
NMRec structure

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

typedef struct NMRec {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>QElemPtr</u>	qLink;	4	0	Address of next element in the queue (0=last)
<u>short</u>	qType;	2	4	Type of data: 8=nmType
<u>short</u>	nmFlags;	2	6	(reserved)
<u>long</u>	nmPrivate;	4	8	(reserved)
<u>short</u>	nmReserved;	2	12	(reserved)
<u>short</u>	nmMark;	2	14	DA or Application to identify with symbol
<u>Handle</u>	nmlcon;	4	16	Handle to Small Icon; rotate with on menu bar
<u>Handle</u>	nmSound;	4	20	Handle to sound record
<u>StringPtr</u>	nmStr;	4	24	Pointer to string you want to appear in the alert
<u>NMProcPtr</u>	nmResp;	4	28	Pointer to response routine
<u>long</u>	nmRefCon;	4	32	Available for your application's use
} NMRec ;		36		

```
typedef NMRec *NMRecPtr;
```

Notes: To set up a notification request, you need to fill in the fields *qType*, *nmMark*, *nmlcon*, *nmSound*, *nmStr*, *nmResp*, and *nmRefCon*. The remaining fields of this record are used internally by the **Notification Manager** or are reserved for use by Apple.

Note: In system software version 6.0, the field *nmlcon* is named *nmSIcon* and should contain a handle to a small icon (a 16-by-16 bitmap, often stored as an 'SICN' resource).

Field descriptions

qLink	Points to the next element in the queue. This field is used internally by the Notification Manager .
qType	Indicates the type of operating-system queue. You should set this field to the value ORD(nmType), which is 8.
nmFlags	Reserved for use by Apple.
nmPrivate	Reserved for use by Apple.
nmReserved	Reserved for use by Apple.
nmMark	Indicates whether to place a diamond-shaped mark next to the name of the application in the Application menu. If nmMark is 0, no such mark appears. If nmMark is 1, the mark appears next to the name of the calling application. If nmMark is neither 0 nor 1, it is interpreted as the reference number of a desk accessory. An application should pass 1, a desk accessory should pass its own reference number, and a

	driver or a detached background task (such as a VBL task or <u>Time Manager</u> task) should pass 0.
nmIcon	Contains a handle to a small icon or to an <u>icon family</u> containing a small color icon that is to alternate periodically in the menu bar. If nmIcon is NIL, no icon appears in the menu bar. If nmIcon is not NIL, then the <u>Notification Manager</u> determines whether it is a handle to a small icon or to an <u>icon family</u> containing a small color icon. This handle must be valid at the time that the notification occurs; it does not need to be locked, but must be nonpurgeable. See <u>Drawing Icons with System 7</u> for more on <u>icon families</u> .
nmSound	Contains a handle to a sound resource to be played with <u>SndPlay</u> . If nmSound is NIL, no sound is produced. If nmSound is -1, then the system alert sound plays. This handle does not need to be locked, but it must be nonpurgeable.
nmStr	Points to a string that appears in the alert box. If nmStr is NULL, no alert box appears. Note that the <u>Notification Manager</u> does not make a copy of this string, so your application should not dispose of this storage until it removes the notification request.
nmResp	Points to a response procedure. If nmResp is NIL, no response procedure executes when the notification is posted. If nmResp is -1, then a predefined procedure removes the notification request immediately after it has completed. See Defining a Response Procedure under <u>Using the Notification Manager</u> for more information on writing response procedures.
nmRefCon	A long integer available for your application's own use.