# YP3700

# User Guide

# Chapter 1. Overview of YOPY

The multimedia PDA YOPY uses the Linux OS developed by G.Mate, Linupy™. With its slim size and folder type design, mobility, and high performance, YOPY is capable of providing entertainment contents such as images, games or music, and the newest information on the Internet from anywhere at any time.

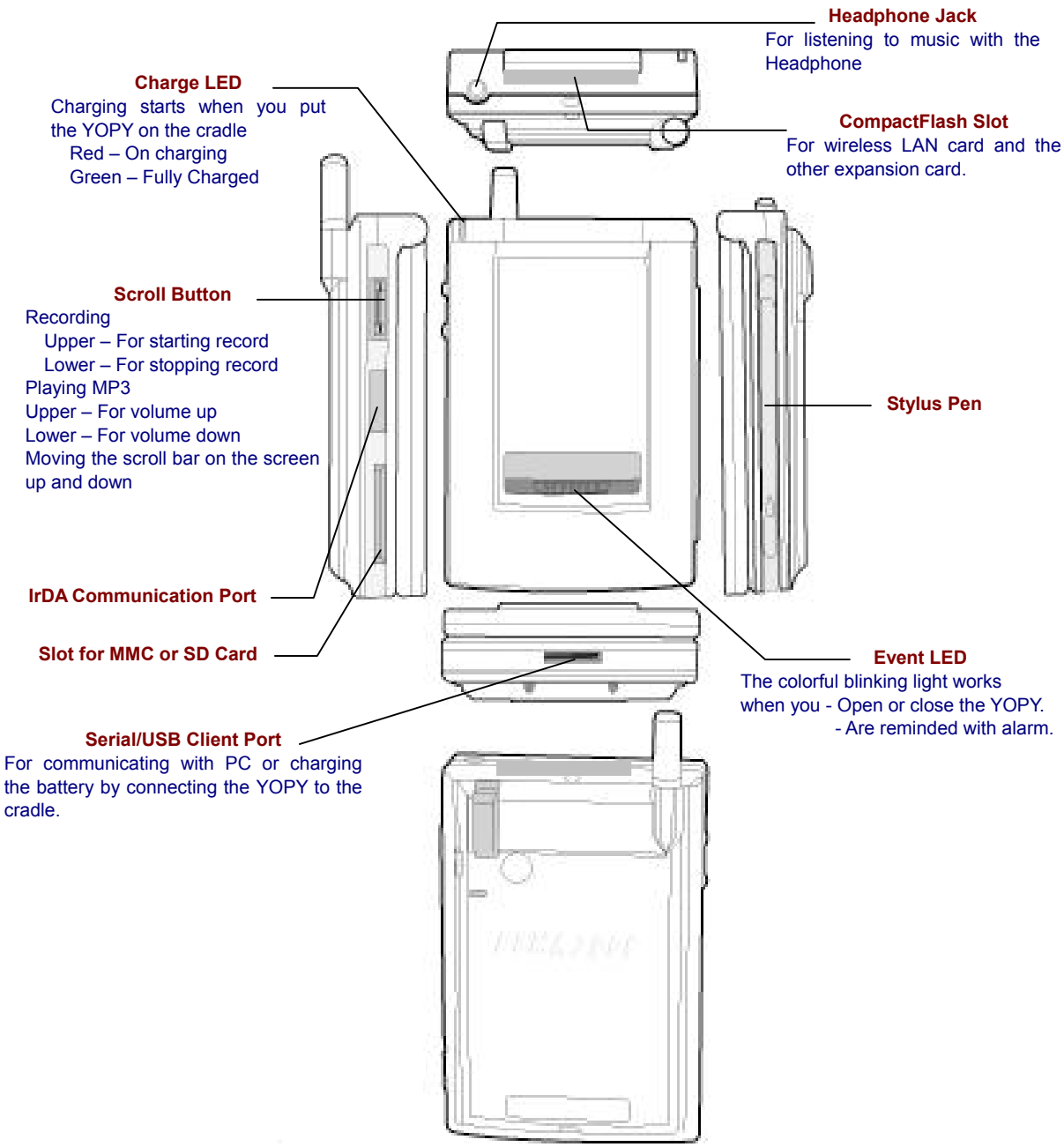
## What is in the YOPY box?

Thank you very much for your purchase of the YOPY.

Please check whether you have all of the following items in the YOPY box.

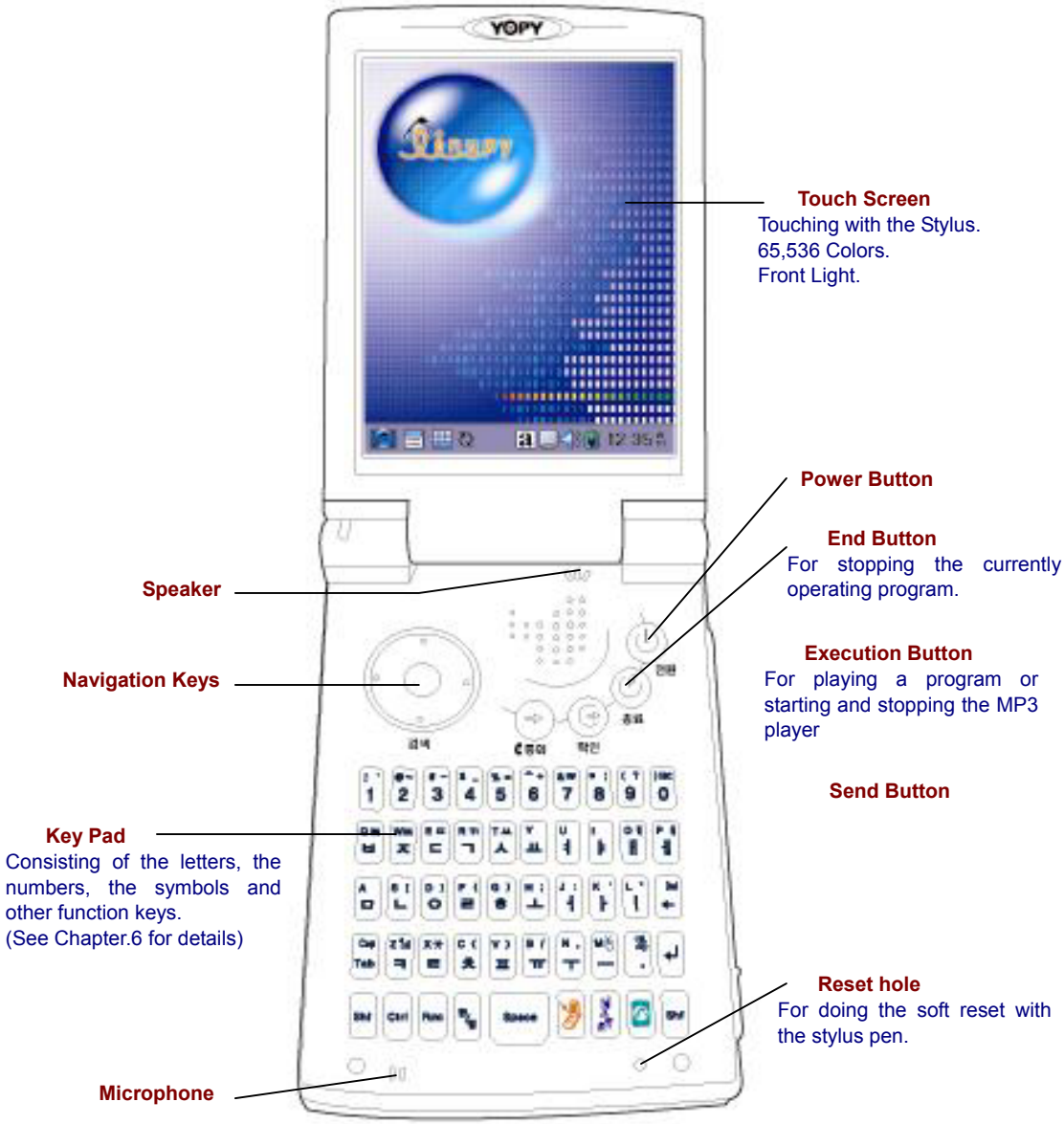
- YOPY PDA (Model name is “YP3700)
- Cradle
- Wireless LAN Card
- Ear-microphone
- User Manual
- CD
- Fashion Stylus Pen
- AC Adapter

## YOPY Outside Components




[Picture 1-2] YOPY Outside Panels

## YOPY Inside Components




[Picture 1-3] YOPY Inside Panels

Note.

For the detailed explanation to the way to use the keyboard conveniently and easily, see the guide for the Keyboard use in the Chapter 6.

# Chapter 2. Initial settings of YOPY

Have you checked all of the components of the YOPY?

This chapter explains the basic settings you must follow, before using your YOPY for the first time, step by step.

You should set the YOPY in the following orders before you use it for the first time.

## 1. Soft reset

You should tap the Soft Reset Hole (See the Figure. 1-3) with the stylus.

There appears the "Welcome" screen after the booting screen with the Linux logo (Penguin) shows up.

