TouchMe for Palm OS 5.x

v. 1.3

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Introduction

TouchMe is a visual keyboard application for Palm OS devices with Palm OS version 5.0 and above.

Note: If you are an experienced Palm OS user – skip down to **Fast Start** and **Key Issues**. The other topics may be reviewed later, if needed.

When activated, TouchMe replaces the built-in keyboard and allows you to enter text using large graphic buttons – tap with your fingers and leave the stylus away.

TouchMe is started every time a keyboard is needed:

- Form both keyboard shortcuts in the Graffiti area ('abc' and '123').
- From the "Pen…" stroke, if your device is configured to do so.
- From a menu command in a third-party application.

TouchMe it is a fully functional standalone keyboard and does not require any third-party applications (like extension managers – Hack Master, X-Master, etc).

TouchMe is designed for manual text input:

- When a button is touched, it lights up!
- If you move your finger – TouchMe tracks your movement and lights the underlying button until you reach your target.

TouchMe uses the abilities of your device:

- 5-Way Navigator is supported on devices like Tungsten T.
- Jog Dial Navigator is supported on Sony CLIE devices.
- 320x450 screen size is supported on Sony CLIE devices with Virtual Silkscreen.

See **Device Specifics** for more details.

What's new?

Version 1.3 (Free Update)

1. New: Now you can start TouchMe with a hard key on your device. To enable this function, start TouchMe as a regular application and set the "Start with hard Keys" to "On".

   Supported hard keys:
   - 5-Way Navigator: use "left" when a field is active;
   - Sony Jog Navigator: use "push" when a field is active;

2. Drawing and positioning of the keyboard under the text field was improved.

Compatibility

TouchMe 1.2 is compatible with:

- All Palm OS devices with OS version 5.0 - 5.2.
- Standard (160x160 pixels) screen size.
- HiRes (320x320 pixels) screen size.
- HiRes+ (320x480 pixels) screen size.
- All color profiles – from B&W to 65K colors.

TouchMe does not require extension manager application, like Hack Master, X-Master, etc.

TouchMe is not compatible and will not run on devices with Palm OS version less then 5.0.

Installation

TouchMe consists of a single .prc file – TouchMe_abc.prc, where "abc" is a locale code. For example "TouchMe_En.prc" is an English language build with English "main" keyboard.

Install TouchMe using your installation tool, as any other Palm OS application.

Note: You need to activate TouchMe after it is installed. See **Activation** for more details.

Note: TouchMe should be in the main RAM of the device. If moved on an external storage card, you will still be able to start it (open the configuration screen) but when the keyboard should be started – the built-in one will appear.

Activating

Tap the TouchMe icon and start the configuration screen of TouchMe. It looks like this:

Use the first button –TouchMe is active – to activate the keyboard.

You can use the same button at any time to temporarily deactivate TouchMe – in this case the built-in keyboard will be shown.

There is no need to deactivate TouchMe prior to uninstalling – Palm OS will automatically deactivate it and the built-in keyboard will be used when needed.

Options

The configuration screen has three more useful options:

- Start with hard keys – when "On" you can start TouchMe using 5-Way Navigator or Sony Jog Navigator. See "Device Specifics" for more information.
- Activate after reset – when the device resets due to a third-party application failure, TouchMe will automatically reactivate itself if this option on. If this option is off, the built-in keyboard will be used after a soft reset.
- Use auto-shift – the built-in keyboard on most devices does not use the Auto-shift rules. Now you can choose whether to use auto-shifting in your keyboard application.

Using TouchMe

After you have activated TouchMe (see Activating) when the Palm OS has to popup a keyboard, it will start the TouchMe keyboard. The keyboard screen is shown below, with it parts marked.

The screen is divided in three parts:

- The text field – it is at the top. By default, it contains three lines of text, when the text is with standard font.
- In the middle is the toolbar – it is always visible.
- The rest are the keyboard buttons.

The text field is a regular Palm OS text field. Use the Auto-shift option (see **Options**) if you want to enable auto-shifting rules in this field.

The toolbar has 6 buttons:

- Copy – performs copy of the selected text to the keyboard. The copied text may be pasted in another application.
- Paste – performs paste of previously copied/cut text in the field. You can paste a text acquired in another application.
- Shift/Caps indicator – use it to see/change current shift state. It has 3 states, indicated by the standard signs for a shift indicator, except the first one:
    - None, indicated by a hollow sign – small letters are active.
    - Shift – the first letter will be capital and after it the "none" state will be set.
    - Caps – all letters will be capital until shift mode is changed.
- Backspace – a backspace button, deletes the character at left of the blinking input caret.

