Launcher X 1.0.1

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I. Overview

Launcher X is a highly configurable application launcher that replaces the built-in launcher on your Palm Powered Handheld.

- Manage and organize your applications with a simple drag-drop action

- Quick access to common functions using our "Gadget" toolbar

- Manage your applications on your memory card

- Browse your memory card and rename/copy/delete files and folders

- Configure the look and behavior of your UI with Active Skins™

- Launcher X supports all screen resolutions and graphics APIs. It's fully OS 5 compatible. Rest assured Launcher X supports your device to the optimum!

II. Requirements and compatibility

Launcher X works on any Palm Powered Handheld with the OS version 3.5 or later. It requires 400 Kb of free memory for the installation.

Launcher X supports both black & white and color handhelds, low screen resolution (160x160), high resolution (320x320 or 320x480) and HandEra 330 QVGA (240x320) screen resolution. It also supports virtual graffiti area on HandEra 330 and Sony NR and NX series handhelds.

Launcher X supports all kind of expansion memory cards. If you are using Launcher X on Handspring Visor devices with MemPlug adapter, you must have the latest version of MemPlug firmware.

Launcher X supports Jog dial on Sony handhelds and 5-way navigation button on Palm Tungsten T and Tungsten W handhelds.

Important: Launcher X will not work on old Palm III devices upgraded to OS 3.5 (or newer)!

III. Installation

This archive contains the following files:

LauncherX.prc	Launcher X application. This file must be installed.
LauncherXManual.pdf	This document.

When you start Launcher X for the first time after the installation, it will unpack and install components and skins needed for your device, and then it will ask you if you want to reduce its size by removing unneeded components. However, if you accept that option, it may not be possible later to beam the Launcher X to someone else, with all components needed for the receiving handheld.

IV. Instructions

1. Start and Stop

Every time **Launcher X** is started, it registers itself as default application launcher, so it will be started whenever you tap on the *Home* button or push and hold the center of the Tungsten 5-way navigation button.

To deactivate Launcher X, use the "*Exit Launcher X*" menu item, located under the "*Options*" menu. After that, the built-in application launcher will be your default launcher.

2. Main screen

When you start Launcher X for the first time, it checks all installed skins and opens the one that best fits your handheld. Basic skins, supplied with Launcher X (except for the *Basique* skin, which is similar to the built-in application launcher) divide screen into four main sections:

- **Title area**. The left side of the title area displays current time and date. In the middle is *Refresh* button, and on the right side are memory and battery gadgets. Tap on the right side of the time/date display to switch it to day of week. Tap on the memory or battery gadget to switch its display to percentage.

- **Categories**. Categories are displayed in tabs. To choose a different category, just tap on its tab. Tap and hold the pen down to open that category preferences screen.

- **Applications**. Tap on the application's icon to execute it. To change its tab, just drag it to the tab you want to use, or tap and hold the pen down to get a list of categories and then choose the one where you want to move the selected app. The *Basique* skin has another way to change application's category – drag an application to the upper right corner of the screen, onto the name of the current category.

- **Gadgets**. If you want to do something special with an application (delete, beam…) drag the application's icon to the appropriate gadget. Gadgets can do some other actions, like turning on/off the backlight, turning off and/or locking the device, etc. To show or hide gadget bar, tap on the triangle button in the bottom right corner of the gadget bar.

3. Navigation

Application scrolling

If there are more applications in a tab than can fit on the screen, use page-down/page-up hardware buttons, 5-way navigation button on Tungsten handhelds, or the scrollbar.

If there are no more applications to scroll down, and you press the page-down button, then Launcher X will switch to the next category. Also, if there's nothing to scroll up, Launcher X will switch to the previous category.

Application moving

Put the pen on the application you want to move, and drag it to the new category. If the new (destination) category is not visible, use left/right arrows to make it visible. Or you can tap and hold the pen down on the application icon to get a list of categories and then choose the one where you want to move the selected app

Arranging categories

To add, edit, delete or arrange categories, open the "*Edit Categories List*" menu item located under the "*Options*" menu. To move a category up or down in the list, first select it and then tap on the *Up* or *Down* arrows located in the upper right corner of the screen. Tap under the *HIDE* heading in the category row to hide or unhide that category.