## 2. 'Welcome' Screen

The YOPY has woken up now! Please tap the screen with the stylus gently.

[Welcome Screen]

## 3. Calibrate

Coordinate adjustment lets your YOPY exactly sense the elements on your screen, when tapping them with the Stylus.

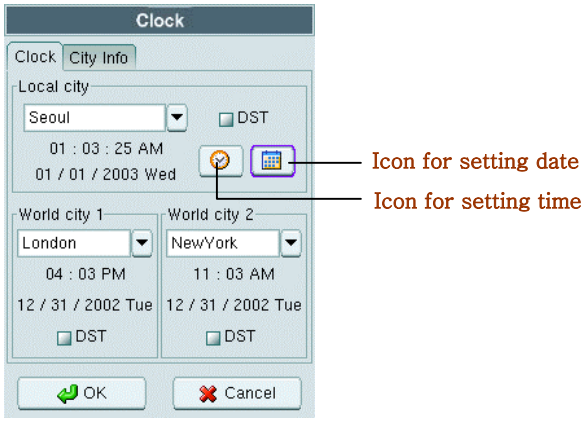
Tap the center of the cross mark ( ✛ ) on your screen with the Stylus until the screen changes. (The new screen shows up after you correctly tap the cross mark in each five different places).

[Calibraton Screen]

## 4. Setting the time

The below time setting screen follows calibrating.

You can set the city and the current time and date. You can automatically have the time and the date of the city around the world when you choose it.




[Setting Time and Date]

### Note

Please refer to the “Setting the time” in the Chapter 10 for more information.

# Chapter 3. MyPIMS

With the MyPIMS program you can edit, add and delete the data in the PIMS programs of the YOPY such as Schedule, Task, and Contact. In addition, MyPIMS has the function of file transfer between the YOPY and your PC and one of the PIMS data backup and recovery.

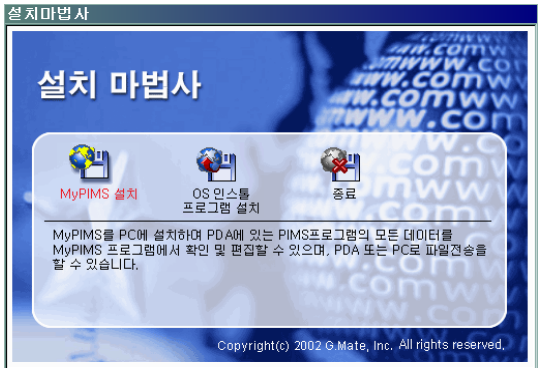
The features of your PC required to install and use the MyPIMS program are as follows:

- Windows 98SE, Windows 2000, Windows XP, Windows ME, Red Hat 7.1
- Pentium II processor or greater
- 64MB RAM or more
- Available hard disk space more than 150 MB
- CD-ROM drive
- VGA Monitor or better
- Mouse
- One USB port

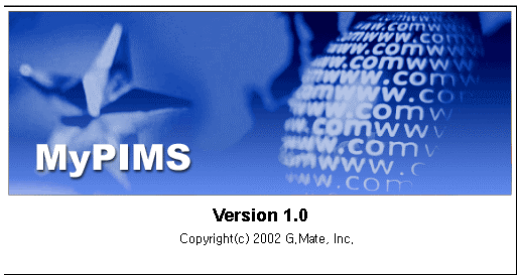
## Installing MyPIMS

How to install the MyPIMS Program on your PC?

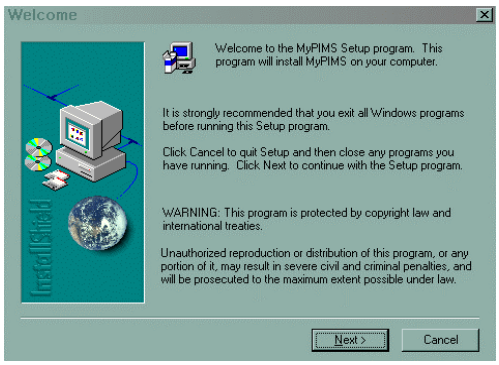
1. Hardware Wizard automatically runs when you put the CD included in the YOPY package into the CD-ROM. Click on "MyPIMS Installation"



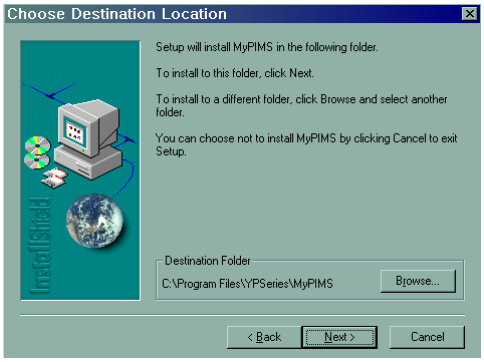

2. Your PC is warming up for installing the MyPIMS program.



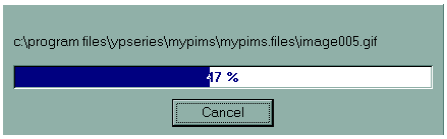

3. Installing starts with the below screen. Click on the "Next" button.




4. The program is automatically installed in the directory of the C drive unless you set a directory on the below screen yourself. Click on the "Next" button.

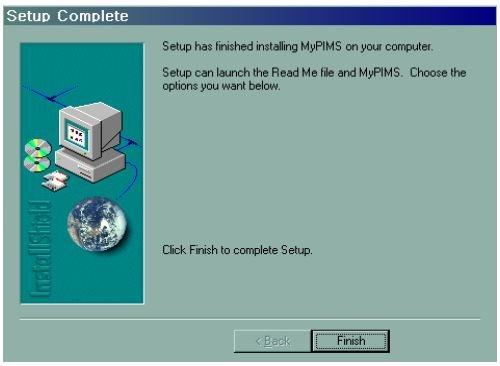



5. The installation of the program is on the process.




6. Installation has been complete. Click on the "Finish" button. And then, you have MyPIMS Icon ( ) on the background.





## Connecting the cradle to your desktop PC

Now you can connect the cradle to your desktop PC if you have finished installing the MyPIMS program on your desktop PC.

### How to connect the cradle to your PC?

There are the two cables in the cradle. One is for connecting to the power outlet and the other is for connecting to the USB port of the PC. Please connect the AC adaptor of the cradle to the power outlet and the USB cable of the cradle to the USB port of the PC.

### Note.

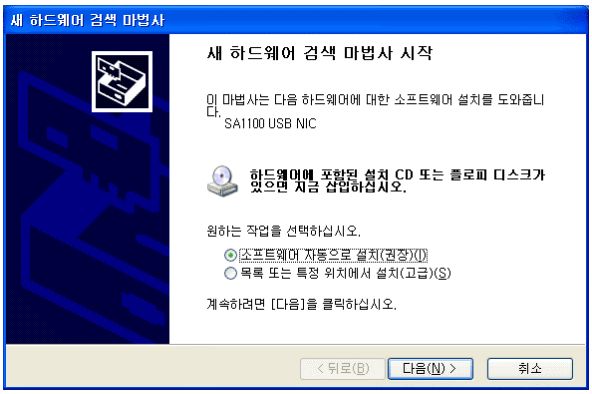
After connecting the cradle to the PC, you must install the Device Driver on your PC for the new hardware device (USB device). For more information on installing the device driver, see the "Installing the Device Driver" part in the following section..

## Installing the Device Driver

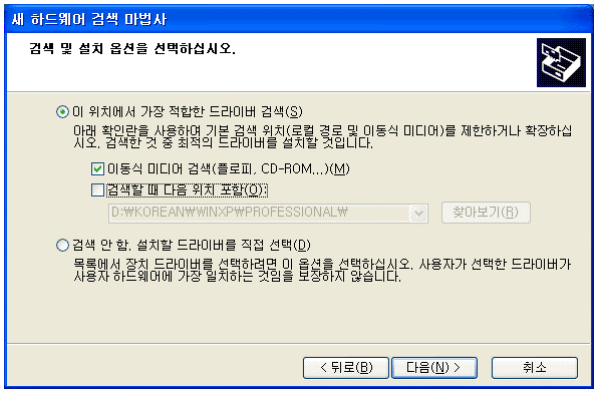
You should install the Device Driver on your PC to make it recognize the YOPY. You can, therefore, use the MyPIMS program. Please install the driver in the following order.

1. Put the YOPY on the cradle after connecting the USB cable of the cradle to the USB port of the PC.

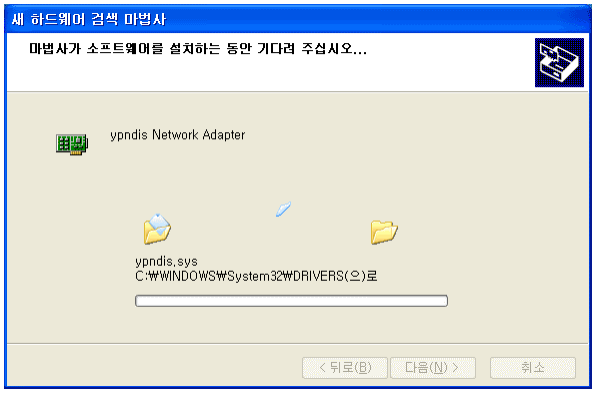
2. The “Found New Hardware Wizard” screen appears when the YOPY is put on the cradle. Click on the “Next” button after inserting the CD from the YOPY package in the CD-ROM of your PC.



