

Version

3

BITS 'N BOLTS SOFTWARE

FileMan Users Manual

FileMan v3 Users Manual

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Table of Contents

Title	Chapter
Introduction	1
Installation	2
Basic Navigation	3
Menu Options	4
Destination Select	5
Action List	6
Attributes	7
Common Error Messages	8
Registration	9

Introduction

FileMan is the one of the most robust file management utilities available for PalmOS®.

Welcome to the newest generation of file management software specifically designed for your Palm-Powered™ handheld computer. While FileMan is optimized for PalmOS® 5 High Resolution devices, it will function on any Palm Powered™ handheld that meets the minimum system requirements outlined below.

- A Palm Powered™ handheld running PalmOS® v4.0 or higher.
- VFS-capable expansion slot.
- This slot can use any type of media including Secure Digital, MMC, Memory Stick or Compact Flash.
- Approximately 150kB of free storage memory to store the executable, and approximately 200kB free memory to run the application

NOTE: Almost all Palm Powered™ devices with an expansion slot manufactured since 2001 meet these requirements.

In addition to the above requirements FileMan supports the following advanced features on devices that support them.

- High resolution color displays
 - Virtual Graffiti and Active Input Areas
 - Screen rotation
 - Bluetooth, Infrared, and SMS based file transfer
-

- Multiple expansion slots
- Internal storage memory found on new handhelds from Tapwave™ and Sony.

FileMan is constantly being updated to support useful features on new hardware platforms as they become available.

Installation

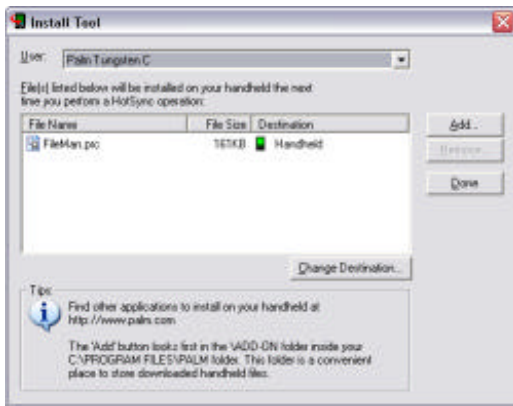
Installing FileMan is easy, it's just like all PalmOS® Applications!


If you have ever installed software on your handheld before, feel free to skip this chapter and install FileMan using your favorite install utility. If you're new to the platform, don't worry, installation is a snap.


You most likely obtained FileMan as part of an archive called a Zip file. A Zip file is a platform-independent distribution package that you will encounter often on the internet. Our installation procedure contains instructions for dealing with these files on the Windows Platform. If you are using MacOS, Linux, BSD, VMS, or any other operating system consult your OS documentation on how to deal with Zip archive files.

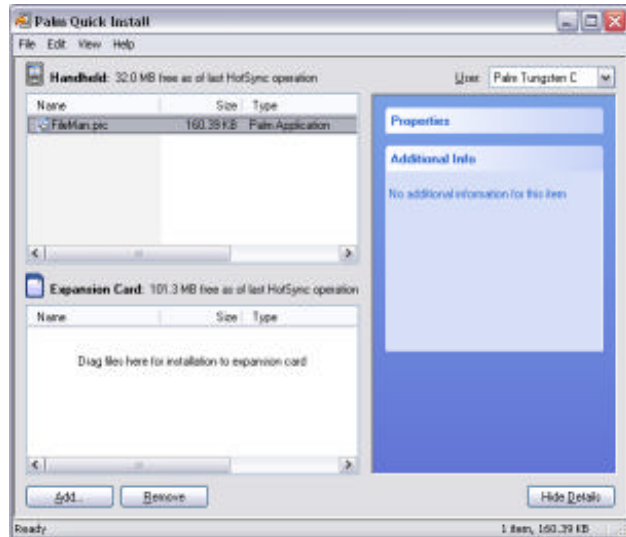
The first thing you need is a program on your PC to deal with Zip files. Windows XP includes this functionality in the operating system itself, but prior versions of Windows do not. If you are running a version of windows prior to XP, you will need to download a 3rd party utility to open the Zip archive file. We recommend WinZip®, which can be obtained in shareware form from their website at www.winzip.com. Their website has exceptional documentation for installing and using their product.


