

## BallRoom User Guide

### Purpose

BallRoom provides a unique way of customizing your phone's appearance and function. The program lets you define what is displayed in the upper-left part of the phone's screen (the so-called application icon area), and what action is performed when touching that area. Besides many other uses, BallRoom has the unique ability to display permanent animation on the phone while switching between running programs.

### Compatibility

BallRoom can be installed and executed on all smartphones running on Symbian 9.x with UIQ 3.x. User-defined actions that require touching the icon area are supported only on phones that have a touch-screen.

### Installation

The distribution package can be installed directly by using the PC install program, or after uploading the .sis file to the phone. Refer to your phone's User Guide for details on installing.

### Application icon area

The upper-left part of the phone's screen is called the application icon area. In the case of most programs a static icon is displayed in the area. Exceptions are applications that occupy the whole screen.

BallRoom replaces the icon area with various dynamic contents (indicated by *red arrow* on the illustration). Content can be defined separately for the upper and lower halves of the area. Icon tap functions can also be assigned to the two icon portions.

The icon replacement is visible in all flip modes, provided the foreground program uses the standard application icon area, and no any menu or pop-up window obscures the area. By default BallRoom's content is not visible over programs that use full-screen mode. The *Permanent icon display* option can be used to override this limitation.

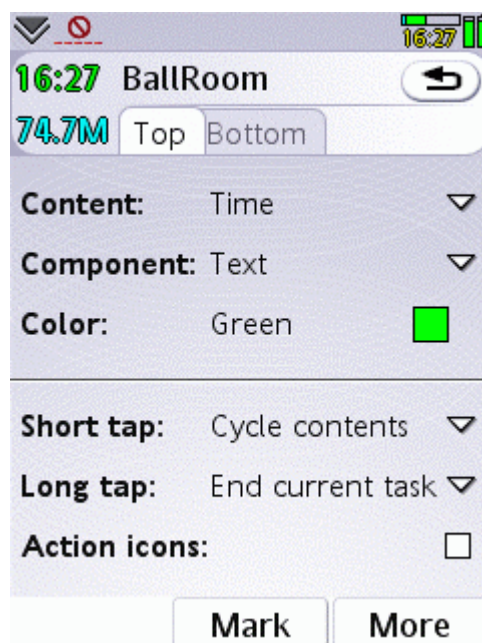


### Main view

The main view of BallRoom consists of two pages, selectable using the *Top* and *Bottom* tabs.

The identical controls on the two pages let you define what to display on the two respective halves of the application icon area, moreover what actions to perform when touching parts of the area.

Details of customizing the BallRoom icon are described in the following sections of this document.



### Setting display content

Opening the *Content* control displays a list of selectable content types for one half of the icon replacement.

Available content types are:

- **None:** The icon area half is covered by the theme background, but no content is displayed.
- **Time:** The current hours and minutes are shown.
- **Date:** The current month and day are shown.
- **Day:** The day of the week is shown.
- **Free memory:** The amount of available free memory (RAM) is shown in megabytes.
- **Battery level:** The remaining battery level is displayed in percentages.
- **Image:** An image is displayed that you choose upon selecting this list item. The last choicelist item lets you quickly select the last used image.



### Displaying images

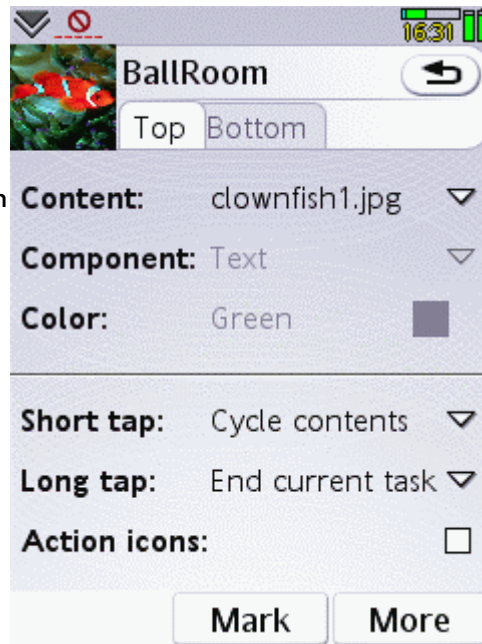
All popular file types are supported, including animated GIF files. Only one image can be displayed at one time.

