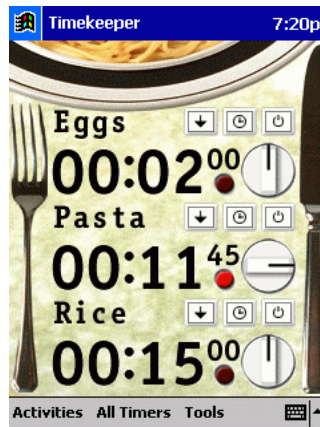


Timekeeper Documentation



Timekeeper is a professional timing application for the Pocket PC. With Timekeeper, you can easily cook an egg, time a relay, or clock a chess match.

Timekeeper's many uses are organized into Activities.

Quick Start tip: select an Activity from the menu in the lower left corner. Timekeeper will configure appropriately. Touch the Play button on the screen to begin.

Basic Timer Operation

The Play/Stop button

To start any timer, touch the Play button. To stop the timer, simply touch the button again.

You can also start or stop every timer on the screen by selecting the appropriate action from the All Timers menu at the bottom of the screen or by using the Action hardware button.

Reset button

If you wish to reset a timer, simply press the Reset button. You can also reset every timer on the screen by selecting Reset from the All Timers menu at the bottom of the screen or by using the Up hardware button.

Timer modes

Timers have four modes: (1) Up, (2) Down, (3) Down, then Up, and (4) Down, then Loop.

To change the mode of a timer, touch the modes button, then, select the appropriate choice. You can also change the mode of every timer on the screen by selecting a mode from the All Timers menu at the bottom of the screen or by using the Down hardware button

Timers set to count Up show the time elapsed since the Play button was pressed. All other timers count Down from a preset time. When these timers reach zero seconds, they sound an alarm. Timers set to count Down, and Up begin counting up after the alarm is sounded. Timers set to count Down, then Loop, reset when the alarm is sounded; they then begin counting down again.

If the device is off when a timer reaches zero seconds, Timekeeper will wake the device before sounding the alarm.

Setting the Time

You will need to set the time on any timer counting Down. There are two ways to do this.

Preset button

A fast way to set a timer is to press the Preset button. This will pop up a menu of preset times. Select one. The timer will now display your selected time.

Setting the time yourself

You can also set the time by touching the timer itself. This will pop up a menu of digits. Select a digit from the tens column, then a digit from the ones column. The two digit number you selected will now be displayed on the timer. You can set hours, minutes, seconds, and fractions of seconds separately.

Setting the timer's name

On many of Timekeeper's skins, a name is displayed above each timer. To change a timer's name, touch the name itself. This will pop up your device's keyboard. Enter the new name and press OK.

You can reset all timer names to defaults by selecting Reset Labels from the All Timers menu at the bottom of the screen. You can remove the names of all timers by selecting Clear Labels from this menu.

Lap Functionality

Running a race? Timekeeper allows you to time each lap and keep a complete history. To keep track of laps, set the timer to count Up.

After Each Lap

To mark the end of a lap, you can touch either (1) the Reset button or (2) the number display. Timekeeper will keep track of each lap's duration, as well as the total time elapsed since the Play button was pressed.

The Last Lap display

When you mark the end of a lap, the timer will continue to run and the Lap alert will sound. Some of Timekeeper's skins have a Last Lap display below each timer. This display shows the time of the last recorded lap.

View Lap Data

When the timer is set to count Up, the function of the Preset button changes. This button now allows you to view the lap data Timekeeper has recorded.

Press the Preset button. Timekeeper will open the View Lap screen. This screen lists each lap in descending order, the time for each, and the total time elapsed. You do not need to stop the timer before accessing this data.

If you pressed Stop when the last lap was completed, check the box that reads "Include the time between pressing Lap and Stop." Leave this box unchecked if you pressed Lap when the last lap was completed, and pressed Stop afterwards.

This screen allows you to export your Lap Data to Word or Excel. Simply touch the appropriate button. Then open the document you wish to copy data to and select Edit, then Paste from the menu.

You can also copy Lap Data for every timer on the screen at once by selecting Tools, and then Copy to Word or Excel from the menu.

Activities

Timekeeper comes with many different Activities and allows you to create your own. To choose an Activity, simply select it from the Activities menu in the lower left corner of the screen.

The Activities included with Timekeeper are:

(Default)

The default Activity gives you a basic timer skin that can be easily used for any task. Just set the timer mode, name, and duration and hit Play!

Cook Breakfast or Dinner

These Activities come with preset times for many kitchen tasks, such as cooking an egg, boiling a pot of rice, and baking a potato. Each has timers already labeled and set for a common food item for that meal. You may easily choose another food from the preset list and add preset times for your own favorite recipes.