Once you have obtained the FileMan.prc file from the Zip archive, double click on it. You will then see one of two screens depending on the software that came with your handheld. Both screens are shown below along with descriptions of how to handle each situation.



Select the appropriate username in the first dialog and then press the  button. If you do not see the first dialog, don't panic. You will not see it if you only have 1 device installed on your computer.

Select the  button to queue FileMan to be installed the next time you HotSync® your handheld.



Select the correct user from the dropdown box in the upper right corner of the dialog, then click on the  button to queue FileMan to be installed the next time you HotSync® your handheld.

Now perform a HotSync® by putting your handheld in the cradle and pressing the HotSync® button. After the HotSync® is complete you can start FileMan by tapping



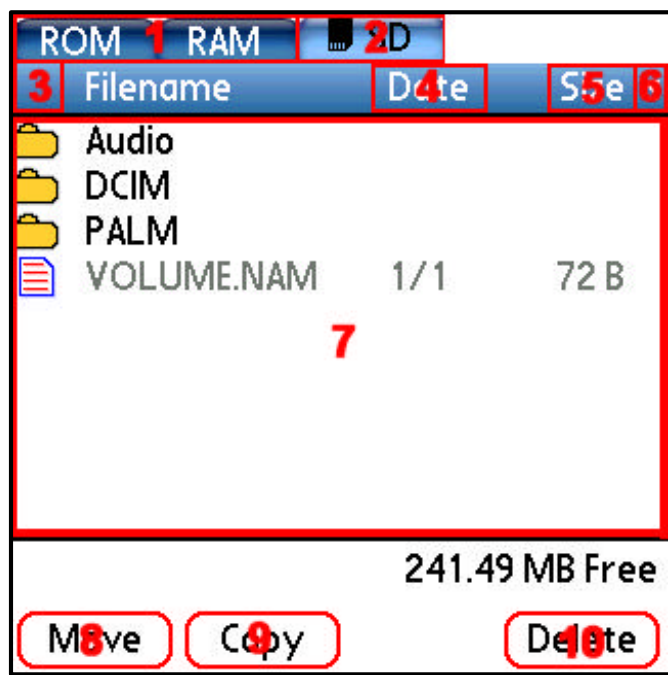
FileMan in the application launcher. FileMan will be located in the unfilled category. Tap on the dropdown list in the upper right corner of the screen and select "Unfiled".

Basic Navigation

Performing basic operations with FileMan is easy; Just Tap, Tap, Tap!

Navigation in FileMan is easy. The interface is designed to be intuitive and require little explanation, but this chapter may be useful if you get stuck.

Each tappable region is highlighted in red. A brief explanation of each region follows below.



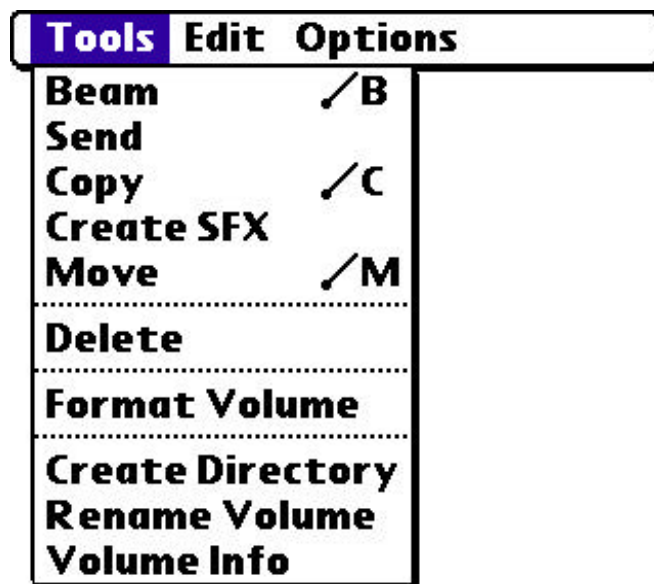
1. Inactive Tabs: These are other “drives” on your handheld. ROM (displayed as “Flash” on devices so-equipped) is where your most critical system files are stored. This tab is always read only. RAM is where most applications store their data. Tapping on an inactive tap switches to that drive. I

