

User Guide

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About this manual

Thank you for purchasing the Linux Color PDA, YOPY.

This manual includes all detailed information on your using the YOPY, and will help you use the YOPY more easily and in no time.

We recommend that you read this manual first before using your YOPY.

This manual first explains the components of your YOPY, and then finishes the basic preparations for using your YOPY by performing the initial settings. By explaining the basic functions step by step, this manual will help you use your YOPY more effectively. Also, by explaining the basic application programs and how to customize your YOPY, this manual will enhance the efficiency of using your YOPY.

If you experience any inconvenience or troubleshooting while using your YOPY, please refer to this manual for help.

Chapter 1 Overview of YOPY

This chapter explains the features of your YOPY, its component, and the contents of the CD-ROM.

What is YOPY?

The multimedia PDA YOPY uses the Linux OS developed by G.Mate, Linup. 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. The basic features of YOPY are as follows.

Internet website access through wireless service network

You can realize a handheld information world using the internal web browser, while sending or receiving E-mails or accessing to PC communication services.

Mobile entertainment

You can use the internal MP3 player to listen to high-quality music, and enjoy various games with its 65,000-color display screen and powerful stereo sound.

Fully accessible information management

All schedules and information can be inputted and fully accessed by day, week, or month. Moreover, easy input and management of addresses or phone numbers is also possible. When you have important appointments, the alarm function will help you fully manage your schedules and information.

Easy voice recording

Sudden ideas or simple memos can be voice recorded, and easily played back.

Installation of various application programs

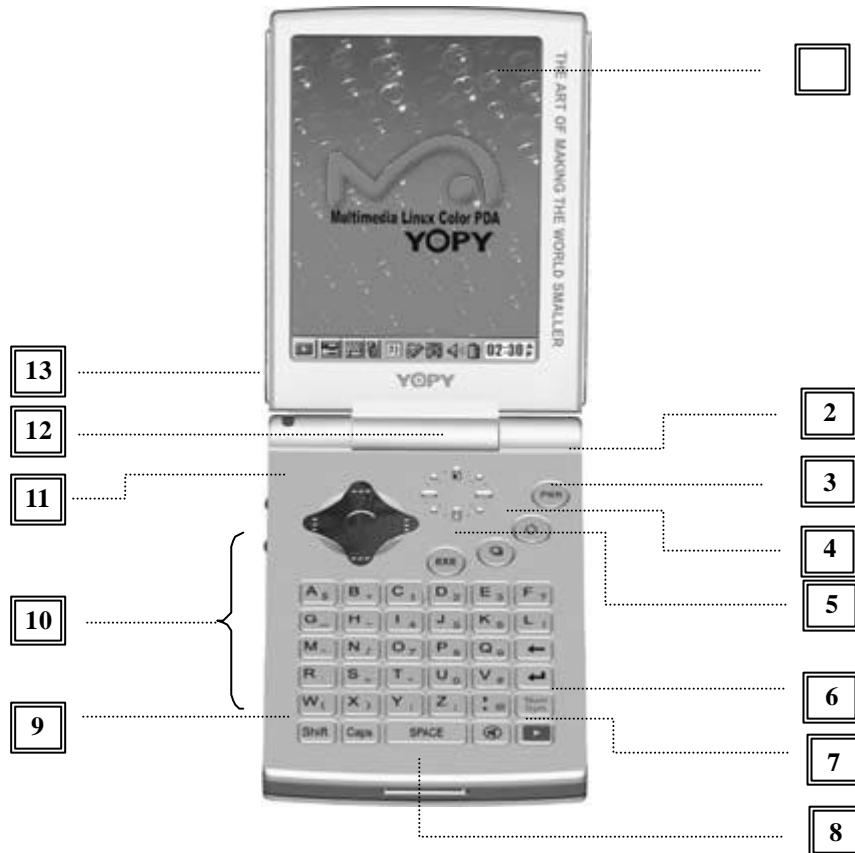
You can also add various practical programs developed in the X Window environment of the Linux OS.

The easy-to-use Key Pad

You can easily run application programs without using the Stylus Pen, by using the convenient Navigation Keys or the special keys. Also, fast character input is possible by using the character and number buttons on the Key Pad.

YOPY Components

Locating front panel components



1. Display Screen

Composed of a TFT-LCD supporting up to 65,536 colors, and a sensitive touch panel, it displays all the programs and information of YOPY.

2. Power Key

Used to turn YOPY's power on and off.

3. Function Key 2

Carries out specific functions when using the MP3 player or playing games. Refer to each program instruction for details.

4. Function Key 1

Carries out specific functions when using the MP3 player or playing games. Refer to each program instruction for details.

5. Run Program Key

Use this button to run programs, or use it as a “Play” button while using the MP3 player.

6. Start Key

Use this button to open the Start Menu. Functions the same as  ()on the task bar in the lower part of the screen.

7. Soft Reset Key

Reboots the system. For details, see “Resetting your YOPY” in Chapter 3 of this manual.

8. Serial Port

Use a serial cable to connect the serial or USB port on your computer with the cradle in order to synchronize your YOPY with your desktop computer. Also, by connecting an AC adapter, you can charge your YOPY’s battery.

9. Microphone

Lets you record voices.

10 Key Pad

Orders YOPY to input characters, run programs, etc.

For details, see “Using the Key Pad to enter data” in Chapter 3 of this manual.

11. Navigation Key

Moves the selected menu, moves the cursor while entering a text, or acts as a direction key when playing games.

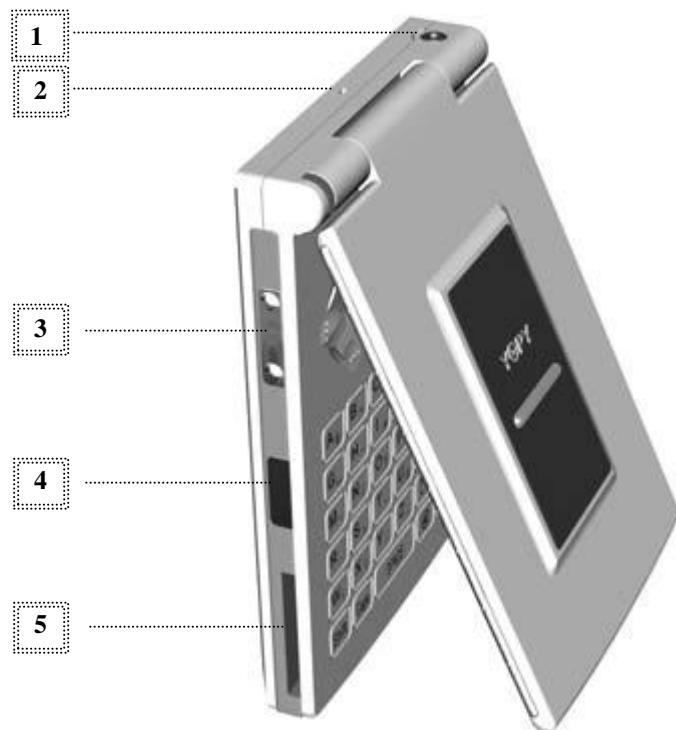
12. Speaker

Outputs the sounds from YOPY.

13. LED

Lights up when charging battery, or when the power is on. It also indicates the status of YOPY as an alarm, by blinking its lamp.

Locating side panel components



1. Earphone Jack

Connects a headphone to YOPY, for listening to music or playing games while not using the speaker.

2. Hook

Tie a strap to this hook for convenient carrying and preventing loss of your YOPY.

3. Scroll Key

A scroll bar appears when contents on the screen extend over the size of screen. The scroll button lets you move the scroll bar up and down. Press the lower scroll button to display information below the current viewing area, and press the upper button to see the information above.

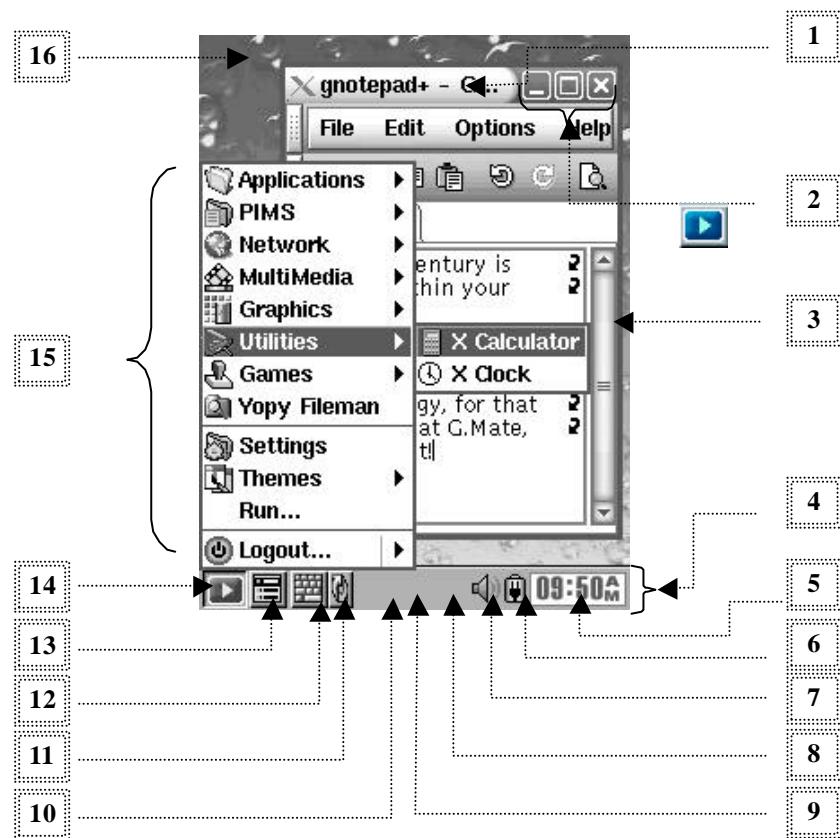
4. Infrared Communication Port

Use this port to connect a mobile phone for infrared communication access to the Internet. For details, see “Internet / Network / Communication Services” in Chapter 6 of this manual.

5. Multimedia Card (MMC) Slot

Insert a multimedia card in this slot. For details, see “Using the expansion kit” in Chapter 2 of this manual.

