

Users-Manual for AddUtil

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Brief Summary:

AddUtil is a single column spreadsheet calculator that tries to simulate a virtual adding machine. You can Add, Subtract, Multiply, and Divide with AddUtil. And when you change a number the entire column updates!

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Chapter 1 - Purchasing / Registering



Palm-Basics

Above is a diagram showing where the different buttons are and what they are called. The diagram's main purpose is as a guide for the next section on how to Register the program you purchased.

Registering Program

Sending the Fee

For up-to-date instructions on how to pay the \$10 fee visit me at <http://www.witkowski-design.com> .

Registration-Screen

A screenshot of a registration screen. At the top is a purple header bar with the text "Register Now!". Below this, the text reads: "To purchase this title please purchase it at my web-site: www.Witkowski-Design.com". This is followed by "FEE \$10" and "Your data is NOT lost!". Then it says "Send Reference# when Registering." and displays "Reference # : EDMUNDWI". Below that is a label "Reg-Key : " followed by a dotted line for input and an upward-pointing arrow icon. At the bottom left is a button labeled "(exit)" and at the bottom right is a button labeled "(Register)".

Register Now!

To purchase this title please
purchase it at my web-site:
www.Witkowski-Design.com

FEE \$10

Your data is NOT lost!

Send Reference# when Registering.

Reference # : EDMUNDWI

Reg-Key : ↑

(exit) (Register)

A Reg-Key will unlock the 15-day limitation and allow the program to run indefinitely. In order for me to Generate your unique Reg-Key I need you to send me your REFERENCE# and which Palm-Model (PalmIII, PalmV, etc.) you use. The REFERENCE# is found on the Registration-Screen.

There are two ways to get to the Registration-Screen:

- 1) Allow the program to expire and the only screen it goes to is the Registration-Screen.
- 2) Hit the REGISTER button on the Introduction Screen. The REFERENCE# should be 8 Capital Letters and/or Numbers. In some instances it will say "No Ref#" which is a valid REFERENCE#.

Reg-Key

The Reg-Key must be entered in the Text-Field to the right of "Registration Code:" The Reg-Key is case sensitive and MUST be entered exactly as I give it to you. After entering the Reg-Key into the Text-Field press the REGISTER button. If you entered it incorrectly it will display INVALID. If you entered it correctly it will return to the application and refuse you further access to the Registration-Screen.

Upgrading Older Versions

Upgrading versions to applications you already purchased are FREE as long as the Reg-Key given when you purchased is still valid. Contact the programmer for further assistance. There are two ways to upgrade a newer version: Delete Old One or Overwrite Old One.

Delete Old One

To delete ANY Palm application you must go to the Palm System Menu (see diagram) and choose DELETE. Then a list will appear showing all currently HotSynced programs. Choose the application name you want to DELETE (in this case ADDUTIL) and delete it. You are now ready to HotSync the new version into your Palm.

Overwrite Old One

As the Programmer/Developer, I often just HOTSYNC the newer version of a program into my palm over top of the older version. This usually works, however, I have encountered times when it still sees the older version no matter how many times I HotSync the newer version over top of the older version. In this case, you must DELETE the older version BEFORE HotSyncing the newer version (see section-a above.)

Chapter 2 – Introduction Screen



Description

The Introduction Screen contains the Title and the version # so you know if you have the latest version. At the bottom it contains the developer's name (who you will contact if you have any questions) and e-mail address ed@witkowski-design.com

