	Computer Sports Medicine, Inc.		
	Title:	Sportsware2004 PocketPC Installation Instructions	
	Document #:	300045	
	Rev:	A	Effective Date:

1 Overview

Welcome to the SportsWare2004 for PocketPC software. This document details the procedures to install and synchronize the SportsWare2004 for PocketPC version.

NOTE: This procedure assumes you have already installed SportsWare2004 on your Desktop Computer.

2 Supported Devices

- Pocket PC, Pocket PC2002, PocketPC 2004 devices with ARM/XScale Processor. (To determine your processor type, go to the Start menu, tap Settings, go to the System tab, and then tap About).
- A device with 32Mb or 64Mb of RAM is recommended. 2 MB free memory (4 Mb recommended)

3 Installing SportsWare on the PocketPC

3.1 Installing ActiveSync

ActiveSync® is the Microsoft application used to transfer data between your desktop and your PocketPC. It is on the CD that came with your PocketPC. Before you can connect to the PocketPC, you must install ActiveSync.

If ActiveSync is already installed on your PC, proceed to the section titled **Deleting Existing SportsWare Files from the PocketPC**.

1. Install ActiveSync using the CD and instructions that came with your PocketPC. Place your device in the cradle. ActiveSync should recognize the device and proceed to establish a PARTNERSHIP. Follow the instructions to set up a partnership.
***IMPORTANT:** REMEMBER your partnership name. When you install SportsWare and when you sync the desktop and PocketPC you will need to reference this name.*
2. Configure ActiveSync by selecting **Tools, Options**.
3. Select the **Sync Options** tab.
4. Select the **Synchronize mobile device clock upon connecting** checkbox. This insures that the clocks on your desktop and the PocketPC will be synchronized.
5. Select the **Files** checkbox. See Figure 1.

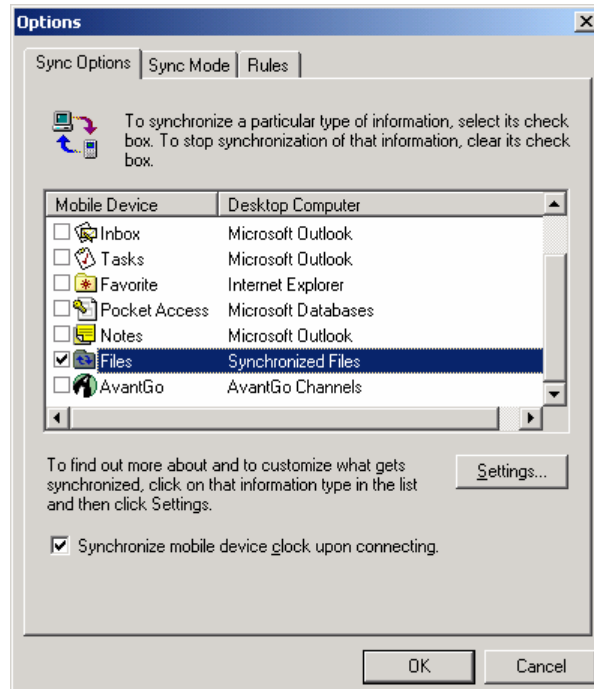


Figure 1

6. This will create the folder that will contain the desktop files that ActiveSync will transfer back and forth between the desktop and PocketPC. Click the **OK** button.
7. If the **Files** checkbox was not previously checked, you will see the message shown in Figure 2.

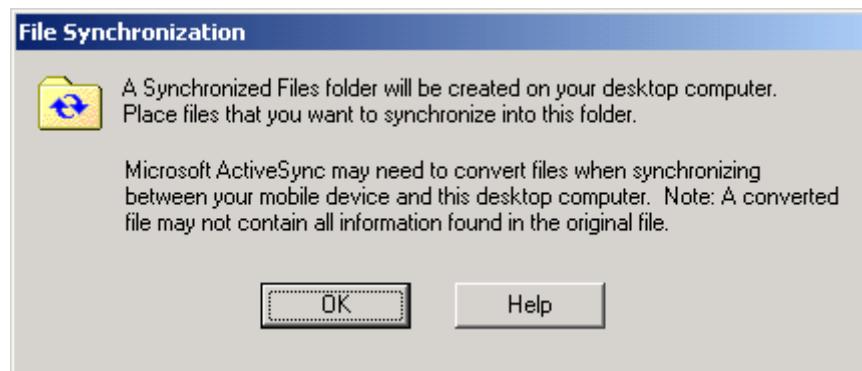


Figure 2

8. **NOTE:** Active Sync has three sync modes to choose from. From the PC select **Tools, Option, SyncMode**. Select a Sync mode, **Continuous, On Connection, or Manual**. Determine which mode you are using and understand its implications for synchronization. If you have selected **Continuous** mode, you will not have to press the ActiveSync Sync button to synchronize, but you will have to watch the ActiveSync icon to determine when synchronization has been completed. When the green arrows have come to a **COMPLETE** stop (they sometimes stop for a few seconds and start up again) or when you click on ActiveSync and it says **SYNCHRONIZED**.

