

F O R U M N O K I A

Carbide.ui Theme Edition

What's New in version 3.1.1

February 26th, 2007

Technology

NOKIA

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Contents

1	Introduction to Carbide.ui	5
2	Export-Import	5
3	New theme elements	7
3.1	Arabic & Hebrew landscape indicators	7
3.2	Java Wait Bar Increment and Idle graphics	7
3.3	Preview Pop-up text color group	7
4	New features of the graphical user interface	7
4.1	Preview for all elements	7
4.2	New screen resolutions.....	7
4.3	Search a screen element	7
4.4	Extended Copy/Paste.....	8
4.5	Component Store view – Reuse UI.....	9
4.6	Multiselection in the Component view	10
4.7	Drag and Drop	10
4.8	Animation preview in main editor	10
4.9	SVG colorize	10
4.10	Edit mask.....	12
4.11	Animation presets.....	12
5	Tips and tricks	13
5.1	How to find out the UID of the application	13
6	Platforms features	13

Change history

January 30th, 2007	Version 3.1.1	Initial document release
February 26th, 2007		New features description

1 Introduction to Carbide.ui

Carbide.ui is a tool for creating and editing themes for S60 mobile phones. It also enables the creation of custom user interface (UI) by altering the look and feel of the customizable user interface components of the S60 mobile phone.

Themes are used to change the look of your mobile phone's UI. Themes consist of display items called components. By modifying the appearance of these components, you can create a whole new look for your UI.

The components are editable display items that are used to build a graphical user interface. Components may consist of a single item or multiple items, such as a single image, a single image plus filters, two or more images plus filters or a background image plus filters. Components can be either vector or bitmap images. Carbide.ui also allows you to convert and edit images in bitmap editor. The edited files are saved in .png format.

For general information about themes and mobile phones, refer to www.forum.nokia.com.

Version 3.1.1 is an update to Carbide.ui Themes Edition version 3.1. There is no need to backup the existing version or workspace. Version 3.1.1 carries several bug fixes for 3.1, and it is intended to be a repair of existing Carbide.ui Theme Edition 3.1 installation. If user doesn't have version 3.1 already installed, then, user just needs to install 3.1.1 version.

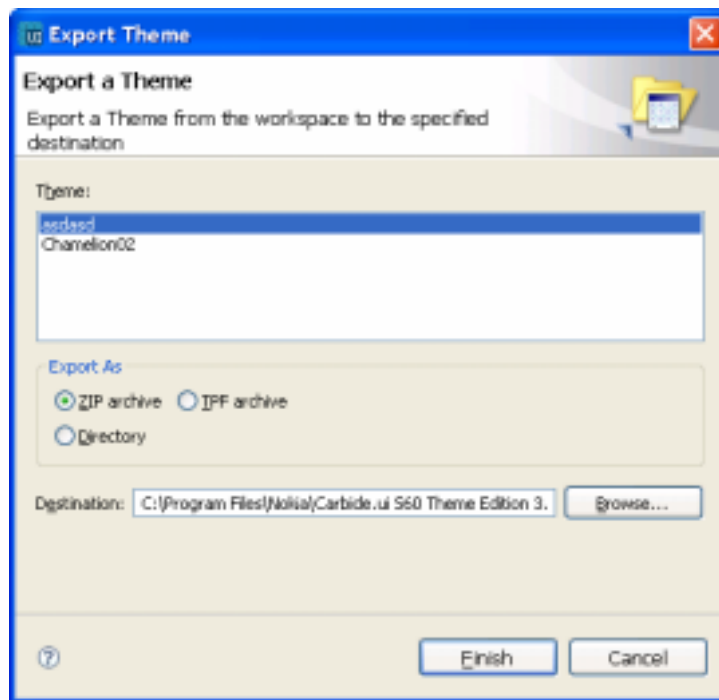
2 Export-Import

Export import enables transfer of themes between theme developers. Export-import procedure doesn't just copy project from one to another workspace, it also transfer linked projects, which are outside the workspace. Therefore, it is not recommended simply to copy paste projects from workspace.