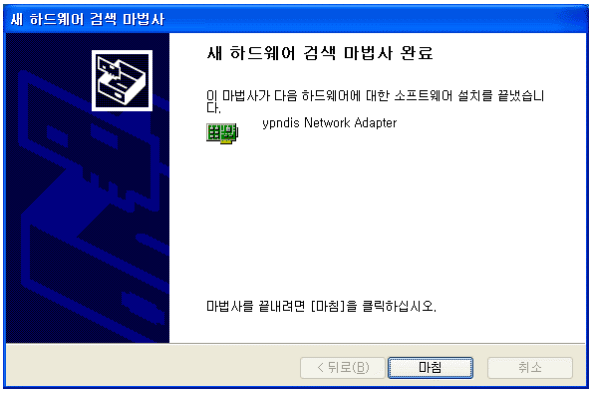

3. You should mark on the box of “Search removable media” and then, click on the “Next” button.




4. The installation of the Device Driver is on the process.



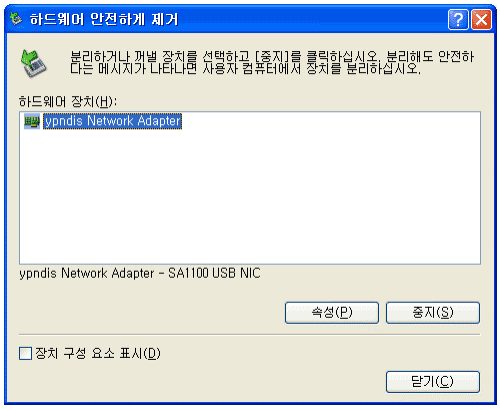

5. The hardware wizard has finished installing software. Click on the “Finish” button.




6. There appears the “Safely Remove Hardware” Icon ( ) on the task bar of the desktop PC when the installation of the Device Driver is finished.

Note.

You should double click on the icon on the bar and then, click on the “Stop” button at the below screen before you take the YOPY out of the cradle.

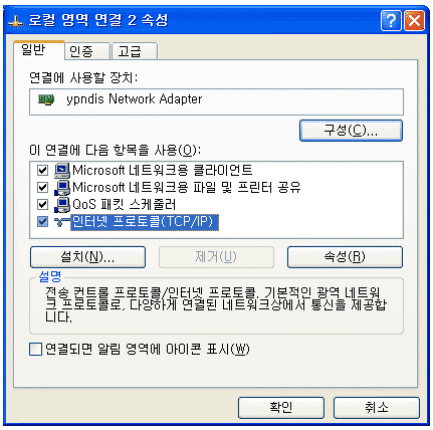


## Setting the Network

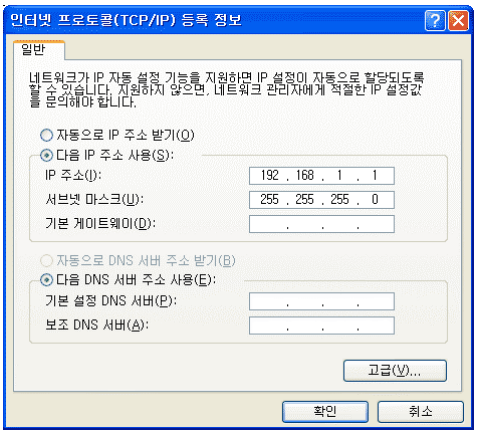
After installing the Device Driver, you should set the Network for communicating between the PC and the YOPY as follows:

1. To open “Network Connections” screen, you should click on “Start->Control Panel-> Network Connections” orderly on the desktop PC. Now, select Local Area Connections of “ypndis Network Adapter” and then, select “Properties” after pressing the right button of the mouse.

2. Now, select “Internet Protocol (TCP/IP)” among the connection items of the “Local Area Connection Properties” screen and click on the “Properties” button and then, there appears the “Properties” screen.




3. You should set the IP address and the Subnet Mask when you have the “Internet Protocol Properties" screen as shown below. As the IP of the YOPY has already been set by “192.168.1.2”, you should enter one between “192.168.1.1” and “192.168.1.254” except for “192.168.1.2” into the IP address box of the below screen. And enter “255.255.255.0” into the Subnet Mask box. And then, click on the “OK” button.



You have finished all processes for installing the MyPIMS program and can use it.

You can see how to edit the PIMS data and how to transfer data between the YOPY and your PC at the following part.

## Using MyPIMS

MyPIMS runs when you double click on the MyPIMS icon( MyPIMS ) on the background of the desktop PC.

MyPIMS enables you to be able to enter/check/remove the PIMS data of the YOPY on your PC and to transfer the data between the YOPY and your PC. You should, therefore, put the YOPY on the cradle and turn it on to use MyPIMS.

The initial screen of MyPIMS shows "Today's Schedule" and "Today's Tasks". Also, you can get all kinds of information through [Hot Link] and [Download] when your PC is connected to the Internet.

You can open the item of PIMS on which you want to work when you click on it among the items on the menu bar.

### Contacts

You can keep and edit the information on your contact in this item

Add – You can add a new address.
Delete – You can remove the address you do not need any more.

#### Schedule

You can check the daily/weekly/monthly schedule. You can add a new schedule using the "Add" icon.

#### Tasks

You can check the tasks. You can add a new task using the "Add" icon.

#### File Transfer

The File Transfer program of MyPIMS makes file transfer possible from the desktop PC to the YOPY or vice versa. And it also has the function of the PIMS data backup/restore, Memo Pad.

You can have the screen showing the data of the YOPY when you click on the "File transfer" button on the menu.

#### Transferring the data from the YOYP to the PC

1. You should first select the file on the screen you want to transfer and click on the "Transfer to PC" button on the right part.
2. The file can be transferred into the directory of your PC you designated by clicking on the

“Save” button.

PMS Backup

You can back up your PIMS data into PC. This make your important data keep safe.

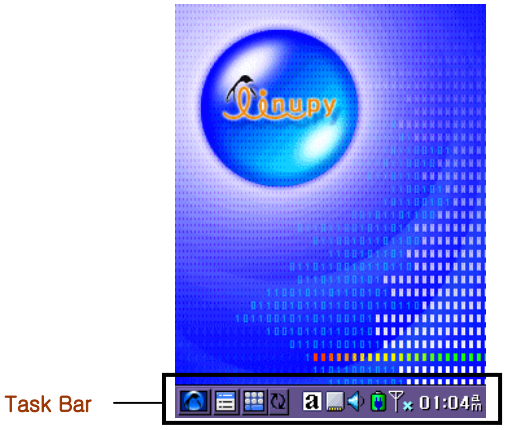
# Chapter 4 Basic Skills for use of the YOPY

This chapter describes the basic skills such as the background of the YOPY, operation of the program, the battery charge, and a soft rest.

## The background of the YOPY

The colorful background of the YOPY shows up after you finish the initial setting completely.

The task bar at the bottom of the screen represents the status of the system.




[Figure 5-1] Background of YOPY

① Start Menu ( )

The various programs show up when you click on the icon.

A program executes when you click on it. The below figure show the programs belonging to the Start Menu.

Note. Using Keyboard

You can also use the starting button ( ) on the keyboard to let the menu lists show up.

The program you want to execute can be selected by the Navigation key and it can be executed by pressing the Exe button ( ).

② Display Program Windows Icon ( )

You can see the programs that are open currently by tapping the icon. You can execute several programs at the same time on the YOPY and also hide them in this icon in order to promptly open them. You can let the programs hidden in the icon run on the screen tapping the icon and selecting them.

③ Screen Keyboard Icon ( )

The Screen Keyboard or the Handwriting Recognizer shows up when you tap the icon. It disappears when you tap it again. You can choose the Screen Keyboard or the Handwriting Recognizer by tapping the Keyboard Shift icon.

For more information on how to use the Screen Keyboard, see Chapter 7 Screen Keyboard.

④ Screen Keyboard Shift Icon ( )

You can select the Screen Keyboard or the Handwriting Recognizer by tapping the icon.

⑤ Input Method Status Icon ( )

⑥ Multimedia Card (MMC) Icon

This icon indicates whether the multimedia card is inserted in the Expansion Card Slot or not (See Picture 1-3).

: The card is inserted.

: The card is removed.

You can see the program for setting the multimedia card when you tap the icon.

For more detailed information on the program, see the "Card Information" part of Chapter 12.

⑦ Speaker Icon

This icon indicates the on or off status of the speaker.

: The speaker is on.

: The speaker is off.

You can see the program for setting the sound when you tap the icon.

For more detailed information on the program, see the "Sound Setting" part of Chapter 12.

