

conduits



Pocket Launcher Documentation

Introduction

Pocket Launcher 2.0 gives you an enhanced user experience on your Pocket PC by delivering an easy-to-use and customizable application launcher.

With Pocket Launcher, your applications are grouped into tabs, and it seamlessly integrates with your Pocket PC.

Key Features:

- Multi-Panel Views
 - Customizable tabs
 - Icon size support including 24x24 to 64x64
 - Draggable tabs and icons
 - Tab-docking to Left/Right/Top
 - Customizable (per-tab) backgrounds and colors
 - Hide from Task Managers
 - Link to 'My Documents'!
 - Start Menu / Programs Menu integration
 - Auto-update
 - VGA Support
 - Landscape-aware
 - DPI-aware
-

Installation

To install Pocket Launcher, double-click the **PocketLauncher2.exe** **downloadable** from [the download page](#). Upon installing, Pocket Launcher will appear on your mobile device's **Start→Programs** menu. Pocket Launcher is then **installed on your device and desktop** and activated for a 30-day demo. If you would like to continue using Pocket Launcher past the 30-day trial period, you must purchase it from [Conduits Direct](#).

Uninstalling Pocket Launcher on the device: tap Start→Settings→Remove Programs, tap Pocket Launcher and tap Remove. **On the desktop,** tap Start→Settings→Control Panel→Add Remove Programs, click Pocket Launcher and click Remove.

Quick Start Guide

Pocket Launcher is an application launcher where your applications from the Start Menu and the Programs menu are imported into the program.

Applications are grouped into tabs which are shown along the bottom of the screen. When starting up for the first time, Pocket Launcher brings up the list of applications in that group.

Upon the first launch, Pocket Launcher will import all the applications on your Start menu into the program; over time, it will also check for new applications and import them as well. This means that Pocket Launcher is seamless yet separate from the way the Pocket PC handles application shortcuts and icons.

Tapping Start→Help when in Pocket Launcher will bring up the screen for **Help/Configuration**.

To change the order of the tabs, tap a tab and drag it to the order position you would like it to be.

To move an application to another tab, simply tap and drag the icon to the tab you would like it to be located on, as shown below:



The **hammer icon** will load the Options screen contains settings for Pocket Launcher as well as for tabs.

To delete an item, tap-and-hold on the item and tap **Remove**.

If you bind Pocket Launcher to one of your hardware buttons (in the Button Settings screen), tapping it will switch to the next tab.

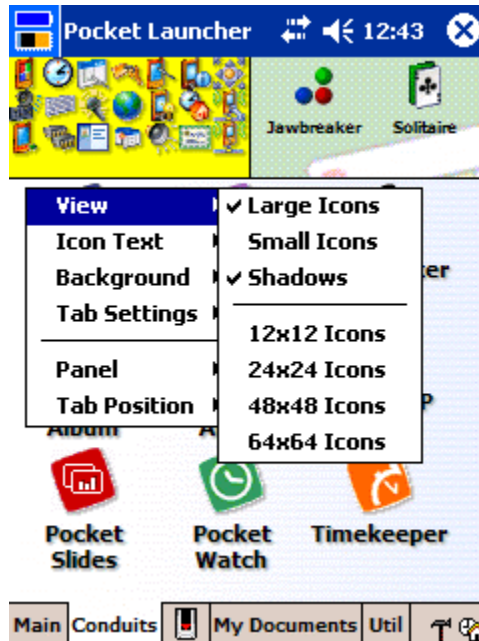
On devices with a cursor pad, left and right control the active tab, and up/down scroll the list of icons.

Tabs/Shortcuts

Each tab in Pocket Launcher can be considered to be a **category** of programs (e.g. Games, Multimedia), or however you see fit to organize your shortcuts.

By default, Pocket Launcher views these items in a Large Icon view. If you have more shortcuts than can fit on one page, and would like to squeeze them all onto one screen, you can do so by changing options on the View popup menu on a tab.

Tap-and-hold on a blank space in the shortcut list, and a popup menu will appear much like the one below:



From here, you can choose between many icon sizes, and whether to apply the Shadow special effect to icons and text.

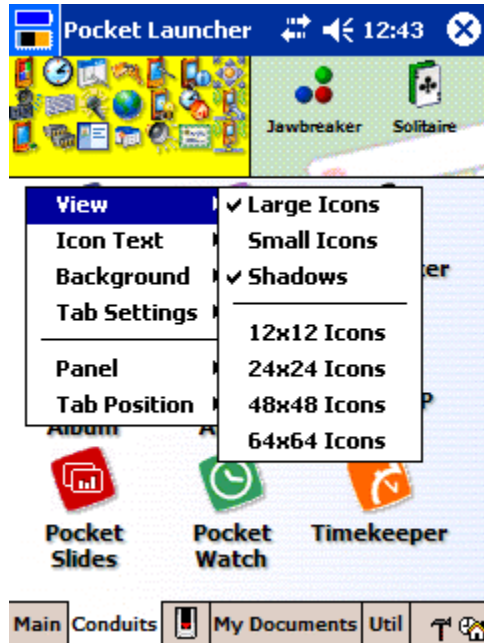
To rename a tab, tap **Tab Settings** → **Rename**.