To export a project:

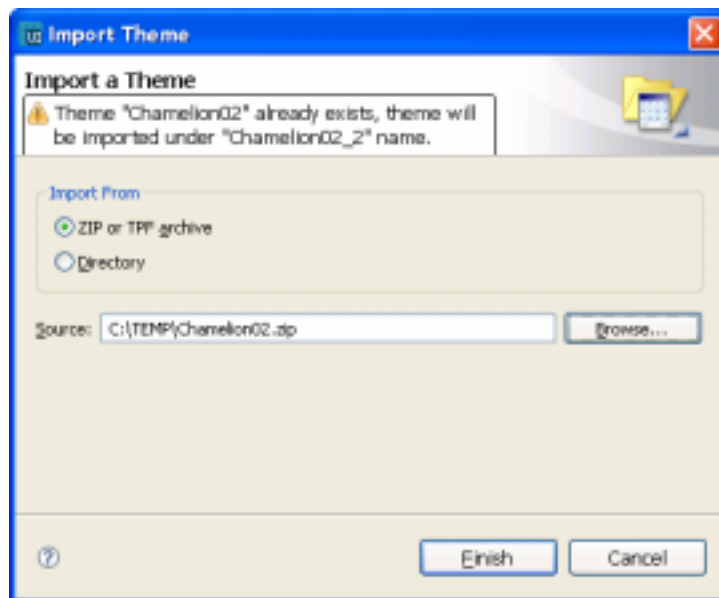
1. Select File | Export from main menu.
2. Export dialog opens, offering choice of theme from the workspace to be exported, with following export choices:
 - **Zip archive**: packs all theme resources to zip.
 - **Tpf archive** is equivalent to zip archive. It is supported in previous versions of Theme Studio. Although, *tpf* file is just a *zip* file with renamed extension to *tpf*, it is recommended to use Export to TPF, if theme project is exported. Theme Studio 3.0 supported *tpf* archives, Carbide.ui theme Edition 3.1 supported zip archives.
 - **Directory**: the same procedure; collects all theme resources and copies them to specified folder.

Note: Although, export to Zip and to TPF archive, look like two names for the same thing and, present unnecessary complexity increase, both archive and Directory options are included for compatibility with existing tooling and for estimated future support.



To import a project:

1. Select File | Import from main menu.
2. Import dialog opens, offering choice for import source.



3. Specify import source and press Finish. Project will be imported to workspace.
4. Use File | Open theme to open the imported theme.

3 New theme elements

3.1 Arabic & Hebrew landscape indicators

Graphics that is displayed on the phone in case of Arabic or Hebrew variant localization has been added for:

- Signal Strength (both portrait and landscape, on the path in Resources View: Indicators | Signal/Battery Indicators | Signal Strength)
- Battery strength((both portrait and landscape, on the path in Resources View: Indicators | Signal/Battery Indicators | Battery Strength)
- Submenu (on the path Indicators | Navigation Indicators | Submenu Indicators).

3.2 Java Wait Bar Increment and Idle graphics

Two additional types of indicator added to Indicators | Wait / Progress Bar Indicators. These indicators are relevant for MIDP applications.

3.3 Preview Pop-up text color group

Is a text color used to define color of the text in Preview Pop-up Window Graphic (Pop-up Info note). Color is available from Resource View path: Colors | Pop-up Window Items| Preview Popup Text.

4 New features of the graphical user interface

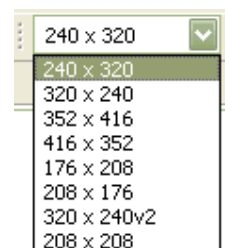
4.1 Preview for all elements

All items now have preview in the editor.

4.2 New screen resolutions

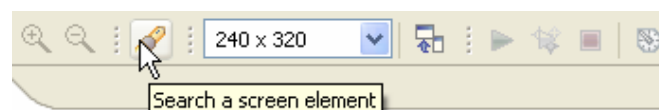
Theme can be displayed in two more resolutions:

- 208 x 208 (Nokia 5500)
- 320 x 240v2 (Nokia E61, E61i and E62)



4.3 Search a screen element

A theme contains a lot of elements to be skinned. Search feature enables listing all the elements, filtering listed content and finding the searched element.