⑧ Battery Icon

This icon shows the currently available amount of the battery power.

: This indicates that the battery is charging. You can see it when you put the YOPY on the cradle being connected to the power outlet.

: Each icon indicates the remaining amount of the battery power.

You can see the program for setting consumption of the battery when you tap the icon.

For more information on the program, see the "Power Setting" part of Chapter 12.

⑨ System Time Icon

This icon indicates the current time and date.

The icon shows the time you set in the Time setting program before you turn on the YOPY phone. But the exact time supplied by the server of the mobile communication company is indicated when you turn on the YOPY phone.

## Recharging the Battery

The YOPY is automatically recharged when it is put on the cradle connected to the power outlet.
The Charge LED (See Picture 1-1) is on in a red color while the YOPY is charging, and the color of the Charge LED becomes green when the YOPY is fully charged.

### Note. When the battery is fully discharged

You should do the below tips when the YOPY is not turned on due to the complete discharge of the battery.

1. Put the YOPY on the cradle for recharging it.
2. Perform a soft reset when the YOPY is recharged.

You lose all data you have imported on the YOPY when the battery is fully discharged. And so you need to periodically back up the imported data in the flash memory of the YOPY not to lose them.
For information on the back-up, see the "File Transfer" part of Chapter 4 and the "PIMS back-up" part of Chapter 8.

## Resetting the YOPY

You are highly recommended to perform a reset when you have some problems of the system while you are operating a program like when a program sticks, when the input of the keyboard does not work, and so on.
You can perform a reset by tapping a reset hole (See Picture 1-1) with a stylus gently.
The YOPY starts to be rebooted with the screen having a penguin picture, the Linux logo.
You do not need to worry about the data stored in the YOPY. It is not eliminated even if you perform a reset.

# Chapter 5. the Screen Keyboard & the Handwriting Recognizer

You can enter the letters, the number, and the symbols into the YOPY on the touch screen. This chapter describes how to use the programs for entering the written data on the YOY such as “the Screen Keyboard” and “the Handwriting Recognizer”.
For information on setting the Screen Input, see the “Screen Input” part of Chapter 12.

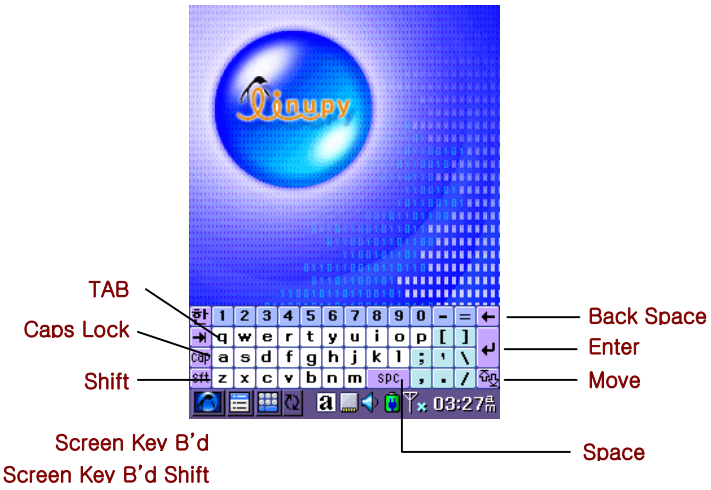
On the Screen Keyboard, you can enter all kinds of the characters into the YOPY tapping each of them with the stylus. On the Handwriting Recognizer, you can input data into the YOPY with the stylus as you write on the paper.

Note.
Besides the Screen Keyboard and the Handwriting Recognizer, you can enter the various data on the YOPY with the Keypad that has the control function as well. You can not only play any programs on the YOPY, but also enter the data into the YOPY while being on the car or even while walking on the road using the Keypad.
For more information on the Keypad, see “Using the Keypad” of the Appendix.

## The Screen Keyboard

When you would like to enter the characters into a YOPY application program, use the Screen Keyboard icon on the task bar at the bottom of the screen.

The Screen Keyboard shows up as shown at the below picture when you tap the Screen Keyboard icon. The Screen Keyboard disappears with one more tap.

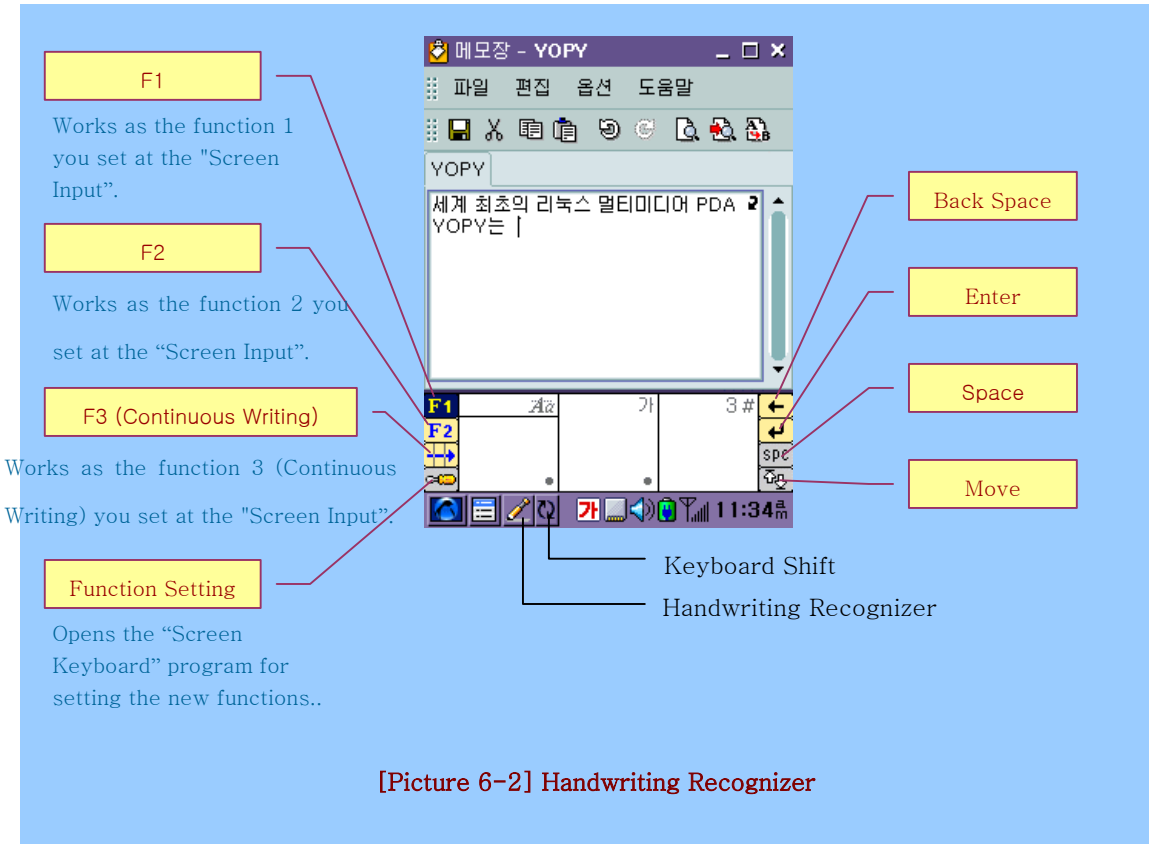



The Screen Keyboard can be automatically shown up on the screen without tapping the Screen Keyboard Icon if you mark on the box of "Enable auto hide and raise" in the "Screen Input" of "Settings".

## The Handwriting Recognizer

You can enter the characters into the screen with the stylus using the Handwriting Recognizer just like you write them on the paper.

You can selectively have the Screen Keyboard or the Handwriting Recognizer using the "Keyboard Shift icon ( ) on the task bar of the screen.




[Picture 6-2] Handwriting Recognizer

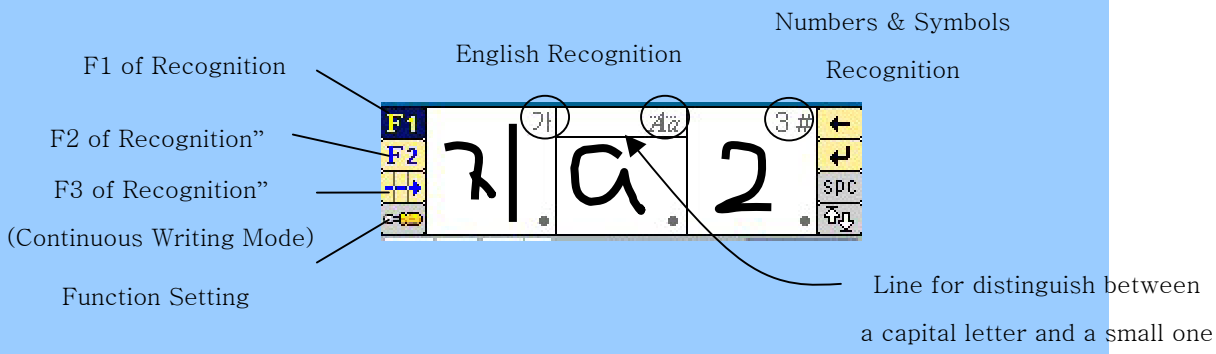
There are two ways in entering the characters into the Handwriting Recognizer such as "Separate Writing" and "Continuous Writing".

