

Stand Alone Menu Editor

Custom Menus for the Newton

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1 Welcome and Registration

1.1 About Stand Alone Menu Editor

Welcome to the Stand Alone Menu Editor (SAME), an enhancement for the Newton 2.0 OS or higher that lets you create custom menus. The new menus can be placed at any of the four corners of the screen, the text caret, a button on the status bar, or in a special icon in the Extras Drawer.

Included in this archive are the following packages:

SA Menu Engine.pkg

This package powers the SAME application. It performs this action quietly, and will do nothing if tapped. However, it needs to be installed for SAME to function.

SA Menu Editor.pkg

You interact with SAME through this package. All new menus are created, tested and installed through this application. When you have your menus set up how you want them, you can remove this from your Newton. Chapters 3 to 5 deal specifically with the Menu Editor.

Icon Editor

The third package is not actually a part of SAME, but is complementary to it. It is the Icon Editor, and is used to customize the icons that you create through SAME. You can use it to design your own icon for both the Extras Icon and the Statusbar Button.

SAME.pdf

This is the users' manual for Stand Alone Menu Editor.

SAME.txt

The text only version of the manual. If at all possible, use the pdf version, as it has layout and graphics that cannot be included in the text version. The pdf version of the manual can be viewed using Adobe® Acrobat Reader®. You can obtain this free of charge at www.adobe.com.

SASTuff.txt

A list of all of the software available from Stand Alone Inc.

SA reg.pkg

If there isn't a registration option under the  button, install this package to register your software.

1.2 Registering Stand Alone Menu Editor

The Stand Alone Menu Editor demo works for a 30 day trial period. At the end of the 30 Days, it will stop working. To avert this tragedy, you need to get in touch with Stand Alone to register your software. You can register with us by several different methods.

You will need to include the following information, no matter how you choose to register. Most importantly, you need to include your name EXACTLY as it is entered in your Newton, including spaces. We use this to generate your password, so it must be precise. You need to specify which programs you wish to register, and include payment for each of them. We accept Visa, Mastercard, and American Express. If you are using normal mail, you can send us a check as well. Make sure to include your card number, the expiration date, and what type of card you are using. You also need to give us a way to get in touch with you. Email is the preferred way, followed by your address and phone number. An Email address is not strictly necessary, but it results in much faster service.

For instant gratification, register by phone, and pay using Visa or Mastercard. Call (773) 477-2492 and we will give you a password right over the phone.

Alternatively, you can send us a check to the address below.

You can also Email us one of several ways. The application has a Register section under the  button. Tap on that to open up a registration slip. If you fill out that slip, and have an Email client on your Newton, it will automatically Email us and we will send you a registration code. You can also just Email us the relevant information from your Newton or a desktop machine, and we'll send you a code. If you are registering through Compuserve, use, GO SWREG.

Once you register, you will receive a password from us. You can install this password one of two ways. There is an option to Enter Password under the  menu. Tap on it to bring up a screen that has a space to enter the password. Alternatively, just install the SA Register package enclosed in the Stand Alone Menu Editor archive. Select "Stand Alone Menu Editor" from the pop-up menu at the top, and enter the password. When you enter the correct password you will get a message confirming the entry. Afterwards, you may remove the SAS Register application from you Newton.

1.3 Contacting Stand Alone, Inc.

There are several ways to get in touch with us here at Stand Alone, Inc. Email is the preferred form of communication, but whatever works for you is fine. If you have any questions, comments, suggestions or compliments, please don't hesitate to contact us through any of the methods listed below.

- 1.3.1 Email:
internet: info@standalone.com
AOL: Std Alone
CompuServe: 76342,3057
- 1.3.2 Phone:
Voice: (773) 477-2492
Fax: (773) 477-2579
- 1.3.3 Regular Mail:
Stand Alone
3171 N. Hudson, Suite 1
Chicago, IL, 60657, USA
- 1.3.4 World Wide Web:
<http://www.standalone.com>

2 Installation

2.1 Installation

The first thing that you need to do to get your software up and running is to install it on your Newton. To do this, you need to have Newton Backup Utility, or Newton Connection Utilities, set up to talk to your Newton. If you have problems with this part of the installation, please contact consult the documentation that came with your Newton. Once either Utility is set up, just follow the steps listed below to for each of the packages you wish to install.

