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Launcher III 3.0.5

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I. Overview

Launcher III is a replacement for the built-in application launcher where applications are organized in tabs. Applications are easily moved from one to another tab, deleted or beamed by simply dragging its icon.

It works with Palm VII PQA applications, DOC files and HackMaster hacks, or any other launchable databases (if the appropriate application is installed).

Launcher III is compatible with all existing devices with OS 3.0 or newer. It supports the VFS (virtual file system), so it can be used for organizing and launching applications from various external memory cards used with the Palm M500 series, Sony Clie, HandEra or Handspring Visor devices with the MemPlug adapter.

II. Installation

This archive contains the following files:

<i>Lnchiii-en.prc</i>	Launcher III application
<i>DeactivateLIII.prc</i>	Application for deactivating the LIII if something goes wrong
<i>LauncherIIIManual.pdf</i>	This document in a PDF format.
<i>LauncherIIIManual.doc</i>	This document in a Microsoft Word format.

Lnchiii-en.prc is the only file that must be installed.

Important:

If you want to delete Launcher III, it **must** be deactivated first by unchecking the “Always use LauncherIII” checkbox in the Launcher III preferences. If you fail to do so, you’ll end up with a strange looking launcher (a remnant from the OS 2.0 and 1.0). This problem can easily be fixed, however. Just install the *DeactivateLIII.prc* and then delete it with the built-in application launcher.

If you were using the Launcher III 2.3 beta, then you MUST deactivate the LauncherIIIHack!!!

Before proceeding, please read section V, [END-USER LICENSE AGREEMENT](#).

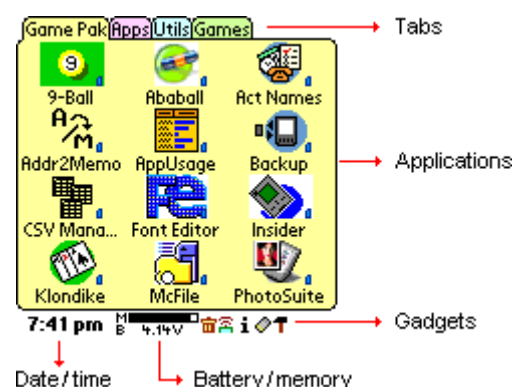
III. Instructions

1. Main screen

When Launcher III is started for the first time it will offer you the chance to read some short instructions; please read them!

The main screen in the Launcher III (*Picture 1*) has several parts:

- **Tabs.** To choose a different tab, just tap on it. To move a tab, drag it to the new position.
- **Applications.** Tap on the application’s icon to execute it. To change its tab, just drag it to the tab you want to use.
- **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. Read more about gadgets in the [Gadget Settings](#) section.
- **Date/Time.** Tap on it to switch display from date, time or weekday.



Picture 1 – main screen

- **Battery/memory.** Tap on those displays (upper or lower) to switch them to battery voltage, percentage, or percentage bar, or free memory, percentage, or percentage bar.

2. Navigation

Application scrolling

If there are more applications in a tab than can fit on the screen, use page-down/page-up hardware buttons, or up/down arrows (which will appear in the lower right corner) for scrolling.

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

Application moving

Put the pen on the application you want to move, and drag it to the new tab. If the new (destination) tab is not visible, use left/right arrows, located in the upper right corner, to make it visible.

Tab scrolling

If there are more tabs than can fit on the screen, then you can scroll the tabs (on screen at a time) with the left/right arrows that will appear in the upper right corner of the screen. The current tab will not be changed, so you'll have to tap on the tab you need.

You can also scroll through the tabs (one at a time) with page-up/page-down buttons, as described in the [Application scrolling](#) section.

Tab moving

To move a tab, put the pen on the tab and drag it to the new position. If you have many tabs that cannot fit on one screen, and you want to move a tab from the second screen to the first screen, you need two steps:

- Position to the tab you want to move.
- Drag it to the left as far as you can.
- Press the page-up button until the tab you want to move is displayed on the rightmost position.
- Drag it to the new position.

Sony Jog Dial support

Launcher III 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. Selected application will be drawn in reversed colors.

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).

