TAP LAUNCHER

Current Version: V3.9

1   INTRODUCTION

This TAP provides three additional ways to start a TAP which you do not wish to run from "Auto Start", as follows:

- With a single dedicated key per TAP, which can be set to either just launch the TAP or launch and activate it.

- With one dedicated key plus "0" to "9" to launch up to 10 TAPs, or up to 30 by scrolling down a list

allowing you to reduce the memory requirements and avoid activation key clashes while still retaining easy access to the TAPs you use moderately often, and

- A timer function allows you to launch TAPs automatically daily, weekly, or monthly.

In addition Tap Launcher includes a key & Toppy state logging facility as an aid to isolating any problems with this or other TAPs.

Further details are given below. Download from http://myweb.tiscali.co.uk/emjbtaps/TapLauncher/TapLauncher.zip, including sample "ini" file.

2   USE

Download the TAP and sample ".ini" file from here, and "unzip" it. Copy "TapLauncher.tap" into your "Auto Start" folder, and load the TAP using the native Archive or by re-booting. Copy the TAPs you wish to launch into a folder called "TapLauncher" within "/ProgramFiles", together with any ".ini" etc files which reside in the same directory as the TAP rather than in a fixed directory such as "ProgramFiles/Settings". You can also launch any TAPs in Auto Start.

Use TAP Commander to access the configuration initial menu, and set up the key/TAP/time combinations you require. Then just enjoy it!

Load order does not seem to be significant for normal operation, but will affect any key conflicts and the results of key logging where keys are intercepted by other TAPs.

N.B.

(1) Folder & file names on the Toppy are normally case-sensitive, but this TAP includes special logic so the folder name is not case sensitive and may be called "TAPlauncher" etc.

(2) To get the best out of this TAP, use of the Remote Extender TAP or "Rem Ext" patch is recommended (but it is not essential).
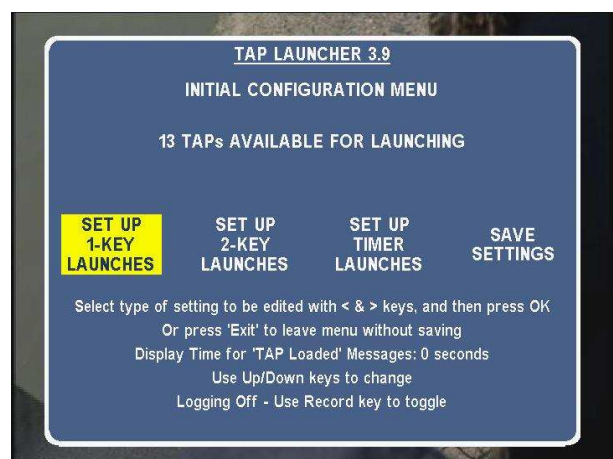
(3) This version does not produce a load screen – the version with load screen has been dropped with effect from version 3.6 unless recalled by popular demand.

(4) In some cases TAP A looks for TAP B in a specific directory, in which case you may need to have copies of TAP B in its normal home as well as "/ProgramFiles/TapLauncher" (even if not launching TAP A from Tap Launcher). An example was early versions of "QuickJump", which expect "TAP Commander" to be in "/ProgamFiles" and did not recognise its presence in "/ProgramFiles/TapLauncher".

3   CHOICE OF KEYS

Any key can be chosen as a Launch or Function key. The keys need to be chosen carefully, preferably keys that are not being used by any other of your TAPs. They should also not relate to native Toppy functions you use as they will not normally be passed on to the firmware. Examples are PiP, Pip Switch, Radio/Tv, List (when using Remote Extender) depending on how you use your Toppy. More experienced users may find a way of sharing keys by juggling TAP load orders, but this is not recommended for the inexperienced or faint-hearted! Use of keys such as OK, Archive, or Menu could lead to the situation where you are unable to use TAP Commander to amend your choice (in which case delete the .ini file, reboot, and start again).

The one situation when an activation key is passed on is with the 1-key activations if the "send" option is selected. In this case the key will be passed on, but for the anticipated use it would be intercept by newly loaded TAP.

N.B. The key names should correctly reflect whether the TAP is being run on a TF5800 or on other models which lave a different key set. It makes use of the "Remote Extender" TAP or the exTAPRemoteExtend() function (if running) to enable, for example, Vol Down to be distinguished from the Left arrow on the TF5800.

