

Baby Diary

by

Softopoly



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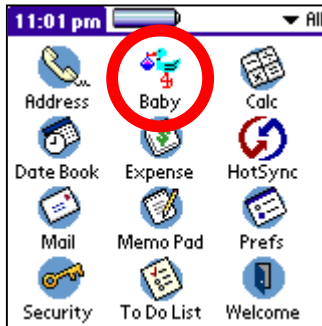
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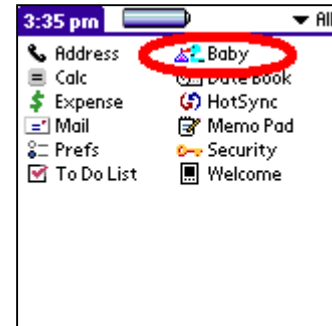
1 Installing the Application

Download file, and Unzip. Double click the resulting file. Installation instructions will be presented on screen and should include specifying a user for installation and instructions to Hotsync your palm to complete the installation process.

2 Using the Application



Once *Baby Diary* has been installed, the application can be started by pressing the “Stork” icon. The “Stork” icon for *Baby Diary* will say “Baby”. Starting the Application for the first time will result in the **Application Registration** screen being displayed.



Online Help is available throughout the application. To access online help, press the menu key located in the graffiti area. Once the menu system is activated, select the **Help** menu item. A brief, context sensitive, help screen will appear. To dismiss the help screen, press the **Done** button.

2.1 User Registration

Upon startup of an unregistered copy of the application or upon selection of the **Register** menu option, the **Application Registration**

screen will be displayed.

The **Application Registration** screen displays Days Remaining until Registration Reminders, and a field to enter an Unlock Key.



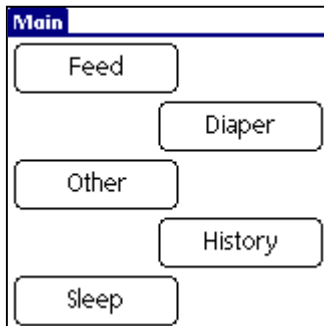
This application will allow continued use with full functionality even without registration however, registration reminders will be displayed starting 7 days after installation. Your purchase insures quality software and continued enhancement.

If an Unlock Key was provided upon purchase of the application, enter the key in the Unlock Key field and press the **OK** button. The application may be purchased at www.Handango.com.

If an invalid Unlock Key or no Unlock Key is entered, the application will display a warning message. If an Unlock Key was entered, select Register from the Help menu to re-enter. If the Unlock Key provided to you at the time of purchase continues to be reported as invalid, please contact Support@Softopoly.com with

your Name, Order ID or Reference Number, and Registration Code for a quick resolution.

2.2 Main Menu



The Main screen allows for selection and utilization of *Baby Diary* Functionality.

Functionality is accessed by pressing one of the buttons. The buttons have been sized for “finger use”.

Pressing **Feed** will cause the Feed screen to be displayed. The “Feed” screen is used for the recording of details of feedings for breast, bottle, and baby food.

Pressing **Diaper** will cause the Diaper screen to be displayed. The “Diaper” screen is used for the recording of details of diaper changes.

Pressing **Other** will cause the Other/Miscellaneous screen to be displayed. The “Other” screen is utilized for the recording of all non-feeding and non-diaper events. Basic support is provided for things like medication tracking, gifts, doctor visits, firsts (first time she rolled over, first time she said “Da da”, ...).

Pressing **History** will cause the History screen to be displayed. The “History” screen shows a list of all the recorded events with basic filtering by event time and type. Printing of events is also performed from the “History” screen.

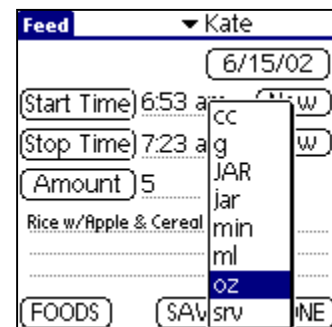
Pressing **Sleep** will cause the Sleep screen to be displayed. The “Sleep” screen is used for recording the start and end times for sleeping as well as a quality of sleep.

2.3 Feeding

The Feed Screen allows for the collection of information related to baby feedings.