2. Active Tab: This is the currently selected tab. It is slightly larger than the Inactive tabs, and lighter in color. Tapping the selected tab will bring up a menu of various options and program settings.
 3. Previous Directory Button: This area will display the previous directory icon, if available. This icon will only show up when you are in a subdirectory on an expansion card. Tapping it will take you up one directory level.
 4. Information Display 1: Tapping on this column will allow you to choose more detailed data about the file to be displayed on the main screen. Options are Modification Date, Creator ID, File Size, File Type.
 5. Information Display 2: Operation is identical to #4.
 6. Sort Control: Tapping on this icon will allow you to choose from a list of sorting options. Valid sorting options are Creator, Modification Date, Filename, Size, and Type.
 7. Main File Display Window:
 - a. Tapping on an item will prompt a reaction.
 - i. Tapping on a file will toggle it's selected status
 - ii. Tapping on a directory will open it
 - iii. Tapping on a button will perform that action to all selected files
 - NOTE: You cannot select directories. For directory operations, see Advanced Operation later in this manual.**
 - b. Holding the stylus down on an item for over 1 second will also prompt a reaction. This is called "Tap and Hold".
 - i. Performing a Tap and Hold operation on any file or directory will bring up a context sensitive Action Menu. The Action menu applies only to the file you tapped on, and does not effect any other selected files.
 8. Move Button: Tapping this button will prompt you for a destination. All selected files on the current tab will be moved to the destination you select.
 9. Copy Button: Tapping this button will prompt you for a destination. All selected files on the current tab will be copied the destination you select.
 10. Delete Button: Tapping on this button will delete all selected files on the current tab.
-

Menu Options

Menu options are the essential Power Tools of FileMan.

Many of FileMans features are contained in the menu options. This chapter will outline each option with a brief description of what it is used for.



The tools menu contains options that are volume specific, and duplication of the buttons on the main screen.

Copy, Move and Delete duplicate the functionality of the buttons on the main display.

- **Beam:** This option will beam the currently selected files to another device. If you have selected multiple files in ram, they will be bundled together in a self-extracting package and then sent to the receiving device.

NOTE: You cannot beam multiple files from an expansion card.

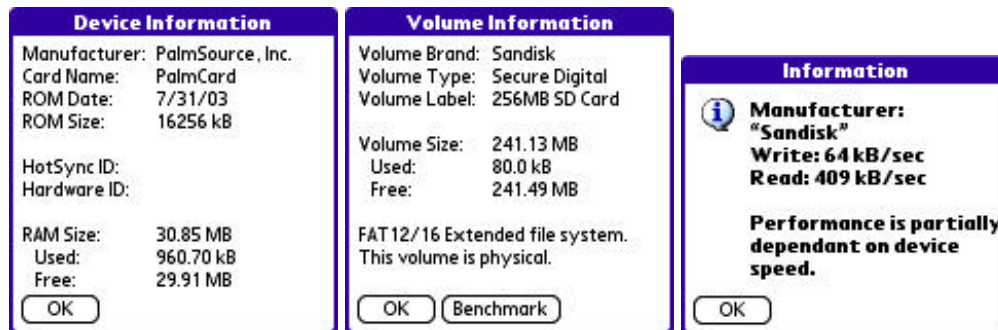
- Send: This option will send the currently selected files to another device. If your device supports advanced transport mechanisms such as Bluetooth® or SMS you will be presented with a dialog asking which transport to use. If you have selected multiple files in ram, they will be bundled together in a self-extracting package and then sent to the receiving device.

NOTE: You cannot beam multiple files from an expansion card.

