



Last Bell

Version 1.0

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Installation and Operating Instructions

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Contents

1. Last Bell.prc (Contains Last Bell & Three? Libraries)
2. readme.txt (Brief Information)
3. manual.pdf (This Document)

Overview

The following documentation explains how to use the Last Bell program. If you have any difficulties please contact support@varibyte.com.

Installation

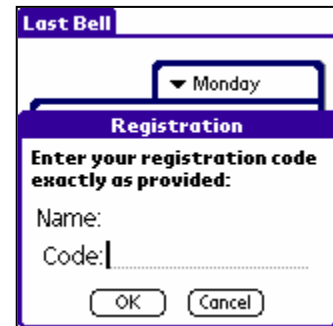
Install the program by double clicking on Last Bell.prc. Once installed on the handheld, run Last Bell to complete the handheld based installation.

Registration

Registering Last Bell allows you to schedule an unlimited number of classes for an unlimited number of days. The unregistered version only allows you to schedule one class for one day.

To obtain a registration code for Last Bell visit:
<http://www.handango.com/purchase>. Enter in Product ID: 82685 and then click "Add to Shopping Cart".

Once you obtain the registration code, register Last Bell by using the "Options" menu, tap "Register", enter in your registration code exactly as given and then tap the "OK" button. Then tap the "OK" button on the notification dialog.



Beaming a Demo Version

To beam a demo version of Last Bell to another handheld:
On the Main Screen using the "Options" menu tap "Beam Last Bell".

Then tap "Beam Last Bell Demo" then, tap "Beam PDATAdvUtilsLib" then, tap "Beam PDATPELib", and finally tap "Beam PDATDBXLibRT". This will beam the Last Bell application and the three libraries needed to run it.

(Note: Last Bell will NOT work without the three libraries.

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Help

To access help on the "Info" menu tap, "Help". The help section will provide help for each part of the program.

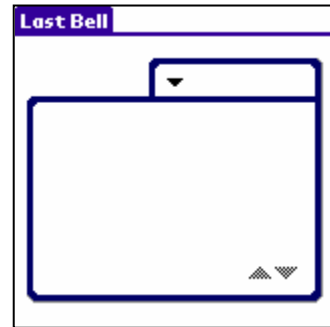
Main Screen

When Last Bell is first installed the main screen is blank.

To edit the schedule open the menu.
(To open the menu tap on the upper left corner of the screen.)

Make sure "Options" is selected, and then tap on "Edit Schedule".

To edit the schedule it is best to first enter in the days of the week, and then the classes you are taking.



Editing the Days of the Week

To edit the days of the week, from the **Last Bell Edit Schedule** screen, open the menu and tap on "Options" and then on "Edit Days".

You are now on the **Last Bell Edit Days** screen.

Next to the word "Day:" enter in the first day, for example Monday.

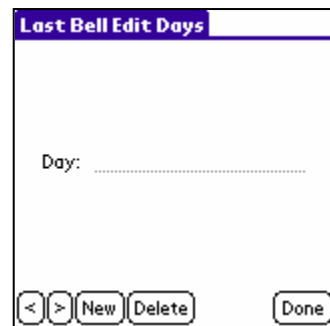
Then add the rest of the days by tapping the "New" button.

The "<" button moves to the previous day.

The ">" button moves to the next day.

To delete a day tap the "Delete" button.

Once all of the days have been entered tap the "Done" button to return to the **Last Bell Edit Schedule** screen.



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Editing the Classes

To edit the classes, from the **Last Bell Edit Schedule** screen, open the menu and tap on "Options" and then on "Edit Classes".

You are now on the **Last Bell Edit Classes** screen.

Next to the word "Class:" enter one of your classes.

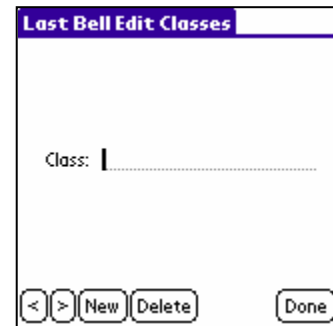
Then add the rest of the classes by tapping the "New" button.

The "<" button moves to the previous class.

The ">" button moves to the next class.

To delete a class tap the "Delete" button.

Once all of the classes have been entered tap the "Done" button to return to the **Last Bell Edit Schedule** screen.



Scheduling Classes

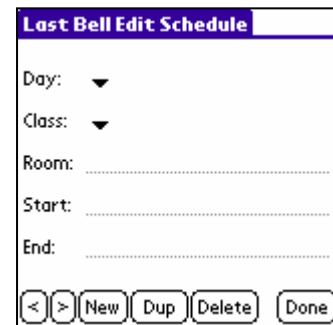
If you have a History class on Monday from 11:00 a.m. to 11:45 a.m. in room 505 this is how you would schedule it.

Next to the word "Day:" tap on the down arrow. A list of days you entered in **Editing the Days of the Week** will appear. In this example the class is on Monday so tap Monday.

Now next to the word "Class:" tap on the down arrow. A list of classes you entered in **Editing the Classes** will appear. In this example the class is History so tap History in the list.

Tap next to the word "Room:" and enter room 505.

