

Proximate

proximity peer-to-peer framework



User Manual
version 1.0

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I. USER MANUAL

1) Installation

a. Procedure

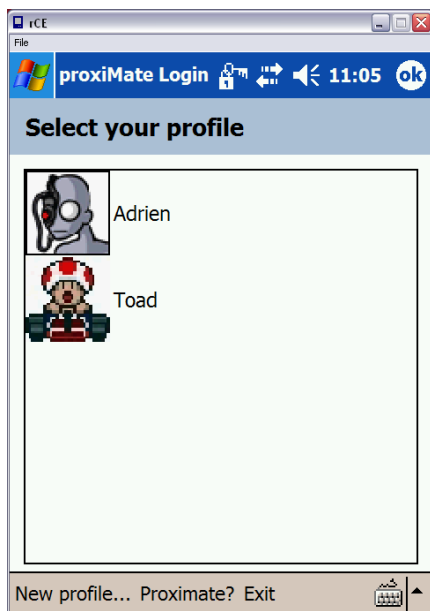
Transfer on your PocketPC and run the cabinet (CAB) file corresponding to the processor of your device. It will be installed under the "Program Files" directory. Please note that Proximate will not run from any other Flash memory.

b. Required files for Proximate

- Proximate.exe
- App.Chat.dll
- Network.Broadcast.dll
- Framework.dll
- Proximate.xml (this is an optional file which contains the Profiles. If not present the file will be created when the Proximate is run).

2) Running Proximate

Once you have the Proximate files copied to the device, run the **Proximate.exe** file to start the Application. It will show you the Main screen.

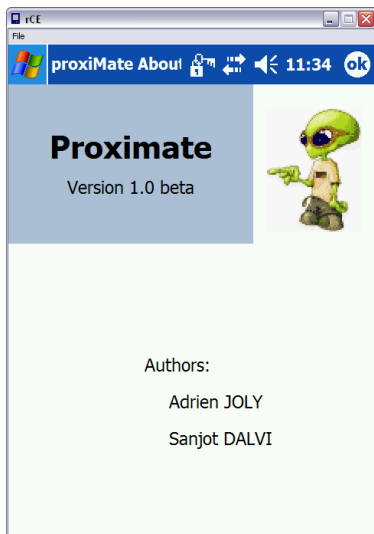


Main Screen

The main screen shows the existing Profiles along with other Menu options. To exit

Proximate just tap on **Exit** at any time and the Application will exit.

Clicking on "**Proximate?**" option displays a form showing the "**About**" details of Proximate.



About screen

3) *Creating a New profile*

If you want to create a new profile click on the "**New profile...**" menu option. This will take you to the Profile creation screen.

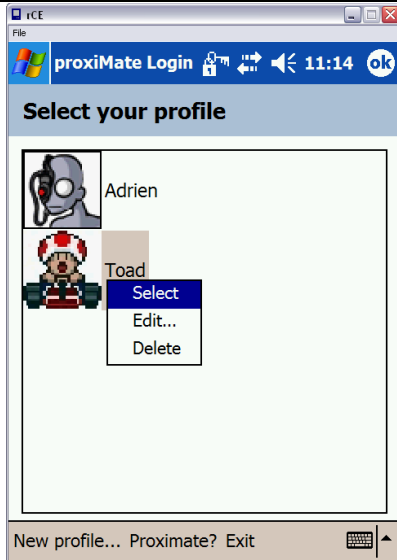
The new profiles window is shown below.



Profile creation Screen

In the Profile creation Screen you can enter a Nickname , email address, other additional information that you want to display as your profile to other users. You can load a picture (.bmp,.jpg,.png,.gif) as an Avatar for your Profile using the **Load...** option. The **Clear Avatar** option clears any loaded pictures for your avatar.

Click on **Ok** once you have finished editing your profile. The profile will be saved.



Main screen optional menu.

4) Editing Profiles

To edit a profile Tap and hold on the profile you want to edit to display an optional menu. Select **Edit...** from the menu and it will show the edit profile Screen where you can edit profile details. Selecting **Delete** will delete the profile.

5) Framework Screen

To enter the Framework Double Tap on a profile or Tap and Hold on a profile and choose **Select** from the optional menu.

The Framework screen is shown below:



Framework Screen

You can change your **Status** to Online, Busy etc. by selecting a status from the List on

the Top right corner of the window.

The Framework is divided into 3 tabs.