1. Open the Newton Backup Utility , or Newton Connection Utilities



on your Desktop machine.

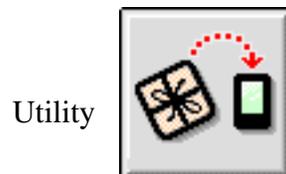
2. On your Newton, go to the Extras Drawer  and tap the Connection icon



3. Once the Newton Backup Utility has loaded on your desktop machine, make sure your cables are connected and tap the **Connect** button on your Newton.

4. For each of the packages you wish to install, do the following:

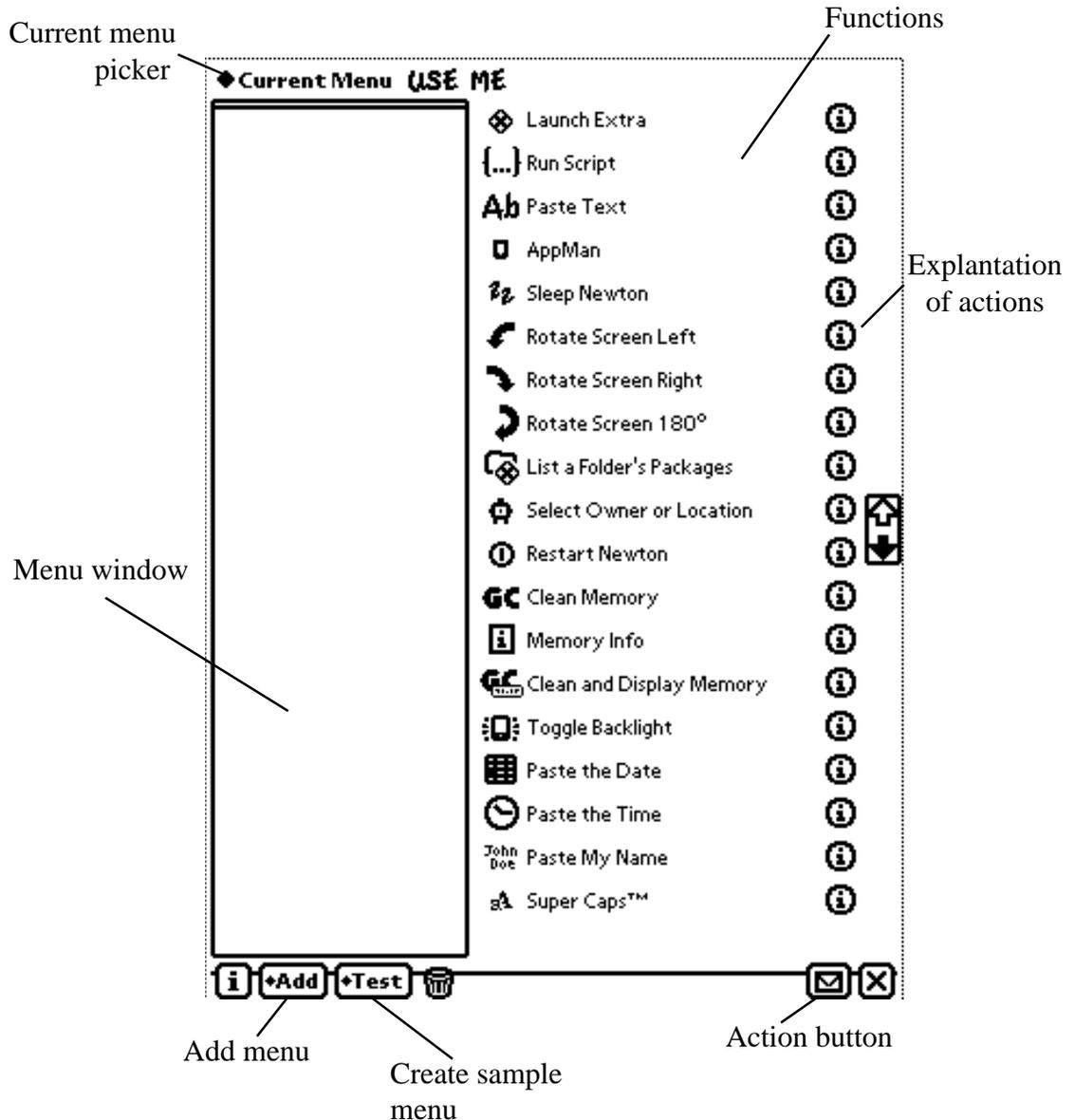
- Tap the Install Package button in the Newton Backup



