

Product referenced: BootMan 2.00  
Document version: 2.00

## BootMan User Guide

### Purpose

BootMan provides access to system functions related to starting up the phone, and lets you specify which programs will be started or closed automatically.

### Compatibility

BootMan can be installed and executed on smartphones running on Symbian 7.0 with UIQ 2.0 or 2.1. Compatible devices include the SonyEricsson P910, P900, P800, the Motorola A1000, A925, A920, furthermore BenQ and Arima smartphones running on UIQ 2.

### 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 list

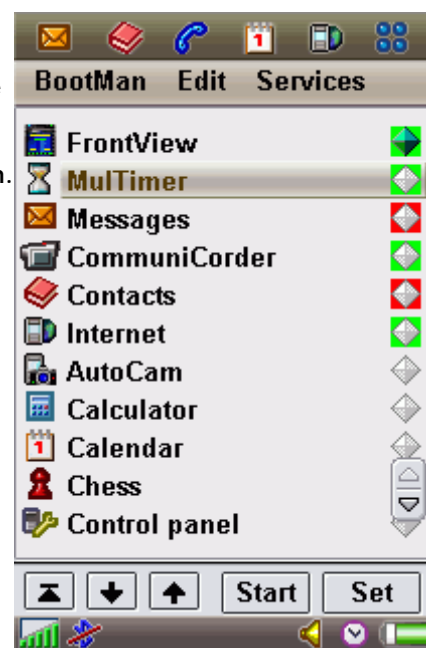
BootMan's main view lists all applications installed on the phone. Programs that are selected for boot-time processing are shown at the top of the list.

Icons at the right side represent the status for each application. Programs started or closed automatically at boot-time are marked with green and red icon background, respectively, and the foreground application's icon is emphasized (see the illustration).

To set or change the startup properties for the selected application, press the Set toolbar button, thus bringing up the Properties view (see below).

To clear the autostart list, select the Edit/Reset all menu item.

The selected application can be launched immediately by tapping on the Start toolbar button.



### Application properties

The upper part of the screen shows various features of the application:

- | *UID*: Unique application identifier.
- | *Version*: Version information.
- | *Drive/Directory*: The install location of the program.
- | *Flip modes*: Status(es) of the flip when the program can be displayed.
- | *Status*: Current execution status with memory consumption if running.

On the lower part of the screen you can set the required behavior of the application:

- | *Boot action*: Select what action to be performed on the program at boot time.
- | *Flip state*: Select the flip state(s) required for the above action.
- | *Foreground*: Check to display the program after the boot sequence completed.

Press the Icon button on the toolbar to toggle displaying the application icon as view background. To accept changes and return to the list view, press the Back arrow button on the toolbar. To exit the view without saving changes, press the jog dial away.

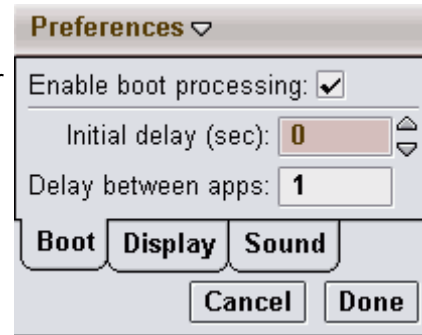


### Preferences - Boot

┆ **Enable boot processing:** This option acts as a main switch for BootMan. Check the option to allow executing your boot-time list. The status icons for autostart applications are dimmed when boot-time processing is disabled.

┆ **Initial delay:** Specify an optional delay in seconds to wait before launching the applications begins. A delay can be necessary if you experience problems with starting programs too early during boot.

┆ **Delay between apps:** Set the number of seconds to wait before starting or closing each program. Increasing the delay may be necessary in case fast processing of multiple applications causes a conflict.

