



# launcher **X**

## Launcher X™ Users Manual

Version 1.1

A product of Little Mobile Creations

[www.launcherx.com](http://www.launcherx.com)

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## ACKNOWLEDGEMENTS

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## Getting Started with Launcher X

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### Introduction

Launcher X is a highly configurable application launcher that replaces the built-in launcher on your Palm Powered Handheld. It offers a number of enhancements including:

- Improved management and organization of your applications with simple drag-drop operations
- Quick access to common functions using the "Gadget" toolbar
- Easy management of applications on your memory card
- Built-in file explorer to rename/copy/delete files and folders on your memory card
- Configurable look and behavior with Active Skins™

### Requirements and Compatibility

#### OS and Memory Requirements

Launcher X works on any Palm Powered Handheld running OS version 3.5 or better. It requires 450 kb of free memory during installation, after installation it can be configured to run with a memory footprint as small as 250 kb.

**Warning:** Launcher X will NOT RUN on old Palm III devices upgraded to OS 3.5 or better since 16-level grayscale is not available on this device.

#### Graphics Support

Launcher X supports a diverse set of resolutions and colors.

Color Support:

- 16 grayscale
- 256 color
- 65536 color

Resolution support:

- 160x160
- 320x240 (HandEra)
- 320x320 (Sony OS 4.x and 3.5)
- 320x320 (OS 5.x)
- 320x480 (Sony OS 5)
- 320x480 with Virtual Graffiti / Landscape / Portrait modes



In practical terms, all commonly available devices past and present are supported including: all PalmOne / Palm branded handhelds, all Sony Clie series, all Handspring branded handhelds, Garmin iQue series, Tapwave Zodiac series, and HandEra 330 series.

### **Memory Card Support**

Launcher X supports all types of expansion memory cards including SD, Memory Stick, and Handspring Springboard. If you are using Launcher X on Handspring Visor devices with MemPlug adapter, you must have the latest version of MemPlug firmware.

### **Jog and 5-way Navigation support**

Launcher X provides Jog Dial and 5-Way navigation hardware support for the following devices:

- All Palm/PalmOne series 5-way navigation
- All Sony Clie series Jog Dial
- Treo 90/180/270/300 series jog rocker
- Treo 600 series 5-way navigation
- HandEra 330 Jog Dial
- Garmin iQue series

## **Installation**

Launcher X is distributed in a Zip archive. Users of Windows XP should be able to open this file by double clicking it. If you cannot open this file you will need to install WinZip (for Windows users, [www.winzip.com](http://www.winzip.com)) or StuffIt (for Windows, Mac, and Linux users, [www.stuffit.com](http://www.stuffit.com)).

The Zip archive contains the following files:

readme.txt	Launcher X read me document
Launcher X.prc	Launcher X application
LauncherXManual.pdf	This document

Launcher X.prc should be installed onto your handheld by a HotSync operation.

When you start Launcher X for the first time after the installation, it will unpack and install components and skins needed for your device. Following this you will be prompted with an option to reduce Launcher X's memory footprint by removing unneeded components. However, if you accept that option, it may not be possible later to beam Launcher X



to someone else with all components needed for the receiving handheld.

## **Unlocking Launcher X**

Launcher X requires you to enter an unlock code before it becomes fully functional, without this process after 15 days Launcher X will continually nag you for an unlock code.

To unlock Launcher X follow the following steps:

1. Tap the About Launcher X menu
2. Tap the Register section near to top right of this form.
3. Enter you unlock code that was supplied to you when you purchased Launcher X.

Once you've entered your unlock code, Launcher X will be fully activated.

## Using Launcher X

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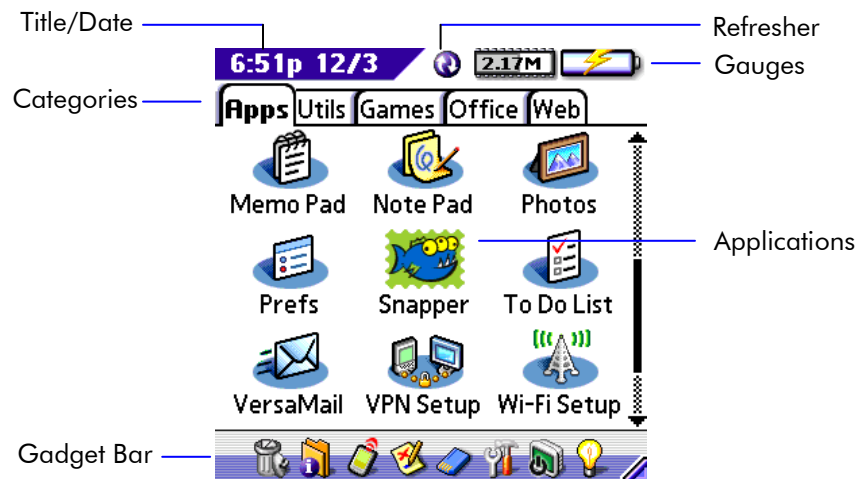
### Activating and Deactivating Launcher X

Launcher X activates when you tap the Launcher X icon in your standard launcher. Once activated Launcher X will register itself as the default application launcher. From this point onwards whenever you tap the Home button on your handheld Launcher X will be used instead of your standard launcher.