### Separate Writing

This box recognizes the data by the unit of one Character. The possible recognized kinds of characters are capital and lowercase letters of English, numbers and special symbols. You must put one character per box and the recognition of the character will be completed when you start to write in another box or the unit time of recognizing process (Unit: 400msec) is passed.

When you enter an English letter on the box, a capital letter should be written on the capital and

lowercase separating line and lowercase letters should be written under this line. However, the written shape of the letter is not used to distinguish whether the letter you enter is capital or not.




[Picture 6-3] Separate Writing

**Note**

- Setting the writing area about the kinds of the character recognition can be done on the Preference Setting screen by pressing ( ).

For information on the Preference Setting, see the “Screen Input Setting” part of Chapter 12.

- Following 10 special symbols are also recognized in the English (Capital/Lowercase) boxes.

@ ! ? # $ % & * / \

Note. Unistroke Mode and Gesture Mode

There are two ways for entering the characters into the Separate Writing, Unistroke Mode and Gesture Mode. For information on setting and using it, see the “Screen Input Setting” part of Chapter 12.

## Continuous Writing

Many continuously written characters can be recognized as well. You can write several characters in a row after tapping the F3 icon ( ) in the Continuous Writing box. The capital letters, the small letters, and the numbers can be recognized. The capital letters similar to the small letters such as C, P, S, etc. can be recognized by the size of the following letter. Namely, you have to write the capital letter bigger than the following letter.

[Picture 6-4] Continuous Writing

# Chapter 6. Personal Information Management System (PIMS)

This chapter describes how to use the PIMS (Personal Information Management System) program, one of the basic functions in the PDA, effectively and efficiently.

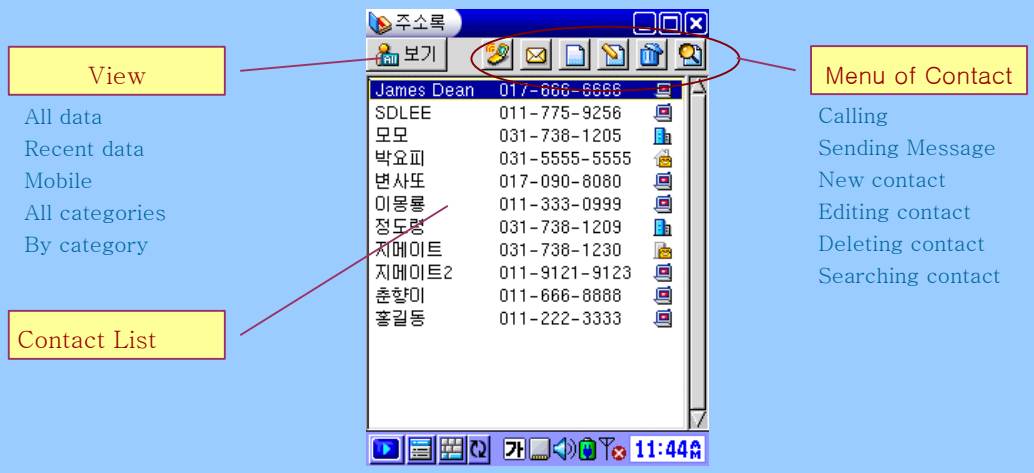
The PIMS program is composed of a Contact program, a Task program, and a Schedule program.

In addition, there are a Memo program you can take a short note and a PIMS Back-up program where you can store your PIMS data safely.

Note.

You can conveniently enter the PIMS data into the PIMS programs of the YOPY using a MyPIMS program installed in your PC after putting the YOPY on the cradle connected to your PC.
For more detailed information on MyPIMS see the "Using MyPIMS" part of Chapter 3.

## Contact




[Picture 7-1] Contact List

### Opening Contact Program

Tap "Start Menu" icon ( ) ⇒ "PIMS" ⇒ "Contact" in order

### Closing Contact Program

- You can close the contact program by tapping the closing icon ( ) in the right corner of the title bar
- You can also close the contact program by pressing the End button ( )on the keypad.

### Adding a new contact

- The "Contact Details" screen shows up when you tap the icon ( ) for adding new contact information on the upper part of the screen.
- You can open the "Contact Details" screen pressing the "N" (New) key on the keypad without touching the touch screen.

### Editing Contact

- You can edit the Contact Details (Picture 9-2) after you select a person from the Contact List screen and then, tap the icon ( ) from the Menu of Contact.
- You can also open the Contact Details screen pressing the Exe button ( ) or the Enter key ( ) after selecting a person with the up and down buttons of the Navigation key.

Note. Deleting the contact

You can remove a list on the Contact List (Picture 9-1) tapping the Delete icon ( ) or pressing the Del key on the keypad after selecting the list.

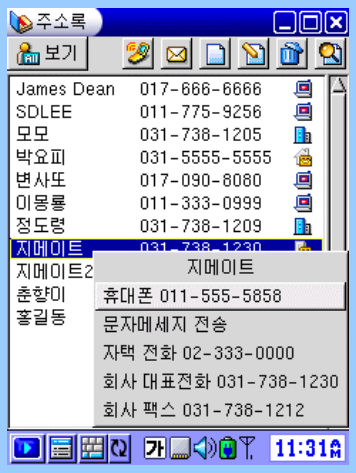
[Picture 7-2] Contact Details

## Making a phone call on the Contact

- You can make a call to a contact on the Contact list directly when the CDMA connected to the YOPY is on.

  After selecting a contact on the list, tap the call icon ( ) and then the dial screen shows up and it automatically dials the contact. Also, it is possible for you to call a contact pressing the Send button after selecting the contact with the up and down button of the Navigation Key.

  You can see all available phone numbers of a contact touching the contact with the stylus for about three seconds or pressing the "D" button of the Keypad after selecting the contact. Now you can make a phone call to one of those numbers. (See Picture 7-3)



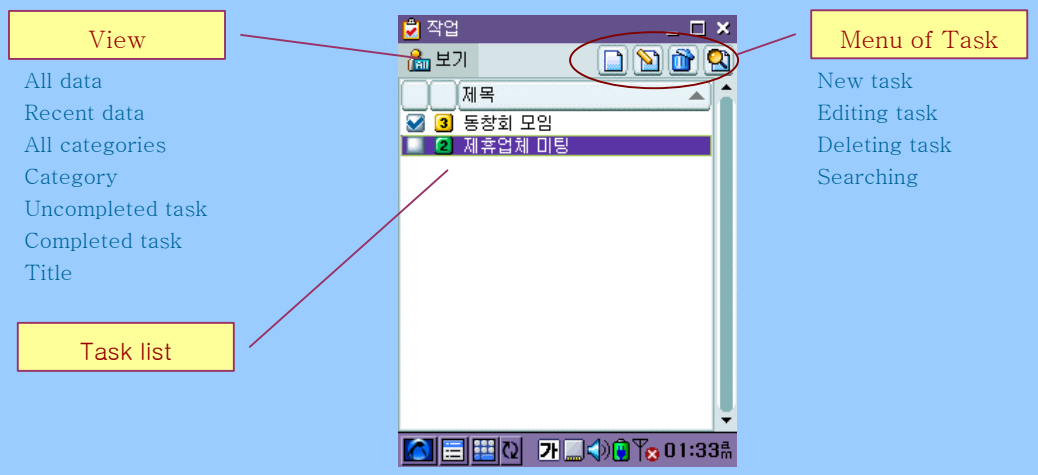

[Picture 7-3] Looking at the phone numbers of a contact

## Sending the written message in the contact

You can send the message to a contact on the list, but it is possible only in the case the contact has a mobile phone.

[Picture 7-4] SMS window

# Task




[Picture 7-5] Task List

## Starting Task Program

Tap the Start icon ( ) ⇒ Tap PIMS ⇒ Tap Task.

## Ending Task Program

- You can end the Task program tapping the End icon ( ) at the upper right corner of the task bar.
- You can also do it pressing the End button ( ) on the Keypad.

