

Crash 1.2

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Legal

Crash is freeware. The supplied version has no restrictions regarding the time and kind of use, except that you must not change *Crash* and the accompanying documentation in any way (except for changing the picture, see below), disassemble or reverse-engineer or sell it. If you are a programmer and want to include *Crash* in your own program's distribution file, you can do so in case I receive a registered copy.

As you can use *Crash* freely, please notice that I do not accept any responsibility for any damage caused by *Crash* etc etc etc. **YOU USE THIS PROGRAM ENTIRELY ON YOUR OWN RISK !!!!** Please do also refer to the general license agreement as found at www.dseifert.com.

What's that all about?

But let's come to the more interesting points. You may now ask what *Crash* is doing? Well, it is a little application that takes care of crashes. You remember these nifty dialogs saying "DataMgr.c, Line 1234, Null pointer passed" or just "Fatal Exception" with a nice looking "Reset" button at the bottom? Especially when testing a lot of hacks and new programs I get these dialogs rather often. Many times I can't even tap on the "Reset" button but have to do a paper-clip reset, which is very annoying if you have to do this more than once in a while.

But the solution is at hand: *Crash* will do this work for you. Well, it will not jump out of the screen, take a paper-clip and reset your Palm. It just prevents the Palm from displaying the dialog and displays its own screen which hopefully looks somewhat better. After a customizable amount of seconds *Crash* will make a (soft) reset. So in case of a crash you just have to wait some seconds and can continue to work without having to poke your Palm in the back. This is especially useful when your Palm either crashes at night and would drain your

batteries otherwise or if it is in a case and you don't have access to the reset hole that easily.

As you see, *Crash* becomes active at a time when your Palm is kind of vulnerable. Please remember that you are using *Crash* on your own risk.

Installation

There are two versions of *Crash* available: a standalone version which does not require additional software (crash.prc) and a hack version (for use with X-Master, Hackmaster or TealMaster). The hack version must be used when you are using hacks, otherwise you can use the standalone version. Refer to <http://www.dseifert.com/hacks> for a discussion about what hacks are.

Both versions are available in two different languages: `_en` is the English version, `_fr` is the French version. So if you are using X-Master and want the French version, install `crash-hack_fr.prc`. If you are not using hacks and want to use the English version, install `crash_en.prc`.

Usage

Errm, well. Just enable it and pray to not see it in action.

By default *Crash* will make a reset after 10 seconds. You can change this value by tapping on "Settings" (standalone version) or selecting "Configure" (hack version). The image will be displayed and you can change the amount of seconds *Crash* will wait before it resets the device.

Using your own image

If you are not happy with the displayed picture this won't be a problem. First, there is a small collection of pictures available at *Crash*'s homepage at <http://www.dseifert.com>. Furthermore, you have the option to create a picture yourself. It is recommended to use black/white pictures only, because these can be displayed in any case and with the least effort. You can of course also use a greyscale or colour picture, but black/white is recommended.

The size of the picture has to be 160x110 pixel (that is 160 pixel width, 110 pixel height), because *Crash* will display the error message below the picture. You can of course use 160x160 as well, but either leave the area (5,120)-(155,145) empty or prepare to have your picture overpainted by the error message at this area.

To incorporate the picture into *Crash*, you can either send it to me¹ and I'll send you a modified version (often within a day or two) - or you can include the picture yourself by following the steps outlined below.

At <http://www.individeo.net> one used to be able to download a program (for Microsoft Windows only) called ResIn 2.2 (formerly known as PalmRI). As IndiVideo broke up, this application is not available anymore. You might try to search the web for a downloadable copy of ResIn (or PalmRI, it's the same). For license reasons I cannot include it in the zip file or send it to you, so please do not ask.

When running ResIn.exe, you will see a small window with a command line prompt. We will now assume that your picture is called lisa.gif, resides in c:\pictures and is 160x110 black/white. To create a database just enter the following:

```
c:\pictures\lisa.gif:1 path\to\crash.prc Tbmp 2700
```

The first entry is the picture filename followed by a colon and the wanted bit-depth (1 = b/w, 4 = 16 greyscales, 8 = 256 colours). Depending on which version of Crash you use, append "crash-hack_en.prc" or "crash_en.prc" to the line (you need to specify the full path to an **already existing** copy of crash.prc if it is not in the same directory as ResIn, otherwise it won't work!). Now add "Tbmp 2700" which specifies that it is a bitmap with an ID of 2700. Take care, capitalization matters when entering "Tbmp" !!!

ResIn will **modify** crash.prc (it doesn't create a new .prc file, it will only exchange the old image by the new one) to include lisa.gif in the wanted bit depth. You can now install this version to your Palm. Remember to disable *Crash* before doing so. To see whether you succeeded, launch *Crash* and go to its preference panel. Here the picture that will be used is displayed. If this is not your own picture, you probably did something wrong.

P.S.: I am not associated with ResIn or IndiVideo in any way.

Contact

You can send email to crash@dseifert.com. Detailed contact information is available at www.dseifert.com.

Please also check out my other PalmOS applications at www.dseifert.com

¹As I offer this service for free, I will only accept suitable images. This means that the image has to be in BMP file format, has to be of suitable size (max 160x160 pixels) and should have a correct bit depth (1 bit for b/w, 4 bit for grayscale, 8 bit for colour). If the image is bigger than 50 kilobytes you are doing something wrong (160x160 pixel at 16bit colour should be something in the range of 50 kilobyte).