Play Chess

Up for a game of speed chess? This Activity has a classic look and function: Stop one timer, and the other starts!

Run Laps

This Activity is equipped with a single timer that is useful for any athletic activity. It includes a Lap Display to help you keep track of your progress.

Time Race

You can easily keep track of five runners at once with this activity. Name each of the timers after a runner, and use the Reset button to track laps. Once everyone has completed the race, use Copy Laps to Word or Excel to export detailed times for each runner.

Track Meet

Time a large number of runners with a skin that includes twenty timers. Use the hardware buttons to easily start, stop, and reset all timers at once.

Editing and Creating Activities

Activities are files that store many of Timekeeper's settings. They store the skin being used, the mode and name of each timer, and the time set on each. Activities also store the list of preset times to be activated by the Preset button. By changing any of these settings, you can edit or create Activities.

Once Timekeeper is set the way you want it, touch the Activity menu in the lower left corner of the screen and select Edit, then Save. Timekeeper will display a dialog box that allows you to name your new Activity. If you wish to save your changes to the old Activity, press OK. If you wish to create a new Activity, enter a name, and then press OK. Your new Activity will appear the next time you open the Activities menu.

To remove an Activity from this menu, open the Activity first. Select the Activities menu, choose Edit, and then Delete.

If you wish to move your Activity to another device, open that Activity. Select the Activities menu, select Edit, and then Export. This will copy the Activity file to the My Documents folder on your device.

Editing Preset Times

The Preset button pops up a menu of times to choose from. Timekeeper lets you edit these times. Select Edit Preset Times from the Tools menu at the bottom of the screen.

The Edit Preset Times screen will open. At the bottom is the current list of times. To remove a time, touch and hold the stylus on the screen. After a moment, a Delete button will appear. Select it to remove the time.

To change the description of an existing time, Delete it first. The time and description will appear in the boxes at the top of the screen. Edit the information in the Description box and press the Add to List Button.

To add a new time, enter the time and a description in the boxes at the top of the screen. Then press the Add to List Button. The next time you press the Preset button, the preset time you have added will appear.

To save the times you have edited, you will need to save your current Activity. Select Edit from the Activities menu, then select Save as described in the Editing and Creating Activities section. The next time you open this Activity, the preset times you have edited will be available.

Button Actions

Timekeeper's hardware button actions allow you to operate the program without ever touching the screen. By pressing the buttons on your device, you can start and stop timers, change timer modes, reset timers, and mark laps. Not all devices have the same buttons. Consult your hardware manual for more information.

By default, pressing the up right-hand button starts any timers on the screen that are stopped. If all timers are running, pressing this button stops them. You can also start and stop timers by pressing the action button.

The up button marks a lap for all timers counting Up. If there are no timers counting Up, pressing this buttons resets all timers.

The down button will change each timer's mode to the next mode in this sequence: Up, Down, Down, then Up, Down, then Loop.

To change the function of any button, select Button Actions from the Tools menu at the bottom of the screen. The Button Actions screen will appear. You can choose new actions for each hardware button from pull-down lists.

The actions you may choose for a hardware button include: Start/Stop Toggle, Reset/Lap, Next Mode, Count Up, Count Down, Count Down-Up, and Count Down-Rpt. The first three actions are outlined above. The Count actions set all timers to the specified mode.

The Restore Defaults option allows you to return all buttons to their original function.

Choosing Skins and Sounds

Choosing a skin

To change the skin currently being used by Timekeeper, go to the Tools menu at the bottom of the screen and select Choose Skin. The Choose Skin dialog will appear. Select a skin from the pull-down list. If a preview of the skin is available, it will appear on the screen. When you are happy with your choice, touch the OK button in the top right.

Choosing sounds

To choose a new sound for your alarm, go to the Tools menu at the bottom of the screen and select Sound Options. The Sound Options dialog will appear. Select a new sound from the pull-down list. You will hear a preview of the chosen sound.

You may choose one sound for Timekeeper's alarm and one sound for the marking of laps. You may also choose sounds to play when a button on a timer is pressed or released. When you are happy with your choices, touch the OK button.

To restore the default sounds, press the Restore Defaults button.

New sounds and skins

To add sounds or skins to Timekeeper, place the files in your My Documents folder. You may instead put these files in the Timekeeper program folder if you do not want them to appear in My Documents.

New skins, sounds, and Activities may be downloaded from www.conduits.com/ce/timekeeper.

Limitations

Waking Device

When your device is off, Timekeeper will wake it before sounding any alarm. Two conditions may prevent this.

If you set a timer for fewer than thirteen seconds and then turn off the device, Timekeeper will not be able to wake it.

If your battery is low, a warning icon will appear on the menu bar when you start the timer. When this happens, Timekeeper will not wake the device. This feature exists to prevent data loss.