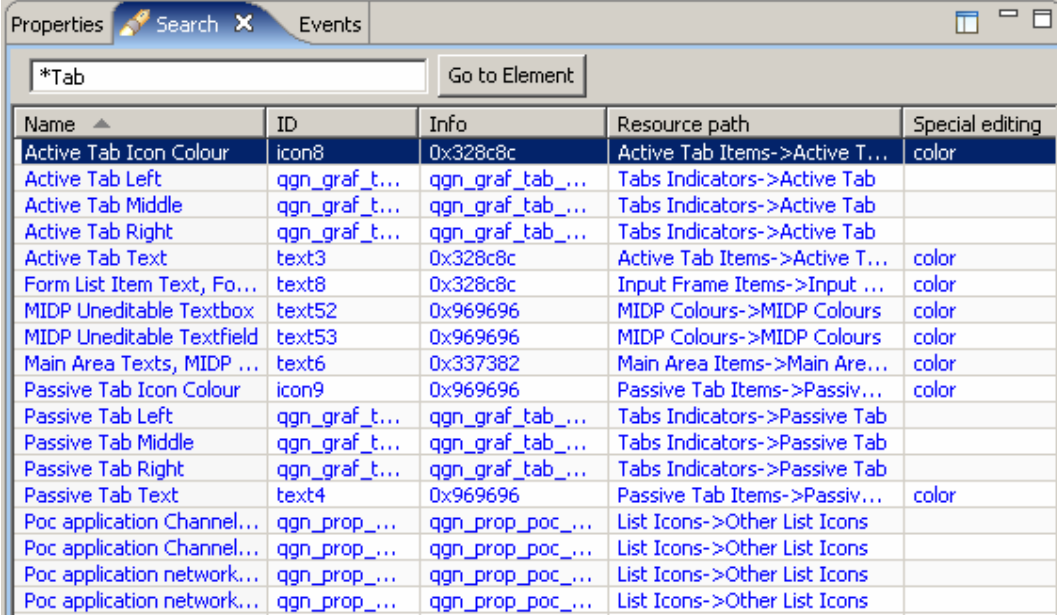
Now it is possible to search for the element based on Name, ID, value (Info), Resource path and type of element.

A wildcard * is also supported. The following examples give a basic idea for usage:

- If input box is empty, all the theme elements are listed. Note that blue color presents that element is skinned.

*background – lists all elements that in any of the fields contain term “background”, all of them are backgrounds.

0x000000 – list all colors that are black.



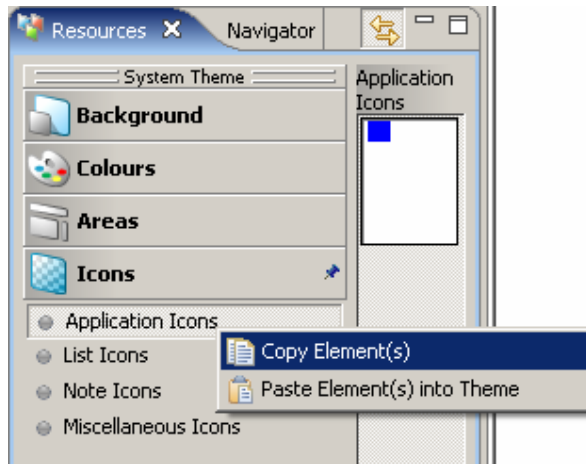
The screenshot shows a 'Properties' window with a search bar containing '*Tab' and a 'Go to Element' button. Below the search bar is a table listing theme elements. The table has five columns: Name, ID, Info, Resource path, and Special editing. The first row is highlighted in blue, indicating it is skinned.

