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General information

SKMenu is a fully customizable menu system based user interface extension for Windows Mobile.

The program allows a user to customize its features as per his own needs.

SKMenu allows to create a multi-level (not cascade) menu system as well as to call up this system, individual menus and to execute particular commands in different ways.

Moreover, the program has options to customize menus external appearance.

SKMenu can also be used to display system information and to manage running programs.

A menu is a list; a certain action is performed when one of the list items is selected, such as:

- menu call-up
- program execution or program call-up for the data file associated with it
- execution of a special command (a command, in its turn, can call up another menu)

Interface elements

SKMenu offers the following user interface elements/ways to perform actions:

1) Activation Area



SKMenu allows to create a certain area called «Activation Area» on PDA screen.

This area settings can be found on the «Activation Area» tab of the configuration utility.

Activation area can be located in any spot on the screen and have any size (defined with coordinates) with only one exception – if the upper left corner coordinates of the area are located within the system topbar, the activation area's size is limited with the sizes of this

topbar.

Activation area is sensitive to the following user actions: tap and tap-and-hold. Sensitivity mode (menu, program, command) can be set for any action.

Activation area can be painted with any color or filled in with a graphical image.

2) Indicators

SKMenu allows to create two special areas on PDA screen: «Indicator» and «Indicator 2».

These areas settings can be customized on the «Indicator» and «Indicator 2» tabs in the configuration utility.

Indicators can display system resources status (battery level, storage and RAM) and, like activation area, they are sensitive to user's actions.

Indicator can be positioned on the screen according to the same rules which apply to an activation area. Indicator can have graphical or digital representation. A graphical indicator can be vertical or horizontal and contain up to 4 areas displaying different system parameters. A digital indicator can display any text and digital parameter values. What is displayed on indicator is defined by the «Indicator Template» parameter of the configuration utility. Parameter can contain the following macros:

#IB – battery lever (in per cent)

#IF – percentage of free RAM

#MF – amount of free RAM in Mb

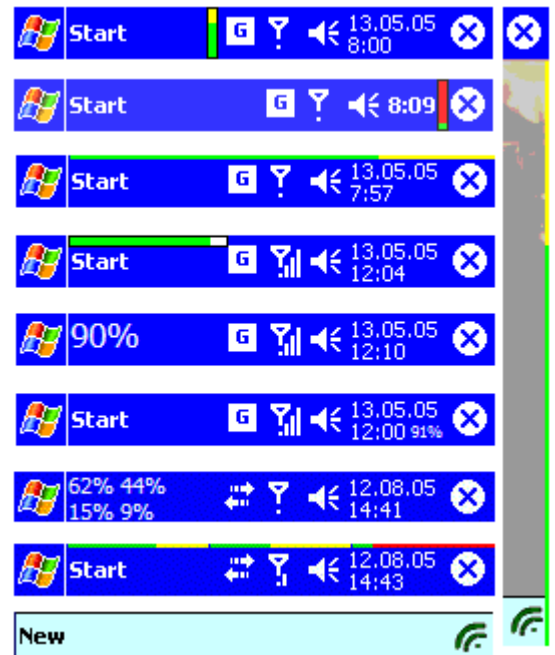
#IP - percentage of free storage memory

#MP - amount of free storage memory in Mb

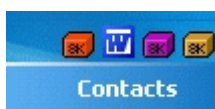
#IS[name] - percentage of free space on the card «name»

#MS[name] – amount of free storage space on the card «name» in Mb.

For a digital indicator, macros are replaced with numerical values. For a graphical indicator, macros set a sequence of indicators location.



3) TrayBar Icons.



SKMenu allows to accommodate up to 8 icons on the Traybar. This feature is customized on the «Traybar Icons» tab in the configuration utility. For every icon, it is possible to choose actions performed on a tap. Icon's appearance can be standard or is defined by a user (icons can be selected from EXE or DLL files located on PDA).

4) Task switch panel

SKMenu allows to create an area containing icons of the running programs on PDA screen. This area settings can be found on the «Task Switch Panel» tab



in the configuration utility. Once an icon is tapped, the selected program is activated, on tap-and-hold – this program is closed.

