Installing Time-X

When you download the application, it is in a disk image format. The file is titled "timex_disk.dmg".

1. Double-click "timex_disk.dmg".
    Disk Copy opesn and mounts the Time-X disk image. A new window opens.

2. Move the Time-X application to the Applications folder.

3. Move the Skins folder to the Library folder.
    There are at least two Library folders in Mac OS X. You can store skins in any or all of the Library folders.

Time-X is now ready to use.

Registering Time-X

Time-X is shareware. For the meager sum of $10.00 (U.S.), you can feel good supporting future releases of Time-X and the development of new, super-cool software.   Please register Time-X by visiting the YourHead website: http://www.yourhead.com. Registration is quick, painless, and done through a well-respected, secure payment system run by our friends at Kagi: http://www.kagi.com.

After you register, your registration number is sent to you in an e-mail. Enter the registration number in the registration box that appears when you launch Time-X.

Installing New Skins

1. Download a new skin from the YourHead Skin Archive: www.yourhead.com.

2. Use StuffIt Expander to decompress the file.

3. Move the skin to the Library folder.

We recommend that you restart the application after you install a new skin.

Auto-Launching Time-X at Start-up

1. Open System Preferences.

2. Select the Login preferences.

3. Drag the Time-X application into the Login Items window.

Using Time-X

Time-X has five modes—clock, date, chronograph, timer, alarm. Time-X is always in clock mode when you launch the application. Regardless of the skin you are using, select a different mode by clicking the Mode button.

The Mode button
- appears different depending on the skin selected.
- is the same button regardless of the mode that is selected.
- is the only active button when you launch Time-X.
- is the only active button when you are in clock, date, and alarm mode.

Chronograph and Timer Mode
In chronograph and timer mode, all three buttons are active—Mode, Start/Stop, and Reset/Lap. The buttons appear different and will be in different places depending on the skin selected. You will have to test the buttons in each skin to determine which is the Start button and which is the Reset button.

The chronograph counts up. The timer counts down. Set the length of the timer in the preferences.

- To start (or resume) the chronograph or timer, click the Start/Stop button.
- To pause (or stop) the chronograph or timer, click the Start/Stop button again.
- To reset the chronograph or timer, click the Reset/Lap button.
    The chronograph resets to zero. The time resets to the time designated in the preferences.

Chronograph mode also has a lap timer. Here's how it works.

- To start timing, click the start button.
- To stop the chronograph at the end of the first lap, click the Reset/Lap button. At this point, the chronograph is still counting up (although the numbers don't change).
- To stop the chronograph at the end of the second lap, click the Reset/Lap button again. The display changes to show the end time of the second lap.
- Continue to click the Reset/Lap button for each lap you are timing. The display shows the end time of the most recent completed lap.
- At the end of the final lap, click the Start/Stop button.
- To reset the chronograph to zero, click the Reset/Lap button.

Getting Support
If you have questions that are not answered in this guide, send an e-mail to support@yourhead.com or visit us on the Web at: http://www.yourhead.com

Legal Stuff
We should really put some legal stuff in this section, but c'mon, we can't afford lawyers. That said, please take this software as is, and don't sue us (i.e., we aren't responsible for anything that happens to any one, any where, any time).
If you'd like to distribute this software on a CD or Web site, please take this as formal notice that you may do so with the limitation that you MUST inform YourHead Software and MUST include this notice with the software.

Thanks
We just want to say "Thanks!" to all the people that contribute skins and send un nice e-mail. Since we clearly aren't doing this for the money, we appreciate all the comments (good and not-

so-good but helpful). The positive comments definitely provide some motivation to keep us writing software.