When the *Bottom* icon portion is set to *None* content, then the image set for the *Top* half occupies the whole icon area; in all other cases the image is displayed only in the selected portion.

Small images are centered within the icon area, while large images are resized to fit within the area. For best results, use 53x53 pixels images for full-size, and 53x26 pixels for half-size display, respectively.

JPG and BMP images are only scaled to the icon area when no application is selected for permanent icon display. GIF and PNG images are never resized, while transparency and animation are supported.

Two small default images are supplied with BallRoom: BR-BallsFull.gif for full-size display, and BR-BallsBottom.gif for displaying on the bottom half.

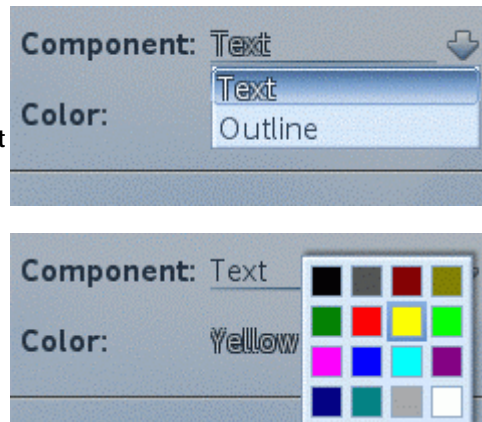


### Changing text color

You can set the colors used when displaying any text content.

First, select the display *Component* whose color you want to change. Available choices are *Text* and the *Outline* surrounding the text.

Second, use the *Color* control to choose a color for the selected component.

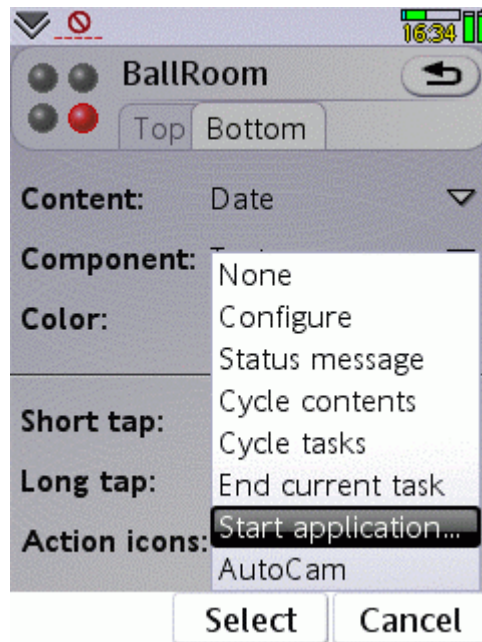


### Setting icon tap actions

You can define actions that are performed when the icon area is touched. Actions for short and long press can be set separately, using the *Short tap* or *Long tap* controls, respectively, that display a list of selectable actions.

Available action types for touch-screen phones are:

- **None:** No action is performed when touching the icon.
- **Configure:** Display the main view of BallRoom for changing content or action.
- **Status message:** Pop up a message showing time, date, week of year, available memory, and battery level.
- **Cycle contents:** Switch to the next available text content type. The content types *None* and *Image* are omitted.
- **Cycle tasks:** Bring the next running application to the foreground. Applications that are known to use full-screen mode or to have no display are omitted.
- **End current task:** Exit the application which is currently in foreground.

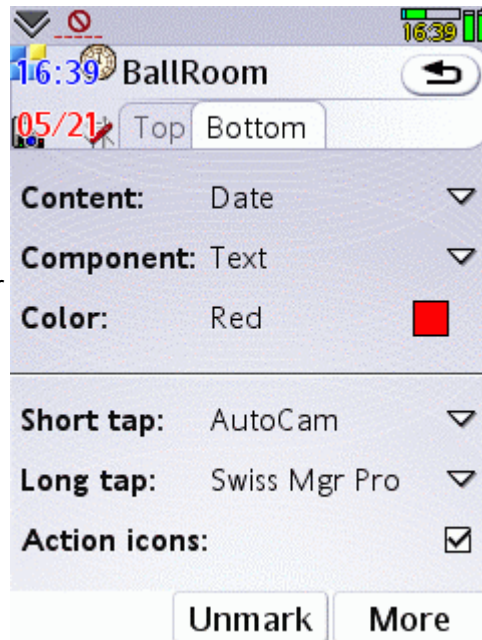


### Action icons

Action icons are visual reminders for the currently assigned icon tap actions.

