

Cleanup – Quick Start Guide

This Quick Start Guide is designed to help you getting started with Uninstall Manager's companion product (part of the NeatFreak Pack), Cleanup.

Overview

Cleanup helps you analyze and safely clean your device from old leftovers, or as some would call it, junk.

Cleanup is using the term "items" to refer to Files and Preferences. What are these then?

Files

You are probably already familiar with the term Files, or you at least you should be since files hold all of information you work with on your device.

Each application you install (or installed, for that matter) to your device is composed out of files.

Even the application itself (the program you can launch and use via its icon) is a file. In the Palm OS world (the operating system that takes charge of your handheld or Smartphone) these files are called "Databases" since they are built up out of records containing different information.

Let's say we are talking about a game: The game's level packs or music could be inside different files than the game itself. In case of an accounting program; each individual account can be a different file, etc'.

Preferences

An application saves little bits of information so that once you close it, it won't "forget" this information the next time you want to use it. Applications, in a sense, could use their own files to store this data, but the Palm OS has a special feature and place which allows applications to save and retrieve little bits of information fast. This special place is called Preferences Files.

- There are two files of this sort on a Palm OS based device: Saved Preferences and Unsaved Preferences.

For this tutorial we are assuming there is one file to store these preferences and in real life it doesn't really matter which is which (as a side note, it *really* doesn't matter and there should have been only one file, but for some obscure system design decision, there are two).

So, where's the problem?

Ok, this is how it works: When applications save/create new files and preferences on your device they have to "tag" them with a special value. This special value is known as the *Creator ID*. Each and every application on your device has to have a *unique* Creator ID. When the time comes and you want to delete, let's say, a game you broke all of your records, again and again; you are essentially telling the Palm OS: *"please delete Boring_Game"*.

Remember the Creator ID? When the Palm OS receives the command that one of the installed applications is "going down", it knows which of all files and preferences on your device belong to that application by looking at the unique application Creator ID and comparing it to all other items on your device.

When it finds an item that is tagged with that unique Creator ID, the item gets the "polite escort out".

Uninvited Guests

In every party there are always a few uninvited guests, but for some reason they are the ones who are the hardest to get rid of (not really, but it's a good assumption for the sake of this tutorial).

In the Palm OS world these "guests" are called: unassociated items.

These items are saved to your device with a Creator ID that does not match any application on your device.

When you delete application **X** that created item **Y**, and **X's** Creator ID is different than **Y's** Creator IDs; the Palm OS will ignore **Y** keeping it on your device (this frequent "phenomena" happens from all sorts of reasons. This is not the time nor the place to go into details, let's just say that it happens, and quite a bit more than it should. See bottom links for more)

Cleanup will help you get rid of these uninvited guests and will make some more room for...well, for more uninvited guests. *But*, the next time these uninvited guests appear, Uninstall Manager will make sure to "tag" them before they enter the door and kick 'em out when they are just about ready to leave.

So how do you actually work with Cleanup?

When you first launch Cleanup, it will list all items (files or preferences: depending on the selected view; see the manual for information on how to switch between views) that do not share a Creator ID with one of the installed applications.

Unassociated items, or "uninvited guests" are divided into two different groups:

1. Orphans: Items saved by long-forgotten Trialware software you once tried and decided to delete.
2. Items that are needed on your device that simply do not have an associated application. These items are not truly "uninvited guests", but more of part of the security force to keep the other guests from "tearing the place down".

As you might expect, you want to get rid of the orphans, but leave the other ones in place.



Figure 1 : Cleanup Files List

* The explanation here will focus on the Files view, but it is exactly the same when it comes down to Preferences.

So how do I know if the file belong to the security forces (needed) or is an uninvited guest (unneeded)?

Cleanup has a few tricks up its sleeve that help you determine which are which.

First things first, the "Colour Coding"

As you can see, the items in the list above follow a **blue** dot, ●.

What this means is that the items were not **monitored by Uninstall Manager** when created or **listed in the Signature File**.

Items monitored by Uninstall Manager (Green dot, ●).

Items marked with the **green** colour were monitored by Uninstall Manager. This means that these items will be removed from your device when you uninstall (using Uninstall Manager) the application that created them. In most cases, you can ignore **green** coloured items or add them to the **Safe List** since Uninstall Manager is responsible to delete them when the time comes.

Items listed in the Signature File (Orange dot, ●).

