

AppMAN![™]

*DOS Application
Run-time
Manager*

❖ User's Manual

AppMAN! version 1.2
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User's Manual
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Introduction

Welcome to AppMAN!, the DOS Application Runtime Manager for the HP 100/200LX. This software package will greatly enhance your ability to run DOS programs from the built-in Application Manager provided with your palmtop. Even though the 100/200 LX does not at first appear to be a PC-Compatible computer, because of its built-in applications, it is a very capable PC. AppMAN! lets you realize this potential without the need to learn how to use a DOS computer.

AppMAN! is a program designed to increase the capabilities of Application Manager in its function of launching DOS programs. It does this through your use of two programs - APPEDIT.EXE and AR.COM.

AppEdit provides a DOS optimized interface to the setup file for Application Manager. It gives you a wide range of options that will allow you to launch a DOS program without having to configure each time or waste space with batch files. A complete description of each option is included later but the following is a summary:

- Startup Drive and Directory
- Command Line switches, parameters, and files
- Memory Block Size
- Icon Selection
- Screen Mode, Color and Mapping
- Serial Port Mode
- Power Management
- Block Cursor and Cursor Tracking
- Command Line Prompt
- HP 95LX Emulation
- Type of Return

AR.COM, referred in the manual as AppRun is the launch utility that carries out all of AppEdit's instructions. It is designed to be run from Application Manager. Once it has launched your DOS program, it releases all but 1.4K of memory. It safely exits transparently when you quit your program.

Quick Start

While we would like you to read the entire manual before using AppMAN!, we are also realists. Therefore, this section is provided to get you up and running quickly.

In order to load AppMAN! you will need a serial cable and a PC or floppy drive. Follow the steps in the applicable section:

Installing From a PC

- 1 Insert the AppMAN! program disk into your PC floppy drive.
- 2 Log onto the drive by entering **A:** for A drive or **B:** for B drive at the DOS prompt.
- 3 On your PC enter **INSTALL** at the DOS prompt.
- 4 Follow the instructions on the screen.

Installing from a Macintosh or other computer

- 1 Create a subdirectory on your HP 100/200LX named **APPMAN**. It can be on A: drive or C: drive.
- 2 Load your serial port file transfer program on your Macintosh or other computer.
- 3 Transfer all of the files in the root directory on the AppMAN! program diskette to the APPMAN subdirectory except **INSTALL.BAT**.
- 4 On your 100/200LX, move **AR.COM** from the APPMAN subdirectory to the root directory of the same drive.
Example:

```
C:> COPY C:\APPMAN\AR.COM C:\
```

Installation of AppMAN!

All of the files that you need to install and run AppMAN! are included on the supplied program diskette. Since your HP 100/200LX does not include a floppy drive, you will need to set up your 100/200LX to have access to one. This can be accomplished in several ways; all of which require that you have the 100/200LX serial cable, HP Part #82222A. This cable is available separately or is included in the Connectivity Pack software package. Both items are available from us by calling 800-825-9977.

We have set up two different installation sections that pertain to the different installation possibilities. Please follow the instructions contained in the section that is appropriate for you.

Installing AppMAN! from a PC

AppMAN! is provided with an automatic installation program that will transfer the required files to your 100/200LX into the proper locations. Please follow these steps.

- 1 Hook up your 100/200LX to your PC using the HP serial cable.
- 2 Insert the AppMAN! program diskette into your floppy drive and log onto it at the DOS prompt. You can do this by entering **A:** for A: drive, **B:** for B: drive, etc. *Make sure that you have Windows or other multi-tasking software unloaded.*
- 3 Enter **INSTALL** on your PC and you will see the Welcome Screen from our install program.
- 4 Enter **P** to start the PC installation process.
- 5 Enter **1, 2, 3, or 4**, to correspond to the PC serial port to which your 100/200LX is connected.
- 6 Close all of you 100/200LX applications and reboot the machine by pressing [Ctrl]+[Alt]+[Del].

- 7 Open FILER, and verify that the data rate is set to 19200 bps by entering the following sequence:
[Menu][C][R]19200, Com1, [Enter]
- 8 Press A or C to indicate the disk drive on which the AppMAN! files are to be installed.
- 9 If the transfer was successful, you should now have an APPMAN subdirectory that includes the files listed below.

Included Files

The following files have been included on your AppMAN! disk.

APPEDIT.EXE

This is the AppMAN! Editor that sets up your DOS applications.