The Feed Screen utilizes the application standard Child Selection list and Event Time specification with Finger Friendly Time Input, Graffiti Time Input, or Now Time Input, the standard notes field, and access to the Food List using the **FOODS** button.

The Child Selection list is present in all of the Baby Diary event screens and is always located in the upper right corner. One of the first activities should be to identify all of the children for which the application will be used. If Baby Diary is only used for one child, that child can be defined once and will require no additional effort to use. Reference paragraph 2.8 *Children* for instructions on defining children.



The image shows a 'Feeding Date' screen with a calendar for the year 2002. The months are listed in two rows: Jan, Feb, Mar, Apr, May, Jun and Jul, Aug, Sep, Oct, Nov, Dec. Below the months is a calendar grid with days of the week (S, M, T, W, T, F, S) and dates. The date 9 in April is highlighted with a blue circle. At the bottom are 'Cancel' and 'Today' buttons.

The event date is the next item on the Feed Screen. The event date will default to the current date for new events, and it can be changed by simply pressing the button displaying a date. All dates are currently displayed in the format M/D/YY. If events are recorded as they occur, the event dates will never need to be changed. Should a feed event cross dates (during those late night feedings), the date should be the date that the feeding started. The application will assume that the stop time occurred on the following day if the stop time is less than the start time. Time for events may be entered in one of three ways:

- The quickest way is to use the **Now** button. Pressing the **Now** button will cause the current time to populate the associated field. Note: the **Now** button does not change the date, it only populates the time field.
- Time can be entered by pressing the **Start Time** and **Stop Time** buttons. Pressing either of these buttons will cause a numerical entry screen to be displayed. The numerical entry screens are another “Finger Friendly” way of entering data. Reference paragraph 2.10 *Numerical Entry* for instructions on the numerical entry screen.
- Time can be directly input using graffiti or the pop-up keyboard. Times must be in the format H:MM with an AM/Am/am or PM/Pm/pm designation.

The image shows a 'Feed Start Time' screen. It has a numeric keypad with buttons for digits 0-9, a colon, and an 'OK' button. There are also 'am' and 'pm' buttons at the top right, and a 'Quit' button. A left arrow button is also present.

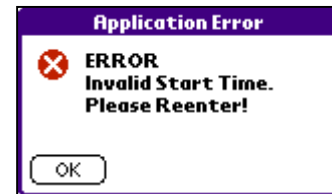
The amount of a feeding is also collected. Amounts for feeding events may be entered in one of two ways:

- Amounts can be entered by pressing the **Amount** button. Pressing the **Amount** button will cause a numerical entry screen to be displayed. This screen functions very similarly to the numerical entry screen for time input. Reference paragraph 2.10 *Numerical Entry* for instructions on the numerical entry screen.
- Amounts can be directly input using graffiti or the pop-up keyboard. Amounts are numeric only and maintain at most a two digit precision.

The unit of measure for amounts may be collected from the numerical entry screen and may also be changed from the **Feed Screen**. Several units of measure have been included to aid in tracking food consumption regardless of breast feeding (*min* for minutes of actual nursing time), bottle feeding (*cc*, *ml*, and *oz*), or even baby food (*JAR* for big jars, *jar* for small jars, *srv* for servings, *g* and *oz* for miscellaneous).

Notes may be associated with any Baby Diary event. The entry area is located at the bottom of the screen for each event and are input using graffiti or the pop-up keyboard. Notes can consist of up to 80 characters and may be viewed in the History Screen as well as with the printed reports.

The **Save** button is used to validate and save any information that has been entered. An Application Error dialog box will be displayed if there is any missing data that is required or if any supplied data is invalid.



The **Done** button is used to leave the **Feed Screen** and return to the Main Menu. If there is unsaved data in the **Feed Screen**, the user will be asked if they want to abandon the data and **Close Anyway** or to remain on the **Feed Screen** **Let Me Finish** and complete the

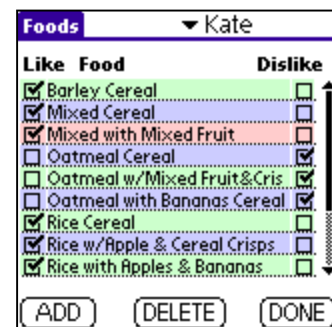
Event.

2.3.1 Foods

The Foods Screen displays a list of foods with indications of the selected child's like and dislike.