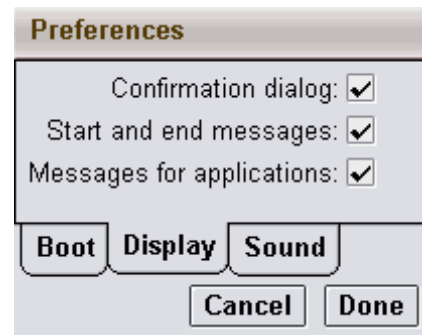


### Preferences - Display

┆ **Confirmation dialog:** Check the option to display a confirmation dialog when the boot sequence starts. This allows you to cancel starting up programs, which may come handy if you happened to have on your autostart list an application which causes a conflict. Note that the confirmation dialog is displayed only in flip open mode.

┆ **Start and end messages:** Set the option if you wish a message displayed when the boot sequence starts and completes, showing a report of the number of started and closed programs as well as memory status.

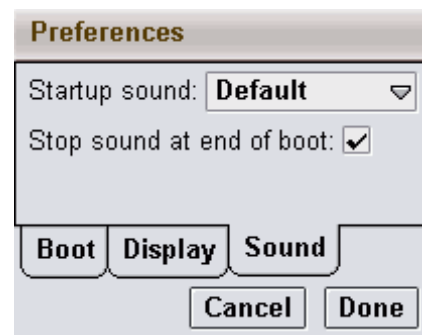
┆ **Messages for applications:** Check the option to request a message displayed whenever a program is being launched, closed, or displayed.



### Preferences - Sound

┆ **Startup sound:** Select a sound file to play when the boot process begins. Note that a lengthy sound may not be appropriate on all occasions.

┆ **Stop sound at end of boot:** Check the option to stop playing the sound as soon as the boot process completes. If the option is unchecked, the entire sound will be played even after the boot module has finished its job.



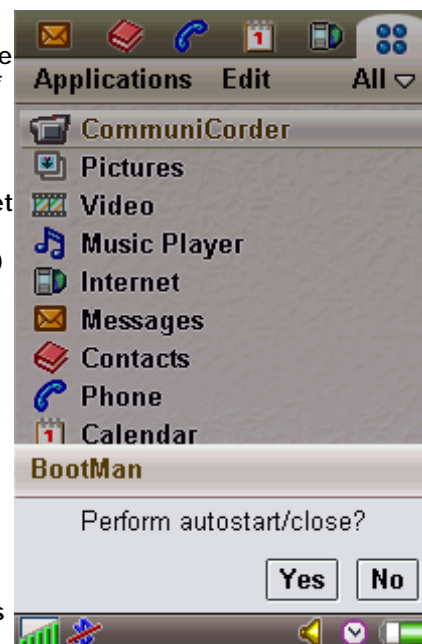
### The boot process

BootMan's autostart module is executed automatically each time the phone is started up. During execution, the startup sound (if any) is played, and a confirmation dialog may be displayed (as set in *Preferences/Display*). Next the applications set to launch are started in the background (so they are not visible at this time). After the launch of all such applications, the programs set to close are processed. Finally, the program marked as foreground (or, if no such program, the last started application) is made visible on screen.

Applications are launched and closed according to their order in BootMan's application list. You can change this order using the arrow buttons at the left part of the toolbar.

The boot-time sequence can also be executed manually by selecting the Edit/Execute all menu item. This is useful for testing your autostart list, or for bringing your phone to the preferred state at any time.

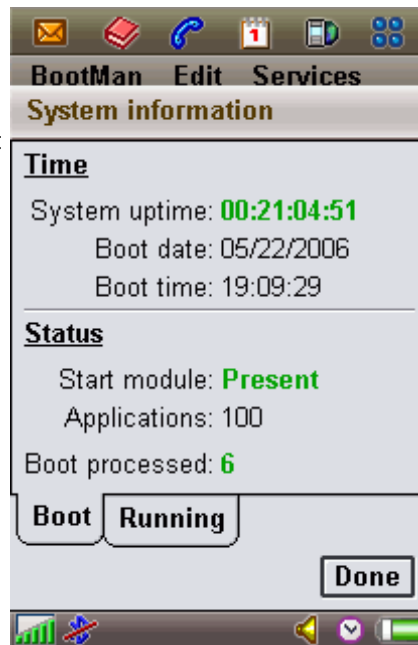
Details of the boot process (like confirmation, messages, delays and sound) can be configured in the *Preferences* dialog (see above).



