

Quick Guide

TimeTracker designed for BlackBerry® Wireless Handheld

About

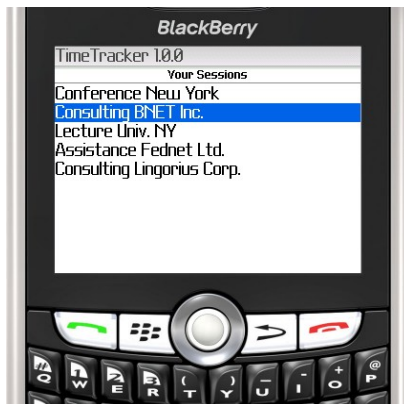
TimeTracker enables you to manage sessions you are paid for, i.e. consulting sessions or paid lectures.

Installation

Extract all contents of the .zip file to a single directory and select the .alx in the "Application Loader" of your "BlackBerry Desktop Manager". Follow the instructions and the program will be installed on your BlackBerry®. A more detailed guide on third party program installation can be found [here](#).

What *TimeTracker* does

If you have a conference, a meeting, or another event your paid for depending on the elapsed session time, you can track the elapsed time of that event, and automatically track your earnings. Sessions can be halted (i.e. for a break) and resumed again at a later point of time.



Create a session

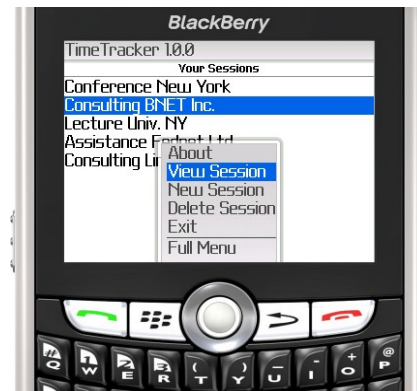
Creating sessions with *TimeTracker* is easy!

Just open the menu and select the "New Session" item. Then type the attributes, such as session name, earning for each started hour and the date concerning your event that you wish to be tracked, in new opened screen. If you like to start the session at once, just click on the "START" button, otherwise you can also start the session to a later time.

Leaving this screen you confirm the session to be saved.

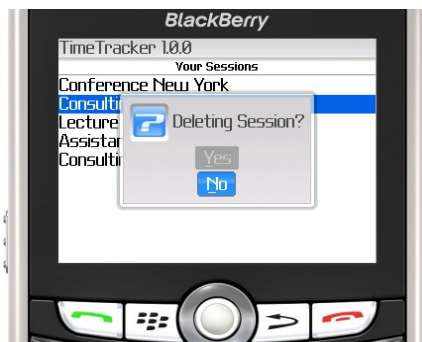
View your sessions

- Select the session you wish to view, and click your trackwheel button
- In the menu just click on "View Session" and the session with its details are shown on a new screen.
- Here you can edit your inputs and change the session status, e.g. starting a session, stopping or resuming a session by clicking on the button displayed on the screen.
- Leaving the screen you are asked to save the changes or you can also discard your changes.



Delete a session

- Select the session you wish to delete, and click your trackwheel button
- In the menu choose "Delete Session" and after confirmation of the dialog your session will be deleted.



Requirements: BlackBerry® OS 4.0 or above