

LISTS

LIST "~~Item1~~" "Item2" "ITEM3"
ID 1008 AT (1 50 80 AUTO) NONUSABLE
VISIBLE ITEM 2

~~Other elements can look up~~

POP-up triggers (combine w/ Lists)

POPUPTIGGER "....." ID 2000
AT (160 0 0 13)

RIGHTANCHOR
~~LIST~~

which side remains fixed when change

POPUPLIST 2000 ~~1008~~

↑ makes a pop up list using trigger & list
← if have can use next

Other components

PUSHBUTTONS, REPEATBUTTON, SCROLLBAR
etc.

TABLES

TABLE ID 1010 AT (0 18 160 121)
ROWS 11 COLUMNS 5
COLUMN WIDTHS 12 10 96 27 24

Menus

Note on Palm ~~distinction b/w menu/submenu~~

Also menu's can have menu's on them.

Ex) MENU ID MyMenuBar
BEGIN

PULLDOWN "Record"

BEGIN

MENUITEM "New" ID 50 "N"

Trick ~~PROCEDURE~~ Using system edit menu

```

IF have a PULLDOWN:
  PULLDOWN "EDIT"
  BEGIN
    MENUITEM "UNDO" 10000 "U"
    " " "CUT" 10001 "X"
    .
    .
  END

```

System's menu handle event will automatically handle these events correctly.

Programming UI elements

Alerts

To display an alert can ~~be~~ ^{use} either:

- From Alert (MyAlertID);
- From ~~Alert~~ Custom Alert (My2AlertID, "First num")

returned value corresponds to the ^{index} of the button pressed to get rid of ~~the~~ ALERT
 i.e., if BUTTONS on alert has "OKay" "NOKey"
 switch (From Alert (MyAlertID))