- "A1@", Next keyboard page – used to activate next page with keyboard buttons. Keyboard layouts are organized in pages – like letters, numbers, symbols, etc. Use this button to navigate through all pages in a keyboard layout.
- OK – closes the keyboard and saves the changes in the text. Note, that unlike the built-in keyboard, TouchMe provides an option to cancel the changes – use the keyboard screen menu (Keyboard | Cancel, /+E).

There are 2 drop-down menus available in the keyboard screen – **Edit** and **Keyboard**.

The Edit menu provides operations for the text field:

- Undo, /+U – performs undo.
- Copy, /+C – copies the selected text to the clipboard.
- Cut, /+X – cuts (copies to the clipboard and deletes) the selected text.
- Paste, /+V – pastes a text from the clipboard in the text field (where the blinking input caret is or over a selection).
- Select All, /+A – selects the whole text in the field.

Note: A text you have cut/copied is available for paste in another applications.

Note: A text that you have cut/copied form another application is available for paste in TouchMe.

Note: The Copy and Paste command are available in Toolbar buttons.

The Keyboard menu provides two commands for exiting TouchMe:

- OK, /+O – closes TouchMe and sends all changes in the text back to the application the keyboard was started from.
- Cancel, /+E – closes TouchMe and discards any changes in the text.

Note: The Cancel option is a unique one, not provided by the built-in keyboard.

Use the Page Up/Page Down hard buttons to scroll the text in the field.

See **Device Specifics** for more scroll options and other device specific functionality.

Character Coverage

General

TouchMe covers characters as follows:

- All characters included in the built-in keyboard.
- Additional characters from the 1252 Microsoft code page.

The default keyboard layout is different on devices with and without Virtual Silkscreen.

Characters not found

Some characters of the 1252 Microsoft code page cannot be entered from the default English layout. This is a list of the unsupported characters:

- Reverse Solidus;
- Single Low 9 Quotation Mark;
- Double Low 9 Quotation Mark;
- Left Single Quotation Mark;
- Right Single Quotation Mark;
- Left Double Quotation Mark;
- Right Double Quotation Mark;
- Single Right Pointing Angle Quotation Mark;
- Single Left Pointing Angle Quotation Mark;
- Dagger;
- Double Dagger;
- Small Tilde;
- No Break Space;
- Diaeresis;

- Soft Hyphen;
- Macron;
- Acute Accent;
- Cedilla.

Note: you can still enter these characters with Graffiti keystrokes.

Next the default English keyboard layout is shown. These are the keyboard pages on the different shift states.

Default layout, Virtual Silkscreen is not present (160x160, 320x320)

Page 1 - Letters

Letters, no shift

		⇧	←	a1@	OK
a	b	c	d	e	f
g	h	i	j	k	l
m	n	o	p	q	r
s	t	u	v	w	x
.	?	y	z	Ret ↵	Spc ␣

Letters, shift

				a1@	OK
A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W	X
,	!	Y	Z	Ret	Tab

Letters, caps lock

				a1@	OK
A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W	X
.	?	Y	Z	Ret	Tab

Page 2 - Numbers

Numbers, no shift

		⇧	←	a1@	OK
$	1	2	3	/	^
£	4	5	6	*	#
€	7	8	9	+	%
¥	.	0	,	-	1
®	©	TM	¤	¢	Spc ␣

Numbers, shift

		⬆	←	a1@	OK
ª	1	2	3	÷	...
º	¼	½	¾	×	µ
–	•	°	·	±	‰
—	¶	§	¦	¬	¡
ð	œ	š	þ	ƒ	Spc ␣

Numbers, caps lock

		⇧	←	a1@	OK
ª	1	2	3	÷	...
º	¼	½	¾	×	µ
–	•	°	·	»	‰
—	¶	§	¦	«	¡
Ð	Œ	Š	Þ	Ø	Spc ␣

Page 3 – Symbols

Symbols, no shift

		⇧	←	a1@	OK
!	@	#	$	%	^
&	*	(	)	<	>
-	+	[	]	"	'
_	=	{	}	:	;
\	|	/	~	`	Spc ␣

Symbols, shift

		↑	←	a1@	OK
à	á	â	ã	ä	å
æ	ç	è	é	ê	ë
ì	í	î	ï	ÿ	ý
ò	ó	ô	õ	ö	ø
ù	ú	û	ü	ñ	ß

Symbols, caps lock

		⇧	←	a1@	OK
À	Á	Â	Ã	Ä	Å
Æ	Ç	È	É	Ê	Ë
Ì	Í	Î	Ï	Ÿ	Ý
Ò	Ó	Ô	Õ	Ö	Ø
Ù	Ú	Û	Ü	Ñ	¿

<u>Default layout when Virtual Silkscreen is present (320x450)</u>

Page 1 – Letters and symbols

Letters and symbols, no shift

		⇧	←	a1@	OK
a	b	c	d	e	f
g	h	i	j	k	l
m	n	o	p	q	r
s	t	u	v	w	x
.	?	y	z	Ret ↵	Spc ␣
!	@	#	$	%	^
&	*	(	)	<	>
-	+	[	]	"	'