## Creating a record on Task

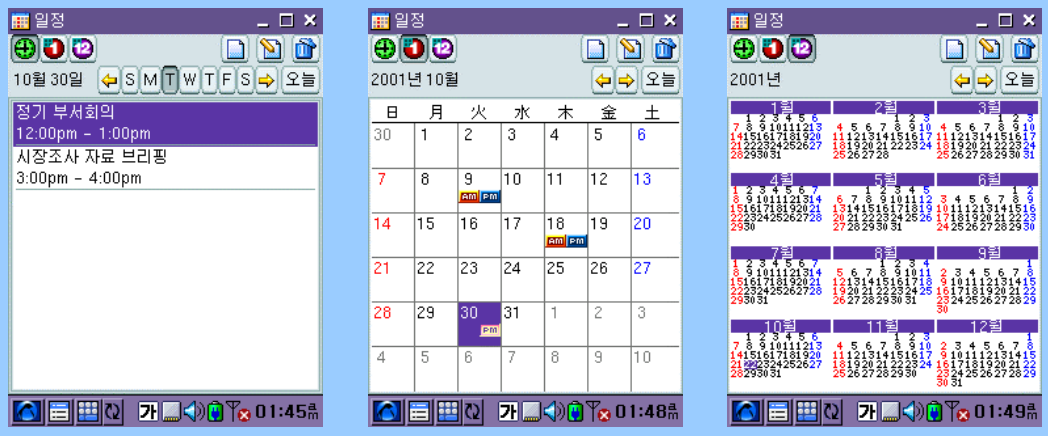
- You can open the "Task Details" screen tapping the "New Task" icon ( ) which has the three sub-screens for entering data. (See Picture 9-6)
- You can do the same thing pressing the "N" key on the Keypad without using the touch screen.

## Editing Task

- The "Task Details" screen shows up when you tap the Editing icon ( ) after selecting "Task" on the list.
- The "Task Details" screen appears as well when you press the Exe button ( ) or the Enter button ( ) on the Keypad after selecting the list you want to edit using the up and down button of the Navigation Key.

[Picture 7-6] Task Details

## Schedule




Daily Schedule　　Monthly Schedule　　Yearly Schedule

[Picture 7-7] Schedule View

### Starting Schedule

Tap the Start icon ( ) ⇒ Tap PIMS ⇒ Tap Schedule.

### Ending Schedule Program

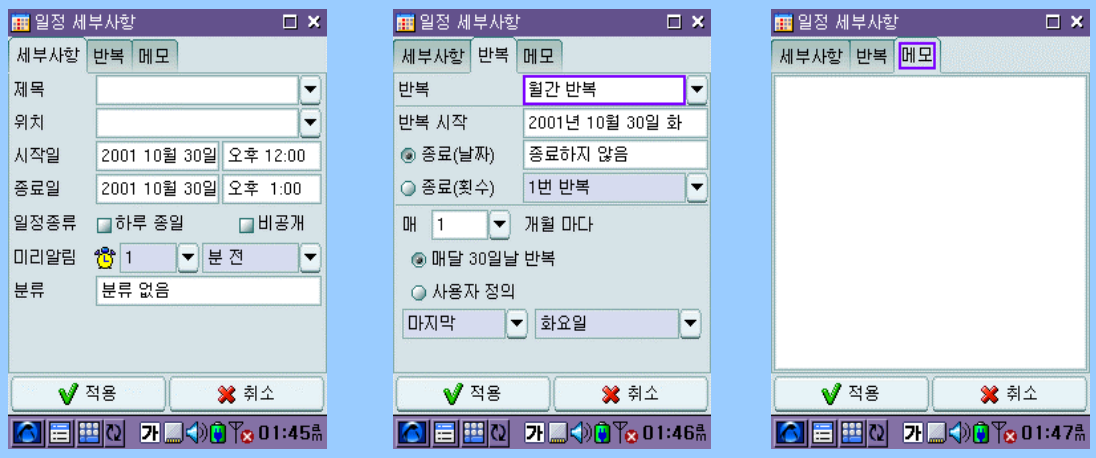
- You can end the Schedule program tapping the End icon ( ) at the upper right corner of the task bar.
- You can also do it pressing the End button ( ) on the Keypad.

### Creating a record on Schedule

- You can open the "Schedule Details" screen tapping the "New Schedule" icon ( which has the three sub-screens for entering data.
- You can do the same thing pressing the "N" key on the Keypad without using the touch screen.

## Editing Schedule

- The "Schedule Details" screen shows up when you tap the Editing icon ( ) after selecting the schedule you want to edit on the "Schedule" list (Daily Schedule). You can edit on the screen.
- The "Schedule Details" screen appears as well when you press the Exe button ( ) or the Enter key ( ) on the Keypad after selecting the list you want to edit using the up and down button of the Navigation Key.




[Picture 7-8] Schedule Details

## PIMS Backup

This program is for keeping your PIMS data on the YOPY safe. If you back up the PIMS data here, you can recover the data when you accidentally have lost it by letting the battery fully discharged.

### Starting PIMS Backup Program

Tap the Start icon ( ) ⇒ Tap PIMS ⇒ Tap PIMS Backup.

[Picture 7-9] PIMS Backup

The newest date you backed up the PIMS data and the size of the data are stated on the Backup screen.

### Backup

You can back up the PIMS data tapping the “Backup” button after selecting the backup slot.

### Recovery

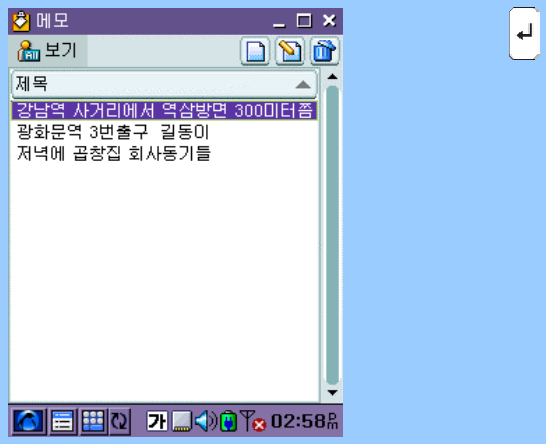
You can recover the PIMS data tapping the “Recovery” button after selecting the backup slot.

## Memo

This program enables you to take a short note at any time.

### Starting Memo Program

Tap the Start icon ( ) ⇒ Tap PIMS ⇒ Tap Memo.




[Picture 7-10] Memo

You have a list of the memo on the screen and can see the detailed content of a memo pressing the Exe button ( ) or the Enter key ( ) after selecting a list.

### Recording a memo

You can take a short and quick note on the screen using the keypad or the screen keyboard. If you do not enter a title of the note in the "Detail" screen, the first word of the note automatically shows up on the list as a title of the note.

[Picture 7-11] Entering Memo

# Chapter 7. Using Basic Applications

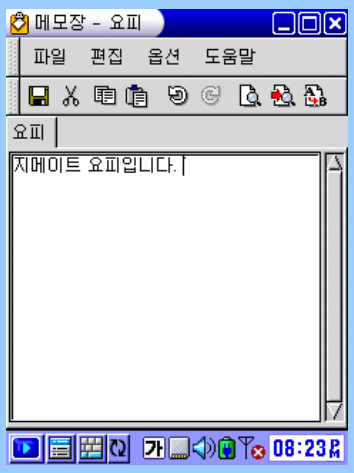
This chapter explains how you can use the various useful programs on the YOPY.

## Notepad

You can edit or read a document on this program. You can read the files with a ".txt" extension transferred from the PC on the program of the YOPY.

### Starting Notepad

Tap the Start icon ( ) ⇒ Tap "YOPY Office" ⇒ Tap "Notepad".




[Picture 8-1] Notepad

### Closing Notepad

You can close the program by selecting "Close" in the "File" menu or by pressing the End button ( ) on the keypad.

### Menu

There are "File", "Edit", "Options", and "Help" on the upper menu bar of the screen.

You can perform any items on the inside of them using the stylus or the keypad.

The followings are the examples of the keypad use. (For the detailed information on the keypad use, see the "Using the Keypad" in the Appendix)

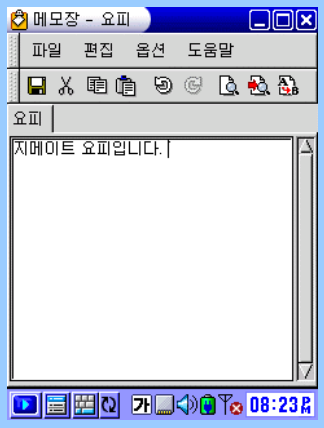
: Opens the "File" menu. You can select what you want to perform using the Navigation Key and you can perform it pressing the Exe button ( )

Shft + Navigation Key: Selects the range of the lines or the words you want to edit.

Ctrl + 'X' : Cuts the part you selected

Ctrl + 'C'　　: Copies the part you selected

Ctrl + 'V'　　: Pastes the part you copied




[Picture 8-1] Notepad

### Opening a document

You can create a new document after tapping the "New" item of the "File" on the menu bar. You can open the several files in a row and work on each file conveniently.

### Editing a document

You can edit a document conveniently using the Screen Keyboard or the Keypad.

### Saving a document

The document can be stored at the "/root/document/" directory by tapping the "Save" item of the "File" on the menu bar. You can select the other directory if you want. We recommend that you can save the document as a file with the ".txt" extension.

### Closing the documents

You can close the current document on the screen tapping the "Close" item of the "File" on the menu bar. You can also close all opened documents tapping the "Close All" item of the "File" on the menu bar.

### Options

Use Wordwrap – When the line is changed, you can prevent the word from being separated by selecting this item.

Doc Tabs – The great advantage of the Notepad is that you can have the several opened

documents on the same screen. You can either remove the titles of all documents or have all of them on the screen by using the “Toggle” item of the Doc Tabs. Also, you can change the place of the title into the other places such as “Top”, “Bottom”, “Left”, and “Right”.