Sony Jog Dial support

Launcher X supports Jog Dial on Sony devices.

Rotate the Jog Dial down (or up) to select the application located in the upper left corner. Then rotate it up or down to select the desired application.

To start the selected application, push and release the Jog Dial.

If Jog Dial is rotated while it is pushed, it will behave just like you are using page-up/page-down buttons.

HandEra 330 Jog Wheel

Rotate the Wheel down (or up) to select the application located in the upper left corner. Then rotate it up or down to select the desired application. Selected application will be drawn in reversed colors.

To start the selected application, push and release the Wheel.

To switch to the next tab, push and release the Wheel while no applications are selected.

To de-select an application, push the Back button (button located above the Wheel).

Tungsten T and Tungsten W 5-way navigation button

Use 5-way navigation button as you would use it in the built-in application launcher. Check Tungsten manual for details.

Palm Portable Keyboard and Palm Ultra-Thin Keyboard

Launcher X supports *the Palm Portable Keyboard* and the new *Palm Ultra-Thin Keyboard*.

Press **Up/Down** arrow keys to select the desired application.

Press the **Enter** key to start the selected application.

Press **Left/Right** arrow keys to switch tabs.

4. Launcher X menus

To access the **Launcher X** menu system, tap on the *Menu* silk screen button, located in the lower left corner, to the left of the graffiti area.

Options menu

- **Refresh Apps**. Re-scans the main memory and all available external memory cards. Can be time consuming if you have a lot of applications stored on a large-capacity external memory card.

- **Hide Marked Categories**. Hides categories marked as hidden.

- **Unhide All Categories**. Makes all categories visible. If you set the unhide password, you'll have to enter it before un-hiding hidden categories.

- **Edit This Category**. Opens the "*Category Properties*" screen, where you can set various options for the current category.

- **Edit Categories List**. Opens the screen where you can add, edit, delete or arrange categories.

- **Launcher X Prefs**. To set various Launcher X options and arrange gadgets, use this menu item.

- **About Launcher X**. Launcher X information screen. This is also the place where you will enter your registration key once you register Launcher X.

- **Beam Launcher X**. This option beams Launcher X to another handheld. However, only Launcher X is beamed this way. After that, you must use the *Beam* gadget to beam **LXBrowser**, which is also needed. If a receiving handheld supports high resolution, you should also beam a high resolution skin (if you have it on your device).

- **Exit Launcher X**. Exits Launcher X and registers the built-in app launcher as your default launcher.

Device menu

Start various built-in applications, resets, locks or turns off the handheld.

5. Customizing Launcher X

Launcher X Preferences

Launcher X Preferences screen has two tabs, **General** and **Gadgets**.

- **General** tab has several options:

  - **Active Skin™**. Choose the skin you want to use.

  - **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 its shortcut. Read more about shortcuts in "*What are shortcuts in Launcher X*" section of this manual.

  - **Quickword, iSilo** and **WordSmith** checkboxes. Check any checkbox if you wish to see its database in Launcher X. You'll be able to open those database 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…** button. If you can use 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.

- **Gadgets** tab. This is the place where you choose which gadgets you want to see. This screen has two parts:

  - **Block of gadgets** in the upper half of the screen. Locate a gadget you want to show/remove/change a placement (use up/down arrows if the gadget you want to modify is not visible) and tap on it. You'll get a list of possible positions in the gadget bar. Choose what you want, or choose "*None*" to remove the gadget from the gadget bar.

- **Gadget bar** in the lower half of the screen. This gadget bar shows how your gadget bar will look like.

Edit Category List

Use this screen to add, edit, delete or arrange categories. You can also choose the category Launcher X will show when you start it, and set the password for un-hiding categories.

- To create a new category, tap on the **New** button.

- To edit a category, first select it in the list and then tap on the **Edit** button.

- To delete a category, first select it in the list and then tap on the **Delete** button.

- To hide/un-hide a category, tap under the *HIDE* heading in the wanted category row.

- To move selected category up/down in the list, use up/down arrows located in the upper right corner, above the list.