AR.COM

This is AppRun which is the DOS program launcher that carries out all of AppEdit's instructions.

APPMAN.NDB

This is the online documentation file formatted to be used in the built-in Notetaker application.

ICN100.EXE

This is a Freeware icon editor that can be invoked from AppEdit. It allows for viewing, creating, and editing AppMgr Icons.

***.ICN**

These are a collection of AppMgr Icons that can be used to identify your DOS applications.

Registering AppRUN

Before all of the features of AppRUN can be used you must register AR.COM to your machine. This is easily done from Filer by performing the following steps:

- 1 Open Filer and highlight AR.COM.
- 2 Press [Enter] and you should see the following message displayed:

AR.COM has been successfully initialized.

If instead you get the following message:

ERROR: Interrupt 1C has been hooked by a TSR.
Launch System Manager without loading TSRs
and run AR.COM from Filer again.

temporarily remove any TSRs from your AUTOEXEC.BAT file, reboot and run AR.COM from Filer again. Once you get the success message you can re-install your TSRs.

Using APPMAN.NDB and Notetaker

APPMAN.NDB is the tutorial and help file for AppMAN!. It is designed to be used in the built-in Notetaker application. We put this document in this form to allow you to easily switch back and forth between AppMAN! and our instructions. This is done using [Ctrl]+[123] and [Ctrl]+[Memo]. This file is arranged in sections for ease of navigation. You can also easily edit or delete sections to minimize its size and maximize its utility.

To load the file, follow these instructions.

- 1 Open Notetaker by pressing [Ctrl]+[Memo].
- 2 Press [Menu][F][O] and highlight the APPMAN.NDB file in the APPMAN directory.

3 Press [Enter] to load the file into Notetaker

You can now use the file to run the tutorial or as a help reference. The F3 key allows you to zoom the note to full screen, while the F6 and F7 keys let you move forward and back without going to the Main Screen.

Using AppEdit

In this section we will walk you through a quick tour of AppEdit. If you haven't done so already, press and run APPEDIT.EXE by highlighting it and pressing ϵ . If Application Manager was open you will briefly see its screen displayed as it is shut down. This is a safety mechanism since both AppMAN! and AppMgr modify the same APPMGR.DAT file.

You should now see the Program Menu screen listing all of the applications that you have set up in Application Manager. There are a maximum of 38 slots available though only the next available slot is displayed.

At this point we will add the AppEdit program to your list. Simply follow these steps.

- 1 Enter the number of the empty slot. If you already have 38 apps, select one that you don't need.
- 2 You are now at the Entry Menu. Press [E] to edit it.
- 3 You are now in the edit mode. Press [A] to edit the Menu Name.
- 4 Press [B] and enter the complete file specification of AppEdit. For example: C:\APPMAN\APPEDIT.EXE.
- 5 Press [C] and enter the path to AppEdit. For example: C:\APPMAN. (no trailing \ is necessary.)
- 6 Press [E] and enter 100 for the Memory Block Size.
- 7 Press [F] for the Icon and [A] to scroll through the A files. Keep pressing it until you see "appman" displayed. Now, press [Enter].
- 8 Since AppEdit does not need the serial port, press [J] until "Off" is displayed.

- 9 Press [K] until "No Pause" is displayed to allow AppEdit to exit without an additional keypress.
- 10 Press [Enter] and [Y] to save changes. Press [Enter] at the Program Menu to exit.

You should now see the AppMAN! icon in AppMgr the next time you launch it.

Using AppRun

AppRun is the program launcher portion of AppMAN!. We have named the file AR.COM in order to save characters. It is designed to be run from Application Manager, not from the DOS prompt. It needs to be located in the root directory of the drive that contains \APPMAN\. The reason for the root directory requirement is that there is a 62 character limit to the Path field in AppMgr. Since AppRun must be included in each entry with its complete file specification, the longer its path is the less characters there are available to set up your DOS programs.

AppRun will not launch if System Manager is not present. Once it launches, it releases most of its code to maximize your available memory. AppRun consumes only about 1.4K while your program is running.

If you press [F3] Edit while in AppMgr you can view an entry that was set up by AppEdit. You will notice that AR.COM is the program called in the Path field. This field has a specific syntax and should only be edited manually with care.

AppMAN! Command Reference

The two modules of AppMAN! have an extensive set of commands in order to provide you with the greatest flexibility. Below is a complete listing with descriptions.

