

**Version**

**2**

PPX3K

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PPX Version 2.x



# User Manual

PPX VERSION 2.X

# User Manual

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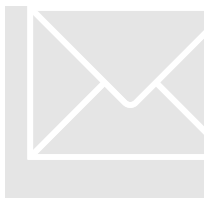
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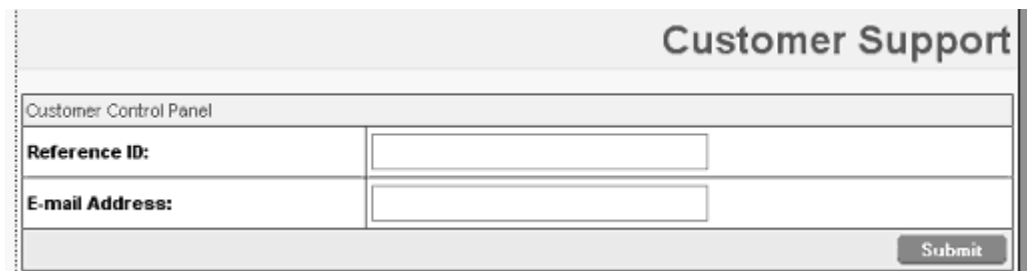
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## Registration

Registration is fully automated and done online. After you purchased PPX you will receive an e-mail. This e-mail contains import information regarding the download and registration process. It is highly recommended you keep a copy of this e-mail for future reference.



In the contents of the e-mail message you will find a link that will take you into your Customer Support account. When you click this link your browser will redirect to the “Customer Support” page, with the “Reference ID” filled in. Enter your email in the space provided and click **Submit** (see FIGURE 1.1).



The screenshot shows a web form titled "Customer Support". Below the title is a section labeled "Customer Control Panel". This section contains two input fields: "Reference ID:" and "E-mail Address:". A "Submit" button is located at the bottom right of the form.

FIGURE 1.1

After you click **Submit** you will be taken to a page where the owner ID must be entered. The Owner ID must be exactly the same as is on your PPC (Start->Settings->Owner Information). After entering the owner name, you will be taken to an information page. It is strongly suggested you print this page for future reference. A print hyperlink located toward the bottom of this page will open a printer friendly version. Please make note the registration number.

## Download

On the information page you have three links to choose from. If you are running Microsoft Windows on your desktop computer, the link you want is marked as “EXE”. The other 2 two links are explained later in Appendix A. When you click the

## GETTING STARTED

download link you will be taken to a License Agreement. You must read and agree before download begins.

### Installation

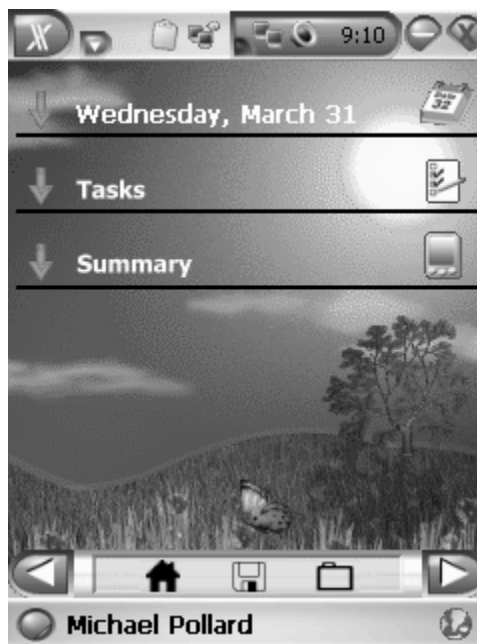
To Install PPX, connect your Pocket PC to your desktop using Microsoft's ActiveSync. Execute the **Setup.exe** that came in the zipped download file. The setup will invoke the installer. Then simply follow the onscreen instructions.

**It is recommended that you use the default installation folder.** The default will install PPX to your main storage memory. Although it is possible to run PPX installed on a storage card, it is not recommended. Due to slow access times on most storage cards, running PPX from the storage card could hinder performance.

### Running for the First Time

Execute the file \Program Files\PPX\PPX.exe or use the shortcut in the Start Menu labeled "PPX". A configuration dialog will appear on the screen. The dialog is the setup dialog for PPX and consists of four tabs, the default being the PPX. We will go further in depth with the others later, but for now want to concentrate on the first.