- The first tab, **Users** displays a list of online users.
- The 2nd tab, **Create a space...** displays a list of spaces.
- The 3rd tab, **Existing spaces** shows a list of spaces that have been created and which can be joined.

a. Users tab

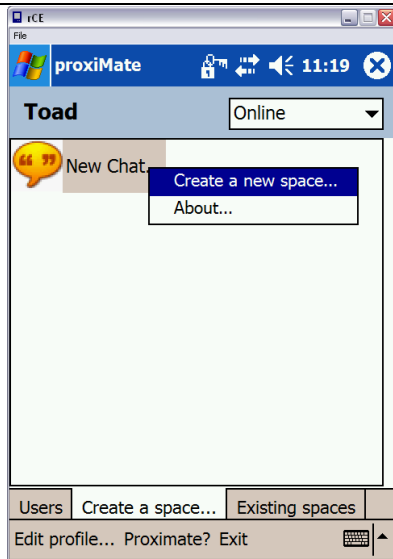
The Users tab shows a list of online users with their **Status**. You can view a User's profile by Tap and Hold on the user and selecting **Profile...** from the optional menu.



Framework screen (viewing a user's profile)

b. Creating a Space

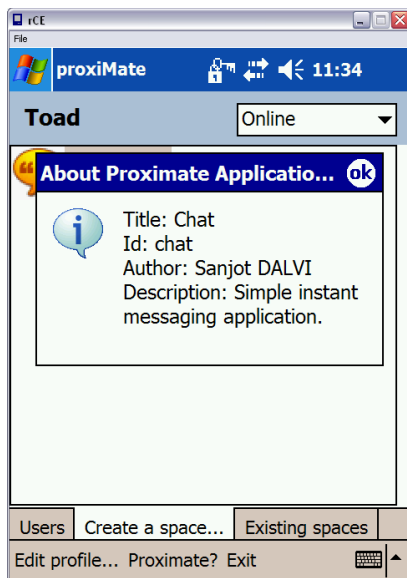
The **Create a Space...** tab is shown below.



Space creation screen

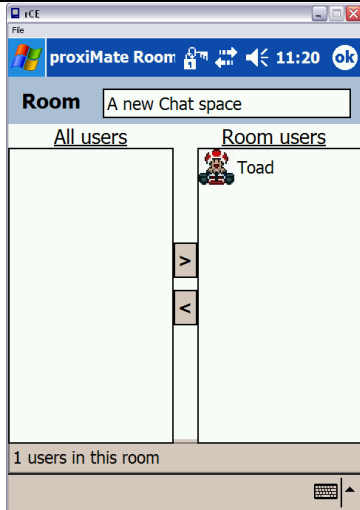
This tab shows a list of applications that can be Run. Currently Proximate only implements a "Chat program" which is shown in the spaces list as **"New Chat.."**

Tap and hold on the **"New Chat.."** to see an optional menu. Clicking on **About..** will show an About dialog box displaying information about the Application (in this case chat application).



Chat App About screen

To create a Space, Double tap on the Space name or Select **"Create a new space..."** from the optional menu. This will take you to the Space creation screen as shown below.



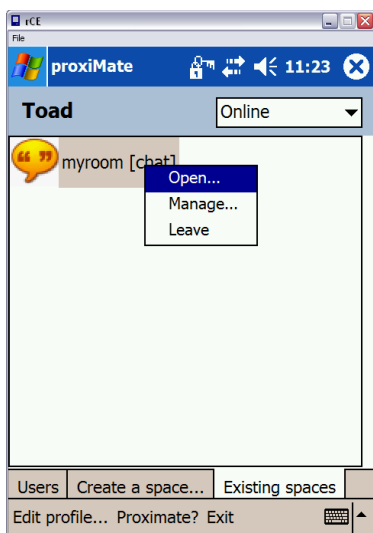
Space creation screen

The space creation screen for the Chat application shows a Room name on the top which you can edit. In addition there are two list of Users. The **All Users** list shows a list of all online users. The Room users list is the list of users that space will be shared with. You can add/remove users from All users to Room users and vice versa by selecting a user and clicking on the move buttons provide in the middle of the screen.

To create a space just click **Ok**.

c. Entering a Space

Once a space has been created (by the user or by some other user who has invited the user in the space), under the **Existing Spaces** you will see a list spaces that you can join.

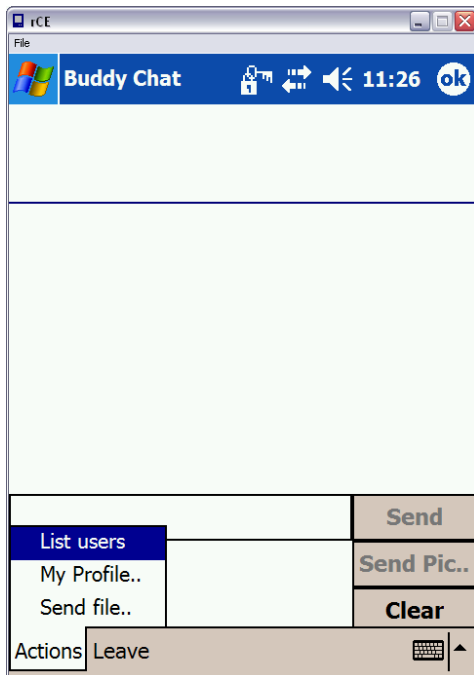


Existing Spaces

To interact with the Space just Tap and Hold on the Space to see the optional menu. Clicking on **Leave** will remove the space. **Manage...** takes you back to the Space editing screen. To enter a space select **Open...**(optionally you can Double tap on the Space).

