

BugMe! Messenger (Version 1.04)



What is BugMe! Messenger?

BugMe! Messenger lets mobile people send handwritten, text and graphic notes to and from a wireless Palm handheld and any internet email address - without any fuss!

BugMe! Messenger is the perfect way to keep in touch on the move. BugMe!'s friendly user interface lets you jot notes as you go and send them effortlessly to your friends and co-workers. They'll get your notes as 'yellow stickies' in their email!

You can get notes sent to your handheld as well using your free bugme.net address. Share this address with those you want to 'bug you' on the move - and we'll turn their messages into BugMe! yellow-stickers!

What Can BugMe! Messenger Do?

- Create notes using digital ink, text or graphics
- Send notes from your Palm handheld to any internet email address
- Grab any Palm handheld screen and send it by email - to anyone!
- Receive email sent to your bugme.net address as a 'yellow sticky' BugMe! note
- Easily visit hyperlinks in messages (requires free [AvantGo](#) client)
- Attach times to notes to use them as reminders with alarms
- Attach times to outgoing messages to send timed reminders
- Keep in touch without the usual hassle of mobile email...

BugMe! Messenger also gives you all the convenient note-taking and reminder capabilities of our award winning [BugMe!](#) application for Palm OS.

What is BugMe! Messenger for?

BugMe! Messenger gives you a new way to keep in touch when you are on the move. It doesn't interfere with your 'normal' email, so you don't have to worry about setting it all up or have to go through all your email when you've only got your handheld.

People use BugMe! Messenger in all sorts of ways, for example - sending quick jottings when they're out and about, getting graphics to their handhelds, sending graphics from their handhelds, sending signatures from their handhelds, sending doodles from their handhelds, sending themselves reminders from meetings, sending maps and photos to their handhelds...

BugMe! Messenger is a cross between email, note taking, reminding and graphics - its easy, fun and useful to use!

What Do You Need?

BugMe! Messenger runs on any Palm OS3.x handheld with a wireless or TCP connection.

The TCP connection can come via a Palm modem, a GSM phone or a service like OmniSky. BugMe! Messenger also works on the Palm VII. You can use BugMe! Messenger from your Palm's cradle, using a tool like [Mocha W32 PPP](#), available from [MochaSoft](#).

Using BugMe! Messenger



Making notes

BugMe! Messenger lets you take notes either as scribble, text or a mixture of the two. To make a scribbled note draw on the screen. You can choose the pen thickness or select an eraser to rub out mistakes - these are chosen with the pen-like icons at the bottom of the screen. Text can be entered by selecting the text tool (shaped like a T). You can select the starting position for text entry by tapping on the screen when in text mode. If you don't select a starting position, text will be entered at the top of the current note. If you are in another mode and start writing on the Graffiti area, BugMe! will enter text mode automatically. Text can be entered using the Graffiti system or the soft keyboard, which you can choose from the Edit menu.

You can change the category of your note by tapping the selector on the top right corner of the screen. Categories provide useful organization for your notes.

Tap 'OK' to return to the Overview screen at any time.



Managing Your Messages

The BugMe! Messenger overview screen shows a small thumbnail view of each of your BugMe! notes, along with information about its status. Each note shows its title, an optional alarm time, the sender or recipient and the first line of any text message. The arrows show whether the note is in your inbox, outbox or sent history.

Tapping the thumbnail or the 'New' button takes you to the Note view, where you can create and edit BugMe! notes.



Opening a BugMe.net account

BugMe! Messenger lets you send and receive BugMe! notes as email messages. You can exchange notes with any internet email address.

To send and receive notes you need to open a free account with our BugMe.net service. You can do this directly from your handheld.

The BugMe.net account screen will appear when you first try to send or get messages or when you choose 'BugMe.net Account Details' from the menu on the Overview screen.

To create an account you need to supply your name, email address, your country, a user name and a password. We use these to create a free BugMe.net account for you.

Your user name will be your address at bugme.net - for example. a user jake will be able to receive BugMe! messages sent to jake@bugme.net - so choose something that you like!

Your account will be created when you connect to BugMe.net to send or retrieve messages. Connection to BugMe.net will happen when you press any button with a '<<' icon after the text, such as the send and get buttons.