- Go to the folder where your packages are, and select the desired package.
- Click on the “Install” button

3 Creating New Menus

This section chapter takes you through the heart of SAME: the Menu Editor. To use the Menu Editor, you first need to go to the Extra's drawer and tap on the icon to open it. When it is launched, a screen appears where you create, test and install any new menus.



3.1 Creating New Menus

The picker at the top of the screen lets you choose what menu you are working on. Tapping on it brings up a list of all the available menus, as well as the choice to create a new menu from scratch.



3.1.1 Selecting Menus

Menus are selected by tapping on a menu in the Current Menu picker. The menu with the check next to it is the selected menu.

3.1.2 Create a New Menu

Select New Menu with the picker to create a new menu. When you select New Menu, a window appears that asks you to name the menu. Write in the name and tap Create to start editing the new menu.

3.1.3 Edit or Remove Menus

To edit or remove menus, select the menu you wish to modify and then choose Edit Menu Title under the Current Menu picker.



You can rename the menu by replacing the current name with a new one, or you can remove the menu by tapping the remove button. To change the name without removing the menu, just change the name and tap the close button.

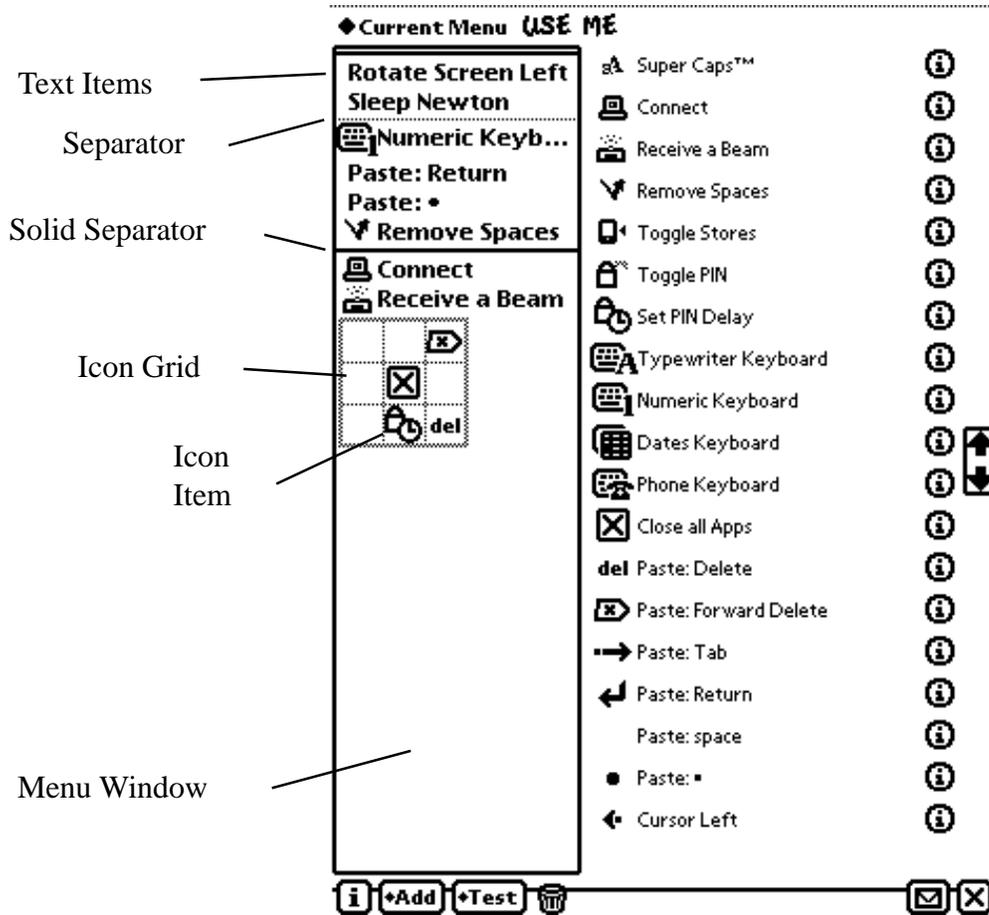
3.1.4 Default Caret Menu

SAME starts with the Default Caret Menu already on the editor. This is the menu that pops up when you tap on the text caret. You can add to this menu, but you cannot delete it from the Newton.

