User Manual

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1. Features and Widgets

What does the app do?

This app lets you store your reminders, send notifications when the reminders reach the end of their time and manipulate them with ease.

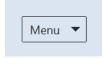
Before beginning to do anything , lets understand what are widgets and how to use them .

Widgets -

Widgets are anything you see on application's screen .

Widget Variance —

1. Menu —



The Menu lets you choose between options , similar to the digital menus you're used to .

2. Labels -



- Labels are anything that hold text but no functionality.
- They're mostly used to describe the functionality or show information.

3. Separators —



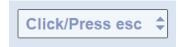
- Little lines , for some cleanliness :)

4. Comboboxes —



Similar to the menu button, these also hold selectable options.

5. Spinbox —



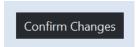
With two little arrow buttons on the right side , these spinboxes
 trigger functionalities when navigated with Up/Down arrow keys.

6. Entry —



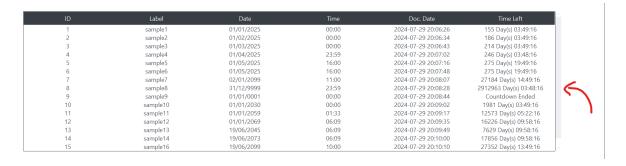
- Entries take inputs such as characters, numbers and symbols.

7. Buttons —



 Buttons process entries (done through 'Entry' widgets) or ask for confirmations.

8. Treeview (Data Table) —



- The Treeview , or what you'd like to call a Table is where you can see your data .
- It has a scrollbar right next to it (marked with a red arrow) that helps to scroll
 and see through data not in the treeview's current vision.

Features —

- ✓ Update reminders .
- ✓ Filter (Search) through the reminders .
- ✓ Delete reminders .

- ✓ Various themes to suit your style .
- ✓ Set notification duration as long you wish (Caps at 99).
- ✓ Save screenshots using ctrl+ s and open them instantly.
- ✓ Live countdown of all reminders .

2. Main Screen

With nothing much to offer, the Main screen or the screen that pops up very first at the application's instance has only a few things to be known of

A. The Main Menu —



This menu lets you choose between two options

- 1 Reminders (refer to 'Reminders' Mode)
- 2 Options (refer to 'Options' Mode)

B. Time Label —

2024-07-30 17:34:42

Who needs a system clock when the app itself tells you what time it is at any moment?

3. 'Reminders' Mode

This is where the app shows what it has to offer.



A. The Treeview

The Treeview or what you'd like to call a Table is where your reminder details are shown.

It has 6 rows where —

1. ID -

- The Identification Number of any reminder specified by a roman numeral.
- Every time a reminder is added, they're assigned an Identification Number that increments ascendingly.
- These are unchangeable, but you can use them to search through data, update other details of a reminder (yes this excludes ID) and delete reminders.

2. Label —

- Labels are what name you assign an reminder with .

- It serves as an alias for your reminder to help you remember
 what the particular reminder is for .
- These can be changed and used anywhere to perform any operation .

3. Date —

- The Date on which your reminder will end on.
- The date must be entered in a DD/MM/YYYY format (For instance 29/12/2024)

4. Time —

- The time when your reminder will end. Note that this app uses
 a 24-Hour Clock.
- The time must be entered in a HH:MM format(For instance 19:20) .

5. Doc. Date —

 The date on which and time when you register a reminder is noted and displayed in this column.

6. Time Left —

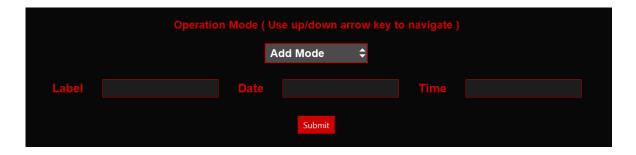
- This is where the live countdown runs.
- It formats as X Day(s) HH:MM:SS(For instance 60 Day(s) 14:32:20).
- The countdown is updated each second and when time reaches
 0 seconds, the app will send a notification for the particular reminder and display it as 'Countdown Ended'.