YOPY Functions



1. Program Title Bar

Displays the title of a program. By tapping the icon on the left side of the bar, you can close the program or adjust the window size.

2. Display Control Button (□□×)

Hides the program window, fits the window size to maximum, or closes a window.

3. Scroll Bar

Drag up or down with your Stylus Pen while pressing on the Scroll bar, to move to an area you cannot see on the program window.

4. Task Bar

Even if there are many program windows on the screen, this bar is always shown on the bottom of your Desktop Screen. Also, for your convenience, the task bar can be moved to the top of the screen by dragging it using your Stylus Pen.

5. System Time Icon ()

Displays the current time of your system. By double tapping it, a “Set Time” dialogue box will appear. For details, see “System Preferences” in Chapter 8 of this manual.

6. Battery Icon

Displays the current status of your battery. 4 steps of battery status display ( ,  ,  , ), and the different icon shape when charging (), will let you know the current status of your battery. By double tapping it, a “Set Power” dialogue box will appear. For details, see “System Preferences” in chapter 8 of this manual.

7. Sound Icon

Displays the current status of your sound – whether it is on () or off ().

8. Multimedia Card (MMC) Icon

Insert your Multimedia Card in its slot and this icon () will appear on the task bar. Remove the card to clear it.

9. Network Connection Icon

Appears when your YOPY is connected to a network (the Internet).

10 Korean/English Icon

Displays the current language input status (Korean/English). When Korean input is available () is shown, while when English input is available () appears.

11. Keyboard Shift Button ()

Lets you shift to the Screen Keyboard or the Writing Recognizer for data input.

12. Screen Keyboard Button

Executes the Screen Keyboard for character input into your YOPY. For details, see “Entering data into your YOPY” in Chapter 3 of this manual.

13. Display Program Windows Button

Displays all the windows opened on the screen. Windows that are minimized or hidden by other windows are also displayed. Tap this button to display the program window you wish to see.

14. Start Button)

Runs the Start Menu. You can also run the Start Menu by tapping the Start Button at the right lower part of your YOPY’s Key Pad.

15. Start Menu

Use this menu to run all the programs in your YOPY, or to set system preferences. The sub-menus for each menu are shown when you select the right arrow on the screen.

(16) Desktop Screen

The first screen to appear when you start your YOPY. Select one from the Image Panel to change to a Desktop Screen you would prefer.

YOPY CD-ROM Components

YOPY CD-ROM includes an Operating Instruction and applications that could be used in YOPY and your desktop PC. The components of your CD-ROM are as follows.

*** YOPY Demo Program**

Explains the specifications and the basic operating instructions of your YOPY in movies or images.

*** YOPY Desktop Program**

Install this into your desktop PC in order to synchronize your YOPY with your desktop PC, or add/remove programs.

*** YOPY Applications**

- Web Browser
- Email Client
- MP3 Player
- Engineering Calculator
- English Korean Dictionary
- Games

Note

The YOPY application programs included in your CD, are already installed in your YOPY. However you must reinstall each application program when you initialize your YOPY to factory settings. For details on program installation, see “Installing and uninstalling programs” in Chapter 7 of this manual.

*** Operating Instructions**

The Operating Instructions are in PDF format. In order to read or print PDF documents from your CD-ROM, you are required to use the “Acrobat Reader®” application program..

Note

YOPY's developer S/W and Operating Instructions can be downloaded at G.Mate's official developer site (<http://www.yopydeveloper.org>), and will continuously be updated.

Chapter 2 Using your YOPY for the first time

This chapter explains the basic settings you must make, before using your YOPY for the first time, step by step. The basic orders, before your first use of YOPY, are as follows. Recharging your battery, YOPY initial settings, using the YOPY Desktop S/W, using the expansion kit, and using other H/W.

Recharging the battery

You must recharge your YOPY before first using it.

Using the cradle

You must recharge your YOPY before first using it.

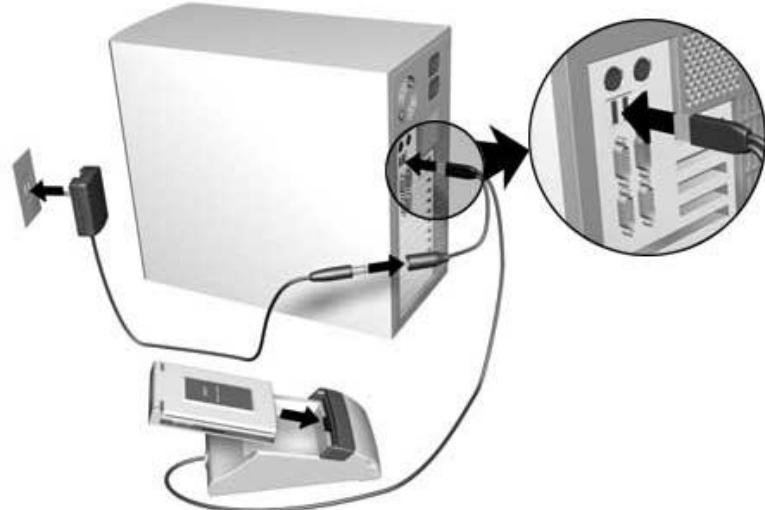
YOPY is equipped with a Lithium Polymer battery, and is automatically recharged by connecting an AC adapter to an outlet and its cable to the power port of your YOPY.

The orders recharging the battery are as follows.

1. Connect the YOPY to the cradle
2. Connect the jack of the AC Adapter to the back of the USB connector of a cradle cable
3. Connect the AC adapter to an outlet

Note

You can perform recharging and synchronizing at the same time by connecting the USB connector a cradle cable to a USB port on your computer.



When charging, the LED lamp of YOPY turns on and keep on red and when fully charged, the LED lamp turns off.

When first using your YOPY, the required time for a complete recharge may take about an hour and a half, while afterwards, it would become more faster.

Note

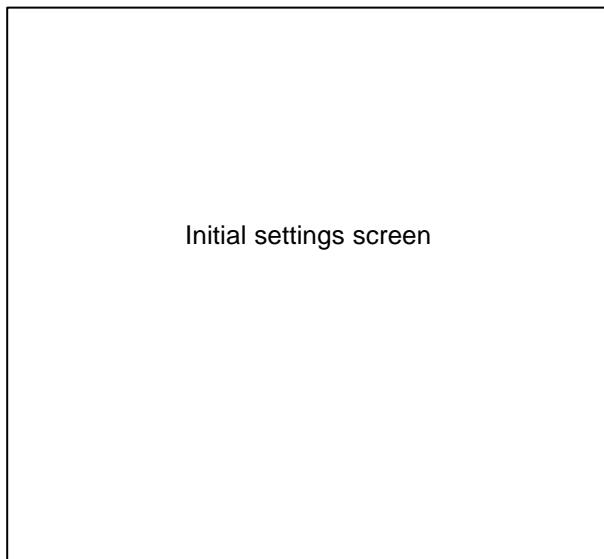
Please be aware that when your YOPY's battery is completely discharged, all data saved in your YOPY POP is deleted, and YOPY is returned to factory settings.

Initial settings of YOPY

When first using your YOPY, or when Hard Reset is done, you must make the settings that appear on the screen. When first using your YOPY, follow the next orders.

1. Press the power button.

Press the power button of your YOPY, and the Initial Settings screen will appear with a buzzer sound.



2. Adjust the coordinates.

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

Tap the center of the cross mark () on your screen with the Stylus Pen.

Tap the center of the moving cross mark until the screen changes.

3. Set your time.

After coordinate adjustment, a time setting screen will appear.

You will see a time & date setting tab and a city setting tab on your screen.

By setting the standard time and date of your current location, you will be able to see the times and dates of various cities around the world.



Setting the standard time location

Tap the downward arrow and you will see the standard time locations. Select your current location.



Setting the time

1) Tap the time setting button.

A time setting screen will appear.

2) Use the arrow to set the current time (hour, minute, second).

You may use the arrows or the Screen Keyboard to set the current time. Tap the hour, minute, or second input box with your Stylus Pen, and the Screen Keyboard will appear. Use your Screen Keyboard to enter the current time.

Note

By holding down the arrows ,you can set the time more faster, as the numbers automatically go up or down.

3) Tap the OK button.

Time setting screen will close and the time will appear.

Note

Tap the daylight saving button to apply daylight saving time.

Setting the date

1) Tap the date setting button.

A screen for date setting will appear.



- 2) Set the month and year using the arrows ().
- 3) Tap the current date with your Stylus Pen. (The selected date will turn blue.)
- 4) Tap the OK button.

Date setting screen will close and the date will appear.

Note

By setting area time, you can see the international time of a desired area automatically. When your desired city is not on the list, you may add the city on the city information tab. For details, see “Setting time” in Chapter 8, “Customizing your YOPY”, of this manual.

Using the YOPY Desktop software

Use the YOPY Desktop software to synchronize your YOPY with your desktop PC. This enables you to maintain the latest data by comparing the information in your YOPY and your desktop PC. For details on using YOPY Desktop software, see Chapter 5, “Connecting with your desktop PC”, of this manual.

YOPY Desktop software allows you to do the followings.

- Copy all information in your schedules, addresses, to do list , or expense programs, equally to your desktop PC, while in your desktop PC, input, edit, or print the information of each program.
- Save the information of your YOPY in your YOPY Desktop software, and synchronize them.
- Copy files freely between your YOPY and your desktop PC.
- Install/remove external application programs.

Installing YOPY Desktop software

Do not just copy the YOPY Desktop software files to your desktop computer. You must run the setup file, and follow the following orders.