When the option is switched on, small icons representing the action are shown in the BallRoom area, behind the text content if any. Short and long press actions are indicated on the left and right side, respectively.

Action icons are only displayed when the Content is other than Image, and when the *Start application* option is selected for the icon tap action.



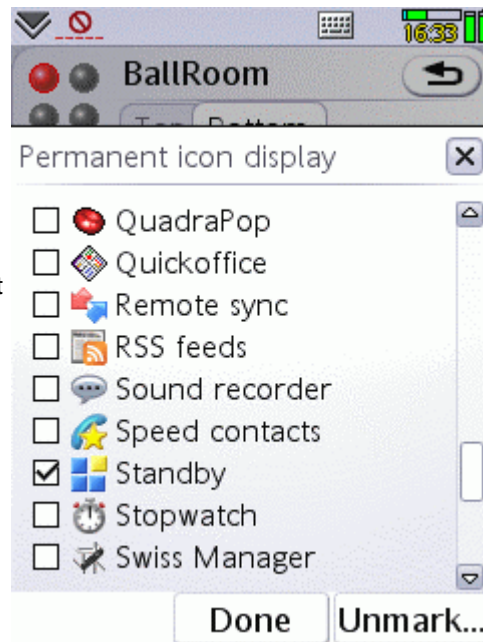
### Permanent icon display

The *Permanent* command, available from the application menu, brings up a list of all installed programs.

From the list select applications over which the BallRoom icon should appear even at times when the application would not display its regular icon, like in the case of full-screen applications.

Maximum ten applications can be selected for permanent icon display. If you mark more than ten programs, those additional to the first ten will be ignored.

Make sure you only choose applications that run in full-screen mode. Selecting normal applications will conflict with the normal icon display/hide mechanism of BallRoom.



### Known issues

- Transparency can be limited when the *Permanent icon display* option is used over full-screen applications. Some programs use the screen in a way that prevents transparency over their display area. A significant example of such behavior is the Standby application on the Sony Ericsson P1 phone. The landscape screen orientation, furthermore all-black and transparent themes may also cause similar faults. When such problems are encountered, switch off the *Permanent icon display* option for the application over which the BallRoom icon can not be displayed with correct transparency.
- JPG and BMP images are only resized to the icon area when no application is selected for permanent icon display. GIF and PNG images are never scaled, to support transparency and animation.
- On Motorola UIQ3 phones the indicated battery level is incorrect, due to a fault in the operating system.
- The icon replacement is hampered when BallRoom is started up by the Bunch Launch application in flip closed mode.

## BallRoom FAQ

### General

**Q: Why do I need BallRoom?**

**A:** BallRoom replaces an idle part of your phone's display with dynamic content that you can tailor to your needs, thus giving you a more informative and entertaining experience while using your phone.

**Q: How does BallRoom differ from other similar programs?**

**A:** There is no comparable program that can do what BallRoom offers. With its ability to permanently provide visual and functional extras, BallRoom offers a unique opportunity to enhance and customize your phone.

**Q: Which phones is BallRoom compatible with?**

**A:** BallRoom can be installed and executed on all smartphones running on Symbian 9.x with UIQ 3.x. Icon-touch actions are supported only on those phones that have a touch-screen.

**Q: What are the benefits of using BallRoom?**

**A:** BallRoom provides you with a unique way of customizing your phone's appearance and function. It lets you define what is displayed in the application icon area, and what action is performed when touching that area. Selectable dynamic contents include time, date, free memory, battery level, image, and more. Icon-touch actions include stepping between running tasks, closing the foreground program, displaying a status message, and so on. With BallRoom you can make your phone a more informative and entertaining spectacle.

**Q: How much memory does BallRoom use?**

**A:** BallRoom uses about 380 Kilobytes of RAM while running. Displaying an image results in additional memory consumption which can be quite significant in the case of large images and GIF files with many frames.

**Q: Does BallRoom cause battery drain?**

**A:** Like every programs that are active all the time, BallRoom consumes energy, which contributes to exhausting the battery. BallRoom is optimized to keep a balance between performance and energy consumption, so that significant battery drain is not likely to occur under normal circumstances. If you are concerned about battery drain, refrain from displaying animated images.