Toolbar – You can have the toolbar under the menu bar when you mark on the box in front of the “Toolbar” of the “Options” You can have the more spacious window for entering the data if you do not mark on it

## Recorder

### Performing the recording program

Tap the Start icon( ) ⇒ Tap "Multimedia" ⇒ Tap "Recorder".

### Ending the recording program

You can close the program by tapping the "Quit" item of the "File" or by pressing the End button ( ) of the Keypad.

[Picture 8-2] Recorder

### Recording and Playing

You can start recording by tapping the record icon ( ) and stop it by tapping the stop icon ( ).

The recorded file show up on the list of the screen immediately you finish recording. You can also change the file name by tapping the "Rename" of the "File" and by entering a new name.

You can listen to the recorded file selecting it and pressing the "Play" icon ( )

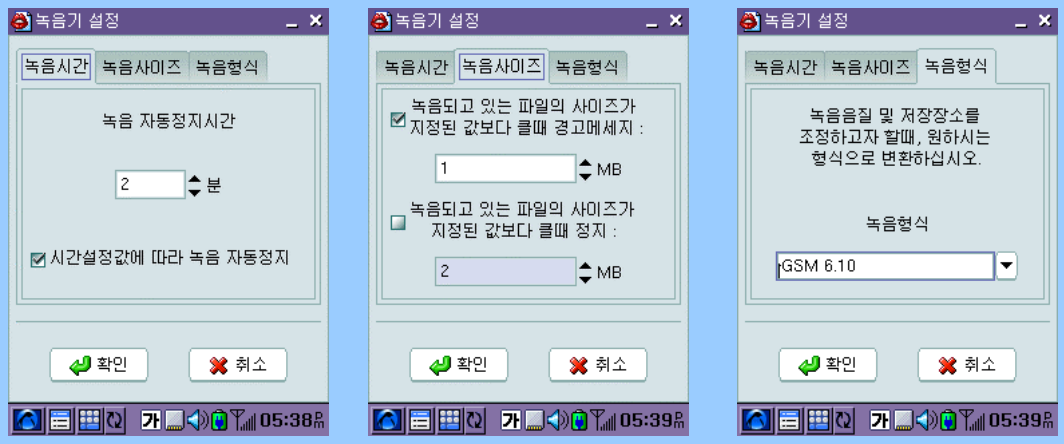
### Note. Using the Scroll Button for easy recording

The upper button of the Scroll button: Start recording

The lower button of the Scroll button: Stop recording

### Setting a recorder

You have the following screens for setting the recorder when you tap the “Configure” on the menu bar.




[Picture 8-3] Setting a recorder

Recording can be automatically stopped at the recording time or by the recording size you set.

## MP3 Player

You can listen to the MP3 file downloaded from the PC on this program. You can enjoy the music while you are performing the other program.

### Starting the MP3 Player

Tap the Start icon ( ) ⇒ Tap "Multimedia" ⇒ Tap "MP3 Player".

### Closing the MP3 Player

You can close the MP3 Player tapping the "Close" icon ( x ) or pressing the End button ( ) of the Keypad.

### Features of the MP3 Player

[Picture 8-4] MP3 Player

You can also use the Keypad buttons for performing the MP3 player instead of using the stylus.

Exe button: Plays the current song. You can stop playing with one more press of it.

End button: Closes the MP3 Player program.

Left button of the Navigation Key: Selects the previous song.

Right button of the Navigation Key: Selects the next song.

Scroll button: Adjusts the volume.

[Picture 8-5] Adding/Removing the files

[Picture 8-6] Setting the skin of the MP3 Player

## Painter

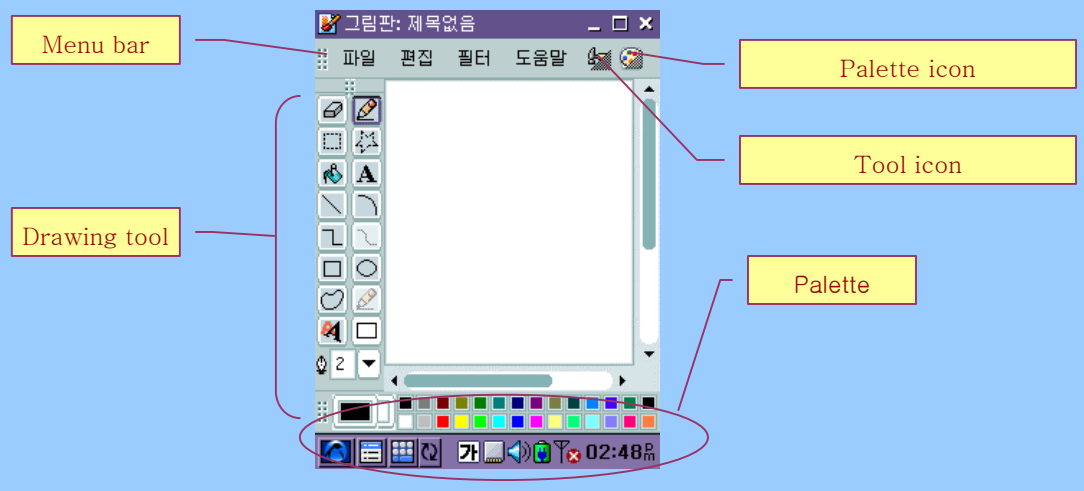
You can draw pictures on this screen as you do on the sketchbook. And you can take a look at the picture or the drawing on the screen you downloaded from the PC.

### Performing the Painter

Tap the Start icon ( ) ⇒ Tap "Multimedia" ⇒ Tap "Painter".

### Closing the Painter

You can close the program by tapping the "Close" item of the "File" or by pressing the End button of the Keypad.




[Picture 8-7] Painter

### Drawing

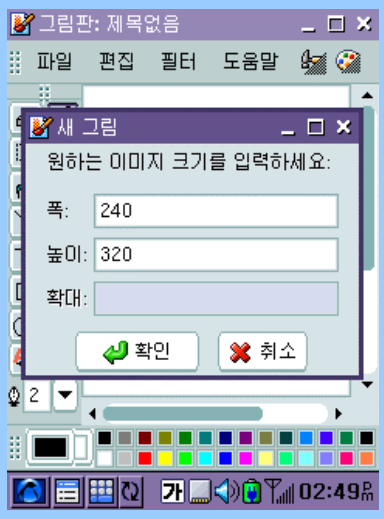
You can have the "New Canvas" screen for setting the size of the picture when you tap the "New File" of the "File" as shown in the Picture 10-8. By default, it is set by 320 x 240 (Height x Width) but you can set the size of the picture as you want on the screen.

### Duplicating the current screen

You can duplicate the current screen on the painting screen by tapping "Get Desktop" of the "File" on the menu bar.

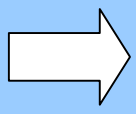
### Making the background

You can use the current picture on the painter as the background of the YOPY by tapping the “Set as background” of the “File” on the menu bar (See Picture 10-9). You can get back the original background by tapping the Start icon → “Restart” → “Restart Icewm” in order.




[Picture 8-8] New Canvas

Opening the picture on the painter



Tapping “Set as background”
Of the “File” on the menu bar

Newly created background

[Picture 8-9] Making the background

## Edit Menu

You can edit the picture on the painter with the items such as “Cut”, “Copy”, “Paste”, “Clear” and ”Select All” that are in the “Edit” menu.

## Filter Menu

You can add the effects of the various images into the whole picture or into the part of the picture with the items of the “Filter” menu.

## Drawing Tools

The following drawing tools show up whey you tap the “Tool” icon on the menu bar.

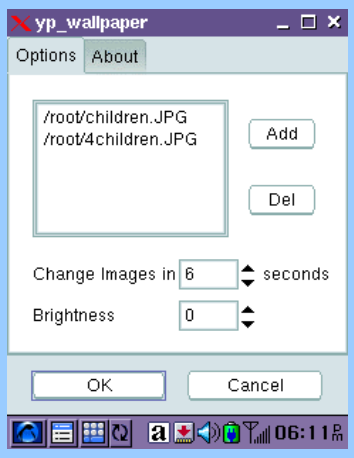
| Tools | Description | Tools | Description |
|---|---|---|---|
| | Eraser | | 폐곡선으로 영역 선택하기 |
| | Drawing polygon | | Entering data |
| | Painting | | Drawing arc |
| | Drawing the straight line | | Drawing circle |
| | Connecting the lines | | |
| | Drawing the quadrilateral | | |
| | Drawing curved circle | | |
| | Selecting the font | | |

## Palette

You have the palette with many colors at the bottom of the screen when you tap the Palette icon. You can paint the color of the front and the background freely as you want. The color of the front represents the color of the drawing or of the part you are drawing and one of the background stands for the color of the whole screen.

## Background

You can have a picture or a drawing you like on the background of the YOPY using the wallpaper program.




[Picture 8-11] Setting background

You can make the several pictures on the background show up in a row with the steady interval.