To deactivate Launcher X, use the "Exit Launcher X" menu item, located under the "Options" menu. This will return you to your standard launcher.

### The Main Screen

When you start Launcher X for the first time, it looks at all the skins available on the device and opens the one that best fits your handheld. There are 12 Active Skins™ supplied with Launcher X, depending on the skin you select the appearance of the main screen will differ. All skins have four main sections.



#### Title/Date Information

This area displays date and time information, you can tap on it to toggle between day of week.



## The Gauges

This area displays memory and battery status information. You can tap on the gauges to toggle between numeric and percentage display. On Treo devices signal strength is also displayed in this area.

## The Refresher

Tap on this button to manually refresh the application area. Normally, refreshing happens automatically but some users prefer to use [manual refresh mode](#) for speed.

## The Categories

Applications are organized into separate categories. This area will differ depending on the skin you have installed. Use this area to navigate between categories. Categories are displayed in tabs inside the Classique series of skins. To choose a different category, just tap on its tab. Note the Basique skin works without tabs, much the same way as the standard launcher.

## The Applications

This area displays the applications available on your handheld. Simply tap on an application to run it. You can [organize](#) applications into separate categories.

## The Gadget Bar

Gadgets are located on the Gadget Bar and provide actions such as turning on/off the backlight, turning off/locking the device, and displaying the Launcher X Browser file manager. You can also drag applications to appropriate gadgets to delete, beam, etc.

## The Basics

### Launching an Application

Much like your standard launcher, simply tapping on an application icon will launch the application. You may need to switch categories to find the application you need.

Alternatively, if your handheld supports navigation hardware such as Jog Dials, a 5-way Navigator, or an add-on keyboard with arrow keys, you may optionally select between applications and then launch them. Navigating beyond the start or end of a category will automatically switch you to the previous or next category respectively.



Launcher X displays the physical location of an application by augmenting the application icon with a location indicator. An application can be resident in RAM, FlashRAM, Memory Card, or on some devices on a Springboard cartridge.

### **Organizing your Applications**

The beauty of Launcher X is its quick drag drop interface for organizing your applications. Simply drag applications between categories to reorganize them. Note that for the Basique skin, which does not have a tabular format, you will need to drag the application icon to the category selector at top right of the screen.

*Tip: An additional way to move applications between categories is to tap and hold on the application icon. A pop-up window with a list of categories will appear allowing you to select the destination category.*

### **Adding and Arranging Categories**

Categories can be added or removed by using the "Edit Categories List" menu item. Within this area, you can organize the order the categories appear with to up and down arrows in the top right of this form.

## **The Gadget Bar**

The Gadget Bar is a very powerful and easy to use tool within Launcher X. It consists of a toolbar at the bottom of the screen on which a set of gadgets are placed. Each gadget can perform common task such as turning on your device's backlight or deleting an application. You can configure the gadget bar to hold your favorite most used gadgets.

To perform an action on an application, drag the application onto a gadget. For example, to delete an application, drag it to the trashcan.

All gadgets can be tapped directly to perform tasks which are not directed at any particular application.

The Gadget Bar can be toggled into a down position to increase the application area by tapping the bottom right Gadget Bar toggle. In the down position, it will automatically pop upwards if an application is dragged downwards towards the bottom of the screen.



*Tip: Users of Treo 600 series devices can select a gadget without using a stylus by holding down blue "option-shift" key and moving left/right with the 5-way navigator, whilst still holding down the "option-shift" key, hitting the 5-way center button will activate the gadget. If an application has been selected, the equivalent action will be the same as a drag and drop operation otherwise the default action will be the same as tapping the gadget with the stylus.*

## The Gadgets

### Backlight



Tap on this gadget to toggle the backlight. This option works only on devices for which this operation makes sense. Some devices do not turn off their backlight.

### Beam



Drag an application to this gadget to beam it to another device. Alternatively, tap on this gadget to get a list of all applications and databases to beam.

### Contrast



Tap on this gadget to invoke the contrast adjustment dialog. This option works only on grayscale devices where the contrast is software controllable.

### Off



Tap to turn off the device (okay, it's not rocket science).

### Tools



This handy gadget provides quick access to many common operations. Tap on this gadget to get access to some common system utilities such as HotSync®, Preferences or Security as well some internal Launcher X

operations such as preferences, app refresh, or hide/unhide categories. You may drag an application to this gadget to delete it, beam it, or get some information about the application.