Name	ID	Info	Resource path	Special editing
Active Tab Icon Colour	icon8	0x328c8c	Active Tab Items->Active T...	color
Active Tab Left	qgn_graf_t...	qgn_graf_tab_...	Tabs Indicators->Active Tab	
Active Tab Middle	qgn_graf_t...	qgn_graf_tab_...	Tabs Indicators->Active Tab	
Active Tab Right	qgn_graf_t...	qgn_graf_tab_...	Tabs Indicators->Active Tab	
Active Tab Text	text3	0x328c8c	Active Tab Items->Active T...	color
Form List Item Text, Fo...	text8	0x328c8c	Input Frame Items->Input ...	color
MIDP Uneditable Textbox	text52	0x969696	MIDP Colours->MIDP Colours	color
MIDP Uneditable Textfield	text53	0x969696	MIDP Colours->MIDP Colours	color
Main Area Texts, MIDP ...	text6	0x337382	Main Area Items->Main Are...	color
Passive Tab Icon Colour	icon9	0x969696	Passive Tab Items->Passiv...	color
Passive Tab Left	qgn_graf_t...	qgn_graf_tab_...	Tabs Indicators->Passive Tab	
Passive Tab Middle	qgn_graf_t...	qgn_graf_tab_...	Tabs Indicators->Passive Tab	
Passive Tab Right	qgn_graf_t...	qgn_graf_tab_...	Tabs Indicators->Passive Tab	
Passive Tab Text	text4	0x969696	Passive Tab Items->Passiv...	color
Poc application Channel...	qgn_prop_...	qgn_prop_poc_...	List Icons->Other List Icons	
Poc application Channel...	qgn_prop_...	qgn_prop_poc_...	List Icons->Other List Icons	
Poc application network...	qgn_prop_...	qgn_prop_poc_...	List Icons->Other List Icons	
Poc application network...	qgn_prop_...	qgn_prop_poc_...	List Icons->Other List Icons	

4.4 Extended Copy/Paste

The new version of the Carbide.UI offers an easy way how to share skinned elements between themes. Once a theme exists with some useful elements, then the elements might be copied to any other theme all together in one simple operation.

The resource view allows user to invoke a Copy element(s) operation

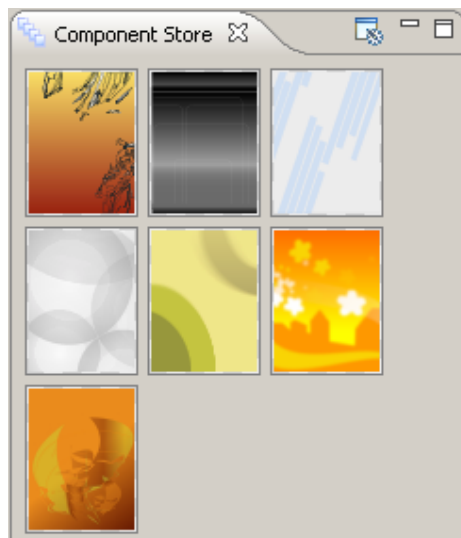


The copied element group is easy to paste into a new theme by invoking command "Paste Element(s) into theme". Copied group of elements is pasted to the same place of target theme.

The action can be invoked from Components view, too, for multiple selected icons in Components View. After selecting option *Paste*, user can select what subset of the elements in clipboard to paste.

4.5 Component Store view – Reuse UI

The Component Store works like a library of all skinned elements from any other available themes. The Store visualise skinned elements from example themes and from custom themes in a workspace. Go to main menu Window | Preferences | Carbide.ui | Component Store to customize the set of themes that fill the component Store content. Besides the Example and themes opened in Carbide.ui, user can navigate to and add any theme from file system.