To add shortcuts to a tab, tap **Tab Settings** → **Import Links**.

To add your Settings icons to a tab, use the commands on the **Tab Settings** → **Include menu**.

Customizing Tabs

Customizing tab backgrounds is easy with a few taps of the stylus.



On the tab popup menu (after tapping-and-holding), on the **Background** menu, there are several choices which set the background for the tab:

Set Image...: this command will prompt you for an image to use as the background (Pocket Launcher makes a copy of the image for later use).

Remove Image: this command removes the current background graphic, and reverts to whatever color you have specified (below).

Use Today Theme: this command will use whatever graphic you have set up as your Today theme background.

Use Gradient: on Pocket PC 2003 devices, this command will use the white-to-blue gradient that is featured in the Inbox and other applications on the Pocket PC.

Color: this command will set the background to a solid color.

Backgrounds can also be added manually. Copy an image into the 'data' folder off of your Pocket Launcher install folder, and name it the same name as the tab (e.g. \Program Files\Conduits\Pocket Launcher\data\Games.bmp), and it will show up as the background for that tab. To make a bitmap show on all tabs, name it "_default.bmp" and put it in the data directory. Pocket Launcher also supports GIF and JPEG as background types.

Icons can be used instead of a tab name (above, a storage card icon is used on the third tab) by placing an ICO file in the data folder, named the same as the

tab. For example, \Program Files\Conduits\Pocket Launcher\data/Card.ico will show that icon on a tab named Card.

Customizing Icons

Shortcut Icons in Pocket Launcher can be repositioned and customized.

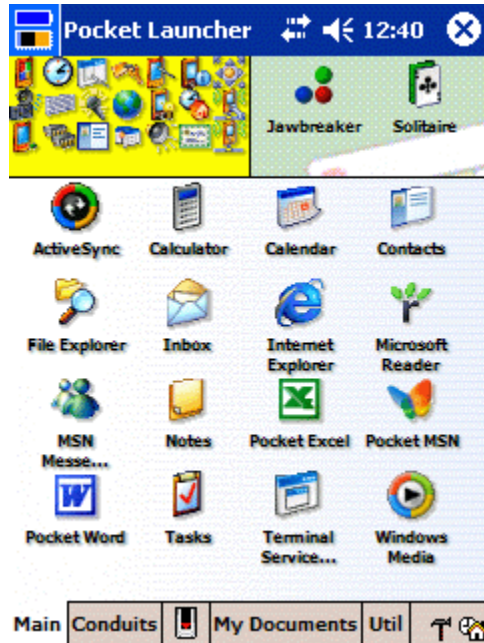
To reposition (reorder) icons in a tab, tap-and-hold on an icon, and pick a new setting on the Reposition menu. This will force the icon to the top or bottom of the list of shortcuts.

The text for a shortcut icon can be hidden from view, if you would like a tab that contains only the icon pictures, with no text showing. Toggle the **Icon Text** → **Show Text** command on the tab's popup menu. On the same popup menu, you can also choose the color of the icon and tab text.

Customizing icons is also easy -- locate the data folder (off of the Pocket Launcher install folder), then with ActiveSync, navigate to that directory. To customize an icon in a tab, copy the desired .ICO file into the tab directory, naming it the same as the application. For example, to change the "Contacts" icon on your "Apps" tab, navigate to \Program Files\Conduits\Pocket Launcher\data\Apps\ and copy MyContacts.ico (or whatever icon you have on hand) to "Contacts.ico" into that directory.

Multi-Panel Views

One of the main highlights of Pocket Launcher 2 is the Multi-Panel view technology.



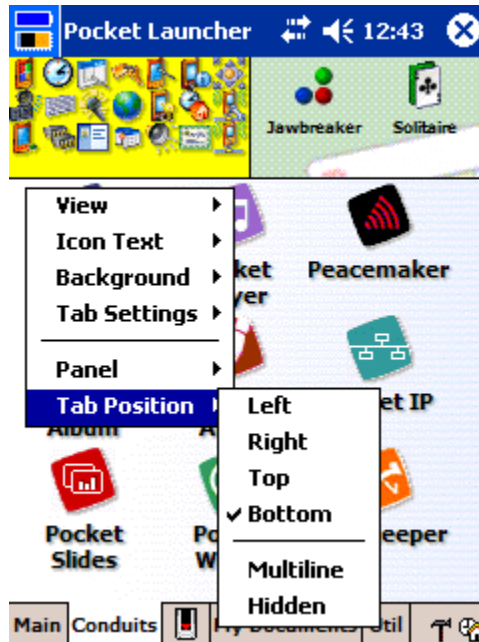
You can split the Pocket Launcher screen into several views, having certain tabs always visible by dedicating whole views to them. These "**Panels**" can be resized, and tabs may be placed onto them, with configurable settings for each **Panel**.



