VITO ButtonMapper User Manual

1. Introduction

From the beginning we've been positioning ButtonMapper as an application which helps to avoid stylus use in many cases. The program dramatically extends buttons performance assigning multiple actions to each hardware button of your PocketPC. It provides 2 types of button workflow (single press and hold), application dependent assignments, stylus tap emulation and more.

ButtonMapper helps you to:
- save your time when simple actions such as agenda reviewing or email checking require stylus to operate your PocketPC;
- make PocketPC use more comfortable and easy, especially when you hold it with both hands;
- protect your PocketPC touchscreen from annoying scratches, dust and fingerprints.

Program features provide numerous variants of use which are limited only by your fantasy.

2. Getting Started

Download and install VITO ButtonMapper directly from our website: http://www.vito-tech.com. It is recommended to soft reset your device after setup. Find and launch ButtonMapper shortcut at System Settings.

The program main window provides Configuration list, Hardware Buttons table and Action list.

Configuration list displays options available for global and application dependent assignments:
- <Default> is a global setting used in cases when no application dependent assignments are made;
- <Today> and other installed programs showed in the list are available for application dependent assignments.

Hardware Buttons table displays buttons and assignments made for certain options in the Configuration list. ButtonMapper provides 2 types of button workflow: single press and hold. Both types are listed in the table for each hardware button as separate bindings.

Action list displays actions available for binding. ButtonMapper provides 4 types of bindings:
- system actions (Display On/Off, Input Panel, Scrolling, Start Menu);
- system applets (Backlight Setting, Memory Setting, Power Setting);
- applications (installed programs);
- stylus tap emulation (including macros).

Note. Initially ButtonMapper displays assignments made in System Settings.

First, assign buttons in <Default> to create global bindings:
1. select assignment from Hardware Buttons table (tap to activate it);
2. select action from Action list;
3. press [Set] to perform binding (see changes in the table).

When in <Default> use [Reset] to restore factory assignments. This will also delete all application dependent assignments.

Use "Disable ButtonMapper" checkbox to enable bindings made with it. Tap [ok] to accept changes and quit ButtonMapper settings.

3. Application Dependent Assignments

Application dependent assignments provide contextual bindings when a certain application is active. For instance, you can assign Record button which is normally at the side of PocketPC devices to scroll pages up and down (single press and hold) when reading books in MS Reader. This is might be useful when holding your PocketPC with one hand.

To assign a contextual binding select an option from Configuration list. Initially every option uses global assignments set in <Default>. You can change them by following these steps:
1. select assignment from Hardware Buttons table (tap to activate it);
2. select action from Action list;
3. press [Set] to perform binding (see changes in the table).

Options which have application dependent assignments are marked with prefix "*" in Configuration list.

4. Stylus Tap Emulation

VITO ButtonMapper provides stylus tap emulation which allows to record a touchscreen tap and to perform it with a button press. Tap emulation can be assigned in application dependent mode and this is especially useful to call program menus or press on-screen buttons when a certain application is active.

To assign stylus tap emulation:
1. select option from Configuration list for application dependent assignments;
2. select assignment from Hardware Buttons table (tap to activate it);
3. press [Set] to perform binding;
4. read on-screen instructions appeared in dialog box and press [ok];
5. ButtonMapper will launch application chosen from Configuration list and will display its main window with a [Start] button in a flying box in center;
6. press [Start] in a flying box and tap at desired coordinate on the screen;
7. ButtonMapper will record your tap and will ask you to enter a name for this action to be listed in Hardware Buttons table (one word is recommended).

5. Macros for Stylus Tap Emulation

VITO ButtonMapper provides macros for stylus tap emulation which allows to record a sequence of touchscreen taps and to perform it with a button press. Macros can be assigned in application dependent mode and this is especially useful to manage program menus when a certain application is active.

To assign macros for stylus tap emulation:
1. select option from Configuration list for application dependent assignments;
2. select assignment from Hardware Buttons table (tap to activate it);
3. press [Set] to perform binding;
4. read on-screen instructions appeared in dialog box and press [ok];
5. ButtonMaper will launch application chosen from Configuration list and will display its main window with a [Start] button in a flying box in center;
6. press [Start] in a flying box, ButtonMapper will display the list of available operations:
   - Stylus Tap Emulation;
   - Finish Macros;
   - Pause.
7. select Stylus Tap Emulation and press [ok];
8. tap at desired coordinate on the screen and press [Start] in the flying box to continue;
9. select Stylus Tap Emulation to perform another tap or select Pause to set a pause;
10. repeat previous steps to record as much taps as you need;
11. select Finish Macros to end sequence recording;
12. enter a name for recorded macros.

Note. Due to some system restrictions on-screen menus disappear after you press [Start]. Remember menu item coordinate and tap on it to record this action even when menu is not on the screen.

6. Frequently Asked Questions

Q. ButtonMapper icon doesn't appear in System Settings after install.
A. Soft reset your device and try to look for ButtonMapper icon again.

Q. Record button doesn't work properly when ButtonMapper is active.
A. PocketPC OS from Microsoft comes without source codes thus we can't implement some of system functions. We recommend to use our SoundExplorer instead of standard Recorder.

Q. ButtonMapper assignments become inactive after some applications have been launched.
A. Disable and enable ButtonMapper from System Settings.

Please, send all your questions and comments to support@vito-tech.com.