The Foods Screen utilizes the application standard Child Selection list. Checkboxes are provided to display and record likes and dislikes of specific foods.

Pressing the **ADD** button will cause the **Specify New Food** dialog to be displayed. Foods that have been added will be added for all children and will start with neither Like nor Dislike indicated. A food may only be added once. A initial list of foods is now provided with Baby Diary installations in the form of a file named BabyFoodSupp.pdb . Install this file at the same time Baby Diary is installed or updated. This will add a list of basic baby foods. This file can be installed multiple times if foods are deleted and then later need to be added.



Pressing the **DELETE** button will cause the selected Food to be deleted for all children. **DONE** will cause any selected food, indicated by the highlighted row, to be placed in the Note field of the Feed Screen. This allows for quick and simple recording of the child's meal/snack.

2.4 Diaper



The Diaper Screen allows for the collection of information related to diaper changes.

The Diaper Screen utilizes the application standard Child Selection list and Event Time specification with Finger Friendly Time Input, Graffiti Time Input, or Now Time Input.

Checkboxes are provided to record Wet and/or Dirty diapers. *Note-it is possible to record a diaper change without a Wet or Dirty indication.*

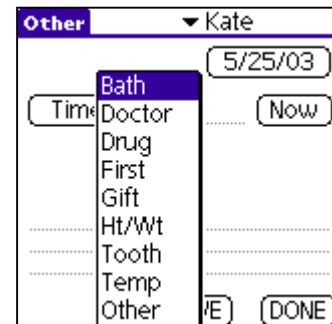
Notes may be collected as described in the Feeding section.

Save and **Done** buttons are provided at the bottom of the screen and provide functionality and error checking identical to that described for the Feed Screen.

2.5 Other

The Other Screen allows for the collection of information not explicitly collected elsewhere in the application. Other information may include: Baths, Doctor Visits (Doctor), Medicine Dosing (Drug), Firsts, Gifts, Height and Weight (Ht/Wt), Arrival of Teeth (Tooth), Running a Fever (Temp), and Miscellaneous Events (Other).

The Other Screen utilizes the application standard Child Selection list and Event Time specification with Finger Friendly Time Input, Graffiti Time Input, or Now Time Input.



Recording the Event Type is performed utilizing a pop-up list of miscellaneous events. Even the pop-up list uses oversized rows and text for easy use. Press the current event type (often **Other** is the current type) to display a list of available options. Select the desired event type from the list and the list will disappear leaving the user's event selection. The event type selected here will be displayed as an event detail. These minor event types are not filterable but are shown on printed reports.

The Medicine Dosing (Drug) and Temp events may prove especially useful when caring for a sick infant. **Be certain to maintain independent/alternate logging of critical medical information.**

Notes may be collected as described in the Feeding section.

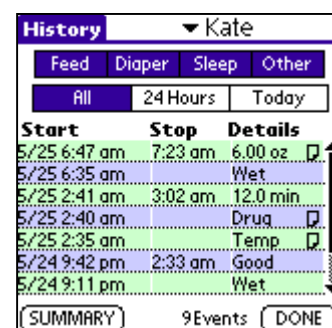
Save and **Done** buttons are provided at the bottom of the screen and provided functionality and error checking identical to that described for the Feed Screen.

2.6 History

The History Screen allows for the review of all events with filtering by type and time. The Event and Time Filters for Events are cumulative. Events must pass all Filters to be displayed.

Filter by Event Type allows for four settings:

- Feed – All Feed Events that have been recorded for the selected child will be displayed.
- Diaper – All Diaper Events that have been recorded for the selected child will be displayed.
- Sleep – All Sleep Events that have been recorded for the selected child will be displayed.



Start	Stop	Details
5/25 6:47 am	7:23 am	6.00 oz
5/25 6:35 am		Wet
5/25 2:41 am	3:02 am	12.0 min
5/25 2:40 am		Drug
5/25 2:35 am		Temp
5/24 9:42 pm	2:33 am	Good
5/24 9:11 pm		Wet

- Other – All Other Events that have been recorded for the selected child will be displayed.

