in a list

void LstSetListChoices (ListType \*listP, Char \*\*<sup>items</sup> ~~items~~,  
UIInt16 numItems),  
LstSetDrawFunction (list, MyFunc)

receives  
UIInt16 # of items, RectangleType bounds,  
and Char \*\* itemText)

Figuring Out the OS one is working w/

Use feature memory. A feature is a 32 bit piece  
of data published by OS or app. Stored in ROM <sup>for OS</sup> copied  
to RAM feature table  
A feature has a creator and a number

EX | Get Rom Version

UIInt32 romVersion

Ftr Get (sysFtrCreator, sysFtrName, RAMVersion,  
& romVersion)

defined  
in SystemMgr.h

format: 0xMMmFsbbl  
major minor build #  
release

Don't have to bit fiddle to extract  
sys GetROM VerMajor (rom version)  
↑  
use  $\text{int} / n$

Other system feature numbers:

sys Ftr Num ProcessorID      0x0010000      M68328

20000      DragonEZ

sys Ftr Num Backlight

Features are in a table so can use  $\leftarrow$  or false

FtrGetByIndex (index, table, creator, feature,  
value)

↓ returns 0 or such value if doesn't exist.

Palm Versions of Standard Library fns

String fns (Note no longer ~~used~~  $\leftarrow$  6):

~~Str~~ Name usually a capitalized variant  
of standard library equiv.

EX)       $\leftarrow$  or prefixed w/ Str

Str Atoi	atoi	
Str Len	strlen	
Str Str	strstr	etc
Str Compare	strcmp	