Palm Portable Keyboard

Launcher III has the support for the Palm Portable Keyboard.

If “Always use Launcher III” checkbox in the Launcher III [Preferences](#) is checked, then push the **Fn+Date** (**Apps**) button to start the Launcher III.

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.

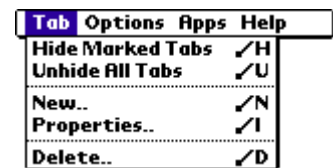
3. Launcher III menus

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

Tab menu

- **Hide Marked Tabs.** Hides tabs marked “hidden” in the tab’s properties. If there is only one visible tab, you cannot hide it.
- **Unhide All Tabs.** Shows all tabs, including those marked as “hidden”.
- **New.** Creates a new tab.
- **Properties.** Modifies settings for the current tab (*Picture 3*).
- **Delete.** Deletes the current tab. If there is only one tab, you cannot delete it.

Background color. Available on color devices only. Tap on the colored box (initially white) to change the background color for the current tab.



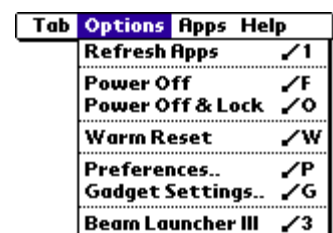
Picture 2 – Tab menu



Picture 3 – Tab Properties

Options menu

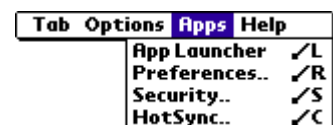
- **Refresh Apps.** Re-scans the main memory and all available external memory cards. Can be time consuming if you have a lot of applications stored on a large-capacity external memory card.
- **Power Off.** Turns off the power of the device.
- **Power Off & Lock.** Turns off the power and locks the device. The next time you turn the device on, you’ll have to enter a password to unlock it. Be careful with this option – do not forget the password.
- **Warm Reset.** Resets the device. All data is preserved.
- **Preferences.** Sets various Launcher III preferences (more about it later).
- **Gadget Settings.** Displays a form where you can choose which gadgets you want to use.
- **Beam Launcher III.** Beams the Launcher III to another device.



Picture 4 – Options menu

Apps menu

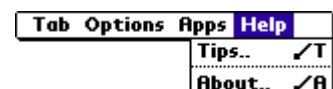
Start various built-in applications: application launcher, Palm’s preferences, the Security application, or the HotSync application.



Picture 5 – Apps menu

Help menu

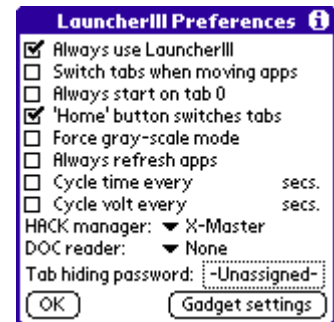
- **Tips.** Short Launcher III help notes.



- **About.** Information about the Launcher III version, and contact info. The “About” box in the unregistered version of the Launcher III has the “Registration” button. Tap on it to get information about registering Launcher III, or to enter your registration information.

4. Launcher III Preferences

- **Always use Launcher III.** Check this checkbox if you want to make Launcher III your default application launcher (i.e. if you want to start Launcher III with the **Home** silk screen button).
- **Switch tabs when moving apps.** When you drag an application to another tab, LIII will stay in the “source” tab. If this option is checked, it will switch to the “destination” tab.
- **Always start on tab 0.** Launcher III starts with the last used tab. If this option is checked, it will always start with the leftmost tab.
- **Home button switches tabs.** If this option is checked, you can switch to the next tab by tapping on the **Home** silk screen button. If it is not checked, the **Home** button will start the last started application.
- **Force gray-scale mode.** Launcher III works in the color mode, which is the default for the device. If you want it to work in the gray-scale (16 shades of gray) mode, check this checkbox. This option is only available on devices where the OS supports 16 shades of gray.
- **Always refresh apps.** If this option is checked, then Launcher III will scan memory every time it is started. However, if you are using external memory card for storing a large number of files, then it can be slow. Uncheck this option and LIII will not scan memory, which will be much faster.
- **Cycle time every.** Check this checkbox and then choose how fast Launcher III will rotate the date/time display.
- **Cycle volt every.** The same as above, but applies to the upper battery/memory bar.
- **HACK Manager.** If you want to see hacks in the Launcher III, 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 the Launcher III. 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 the Launcher III?](#) section of this manual.
- **Tab hiding password.** If you set a password here, you’ll have to enter it when you choose “Unhide All Tabs” menu option.
- **Gadget Settings** button. Opens the “Gadget Settings” form.
- **OK** button. Saves your preferences and returns you to the main screen.