Category Properties

Use this screen to modify category title, assign an icon to a category, and choose how that category will look. On **Advanced** tab you can set background (canvas) and foreground (text) colors and the font Launcher X will use for application names.

- **Tip:** If you set canvas and text to the same color, Launcher X will not display application names. That way you can squeeze more applications in one screen.

6. Gadgets

How many gadgets can fit in the gadget bar depends on the skin design. Skins supplied with Launcher X allow 7 gadgets in the low-resolution skin, and 8 gadgets in high-resolution skins.

Available gadgets:

- **Backlight**. Tap on the "Backlight" icon to toggle the backlight. This option works only on devices that have the backlight.

- **Beam**. Drag an application to the "Beam" icon if you want to beam it to another device. Tap on the icon to get a list of all installed applications and databases. Choose the one you want to beam.

- **Contrast**. Tap on the "Contrast" icon to invoke the contrast adjustment dialog. This option works only on B&W devices where the contrast is controlled by the software.

- **Off**. Turns the device off.

- **Tools**. Tap on the icon to get an option to start one of the OS utilities (HotSync, Preferences or Security) or to quickly access the Launcher X configuration, refresh the application list, or hide and unhide tabs. Drag an application to the icon 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 the 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 the RAM or on expansion memory cards. You'll be also able to create, rename or delete directories, and rename your card.

- **Brightness**. Tap on the "Brightness" icon to invoke the brightness adjustment dialog. This option works only on color devices where the brightness is controlled by the software.

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

- **Information**. Drag an application to the "Info" icon to get some information about that application. Tap on the icon to get a list of all installed applications and databases. Choose one to get some information about it. To modify some database attributes, just check appropriate checkbox. For

security reasons, only "launchable", "backup", "read-only", "open", "bundled" and "hidden" attributes for databases stored in RAM can be modified.

- **Trash Can**. Drag an application to the "Trash Can" icon if you want to delete it. You'll be able to choose if you also want to delete the associated databases and preferences. Tap on the icon to get a list of all installed applications and databases. Choose the one you want to delete. No preferences or associated databases will be deleted.

- **Lock.** Locks your handheld.

- **Off & Lock**. Tap on the "Off & Lock" icon 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.

- **E-mail**. If you are using SnapperMail, you will be able to send applications or databases visible in Launcher X, by dragging them to the E-mail gadget. If you tap on that gadget, you'll be able to send any file located in the RAM or on the card with any application (or library) registered for the **_send** exchange manager scheme. This feature requires OS 4.0 or newer.

7. Launcher X File Manager

Launcher X comes with the full-featured file manager, called **LXBrowser**. To start it, tap on the **Card Tools** gadget.

Use the pop-up trigger in the upper right corner of the *LXBrowser* 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 from 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 do 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 something with a single file, tap on it and you will get a list of possible actions. All except he 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.

8. What are "shortcuts" in Launcher X

If an application is stored on the card, Launcher X can create in the RAM a small (3 k) "stub" application that starts the main application, without any help from the 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 applications.

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.

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 "«".

V. Version history

1.0.1

- Registration key is not case sensitive.

- Fixed a problem when Launcher X crashes if an app has icon with incorrect size (usually caused by the corrupted icon header).

- Added the ability to change screen color depth (the number of displayed colors). Launcher X now wakes up in 256 colors mode on color handhelds, which is faster and reduces conflicts with "memory-hungry" hacks, or hacks that don't recognize the 65536 colors mode.

- Launcher X is now distributed as a single PRC file. It unpacks itself and installs all needed components and skins upon the first start.

- Fixed the problem with the E-mail gadget on OS 3.5 handhelds.

1.0

- Initial version.

VI. Registration

Launcher X is shareware. If you use it beyond 15 days, Launcher X will continue to function, however, nag screens will be displayed at more frequent intervals. You may register it at

http://store.yahoo.com/pilotgearsw/launcherx.html to remove the nag screens.

Please support future development of Launcher X by registering!

IMPORTANT: Registration key for the version 1.0 will not work with the version 1.0.1!

Registered users will get their new registration keys by e-mail.

VII. Launcher X END-USER LICENSE AGREEMENT

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