The PPX tab has a registration input field. Here you put in the registration number retrieved from the site. It is very important that you enter the number correctly. Once you put the registration number in, tap the **Register** button. Next, tap the ok button at the bottom to save your registration code. PPX should continue to load.



## Basic Elements

**Appointments:** The PPX Desktop can show up to ten upcoming appointments while looking ahead up to twenty-eight days. Font height, width, weight, underline, italic and color can also be configured.

**Tasks:** The PPX Desktop can show up to ten Tasks. Font height, width, weight, underline, italic and color can also be configured.

**Owner:** The PPX Desktop can show the owner name. Font height, width, weight, underline, italic and color can be configured. Default justification is left justified, however right and center justification can be set as well.

**Date:** The PPX Desktop can show the system date. Font height, width, weight, underline, italic and color can be configured. Default justification is left justified, however right and center justification can be set as well.

**Application Launcher:** This is an area set aside for Application icons. Icons can be large (32x32), small (16x16) or a custom bitmap image. Captions for both size icons can be set, and the color for the caption can be customized.

**Virtual Page Rotation:** The PPX Desktop can support unlimited Virtual Pages. A virtual page can be considered a limited duplicate of the current desktop in that the same background is used, but slots can either be re-used or discarded. They are very much like Virtual Desktops found in X-Windows on \*NIX systems.

**User Menu:** This is a menu that is configured from the Setting configuration dialog. It is generally pre-configured with a few standard applications.

## Configuration

To activate the desktop configuration menu, tap and hold on a non used area of the desktop until the context menu appears. There are four options in three groupings available. They are New, Configure, and Settings.

## DESKTOP

### **New**

Tapping **New** will bring up a submenu that contains Large, Small and Other. This allows you to set an application for launching directly from the desktop. Small and Large refers to icon size. If Small is selected then the application icon will be 16x16. If Large is selected, the icon will be 32x32. Selecting either one will bring up a Navigator window. Navigate to the file you wish to use and tap the **Ok** button on the taskbar. Applicable file types include .EXE and .LNK. The appropriate icon will be placed on the desktop.

### **Configure**

Tapping **Appointments** will bring up the appointments configuration dialog. Here the user sets the location coordinates, the number of appointment items to display, the font attributes (height, width, weight, underline, italics, and color) and the number of days to “Look ahead”. Up to ten appointments can be displayed for up to a total of twenty eight days in advance.

Tapping **Tasks** will bring up the tasks configuration dialog. Here the user sets the location coordinates, the number of task items to display; the font attributes (height, width, weight, underline, italics, and color).

Tapping **Owner** will bring up the owner configuration dialog. Font height, width, weight, underline, italic and color can be configured. Default justification is left justified, however right and center justification can be set as well. To disable displaying the owner name, place a check mark the in **Disable** checkbox.

Tapping **Date** will bring up the date configuration dialog. Font height, width, weight, underline, italic and color can be configured. Default justification is left justified, however right and center justification can be set as well. To disable displaying the owner name, place a check mark the in **Disable** checkbox.

Tapping **Plug-ins** will bring up a listing of all Plug-ins installed on the Pocket PC. From here you can edit a plug-in’s properties. Selecting a plug-in from the list and tapping **Edit** will bring up the Plug-in Configuration dialog. From there you can activate a plug-in to be displayed on your desktop.

## **Desktop Operations**

Some common operations can be performed by tap and holding on the different desktop objects.

## DESKTOP

### Tap Hold on Appointment

Executing a tap and hold on an appointment will bring up a menu. On the menu will be Display, Delete, and Move.

- **Display:** Displays the appointment from the Calendar application.
- **Delete:** Deletes the appointment from the Calendar application.
- **Move:** Allows the user to drag the complete Appointments section to another location on the PPX desktop.

### Tap Hold on Tasks

Executing a tap and hold on an appointment will bring up a menu. On the menu will be Display, Delete, and Move.

- **Display:** Displays the task from the Tasks application.
- **Completed:** Marks the task as completed in the Tasks application and removes the item from the PPX desktop.
- **Delete:** Deletes the task from the Tasks application.
- **Move:** Allows the user to drag the complete Tasks section to another location on the PPX desktop.

### Tap Hold on Owner Name

Executing a tap and hold on the Owner Name slot will bring up a menu. On the menu will be Move, Disable, and Properties.