To successfully connect to BugMe.net you need to have internet access on your handheld - this is usually provided via a modem, running a service such as OmniSky, but can come through your desktop computer and Palm cradle using a tool like [Mocha W32 PPP](#).



Customizing Your Account

You can configure BugMe! Messenger to use your account as you wish. Choose the 'Settings' menu option from the overview screen.

You can choose where you want replies to your messages to come back to BugMe.net or to the address you signed up with. You can set BugMe! Messenger up to check to see if you have any messages every time you send a message.

And you can sign all your messages with a standard greeting - this can be a big time saver.

The Palm.net setting should only be used if you have a Palm VII or access to the Palm.net service through your service provider. The default value is usually the setting to use!



Sending Messages

To send BugMe! notes to your friends, family or co-workers simply tap the envelope icon on the note you want to send.

You'll be asked for the email address of the recipient of the message. This can be any internet email address - the recipient does not need to be a BugMe! user. To choose an email address from your Address Book, press the 'To' button.

You can add a subject and a text message to your note if you want to.

To send notes instantly press 'Send<<' or press 'Later' to queue the note in your outbox for sending later.

To send any notes waiting in your outbox press the 'Send<<' button on the main screen. Sent notes are moved to the 'Sent' category.

Your notes will arrive as little graphic 'yellow stickies' in your friends regular email inbox!

You can use the free SnapShot tool provided in the BugMe! Messenger download to take a copy of any screen on your handheld and turn it into a BugMe! note - which you can send as an email message. This is an easy to grab phone numbers, graphics and web pages and send them to yourself or your friends.





Receiving Messages

BugMe! Messenger is perfect for receiving short notes and alerts - and we recommend that you give your BugMe.net address to people who you want to contact you when you are mobile, rather than using it for all your email.

Once you have created an account you can receive short notes at your BugMe.net address. Your BugMe.net address is your username plus @bugme.net. So, if you created an account called jake, your BugMe.net email address is jake@bugme.net.

Messages sent to your BugMe.net address can contain text and graphics - they will be automatically turned into a BugMe! note for you.

To check and see if you have any BugMe! notes waiting press the 'Get<<' button on the main screen. This will connect to the BugMe.net server and retrieve any waiting notes.

New notes are highlighted in bold on the overview screen. You can tap the envelope beside the note to find out who sent it to you, or tap the thumbnail to see the graphic of the note. If there is any text with the note, then tapping the small note icon will show you that. Tapping the button showing the count of the unread messages will show you a summary of each message and gives you a quick way to go to the message.

When you tap the envelope icon beside a message in your inbox you go to the note reader. This shows you who the note is from, its subject, when it was sent and any text that came with the note. You can reply to the note by tapping the 'Reply' button. This takes you to the note sending screen, shown above.

If you have [AvantGo](#) installed on your Palm then you quickly jump to any links that people send with their messages. A small globe (color) or link (black and white) will appear at the top of the BugMe! Messenger note screen if there is a link to visit. Selecting the link jumps to AvantGo, which will try and find the link. The link icon will not show if AvantGo is not installed on your handheld.



Setting Alarms

You can use your BugMe! notes as reminders by setting alarms.

Alarms can be set in two ways - the quickest way is to choose a time from the pop-up list on the note screen. You can get the list to pop-up by pressing the 'clock' icon. If you choose 'custom' you'll be taken to a dialog screen where you can choose a time and date for the alarm. You can also set repeating alarms.

You can also set or change alarm times by tapping the small clock icon on the main or the note view screens.

If you send a note with an alarm the time travels with the note - so the recipient can see when the event is due to happen. We also send a vCalendar attachment, which makes it easy to import reminders into Outlook, etc.

BugMe! Messenger contains all the functionality of our award winning BugMe! note-taker application, and we refer you to the [BugMe! User Guide](#) for further instructions.

Buying BugMe! Messenger

You can buy a license for BugMe! Messenger at the BugMe.net web site.

Fully licensed copies of BugMe! Messenger let you create unlimited notes.

Any Questions?

We're happy to answer any questions that you have about BugMe! Messenger or any of our products.

Please take a look at the BugMe.net web site, where we answer some of the more common questions, or email help@bugme.net