- Create SFX: This allows you to bundle the selected files together. It will create a self-extracting archive of the selected files and put it in your devices RAM. It will prompt you for a filename for this new self-extracting archive. Only files in RAM can be added to a self-extracting archive.
- Format Volume: This command will erase all data on the currently selected volume. Depending on your device, you may receive two confirmation dialogs when you use this option.

NOTE: You can only format VFS volumes.

- Create Directory: This command will create a new directory at the current level on the selected expansion card. Directories cannot be created in RAM.
- Rename Volume: This command will allow you to change the name of an expansion card.
- Volume Info: This command displays detailed information about the currently selected drive. If you use this on an expansion card, you will have an option to perform a benchmark.

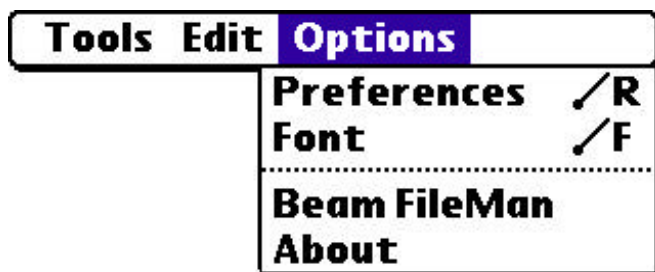


NOTE: Benchmark performance is a relative measurement which includes several factors specific to your device. It can be used to determine card speed, but the actual throughput numbers are only valid for the device used to perform the test.




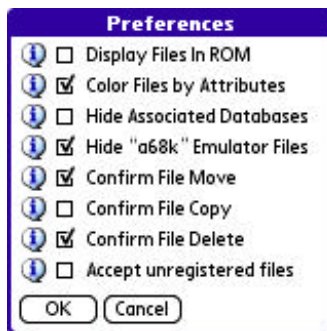
The Edit menu contains commands which make it easier to select large numbers of files.

- Select All: Selects all files on the current tab.
- Select None: Deselects all files on the current tab.
- Invert Selection: Changes the status of each file on the current tab. Selected files become deselected, deselected files become selected.

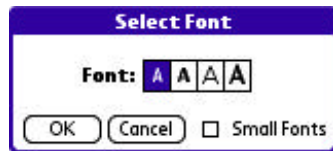


The Options menu contains various miscellaneous commands that deal with FileMan.

- Preferences: FileMan's default behavior can be modified from this form. Each option is fully described in the program by tapping on the  icon next to the option.



- Font: This brings up a dialog which controls the font used to display files in FileMan. Tapping on the “Small” checkbox will use a smaller version of the selected font so that more data can be displayed on your handheld's screen.

[illegible]

ROM	RAM	SD	Filename	Date	Size	s
			AddressC...	1/1	84 B	
			Address...	1/1	84 B	
			Address...	1/1	84 B	
			AddressDB	1/1	84 B	
			AddressS...	1/1	84 B	
			AddressTi...	1/1	84 B	
			Calendar...	1/1	84 B	