4   SINGLE KEY ACTIVATIONS

The single key activation sub-menu allows you to associate any Toppy key with any of the TAPs in the "TapLauncher" directory. To change a key just press the key you want to use (other than one of the menu keys as indicated at the bottom of the screen) while an entry has been selected. A warning message will be displayed if you chose same key as that chosen for the 2-Key "Function" key. Note that the keys made available on the TF5800 take account of whether you are running Remote Extender, "Rem Ext" patch, or exTAP KeyExtender().
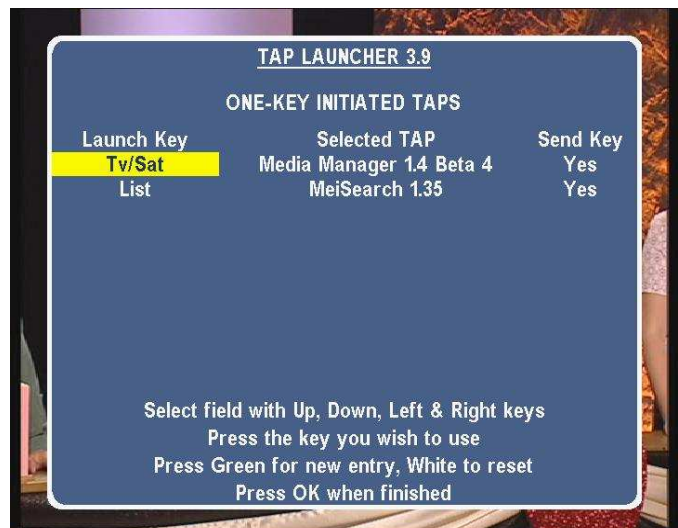
The right hand column allows you to define whether the activation key should be passed on to other TAPs (including the one you have just loaded). If the relevant key is also the activation key for the TAP that has been launched, it will then immediately spring to life after loading. For example, I nominate "Tv/Sat" to load Media Manager, and within Media Manager make "Tv/Sat" the activation key. Passing on the "Tv/Sat" key once will then load and activate Media Manager. N.B. MeiSearch seems to recognise when it is not loaded from Auto Start and then start straight away, so this facility is not required. Once the chosen TAP has loaded, the key can continue to be used as a simple activation key until the chosen TAP is shut down.

You can allocate more than one TAP to a key, or several keys to a TAP, should you so wish, but only one activation code is generated in the former case.

A reminder of the current allocations can be obtained by pressing "Menu" (to bring up the Toppy menu) followed by "Text" (for the UK model, "Next" elsewhere). TAPs which are already running are shown in green.

5 TWO KEY ACTIVATIONS

5.1 Setting Up

The 2-key activation menu allows you to set up a single "function" key plus up to ten TAPs which are loaded on a second key press, and a further 20 that can be selected by scrolling down the reminder list – see below. A warning message is displayed if the function key you try to select is the same as one of the single keys. Again the Function key is set by simply pressing the key you want to use while that item is highlighted.

You can allocate more than one key to a TAP, should you so wish, but only one TAP per key.
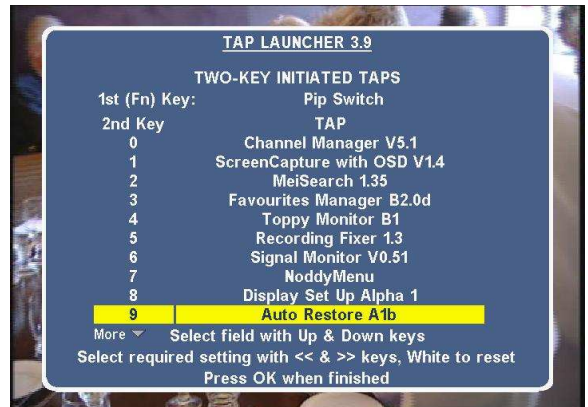
Note that it is not possible to activate a TAP with a 2-key sequence, so this facility is probably only suitable for TAPs that do not need activating.

5.2 Use

To use, one first presses the chosen function key, which brings up the reminder list shown here. This shows the allocated numeric keys together with the status (Running/Available/Missing). Alternatively, or to access a TAP beyond No 9, scroll down the list to the TAP you want, and press "Enter". "More" plus a down arrow appear when there are more entries available by scrolling down – if you have less than 11 entries you will not be able to scroll.
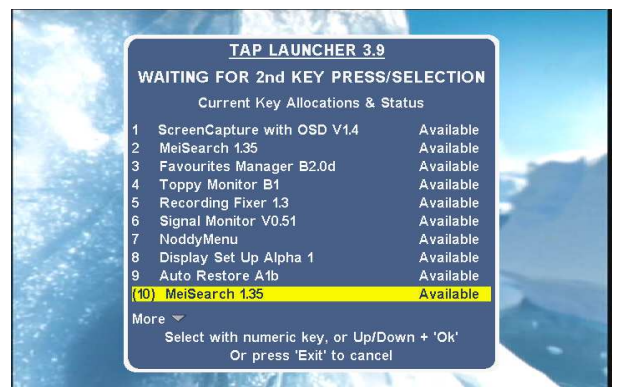
The reminder list will close after a short delay,
after pressing numeric key, of after pressing "Exit".