AppEdit Entry Reference

This section describes each option in AppEdit. AppEdit will only allow you to modify DOS program entries. Changes are not saved until you exit the Edit mode.

When you launch AppEdit you may see AppMgr displayed for a brief moment. This is AppEdit attempting to close AppMgr. If it is successful, you will see the Program Menu. If not, an error will be displayed and you must close AppMgr yourself. AppEdit and AppMgr cannot be running at the same time as they both need to modify APPMGR.DAT.

Menu Name

This field allows you to specify the name that will identify your program in Application Manager. It can be a maximum of 14 characters and can have spaces and punctuation. By inserting an ampersand character, **&**, the following character becomes a hotkey. By pressing it while in AppMgr, you will launch your application. For example, **&AppMAN!** will display as **AppMAN!** in Application Manager and will launch by pressing **A**. Multiple occurrences of the same hotkey are allowed. The first one beyond the cursor position is the one that will be launched. You can assign the same letters as are used by the built-in apps as long as you make sure that your new app appears before the built-in ones in AppMgr.

Pressing **[A]** will place the cursor at the end of the current data. You can then press **[BkSp]** or use the **[<-]** and **[->]** keys over whatever letters you need to change. The full range of editing keys are supported. Press **[Enter]** when you have completed the entry.

- *This field is required in order to save your entry.*

File Specification

This field is where the program's file specification is entered. The complete file name including extension is required. The path may be omitted if the program is located in the directory specified in the Startup Drv:\Dir field. It can be up to 32 characters.

Any DOS program file with an EXE, COM, or BAT extension can be entered. You will get an error if you try to complete an entry without the proper extension. If the program is a BAT file, AppEdit will automatically set it up to be run from COMMAND.COM by placing **COMMAND** in the File Specification field and **/C <file specification>** in the Command Tail field once you have saved your entry. The existence of the program specified is not checked, only that it is of the proper form.

Pressing [B] will place the cursor at the end of the current data. You can then press [BkSp] or use the [->] and [-<] keys over whatever letters you need to change. The full range of editing keys are supported. Press [Enter] when you have completed the entry.

- *This field is required in order to save your entry.*

Correct Examples:

CHKDSK.EXE	D:\CHKDSK.EXE	START.BAT
------------	---------------	-----------

Incorrect Examples:

CHKDSK	D:\DOS\CHKDSK	MEMO.EXM
--------	---------------	----------

Startup Drv:\Dir

This field specifies the drive and directory that will be current when your program launches. It can be used to locate your program for launching, allow your program to find its support files, or allow it

to startup in the directory that contains your data files. The trailing slash should only be used for the root directory. A maximum of 32 characters is allowed.

Pressing [C] will place the cursor at the end of the current data. You can then press [BkSp] or use the [←] and [→] keys over whatever letters you need to change. The full range of editing keys are supported. Press [Enter] when you have completed the entry.

➤ *This field is required in order to save your entry.*

Correct Examples:

A:\

D:\DOS

A:\DATA\TEXT

Incorrect Examples:

A:

D:\DOS\

A:\DATA\TEXT.DOC

Command Tail

This field allows you to specify command line parameters or options that can be passed to the program when it launches. This field can be up to 38 characters. Your DOS program must support this function for it to work. You should only use this option for parameters that you use everytime the program is launched. The Command Prompt option, discussed latter, allows you to specify parameters that change.

For example, if at the DOS prompt you would enter:

```
C:> D:\DOS\CHKDSK.EXE /F C:
```

To transfer this to AppEdit, you would place **D:\DOS\CHKDSK.EXE** in the File Specification field and **/F C:** in the Command Tail field.

Pressing [D] will place the cursor at the end of the current data. You can then press [BkSp] or use the [←] and [→] keys over whatever letters you need to change. The full range of editing keys are supported. Press [Enter] when you have completed the entry. A

space character is embedded to separate the Command Tail from the program file specification.

If you use this field in conjunction with the Command Prompt option, the text in this field will appear first, then the text from the Command Prompt will be added. By default a space will be added to separate the text between the two. If you would like to have the text joined, a carat, ^, should be added to the end of the Command Tail field.

Example:

```
A:\AR.COM /2PO D:\DOS COMMAND.COM /C DIR A:\^|200
```

The above example will let you fill in any subdirectory at the Command Prompt when launched without having to enter the drive.