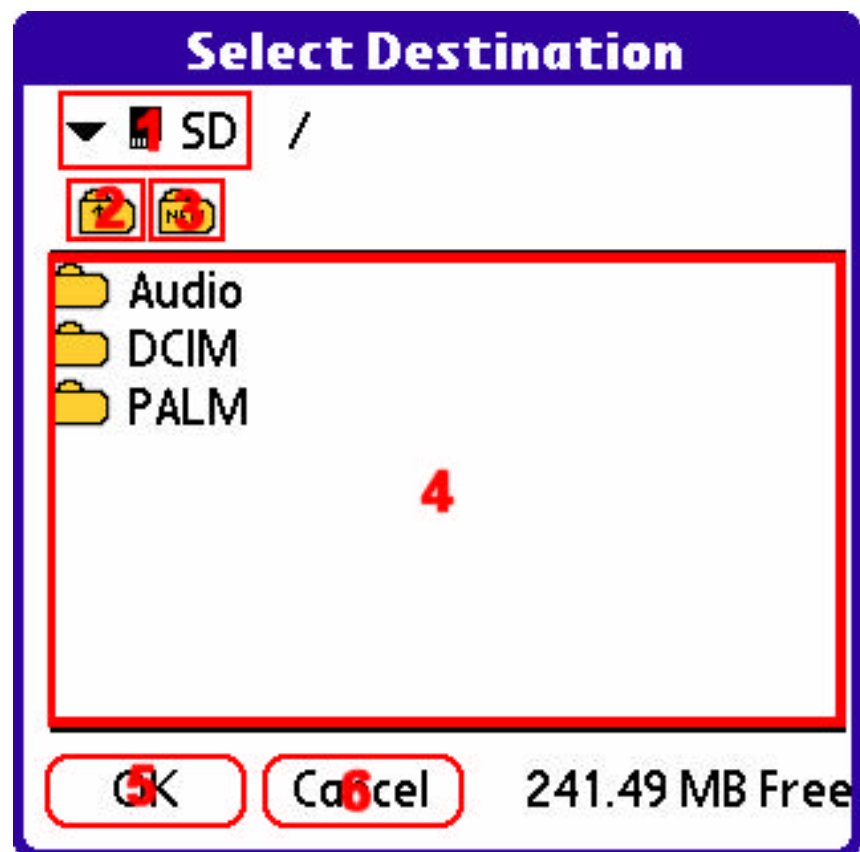
- **Beam FileMan:** This option will send a copy of FileMan to another device. If your device supports advanced transport mechanisms such as Bluetooth® or SMS, you will be presented with a dialog asking which transport to use.
- **About:** This option will display information about the FileMan program, including registration details.

Destination Select

Where exactly does this file go?

When you select Move or copy, you will be asked where to deposit the file. FileMan uses graphical dialog to allow you to select the destination location for your files.

Each tappable region is highlighted in red. A brief explanation of each region follows below.



1. Drive Select: Tapping on this trigger will allow you to select the destination drive. Some files cannot be stored in RAM and therefore it is not always available as an option.
2. Previous Directory Button: This area will display the previous directory icon, if available. This icon will only show up when you are in a subdirectory on an expansion card. Tapping it will take you up one directory level.
3. New Directory Button: Tap this button to create a new directory at the current level on the selected expansion card. This button is not available when viewing RAM.
4. Directory Display Window: Tap on the directories listed in this window to navigate down the directory tree.
5. OK Button: Tap here to begin copying or moving files.
6. Cancel Button: Tap here to abort the requested operation and return to the main file display screen.

Action List

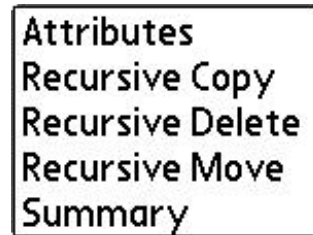
Action Stations!

The Action List is a dynamic menu of options that allow quick access to several of the most common FileMan functions. In addition to this quick access, the Action list allows additional advanced functions such as attribute modification and directory operations. Attribute modification encompasses names, dates, and file-system attributes for databases files and directories.

The Action List is a dynamic menu, that is to say that only the options relevant to the currently selected item are displayed. You will not get directory modification options when you select a non-directory. The Action List is also a single item control, this means that any actions you perform via the action list only affect the file you have selected and do not change the status of any other selected files.



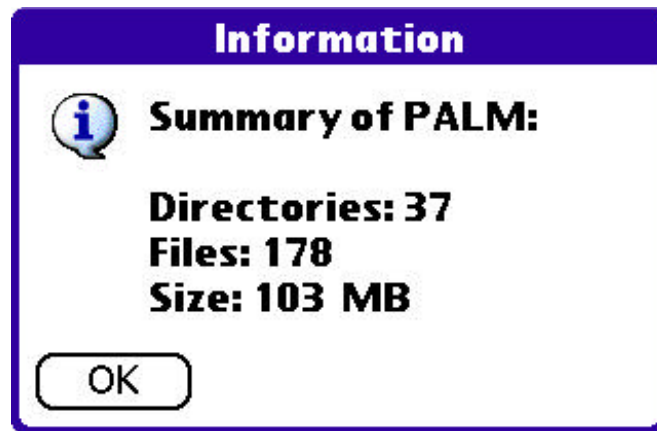
Selected File or Database Action List example