1. Close all application programs in your desktop computer.

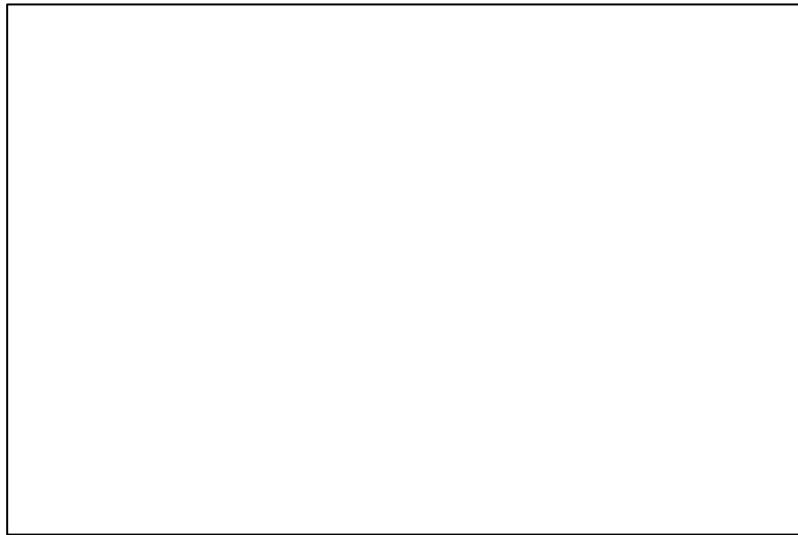
All application programs must be closed before installing the Desktop software. Especially, anti-virus programs or short-cut bars (such as Microsoft Office) easily collide with the Desktop software, so be sure to close them before installation.

2. Insert the Desktop software install CD-ROM in the CD-ROM drive of your desktop computer.

In a few seconds, the Desktop software install wizard will appear. If the program does not run automatically, click the Start button , and then select Run. In the input window enter “d:\setup.exe”. “d:” stands for the CD-ROM drive of your PC.

3. Click the Next button.

Click the Next button when the installation screen appears.



4. Follow the orders shown on the screen.

Follow the orders shown on the screen and YOPY Desktop software will be installed.

Note

For details on running and using YOPY Desktop software, see Chapter 5, “Connecting with your desktop PC”, of this manual.

Using the expansion kit

YOPY provides an expansion slot for using the Multimedia Card (MMC). MMC is an external storage media that is small and portable, and expands the storage capacity of your YOPY. Also, copying data from your YOPY to your MMC, or the opposite, is possible.

Inserting Expansion Card

Hold the body of your YOPY carefully and insert your expansion card according to the direction indicated on the card to the expansion slot of your YOPY. Press firmly with your thumb until you hear a sound. It is now fastened safely.



Removing Expansion Card

Hold the body of your YOPY carefully and press your expansion card softly, until the card springs up. Hold the card and pull it out of the expansion slot.

Using other hardware

The CDMA Module, Global Positioning System receiver, and etc, are sold separately in jackets.

For details on installing or using these H/W, please refer to the manuals included in them.

Chapter 3 Basic Operations of your YOPY

This chapter explains the basic operations of your YOPY to you - how to turn it on/off, how to use the Stylus Pen, the scroll button, the Key Pad, how to input data, and how to reset.

Turning on and off your YOPY

Turning on your YOPY

Press the power button.

YOPY is turned on with a sound, and your most recently used screen will appear.

Turning off your YOPY

Press once again the power button.

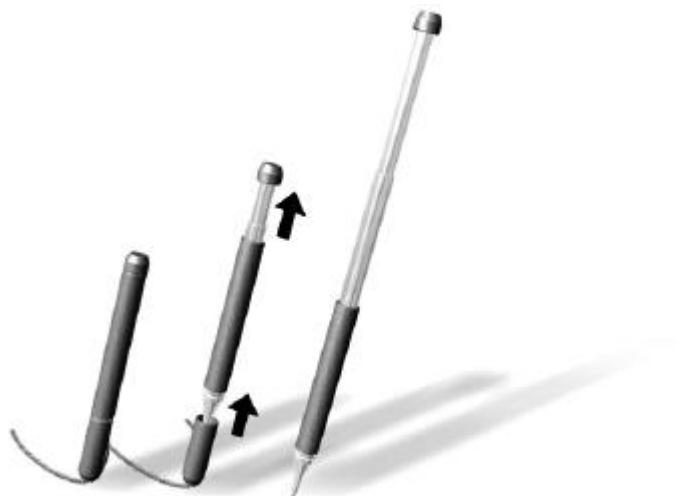
YOPY is turned off with a sound.

Note

For details on automatic power-off, to use your battery more effectively, see Chapter 8, “Customizing your YOPY” of this manual.

Using the Stylus Pen

You can use the Stylus Pen provided with your YOPY, to run the functions that appear on the screen or to input data.



By tapping the Stylus Pen on the screen softly, you can run various functions or select elements. Also, by tapping and holding down your Stylus Pen, you can select number of elements simultaneously, or move an active program window to a location you wish.

Use the Stylus Pen holder provided with your YOPY for loss prevention.

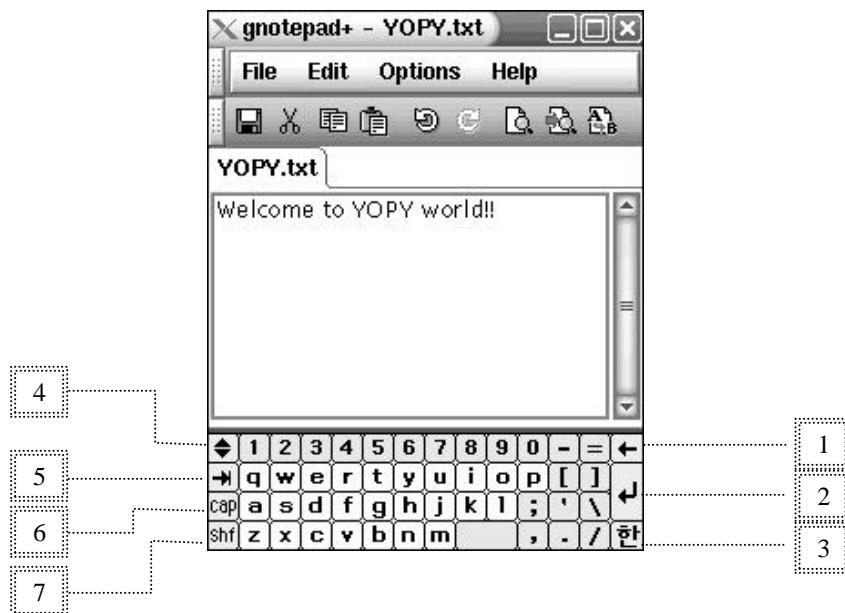
Note : You can use the end of your Stylus Pen to press the reset button.

Entering data into your YOPY

The means of entering data into your YOPY are as follows – using the Screen Keyboard & DioPen, using the Key Pad, and synchronizing/copying data using the Desktop software. For details on data input using the Desktop software, see Chapter 5, “Connecting with your desktop PC”, of this manual.

Using the Screen Keyboard to enter data

When you would like to enter characters in a YOPY application program, use the Screen Keyboard on the lower part of your screen, for data input.



The functions of each key of your YOPY Screen Keyboard are as follows.

1. Backspace key : Deletes a character you have entered.

2. Enter key : Moves your cursor to the first space of the next line.
3. Korean/English Shift key (K,A) : Shifts the keyboard for Korean or English input.
4. Screen Keyboard location key  : Moves the location of your Screen Keyboard to the top or bottom of screen.
5. Tab key : Lets you space at regular intervals.
6. Caps key (Cap)

Korean input keyboard : lets you input twin consonants, diphthongs, or symbols continuously.

English input keyboard : lets you input capital letters or symbols continuously.

Note

When the Caps Lock key is pressed, the (del) key in the upper right part of your Screen Keyboard functions the same as the Backspace key

7) Shift key (shf)

Korean input keyboard : lets you input twin consonants, diphthongs, or symbols.

English input keyboard : lets you input capital letters or symbols.

8) Space key () : Lets you input blank spaces.

Using the Key Pad to enter data

You can enter data fast and easily using the 8 function keys and 27 character keys (letters, numbers, symbols) on your YOPY Key Pad, without using the Screen Keyboard.



<Korean included Key pad>



<English Key Pad>

Functions of each key of your YOPY Key Pad are as follows.

Function key

Function keys are colored blue, so are easily distinguishable from the character keys.

- 1 Backspace key : Deletes an inputted character.
- 2 Enter key : Lets you move to the first space of the next line. Functions the same as the Execute key (EXE) in the upper part of your Key Pad, and runs a selected program.
- 3 Num Sym key : Lets you input symbols or numbers, and acts as a toggle key.
- 4 Start key: Functions the same as the Start key on the task bar at the bottom of your YOPY POP screen. Lets you run the Start menu and acts as a toggle key.
- 5 English/Korean shift key: Lets you shift between Korean and English input mode, and acts as a toggle key.
- 6 Mute key : Mutes all the sounds coming out from your YOPY, and acts as a toggle key. (Only supported for English Key Pads.)
- 7 Space key: Lets you input spaces.
- 8 Caps key: Acts as a toggle key.
When inputting Korean : lets you input twin consonants or diphthongs continuously.
When inputting English : lets you input capitals continuously.
- 9 Shift key
Korean input keyboard : Lets you input twin consonants, twin vowels, or commas (,).

English input keyboard : Lets you input capitals or commas (,).

Note

A toggle key is a key that changes its function each time you press it. The toggle keys on your YOPY POP Key Pad are the NumSym key, Start key, Mute key, and Caps key.

Character key

The arrangement of the character keys is quite different from your desktop PC keyboard. For your easy recognition of the key locations, the alphabets are arranged in orders from the upper left to the lower right. The numbers are arranged like that of a telephone or a mobile phone. Also, in a Korean included Key Pad, vowels are arranged in orders from the upper left to the lower right on the left three columns, while the consonants are arranged from the upper left to the lower right on the right three columns.

Resetting your YOPY

If your screen or button does not response while using your YOPY, use the Reset Button to reboot your YOPY.

Soft Reset

When rebooting, all unsaved data of the running programs or documents are deleted. However, all saved data in your YOPY are kept.

In order to reboot, use your Stylus Pen to press the Reboot button located in the lower right part of your YOPY Key Pad.

Note : The Reboot button does not function when your YOPY's power is off.

Hard Reset (to factory settings)

When your problem is not solved even after a soft reset, you can run your YOPY by a hard reset. Be aware that when hard reset is done, all data will be erased, and your YOPY POP will return to factory settings.

In order to make a hard reset, pull up the rubber cover of the hard reset button located at the bottom of your YOPY with your Stylus Pen, and softly press the Hard Reset button.