- **Move:** Allows the user to drag the Owner name slot to another location on the PPX desktop. If the owner name slot uses a graphic drawn on the desktop (tattooed graphic) to enhance its appearance, then only the slot itself is moved. It is up to the user to redraw the background graphic to compensate for the new slot location.
- **Disable:** Allows the user to disable the Owner Name slot. If the owner name slot uses a graphic drawn on the desktop (tattooed graphic) to enhance its appearance, then only the slot itself is removed. It is up to the user to redraw the background graphic to compensate for the removal of the slot.
- **Properties:** This selection invokes the configuration dialog of the Owner Name slot.

## DESKTOP

### Tap Hold on Date

Executing a tap and hold on the Date slot will bring up a menu. On the menu will be Move, Disable, and Properties.

- **Move:** Allows the user to drag the Date slot to another location on the PPX desktop. If the Date slot uses a graphic drawn on the desktop (tattooed graphic) to enhance its appearance, then only the slot itself is moved. It is up to the user to redraw the background graphic to compensate for the new slot location.
- **Disable:** Allows the user to disable the Date slot. If the Date slot uses a graphic drawn on the desktop (tattooed graphic) to enhance its appearance, then only the slot itself is removed. It is up to the user to redraw the background graphic to compensate for the removal of the slot.
- **Properties:** This selection invokes the configuration dialog of the Date slot.

### Tap Hold on User Menu

Executing a tap and hold on the User Menu slot will bring up a menu. On the menu will be Move, Disable, and Properties.

- **Move:** Allows the user to drag the User Menu slot to another location on the PPX desktop. If the User Menu slot uses a graphic drawn on the desktop (tattooed graphic) to enhance its appearance, then only the slot itself is moved. It is up to the user to redraw the background graphic to compensate for the new slot location.
- **Disable:** Allows the user to disable the User Menu slot. If the User Menu slot uses a graphic drawn on the desktop (tattooed graphic) to enhance its appearance, then only the slot itself is removed. It is up to the user to redraw the background graphic to compensate for the removal of the slot.
- **Properties:** This selection invokes the configuration dialog of the User Menu slot.

### Tap Hold on User Defined Slot

Executing a tap and hold on an application slot will bring up a menu. On the menu will be Move, Disable, and Properties.

- **Move:** Allows the user to drag the application slot to another location on the PPX desktop. If the slot uses the application icon, then the icon will be moved. If the application uses a graphic drawn on the desktop (tattooed graphic) then only the slot itself is moved. It is up to the user to redraw the background graphic to compensate for the new slot location.

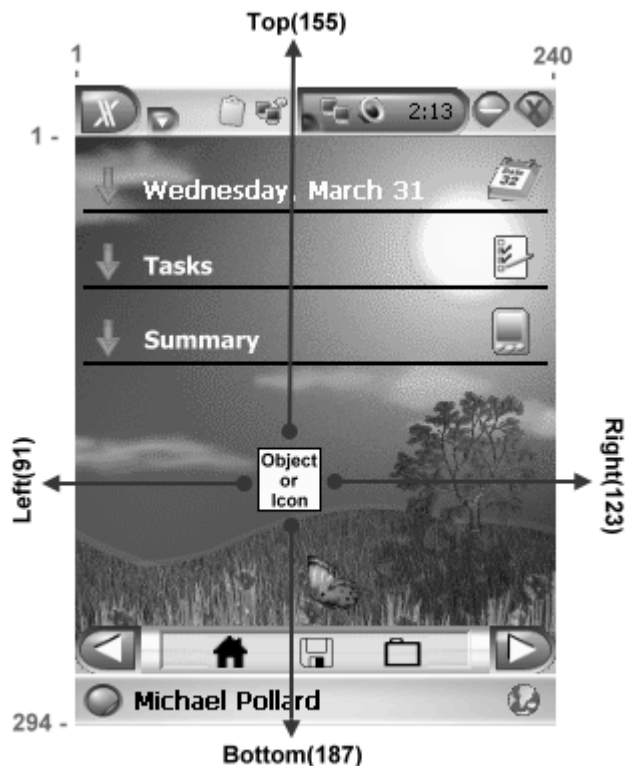
## DESKTOP

- **Disable:** Allows the user to disable the application slot (Note: This does not delete the application, it only disables the slot created on the PPX desktop for launching the application). If the slot uses the application icon, then the icon will be removed. If the application uses a graphic drawn on the desktop (tattooed graphic) then only the slot itself is removed. It is up to the user to redraw the background graphic to compensate for the removal of the slot.
- **Properties:** This selection invokes the configuration dialog of the application slot. (See section marked “Slot Properties”)