Picture 7 – LIII Preferences

5. Gadget Settings

The main screen in Launcher III has 5 places for gadgets. With the “Gadget Settings” screen, you can choose gadgets for each of those places. A quick help note will be displayed for the chosen gadget when you tap on the “Help” button. Available gadgets:

- **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.



Picture 8 – Gadget Settings

- **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.
- **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.
- **Backlight.** Tap on the “Backlight” icon to toggle the backlight. This option works only on devices that have the backlight.
- **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.
- **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.
- **Off.** Turns the device off.
- **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.
- **Security.** Starts the Palm’s built-in Security application.
- **Tools.** Tap on the icon to get an option to start one of the OS utilities (Applications, HotSync, Preferences or Security) or to quickly access the Launcher III 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.
- **Rename.** Drag an application to this gadget if you want to modify the displayed name.
- **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. Read more about shortcuts in the [What are “shortcuts”](#) section. Drag an application stored in RAM to copy it or move it to a card.

6. Launcher III & external memory cards (Q & A)

What type of memory cards Launcher III supports?

Launcher III supports the following memory cards:

- MMC/SD cards (Palm M500 series)
- Memory Stick (Sony Clie series)
- Smart Media and Compact Flash (Handspring Visor devices with the PiTech MemPlug Springboard adapter)
- All other devices that have generic Palm OS Virtual File System (VFS) support (like HandEra 330 devices).
- Palm IIIx, IIIxe and IIIe devices with axxPAC Smart Media adapter (<http://www.axxpac.de>)

What I must do to make applications visible in Launcher III?

Launcher III sees applications stored in the, so-called, “default” directory on the memory card. The default directory for various devices is:

- Palm M50x, Sony Clie devices with OS 4. 0, and any other device with generic VFS support:
/PALM/Launcher/
- Sony Clie 710 and 330:
/PALM/Programs/MSFILES/

- Palm IIIx, IIIxe and IIIe devices with axxPAC Smart Media adapter:
/Palm/Launcher/ (directory name is case sensitive, so be careful)
- Handspring Visors with the MemPlug adapter:
\\PALM\\Launcher\\

MemPlug users - use the PiMover application, which comes with the MemPlug, to create the default directory.

How can I copy/move applications to the memory cards?

Launcher III can be used for copying/moving applications and databases visible in Launcher III to/from the memory card. However, Launcher III doesn't know yet how to create directories, or how to copy/move files from one to another card directory (that does not mean that it will not be able to do it in one of the next versions).

MemPlug users - use the supplied PiMover application.

All other users - I suggest that you use the McFile application, although MSGate will be adequate for Sony Clie users.

How does Launcher III work with applications stored on memory cards?

Launcher III temporarily copies an application to the main memory and then executes it. The application is then deleted from the main memory when you switch to another application.

How does Launcher III work with data stored on memory cards?

If a database stored on the card is visible in the Launcher III (i.e. it has "launchable" bit set, or it is a DOC file and you've chosen the DOC reader in the Launcher III setup), then Launcher III works in the following way:

- Launcher III first makes a copy of a database in the main memory.
- If an "owner" application is also stored on the card, Launcher III will also copy it to the main RAM.
- "Owner" application is started with the *sysAppLaunchCmdOpenDB* command and a database information as a parameter.
- After the application finishes, and if database is modified, Launcher III will first create a backup copy on the card by renaming original file (*.PDB becomes *.PD~), then it copies the database from RAM to the card, and then deletes it from RAM.
- If the "owner" application was copied to RAM, it will be now deleted.