Memory Block Size

This field allows you to specify the amount of memory reserved for your program. Normally, when you launch a DOS program from AppMgr it is given the amount of memory specified in the built-in SETUP application under [System], [Advanced]. This field will override your setting of the DOS memory size in SETUP. The value is in KBytes; 100 is equal to 102,400 bytes. If the value selected is too small for your program, it will not properly launch or run and may cause your system to lock up. If it is larger than the memory that is available, your program will not launch until you close some applications. If the entry is left blank then all available memory is given your program and additional built-in apps will not launch. It is recommended to start high and work down in determining the optimal value.

There is no automatic way to determine the amount of memory that a program actually needs. Many times this requirement can be found in the program's documentation. Just because a program launches does not mean that it will continue to run in the available memory. It is advised that you back up important data whenever trying out a new program.

Pressing [D] will place the cursor at the end of the current amount. You can then press [BkSp] or use the [←] and [→] keys over whatever numbers that you need to change. The full range of editing keys are supported. Press [Enter] when you have completed the entry.

AppEdit does not allow any value less than 64. If you enter such a value, it will be changed to 64. While values above 420K are permitted, you will never be able to launch your program as there will be insufficient memory available.

Icon Name

This field displays the name of the icon associated with your program. It is the filename of the icon file without the ICN extension. Press [F] to activate the field. Pressing [Tab] will scroll through all available icon files in the APPMAN directory. Only icon files in the current directory when AppEdit is launched will be displayed. Pressing a legal file name first character, A-Z, 0-9, etc., will start scrolling the names whose first character matches the one pressed. Pressing the character a second time will display the next matching file. Pressing [Enter] after displaying the desired name will select it. You cannot directly edit this field. The icon image is stored in the APPMGR.DAT file, therefore once the icon file is saved, its ICN file is no longer required.

Pressing the Spacebar will launch an icon editor/viewer with the ICN file passed as a command tail. Any editor/viewer may be used provided that it is renamed ICN100.EXE and resides in the APPMAN directory. A Freeware editor courtesy of Andy Gyrz of HP is included on the disk.

Only ICN files residing in the APPMAN subdirectory can be selected or displayed.

- *This is a required field and an error will be generated if you attempt to save your entry without selecting an icon.*

Screen Mode

This field allows you to specify the screen mode that is set when your program launches. This allows you to optimize the display for your application. Any of the eight text modes may be selected by pressing [G] until the desired one is displayed.

This option has no effect if your program sets the display itself when it launches. You will also notice that the 64x18 mode is only available in the two CGA selections. You may always use the [Zoom] key after your program launches providing it does not use the two graphics modes. The [Zoom] key will not change between mode types only between sizes.

If your application launches and all that is displayed is a blank screen or a cursor, it is likely that the screen mode is improperly set. Use the normal key sequence to exit your application and try a different setting.

- *Programs written for the HP 95LX should be setup by selecting the MDA Mono 40x16 mode.*

Screen Color

This field allows to to specify whether your program is launched in the Normal color, black letters on a white background, or the Reverse color, white letters on a black background. Pressing [H] switches between the two colors.

This option is identical to using the [On]+[/] hotkey.

Color Mapping

This field specifies the type of color mapping that is selected when your program launches. There are two modes, Normal and Alternate, that are selected by pressing [I]. This option only affects the CGA Color screen modes.

This option is identical to using the [On]+[*] hotkey.

Serial Port

This field specifies the serial port mode that is set when your program launches. The WIRED mode is set for programs that use a cable attached to the serial port. This is the default selection. The IR mode is designed for infrared communications. The OFF setting removes power from the serial port. These modes may be selected by pressing [J] until the desired selection is displayed.

The serial port is returned to its previous status and condition when your program exits. System Manager is also prevented from interfering with the serial port.

This selection will over-ride the port power setting in the built-in SETUP application.

Type of Return

This field specifies what happens when you quit your program. The PAUSE selection requires that you press a key after you exit in order to return to the built-in apps. This is the default selection. This is useful for programs such as CHKDSK that display an output and immediately exit.

The NO PAUSE selection allows you to exit right into the previous built-in application without a keypress and return directly to the last selected application.

The QUIT selection is designed to allow you to also automatically quit AppMgr when you exit. If another application is the next one then it will simply receive an Escape key. This option is toggled by pressing [K].