Notes

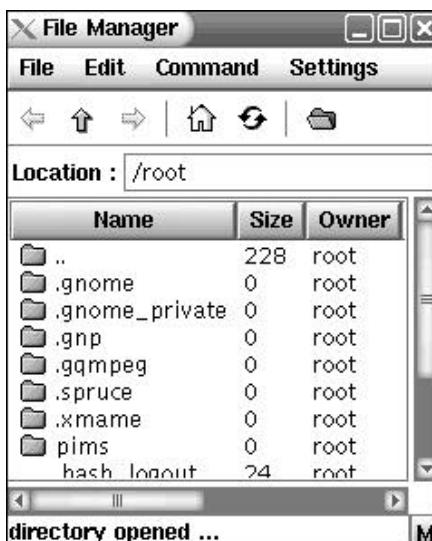
- When you run your YOPY after a hard reset, the Initial Settings screen will appear, and you need to make the initial settings (Coordinate adjustment, time/date settings) in the previously informed orders.
- By running a hard reset, your user preferences are returned to factory settings.

Chapter 4 Using basic applications

This chapter explains in detail how to use the followings – the File Manager program (one of the various basic application programs installed in your YOPY), the Personal Information Manager program (date book/address book/to do list), the Memo Pad, Image Pad, Engineering Calculator, Clock, MP3 Player, Voice Recorder, and the Games.

File Manager

The File Manager is a program for managing general file/directory-related processes in your YOPY, including file/directory organizing and management, file/directory search, or file security settings.



How to start

1. Tap the Start button on the task bar in the bottom of your screen.
2. Select “File Manager” in the Start Menu.

Note

You can use your Key Pad and follow the next orders to run the program.

1. Press the Start button on your Key Pad.
2. Use the direction keys to select “File Manager” in your Start Menu.
3. Press the EXE button on your Key Pad.

How to exit

1. Exiting from the menu bar

Select “File” on the menu bar, and select “Exit” from the bottom of the unfolded menu.

2. Closing the window

Select the  symbol on the right side of your program title bar to close File Manager

Note

You can also close File Manager by double pressing the icon on the left part of your program title bar, or pressing it once then selecting Exit from the unfolded menu.

Viewing file/directory

The File Manager lets you view files or directories from a detailed list or from a tree structure. By entering the path of the file or directory you wish to search in the address bar, you will be able to view it.

Viewing file/directory

With the initial settings of View file/directory, that is ‘View in detailed list’, you will be able to see the files or directories. In order to view the whole directory structure of your YOPY, you must change the setting to ‘View in tree structure’. For changing the setting to ‘View in tree structure’, tap on the icon tool bar and you will be able to view the directories in tree orders.

Selecting file/directory

Select a file/directory by tapping it with your Stylus Pen. Information of the selected file/directory will appear on the status bar at the bottom of your File Manager. Enter the path of a file in the address bar of your File Manager to view files/directories you wish.

If you would like to select multiple files/directories, tap in the lower right part of your screen and then select the files/directories one by one. And you can select a bunch of files/directories at once by dragging the stylus pen without tapping or select files/directories at once with your Stylus Pen. Also, by selecting ‘Select All’ in the Edit menu, you can select all the files in the current directory.

In order to move to a sub directory, double tap a directory with your Stylus Pen, or select the sub directory you wish to move to and then select ‘Open’ from ‘File’ on the menu bar.

In order to move to an upper directory, press on the tool bar.

In order to move back to a former directory, press on the tool bar.

Notes

- During activating in the lower right part of the screen, you cannot use your Stylus Pen to select a bunch of files/directories at once.

- When viewing directories in the tree structure mode, tap located left of the icon to view all sub directories included in the directory you have chosen, and tap  to hide them.

Creating file/directory

1. Select a folder location to create the new file or directory.
2. Select “File” in the menu bar.
3. Select “New”, and a list to select “Directory” or “File” will appear.
4. Select the file or directory you wish to create.
5. A box for inputting the file or directory name will appear.
6. Tap the input box with your Stylus Pen and the Screen Keyboard will automatically appear. Use the Screen Keyboard to enter the file or directory name and press “OK”.

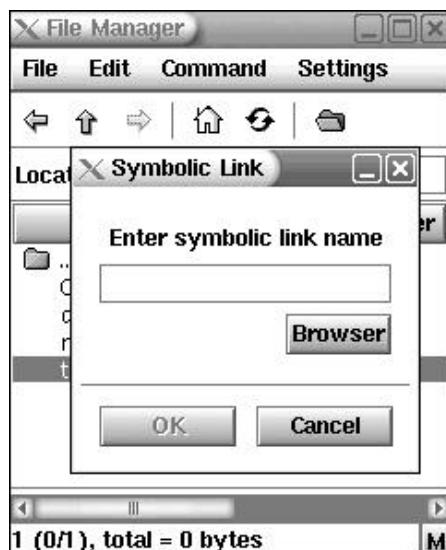
Deleting file/directory

1. Select the file or directory(s) you wish to delete.
2. Select “File” in the menu bar.
3. Select “Delete”, and the delete confirmation box will appear.
4. Tap “OK” to delete the directory, or “Cancel” to cancel deleting.

Symbolic Link

Symbolic Link is a function similar to the “Short Cut” function of Windows. The Symbolic Link is an indirect file link using the pathnames, and is set to change its path when the location of the original file is changed, by indicating its location.

1. Select the file/directory you wish to apply Symbolic Link on.
2. Select “File” in the menu bar.
3. Select “Symlink”, and the Symbolic Link box will appear.



Note

If you select “Symlink” without selecting a file or directory in advance, the Symbolic Link box does not appear.

4. Tap the input box with your Stylus Pen and the Screen Keyboard will appear automatically. Use your Screen Keyboard to input the name of your Symbolic Link, or tap the “Search” button to select a file or directory you wish to apply Symbolic Link on.
5. Tap the “OK” button.

Bundling or compressing files/directories

The File Manager supports a function to compress multiple files/directories in *.gZip format, or bundle them in *.tar format, into a single file or directory.

Bundling files/directories

1. Select 2 or more files/directories you want to bundle.
2. Select “File” in the menu bar.
3. Select “Tar”.
4. A box to enter the name of the tar file will appear.
5. Tap the box with your Stylus Pen and the Screen Keyboard will automatically appear. Use your Screen Keyboard to enter the tar file name, and add its extension, “.tar”.
6. Tap the “OK” button.
7. The file bundling process box will appear. When file bundling is finished, select the “OK” button.

Note

When you tap the “Cancel” button during the file bundling process, file bundling stops and a tar file of bundled files or directories until the moment of your cancel will be created.

Compressing files/directories

1. Select files/directories to compress.

Note

You can select multiple files/directories and compress them at once. When directories are selected, all the files within the directories are also compressed.

2. Select “File” in the menu bar.
3. Select “gzip”.
4. The file compression process box will appear. When compression is finished, the box will disappear

automatically and the compressed file will be created.

Extracting file

After selecting a compressed file, double tap it with your Stylus Pen or select “Open” in the menu bar to extract it. The contents will be extracted where your compressed file was.

In the case of the Tar files, after selecting a Tar file, double tap it with your Stylus Pen or select “Open” in the menu bar. A box for locating where your tar file should be extracted will appear. Enter your path directly in the path input box, or use the “Search” button to select the desired location.

Copying/cutting/pasting file/directory

Copying file/directory

1. Select the files/directories you wish to copy.

Note

You may select multiple files or directories.

2. Tap “Edit” in the File menu.

3. Select “Copy” in the unfolded menu.

Cutting file/directory

1. Select the files/directories you wish to copy.
2. Select “Edit” in the File menu.
3. Select “Cut” in the unfolded menu.

Pasting file/directory

1. Select the location where you would like to paste the copied/cut files. (For details on selecting locations, see the previously explained “View file/directory”)
2. Select “Edit” in the File menu.
3. Select “Paste” in the unfolded menu.

Searching file/directory

Use the file/directory search function in the File Manager to locate the desired files or directories within your YOPY system quickly.

1. Select “Command” in the menu bar.

2. Select “Search” in the unfolded menu.
3. The search box will appear. Enter the name or path of the file or directory you wish to search. The basic path of the file/directory you wish to search is the current path (.). Tap the “Search” button to select a path you wish to search in.
4. Tap the “OK” button and the searched results window will appear.
5. Confirm the path of the searched file or directory in the searched results window, and tap the “Close” button.

Note

When entering the name of a file or directory in the search box, use “*” (wild card) to enable extended search. For example, if you would like to locate “yopy.txt”, type “y*” in order to search all files or directories starting with “y”, or “*.txt” to search all files with the extension “txt”.

Synchronizing

The Sync command is used for the maintenance of your YOPY’s file system. In order to maintain the original state of your file system, you must regularly run the Sync command.

Normally, data are written first in a memory called the buffer cache before saved in the storage disk. The physical load of your data into the disk is delayed after being written to the buffer cache, until the following operation.

- When your system requires buffer for the operation of another process
- When the Sync command is executed

That is, when the Sync command is executed, your system empties those buffers and stores all data into your disk.

For executing Sync in the File Manager, select “Command” in the menu bar and then select “Sync”.

Changing file/directory properties

Sets the general properties and permission of a file or directory.

1. Select a file/directory.
2. Select “Edit” in the menu bar.
3. Select “Properties”.
4. The properties box composed of two tabs, will appear.

Changing file/directory name

You may change your file/directory name in the file/directory properties box. Move your cursor to the name input box by tapping it with your Stylus Pen, and the Screen Keyboard will appear automatically.

Enter the new name of your file/directory.

Note

The file/directory names in the YOPY system directory, except /usr/local and /home, cannot be changed, because they are essential to system operation.

Setting permission

YOPY uses the Linux OS, and enables multiple users to use independently, preventing the access of other users to your files or recording other stuffs in them. Since one user can misuse others' files, permission of each file or directory can be applied for preventing this. Only the authorized users (groups) would have access to those files. Using this property, each file or directory can either be shared with other people or used privately. The permission classes are divided into the followings – owner (User)/owner group (Group)/other users (groups) (Others).

The ways to set the permission are as follows.

