

NMInstall

Add a notification request to the notification queue

#include <Notification.h>**Notification Manager**

OSErr **NMInstall**(*nmReqPtr*);
NMRec *nmReqPtr*; pointer to a request procedure
returns 0=noErr

NMInstall adds a notification request to the notification queue.*nmReqPtr* is a pointer to an NMRec data structure.**Returns:** an error code. It will be one of:

noErr (0) No error
nmTypErr (-299) Wrong qType (must be 8)

Notes: **NMInstall** neither moves nor purges memory and you can call it from completion routines, interrupt handlers, the main body of an application program and from the response procedure of a notification request

The system automatically initializes the Notification Manager when it boots. You call **NMInstall** when you want to add a request to the queue. However, before calling **NMInstall**, you need to see if your application is running in the background. If it is, make this call to install the notification event.

```
err = NMInstall ((NMRecPtr) &myNote);
```

If your application is in the foreground, Notification Manager generally isn't needed.

If **NMInstall** returns an error, you can't install the notification event. Wait for the user to switch your application to the foreground before proceeding with anything else. If you installed the notification successfully, make sure you remove it with code like this when your application is switched back into the foreground:

```
err = NMRemove ((QElemPtr) &myNote);
```

Glue for the **Notification Manager** is available in System 6.0 and later. If you do not yet have glue for **NMInstall**, you can use the following:

Pascal

```
FUNCTION NMInstall (nmReqPtr: QElemPtr) : OSErr;  

  NLINE 0x205F, 0xA05E, 0x3E80;
```

C

```
pascal OSErr NMInstall (QElemPtr nmReqPtr) = {0x205F, 0xA05E,  

  0x3E80};
```

Also note that qType must be set to ORD(nmType), which is 8.

The following short code segments demonstrate the use of the Notification Manager in C:

```
#include <OSUtils.h>
#include <Notification.h>

struct NMRec myNote; //declare your NMRec
Handle ManDoneS; //declare a handle for the sound
OSErr err; //declare for err handling

myNote.qType = nmType; //queue type -- nmType = 8
myNote.nmMark = 1; //get mark in Apple menu
myNote.nmlcon = nil; //no flashing Icon

//get the sound you want out of your resources
ManDoneS = GetResource('snd ', soundID);

myNote.nmSound = ManDoneS; //set the sound to be played
myNote.nmStr = nil; //no alert box
myNote.nmResp = nil; //no response procedure
myNote.nmRefCon = nil; //nil since don't need my A5

NMInstall(&myNote);
```