

wavAlarms™ 1.0

User Documentation

Copyright ©2003
Toysoft Development Inc.
All Rights Reserved.

www.toysoft.ca

Table of Contents

1.	Introduction.....	2
2.	System Requirement.....	2
2.1	Compatibility.....	2
3.	Installation.....	2
4.	Launching wavAlarms™	2
5.	User Interface.....	3
5.1	Associate Wave File.....	3
5.2	Menu.....	4
6.	Wave Files.....	5
6.1	Download Wave Files	5
7.	User License	5
8.	Copyright.....	6
9.	Disclaimer	6
10.	Limitation of Liability.....	6
11.	Termination of License.....	6
12.	Technical Support.....	6

1. Introduction

Have you ever wanted to replace the Palm® system alarm sounds with wave files? Ever wanted to wake up and hear your favorite song in the morning? Now you can with wavAlarms. wavAlarms allows you to associate any uncompressed wave file to any application. When the application's alarm is triggered, wavAlarms will play the wave file from the external card and then let the application sound the alarm. WavAlarms works with all applications with alarms.

Now you can have more fun with your Palm and you will never be bored hearing the same old system sound again.

2. System Requirement

- Palm® Tungsten T, C or Palm® Z71
- External card
- 20K of memory

2.1 Compatibility


- Palm® Tungsten T, Palm® Tungsten C and Palm® Zire 71,

3. Installation

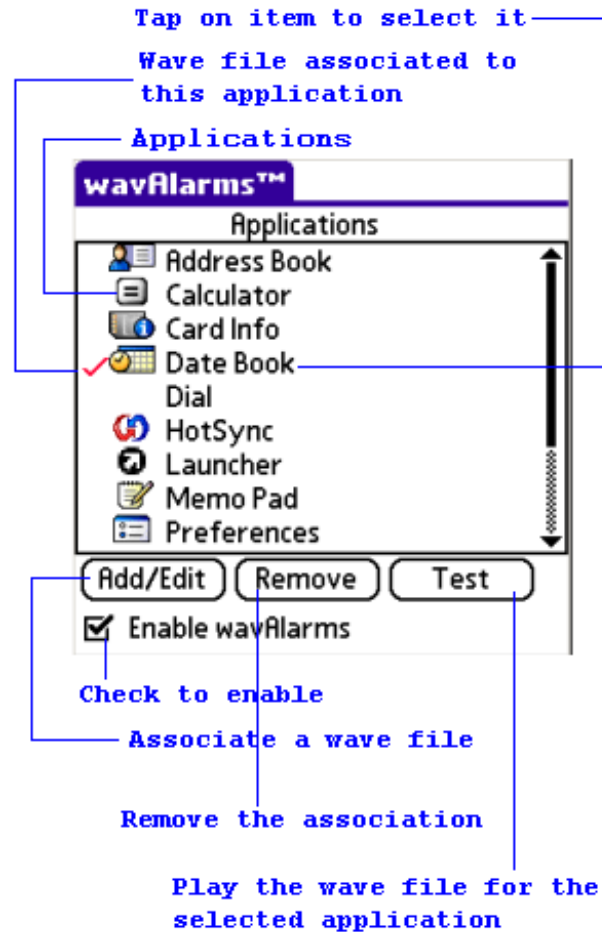
To install wavAlarms double click on the file wavAlarms.prc and then press the HotSync® button on the cradle. The HotSync® manager will install the program on to your Palm.

4. Launching wavAlarms™



From your Launcher look for the icon  and tap on it to launch it. If you cannot find the icon use the scroll bar and scroll down.