Filtering by Time allows for three settings:

- All – All Events that have been recorded for the selected child will be displayed.
- 24 Hours – All Events that have been recorded for the selected child with Times/Start Times within 24 hours of the Palm's current time will be displayed. This view is particularly useful when reviewing Temperature and Medicine Dosing Events.
- Today – All Events that have been recorded for the selected child with Times/Start Times that match the Palms current date will be displayed.

The History Screen utilizes the application standard Child Selection list. The total number of events passing the filter criteria will be displayed at the bottom of the screen. Results from the filtering can be viewed seven at a time. Scrolling with the Up/Down Keys, Sliding the Scrollbar "Elevator", and pressing the Arrow Keys at the Top/Bottom of the Scrollbar will allow other results to be viewed.

Events with the Note Indicator "📝" in the Details column indicate that there is a note associated with the event. Tapping the Note Indicator will cause the note to be displayed.

The **Summary** button may be pressed to display a summary of the records for the selected child that pass the current time filter.

The **Done** button is provided at the bottom of the screen and is functionally identical to the **Done** button described for the Feed Screen. Editing of data is not permitted in the History Screen.

2.6.1 The History Menu

Utilizing Menu Options, the previous events may be edited or Event History can be trimmed down (delete old events) to reduce the amount of memory consumed by events for when a long history is not required.

To edit a previous event, first select the event to be edited. Once the event has been selected, simply select Edit Record from the History Menu. The screen will then change to display the selected record in its entry screen. Any changes to the record/event that is saved will be permanent.

There are three options to trim the history. Keep 7 Days, Keep 30 Days, or Delete Record. Keep 7 Days will remove all events that pass the current filters and are older than 7 Days (7 x 24 hours from the current time). Keep 30 Days will remove all events that pass the current filters and are older than 30 Days (30 x 24 hours from the current time).

Note – the trim options will only affect the records that pass the current filters. This makes it possible to delete all of the feed and/or diaper events but still leave your baby's first events.

2.6.2 Printing / Exporting / Beaming

Printing is offered as a feature to keep a hard copy of old events. Printing is accessed through the **Report Menu** with the **Print Report** Option. Printing uses TealPrint offered for sale by TealPoint (www.TealPoint.com). Baby Diary will display an error if printing is attempted and TealPrint is not installed.

TealPrint was used because TealPrint offers many printing features Baby Dairy could never otherwise support. TealPrint will print to IR printers, serial printers with your Hotsync cable, the printer connected to your PC upon synchronization as well as supporting multiple sizes of paper. TealPrint can be evaluated free of charge but if you find yourself continuing to use it, please support shareware and purchase TealPrint.

The documentation accompanying TealPrint describes installation and basic configuration. Specific configuration options are required for best use with Baby Diary. In the event of any questions concerning the configuration for use with Baby Diary, please contact Support@Softopoly.com.

Instead of printing data, data may be exported to Memo Pad through the **Report Menu** with the **Export to Memo** Option. An entry in Memo Pad will be created containing the same information as would have been printed. This may provide an alternate method to printing by using Palm Desktop to print Memo Pad entries.

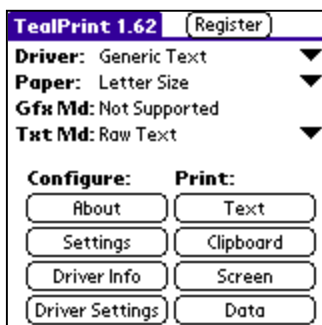


2.6.2.1 TealPrint Configuration for Baby Diary

Drivers must be installed for each method of printing, including but not limited to Generic Text, Hotsync Spooler, or Hewlett Packard PCL.

The Hotsync Spooler should be chosen if IR printing or serial printing will not be used.

2.6.2.1.1 Typical Configuration for IR or Serial Printing



Select Generic Text, Hewlett Packard PCL, or another Printer Driver as appropriate. Paper size must be configured for no less than Letter Size. Paper size is assumed to support at least 52 lines. Graphics Mode is not currently used by Baby Diary and the Text Mode should be configured as desired (default is acceptable).

Follow TealPrint Documentation for the remainder of the configuration.

2.6.2.1.2 Typical Configuration for Spooler Printing

Select Hotsync Spooler as the Printer Driver. Paper size must be configured for no less than Letter Size. Paper size is assumed to support at least 52 lines. Graphics Mode is not currently used by Baby Diary and the Text Mode should be configured as desired (default is acceptable).