1. Select a file/directory whose permission you wish to change.
2. Select “File” in the menu bar and select “Property”. The property box will appear.
3. Tap on the “Permission” Tab.
4. Tap the “R,W,X” button for “User”, “Group”, and “Other” for permission settings. You can also apply specific permissions such as UID, GID, or Sticky.
5. Set the owner and group of your file/directory.

Note

The meanings of “R,W,X” are as follows.

R : Allow Read.

W : Allow Write.

X : Allow eXecute.

Running application programs

YOPY File Manager lets you run application programs automatically by selecting a file related to the application program and double tapping it with your Stylus Pen. When the selected file is not connected with the application program, it does not run.

Personal Information Management System (PIMS)

Schedule

Contacts

Tasks

Memo Pad

Use the memo pad to store simple memos to your YOPY, or to edit an already saved text file (*.txt). Also, simple HTML documents can be made.

How to begin

1. Tap the Start button on the task bar.
2. When the Start Menu appears, tap “Program” and select “Memo Pad”.

Note

Use your Key Pad to run the program.

1. Press the Start button on your Key Pad.
2. Use the direction keys to select “Program” on the Start Menu.

The program menu will appear.

3. Use the direction keys to select “Memo Pad”.
4. Press the EXE button on your Key Pad.

Exiting

1. Exit from menu bar

Select “File” on the menu bar, and select “Exit” in the bottom of the unfolded menu.

2. Closing the window

Select  on the right side of the program title bar to close the Memo Pad. When you have not saved your document, a confirming window will appear, and ask if you would save your document.

Note

You can also close the program, by double tapping the icon located left of the program title bar, or tapping it once and then selecting ‘Exit’ from the menu.

New / Open

Creating new document

Select “File” on the menu bar and select “New” from the unfolded menu.

Opening document

Opens a desired document.

1. Select “File” on the menu bar, and select “Open”.
2. The open file box will appear. Select a desired file and select “OK” to display the selected document on your screen.

Open recent document

Opens a recently edited document.

1. Select “File” on the menu bar, and select “Open recent document” from the unfolded menu.
2. From the recently opened documents, select the one you wish to display.

Note

Recent documents of the Memo Pad are set to show up to 4 most recent documents.

Saving document

Save

Saves the currently opened document.

1. Select “File” on the menu bar, and select “Save”.
2. If the file name has not already been assigned, a file save box will appear. Assign the path where you wish to save your file, enter its name, and tap the “OK” button.

The file is saved in the name you have entered, with an extension of “txt”.

When there already exists the same file name, it will ask you, “File with the same name exists! Overwrite?”. Select “Yes” to overwrite, or “No” to cancel.

Save as

Saves the currently opened file with a new name.

1. Select “File” on the menu bar of the currently editing file, and select “Save as”.
2. The “Save as” box will appear.
3. Assign the path where you would like to save your file, enter its name, and tap the “OK” button.

The file is saved as the entered file name, with an extension of “txt”.

When there already exists the same file name, it will ask you, “File with the same name exists! Overwrite?”. Select “Yes” to overwrite, or “No” to cancel.

Closing document

Close

Closes the currently opened file.

1. Select “File” on the menu bar, and select “Close”.
2. If the file has not been saved, the file save box will appear. Select “Yes” to save your file, or “No” otherwise.

Close all

Closes all the currently opened files.

1. Select “File” on the menu bar, and select “Close all”.
2. If there is an unsaved file among the currently opened files, the file save box will appear. Select “Yes” to save your file, or “No” otherwise.

Editing document

Use the various functions of your Memo Pad to edit documents.

The functions and ways to use the Edit menu on the menu bar of your Memo Pad are as follows.

1 Undo : Undoes the last change to your document. Tap the icon on the tool bar or select “Undo” from the Edit menu.

The number of Undoes is decided within the capacity of available system memory.

2 Redo : Redoes the last undo operation. Tap the icon on the tool bar or select “Redo” from the Edit menu.

3 Undo all : Undoes all the changes done to your document. Tap the icon on the tool bar or select “Undo all” from the Edit menu

4 Redo all : Redoes all the undo operations. Tap the icon on the tool bar or select “Redo all” from the Edit menu.

5 Cut : Cuts the desired text. Drag your Stylus Pen to activate (blue) a text you wish to cut, and tap the icon on the tool bar or select “Cut” from the Edit menu.

6 Copy : Copies the desired text. Drag your Stylus Pen to activate (blue) a text you wish to copy, and tap the icon on the tool bar or select “Copy” from the Edit menu.

7 Paste : Pastes the already cut or copied text. Locate your cursor to where you wish to paste, and tap the icon on the tool bar or select “Paste” from the Edit menu.

8 Select all : Selects all the contents of the current document. Select “Select all” from the Edit menu.

9 Search : Searches specific characters or words. Select “Search” from the Edit menu or tap the icon on the tool bar and a search box will appear. Make the settings in the box, and tap the ‘Search’ button.

In the search box, there are four settings like below. The basic setting is “Start at cursor position”. Only one can be selected between “Start at cursor position” and “Start at beginning of the document”, and multiple selection is possible for “Case Sensitive” and “Regular expression search”.

- Start at cursor position

Starts the search from the current cursor position.

- Start at beginning of the document

Starts the search from the beginning part of document.

- Case Sensitive

Distinguishes capital and small letters.

- Regular expression search

Searches by regular expressions. Regular expression is a simple way of expressing a character string.

The way to construct a regular expression, is to combine a normal character string with a meta character that implies a specific meaning. Use the regular expression as follows.

[....] Characters bound with [].

Example) Enter “[yo]” in the input box and tap the “Search” button to find characters or words including “y” or “o”.

[^...] Exception of certain characters bound with [].

Example) Enter “[^yo]” in the input box and tap the “Search” button to find characters or words without “y” or “o”.

Search again : Redoes the recent search starting from the current cursor position. Select “Search again” from the Edit menu or tap the () icon on the tool bar.

Replace : Changes a specific character or word in the current document. Select “Replace” from the Edit menu or tap the () on the tool bar, and the search/replace box will appear.

Enter the character or word you wish to search in the search box, make the search settings, and enter the character or word you wish to change in the replace box. By pressing “Search” first locate the character or word you wish to search, and then by pressing “Replace”, the selected character or word is replaced. This is repeated until all the characters or words in the documents are replaced. In order to change all of them at once, press “Replace all”.

Goto Line #...

Moves the cursor to a specific line (row) of the currently opened document.

Enter the line number in the upper box, and press “Find” to move the cursor to the desired position. If you enter a line number that does not exist, an error message will appear.

Option

In order to use the input window of your Memo Pad with more space, you may hide the icon tool bar or move/hide the location of the title tab. You can also prevent the separation of Korean or English words in the input window.

Select “Option” from the menu bar and the menu will unfold. The functions of each menu are as follows.

Preventing word separation (Use Wordwrap)

In your Memo Pad, basic settings are made so that the words are displayed continuously. In order to activate Wordwrap, select “Option” on the menu bar, and select “Wordwrap”.

The Wordwrap function acts as a toggle key.

Title tab location

Hides the title tab or assigns its location. Basic settings are made so that the title tab appears on the top and by selecting “Toggle” from the “Title Tab” menu, you can hide it. Also, in order to assign its location, select “Top”, “Bottom”, “Left”, or “Right” from the “Title Tab” menu.

Hiding tool bar

Hides the tool bar for widening the input window. Select “Tool bar” from the “Option” menu. This function acts as a toggle key.

Image Pad

The Image Pad is a drawing tool for drawing simple images with your Stylus Pen, or editing images. You can also open images of various formats, while exporting them to another format. Images can also be used as the desktop screen of your YOPY.



How to begin/exit

How to begin

1. Tap the “Start” button on the task bar.
2. The Start Menu will appear. Tap “Program” and select “Image Pad”.

Note

You can also use the Key Pad to run the program.

1. Press the Start button on your Key Pad.
2. Use the direction keys to select “Program” in the Start Menu.

The Program menu will appear.

3. Use the direction keys to select “Image Pad”.
4. Press the EXE button on your Key Pad.

Exit

1. Exit from menu bar

Select “File” on the menu bar, and select “Exit” from the unfolded menu.

2. Closing the window

Select on the right side of the program title bar. When your image has not been saved a confirming window will appear.

Note

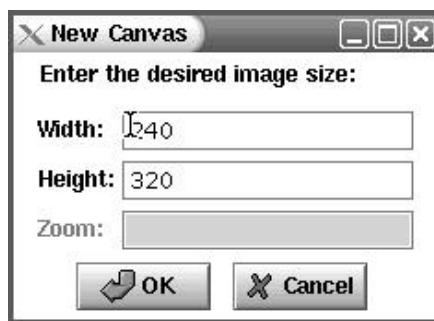
You can also close the program by double tapping the icon on the left of the program title bar, or tapping

it once and then selecting “Exit”.

Creating new image / opening image

Creating new image

1. Select “File” on the menu bar.
2. Select “New File”.
3. The Canvas box for setting the size of image will appear. The basic value is set to 240 X 320 pixels, and this can be changed. After setting the size of your image, press the “OK” button to create a new image of the desired size.



Opening image

1. Select “File” from the menu bar.
2. Select “Open”.
3. The open image box will appear. Select a file you wish to open and press “OK” to display the image on your screen.

Note

Image formats that can be opened in the Image Pad are as follows.

- BMP : Basic file format of Image Pad.
- GIF
- JPG
- TIF

Saving image

Save

Saves the currently opened image.

1. Select “File” on the menu bar, and select “Save”.
2. If the file name has not already been assigned, a file save box will appear. Assign the path where you wish to save your file, enter its name, and tap the “OK” button.

The file is saved in the name you have entered, in the basic bmp format.

When there already exists the same file name, it will ask you, “File with the same name exists! Overwrite?”. Select “Yes” to overwrite, or “No” to cancel.

Save as

Saves the currently opened file with a new name.

1. Select “File” on the menu bar of the currently editing file, and select “Save as”.
2. The “Save as” box will appear.
3. Assign the path where you would like to save your file, enter its name, and tap the “OK” button.

The file is saved in the name you have entered, in the basic bmp format.

When there already exists the same file name, it will ask you, “File with the same name exists! Overwrite?”. Select “Yes” to overwrite, or “No” to cancel.

