

# BugMe! for Palm OS



## What is BugMe!?

BugMe! is a yellow-sticky-type reminder for your Palm OS handheld. BugMe! lets you quickly jot a note, then set an alarm for when the note should pop-up and bug you to do what you need to do.

BugMe! lets you scribble notes on the screen or enter text using Graffiti. BugMe! is great for making quick notes, or when you need to remember something in an hour or so and don't want to bother with the overhead of setting an alarm in the Palm Organizer's Datebook.

Simply choose when you want to be bugged and let BugMe! do the rest!

## Using BugMe!



### Making notes

BugMe! lets you take notes either as scribble, text or a mixture of the two. To enter a note as scribble just draw on the screen. You can choose the pen thickness or select an eraser to rub out mistakes - these are chosen with the pen-like icons at the bottom of the screen. Text can be entered by selecting the text tool (shaped like a T). You can select the starting position for text entry by tapping on the screen when in text mode. If you don't select a starting position, text will be entered at the top of the current note. If you are in another mode and start writing on the Graffiti area, BugMe! will enter text mode automatically. Text can be entered using the Graffiti system or the soft keyboard, which you can choose from the Edit menu.

BugMe! lets you create several notes and reminders. To start a new note, simply tap the 'new page' button (the leftmost button, with the upturned corner) and scribble or write another note. You can scroll through your notes using the Palm Organizer's scroll buttons or the on-screen scroll buttons. You can delete or clear notes by using the 'trashcan' or the 'clear page' button. A setting to confirm clear and delete is available in the 'preferences' screen, which you can choose from the menu. A quick way to create new notes is to assign a 'hard key' to BugMe! - through the Palm's Preferences application. The hard key will launch BugMe! the first time it is pressed, and will create a new note on subsequent presses.



### Setting Alarms

Alarms can be set in two ways - the quickest way is to choose when you want to be bugged from the pop-up menu. you can get the menu to pop-up by pressing the 'clock' icon. If you choose 'custom' you'll be taken to a dialog screen where you can choose a time and date for the alarm. You can also set repeating alarms. When an alarm is set the time is shown at the top of the BugMe! screen - you can change the alarm time by tapping this display, or by choosing a new interval from the pop-up menu. When the alarm sounds and displays its dialog you can re-schedule the alarm by choosing from the pop-up list on the alert box.



### Protecting Your Notes

If you have notes that you want to preserve then you can lock them - this is done by tapping the 'padlock' icon. You can't write on, delete or clear locked notes - but you can unlock them by tapping the padlock for a second time.

Notes can be made private - tap the 'details' button (magnifying glass) and select the private option. You can set your Palm device to launch in a 'secure' mode with the built-in security application. The details dialog also lets you change the category that your note is in. Changing the category changes the view to the selected category.



### Using Information From Your BugMe! Notes

Text entered on BugMe! notes can be transferred to other applications using the Palm's clipboard. When you select 'Copy Text' from the 'Edit' menu you will copy either the current text selection to the clipboard - or if nothing a list of all text on the note, from which you can choose. All text in a BugMe! note can be searched via the Palm's Find function too. Note that 'erasing' text doesn't really remove it from the note - erase is only visual effect. To permanently remove data from a note you should clear or delete the note.



BugMe! supports the IntelliBooger framework for transferring information (text and alarm times) from BugMe! notes to other applications, such as the Palm's Datebook, MemoPad or Address Book, as well as several third party applications. IntelliBooger uses plug-in applications to send the information from BugMe!, and you only need to install the plug-ins that you want to use. You can find a list of IntelliBooger plug-ins [here](#).

Once you have selected and installed your chosen plug-ins you can call them from BugMe! using the Transfer Note option on the Note menu. This option will show a small dialog box. On the left of the box is a list of all the plug-ins that you have installed. Select the target application from this list. The dialog box also has a text field. If there is any text in your note it will be shown in this field. You can use the up and down arrow keys to scroll through the text and edit it as you want. The text in this field will be taken to the target application when you press the OK button. If your note has an alarm and the target application is aware of time (the Datebook, for example) the alarm time will also be taken to the target application.

Most IntelliBooger plugins only transfer text, not scribble. If you have

information on a scribbled note that you want to transfer to another application you can copy the information from the note to the transfer field by hand.



### Organising Your BugMe! Notes

Category views are changed from the list screen. You can get to the list screen by tapping the 'pages' icon. The list screen shows a small thumbnail view of each BugMe! page. You can turn off the thumbnail view in the Preferences dialog. In the list view you can change the categories using the drop-down menu at the top of the screen. If a hard key is assigned to BugMe! then pressing the hard key also changes the current category.

When in List View you can sort the notes by the time the alarm is due to sound - choose the 'sort by alarm time' menu option.

### Color Support

If you have a color Palm device then BugMe! will let you change the paper and ink color. To change the default paper color (for all new notes) select 'Preferences' from the menu. To change the ink color, select from the color bar under the small lock icon. These controls are not available on non-color devices.



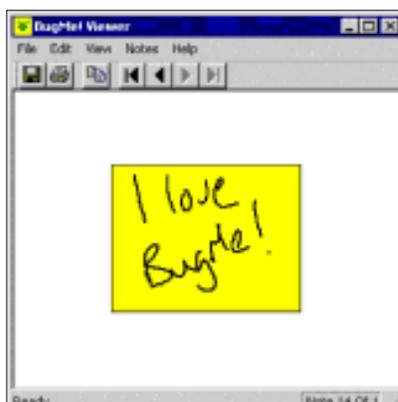
### Extending BugMe! with PopMe!

PopMe! is an optional add-on to BugMe! PopMe! lets you take a copy of any screen from any application running on your Palm and turn it into a BugMe! note. This is a perfect way to capture information already on your Palm, and it uses it as the base for a reminder. PopMe! also lets you view and use BugMe! notes from within any application. Simply enter a special 'magic' keystroke, and PopMe! will pop up - letting you use or make BugMe! notes without losing track of where you were. You can learn more about PopMe! [here...](#)



### Using Your BugMe! Notes

The BugMe! Viewer is a Windows application which lets you use your BugMe! notes on your PC. BugMe! Viewer lets you save and print your BugMe! notes, so you can use them as the basis for email messages, reminders or fun notes for friends. BugMe! Viewer is free, and can be downloaded [here...](#)



Any Questions?

We're happy to answer any questions that you have about BugMe!, or any of our products. Please take a look at our [help page](#), where we answer some of the more common questions and give you our contact details.