3.2 Adding New Items to Your Menu

SAME makes it easy to add new items to any menu. You can add new actions as a text line, or as icons in a grid. We will deal with the text entries first, as the grids are slightly more complicated to work with. Chapter 5 is devoted to a full explana-

tion of all of the actions that can be added to a menu.



3.2.1 Adding New Text Items

To add a new item, just select the item that you wish to add to the menu, and drag it onto the Menu Window. If you later decide that you don't want that function, all you need to do to remove it is drag it off of the Menu window and back to the list of actions. If you drag an action by the icon, an icon will appear by the text in the menu. If you just drag it by the text, only text appears.

3.2.2 Separators

Separators are a useful tool to separate a list of actions into distinct sections. They are found in the Add picker.



There are two separators that you can place in a menu. The first is just called a Separator. The other, a Solid Separator, is a thicker line, which makes a stronger distinction between groups of actions.

3.2.3 Adding Grids to the Menu List

If you are using menus with many action, it may be easier for you to use icon grids. Under the Add picker, select Icon Grid to add one to your menu. When you are using icon grids, the features that you include in the grid are represented by icons, rather than text. This lets you store a large number of features in a relatively small space.

3.2.3 Changing the Grid Characteristics

Tap on an installed grid to bring up the Edit Grid window that will let you customize the grid.



Height

The sets the number of vertical spaces in the grid.

Across

This sets the number of horizontal space in the grid.

Icon Height

Here you determine the size of the spaces in the grid. Tap here, to set the pixel height of the square.

Icon Width

Tap here to bring up a picker that sets the pixel width of the squares in the grid.

3.2.4 Removing Grids From the Menu

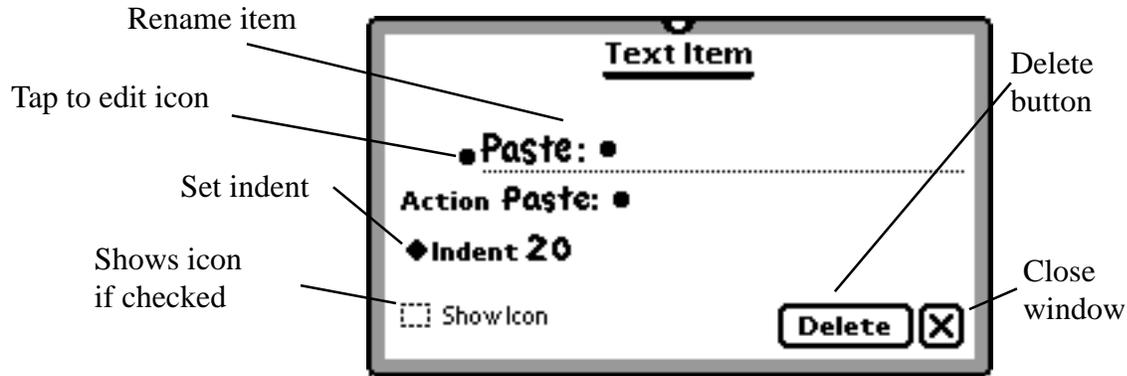
To remove a grid from your menu, tap on the grid to bring up the Icon Grid Detail. Tap the Delete button to remove the grid from the menu.

3.3 Editing Items

Both the text items and the grid icons can be modified as needed.

3.3.1 Modifying Text Items

Tap the text item to bring up the Text Item window.



Rename the Icon

You can rename the icon on the name line.

Set Indent

You can also set the indentation using the indent picker. This sets the number of pixels before the first letter of a text item.