6) Chat application

This section shows you how to use the Chat application. The chat application is a Peer to peer chatting program which can be used to chat with users (Text/picture chat) as well as send files to users.



Chat Window

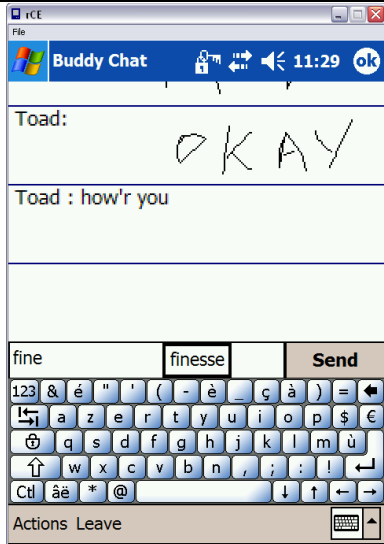
The chat window consists of the chat message display area, Text input area, Write pad area, Send/Send Pic.. and Clear Write pad buttons. Additional menu options are available through the **Actions** menu.

Clicking on the **Leave** menu option terminates the chat application.

a. Sending a Text message

To send a text message, just click in the Text input area and use the *Soft input pane (SIP)* to type in the message. Once you enter something the **Send** button gets activated. Click on the Send button to send the message to all users of the space.

Notice that when you click the Soft input panel, the main chat message display area and, Text input area and the Send button are shifted up so that you can see what exactly you are typing. Deactivating the **SIP** will restore the components to their original state.

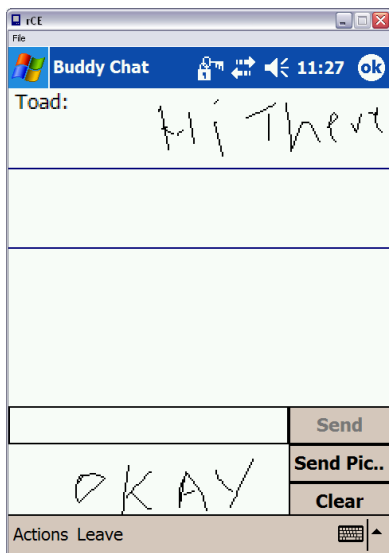


Text messaging.

b. Sending a Picture message

Why type when you can scribble?

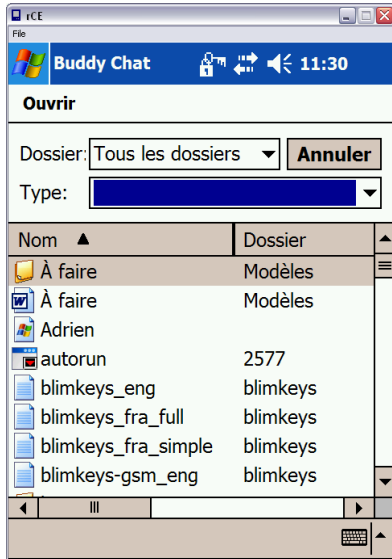
To send a picture message just scribble on the WritePad area (just below the text input box). As you start scribbling the **Send Pic..** button gets activated. Once you are done scribbling, just click the **Send Pic..** button and the Picture message is delivered to all users of the space.



Picture Messaging

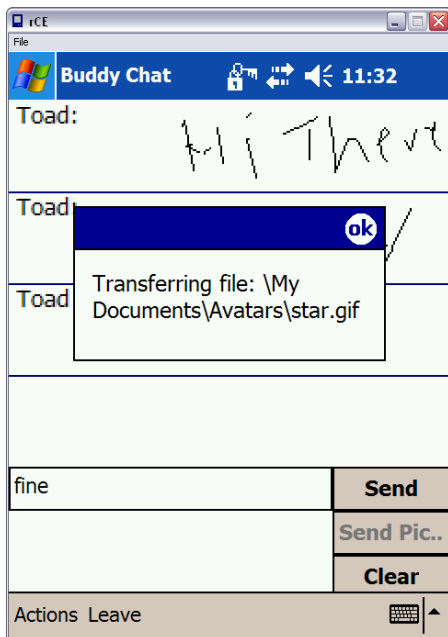
c. Sending a File

To send a file to all users of the space go to **Actions -> Send file...** .A file selection dialog box is displayed. You can send select a file to be sent or **Cancel** the dialog. Selecting a file will send the file to all users of the space



File Select Dialog box

A dialog box confirming the File transfer is shown to you (as below).



On the receivers' end a **Save** dialog box is displayed which allows the user to Save the file on his/her device. The user can opt to not Save the file by choosing cancel.

You can also access your **Profile** information from the **Actions** menu (same as that of the profile screen in Framework).