Selected Directory Action List example

- **Attributes:** This option brings up an advanced information page which is described in the “Attributes” chapter.
 - **Delete:** This option deletes the currently selected file or database.
-

- **Send:** This option will transport the selected database to another device via whatever transport you select. This could be IR, Bluetooth, SMS, Email, or any other transport mechanism you have installed on your handheld.
- **Summary:** This option performs a quick summary on a directory. The summary screen gives useful information about a directory's contents. Here is a sample of a summary screen:



- **Recursive Delete:** This option is very dangerous, please use it with care. It will delete the currently selected directory, and everything it contains. If it contains more directories, they will also be emptied and then deleted.

Note: This option will ALWAYS prompt for confirmation, regardless of any preference settings.

- **Recursive Copy:** This option will copy the directory and all of its contents to another location. If it contains additional directories, they will be copied with all their contents as well. This is useful for moving large amounts of data around on the card, or to other memory cards on multi-volume devices.
 - **Recursive Move:** This option performs a recursive copy, then if successful a recursive delete.
 - **Uninstall:** This option will delete the selected application, associated databases (by creator ID), and any system preferences that are associated with the application.
-

Attributes

Advanced Operations

Atttributes are very important in determining how a computer will deal with a file. Attributes include such information as the File Name, file status (Open, Read Only, Directory, etc) and file date stamps. In addition to standard file attributes, PalmOS® has defined additional attributes for databases in RAM. These attributes are very similar to Macintosh file attributes and are briefly described below.

FileMan can modify any of the following attributes. To modify attributes, tap on the filename and hold the stylus down for 1 second. Select Attributes from the popup menu.

Name	This is the name assigned to the file or database. File names must be unique in the directory; database names must be unique on the device.
Creator	This is a 4-digit alphanumeric code assigned to the database. This code is used to tie various databases and settings together to make a complete program
Type	This is the database type; it is assigned by the database creator at creation time.
Version	This is the database format version number. It seldom corresponds to the version number of the application.
Creation Date	This is the date that a file or database was created.
Modification Date	This is the date that a file or database was last modified.
Backup Date	This is the date that a database was last backed up.
Access Date	This is the date of the most recent time the file was accessed.
Archive	This attribute is set when the contents of the file have changed since the last time the file is copied. Most programs no longer use this attribute
Backup	This attribute is very similar to the archive bit, but it is specific to databases in RAM. HotSync will clear this bit after it copies the database to the host computer
Bundled	This attribute denotes the the selected database is part of a larger collection of databases, and should not be handled without it's companions
Copy Protect	This attribute is set by a developer and denotes a request that you should not beam or copy this file.
Directory	This attribute is set to denote a specific file is actually a folder containing more

	files.
Dirty	This attribute is set by applications to denote that their conduit needs to perform some action during the next HotSync operation.
Hidden	This attribute is set to denote that a file or database should be hidden from the user by applications that display file lists.
Install New	This attribute is set on a database to allow the PalmOS to install a new copy overtop of the existing open database.
Launchable	This attribute is set on a database to denote that it is an executable program.
Open	This attribute is set on a database if the database is currently being used.
Read Only	This attribute is set on a database or file if the contents of that file should not be changed.
Recycle	This attribute is set on a database to request that the OS delete the database automatically at the first opportunity.
Reset	This attribute is set on a database to force the system to reset after the file is installed via HotSync.
Resource	This attribute is set on a database to denote that it contains one or more resources, such as program code, bitmaps, or other PalmOS resources.
Stream	This attribute is set on a database to denote it is a streaming file.
System	This attribute is set on a file to denote it is important to the computer's operation or to the file system's integrity.
Volume Label	This attribute is set on a file to denote it contains information on an extended volume name.