Show Icon in the Menu

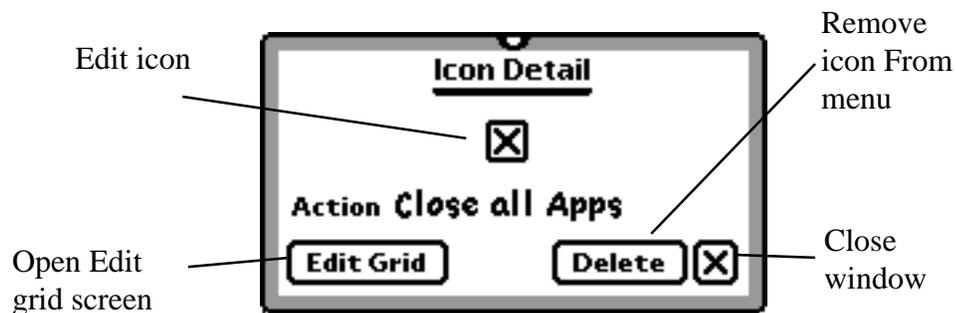
You can show the icon to the left of a text item with the Show Icon button.

Remove Text Item From Menu

You can also delete a menu item with the delete button. If you tap on the icon, and have Icon Editor installed, you can customize the text item's icon.

3.3.2 Icon Items

To edit an icon in the icon grid, just tap on the icon you wish to modify. A window will appear that lets you customize the icon.



Action

This tells you what the icon does, and it also will pop up any sub menus that are associated with the icon.

Delete

This function removes the icon from the grid.

Edit Grid

Edit Grid brings up the Edit Grid window.

Icon

If you tap on the icon itself and you have the Icon editor installed, you can customize the icon as you want.

For more information on the Icon editor, please refer to the Icon Editor manual..

3.4 Testing Menus

When you are finished designing a menu, you can see what it will look like by tapping on the Test button. When it is tapped, a screen appears that shows you exactly how the new menu will appear when installed. This menu is for visual reference only, and tapping on any of the menu actions will do nothing.

3.5 Clearing Menus

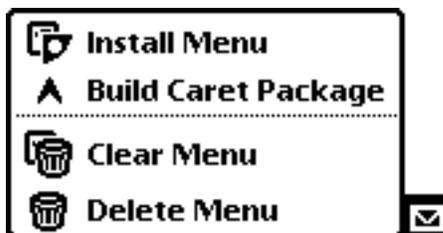
There is an option under the Action button that lets you clear a menu.

3.6 Deleting Menus

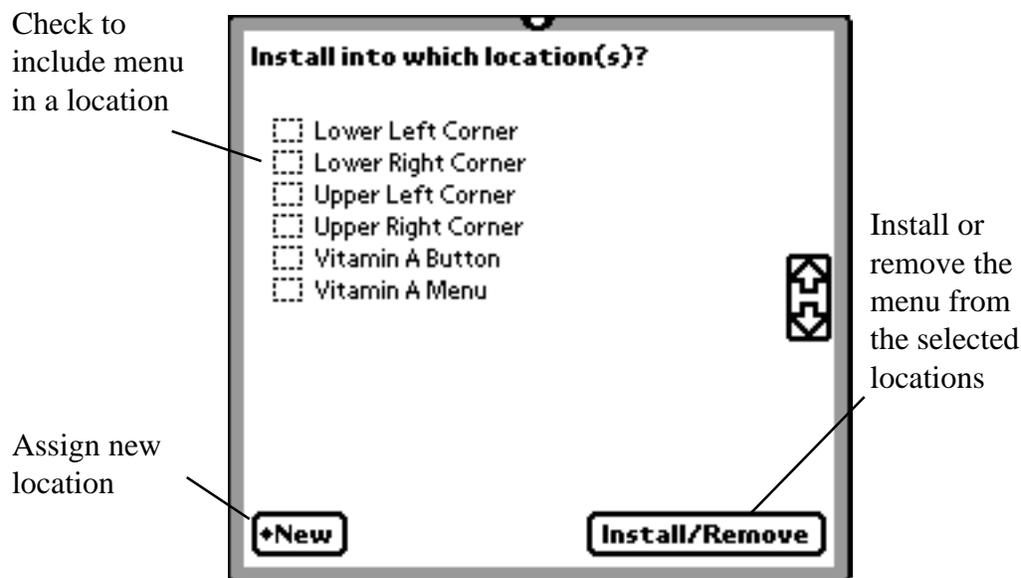
An alternate way to delete a menu is to select a menu and then tap on the Action button. There is an option there to delete the current menu.

