

MirrorOS BETA

Help Guide

Copyright SeadomGames Studios, 2021

Last Updated: February 3rd, 2021

It is important to note that all features discussed may not be available.



Table of Contents

Table of Contents	1
Using the Guide	2
Help: For Consumers	3
System Errors:	3
When a system error occurs on startup:	3
When a system error occurs on program launch:	3
When a system error occurs on lock, unlock, idle, or shutdown:	3
“Program Not Responding” Errors	4
Restart the program	4
Restart MirrorOS	4
Check for issues with the program	4
“Bootleg Launch” Errors	4
Restart MirrorOS	4
Help: For Developers	5
Decoder	6

Using the Guide



Welcome to MirrorOS! This guide is designed to help you with any questions you may have. Before you start reading, it's important to know what this guide is trying to teach you, and how. Let's begin.

1. **Important Information will be in red.** Unimportant Information and filler words will be in black or light gray. **Headings will be in sky blue.** **Steps or subheadings will be in forest green.**
2. At the start of every section, there will be a brief synopsis of what the section covers, as shown above. That way you won't have to search extensively for what you need.
3. There may be footnotes¹ next to words, clarifying what these words mean, or adding information for reference. If you have a question, it's a good idea to check them. **Footnotes are not always definitions, they may be tips and tricks for problems that occur often.**
4. There are two sections in this guide: **For Consumers** and **For Developers**. **For Developers** takes an in-depth view of tips and tricks for perfecting a program, while **For Consumers** covers issues that often occur. It's important to note that your issues may not be answered in your respective sections, so try checking the other.

That's it! Hope all goes well on your MirrorOS journey.

¹ foot-note
/'foʊt,nōt/

(n) An ancillary piece of information printed at the bottom of a page.

Help: For Consumers

In this section, we'll cover solutions to issues that may occur. If you are receiving an error code, try checking the decoder in the back of this book.

System Errors:

Many system errors occur often. Different generic fixes may solve the issue and are a good place to start. Let's go over what to do when a system error message occurs at a certain time.

1. When a system error occurs on startup:

Restart MirrorOS. Not much else you can do. Most startup errors can be fixed by a restart. If the error persists, try a factory reset. (See Help; For Developers; Factory Resetting MirrorOS)

2. When a system error occurs on program launch:

Close the program, then open it. If the program still won't open, the issue is the program developer's fault. Try notifying them by leaving a comment in the program if it's in the app store. Otherwise, try using another program.

3. When a system error occurs on lock, unlock, idle, or shutdown:

MirrorOS may be having issues with your computer resources. If you notice lag, screen cutting or jittering, or misplaced coloring, try using a more powerful computer. **Phones are not recommended for MirrorOS use.**² If you have not noticed any of the above, reload the page, or close other programs that may be slowing down your computer.

² Mobile versions may be available in the future, but we don't have one as of now.



“Program Not Responding” Errors

MirrorOS has a built-in crash detector, and you may encounter an issue with a program. If you get one of these errors, try these steps:

1. Restart the program

Try closing the program, then reopen it. If the issue is resolved, you can stop here.

2. Restart MirrorOS

Open the Home menu, then select the red power button to shut MirrorOS down. When ready, click the green flag to turn MirrorOS back on. Then, open the program. If the issue is resolved, you can stop here.

3. Check for issues with the program

If the error occurs when the program opens, closes, or performs an action, the issue may be with the program. Try contacting the developer of the project.

“Bootleg Launch” Errors

This is the epitome of errors, and we are constantly working on a way to circumvent this issue.

1. Restart MirrorOS

Stop the program, wait 30 seconds, then click the flag. If the issue is not resolved, factory reset MirrorOS. (See [Help](#); [For Developers](#); [Factory Resetting MirrorOS](#))

Help: For Developers



In this section, we'll cover tips and little-known tricks that make building a program that much easier. We'll also go over issues that commonly occur in the development phase of your program, and system functions that may be useful.

Factory Resetting MirrorOS

Some Errors may not be solved by the methods suggested in the Help: For Consumers section, and if you find yourself in this position, it might be a good idea to factory reset MirrorOS.

1. Start MirrorOS

...If you can. If you can't fully boot up MirrorOS, stop the program, wait thirty seconds, then click the green flag. Repeat this process ten times. When the program gives you the error code, or when you log in, press the following keys:
C-?-R-/-T-U-S-E-R

MirrorOS will play the error sound.

2. Confirm you want to reset

After the program plays the error sound, press Y. If you don't want to factory reset, press N. This is your final chance to stop the factory reset process. When you press Y, the program will go blank, then display the loading screen. (Image 1) **DO NOT STOP THE PROGRAM UNTIL MirrorOS FINISHES THE PROCESS.** This will result in you having to factory reset the program again.

3. Done!

After the process is complete, MirrorOS will restart on its own. If MirrorOS freezes during the process, or doesn't restart after three minutes, reload the page and try to factory reset it again.



Decoder



In this section, we'll cover all error codes that can be received.