### System information - Boot

- | *System uptime*: Time elapsed since the last boot, shown as days:hours:minutes:seconds. This is the time your phone is running continuously without restart. A phone in heavy use that was not restarted for a long time is likely to loose free memory usable for running programs.
- | *Boot date*: Date of last boot.
- | *Boot time*: Time of last boot.
- | *Start module*: Status of the BootMan component required for boot-time processing.
- | *Applications*: The number of installed applications, excluding hidden ones.
- | *Boot processed*: The number of programs that you set to launch or close at boot-time.

Some items are colored: **green** indicates OK status, while those that require attention are shown in **red**.



### System information - Running

The list shows applications currently being executed on the phone, along with the amount of memory they use. A tick mark indicates a program which is processed by BootMan at boot-time.

Note that this screen lists only those applications that are active in memory ("tasks"), as opposed to BootMan's main view, which lists all installed programs, including those currently running. Tasks that are always active when the task list is shown are not included (Phone, Applications, and BootMan itself).

Under the list the amount of total free memory (RAM) is shown, or some further details on the selected program, if applicable.

To display the properties screen for the selected program, press the View button.



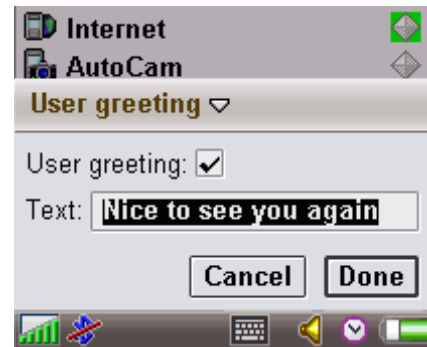
## Services

**Reboot** - Restarts the phone. This ability may come handy for example when the power button of the device is faulty. Restarting the phone can take up to 1 minute on the P910, while it is much faster on other devices.

**Power off** - Turns off the phone.

**Greeting** - Set the text for the greeting which is displayed during system startup. (SonyEricsson phones only.)

**Locks** - Set various lock options that can be checked during system startup. (SonyEricsson phones only.)



## BootMan FAQ

### General

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

**A:** Bootman comes handy when you notice you manually load the same applications every time you start up your phone. BootMan does this automatically for you, quickly bringing the phone to the state you like. You can set any number of programs to be launched (or closed) at boot time.

**Q: How does BootMan differ from other autostart utilities?**

**A:** BootMan has several unique features, like unlimited number of autostart applications, unparalleled configurability (flipmode-dependant execution, delay between executions, launch message, startup sound), and various convenience functions (reboot, power off, access to boot-related services, uptime and other system information).

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

**A:** BootMan can be installed and executed on all smartphones running on Symbian 7.0 with UIQ 2.0 or 2.1. On non-SonyEricsson phones some items in the Services menu may be non-functional.

**Q: Do I need to run BootMan all the time?**

**A:** No, BootMan only needs to be run when you want to change your autostart applications, or use the other features provided by BootMan. When you are done, you can exit BootMan to save operating memory. The boot processor component of BootMan will automatically execute your list next time you turn your phone on, without invoking the configuration part of BootMan.

**Q: Why my assigned applications are started whenever I reinstall BootMan?**

**A:** When you reinstall BootMan, the operating system always invokes its boot-time component, therefore your boot sequence is executed. You can use the confirm option to prevent execution.