Tap next to "Start:" which will bring up a dialog. Use this dialog to specify a start time of 11:00 a.m. and then tap the "OK" button.



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Tap next to "End:" which will bring up a dialog. Use this dialog to specify an end time of 11:45 a.m. and then tap the "OK" button.

You have now successfully entered a class into the program.

To add more classes tap the "New" button.

The "<" button moves to previous classes.

The ">" button moves to the next class.

To duplicate a class, tap the "Dup" button. (Use this when you have a class at the same time on more than one day. Duplicate the class changing the day each time.)

To delete a class tap "Delete".

To finish editing classes tap the "Done" button.

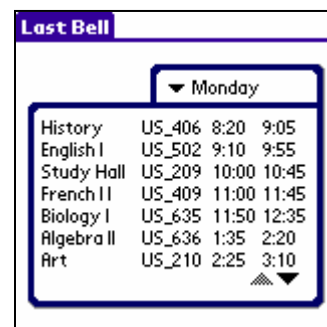
You are now on the **Main Screen**.

Viewing the Schedule

To view the schedule for a different day of the week tap on the arrow or on the current day and then choose a day from the list.

This will show your schedule for that day. To edit a particular scheduled class you can tap on it in the schedule.

Each time you start the program it will automatically go to the current day of the week.



The screenshot shows the 'Last Bell' app interface. At the top is a purple header with the text 'Last Bell'. Below it is a dropdown menu currently set to 'Monday'. The main area displays a list of classes with their names, room numbers, and times. At the bottom right, there are navigation arrows.

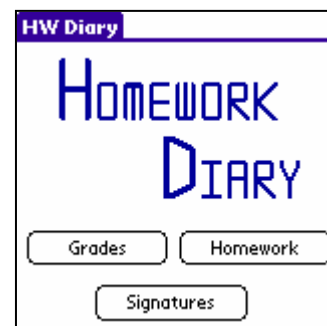
▼ Monday			
History	US_406	8:20	9:05
English I	US_502	9:10	9:55
Study Hall	US_209	10:00	10:45
French II	US_409	11:00	11:45
Biology I	US_635	11:50	12:35
Algebra II	US_636	1:35	2:20
Art	US_210	2:25	3:10

HW Diary

On the menu under "Options" there is a choice called "HW Diary". Tapping this will display a dialog with "Lib not found! Lib=HwDy". To download HW Diary so that this dialog does not display visit:

<http://www.handango.com/Platform/ProductDetail.jsp?productId=52952>.

HW Diary is a homework, grades, and signature manager. All of the classes entered in Last Bell (in the **Last Bell Edit Classes** screen) will appear in HW Diary and visa versa.



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Version History

Version 1.0 - Initial Release

License Agreement

The license agreement appears at the beginning of the installation of Last Bell on your handheld. You must accept this agreement in order to proceed with the installation. A copy has been provided below for further review.

BY CLICKING ON THE "ACCEPT" BUTTON AT THE BOTTOM OF THIS SCREEN, YOU CONSENT TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO ALL OF THE TERMS OF THIS AGREEMENT, CLICK ON THE "DECLINE" BUTTON, IN WHICH EVENT THE INSTALLATION PROCESS WILL NOT CONTINUE, OR ABORT THE INSTALLATION.

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No Waiver. The failure of either party to enforce any provision of this Agreement shall not be deemed a waiver of such provision. The rights of Varibyte under this Agreement are in addition to any other rights and remedies provided by law.

Remedies. You acknowledge that a breach by you of any provisions of this Agreement would cause irreparable harm to Varibyte, the extent of which would be difficult to ascertain. Accordingly, you agree that, in addition to any other remedies to which Varibyte may be entitled, it may seek immediate injunctive relief in the event of a breach by you of any provisions hereof and that Varibyte will be entitled to a temporary restraining order and preliminary injunction.

Indemnification. In the event of a breach by you of this Agreement, unauthorized or improper use of this limited license, negligent use of this limited license, or any use of this limited license which results in any claim or lawsuit against Varibyte, its officers, directors, employees or agents by any party, you will indemnify and hold harmless Varibyte, its officers, directors, employees and agents for all losses, damages, liabilities, costs and expenses (including actual attorney's fees and all related costs) which Varibyte, its officers, directors, employees and agents sustain or incur.

5. Miscellaneous Provisions.

Trial Version. A trial version of the Software Product may be provided to you. The terms of this Agreement also apply to any trial version of the Software Product, to the extent applicable.

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Assignment. Nothing stated in this Agreement permits you to transfer or otherwise assign your rights under this Agreement to any third parties.

Governing Law. This Agreement will be governed by and construed in accordance with the laws of the State of North Carolina, without reference to conflicts of law principles.

Partial Invalidity. If any provision in this Agreement shall be found to be invalid or unenforceable in any jurisdiction in which this Agreement is being performed, the remainder of this Agreement shall be valid and enforceable and the parties shall negotiate in good faith, a substitute enforceable provision which most nearly affects the parties' intent in entering into this Agreement.

Notices. Notices under this Agreement to you will be provided either pursuant to written notice or pursuant to e-mail correspondence.

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