Get Desktop

Captures the current screen to Image Pad.

1. Select “File” on the menu bar.
2. Select “Get Desktop”.

Creating YOPY desktop screen

YOPY POP’s desktop screen can be customized freely.

1. Open an image in Image Pad.
2. Select “File” on the menu bar.
3. Select “Set as Background”.

Creating image

You can create images using the various drawing tools of the Image Pad.

The functions of Image Pad’s drawing tools are as follows.

Drawing lines

While pressing the screen with your Stylus Pen, drag the pointer (+) to draw a line.

Drawing arcs

While pressing the screen with your Stylus Pen, drag the pointer (+) to draw an arc.

In order to fill the arc boundary with a certain color, tap the “Draw arcs” tool, and then, while pressing the “Boundary fill” tool, draw your arc.

Note

Arc means a quarter of a circle or a oval.

Drawing ovals

While pressing the screen with your Stylus Pen, drag the pointer (+) to draw an oval.

In order to fill the oval boundary with a certain color, hold on the “Boundary fill” tool and draw your oval.

Drawing rectangles

While pressing the screen with your Stylus Pen, drag the pointer (+) to draw a rectangle.

In order to fill the rectangle boundary with a certain color, tap the “Draw rectangles” tool, and then, while pressing the “Boundary fill” tool, draw your rectangle.

Drawing closed-curves

While pressing the screen with your Stylus Pen, drag the pointer (+) to draw a closed-curve.

In order to fill the closed-curve boundary with a certain color, tap the “Draw closed-curves” tool, and then, while pressing the “Boundary fill” tool, draw your closed-curve.

Note

The “Draw closed-curves” tool connects automatically the starting point and end point of your drawing, and thus creates a closed-curve.

Connecting line

Tap a desired point with your Stylus Pen and then tap another point to connect the two points into a line.

The “Connect to line” tool automatically connects the two points assigned with your Stylus Pen.

Text input and style

Text input

1. Tap on the tool box.
2. Tap your Stylus Pen softly where you wish to enter text.
3. Use the Screen Keyboard on the bottom of your YOPY screen, or the DioPen to enter text.

Style

1. Tap on the tool box.
2. The text style box will appear.

3. Select a font, style, and size from the text style box. (An example of the selected style will appear on the preview window. The font information tab of the text style box displays the information of the selected text style.)

4. Confirm your settings and tap the “OK” button.

Note

The settings of your text style must be made before entering the text in the Image Pad screen in order to apply them.

Erasing image

Erasing a small part

1. Tap  on the tool box.
2. If the eraser color is different from the current background color, select the background color button at the bottom of the Image Pad to change the color.
3. Tap softly with your Stylus Pen the part you wish to erase, and drag the pointer ().

Note : The current background color is the eraser color. The background color can be changed by tapping the background color button at the bottom of the Image Pad into a color you wish.

Erasing selected part

Erasing selected closed-curve boundary

1. Tap () on the tool box.
2. Select a part you wish to erase on the Image Pad with your Stylus Pen, by dragging it. (The start and end point of the selected boundary are automatically connected into a closed-curve, and the selected boundary will be displayed in blinking dots.)
3. Select “Edit” on the menu bar, and select “Erase”, to erase the selected part.

Erasing selected polygon boundary

1. Tap () on the tool box.
2. Select a part you wish to erase on the Image Pad, by selecting several points with your Stylus Pen. (A polygon will be created automatically, and the selected boundary will be displayed in blinking dots.)
3. Select “Edit” on the menu bar, and select “Erase”, to erase the selected part.

Erasing whole screen

1. Select “Edit” on the menu bar, and select “Select all”.

(The whole screen will be displayed in blinking dots.)

2. Select “Edit” on the menu bar, and select “Erase”, to erase the selected part.

Note : Used for filling the screen with the currently set background color.

Setting color and painting

Setting foreground color and background color

1. Foreground color : Used in all drawing tools except the eraser. Displayed as a rectangle in upper left of the color map on the bottom of the Image Pad. Foreground color can be assigned by tapping the color button on the color map. You can also customize your foreground color in the ‘foreground color settings’ box that appears by tapping the rectangle foreground color.
2. Background color : The base color of Image Pad and also used by the eraser. Displayed as a rectangle in lower left of the color map on the bottom of the Image Pad. Background color can be assigned on the background color box after tapping the lower rectangle.

1. Color pad : Composed of colors that can be expressed in the Image Pad.

2 Color pointer : Select a color on the color pad with your Stylus Pen.

3 Brightness window : Displays the brightness of the selected color. Move your Stylus Pen up or down to elect a desired brightness.

4 Color comparison window : Compares the selected color with white.

5 Color scroll bar : Displays the values of selected color and brightness. Adjust each scroll bars to select the desired color.

6 Color selection window : Enter values of 0~1 for red, green, and blue in order to select the desired color.

Painting boundary or object

1. Tap () on the tool box.
2. When the desired color is different from the current foreground color, select one in the color box.
3. Tap a boundary or object you want to paint.

Note : You can also paint the whole screen with foreground color.

Cutting, copying and pasting image

Cutting image

1. Select or on the tool box, and select an image boundary you want to cut.
2. Select “Edit” on the menu bar, and select “Cut”.

Copying image

1. Select or on the tool box, and select an image boundary you want to copy.
2. Select “Edit” on the menu bar, and select “Copy”.

Pasting image

1. Select “Edit” on the menu bar, and select “Paste”.
2. The previously cut or copied image will appear on the screen. Use your Stylus Pen to drag it to a desired location.

Image filters

Use the filter function on the Image Pad menu bar, in order to select an image boundary and apply various effects.

Use on the image tool box for selecting an image boundary.

1 Smooth

Smoothens the selected boundary so that it harmonizes the surrounding colors.

2 Directional Smooth

While being similar to Smooth, this function emphasizes the boundaries of the selected image.

3 Despeckle

Removes the noises of a selected image boundary. Those parts, except the parts with sudden contrast differences, are averaged.

4 Convert to Grey scale

Converts the selected image boundary to gray scale.

5 Edge Detect

Leaves only the edges of a selected image boundary.

6 Emboss

Analyzes the level value of an image, and turns it into a gray scale image of embossment or intaglio.

7 Add Noise

Adds irregular pixels to the selected image boundary.

8 Spread

Adds irregular dots to the edges of the selected image boundary.

9 Pixelize

Converts the selected image into low resolution image.

10 Solarize

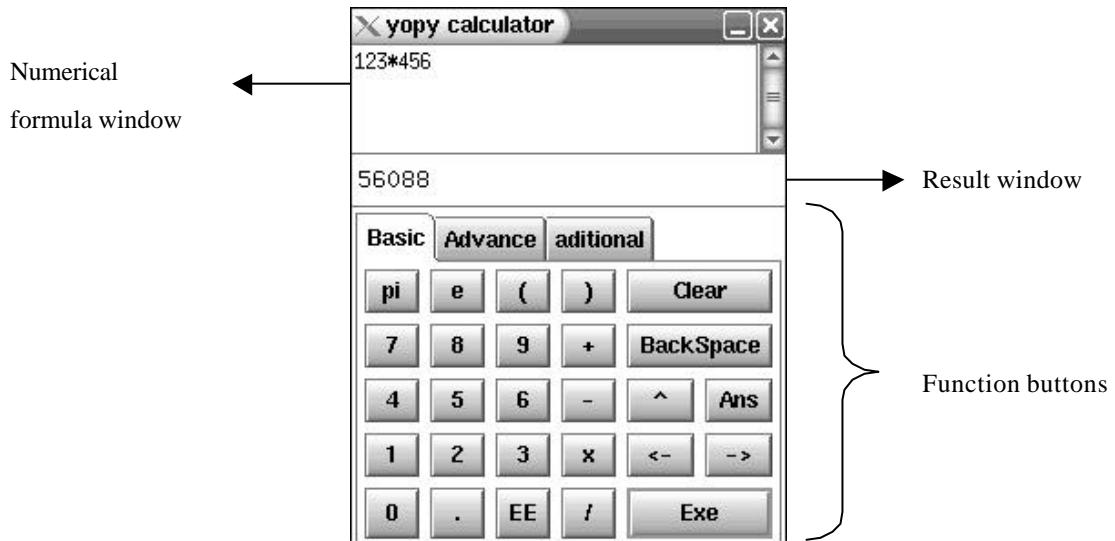
As one of the traditional film development processes, this function leaves the brightness of the dark part as it is, while darkening the bright part.

YOPY Engineering Calculator

Use the YOPY Calculator to do not only the basic arithmetic operations such as addition, subtraction, multiplication, or division, but also engineering calculator operations such as trigonometrical function or calculation of number systems.

The YOPY Calculator is consisted of the following 3 tabs – Basic tab for basic calculations, Advance tab for engineering calculation, and Additional tab for setting the units of angle, number system, decimal.

The YOPY Calculator uses the Screen Keyboard or Key Pad instead of the calculator buttons to enter data.



How to begin and exit

How to begin

1. Tap the Start button on the task bar.
2. Select “Program” on the Start Menu, and select “YOPY Calculator”.

Note

You can also use the Key Pad to run the program.

1. Press the Start button on your Key Pad.

2. Use the direction keys to select “Program” in the Start Menu.

The Program menu will appear.

3. Use the direction keys to select “YOPY Calculator”.

4. Press the EXE button on your Key Pad.

How to Exit

Select  on the right side of the program title bar to end using your calculator.

Note

You can also close the program by double tapping the icon left of the program title bar, or tapping it once and then selecting “Exit”.

Basic calculation

The basic calculations of your YOPY calculator are done in the Basic tab.

Functions of each button on the Basic tab are as follows.

Clear : Erases everything displayed in the Numerical formula window, and the result window. The Clear button does not affect values saved in the memory of your calculator.

BackSpace : Deletes characters in the Numerical formula window one by one, backwards.

< , > : Moves the cursor in the Numerical formula window left or right.

^ : Operates exponential functions.

Ans : Displays the result value stored in the memory to your Numerical formula window. YOPY POP Calculator stores the previously calculated result in its memory, and this values can be recalled by using the Ans button.

Exe : Displays the result of calculation in the Result window.

+ : Operates addition.

- : Operates subtraction.

X : Operates multiplication.