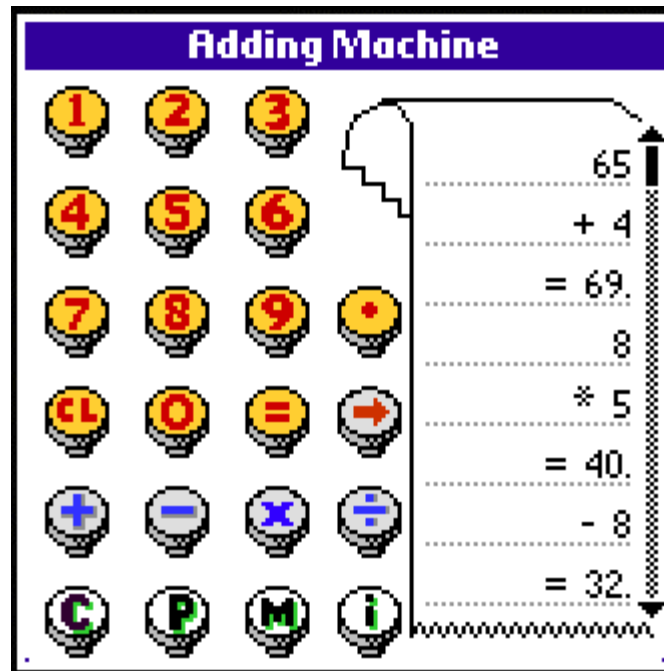
Continue Button

The **Continue** button will take you to the Main Screen where the virtual adding machine is.

Register Button

The **Register** button takes you to the Registration Screen where you enter your unique Reg-Key to unlock the 15-day limitation (for more information see Chapter 1 Section-ii for directions on Registering.)

Chapter 3 – Adding Machine Screen



Brief Summary

The Adding Machine Screen is the main screen. Here is where the virtual piece of paper exists that acts as a single column spreadsheet for doing math. AddUtil does support all the International Number formats that you can internally configure your Palm's Preference Screen (which is part of your PalmOS not part of AddUtil.)

Special Buttons

- Button Dot (to the right of Button-9) is the decimal button.
- Right Arrow (to the right of Equal) inserts a blank field.
- CL (below Button-7) is the CLEAR all fields.
- C (bottom left corner) is the COPY Field button.
- P (to the right of the C-Button) is the PASTE Field button.
- M (to the right of P-Button) is the Print or export to MemoPad button.
- i (bottom right corner) is the Onscreen information button.

Entering Decimals

The button to the right of the number-9 button that looks like a Period (.) is the Decimal button. Although, depending on the International Number Format you currently have configured, the decimal is not necessarily going to be a period.

Onscreen Help

Tap the "i" button in the bottom right corner to bring up Onscreen help.

Inserting a Row

Tap the Right-Arrow Button to the right of the Equal-button to insert a blank Field and shift everything, from the current cursor location, down one field.

Printing the Column

At the bottom is an "M"-Button which is the PRINT button or export to MemoPad button. This will create a MemoPad entry in your Palm. If you HotSync your Palm in its cradle with your PC, and you have the conduit set to either Synchronize the MemoPad between Palm and PC or Palm overwrites PC, then your MemoPad entries will download to your PC during the HotSync.

Now you can open up your PalmDesktop Software (on your PC not your Palm) that you use to HotSync with, and view the MemoPad entries. You can either print it directly to your PC Printer from here or export the MemoPad entry to MS-Word or MS-Excel or whatever you want to edit and view with.

Copy/Paste

You can COPY and PASTE any field from 1 field to the next. Simply click inside the field you want to COPY and hit the C-Button. When you want to PASTE that value click inside the field you want to place it and hit the P-Button.

Negative Numbers

To enter a NEGATIVE SIGN on the front of a number you can use the MINUS sign, but since that will advance you to the next field, use the minus sign in the GRAFFITI numeric window and that won't advance you to the next field. To generate a minus sign, first TAP the window once, then make a sideways line from left to right.

Entering Numbers

Version 4.1 introduced a major improvement on how operations are done. Now the calculator's input is more intuitive. You enter a number, then hit an operand (+, -, *, or /) and enter the next number. The Operand advances you to the next line so you can enter the new number. This improvement eliminates a step where the user had to tap the field they wanted to input a number into.

Starting New Calculations

As shown in the picture above, you can operate on two numbers (e.g. 63×2), get an answer and continue operating on that (e.g. $126 + 4$) or you could enter it as one continue operation and hit equal.

63
*2
+4
=130

When you want to start a NEW calculation underneath the current column, simply enter a number WITHOUT an operand and continue below that one. In the example,

63
*2
=126
+4
=130
5
+2
= 7

After you've calculated 130, you then start a new calculation beneath this by starting with a number without an operand (as shown, 5) and then followed by a number with an operand (+ 2) and hit the Equal.