1. You can add the picture by tapping the "Add" button.
   (You can remove the picture by tapping the "Del" button after selecting the picture you want to delete.)
2. You can set the time changing from one picture to another one.
3. You can set the brightness.
4. The added pictures are set as the backgrounds when you tap the "OK" button.

### Note. Making the background with the painter

You can also set the background using the "Making background" on the "File" menu of the Painter program.

For more information, see the "Painter" part of Chapter 11 Using basic applications.

## Package Manager

You can use this program to install and to remove the applications. For instance, you can install the game on the YOPY very conveniently using this program.

### Starting the package manager

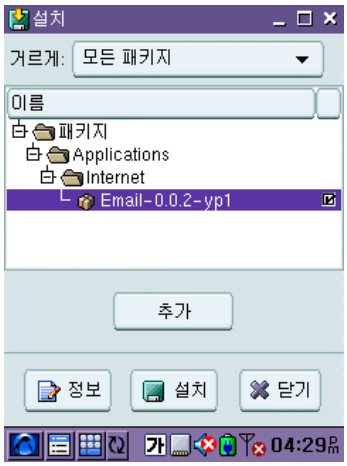
Tap the Start icon ( ) ⇒ Tap "Utilities" ⇒ Tap "Package Manager".

### Installing a program

1. You should first download the program (the file with the ".rpm" extension) you want to install to the YOPY. You can download the programs on the YOPY site (www.yopy.com).

2. Tap "Install" of the "Operations" menu on the package manager screen.

3. The "Install" screen shows up. You have to find the rpm file you downloaded after tapping the "Add" button.

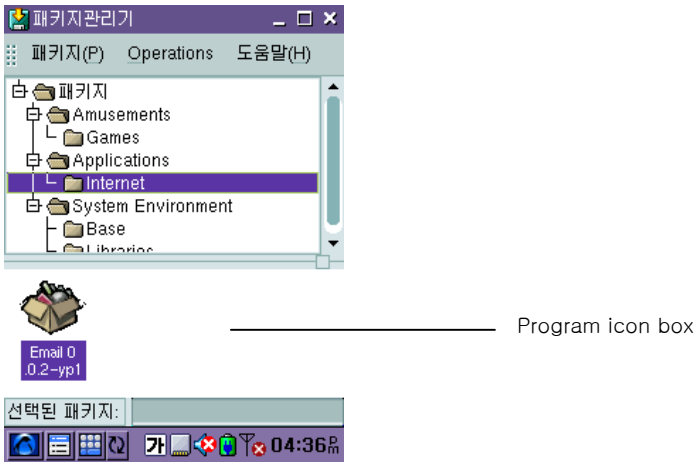



4. You should tap the "Install" button on the bottom of the screen after adding the file and then, the program is installed. You can see the name of the program and progress of installation.

5. You can check it on the Start Menu that the program is installed and perform it.

## Removing a program

1. You have to open the package manager screen and select a directory in the Directory box that includes a program you want to remove. Now you have the program icons in the Program icon box. Just select the program(s) you want to remove there.



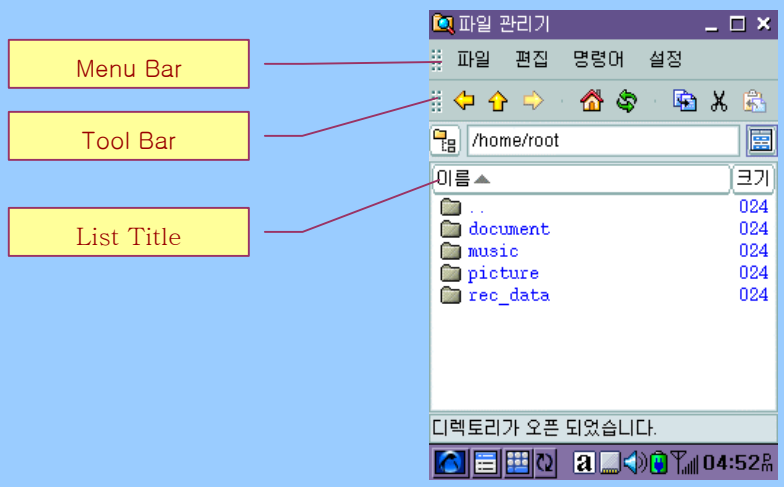

2. The questioning screen pops up when you tap the “Uninstall” of the “Packages” menu on the package manager screen. Just tap the “Yes” button to remove the selected program.

## File Manager

You can use the File Manager for managing the directories and the files of the YOPY. You can delete, copy, paste, move, compress, and partition the file(s) freely with this program.

### Starting the file manager

Tap the Start icon ( ) ⇒ Tap "File Manager"




[Picture 8-10] File Manager

There are the functions moving/copying/pasting/deleting the file(s) and the function viewing the registered information in the File Manager.

The followings are concerning the menu of the File Manager

### File Menu

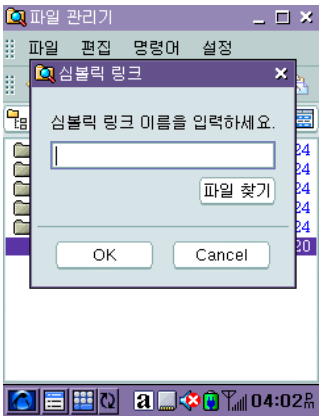
| | |
|---|---|
| "New" | For creating a new directory or a new file in the current directory. |
| "Open" | For opening a file. |
| "Open with" | For selecting a program on which you want to perform a file. |
| "Delete" | For removing a file or a directory. |
| "Symlink" | The "Symlink" has a similar function as the "Link" of the Windows. For the detailed information, see the below note. |
| "Quit" | For closing the program. (You can also use the End button of the Keypad.). |

#### Note. Symlink

It works as the "Link" of the Windows does. Let's try to link "/mnt/mmc" to "/home/root" using "Symlink" as follows:

① Select the “mmc” directory under the “/mnt” directory.

② You have the pop-up screen as shown below when tapping “Symlink”




③ Type “/home/root/mmc_link” in the box.

The “mmc_link” is only the name of the Symlink you designate. If you type just the path without it (ex: /home/root/), a directory with the original name, “mmc”, is created in the directory of the path you entered.

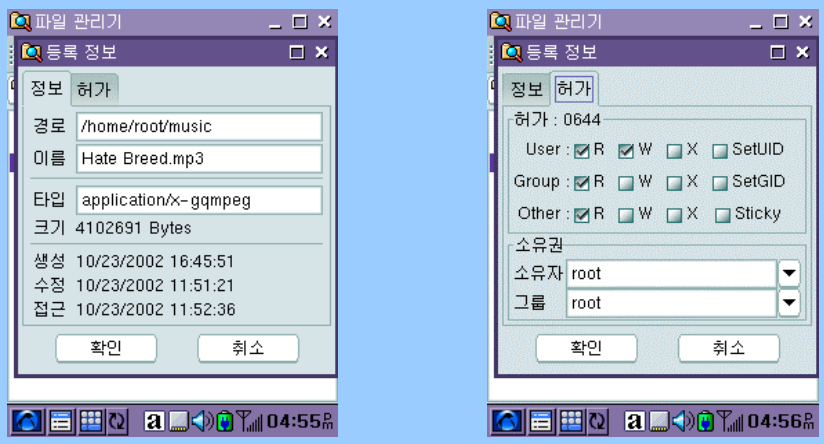
④ You can finish “Symlink” by tapping the “OK” button.

⑤ You can see the newly created “mmc_link” directory in the File Manager. And you can move into the “/mnt/mmc” directory directly by tapping the new directory.

## Edit Menu

There are the functions for editing a directory or a file such as “Copy”, “Cut”, “Paste”, “Property” and “Select All”.

You can set the information on a file or a directory and authorization for using a file in the “Property”. In the “Property”, “R” stands for the right for reading, ”W” for writing, and “X” for executing.




[Picture 8-11] Properties of a file or a directory

## Commands Menu

Find For searching a file or a directory. Just enter the name of a file or a directory you want to find. If you cannot recall the full name of a file, use the wild card (*). That is, you can see all files or all directories having "m" as a initial of their names when you enter "m*"

gzip For compressing a file or a directory. You can compress a file or a directory by tapping the "gzip" of "Commands Menu" after selecting it. You can uncompress the compressed file in the current directory by double tapping it or by opening it.

tar For binding the files or the directories into one. You can bind the files or the directories more than two by tapping "tar" of "Commands Menu" after selecting them. You can create a new file or a new directory after entering the name of it.

## Settings Menu

You can make "Toolbar", "List titles", "Status bar", or ".Files" to be shown up on the screen or to be hidden using the items of the Settings Menu.

**FCC Statement**

This device complies with part 15 the FCC Rules. Operation is subject to the following two conditions: 1) This device may not cause harmful interference, and 2) this device must accept any interference received, including interference that may cause undesired operation.

Caution: Any changes or modifications in construction of this device which are not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications, However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception. Which can be determined by turning the equipment off and on, the user in encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.