6   TIMERS

TAP LAUNCHER ALPHA 3

TIMER SETTINGS

Type	Day	Hour	Mins	TAP Name
Weekly	Sat	08	55	MeiSearch1_30.tap
Monthly	19	09	00	MediaManager1_3aBeta4.tap

Select field with Up, Down, Left & Right keys
Select required setting with << & >> keys
Press Green for new entry, White to reset
Press OK when finished

The Timer menu lets you define up to 7 daily, weekly, or monthly timers, each of which will load one TAP. For each timer day (of week or month), hour and minute have to be defined, together with the TAP to be run. For weekly timers, the days are identified as Mon, Tues, Wed etc, and for monthly timers they are numbered 1-28.

Note that it is not possible to activate a TAP with a 2-key sequence, so this facility is probably only suitable for TAPs that do not need activating.

N.B. These timers will not wake up your Toppy – a wake-up timer will have to be set separately.

7   SKINS

The colours used for the various display elements can be changed using a "skin" file called "TapLauncher.mcf" in "ProgramFiles/Settings/Skins/". If this is not found, "EMJBTaps.mcf" is used, if present. If this is not found, "CurrentlySelectedSkin.mcf" is used, if present. If none of these is found, a default colour scheme is used. A copy of a MyStuff skin file can be used, though only the following elements are used:

- "Background=" (normal background)
- "Highlight=" (background for selected menu entry)
- "TextForeground=" (normal text)
- "TextHighlightedForeground=" (selected menu entry text)
- "Frame=" (border round the reminder list & TAP loading messages)

and all other entries are ignored. The keywords above should be followed by the red, green & blue values (separated by commas) in the range 0-255 with no spaces or final comma (e.g. 255,0,0 for red, 255,255,0 for yellow etc).

8   TAP LOADING MESSAGES

By default, a message is displayed for 2 seconds whenever a TAP is loaded or activated, identifying the TAP concerned so that you can easily check your choices . The time can be changed on the main menu page in increments of 1 second. If set to zero to zero, the messages are suppressed completely. As TAP initiation etc is delayed by the duration of the message, it is probably best set to zero once you are confident that all is working as required.

9 KEY & STATE LOGGING

The main menu can be used to select Key & State logging, in which case the following are logged:

   (1) All key operations with time, the two key parameters, the decoded key name, the Toppy "State" and the Toppy "Substate".

   (2) All TAP loads & failures.

   (3) The contents of any "TapLauncher.ini" file re-writes.

The results are written to hard disc as Tap Launcher Log.xls when the logging is stopped, or when the file is full. This is put in "ProgramFiles/Logs" if such a directory exists, otherwise "ProgramFiles/TapLauncher". The data will be lost if you start & finish a further logging session before transferring to a PC etc. Though identified a an Excel file to ease loading into a spreadsheet, it is actually a tab-delimited text file, and thus can be read by any text editor etc. An example of the beginning of a file is:

Key log started 11/2/2007 at 23:06

Time(secs)	dwParam1	dwParam2	KeyName	State	Substate
12.89	0x10017	0x105	V-	Normal	MainMenu
25.77	0x20001	0x000	WSS_43	Normal	MainMenu
29.98	0x10042	0x151	Archive	Normal	Normal
30.69	0x20002	0x000	WSS_Auto	FileList	PvrList
34.55	0x10012	0x100	Up	FileList	PvrList
39.77	0x1001E	0x11F	OK	FileList	PvrList
41.08	0x20001	0x000	WSS_43	Normal	Normal
42.15	0x10015	0x102	Right	Normal	MainMenu
43.54	0x10015	0x102	Right	Normal	MainMenu
47.14	0x1001E	0x11F	OK	Normal	MainMenu
47.20				Tap Launcher '.ini' file written as follows:	
				Key:65570:1;MediaManager1_3aBeta4.tap	
				Key:65567:0;MeiSearch1_30.tap	
				Key:65560:1;ScreenCapture_OSD.tap	
				FnKey:65600	
				FnTap:0:MediaManager1_3aBeta4.tap	
				FnTap:1:ScreenCapture_OSD.tap	
				FnTap:2:MeiSearch1_30.tap	
				FnTap:5:FlashRecorder.tap	
				Timer:2:06:09:33:MeiSearch1_30.tap	
				Timer:3:19:09:00:MediaManager1_3aBeta4.tap	
				TMTime:0	
54.42	0x1001C	0x11A	Menu	Normal	Normal
58.31	0x1001D	0x101	Down	Menu	MainMenu
58.79	0x1001D	0x101	Down	Menu	MainMenu
61.00	0x1001D	0x101	Down	Menu	MainMenu
64.77	0x10012	0x100	Up	Menu	MainMenu
66.99	0x1001E	0x11F	OK	Menu	MainMenu
70.98	0x1001E	0x11F	OK	Menu	SysMenu
75.58	0x1001C	0x11A	Menu	Menu	TimeSMenu
76.89	0x1001C	0x11A	Menu	Menu	SysMenu
130.43	0x1001C	0x11A	Menu	Normal	Normal