3.2 Deleting Existing SportsWare Files from the PocketPC

You must delete all SportsWare files from your PocketPC before installing a new SportsWare version. **IMPORTANT:** *Failure to delete the files could result in data corruption.*

1. From the **Tools** menu, select **Add Remove Programs**.
2. Select **CSMI Sportsware 2004** and click the **Remove** button.
3. Start the **File Explorer**.
4. Delete the **HandBase3** folder from your PocketPC.

3.3 Installing the New SportsWare Program on the PocketPC

1. Start the **Windows Explorer** on your PC.
2. Go to the **C:\Program Files\SportWare2004** folder.
3. Select the **SportsWare 2004 Cabinet**.
4. From the **Edit** menu, select **Copy**.
5. Go to the **ActiveSync** program.
6. Click the **Explore** button.
7. Go to the **Mobile Device** folder.
8. From the **Edit** menu, select **Paste**.
9. Start the File Explorer on the Pocket PC.
10. Click the **CSMI SportsWare 2004** file. This will install the SportsWare application files.
11. Click the **SportsWare2004** icon  from the PocketPC Programs screen.
12. The SportsWare PocketPC application will start and complete the installation.
13. From SportsWare, select **File, Exit** to close the program. **IMPORTANT:** *Failure to close the program on the PocketPC will result in SportsWare not syncing correctly.*

3.4 Licensing the PocketPC Program

1. Start SportsWare on the Desktop Computer by clicking on the **SportsWare** icon.
2. From SportsWare, select **File, Add License, PDA**.
3. Select the **PDA names** you want to license
4. Click the **Generate** button and contact CSMI with the code to obtain your Palm license.

3.5 Sending Your Data to the PocketPC for the First Time

1. Select **File, Synchronize, PDA**.
2. Check the **Overwrite data on PDA** and the **Update Picklists on PDA** checkboxes.
NOTE: *These boxes should only be selected the first time you send data to the new SportsWare application.*
3. Select the ActiveSync partnership from the **Palm Username**. Your partnership will be displayed as **PocketPC/Partnership name**.
4. Click the **Synchronize** button. If you see a box popup asking for a HandBase license key, enter the value provided by CSMI.
5. A **Synchronize** window appears. Depending on the SyncMode you selected when you installed ActiveSync the sync behavior will vary slightly, but in each case, clicking the **Sync** button on the ActiveSync panel (if it is disabled, a sync is in progress and you will have to wait) until you see a status of synchronized; insures a complete synchronization.

6. SportsWare displays a message that you will over-write your existing data. Click **OK** to continue.

4 Synchronizing SportsWare Data with the PocketPC

After installing SportsWare on your PocketPC, you will periodically synchronize the data. During the synchronize procedure, SportsWare takes the new information from your PocketPC and adds it to the Desktop database. SportsWare then generates a new copy of the desktop data for the PocketPC and sends it to the PocketPC.

1. If SportsWare is running on the PocketPC, select, **File, Exit**. **IMPORTANT: If you do not exit SportsWare on the PocketPC before synchronizing, the data may be lost!**
2. Select **File, Synchronize, PDA**.
3. Select the ActiveSync partnership from the **Palm Username**. Your partnership will be displayed as PocketPC/Partnership name.
4. Click the **Synchronize** button.
5. A Synchronize window appears. Depending on the SyncMode you selected when you installed ActiveSync the sync behavior will vary slightly, but in each case, clicking the **Sync** button on the ActiveSync panel (if it is disabled, a sync is in progress and you will have to wait) until you see a status of synchronized; insures a complete synchronization.
6. SportsWare then combines the data from the PocketPC with the Desktop data and generates a new database for the PocketPC. When the new Palm database is ready, SportsWare asks you to perform a second Sync.
7. A **Synchronize** window appears. Repeat the synchronization as in step 5.
8. The synchronization between the Desktop and PocketPC is now complete. If you have a second PocketPC, you can synchronize it now by selecting the second **Palm Username** and repeating the above steps, otherwise click the **Exit** button to close the Synchronization window.