## Card Tools



Drag an application stored on a card to copy it or move it to RAM, or to create a [shortcut](#) in RAM. Tap on that gadget to start Launcher X file manager. You'll be able to copy, move, delete, and beam all files stored in RAM or on expansion memory cards. You'll be also able to create, rename or delete directories, and rename your card. For further information see the [File Manager](#) section.

## Brightness



Tap on this gadget to invoke the brightness adjustment dialog. This option works only on color devices where the brightness is software controllable.

## Rename



Drag an application to this gadget if you want to modify the displayed name.

## Information



Drag an application to this gadget to get more information on it, such as file size, type, version, and much more. You can tap this gadget to get a list of all applications and databases to choose from. Once you have the information screen up you can modify some of the properties (database attributes) by checking the appropriate checkbox. For security reasons, only "launchable," "backup," "read-only," "open," "bundled" and "hidden" attributes for databases stored in RAM can be modified.



## Trash

Drag an application this gadget to delete it. For advanced users, you can also optionally choose to delete linked data such as associated databases and preferences. You can also tap this gadget to get a list of all databases on the handheld to delete.



## Lock

Tapping this gadget will lock your handheld.



## Off & Lock

Tap on this gadget to turn off and lock the device. The next time you turn on the device, you'll have to enter a valid password, so do not forget it, or you'll have to do a hard reset, thus erasing all your data. This option will work only if the password for your device is set.



## Send

If you are using SnapperMail ([www.snappermail.com](http://www.snappermail.com)), you will be able to send applications or databases visible in Launcher X by dragging them to this gadget. On devices running OS 4.0 or better, some applications / OS components can register themselves as a transport scheme (such as Email, Bluetooth, MMS), by tapping on this gadget, you'll be presented with a list of files in RAM or the memory card which can be sent with this ("\_send") transport scheme.



## Customizing Launcher X

### Categories

The appearance of each category can be customized. To edit the appearance of the current category use the "Edit This Category" menu item or simply tap and hold on the existing category tab (if this is available in your skin). Within this form you may configure a number of properties.

#### Basic

- **Name**  
Configures the category name.
- **Icon**  
Each category can be assigned an icon for quick reference.
- **Icon View**  
This determines the display mode of the category, and on higher resolution devices, the size of the icons. You may select List or Icon mode. In list mode, the application title is placed beside the application icon, in Icon mode the application title is placed below a much larger application icon.
- **Columns**  
Configures the number of application columns.
- **Category type**  
A category can be one of three types:
  - **Standard**
  - **Hidden**  
Hidden categories can be hidden or revealed using the "Hide Marked Categories" and "Unhide All Categories" menu items.
  - **All**  
Choose this option if you want all of your applications to be visible within this category. However note that applications inside hidden categories will not be displayed. Some versions of Launcher X has this control within the Advanced area.
- **Apply to All**  
You can apply the properties of this category to all of your other categories using this button. Note that some versions of Launcher X has this feature under the Advanced area.

#### Advanced

- **App Sort**  
Applications can be sorted manually or alphabetically within a category.



- **Font**  
Configures the font size.
- **Text**  
Configures the text color.
- **Canvas**  
Configures the background canvas color of the category.

## The Gadget Bar

You can configure the [Gadget Bar](#) to hold your favorite, most used gadgets. This can be setup with the "Launcher X Prefs" menu item within the "Gadgets" section. Simply tap of the gadget you want to place on the Gadget Bar and select the corresponding position.

## Launcher X Preferences

Many of Launcher X's functional preferences can be modified under the "Launcher X Prefs" menu item. Within this area under the "General" section are a number of far reaching options.

### Active Skin™

Launcher X comes with a number of skins, you can choose the skin you want to use in area. Note you can download and install more skins as they become available. See [www.launcherx.com](http://www.launcherx.com) for more information.

### App refresh

Specify the manner and frequency with which Launcher X will rebuild its icon list. There are three options: Automatic, Manual, and Ignore card:

- **Automatic**  
Refreshes icon list every time you access Launcher X.
- **Manual**  
Refreshes icon list only when you use the Refresh button.
- **Ignore card**  
Similar to Automatic, but ignores any memory expansion cards.

Please note that following each HotSync® operation, Launcher X will automatically re-scan both internal memory and any memory expansion cards that are present (regardless of the App refresh setting). This occurs a single time after every HotSync®.

### Hack Manager

If you want to see hacks in Launcher X, choose your favorite hack manager. If it is X-Master, then when you tap on a hack, X-Master will be started and it will display the detail screen for that hack. Other hack



managers don't yet support this. If you don't want to see any hacks, choose "None" (the first option in the list of applications).