Panels are created in a hierarchical fashion. A Panel can be split into two Panels, either horizontally or vertically, and the divider bar can be dragged between the two. Use the **Lock All** command to lock the positions of all the Panels (which hides the Panel division "gripper bars"). Use the **Reset Positions** command to reset all Panel divisions to their halfway point.

Customizing Panels

Each Panel has separate settings which apply to all their tabs.



In the screenshot shown above, the main Pocket Launcher window is divided into two Panels horizontally, and the top Panel has been split into two more Panels, each with their tabs hidden (since, in this case, each Panel's function is to hold one tab worth of shortcuts).

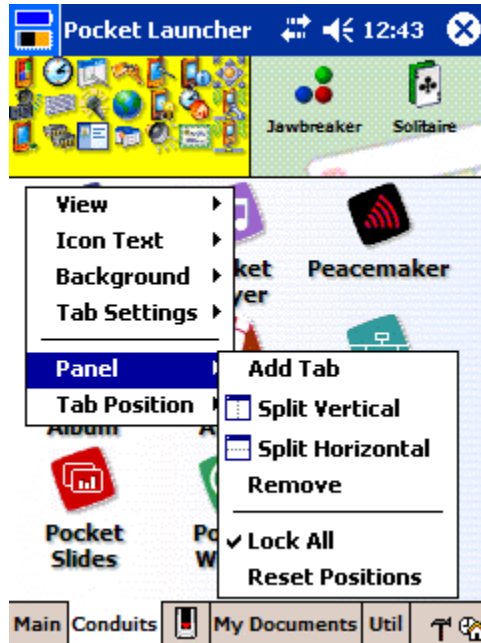
Tabs in a Panel can be docked at the left, right, top, or bottom parts of the Panel by using the commands on the **Tab Position** menu of the Panel's popup menu.



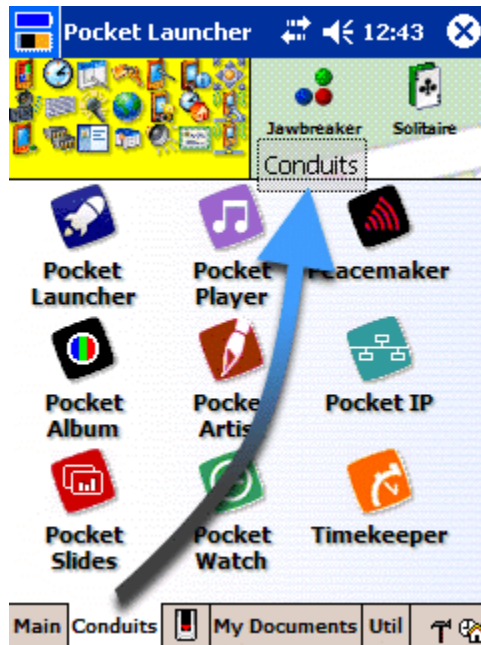
Here, the main Pocket Launcher window is divided into two Panels vertically. The left Panel has the tabs docked at the bottom. The right Panel has its tabs docked on the right.

Panel Management

To remove a Panel, simply tap **Panel** → **Remove** from the popup menu. Removing a Panel will never remove the tabs and their contents -- they will simply be moved to a remaining Panel. To add a new Panel, use the Split commands on the Panel popup menu.



To move a tab from one Panel to another, simply tap on the tab name, and drag it onto another Panel, as shown below:



To move a tab shortcut icon from a tab on one Panel, to a tab on another Panel, simply tap on the icon, and drag it onto another Panel, just as you would drag a tab.

Other Settings

Tapping the hammer icon at any time will bring up the Pocket Launcher settings.



Remember last category, if checked, will not revert to the first tab in Pocket Launcher whenever you re-launch Pocket Launcher or switch back to it.