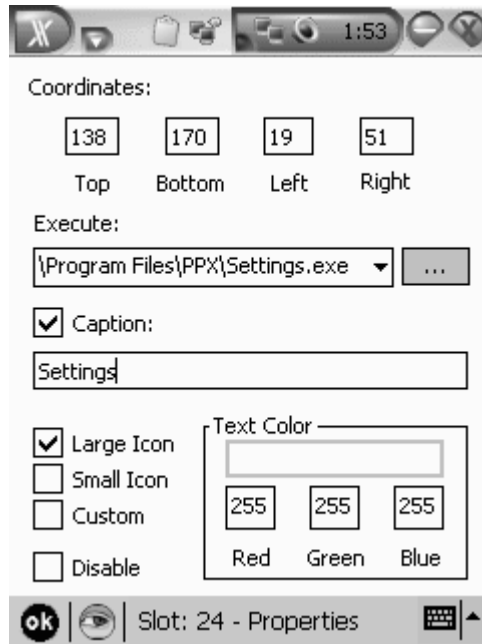
## Slot Properties

### Coordinates

For exact placement of an object screen coordinates can be used. These are rectangular areas in relation to the screen's viewable area. Most PDA's have a resolution of 240 pixels wide by 320 pixels tall. Once you take the taskbar into account, which is 26 pixels tall, this leaves us with 240 pixels wide by 294 pixels tall as our viewable screen area. This is also referred to as the desktop portion of PPX.



## DESKTOP



**Top** - The top vertical pixel of the rectangle  
**Bottom** - The bottom vertical pixel of the rectangle  
**Left** - The left horizontal pixel of the rectangle  
**Right** - The right horizontal pixel of the rectangle

**Execute** - Application path or execute directive  
[...] - File browser

**Caption** - Text description or text directive

**Large Icon** - 32x32 Icon  
**Small Icon** - 16x16 Icon  
**Custom** - Custom Bitmap  
**Text Color** - RGB color

**Eye Icon** - Preview slot position

### Caption Directives

#### #inbox

Displays the number of unread messages

#### #battery

Displays current battery charge and status

#### #appointments

Displays the number of pending appointments

#### #tasks

Displays the number of active tasks

#### #memory

Displays device memory status in the form of **Free\_Memory / Total\_Memory**

### Execute Directives

#### Overlay Image #

Where '#' equals a number from 1 to 255. This directive will display an image on the desktop. Determination of which image to load is based on the filename.

*Example: Overlay Image 1=OImage1.bmp*

#### Virtual Page #

Where '#' equals a number from 1 to 255. When you tap a slot assigned to a Virtual Page it will take the user to another page. If one does not exist the page will be created.

## **DESKTOP**

### **Layer #**

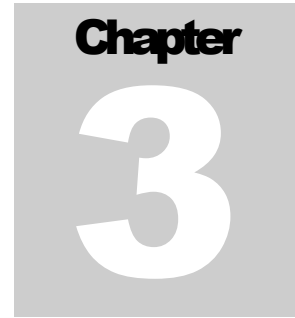
Where '#' equals a number from 1 to 99. When you tap a slot assigned to a Layer it will take the user to another layer. Images or objects will either display or hide depending on slot configurations.

### **@back**

When this slot is tapped the user will be taken back to the previous Layer and Virtual Page.

### **Control Panel Applets**

- @backlight.battery power**
- @backlight.external power**
- @buttons.program buttons**
- @buttons.up/down control**
- @clock.alarms**
- @clock.time**
- @input.input method**
- @input.word completion**
- @input.options**
- @memory.main**
- @memory.running programs**
- @menus.start menu**
- @menus.new menu**
- @network**
- @password**
- @power**
- @regional settings.region**
- @regional settings.number**
- @regional settings.currency**
- @regional settings.time**
- @regional settings.date**
- @remove programs**
- @sounds & notifications.notifications**
- @sounds & notifications.volume**
- @today**
- @owner information.identification**
- @owner information.notes**



## Basic Elements

**Start Button:** Replaces the Start Button provided by the PPC shell and supplies a partial cascading menu going one level deeper than the PPC menu system.