### **DOC Reader**

Choose your favorite DOC reader if you want to see DOC books in Launcher X. If your reader supports "launchable databases" then when you tap on the DOC book, the reader will open it. If your favorite DOC reader is stored on the card, first create a [shortcut](#) for it.

### **Quickword, iSilo, and WordSmith**

Check any of these checkboxes if you wish to see the respective documents inside Launcher X's categories. You'll be able to open those databases by tapping on them.

### **Screen colors**

When Launcher X is started for the first time, it will set the screen to 256 colors mode on color handhelds, and 16 shades of gray on B&W handhelds. Available options depend on your handheld capabilities. Tip: 256 colors mode is usually faster than 65536 colors mode.

### **Category title font**

Choose the font that will be used for displaying category titles. If you choose the Default option, Launcher X will use Standard Bold font for the current category title, and Standard font for other categories

### **Category title show**

This option controls what Launcher X will display in the category title. You can choose to see only category icon, only category title, or both. If the Default option is selected, Launcher X will display both category icon and the title for the current category, and only icon for other categories. If you did not assign an icon to a category, its title will be displayed instead of icon.

### **Memory card**

If you can use an expansion memory card in your handheld, you will be able to choose the directories that Launcher X will search for applications to be shown. The default directory is /Palm/Launcher/ and



it cannot be edited nor deleted from the list. You can add up to 32 directories to the list



## Advanced Features

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### The File Manager

Launcher X comes with the fully-featured file manager built into the Card Tools gadget. To start it, tap on the Card Tools gadget.

- Use the pop-up trigger in the upper right corner of the screen to switch from expansion card to handheld internal memory (RAM).
- The left corner shows the free memory for the chosen storage.
- On the left side, below the free memory, is a checkbox you can use for selecting or deselecting all files in the current directory.
- On the right from that checkbox is a selector box with the current directory. Tap on it to get the "Select Directory" screen where you can (besides the obvious task to select directory) create, rename or delete directories.
- On the right side of the screen, right of the directory selector, is a selector box where you can choose what you would like to see in the right column of the file list. Three dashes ("---") means that nothing will be shown.

If you want to perform an action on multiple files, first select them by checking their checkboxes and then tap on the button for the action you want (move, copy or delete).

To do an operation with a single file, tap on it and you will get a list of possible actions. All except the last two options (open and send) are self-explanatory.

- The Open option will open the selected file with the application registered for that file type. If no application is registered for that file type, the OS will offer you to copy that file to the RAM.
- With the Send To... option you can send a file via any installed application or library registered for the \_send exchange manager scheme. For example, you can send a file via Bluetooth or e-mail.





## Shortcut Stubs

If an application is stored on the card, Launcher X can create in RAM a small (3 k) "stub" application that starts the main application, without any help from Launcher X. The name and the full path to the main application is embedded inside the shortcut, so it will stop working if you change, for example, the file name of the main application. A Shortcut has the same creator ID and the type of the main application.

### How shortcuts can be used?

For apps synched with a desktop conduit (such as SplashID), and apps which you would like to assign to a hardware button or view with a hack like PopUp Favorites or AppHack, you must create a "shortcut" if you decide to store the app on Card. This is a simple two-step process:

1. Drag the icon of an app to the Card tools gadget icon, and select "Move to card".
2. Drag the icon of the app a second time to the Card tools gadget icon, and select "create shortcut". This insures that the desktop, the button manager and hacks all recognize the fact that the app is now stored on Card.

### Deleting Shortcuts

The easiest way to delete a shortcut is to tap on the Trash can gadget to get a list of applications. Shortcuts will be displayed at the beginning of the list and they can be easily recognized by the first character in their name – it's always "«".

## Bundled Apps for better use of the Memory Card

Applications on your handheld are often linked to one of more other files (databases). For example, your address book will consist of one application database, and a multitude of storage databases which contain your address book contacts.

Launcher X supports what is known as "bundling" which provides a means to link (bundle) multiple files from the same application together (files of the same Creator ID). This means when you move an application to the memory card, all of it's associated databases will be moved with it. Likewise, when that application is run from the memory card, all of the associated databases will be moved into RAM and any runtime changes on them will be re-copied back onto the card. End result - you can migrate all of an application's components onto the memory card, freeing up more of your handheld's RAM.



### **How do I bundle an application?**

All databases have a "bundled" attribute, you can check this out by dragging an application onto the [Info Gadget](#). You'll see a checkbox named "bundled", also take note of the Creator ID in the "CrID" field that uniquely identifies this application. To link the associated databases simply tap the Info Gadget and search out all of the databases that have the same Creator ID and set their "bundled" attribute. Make sure the databases are in RAM before attempting to set the "bundled" attribute. This operation is not possible on a file located on the memory card.

Once the bundled attribute has been set, Launcher X will treat these separate application components as a bundled group for memory card operations including running apps on the memory card.



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