Letters and symbols, shift

		⬆	←	a1@	OK
A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W	X
,	!	Y	Z	Ret ↵	Tab ⇄
à	á	â	ã	ä	å
æ	ç	è	é	ê	ë
ì	í	î	ï	ÿ	ý

Letters and symbols, caps lock

				a1@	OK
A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W	X
.	?	Y	Z	Ret ↵	Tab ⇄
À	Á	Â	Ã	Ä	Å
Æ	Ç	È	É	Ê	Ë
Ì	Í	Î	Ï	Ÿ	Ý

Page 2 – Numbers and Symbols

Numbers and symbols, no shift

				a1@	OK
ª	1	2	3	÷	…
º	¼	½	¾	×	µ
–	•	°	·	±	‰
—	¶	§	¦	¬	¡
ð	œ	š	þ	ƒ	Spc ␣
ò	ó	ô	õ	ö	ø
ù	ú	û	ü	ñ	ß

Numbers and symbols, shift

				a1@	OK
a	1	2	3	÷	…
º	¼	½	¾	×	µ
–	•	°	·	±	‰
—	¶	§	¦	¬	¡
ð	œ	š	þ	ƒ	Spc
ò	ó	ô	õ	ö	ø
ù	ú	û	ü	ñ	ß

Numbers and symbols, caps lock

				a1@	OK
a	1	2	3	÷	…
º	¼	½	¾	×	µ
–	•	°	·	»	‰
—	¶	§	¦	«	¡
Ð	Œ	Š	Þ	Ø	Spc
Ò	Ó	Ô	Õ	Ö	Ø
Ù	Ú	Û	Ü	Ñ	¿

Device Specifics

5-Way Navigator

5-Way navigator is supported on devices like Tungsten T.

To start TouchMe using 5-Way Navigator, press "left" when a text field is active.

When TouchMe is started, the following actions are supported:

- Left – previous keyboard page.
- Right – next keyboard page (same command available on the toolbar).
- Up – scrolls the text field up, page-by-page.
- Down – scrolls the text field down, page-by-page.
- Select (the center button) – performs Keyboard | Cancel menu command – discards ALL changes in the text field, closes TouchMe and returns to the calling application.

Sony Jog Dial

To start TouchMe using Jog Dial, press "push" when a text field is active.

The following Sony Jog Dial actions are supported when TouchMe is started:

- Jog Up – scrolls the text field up, page-by-page.
- Jog Down – scrolls the text field down, page by page.
- Jog Push – acts like OK toolbar button (and like Keyboard | OK menu command) – closes TouchMe, activates the calling application and sends all changes in this application (the calling application).
- Jog Back - performs Keyboard | Cancel menu command – discards ALL changes in the text field, closes TouchMe and returns to the calling application.

Sony Virtual Silkscreen (HiRes+)

TouchMe supports Virtual Silkscreen – when started on a device with Virtual Silkscreen present, it rearranges the keyboard layout to fit on 2 instead of 3 pages.

Also, by default the keyboard screen starts in 320x450 screen – only the Status bar is visible. You can still expand the Virtual Silkscreen – TouchMe will resize to 320x320 pixels and you will be able to use Graffiti and the silkscreen icons.

Graffiti

While the keyboard dialog is active, you can still use Graffiti to enter text or to issue system commands – like menu shortcuts, changing shift mode, etc.

Fast Start

1. Install TouchMe_abc.prc ("abc" stands for a locale code, TouchMe_En.prc is an English language build).

2. Start TouchMe and tap the "TouchMe is active" button to set it to "On". Other options:
   a. Activate after reset – if On, TouchMe will tap the first button for you when you device has been reset.
   b. Use auto-shift – whether to use auto-shifting in the text field of the keyboard field.

3. You are ready! (Just check the **Key Issues** section, too.)

Key Issues

A few things to remember about TouchMe:

1. TouchMe keyboard will not start if there is no editable text field with blinking input caret or selected text in it.

2. TouchMe keyboard will not start if TouchMe is moved on an external storage media, even if you can start TouchMe main screen by tapping the TouchMe icon in launcher.

3. TouchMe keyboard allows you to cancel text changes – use the Keyboard | Cancel menu command or hardware buttons (Back Jog button on Sony CLIE, Select (the center button) in the 5-Way Navigator on a Tungsten T. See **Device Specifics** for more hardware options.

4. TouchMe is a standalone application and does not require third party applications (e.g. extension mangers like Hack Master or X-Master).

5. TouchMe requires Palm OS 5.0 or above. Current version is tested on Palm OS versions 5.0 – 5.2.

Legal Issues

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