**Task Manager:** Shows running programs and allows you to either switch to one or close it without calling it to the front. Please note: unlike the PPC shell, this is a real close. Close the application and it will close completely.

**Close Task:** Allows you to close the current application. Please note: unlike the PPC shell, this is a real close. Close the application and it will close completely.

**Minimize Task:** Hides the current application window without closing the application. This means at any time the window can be reactivated via the Task Manager.

**Clipboard:** Provides Cut, Copy, and Paste functionality even in applications that do not natively support clipboard functions.

**Today Bar:** Provides access to the standard PPC Today Screen command bar which has the **New** menu and system tray icons.

**Volume:** Allows you to adjust the system volume or mute system sounds altogether.

**Network:** Visual queue to determine whether a network connection exists or not.

**Wireless:** Allows quick access to wireless options and configuration.

**Clock:** Displays the current system time.

## Configuration

To activate the taskbar configuration menu, tap and hold on the taskbar until the context menu is shown. There are seven options in four groupings available. They are Slots, Configure, Control Tap, Shift Tap, Today Bar, Hide Taskbar and Unload.

## TASKBAR

### Slots

**Defined Slots:** To set a defined slot, select one. In this example we will use the start button. When you select to define the start button, a dialog, such as shown in Figure 9, will appear. Set the coordinate parameters to an appropriate value (see Appendix A) and tap the OK button. This same dialog is used for all defined slots. To preview the location of the slot, tap the **Eye icon** at the bottom of the dialog.

**User Defined Slot:** To set a user defined slot, select **Slots** from the menu, then **User Defined** from the submenu. This will bring up a third menu with **Slot 1** through **Slot 4**. Select the desired number slot. A dialog will appear. This dialog will be the same as for Defined Slots with two exceptions. Added will be an **Execute** field and a **Use Icon** checkbox. In order to be able to set the parameters, the user must first uncheck the **Disable** checkbox. To select a program for the slot, tap the button to the right with the three periods which will bring up a navigator. Navigate to the file you wish to use and tap the **Ok** button. Applicable file types include .EXE and .LNK. If you wish to use the applications icon, place a check in the **Use Icon** checkbox. Otherwise the slot will be defined without a graphic representation. If there is a graphic already on the taskbar that you wish to use, leave the checkbox unchecked. Set the coordinates for the location of the slot and tap the OK button at the bottom of the dialog. To preview the location of the slot, tap the **Eye icon** at the bottom of the dialog.

### Configure

Tapping the **Clock** selection will bring up the clock configuration dialog. Here you can set the coordinates, font attributes, and color of the clock. The clock can also be enabled or disabled depending on whether the **Disabled** checkbox is checked or not.

#### Time Format:

- h Hours with no leading zero for single-digit hours; 12-hour clock
- hh Hours with leading zero for single-digit hours; 12-hour clock
- HH Hours with leading zero for single-digit hours; 24-hour clock
- m Minutes with no leading zero for single-digit minutes
- mm Minutes with leading zero for single-digit minutes
- tt One character time marker string, such as A or P
- tt Multicharacter time marker string, such as AM or PM

#### Examples:

h:mm = 2:30  
hh:mmt = 02:30P  
HH:mm tt = 14:30 PM

Tapping the **Start Menu** selection will bring up the start menu configuration dialog. Here you can set the font attributes, and color selections for the start menu. Color selections include Text, Background, Highlight, and Highlight Text. The start menu can also be enabled or disabled depending on whether the **Disabled** checkbox is

## T A S K B A R

checked or not. If you disable the start menu, then the standard PPC Start menu will be used.

### **Control Tap**

This selection gives the user the ability to effectively do the same as when a PC user does a CTRL Click in a file manager. It lets the user randomly select files for operations within a file browser. For example, say there is a list of files like below:

File01.txt

File02.txt

File03.txt

File04.txt

File05.txt

Let's say the user wanted to select File01, File03 and File05 for copying to another directory. In the standard PPC shell, this is not easily done. With PPX however, all one would do is tap and hold on the taskbar until the menu appeared then select **Control Tap**. The user would then select the three files and then tap and hold on the taskbar again. When the menu appeared, there would be a checkmark next to the **Control Tap** entry. Selecting it again would release the system from the **Control Tap** state. Then the user could copy all three highlighted files.