Select Driver Settings and disable **Flush queue before printing**. This setting is

required for printing multiple pages of events. *If only the last page of events is printed, it would indicate that this option is misconfigured. The Print Queue must be manually flushed after printing. If previous events are reprinted, it would indicate that the print queue has not been manually flushed.* Future versions of Baby Diary

will feature improved printer support.

2.6.3 Summary

The Summary Screen displays a quick summary of the records for the current child that pass the current time filter.

In the **Diaper** section of the screen, the number of Wet only, Dirty Only, as well as Wet and Dirty diapers is displayed.

In the **Sleep** section of the screen, the number of naps of each quality type is displayed.

In the **Food** section of the screen, a cumulative total for each Unit of Measure is displayed. Food is only summarized in the Unit of Measure for which it was recorded.

The **Done** button is used to close the screen and return the display to the History Screen.

2.7 Sleep

The Sleep Screen allows for the collection of information related to sleeping or napping.

The Sleep Screen utilizes the application standard Child Selection list and Event Time specification with Finger Friendly Time Input, Graffiti Time Input, or Now Time Input, the standard notes field, and access to the Sleep record with the most recent date/time.

The quality of sleep may be collected from the Sleep

Quality list. Several levels of rest have been provided including: Great; Good; Fair; and Poor. Sleep quality is a subjective observation that may only prove interesting in specific instances.

Notes may be collected as described in the Feeding section.

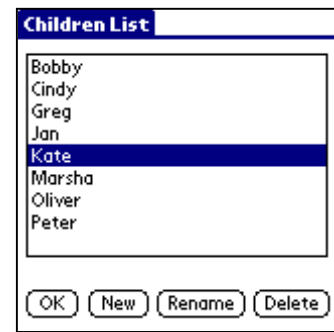
Because the event of Sleeping may occur over such a prolonged period of time, a new feature has been added that will allow quick editing of the most recent sleep record for the selected child. Pressing the **Last** button will load all the fields with the selected child's sleep event with the most recent date/time. This would allow the creation of the event with the Start Time (and Stop Time equal to Start Time) when the child is put to bed and then correcting the Stop Time and Sleep Quality when the child awakens.

Save and **Done** buttons are provided at the bottom of the screen and provide functionality and error checking identical to that described for the Feed Screen.

2.8 Children

The Children Definition Screen is used for adding, renaming, and deleting children from the children selection list. Events for up to 16 children can be tracked.

The Children List will support the addition of **New** Children, the ability to **Rename** a child should a name be entered incorrectly, and the ability to **Delete** a Child name from the list.



If a child is deleted, all events associated with the child are deleted as well.

For users who are upgrading from versions prior to 3.3.0, all events will be associated with the first child upon addition of the first child name to the list.

2.9 About

The About Screen lists the Application Version, a web address to watch for updates and support information, a location for purchase, and the application copyright information.




2.10 Numerical Entry

The Numeric Entry Screen will be presented to the user with many titles but similar functionality. This one screen is used to enter times and quantities. It is designed to be "Finger Friendly".

Buttons and selection lists are size for easy finger use but graffiti use and popup keyboard input is also

supported.

The input field is located at the top of the form with a unit of measure list located immediately to the right. The unit of measure will typically default to the last used unit of measure for the input type.

The **Quit** button is used to abandon any data entry in progress and return to the previous form. The  (left arrow) button is used to erase the input to the left of the cursor. The **OK** button is used when the data entry is complete. One additional button worthy of note is the separator button located between the **0** button and the **OK** button. When entering times, the button will be labeled with : and when entering numbers the button will be labeled with a . character.

Some input validation will be performed by the Numeric Entry Screen and additional validation may be performed by the event screen.

3 Purchasing the Application

Once the application has been purchased, all Upgrades are Free! You are encouraged to purchase the application from Palm Gear at www.Handango.com. Also feel free to “beam” the application to friends and family but please keep your registration code private.

4 Questions, Suggestions, and Custom Development

Significant effort was spent making this application intuitive in its use. If you have questions not answered by this documentation, please do not hesitate to contact Support@Softopoly.com.

Any suggestions for improvements in functionality, documentation, installation, etc. are gladly accepted. If you have modifications to the application you would personally like to sponsor or desire a new and different type of application, please contact Sales@Softopoly.com.