/ : Operates division.

Pi : The value. (means the ratio of the circumference of a circle to its diameter.)

e : The Euler number.

EE : The exponential form of a number. For example, 1.567×10^3 (1.567e3) can also be inputted by pressing the following buttons in order - 1 . 5 6 7 EE 3.

. : Decimal point of a number. This is not applied when Decimal is set to 0 in the Additional Tab.

(,) : Used for priority calculation. For example, $1+2*3$ would be 7. This follows the algebraic rule of applying multiplication or division before addition or subtraction. However if you input $(1+2)*3$, the result would be 9. This is because the calculation within () is done first.

Engineering calculation

Use the buttons in the Advance tab of your YOPY Calculator to operate engineering calculations.

<- History : Recalls the formula done before the result value to the Numerical formula window.

History -> : Recalls the formula done after the result value to the Numerical formula window.

Ln : Natural log calculation.

Log : Log calculation with a 10 base.

Exp : Exponential calculation with a Euler number base.

Sin : Sine calculation.

Asin : Inverse Sine calculation.

Sinh : Hyperbolic Sine calculation.

Cos : Cosine calculation.

Acos : Inverse Cosine calculation.

Cosh : Hyperbolic Cosine calculation.

Tan : Tangent calculation.

Atan : Inverse Tangent calculation.

Tanh : Hyperbolic Tangent calculation.

Sq : Square calculation.

Sqrt : Sqaure Root calculation.

Abs : Absolute value calculation.

Or : Evaluates unique occurrences in two formulas.

And : Evaluates commonalities between two formulas.

Xor : Evaluates the exclusive OR between two formulas.

H : Calculates the hexadecimal value of an inputted number.

B : Calculates the binary value of an inputted number.

O : Calculates the octal value of an inputted number.

Neg : Multiplies an inverse symbol (+ or -) to the result value of a formula calculation or a number.

Inv : Calculates the reciprocal of a number.

! : Factorial calculation. Only the integers can be calculated. Otherwise, an error message will appear.

Additional Tab

Settings such as units of angle, result value, number system, number of decimal point, can be done in the Additional Tab.

Functions of the Additional buttons are as follows.

Angle : 3 units are available – Radian (Rad), Degree (Deg), and Gradian (Grad).

Format :

Std : Displays the number of decimals of a result most adequately, considering the size of Result window.

Fix : Displays the number of decimals as set in the decimal number setting box.

Sci : Displays exponential and log mantissa between 1 and 9.999.

Eng : Displays the value that the decimal point of the Sci value has moved backwards by two digits.

Hex : Displays in hexadecimal system.

Bin : Displays in binary system.

Oct : Displays in octal system.

Decimals : You can assign the number of decimals that should be displayed in the Result window, using .

Clock

YOPY Clock is a visual time clock program.

How to begin and exit

How to begin

1. Tap the “Start” button on the task bar.
2. When the Start Menu appears, select “Program” and then select “YOPY Clock”.

Note

You can also use your key pad to run the program as follows.

1. Press the Start button on the Key Pad.
2. Use the direction keys to select “Program” in the Start Menu.

The program menu will appear.

3. Use the direction keys to select “YOPY Clock”.
4. Press the EXE button on the Key Pad.

How to Exit

Select  on the right side of the program title bar to close the YOPY Clock.

Note

You can also exit from the program by double tapping the icon on the left side of the program title bar, or tapping it once and then selecting ‘Exit’ from the menu.

MP3 Player

YOPY MP3 Player enables you to enjoy CD quality digital music. With its 64MB high capacity memory, you can store and run many MP3 files. Also, your music will not be stopped when using it simultaneously with another application program, and various MP3 Player skins are usable.

What is a MP3 file ?

MP3 (MPEG1 Layer3) is a music file made from the international standard audio data compression technology.

How to begin and exit

How to begin

1. Tap the “Start” button on the task bar.
2. When the Start Menu appears, select “Multimedia” and then select “MP3 Player”

Note

You can also use your key pad to run the program as follows.

1. Press the Start button on the Key Pad.
2. Use the direction keys to select “Multimedia” in the Start Menu.

The multimedia menu will appear.

3. Use the direction keys to select “MP3 Player”.
4. Press the EXE button on the Key Pad.

How to Exit

Tap the icon on the MP3 Player to close it.

Main functions of the MP3 Player

Playing MP3 file

Tap the Play button on the MP3 Player to play the selected file.

Adjusting volume

Move the volume adjustment scroll bar on your MP3 Player to adjust volume.

Stopping MP3 file

Tap the Stop button on the MP3 Player to stop playing the selected file.

When the Play button is pressed again after pressing the Stop button, the MP3 file is played from the beginning.

Pausing MP3 files

Tap the Pause button on the MP3 Player to pause. When the Play button is pressed again after pressing the Pause button, the MP3 file is played from the point of pause.

Moving to a desired part while playing the MP3 file

1. Moving to the next/previous MP3 file

Tap while playing to move to the previous MP3 file, and to move to the next file.

2. Moving to a certain part in the same MP3 file

Tap the desired part on the file playing bar of your MP3 Player, with the Stylus Pen. Music will be played from where you tapped the Stylus Pen.

Repeating

When on the MP3 Player is pressed, the icon becomes activated, and the selected MP3 file is repeated.

Press once again to cancel repeat.

Shuffling

When on the MP3 Player is pressed, songs are played in random order.

Searching/adding/deleting MP3 file

Use () on the MP3 Player to open the Play List box, where you can search/add/delete MP3 files.

Searching MP3 file

At the left part of the Play List box, you will see the Directory box, where you can search the desired MP3 files. Select a directory and all the MP3 files included in the directory will appear in the File box.

Adding MP3 file

Select the MP3file in the File box with your Stylus Pen, and tap the “Add” button on the lower right, in order to add a MP3 file.

Deleting MP3 file

Select the MP3file in the File box with your Stylus Pen, and tap the “Delete” button on the lower right, in order to delete a MP3 file.

Closing Play List box

Tap the “Close” button on the lower right part of the Play List box, or press on the right side of the title bar, to close the Play List box.

Preferences

Use () on the MP3 Player to open the preferences box The preferences box is composed of a general tab and a skin tab.

General tab

1. Setting window location

Sets the location of your MP3 Player when it runs, in your YOPY screen. The setting menus are as follows.

Check the menus in order to apply them.

-Smart Window Placement : Locates your MP3 Player most adequate to screen size.

-Remember Window Position : Stores the recent location of your MP3 Player in the memory and when you run your MP3 Player the next time, it appears at the saved position.

2. Setting play interval of MP3 files

Sets the interval of playing MP3 files in the Play List by the seconds.

Use  to press up or down, or use the Screen Keyboard for value input.

Skin

Various skins other than the originally provided MP3 Player skin can be applied.

Select the desired skin in the Skin box and then tap “Apply” to view the applied skin on your MP3 Player.

Voice Recorder

Sudden ideas or simple memos can be recorded in voices and played back afterwards.

How to begin and exit

How to begin

1. Tap the “Start” button on the task bar.

2. When the Start Menu appears, select “Multimedia” and then select “Voice Recorder”.

Note

You can also use your Key Pad to run the program as follows.

1. Press the Start button on the Key Pad.

2. Use the direction keys to select “Multimedia” in the Start Menu.

The multimedia menu will appear.

3. Use the direction keys to select “Voice Recorder”.

4. Press the EXE button on the Key Pad.

How to exit

1. Exit from menu bar

Select “File” on the menu bar, and select “Exit” in the bottom of the unfolded menu.

2. Closing the window

Select  on the right side of the program title bar to close the Memo Pad. When you have not saved your recording, a confirming window will appear, and ask if you would save your recording.

Note

You can also close the program, by double tapping the icon located left of the program title bar, or tapping it once and then selecting ‘Exit’ from the menu.

Recording/saving voice

1. Select “New” in the File menu.
2. Tap  to begin recording.
3. Tap  to stop recording.
4. Select “Save” in the File menu.

Note

Recorded files are saved in “.gsm” format.

Playing recordings

1. Select “Open” in the File menu.
2. Find the path of the file you wish to play in the File open box, select it, and tap the “OK” button.
3. Tap  to play the selected file.
4. Tap  to stop playing the selected file.

Preferences

Limits of recording time or size can be customized. Select “Settings” in the menu bar and tap “Preferences”. The preferences box will appear.

Setting recording time limit

1. Setting recording time limit

Enter a value in the recording time limit box by the minute to set the recording time limit. Use to press up or down, or the Screen Keyboard to enter a value. Tap the check button to apply Recording time limit, and tap it again to disable.

2. Automatic save box display

This setting automatically displays the File save box when recording is finished. Tap the check button to apply Automatic save box display, and tap it again to disable.

After finishing the settings, tap the “OK” button to apply Recording time limit.

Setting recorded file size

Activate Set recorded file size by tapping the check button, and then use to press up or down, or use the Screen Keyboard to enter a value.

1. Automatic warning message display

When recording file exceeds the assigned size, a warning message is displayed automatically.

Note

Recording still keeps going on after the warning message.

2. Stopping recording

When recording file exceeds the assigned size, recording stops.

After finishing the settings, tap the “OK” button to apply Set recorded file size

Chapter 5 Connecting with your desktop PC

This chapter explains how to connect your YOPY with your desktop PC, for additional use of your YOPY— how to install the Desktop S/W, how to connect with your desktop PC, how to use YOPY Desktop, how to synchronize/exchange data between your YOPY and your desktop PC, and how to save/restore YOPY’s data

System Requirements

The system requirements for installing and using the YOPY Desktop S/W are as follows.

- * Windows 98, Windows 2000 or Windows ME
- * Pentium II processor or greater
- * 32MB RAM or more
- * 50MB of available hard disk space
- * CD-ROM drive
- * VGA Monitor or better
- * Mouse
- * One available USB port

Installing your Desktop software

Before connecting your YOPY with your desktop PC, YOPY Desktop must be installed in your desktop computer.

To install the YOPY desktop software, follow the following orders.

1. Close all application programs in your desktop computer.

All application programs must be closed before installing the Desktop software. Especially, anti-virus programs or short-cut bars (such as Microsoft Office) easily collide with the Desktop software, so be sure to close them before installation.