Common Error Messages

When Bad things Happen to Good Handhelds

When things go wrong an error message is generated. Some Palm-Powered™ handhelds include helpful text messages for the system generated error messages, some do not. When available, we use these textual descriptions in addition to an error code to give you a better idea of what went wrong. On handhelds that do not include these text messages, we provide the error code so that you can look up the error in our list here. For more unusual problems we also provide some pointers to get you on the path to fixing them.

The most common error messages you will see in PalmOS® are described below.

Error	Description	Possible Solution
0x0102	Not enough dynamic memory to complete operation	You have too many programs that have allocated memory on your device.
0x0201	The OS could not allocate enough storage memory for the database	You are out of memory on your handheld, or the database is not a valid PalmOS database. Examples are the Tungsten T OS Patch, and the database from the PalmOne Photos application.
0x0204	Database is read only	
0x0205	Database is open	
0x0206	Unable to open database	
0x0207	Cannot find requested database	
0x0209	Database is corrupt	
0x0217	Database opened by another task	
0x021A	Invalid Database name	
0x1501	There was not enough free memory to send the requested item	The amount of memory required to send or receive an item is approximately twice that item's size. So if you want to send a 1MB file, you and the receiver will require approximately 2MB free memory.
0x1503	The user cancelled the transfer	
0x1508	The data is bad	

0x150B	The device is full	
0x150C	The link was disconnected before the transfer completed	
0x1511	The exchange library you requested is bad or missing	This generally indicates a missing database on your handheld. For instance, if you get this message while trying to e-mail a file, reinstall your email application.
0x1512	There is not enough battery power to send the requested item	
0x2501	The overlay data is missing for the selected database.	This error indicates a database in ram exists without it's overlay data. PalmOS® cannot deal with files in this state, and it is usually caused by improper installation or uninstallation of a program
0x2902	There is not enough battery power to operate the expansion card slot	
0x2903	There is no card in the expansion slot	
0x2907	The expansion card is read only	
0x2908	The expansion card has a bad sector, or a sector the file system cannot access.	This error indicates that the device is having a problem reading or writing to your expansion card. This problem is usually solved by copying your card's data to a computer, then formatting your expansion card in the handheld and then copying your data back to the card.
0x2909	The expansion card has a bad sector, or a sector the file system cannot access.	Same as 0x2908
0x2A02	Generic file system error	That's all we know about this error. It happens most commonly on 68k-based Palm-Powered™ devices. Generally retrying the same operation again with no changes will succeed.
0x2A05	The file is read only	
0x2A06	The file already exists in the destination	
0x2A08	The file was not found	
0x2A09	The memory card was not found	Sometimes even though the memory card is inserted in the slot, it is not making proper contact with the handheld. Reinserting the memory card almost always fixes this problem
0x2A0E	The filename is bad	
0x2A0F	The volume is full	You are out of space on your memory card. You will need to delete some files or purchase a larger card.

Registration

I like it!

When you decide you like FileMan, there is only one thing left to do, register it! Complete details on how to obtain your FileMan license code are on our website at www.bitsnbolts.com. After you obtain your registration code, you will need to enter it into the program so FileMan knows you're registered. This chapter contains some pointers on that process.

When you purchase FileMan, you will be asked for your HotSync ID. This ID is specific to your handheld, and is displayed on the registration screen and in the upper right corner of the HotSync application. This ID is **not** your device's serial number.

After you have registered FileMan, you will be provided with a special unlock code. Enter that code into the space provided and push the Register button. If the code is valid FileMan will thank you for registering, then restart. You will not have to enter this code again under normal circumstances.

If FileMan tells you the code is invalid, the most common cause is that your HotSync ID was not reported to us correctly at the time of registration. Your registration confirmation email will show your HotSync ID above your registration code. Make sure it exactly matches what is displayed in the FileMan application. If it does not match, you must contact Bits 'n Bolts support to generate a registration code for your HotSync ID.

Thank you for considering registration!