### **Shift Tap**

This selection gives the user the ability to effectively do the same as when a PC user does a Shift Click in a file manager. It lets the user select files in a structured list for operations within a file browser. For example, say there is a list of files like below:

File01.txt

File02.txt

File03.txt

File04.txt

File05.txt

Let's say the user wanted to select File01 through File05 for copying to another directory. In the standard PPC shell, this is not easily done. With PPX however, all one would do is tap and hold on the taskbar until the menu appeared then select **Shift Tap**. The user would then select the first file in the list and then the last. After selecting the files, the user then would tap and hold on the taskbar again. When the menu appeared, there would be a checkmark next to the **Shift Tap** entry. Selecting it again would

## **T A S K B A R**

release the system from the **Shift Tap** state. Then the user could copy all five highlighted files.

### **Unload**

This selection simply unloads PPX. It will stop the program until it is started again.

## Overview

The PPX Configuration Dialog has three tabs labeled **PPX**, **Settings**, and **Configure**. These settings are universal and not theme dependant. Meaning, no matter what user interface you load, these settings remain unchanged.

### PPX

Here is where the registration code is set and the Copyright notice is displayed. As well as a check box to make PPX load automatically every time you soft reset your device.

### Configure

**Taskbar:** This is the Taskbar graphic chooser. Tapping the button to the right with the three periods will bring up a file browser. Bitmap (BMP) is the only graphic format supported at 256 color (8 bit) or RGB True Color (24 bit). In the file browser select the graphic you wish to use and tap the **Ok** button on the right side of the taskbar. The taskbar image should be 240 pixels wide by 26 pixels in height (240x26). If you have a device that is capable of VGA resolution, the image should be 480 pixels wide by 26 pixels in height (480x26). If your screen orientation is landscape the same resolution applies, the width and height are swapped.

**Desktop:** This is the Desktop graphic chooser. Tapping the button to the right with the three periods will bring up a file browser. Bitmap (BMP) is the only graphic format supported at 256 color (8 bit) or RGB True Color (24 bit). In the file browser select the graphic you wish to use and tap the **Ok** button on the right side of the taskbar. The desktop image should be 240 pixels wide by 294 pixels in height (240x294). If you have a device that is capable of VGA resolution, the image should be 480 pixels wide by 618 pixels in height (480x618). If your screen orientation is landscape the same resolution applies, the width and height are swapped.

**User Menu:** This is the user defined menu that can be assigned on the desktop. The list generally has applications assigned by default, but the PPX user can add to or remove entries. To add an entry, simply tap the **Add** button. A file browser will start where you can browse to the application you wish to add. Applicable file types include .EXE and .LNK. Navigate to the file you wish to use and tap the **Ok** button on the right side of the taskbar. To remove an application, simply highlight the application in the list box and tap the **Remove** button. These applications are universally used in any user interface the user loads that implements the **User Menu** slot.

## PPX SETTINGS

### Defaults

This dialog consists of three parts; Date Format, Font, and PPX Application Navigator integration. These settings are universal. Meaning, that no matter what user interface you load, these settings will not change.

**Date format:** This selection determines how the date will be shown on the desktop. Two options are available, Day/Month or Month/Day.

**Font:** This selection determines the default font for the desktop. Font, and font attributes such as height, width, weight, underline and italics can be set. ClearType can be enabled as well.

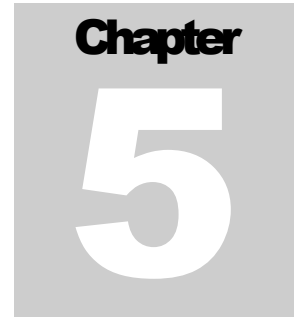
**PPX Application Navigator:** This selection allows you to disable PPX Application Navigator integration. If unchecked, all folders will open in the standard PPC File explorer.

## Theme Switching

Theme switching is done via the integrate PPX Application Navigator. As you browse through folders on your device that contain PPX User Interfaces you will see icons that look like this:



Simply tap on this icon and PPX will automatically load the new one. For convenience, there is an entry on the PPX Start Menu (Start->Settings->Interface->Switch) to load the integrated PPX Application Navigator.



## Introduction

In this chapter common objects that make up a user interface will be explained. These objects are: Overlay Images, Virtual Pages, Layers and Custom Images. Using any of these can produce some impressive effects. Using a combination can take it even further.