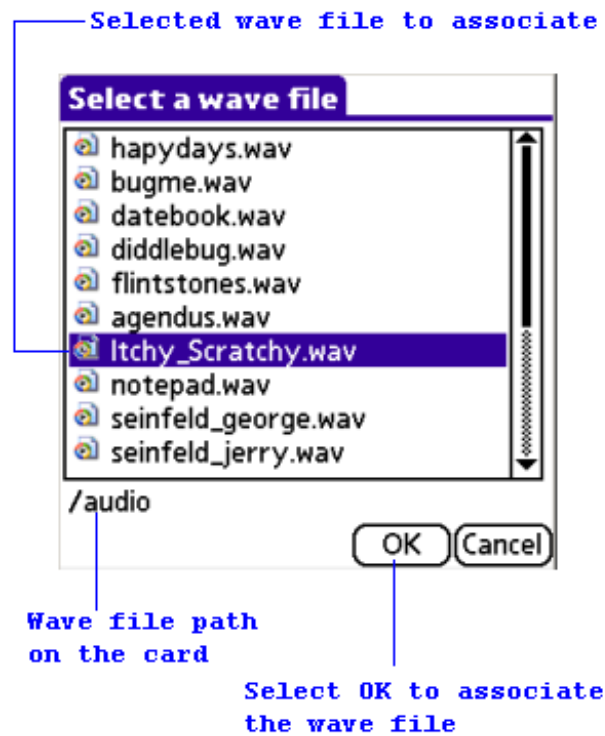
5. User Interface



5.1 Associate Wave File

When you HotSync® wave files using the HotSync® manager it will place the wave files in the **Audio** folder in the root directory on the card. This is where wavAlarms look for wave files. If you have a card writer you can copy the uncompressed wave files to the **Audio** folder.

To associate a wave file to an application you first select the Application from the list view box. Once you have highlighted the application tap on the **Add/Edit** button. The following window will be opened.



Select the wave file you want to associate to the application and then select the OK button.

5.2 Menu



6. Wave Files

wavAlarms only supports uncompressed wave files. If you have a compressed wave file then you need to convert it to uncompressed. You can find sound conversion tools for Windows on the Internet.

When an alarm is triggered WavAlarms will play the wave file until it is completed. It will not give you control until it is finished playing. There are times when the wave file is played more than once. This is because the application is posting multiple alarms and it happens to be triggered at the same time. Eg: DiddleBug

The wave file will only be played once. If you do not attend to the alarm and when the next reminder alarm is up the wave file will not be played only the system alarm will be heard.

6.1 Download Wave Files

There are many sites on the Internet where you can download wave files. Here are some sites:

- <http://www.allwavs.com> Files are compressed. You need to uncompress them.
- <http://www.wavcentral.com>
- <http://www.wavethemes.org>
- <http://www.geocities.com/Hollywood/Theater/6219>

7. User License

(a) Toysoft, Inc. Hereby grants you a non-exclusive license to use its accompanying software product ("Software") according to the following agreement:

(b) You may: Distribute the Software if your application is freeware.

(c) You may not: Distribute the Software if your application is shareware or commercial.

(c) You may not: permit other individuals to use the Software except under the terms listed above; modify, translate, reverse engineer, decompile, disassemble, or create derivative works based on the Software; copy the Software (except for back-up purposes); rent, lease or otherwise transfer rights to the Software; or remove any proprietary notices or labels on the Software.

Toysoft, Inc. reserves all rights not expressly granted to Licensee.

8. Copyright

Ownership rights and intellectual property rights in and to the Software shall remain in Toysoft, Inc. The Software is protected by the copyright laws of Canada and international copyright treaties. This License gives you no rights to such content.

9. Disclaimer

(a)DISCLAIMER OF WARRANTY. The Software is provided on an "AS IS" basis, without warranty of any kind, including without limitation the warranties of merchantability, fitness for a particular purpose and non-infringement.

(b)You and not Toysoft, Inc. assume the entire cost of any service and repair. In addition, mechanism implemented by the Software may have inherent procedural limitations, and you must determine that the Software sufficiently meets your requirements.

(c)This disclaimer of warranty constitutes an essential part of the agreement.

10. Limitation of Liability

UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY, TORT, CONTRACT, OR OTHERWISE, SHALL TOYSOFT, INC. OR ITS SUPPLIERS OR RESELLERS BE LIABLE TO YOU OR ANY OTHER PERSON FOR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY CHARACTER INCLUDING, WITHOUT LIMITATION DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES.

11. Termination of License

This license will terminate automatically if you fail to comply with the limitations described above. On termination, you must destroy all copies of the Software

12. Technical Support

For technical support please send email to support@toysoft.ca or visit our website at www.toysoft.ca