So, with the Launcher III, you can edit a database even if it is stored on the card. However, if a database is stored on the card, it cannot be synchronized with its desktop copy, because HotSync conduits don't see databases stored on cards

Launcher III and QuickOffice 5.6 (or newer)

Launcher III can be used for editing QuickWord 5.6 (or newer) documents that are stored on external memory card.

To be able to see QuickWord documents in Launcher III, they must be made "launchable". To do that, tap on the "Info" gadget to get a list of all installed apps/databases. Choose the one you want to make "launchable", then check the "Launchable" checkbox and tap on the "OK" button when asked. QuickWord documents are easily recognized by their creator ID (QwrD) and type (rTXT).

Use the "Refresh Apps" menu option and your database will be visible in Launcher III. After that, database can be moved to card.

QuickWord and QuickSheet applications can also be moved to card, but after that you must create their shortcuts or QuickOffice HotSync conduit will not work.

Do Launcher III gadgets work with applications stored on memory cards?

Yes, all gadgets work with applications stored on a card, when you drag an application to the gadget. However, if you just tap on the gadget ("Trash Can", "Beam" or "Info"), it will show the list of databases stored only in the main memory.

What are "shortcuts" in the Launcher III?

If an application is stored on the card, Launcher III can create in the RAM a small (3 k) "stub" application that starts the main application, without any help from the Launcher III. 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 three-step process:

1. Select "Card tools" as one of the gadget settings.
2. Drag the icon of an app to the Card tools gadget icon, and select "Move to card".
3. 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 "«".

IV. Registration

Launcher III is shareware. If you use it, please register it. The registration fee is a mere \$9.95. You can easily register online at:

<http://store.yahoo.com/pilotgears/bozidarbenc.html>

Or you can click on the **Purchase** link on the Launcher III web page.

If you are from Europe and don't have a credit card, you can register at Pdassi:

http://pdassi.de/product.php?prod_id=1458

After you have completed the registration, please do the following:

- Start Launcher III.
- Go to the Help/About... menu option.
- Tap on the Registration button.
- Enter the required registration information and tap on the OK button.

The registered version doesn't show a nag screen.

V. Version history

Launcher III 3.0.5

- Added support for axxPAC Smart Media adapter.
- For security reasons, when Launcher III has to copy a database back to card, it first makes a backup copy of a database. The last letter of file name of backup copy is '~'. For example, 'test.pdb' becomes 'test.pd~'. Only last backup is kept.
- "Scanning" message will be displayed only on devices that have external memory card inserted.

- This version can modify the "launchable", "backup", "read-only", "open", "bundled" and "hidden" attributes for databases stored in RAM.
- Removed flickering of the battery/memory display. It now refreshes every two minutes.
- Fixed problems with the Info gadget.
- Fixed problems with Trash can gadget.
- Fixed problem with "Beam Launcher III" menu option.
- Fixed some problems with HandEra devices.

Launcher III 3.0

- Launcher III now sees, and is able to start, applications stored on expansion memory cards. For more details read the section [Launcher III & external memory cards \(Q & A\)](#). It can also see DOC files and launchable databases stored on the card.
- Added support for the Sony Jog Dial.
- Added support for the HandEra Jog Wheel.
- Added full support for the Palm Portable Keyboard.
- Applications not stored in the main RAM memory are marked with special icons.
- 1 to 4 columns can be displayed in a tab and icons can be small or big.
- Added "Card tools" gadget with which you can copy/move apps to/from the card.
- Each tab can have different background color on color devices.
- Fixed icon-drawing problem on HandEra 330 devices.
- Fixed conflict with the Teal Lock.
- Fixed speed issue when "Always refresh apps" option is turned off.
- Numerous other small modifications and fixes.

VI. What is DeactivateLIII.prc?

If you deleted the Launcher III, but you didn't uncheck the "Always use Launcher III" checkbox in the Launcher III [Preferences](#), then, when you tap on the **Home** silk screen button, you will get a strange-looking application launcher. To fix that problem, just install the DeactiveLIII.prc. No other actions are needed, because it will do the job automatically after the HotSync.

VII. END-USER LICENSE AGREEMENT

Benc Software Production ("BSP")

Launcher III 3.0 (The "SOFTWARE")

END-USER LICENSE AGREEMENT

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