143.03	0x1003D	0x14B	Record	Normal	MainMenu
147.03	0x10018	0x104	List	Normal	Normal
			1-key activation key found		
			Loaded TAP: MeiSearch1_30.tap		

<u>N.B.</u> to TAP Developers - by adding commands such as "TAP_GenerateEvent(EVT_KEY, 0x3000, 0)" to your code, you can relate the normal key actions to key points in your TAP logic and provide a "trace" facility which may be useful to those who cannot use a serial connection for debugging purposes.

10   UPGRADING YOUR CHOSEN TAPS

If you put a new version of a TAP into "/ProgramFiles/TapLauncher" you should no longer need to reselect it in the menus if its name has changed but the filename is unchanged.

11   USE WITHOUT TAP COMMANDER

It is possible to set up all three launch mechanisms via the ".ini" file, which is a simple text file but tightly defined syntax – hopefully the comments in the sample file will indicate how to do this. It needs to be placed in the "ProgramFiles/TapLauncher" folder, irrespective of the location of TapLauncher.tap. However use of TAP Commander to access the menus is strongly recommended in preference to editing the ".ini" file. Windows users must use "WordPad" rather than "Notepad" for editing the file.

12   HISTORY

Alpha 1 – initial release to beta testers

Alpha 2 – corrects inconsistent naming of file & directory.

V3.0   - Adds Logging.
- Adds direct entry of Launch & Function keys.
- Key names should be identified correctly for all models.
- Now works with more firmware versions, including TF5800 5.13.39.
- Weekly timer display entered as day name rather than day number.
- Load screen abbreviated to "ini" read time plus current value of TAP loading message duration

V3.1   - Adds compatibility with "exTAP KeyExtend()", but this has not been tested.
-    Additional logging of loading process
-    NLS version added.

V3.2   - Reminders added
-    bug fix for incorrect notification of TAP being loaded.
-    Bug fix for occasional lockout of 1-key operation

V3.3   (limited circulation)
- Updated exTAP routines used to allow use with firmware up to & including 5.13.40
- Compatibility with exTAPRemoteExtend() function added.

V3.4 - Bug associated with auto activation using List, V+, V- etc fixed
- Extended logging
- Log file name changed
- Now recognises whether TAPs have already been loaded, and does not try to re-load.
- Displays the TAP names from within the TAP files, rather than the names of the files.

V3.4a - Fixes bug in TAP selections in 1 & 2 key menus

V3.5 - Adds support for firmware version 5.13.55

V3.5a - Fixes bug in key recording
- Uses different TAP loading routine which should work on any firmware version, and leads to much smaller file

V3.6 - Adds support for "skins", with minor MMI changes to match.
- Facility to select keys by scrolling through has been deleted.
- Load screen version dropped

V3.6a - Borders added to menus/messages etc
- Maximum number of 2-key TAPs increased to 10
- Interaction with other TAPs associated with Menu + Text hopefully now averted.
- 2-key reminder screen closed before TAP loading messages generated.

V3.6b - Can now select 2-key TAPs using scroll + Enter

V3.7 - Couple of menu bug fixes
- Further cosmetic changes

V3.7a/b/c - Minor bug fixes, including full compatibility with "RemExt" patch (previously V-had an error) and skin colour error

V3.8 - Make directory name case-insensitive

V3.9 - Increases number of "2-key" TAPs and automatically updates TAP names when the TAP files are updated, provided the file names are unchanged. Auto Start TAPS can be loaded as well as those in "/PF/TapLauncher"

13   ACKNOWLEDGEMENTS

14   WARNINGS & LIMITATIONS

This may have bugs (particularly weekly/monthly timers!) so YOU USE IT AT YOUR OWN RISK! Also beware of loading too many TAPs at one time – when memory runs out your Toppy will crash!

15   POSSIBLE EXTENSIONS/IMPROVEMENTS

Please feedback any improvements you would like to see.

16   FEEDBACK

Feedback welcomed, via the Toppy.org.uk forum please.