Light Sleep

This field specifies the status of the power management, known as Light Sleep, when your program launches. Some software runs very slow on the 100/200LX because of its power management. This option, toggled by pressing [L] , will allow you to disable Light Sleep for those programs. It will always be restored when your program exits. The default is Light Sleep enabled.

Care should be taken with this option as battery consumption is tripled when Light Sleep is set to OFF.

Block Cursor

This field allows you to specify that a BLOCK Cursor, "■", be used instead of the default underline one. This is toggled by pressing [M]. The default is Block Cursor On. If an application changes the cursor to a size other than the default two line one, the Block Cursor option will be over-ridden.

Cursor Tracking

This field allows you to specify whether Cursor Tracking is ON or OFF when your program launches. This selection is toggled by pressing [N]. The default is On. Cursor Tracking when enabled causes the screen to move in order to always display the cursor. It is only active when you are in a 40 or 64 column mode. It has no effect in the 80 column modes.

If your application causes the screen to needlessly jump around, try launching your program with Cursor Tracking set to Off.

95LX Emulation

This field specifies whether your 100/200LX appears as a 95LX to your program. If it is set to ON then a program designed for the 95LX will think its is running on one. ACT! for the 95LX is just such a program that will benefit from this option. Programs that use the 95LX graphics mode will still only display in the center of the screen as this is a limitation in the hardware of the 100/200LX. The default is 95LX Emulation Off. Pressing [O] toggles this option.

Prompt For Command

This field allows you to pass a command tail to your program when it launches. If activated, by pressing [P], a box will be displayed whenever you launch your program. You can then enter command line parameters, file names, etc. to be passed to your program. The text in this box is placed after that specified in the Command Tail field.

Pressing [Enter] without a character will launch your program as if this option was disabled. This option will only work with programs that support command tails. The default is Command Prompt Off.

AppRun Command Line Reference

AppRun is designed to be used solely from AppMgr. If you attempt to use it without System Manager loaded, you will get an error. AppRun has a specific command line syntax that is inserted in the AppMgr *Path* field. This syntax is as follows:

```
C:\AR.COM /switches Drv:\Dir <programe> <tail> |nnn
```

➤ *Please note the spaces between each parameter. They are required.*

/switches

This parameter sets up the HP 100 hardware prior to launching your program. These options are supplied by AppEdit. Below is a listing of legal switches.

- /1** Sets screen to MDA mono mode with 40x16 size
- /2** Sets screen to MDA mono mode with 80x25 size
- /3** Sets screen to CGA mono mode with 40x16 size
- /4** Sets screen to CGA mono mode with 64x18 size
- /5** Sets screen to CGA mono mode with 80x25 size
- /6** Sets screen to CGA color mode with 40x16 size
- /7** Sets screen to CGA color mode with 64x18 size
- /8** Sets screen to CGA color mode with 80x25 size
- /9** Sets 95LX emulation mode
- /B** Disables block cursor display
- /I** Turns on serial port and sets it to Infrared mode
- /L** Disable Light Sleep power management
- /M** Sets screen to Alternate color mapping

- /N** Exits DOS program directly to previous application
- /O** Turns off serial port power
- /P** Prompt for command tail on launch
- /Q** Exits DOS program and AppMgr without a keypress
- /R** Sets screen to reverse video mode
- /T** Turns off Cursor Tracking
- /W** Turns on the serial port and set it to Wired mode

The order of the switches is not important, but there should be only one forward slash, /, and no spaces between switches. A space is required at the end of the string.

Drv:\Dir

This is the parameter that specifies the start-up drive and directory when your program launches. There should only be a trailing backslash, \, when you are specifying the root directory. A space is required at the end of the string.

- *This is a required entry.*

<programe>

This is the filename plus extension of your DOS program. The complete file specification is allowed but not necessary if the program resides in the start-up directory. Only COM and EXE extensions are allowed in this field.

- *This is a required entry.*

<tail>

This parameter is the command tail for your DOS program. If the tail ends with a carat, ^, and the P switch is active, the text from the tail will be joined with the text from the Command Prompt.

| **nnn**

This parameter specifies the size of the memory block given to your DOS program in KBytes. The minimum is 64 and the maximum is approximately 420K. If the number is left blank, then all available memory will be given to your application.

Using Application Manager with AppMAN!

AppMAN! is not designed to replace Application Manager but to enhance its functionality as regards to launching DOS Programs. Both programs edit your C:_DAT\APPMGR.DAT file and therefore care is taken to prevent conflicts or corruption.