**Q: Can BootMan determine and gather all programs that are started by other utilities?**

**A:** Various applications use their own methods for autostart, and BootMan can not access those. BootMan however was designed to handle all your autostart needs, so you can choose to disable the autostart feature of other programs and let BootMan manage them all, using one convenient interface and a high level of configurability.

### Autostart

**Q: How do I select programs for starting automatically?**

In BootMan's main view select the program you want, then press the *Set* toolbar button. In the displayed application properties view select Launch as the *Boot action*, then press the *Back* toolbar button. The selected program is now shown at the top of the application list with a green icon, and will be executed at startup.

**Q: How many programs can I autostart?**

The number of programs that can be handled by BootMan is not limited. However, it is not recommended to start more applications than you actually use, to save memory.

**Q: How do I see which applications are autostarted?**

The programs that you selected for processing by BootMan are displayed at the top of the application list, and marked by distinct status icons at the right hand side.

**Q: What are the icons shown on the right side of the application list?**

Non-processed programs are marked by a light gray icon. Programs that are launched or closed at startup have green and red icon background, respectively. The program which will be displayed in the foreground has an emphasized icon. When autostart is disabled in *Preferences/Boot*, all icons have a gray background.

**Q: Can I prevent a built-in application from always running whenever I turn my phone on?**

You can identify programs autostarted by the system by launching BootMan right after the phone finished booting, and looking at the task list in *BootMan/Info/Running*. Select the application you do not want to run, press the *View* button, then in the Properties view set the *Boot action* to Close. The program will be closed at the end of the boot sequence.

**Q: In what order does BootMan load the programs?**

**A:** In the order of their appearance on the autostart list. Newly added autostart programs go to the end of list, but you can reorder them using the *arrow* buttons on the toolbar. At boot time autostart programs are launched first, then programs selected for closing are processed, finally the foreground program is displayed. The foreground program is the last autostart program, or the one you set as foreground in the Properties view.

## Configuration

**Q: What to do if programs tend to be launched too early at startup?**

**A:** In *Preferences/Boot* you can set a delay BootMan should wait before starting to launch programs, and also a delay to wait between loading applications. Use these settings if you experience any conflict when launching programs in fast sequence.

**Q: How does BootMan support flip modes?**

**A:** BootMan is flipmode-aware, that is the startup execution can behave differently depending on flip mode, according to how you configure the individual applications. BootMan itself works in flip open mode only, which is more appropriate for convenient configuration.

**Q: Can I start and close programs depending on the flip mode?**

In the *Flip state* selector of the Properties view you can specify if a program should be processed in any flip mode, or if you want to restrict it to open or closed mode.

**Q: How to stop displaying the large background icon?**

Toggle the *Icon* toolbar button.

**Q: Can I test my startup sequence?**

Selecting the *Edit/Execute all* menu item executes the boot processor module. This facility is useful for testing and also any time when you want to work with the same set of applications like at startup time.

**Q: Is it possible to temporarily disable the autostart, without losing my startup list?**

In *Preferences/Boot* clear the *Enable boot processing* checkbox. This will disable executing the boot process, while preserving the autostart list. Note that this switch does not disable the startup sound.

**Q: Can the startup process be interrupted?**

A confirmation dialog is displayed at the start of the boot process, if you checked the respective option in *Preferences/Boot*. Select "No" in the dialog if you do not want to execute the boot sequence. This option can be a life-saver if you have set a misbehaving application to start on boot. Note that the confirmation dialog is not available in flip closed mode. When started from BootMan's *Edit/Execute all* menu item, the boot module can be terminated by tapping the same menu item (*Edit/STOP*).

**Q: Can I cancel playing the startup sound?**

You can disable the sound by setting the phone to silent mode. Alternatively, start BootMan and select the uppermost Edit menu item (which displays "STOP" while the boot module is executing). We recommend that you set up a sound file in *Preferences/Sound* whose duration is adequate to you.

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