## Work Folder

The Work Folder is where you place any graphic images that make up your user interface. The current Work Folder is dependant on two things, the name of your background image and what virtual page you are working on. For instance, if your background image was named “desktop.bmp” with its full path being “\Themes\MyUI\desktop.bmp”, a folder would be created here, named “desktop”. The folder, “\Themes\MyUI\desktop”, would be the root Work Folder (Virtual Page 1) for your user interface. This is where you would place any “OImage#.bmp” images for Virtual Page 1. As you create other Virtual Pages new folders will be created in the form of “VPage#”, where “#” equals the page number. For example, if you created a Virtual Page 2, a new folder would appear off your root Work Folder named “VPage2” (“\Themes\MyUI\desktop\Vpage2”). We will get into greater detail about Overlay Images and Virtual Pages next.

## Overlay Images

Overlay images are bitmap images that are displayed on top of the desktop’s background image. They can be of any dimension (Width x Height) but for best results they should be RGB True Color (24 bit). For transparency, the RGB color value used is Red: 0, Blue: 128, Green: 128. Whenever PPX comes across this color in an image, it is ignored and the background image remains unchanged. Positioning is handled just like any other slot (see Chapter 2: Slot Properties). The user can even drag the image to a different place on the screen by hold-tapping over the image and selecting **Move** from the menu.

### Overlay Directive

To get an Overlay Image to appear on your desktop you must use the “Overlay Image #” directive, where “#” equals a number from 1 to 255. This tells PPX to load and

## COMMON OBJECTS

display an image with a corresponding file name. For example, if you entered “Overlay Image 1” as the directive, PPX would load the image “OImage1.bmp” from the current work folder and display it on the screen according to the properties set for the slot (see Chapter 2: Slot Properties).

## Virtual Pages

Virtual Pages are very much like virtual desktops on \*NIX machines running X-Windows. The same background image is used but different shortcuts, Overlay Images, Layer configurations, etc, may exist. Virtual Pages can also use a custom image like Overlay Images do. You follow the same instructions as setting up an Overlay Image but name the images in the form of “VPage#.bmp”, where ‘#’ equals the Virtual Page number. The major difference between Virtual Pages and Overlay Images is that if a user taps a Virtual Page that user is taken to a different Virtual Page. Tapping on an Overlay Image does nothing; it is merely used for display.

### Virtual Page Directive

To get a Virtual Page to display on the desktop, or to create a new page, you must use the “Virtual Page #” directive, where ‘#’ equals a number from 1 to 255. This tells PPX to display a Virtual Page image, if available, and create a spot on the desktop that takes the user to another Virtual Page if it is tapped. A new page is created the first time you tap the slot (see Chapter 2: Slot Properties). On this first tap you will be given the option to clone the current Virtual Page that is visible. This is an exact clone; it will look exactly like the Virtual Page that is currently displayed.

## Layers

Layers serve two functions. To either toggle/hide a slot object or stack slot objects onto other Layers. Imagine something similar on your desktop PC running Windows XP. When you tap the start button a blue shaded graphic appears. You tap the start button again, this blue graphic disappears. This would be like the blue graphic being an Overlay Image on Layer 1 and whenever the user taps a slot object pointing to Layer 1, the image appears. Tap the slot object again and the image disappears. Using a stacked behavior simply displays slot objects one on top of another. For example, if a user taps on a slot object that points to Layer 2, all objects set with the stacked behavior will be displayed as well as all slot objects on Layer 1 that are set with the stacked behavior. If the user returns to Layer 1, the objects on Layer 2 disappear. Layers are the most difficult to understand, so don’t worry if you do not understand them right away. A short tutorial will appear later in this manual to help fill in the blanks.

### Layer Directive

Layers automatically exist, meaning they are not created. A slot set with the Layer directive will allow a user to tap this area of the screen and cause Layers to appear or

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disappear. To accomplish this you must use the “Layer #” directive, where ‘#’ equals a number from 1 to 99 (see Chapter 2: Slot Properties).

### Custom Images

Most of the time, this feature is used to set a custom icon for a specific application or folder. How it works is PPX loads and displays an image if it finds a bitmap that matches the filename in the **Execute** field. For example, if you have a slot pointing to “\Windows\solitaire.exe” PPX will attempt to load an image named solitaire.bmp from the folder named “Images” in the root of your user interface’s Work Folder.