- 5) Hardware Buttons. The «Hardware buttons» tab allows to define actions to be performed when hardware buttons are pressed. If a certain SKMenu menu has been associated with a hardware button, a separate instance of the program is launched to show this menu (when SKMenu is not running in RAM) which may take up to several seconds. If an already running instance of SKMenu is found – the command is transferred to it

- 6) Close Button.



SKMenu can substitute the standard Close Button. In this case, if this button is pressed, the current application will be closed instead of being brought to the background.



Moreover, there is a possibility to perform an action (e. g. to

show the list of tasks or to switch to the next task) on tap-and-hold as well as to keep the button on the screen when a user goes to Today screen. Settings can be found on the «Close Button» tab.

The button's appearance can be customized by user with the help of a graphical file. This file can be of BMP, PNG, JPG, GIF format and should have a BTN extension. The number of colors - 256, QVGA size 96x24 pixels (whole picture) and 24x24 pixels (button size), VGA size - 192x48 pixels (whole picture) and 48x48 pixels (button size), background color - 1,254,1 (RGB). The sequence of buttons in the picture – Close Button, pressed Closed Button, OK Button, pressed OK button.

- 7) Areas on the standard topbar.



This mode is activated on the «Standard Taskbar» tab. The mode is considered ON if at least one command is chosen or at least one close button is pressed on the tab (4). The following active areas are supported: (1) Start Button, sensitive to tap and tap-and-hold, (2) Radio Button — sensitive to tap-and-hold, (3)

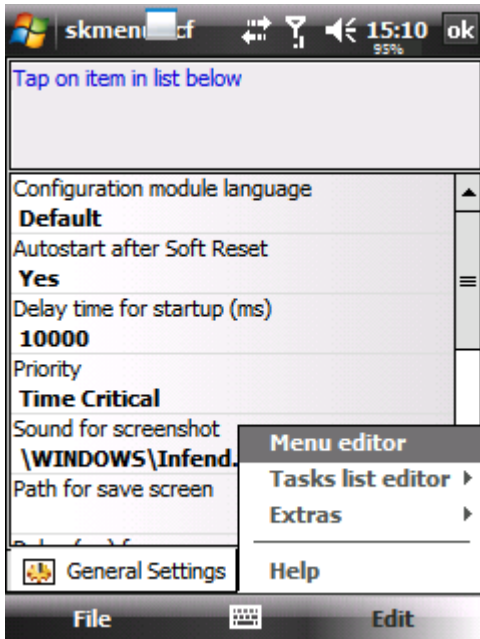
Volume Icon — sensitive to tap-and-hold, (4) Close Button — sensitive to tap and tap-and-hold. In this mode, SKMenu Activation Area and Close Button should be deactivated. Also, there might be conflicts with some programs with a similar functionality.

- 8) Shortcuts.

Configuration utility menu «File->Save shortcut» allows to create shortcuts for starting SKMenu via other utilities.

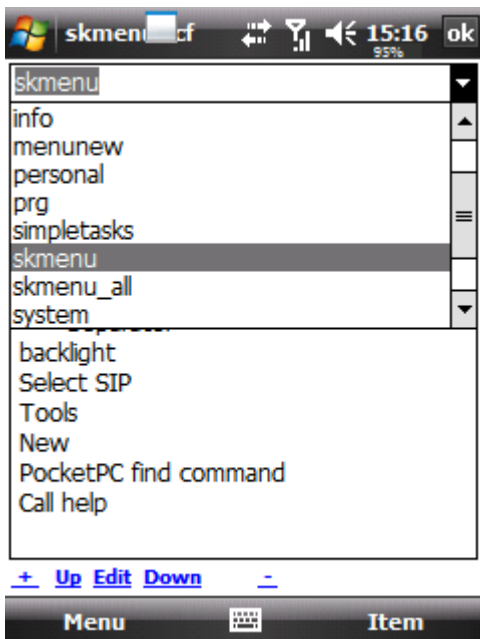
Menu Editor

A user can create custom menus as well as edit the existing menus with Menu Editor.