B. Mode of operation —



- The spinbox (here with some white text) is used to determine
 what functionality you will use to manipulate your reminders.
- To activate it, simply click on it or press the 'esc' button that should be at the top left-most position on your keyboard.
- After it's activated you can use arrow keys to navigate through the modes but let's first see what these modes actually are.

1. Add Mode —



With 3 entries within itself, the 'Add Mode' lets you add a reminder with 3 details

- 1. Label The name you'd keep for your reminder.
- 2. Date Date on which the reminder will end.
- 3. Time Time at which the reminder will end.

Let's look at an instance of adding a reminder

Operation Mode (Use up/down arrow key to navigate)										
		A	dd Mode	‡						
Label	sample21	Date	31/07/2024		Time	19:00				
			Submit							

After adding a reminder with details (Label — sample21 , Date — 31/07/2024 , Time — 19:00) and clicking on the 'Submit' button . the reminder has been added and is now shown in the treeview.

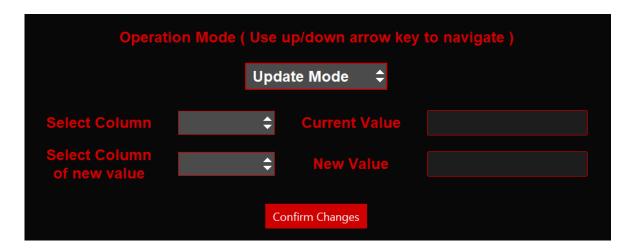


2. Update Mode

In this mode, you can update your reminder details in case you want to change / don't like something / mistyped or just update an ended countdown so that it starts working again.

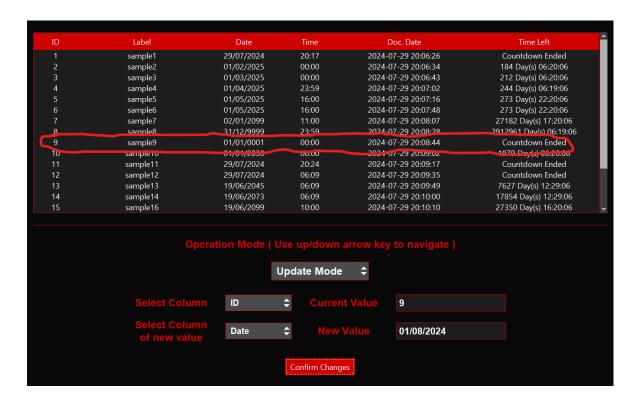
How does it work?

Compared to other modes, this one's a bit complex to
 understand but lets work through it with an instance in the end.



There are now 4 widgets to take care of , 2 of them being spinboxes and the other two being entries . So

- 1. Select Column spinbox In this spinbox you navigate to which column of the reminder's detail you will use to make the new change (it can be the detail that will replace itself or can be a corresponding one in the reminder to refer to the other detail that will be changed).
- 2. Current Value entry Here , you enter what detail will be used to update a corresponding detail from the reminder.
- 3. Select Column of new data spinbox Inside this , you navigate to the column where the update will happen (current detail will be replaced by a new one).
- 4. New Value entry The new detail that is to be replaced with the older one.



I am targeting the reminder with ID - 9 which i will use as a reference so

- 1. Select Column becomes 'ID' and
- 2. Current Value becomes '9'.

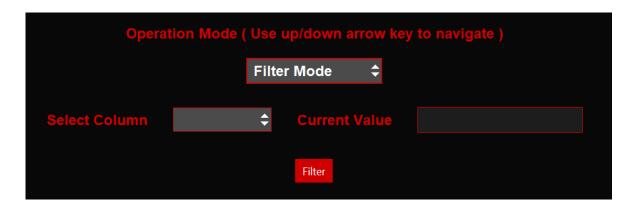
Since the countdown for ID 9 ended long ago i will update it so that i can use it again.

To set Date of ID - 9 as 01/08/2024 i will select the column for 2nd spinbox as 'Date' as it is where the change will actually occur, and enter 'New Value' as 01/08/2024.