2. Insert the Desktop software install CD-ROM into the CD-ROM drive of your desktop computer.

In a few seconds, the Desktop software install wizard will appear. If the program does not run automatically, click the Start button (), and then select Run. In the input window enter “d:\setup.exe”. “d:” stands for the CD-ROM drive of your PC.

3. Follow the setup wizard.

When installation is finished, the Desktop software program appears on the Program menu of the Start menu, and when running it for the first time, the program settings screen will appear.

Connecting with your desktop PC

Use the USB cable provided with your YOPY to connect with your desktop PC. The Desktop software is capable of various functions.

Note

The YOPY Desktop S/W must be installed before connecting with your desktop PC using the USB cable.

Using the USB cable

Use the USB cable provided with your YOPY in order to connect your YOPY with your desktop computer.

1. Connect the USB cable to your desktop PC.

Note

When you need to recharge and connect YOPY at the same time, connect the DC plug of your AC adapter to the DC Jack of the RS-232C cable, and connect the AC adapter to an outlet.

2. Connect the other end of the USB cable to the RS-232C port at the bottom of your YOPY.

Using the Serial cable

You can also connect with your desktop PC using the Serial cable.

Note

The Serial cable is an optional accessory and must be purchased optionally.

For details on YOPY's accessories, see the YOPY Accessory Guide.

1. Connect the Serial cable to the Serial port of your desktop PC.

2. Connect the other end of the Serial cable to YOPY's RS-232C port.

Chapter 6 Internet/Network/Communication Services

This chapter explains you how to use your YOPY for access to the Internet, other networks, and communication services – how to use the infrared port or modem to access ISP, how to exchange Emails, and how to use the web browser for web surfing.

Connecting to ISP

Chapter 7 Installing and uninstalling programs

This chapter explains how to install/uninstall programs other than the ones basically provided with your YOPY, that can be used on the Linux OS. There are 2 ways to install a program in your YOPY- using YOPY Desktop software, and the MMC, an external expansion kit.

For the newest information on various programs, please visit G.Mate's official site, www.yopydeveloper.org, for both the developers and users.

Installing and uninstalling programs from YOPY Desktop

Installing program

1. Download or copy in a folder of your desktop PC the file you wish to install to your YOPY.
2. Double click the YOPY Desktop icon on the desktop screen of your PC, or click the Start button of your windows, and select YOPY Desktop in the Program folder.
3. Click the program install/uninstall icon () on the lower left part of YOPY Desktop, and the program install/uninstall box will appear.
4. Select user from the user dropdown list.
5. Click the add application button on the right, and the file select box will appear.
6. Select the desired file in the file select box, and click “Open”. The selected application will be installed in your YOPY POP immediately.

Uninstalling program

1. Double click the YOPY Desktop icon on the desktop screen of your PC, or click the Start button of your windows, and select YOPY Desktop in the Program folder.
2. Click the program install/uninstall icon () on the lower left part of YOPY Desktop, and the program install/uninstall box will appear.
3. Select the program you wish to remove from the YOPY programs list at the bottom of the program install/uninstall box.
4. Select the Uninstall button, and the selected program is removed from your YOPY.

Installing program from Multimedia Card (MMC)

You can also install from Multimedia Cards including the programs you wish to install.

1. Insert the Multimedia Card in your YOPY's Multimedia Card slot.
(See Chapter 2 for how to insert a Multimedia Card into a slot)
2. Tap the Start button of your YOPY, and select File Manager.
3. Open the MMC directory in the File Manager, and double tap the file you wish to install, or select "Open" from "File" on the menu bar.

Chapter 8 Customizing your YOPY (Preferences)

This chapter explains you how to change the preferences of your YOPY POP for your convenient use.
YOPY's preferences can be changed by selecting "Settings" in the Start Menu.

How to run "Settings"

1. Tap the Start button and select "Settings".
2. When the control panel screen appears, select a setting icon you wish to change, and select EXE or double tap it with your Stylus Pen.

System Preferences

Setting sounds

In the YOPY sound settings screen, you can adjust the volume of the speaker or the microphone, and assign sounds to specific operations (events) of application programs. You can also set the alarm mode when alarm function is activated in the Date Book.

Speaker/microphone volume

Move the speaker or microphone volume adjust bar with your Stylus Pen left or right, in order to adjust volume.

1. Adjust the speaker volume.
2. Adjust the bass volume of the speaker.
3. Adjust the treble volume of the speaker.
4. Mark the check button to mute the speaker.

Assigning sounds to the event

Assign sounds to operations (events) occurred in the system or application programs.

1. Mark the check button to select whether event sound should be activated or disabled.
2. Events are divided into User Interface events and System events, and sounds can be assigned to each event.
3. You can change the assigned sound of an event. Follow the next orders.
 - 1) Select an event whose sound you wish to change.
 - 2) Tap the “Search” button to search/select the sound file, and then tap the “OK” button.
 - 3) Tap the Play button to confirm the sound of the file.
 - 4) Tap the “OK” button.

Assigning alarm mode

Lets you set the alarm mode when the alarm function is activated in the Date Book program.

There are two ways to assign the alarm – displaying a message on the screen, and informing with a sound.

The sound can also be set to be repeated.

You can assign a sound file to the alarm sound other than the preset sound, by following the next orders.

- 1 Tap the “Search” button to search/select the sound file, and tap the ”OK” button.
- 2 Tap the Play button to confirm the sound of file.
- 3 Tap the “OK” button.

System information

In the System information screen, you will be able to view information on the YOPY POP system, and its memory status.

System information

Displays YOPY's operating system (OS), processor, screen size, GTK version, host name, and the system status.

File system

Displays YOPY's File system information.

Memory status

Displays YOPY's memory status - rate of total memory use, YOPY's total memory size, currently used memory size, available memory size, etc.

Setting powers

Set your YOPY's power settings such as current battery status, automatic power off, and the battery warning message

1. Check YOPY's battery status in percentage (%).
2. By moving the remaining battery power bar, you can assign the state of the 1st YOPY battery warning message. When the battery power is lowered to the assigned state, the warning message is automatically displayed.
3. By moving the remaining battery power bar, you can also assign the state of the 2nd YOPY battery warning message. When the battery power is lowered to the assigned state, the warning message is automatically displayed.

Note

The remaining battery power of the 2nd warning message must be assigned lower than that of the 1st warning message. When battery status becomes 0%, we recommend you not to turn on the power, and recharge your YOPY quickly.

Setting automatic power off

When no operation is done by the user for a certain period of time, while YOPY is turned on, YOPY is turned off automatically for battery saving. The automatic power off setting can be set in two cases – when YOPY uses internal battery power, or when external power is connected.

1. Mark the check buttons in order to activate automatic power off of internal battery or external power.
2. Tap the Menu list button and select a desired time.
3. Tap the “OK” button.

Setting time

You can set the time and date of your current location, and view international times of cities worldwide.

For details on setting time and date, see Chapter 2, “Using your YOPY for the first time” of this manual.

Editing city information

By setting the time and date of your current location, you are able to see the times and dates of each cities around the world. You can also edit/delete the standard times of each international cities, and add a standard time of a specific city.

If you would like to edit a standard time of a preset city, select the city you wish to edit, and tap the “Edit” button to edit in the ‘city standard time setting’ box.

If you would like to delete a standard time information of a preset city, select the city and tap “Delete”.

Also, if you would like to add a standard time information of another city, other than the preset cities, tap the “Add” button, and enter the standard time information in the ‘city standard time setting’ box.

Setting coordinates

Coordinate adjustment lets your YOPY sense exactly the elements on your screen, when tapping them with your Stylus Pen. When you first run your YOPY, or after a hard reset, the coordinate adjustment window appears, and you can perform coordinate adjustment when your Stylus Pen does not sense the screen elements exactly. For details on coordinate adjustment, see Chapter 2, “Using your YOPY for the first time” of this manual.

Entering owner information

You can edit owner information in the personal information settings screen. You may also assign a password to your YOPY for protection of the saved data in your YOPY.

Inputting/editing owner information

You can input/edit owner name, address, phone number, mobile phone number, Email address, and other information with your Screen Keyboard or the Key Pad.

Assigning password

1. Tap the Assign password tab, and the ‘assign password’ box will appear.

Note

When tapping the “OK” button after entering nothing in the password input box, a message asking you to retype your password will appear. The password can be entered up to 8 characters.

2. Tap the “OK” button.
3. The ‘password setting confirmation’ box will appear. Tap the “OK” button.
4. A box containing a button for checking whether to activate password when you turn on the power, and a button for changing the password will appear. Tap the check button for activating password when power is turned on. If you would like to change the previous password, tap the change password button, enter a new password in the new password box, and tap the “OK” button.
5. By turning off and on the power after assigning the password, a login screen will appear. Enter the assigned password to login.

Note

The login screen is for checking the assigned user, and access of all users except the assigned user will be denied. This enables safe protection of your data saved in YOPY.

You must be careful not to forget the password. Because of you do, you have to do “Hard Reset”

Chapter 10 Additional Information

Specification

Processor

206 MHz Strong ARM 32-bit RISC Processor

OS

ARM Linux (Linup), X window System

Display

3.5 Inch 240x320 True Color (65K) TFT LCD

Memory

RAM 64MB , 16MB ROM

Interfaces

Key Pad (40 Keys) , RS-232C / USB (Client)

IrDA (115Kbps), Multimedia Card Slot

Scroll Key, Speaker / Microphone , Earphone Jack (Ø.5mm Stereo)

Size / Weight

4.0”x2.7”x0.6” / 5.0oz

Battery

1280mAh Rechargeable Li-ion Polymer Battery

Application

- PIMS : Schedule, Contacts, Tasks
- Web Browser / E-mail
- MP3 Player / Voice Recorder / Memo Pad / Image Pad
- Engineering Calculator
- Games
- Hand Writing Recognition S/W, DioPen / File Manager / Control Panel

* Please refer to the G.Mate, Inc. official site, <http://www.yopydeveloper.org>
for the newest information on software upgrade and various programs.

Compatible PIM Program

- Microsoft Outlook, Lotus Notes

The specifications of this product are subject to change for without notice

Product Warranty

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FCC Statement

This device complies with part 15 pg 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 is 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.