Menu Editor is started from the configuration utility with the command Edit->Menu Editor.

To create a new menu, specify its name.



To edit the existing menu – select from the list.

Standard Configurations

During program installation several possible configuration samples are created. Any configuration sample can be chosen in the File->Open menu of the configuration utility. The chosen configuration sample can be set as default with the command File->Set.

A list of the standard configurations:

Standard — skmenu.scf

To call up this menu, use the activation area in the spot of the Start Button (tap-and-hold – settings and quit), Close Button active.

Standard Taskbar - stdtaskbar.scf

Start Button — open menu, Start Button [tap-and-hold] — settings and quit.
Close Button — close current program, Close Button [tap-and-hold] — next program.
Tap-and-hold on volume icon – a list of running programs.
Tap-and-hold on radio icon – Favorites.

Traybar icons — skmenu_tray.scf

Menus are called up with traybar icons.

Indicator only - skmenu_battery.scf

To call up a menu, an indicator is used (tap-and-hold – settings and quit).

All features — skmenu_all.scf

Maximum features.

Task manager - SimpleTasks.scf

The list of tasks is displayed when the line on the left side of the screen is tapped.

Some useful tips

- When interface elements location coordinates are specified, a user can define from which corner of the screen these coordinates will be calculated.
- When the menu is displayed for the first time, there may be delays related to the necessity to read program icons located in the menu. This delay can be avoided if the settings are: «General settings-> Collect all used icon -> yes». At that, the program might take up longer to start.
- Settings of the shortcut creation command indicated in the command itself override settings on the «General settings» tab.
- Menu settings are saved in SMM type files, and program settings and configuration - in SCF files.
- During installation of a new version of SMM and SCF files ARE NOT re-written.
- If one activation area and 2 indicators are not enough for you – you can launch another instance of SKMenu with different settings having indicated #config (name of configuration file) in the command line.
- SKMenu does not need to be running all the time. To show a menu, it is sufficient to launch the program with parameters #menu (menu file name) #display.
- To perform a command, SKMenu can be launched and this command should be entered in the command line.
- «Edit-Tasklist Editor» menu of the configuration utility allows to define which programs will be ignored by the task manager and which programs will not be closed forcibly.
- «Transparent» background for the activation area and other interface elements cannot be created, use the Standard TaskBar mode as alternative.
- Once an application is added to the menu, the parameter of the menu element can be customized to define in which screen orientation this application should be launched.
- The #keyword command allows to enter words and phrases from the keyboard with one tap.

Comands

List of SKMenu commands

Command	Action
#POWEROFF	Power off
#SCREENOFF	Screen off
#TOP	Shows a list of the recently used programs arranged in sequence according to usage frequency
#ROTATE	Screen rotation - cyclic
#RS0	Screen rotation – portrait mode
#RS90	Screen rotation – 90 degrees
#RS180	Screen rotation – 180 degrees
#RS270	Screen rotation – 270 degrees
#VIEWCLOG	Show call log
#CLEARCLOG	Clear call log (only possible on WM5+ if SKTools is installed)
#TASKS	A list of tasks to toggle between
#CLOSETASKS	A list of tasks to be closed
#CLOSEA	Close all tasks
#CLOSEB	Close all tasks but current
#CLOSEC	Close current task
#TOTODAY	Toggle to Today
#CUT	Cut
#COPY	Copy
#PASTE	Paste
#TODAY	Refresh Today
#SIPON	Open virtual keyboard
#SIPOFF	Close virtual keyboard
#SIPTOGGLE	Toggle keyboard status
#SETSIP	Select current keyboard
#SIP	Show the list of keyboards
#FS	Full screen
#SSCREEN	Screenshot
#NEXTTASK	Next task
#BACK	Parent menu
#CONTROLPANEL	Show the list of Control Panel applets
#STARTMENU	Show system Start Menu
#HELP	Show Help
#FIND	Show search window
#SOFTRESET	Soft reset
#QSOFTRESET	Soft reset with a request for user's approval
#HARDRESET	Hard reset (might not be supported)