After updating, it looks like —



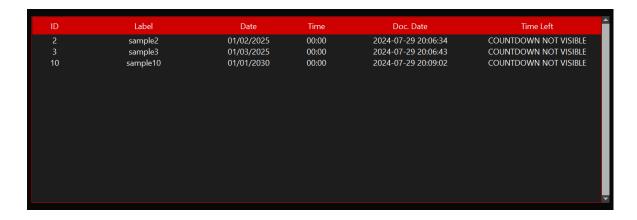
3. Filter Mode



 Filter mode is pretty straightforwarded. Based on a detail it searches through data.

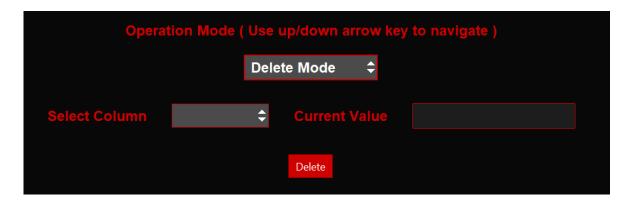
For instance, I want to see how many reminders end at at the time 00:00, I will set the 'Select Column' spinbox to 'Time' and enter its current value (00:00 in this case).

Note that the countdown doesn't work in this mode.

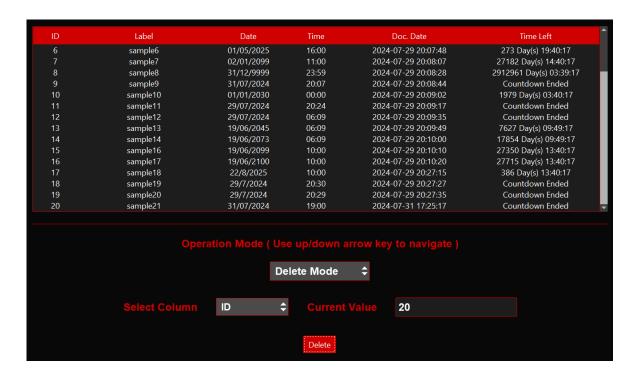


I got only the reminders that end at the time 00:00

4. Delete Mode



Just as straightforwarded, you simply tell the spinbox in which column deletion happens and enter the value (detail) that is to be deleted.



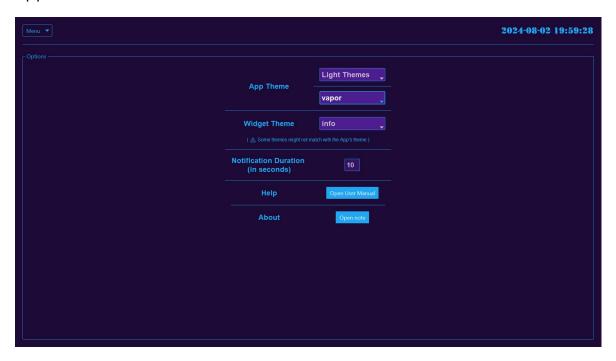
Deleting reminder assigned with ID - 20



Is now nowhere to be seen.

4. 'Options Mode'

This mode's all about your preferences and helping with the application's interface.



The mode's quite self-explanatory but this manual must guide you through all there is to the application.

A. The 'App theme' Comoboxes —

The application provides a handful of themes that might fit your liking

There are 2 comboboxes for the application's theme where first one has a list of all light ones and dark ones are in the second.

B. 'Widget Theme' combobox —

Yes its not just the theme that you can change but the widgets too and again there are plenty to fit your liking!

C. Notification Duration entry —

Maybe you don't want the notification to stay for just 10 or 15 seconds but more .

You can set the duration of notification between 1-99 seconds.

D. Help button —

Opens up the user manual (a pdf file that comes along with this application).

E. About button —

Application's information.

5. Shortcuts

- Ctrl + S -> Screenshot and save.
- esc -> trigger 'Operation Mode' spinbox.