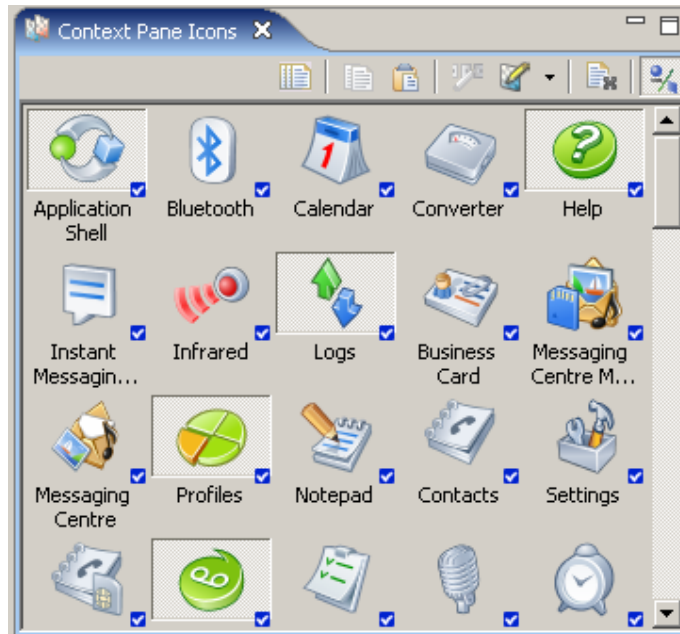


The selected element in your theme is replaced by the alternative element from Component Store by simple double click on the preview of the element in the Component Store.

It is also possible to enlarge Component Store repository by simply dragging a customized element to the Component store view.

4.6 Multiselection in the Component view

It is now possible to select multiple icons in the Component view. The selection works in standard way with CTRL and SHIFT keys. The multiple selections are also possible with mouse. Popup menu actions affect multiple selected elements on the same way would affect single selection. Color popup tooltip affects only element that the mouse is above.



4.7 Drag and Drop

Drag and Drop operations are allowed in the main editor view, component view, layers view and outline view. Now it is ease to change different elements by simply dragging it within the application or even from outside. It is possible to grab any image file from a file system and replace any element in the theme. Also Ringing tone elements allows drag and drop operations for supported audio files.

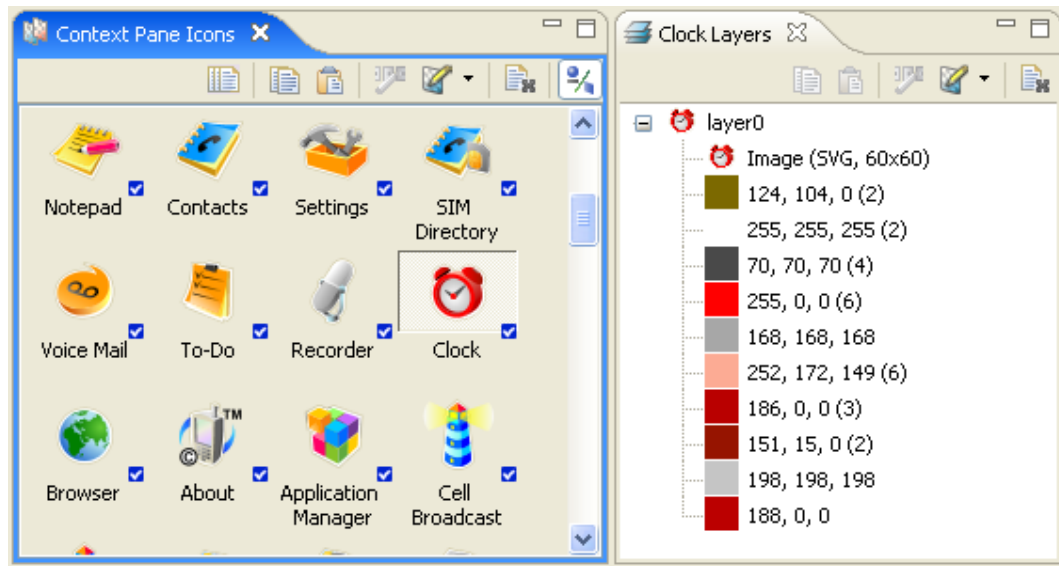
4.8 Animation preview in main editor

Animation of any animated element can be previewed in the main editor. It is easy to see Frame animated icons and elements with animated effects all together.

4.9 SVG colorize

For SVG graphics, in Carbine.ui, we recommend that you do not use the functions "Bitmap colorize" as this functions will turn the SVG into a bitmap. Instead you should use the "SVG colorize" function which preservers the SVG format of the graphics.