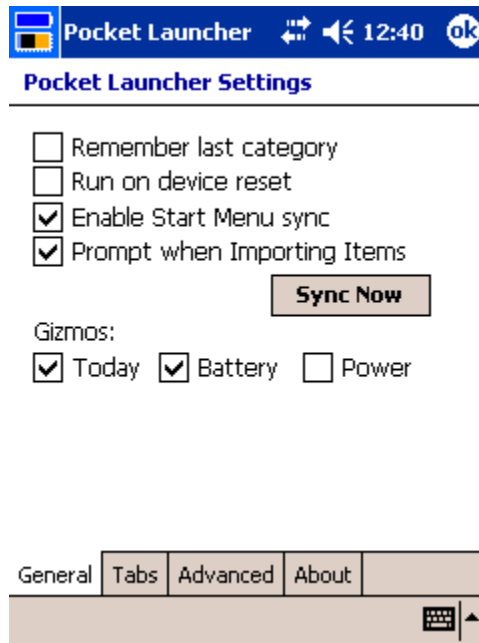
Run on device reset will run Pocket Launcher whenever you soft reset your mobile device.

Enable Start Menu sync / Prompt when Importing Items will keep watch on the mobile device's Start menu, and will prompt you when new items are added (usually as a result of an application installation), and add any items to the current tab. Checking the second option will disable the prompt, and auto-add the items.

The Settings screen may be accessed by selecting Help from the Start Menu while in Pocket Launcher.

The Gizmos settings are explained in the next section.

Gizmos



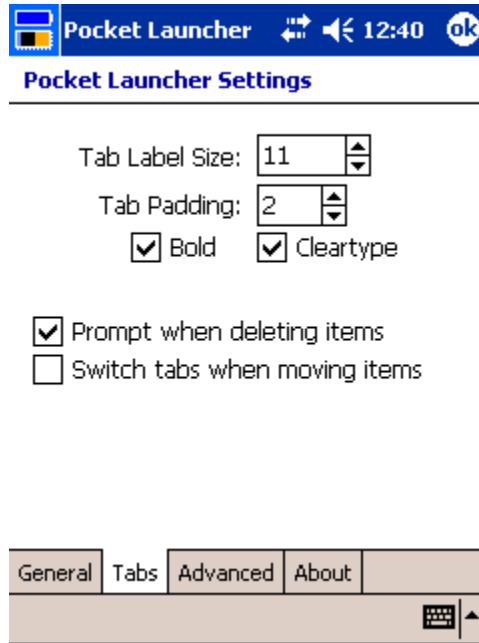
The **Today** and **Power** Gizmos appear as icons that are adjacent to the hammer icon on the main Pocket Launcher screen. When tapped, they will (respectively) go to the today screen, or turn off the device.

The **Battery** Gizmo adds a battery and memory level indicator on the Pocket PC's Start Bar.

Since Panels can be created and tabs can be positioned however you would like them to be, Pocket Launcher 2 allows you to move the Gizmos to any corner of the screen. Simply tap-and-hold on any Gizmo icon, and a popup menu with placement commands will appear.

Tab Options Screen

The Tab Settings screen controls how tabs are sized and behave:

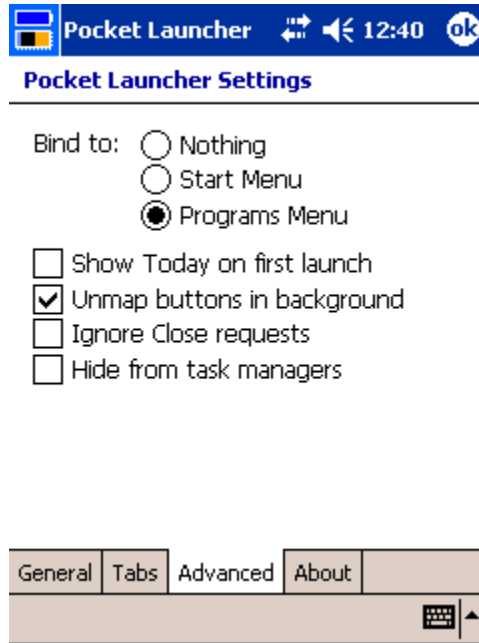


The Tab label size box adjusts the size of the tab text. The padding box adjusts how much space is allocated around the text. Bold and Cleartype also adjust the settings for the tab text.

The last two options on the screen adjust the behavior of tabs when moving or removing items from tabs.

Shell Integration

Pocket Launcher also features some shell integration - the Advanced screen has three choices for shell integration.



Integration with the Start Menu means that Pocket Launcher will activate whenever the Start Menu would have popped up.

You can still activate the built-in Start Menu by pressing the Start Menu button on your Pocket PC.

Integration with the Programs menu means that when the "Programs" item is selected from the Start Menu, Pocket Launcher will activate automatically.

The last four options adjust the behavior of Pocket Launcher when starting up. Hiding Pocket Launcher from other task managers will prevent Pocket Launcher from being closed, so that Pocket Launcher can truly be integrated with your mobile device.