### Configuration

**Q: Can I change what is displayed?**

**A:** Yes, absolutely. In BallRoom's main view select the page for the icon half (either *Top* or *Bottom*) that you want to configure. Then select a *Content* type that you want to display in that icon half. Use the *Action icons* option to display the applications associated with icon tap actions.

**Q: How do I change the colors?**

**A:** First, select the display *Component* whose color you want to change. Second, use the *Color* control to choose a color for the selected component. Colors can be changed independently for both icon halves.

**Q: What images can I display?**

**A:** All image formats that are supported by the phone are usable with BallRoom. One of the unique features of BallRoom is that you can display an animated GIF file that remains moving all the time, over any application.

**Q: What is the best size for images?**

**A:** Preferably use 53x53 pixels images for full-size, and 53x26 pixels for half-size display, respectively. Smaller images are centered within the icon area, while large images are resized to fit within the area. To display an image in full-size mode, choose it for the *Top* icon portion, and set the *Bottom* portion to *None*.

**Q: Can the icon do something useful when I touch it?**

**A:** Upon touching the icon area various actions can be performed, depending on what is selected for *Short tap* and *Long tap*. Available actions include invoking BallRoom's main view, displaying a status message, cycling content types, switching between running tasks, starting an application,

and closing the foreground program. Actions are set separately for the two icon halves.

**Q: Can I use BallRoom to launch applications?**

**A:** Yes, you can use the BallRoom icon to execute up to four programs. To enable this feature, select the *Start application* item in any of the four icon tap action selectors, and choose a program.

**Q: How to remember what happens when I touch the icon?**

**A:** Enable the *Action icons* option to display a small icon indicating the application assigned to icon taps.

## Using BallRoom

**Q: What exactly short and long tap mean?**

**A:** The borderline between these events is set to 0.75 second. In practice this means that if you just touch the screen for a moment then it will be a short tap, while if you keep it touched for about one second then it will be a long tap.

**Q: When is BallRoom expected to be visible?**

**A:** BallRoom's icon replacement is visible as long as the foreground program displays the standard application titlebar, including the application icon area. BallRoom's content disappears when any menu or pop-up window obscures the icon area. By default the icon is also hidden over programs that apply full-screen mode without the titlebar. You can override this behavior by selecting applications in the *Permanent icon display* dialog, so that the BallRoom icon becomes permanently visible over the top-left corner of the screen.

**Q: How can I see the BallRoom icon all the time?**

**A:** By default the BallRoom icon is hidden over full-screen programs (those that do not display their application icon). Use the *Permanent* menu command to enable displaying the BallRoom icon over such programs. You can mark up to ten applications for permanent icon display.

**Q: What to do when the icon covers an important area?**

**A:** To prevent displaying the BallRoom icon over a full-screen application, in the *Permanent icon display* dialog unmark the program in question.

**Q: Why I can not correctly see BallRoom's icon replacement?**

**A:** Most probably you are using a *theme* which contains some irregularity that confronts with BallRoom. Some themes with unusual component sizes may cause BallRoom displayed abnormally, or not displayed at all in flip closed mode. The solution in such case is to use another theme. Landscape screen orientation and certain full-screen applications may also hamper correct icon display.

**Q: Can BallRoom hide and show itself faster?**

**A:** BallRoom keeps an optimum balance between its performance and energy consumption. The program strives for noticing relevant screen changes with the minimum possible checking activity. Sometimes this does not work out perfectly, especially when the phone is very busy doing something. If you experience that BallRoom has missed either hiding or showing itself, then perform some activity, like touching the screen or pressing a navigation key.

**Q: What to do when the image stops moving?**

**A:** Animation may stop sometimes. If this occurs, switching to another program solves it in most cases.

**Q: Why does BallRoom always show 0 % battery level on my Z8?**

**A:** The operating system on the Z8 and Z10 phones apparently can not correctly report the battery level. Until the issue is resolved, select something else than battery level to display on the Z8.

**Q: Where are the icon actions on the Z8?**

**A:** User-defined actions that require touching the icon area can not be supported on phones that do not have a touch-screen. When running on that kind of phone, the main view of BallRoom does not display controls for setting actions.

*We at CellPhoneSoft hope you enjoy using BallRoom, and find it useful in making your smartphone a more pleasant experience. Thank you for using our product!*