4 Installing Menus

To use a new menu that you have created, you need to install it with the action button. To install a menu, you first need to select the menu using the Current Menu picker at the top of the screen. Once the menu that you wish to install is chosen, tap the Action button. This will then bring up a number of options.



Use the install menu option to install the menu to any one of a number of places on the Newton. A list will pop up which gives you a list of places to assign the menu.



4.1 Selecting Menu Locations

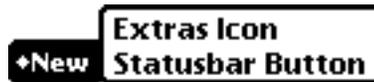
Check the box next to the location to install a menu there.

4.2 Installing Menu in New Locating

When you have decided where to include the selected menu, tap Install/Remove to set the menu to the checked locations. Because tapping Install/Remove is the only way to exit this window, make sure that you have the desired locations selected before tapping it to close the window.

4.3 New menu options

The New menu gives you two new places to place menus



4.3.1 Extras Icon

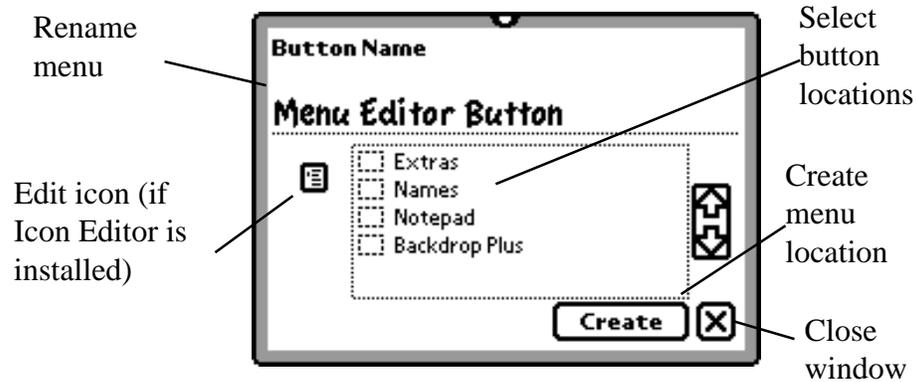
This creates an icon in the Extras Drawer with an menu assigned to it.



When it is selected, a window appears where you can name the menu, and, if Icon Editor is installed, customize its icon. Tap the Create button to place the icon in the Extras Drawer. When the icon is selected in the Extras Drawer, the menu associated with it pops up.

4.3.2 Statusbar Button

This option creates a small button  with a menu attached to it. Tapping this option brings up a window with a number of options.



Rename the button through the name line. If you have Icon Editor installed, you can modify the icon by tapping on it. The list of check boxes lets you select where the button appears. If a location is checked, the menu button will appear there. If a location isn't checked, it will not. When you are finished customizing the menu button, tap Create and the button will appear at all of the assigned locations. When this button is tapped, the menu assigned to it will appear.

4.4 The Caret Menu

The caret menu is slightly different from the other menu locations. A menu is required to be in this location, but it doesn't need to be the default caret menu. Installing a menu to this location is slightly different than other locations. Select the menu that you want to install with the Current Menu picker, and then tap the Action button. From the menu that pops up, choose Build Caret Package. It will then prepare the menu to be installed into the caret location.

4.5 Conflicting Menus

Only one menu can be installed to any given location. If you try and install multiple menus to the same location, a screen will appear that gives you two choices. You can either cancel the action which leaves the original menu in place, or you can choose the Reassign option which places the new menu in the location.

5 SAME Actions

There are several dozen actions that come pre-installed with SAME. In addition, other applications can install their own actions, which will be listed in the action list in the application. Any item that pastes text or character will paste that information directly after the current location of the caret (␣). If there is no caret on screen, selecting the item will do nothing.

Below is a list of all the pre-installed actions, along with a brief description:

5.1 AppMan

This item cannot be added to the caret menu. When placed in a menu, this item generates a list of all currently open applications, allowing you to jump from one to another. In addition, it offers choices to jump to the NotePad, the Styles palette, and the Connection app.

5.2 Change Volume

When you add this to a menu, you will assign it a volume level. When chosen, it sets your Newton's volume to this level.