- *We recommend that you keep copy of your most current APPMGR.DAT should you have a problem.*

There are a number of functions that are left to AppMgr including moving and deleting entries. This is necessary to allow it to properly update System Manager. Changes made by AppMAN! do not take effect until AppMgr is reloaded.

AppMAN! and the Built-in Apps

AppMAN! does not let you alter any of the parameters in APPMGR.DAT with regards to the built-in applications. AppMAN! is designed to work with DOS programs only. You can view the built-in entries in AppEdit but you cannot change or delete them.

AppMAN! and System Compliant Programs

System Compliant programs are installed using AppMgr, not AppMAN!. These are programs that have an EXM file extension. They are not DOS programs, therefore while their entries can be viewed in AppEdit, they cannot be changed or cleared. This task is handled quite competently by the built-in AppMgr.

Closing Application Manager

Since both AppEdit and AppMgr need to edit the same APPMGR.DAT file it is not safe for both applications to be running at the same time. When AppEdit launches, it checks to see if AppMgr is open. If it is then AppEdit attempts to close it. If it is unsuccessful, AppEdit will exit with a beep and an error message. You should then close AppMgr manually and re-launch AppEdit.

If you alter open AppMgr with AppEdit already open, you will not be allowed to save any entries until you close AppEdit. If you change the APPMGR.DAT file with AppMgr while AppEdit is open you will not be able to save the current edit entry.

Troubleshooting AppMAN!

AppMAN! is a DOS program but its components will only run on an HP 100/200LX. There are three types of errors that you may encounter when using it. The following notes covers in detail these types.

AppEdit Errors

ERROR: Please close Application Manager and re-launch

This error will be displayed if AppEdit found AppMgr open but was unable to close it. You need to do it manually and then re-launch AppEdit.

ERROR: Please close Application Manager. Press any key to go to AppMgr.

This error will be displayed if AppMgr has been opened after AppEdit has been launched. You must quit AppMgr to continue.

ERROR: Entry cannot be saved. APPMGR.DAT has been changed by AppMgr since launch. Press any key to go tho the Main Menu.

This error will be displayed if you have edited the APPMGR.DAT file with AppMgr while AppEdit was in the Edit mode. You will not be able to save your settings as the information that AppEdit has in memory is no longer valid. By going to the Main Menu, AppEdit will re-read the APPMGR.DAT file and you will once again be able to edit and save entries.

ERROR: Not running on an HP 100/200LX

This error will be displayed if you try to run APPEDIT.COM on a PC.

ERROR: APPRUN.COM must be in the root directory.

This error will be displayed if APPRUN.COM is not found in the root directory of the current drive. Copy it there and re-launch AppEdit.

ERROR: C:_DAT\APPMGR.DAT is corrupted or missing. Please delete it and run Application Manager.

This error will be displayed if APPMGR.DAT is the wrong size, due to corruption or it is missing. If it is there delete it or replace it with a backup. If you do not have one, you can run AppMgr and, it will create a new one for you.

ERROR: Fields A through C and F need to be completed. Press any key to return to edit mode.

This error will be displayed if you attempt to save an entry with any of the required fields missing. Simply complete these fields and re-save.

Your entry has exceeded the 62 character limit by x. Please shorten the entries in any of fields B thru D.

This error occurs if the number of characters in the fields B through D will cause the Path field to exceed the 62 character limit. This does not mean that you have a total of 62 available in these fields but that when AR.COM and the options are added, you will exceed the limit.

AppRun Errors

ERROR: Unable to launch program. DOS error #

This error is displayed if AppRun could not launch your program. The error number corresponds to the standard DOS errors. The following are the most common errors.

- 2 If the error number is 2 then your program was not found.
- 3 If the error number is 3 then the path to your program was invalid.
- 8 If the error number is 8 then there was insufficient memory to launch your program.

ERROR: Not running on an HP 100/200LX.

This error is displayed if AR.COM is run on any computer other than a 100/200LX.

ERROR: System Manager is not loaded.

This error is displayed if AR.COM is run without System Manager loaded. Enter **100** to load System Manager and re-launch.

Other Errors

If you receive an error not listed in the other two notes then it is likely an error from the program that you are trying to launch. Increase the memory size and try launching again.

Technical Support

As this program is freeware there are limited technical support resources.

Email

Marks@ricochet.net

Compuserve:

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