

## Alarm get state

---

### Alarm get state

by [Friden](#) on 25 Feb 2010 19:48

hi !

i request for your help

im trying to draw an icon when its actived the alarm we have this function

(int Alarm\_GetState( char\* state, int AlarmID );  
but i really dont understand it !

i try with a lot of posibilitys but always have the same result: Reboot

anybody knows how works it ??

---

by [jasiek](#) on 25 Feb 2010 20:21

From my PhoneInfo elf...

```
TIME AlarmTime1[5];
char alarm_state1[5];

int i;
for (i=0;i<5;i++)
{
    Alarm_GetState(&alarm_state1[i], i);
    Alarm_GetTIME(&AlarmTime1[i], i);
}

if(item==0)
{
    wchar_t alarm[20];

    if( alarm_state1[0] == 1)
    {
        snprintf(alarm,19,(wchar_t*)L"Alarm: %02d:%02d",AlarmTime1[0].hour,
AlarmTime1[0].min);
        SetMenuItemText0(msg,Str2ID(alarm,0,SID_ANY_LEN));
        SetMenuItemText2(msg,Str2ID(alarm,0,SID_ANY_LEN));
    }
    else if ( alarm_state1[1] == 1)
    {
        snprintf(alarm,19,(wchar_t*)L"Alarm: %02d:%02d",AlarmTime1[1].hour,
AlarmTime1[1].min);
        SetMenuItemText0(msg,Str2ID(alarm,0,SID_ANY_LEN));
    }
}
```

```

        SetMenuItemText2(msg,Str2ID(alarm,0,SID_ANY_LEN));
    }
    else if ( alarm_state1[2] == 1)
    {
        snprintf(alarm,19,(wchar_t*)L"Alarm: %02d:%02d",AlarmTime1[2].hour,
AlarmTime1[2].min);
        SetMenuItemText0(msg,Str2ID(alarm,0,SID_ANY_LEN));
        SetMenuItemText2(msg,Str2ID(alarm,0,SID_ANY_LEN));
    }
    else if ( alarm_state1[3] == 1)
    {
        snprintf(alarm,19,(wchar_t*)L"Alarm: %02d:%02d",AlarmTime1[3].hour,
AlarmTime1[3].min);
        SetMenuItemText0(msg,Str2ID(alarm,0,SID_ANY_LEN));
        SetMenuItemText2(msg,Str2ID(alarm,0,SID_ANY_LEN));
    }
    else if ( alarm_state1[4] == 1)
    {
        snprintf(alarm,19,(wchar_t*)L"Alarm: %02d:%02d",AlarmTime1[4].hour,
AlarmTime1[4].min);
        SetMenuItemText0(msg,Str2ID(alarm,0,SID_ANY_LEN));
        SetMenuItemText2(msg,Str2ID(alarm,0,SID_ANY_LEN));
    }
    if ( alarm_state1[0] != 1 && alarm_state1[1] != 1 && alarm_state1[2] != 1 &&
alarm_state1[3] != 1 && alarm_state1[4] != 1)
    {
        SetMenuItemText0(msg,STR("No alarms"));
        SetMenuItemText2(msg,STR("No alarms"));
        // GUIonMessage_SetItemDisabled(msg,1);
    }
}

```

Checking alarm state starting from the first on list.

int AlarmID

0 - alarm off

1 - alarm on

```

0D88: 00000000 1DD0E544 ; 362: int Alarm_GetCurrentTypeAndAlarmID(char *type,
wchar_t *AlarmID);
0D94: 00000000 B9D6E544 ; 365: int Alarm_GetWeekSettings(void* week,int AlarmID);

```