5.3 Clean and Display Memory

This calculates and displays the amount of free heap memory both before and after clearing unused memory. Heap memory on a Newton is similar to RAM on a desktop machine. For a full explanation of heap, please refer to Stand Alone's FAQ sheet at www.standalone.com.

5.4 Clean Memory

This clears unused memory, but does not display the results.

5.5 Close all Apps

This closes all open applications.

5.6 Connect

This opens the Connection app and attempts to initiate a connection using whatever method was last used.

5.7  Cursor Left

This moves the caret left one character.

5.8  Cursor Right

This moves the caret right one character.

5.9  Dates Keyboard

This opens the Dates keyboard.

5.10  Launch Extra

You need to select a particular extra to launch after you add this to a menu. You do this by tapping on the menu item. The icon then changes to reflect whatever you have chosen. When selected from a menu, this opens the desired application.

5.11  Numeric Keyboard

This opens the Numeric keyboard.

5.12 Paste: space

This pastes a space.

5.13  Paste accent

This pastes an accent. When this is included in the menu, you have to choose which accent to paste by tapping on the menu item. The accent is applied to the character just to the left of the caret. The accent can be any of the following: ‘, ’, ^, ~, ¨, ç, or Ç.

5.14  Paste: •

This pastes a bullet, •.

5.15 **del** Paste: Delete

This deletes the character to the left of the caret.

5.16  Paste: Forward Delete

This deletes the character to the right of the caret.

5.17  Paste My Name

This pastes your name, as entered in your Owner Info.

5.18  Paste punctuation

This pastes an item of punctuation. You have to choose which character to paste by tapping on the menu item. It can be any of the following: ., ,, @, !, ?, :, ;, ‘, “, ”, _, -, *, &, \, /, (,), {, }, [,], ‘, ’, and #. In addition, you can paste sets of the following: “”, ‘’, “”, and ‘’. Pasting a set pastes both the left and right elements, and then place the cursor in between them. Two versions of each icon are available, so that you can create regular and small sized icon grids.

5.19  Paste: Tab

This pastes a tab.

5.20  Paste the Date

This pastes the current date. You can select the format for the date in the SAME prefs.

5.21  Paste the Time

This pastes the current time. You can select the format for the date in the SAME prefs.

5.22  Paste: Return

This pastes a return.

5.23  Phone Keyboard

This opens the Phone keyboard.

5.24  Receive a Beam

This opens the In Box, and automatically sets the Newton to receive a beam.

5.25  Remove Space

This removes all spaces from any currently selected text. If there is no currently selected text, it removes all spaces from the chunk of text that currently contains

the caret. This is useful for properly formatting email and web addresses.

5.26 Restart Newton

This restarts your Newton. It is equivalent to pressing the restart button in the battery compartment, and is not harmful to your data. For more information on different types of restarts, please refer to the Stand Alone FAQ at www.standalone.com.

5.27 Retrieve Eudora™ Email

If Eudora™ is installed. This tells Eudora™ to check your email.

5.28 Rotate Screen

This rotates your screen. If you have a Newton with more than two screen orientations, it pops up a menu from which to choose a new orientation.

5.29 Run Script

This runs a section of NewtonScript code. After you add it to a menu, you need to choose a script to run. You can create and edit scripts from the Script Editor, but you need to have some knowledge of NewtonScript to use this feature.

5.30 Send Eudora™ Email

If Eudora™ is installed, this tells Eudora™ to send any email in your Out Box

5.31 Sleep Newton

This puts your Newton to sleep.

5.32 Super Caps™

This properly capitalizes the selected text. If no text is currently selected, it properly capitalizes the chunk of text in which the caret is currently in. It will change words to lowercase, capitalize the beginnings of sentences, and proper nouns.

5.33 System Info

This brings up a small window listing your free heap, and free storage space on each card and your internal store.

5.34  Toggle Backlight

If your Newton has a backlight, this toggles it on or off.

5.35  Toggle Guest Mode

This places your Newton in Guest recognition mode, or, if it's already in Guest mode, return it to user mode. You should do this before letting other people try out your Newton, so that it does not learn their handwriting in place of yours.

5.36  Toggle Recognition

This toggles recognition between Cursive and Printed styles.

5.37  Toggle Stores

This lets you set the store on which new information and packages are stored.

5.38  Typewriter Keyboard

This opens the qwerty style keyboard.