Items marked with the **orange** colour are items listed in the Signature File. When you select one of these items and then select the **Details** button, you will see information concerning the item from the Signature File. Sometimes, it will show that item belongs to the operating system itself (will be marked "Palm OS", or "Sony", etc), other times you will see the item belongs to a game you no longer have. Based on the information found in the Signature File you can decide whether to delete or keep a certain item.

So, the first thing you should do in order to find out more about suspicious items is to download and install the latest Signature File.

- The Signature File is a growing collection of known "hidden" Creator IDs that certain applications use to save their data and of other system components that are not associated with a single application (for instance, the Graffiti Library which is needed by all applications).

For the time being, let's say you haven't installed the Signature File as of yet.

For this example, we have selected a file called: "Bad File" (very suspicious name, indeed) and to find out more, we selected the **Details** button:



Figure 2 : Details Dialog

The Details Dialog displays all the information it can find concerning the selected item: Its Creator ID (the Creator ID that Cleanup couldn't find any application that shares the same one), the Type (this is the Palm OS database type attribute which can be ignored if it doesn't mean a lot to you), the Signature Field which currently shows "Please install the latest Signature File" and the Monitored field that shows "N/A" - Not Available (which means that Uninstall Manager was not there to monitor this file upon creation)

So what can you tell me about this "Bad File" file then?

I can tell you that "Bad File" was saved under the Creator ID: *bAdF* and has the Type ID of: *data*.

Well, that's not very helpful now, is it? No, it is definitely does not help us determine if "Bad File" (despite its very obvious name in this example) is needed (a system file) or not (a piece of an old game you no longer have).

After installing the Signature File, selecting "Bad File" and **Details** again, you might see:



Figure 3 : Details Dialog with the Signature File installed and "Bad File" recognized.

After installing the Signature File it's pretty reasonable to think that the file is not needed and can be safely deleted (hey, it's spelled: "This file is bad", that's the most obvious the Signature File is ever going to be).

Sometimes you will see in this field something similar to: "Crazy Rocket-Fire-Backgammon" which you might remember installing and getting rid of after 3 minutes of intensive gaming. In this case you will also want to delete it since it is not needed on your device anymore (its parent application, the Crazy Rocket game, has been deleted but for one reason or another, some of its files were left behind).

What if "Bad File" is not listed in the Signature File and all I see is N/A on the Signature Field?

- **Note:** You should occasionally check to see if the Signature File has been updated and it might recognize "Bad File".
You can also sign up for receiving update notifications to your email.

For these kind of events, Cleanup's answer is the **Search** function:

The Search process/function will go over each and every application on your device (main memory and selected directories on the expansion card) and will try to see if the item you're looking at belongs to one of them or not.

The Search process is by no means foolproof, but it can help you be more or less certain if the item you're examining is needed or not.

When you select the **Search** button, you will see the following dialog which allows you to set the process' settings and select directories on the expansion card (directories that contain applications)



Figure 4 : Search Dialog

Select the **Search...** button from the Search Dialog to start the process.

Once the process is complete and all of the applications have been searched (in the main memory and the expansion card) you will see the following dialog (with different results):



Figure 5 : Results Dialog

To sum up this dialog without drowning in technical details, it would be suffice to say that the greater the number you see on the list is, the greater the likelihood that the application that is listed on the same line as the number, is the one responsible for creating it (which means that the item is still needed since its parent application is still installed).

By using the information from the Results page, you can reach a conclusion regarding that item (see the user manual for more); whether to keep it or to delete it.

Ok, I got pretty much confused from all this colours and functions...when it comes down to getting the job done, what can I safely delete?

Everything. That's right; everything as long as you use the **Backup** option and you are making sure that the file is backed-up to the expansion card.

If one of your application loses its settings, your game loses the high score table (god forbid!) or anything just doesn't work in the same way it used to; you can always revert back by switching to the Backed-up files (or Backed-up preferences) view and restore backed-up items to the main memory.



Figure 5 : Selecting the Backup checkbox when deleting items

- Note: Sometimes the file you are about to restore was re-created in the main memory again.
You need to switch back to the Files view, select it for deletion and uncheck "Backup" check box; you will then be able to restore the original copy back to the main memory.

When should I delete the Backed-up items?

After you worked with your device for a while (can vary in time...) and checked that everything works as good as it should.

Further reading:**User Manual:**

http://www.northglide.com/cleanup_howtouse.html

Consumer Alert (for some of the reasons behind "hidden items"):

<http://www.northglide.com/ConsumerAlert.htm>

FAQ:

<http://www.northglide.com/faq.html>

Download the latest Signature File:

<http://www.northglide.com/products.html>