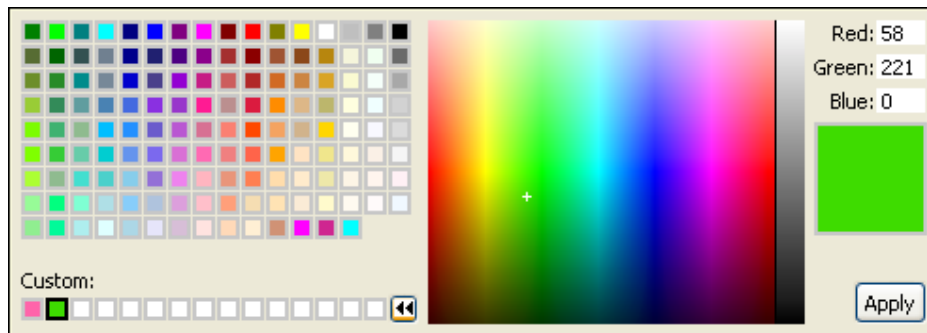
SVG colorizing is located in the Layers view.



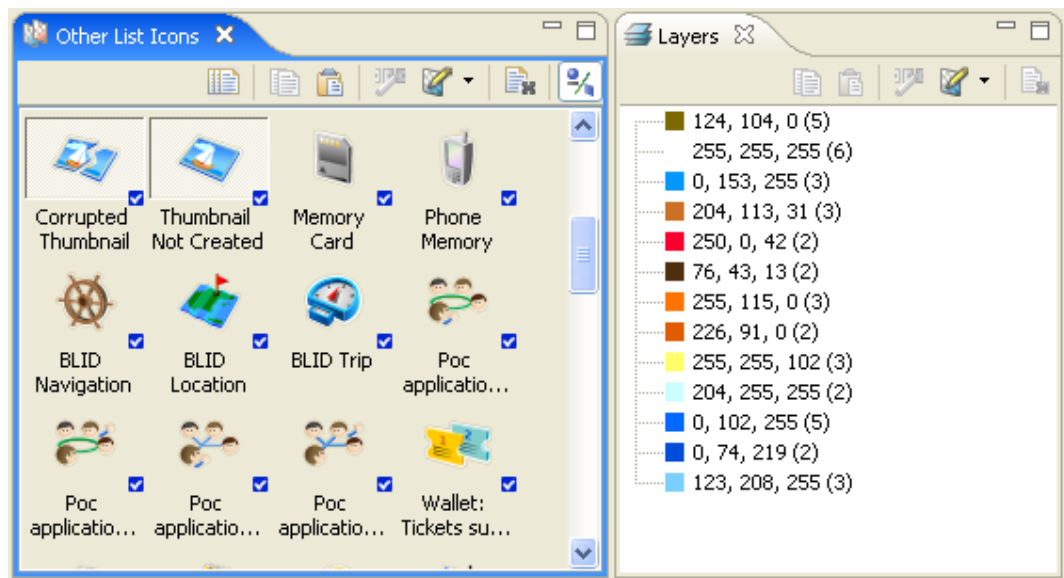
All colors defined inside the selected SVG are presented there in the following structure: color rectangle, RGB definition of the color and the number of occurrences of the color within the SVG.



To change the color, double click it to open the Color picker dialog or hover over the color to change it using the color tooltip.



You can also modify colors of multiple items. In case of multiple selected elements in Component view, Layers view displays only colors that are present in all the selected components. You can change the color in the same way as in the colorizing single SVG.



4.10 Edit mask

Even it is more recommended to use SVG images for customizing a theme; it is always possible to use bitmap pictures for the theme. Bitmap images support masks for transparency. Very simple mask can be created directly in the application, just select the area of the bitmap image in the Edit Mask dialog and the image gets the desired transparency.

Edit mask dialog generates only hard mask, which are realized by black and white image. The elements get more advanced semi transparency by grey scale masks. Such mask can be prepared in any external bitmap editor.



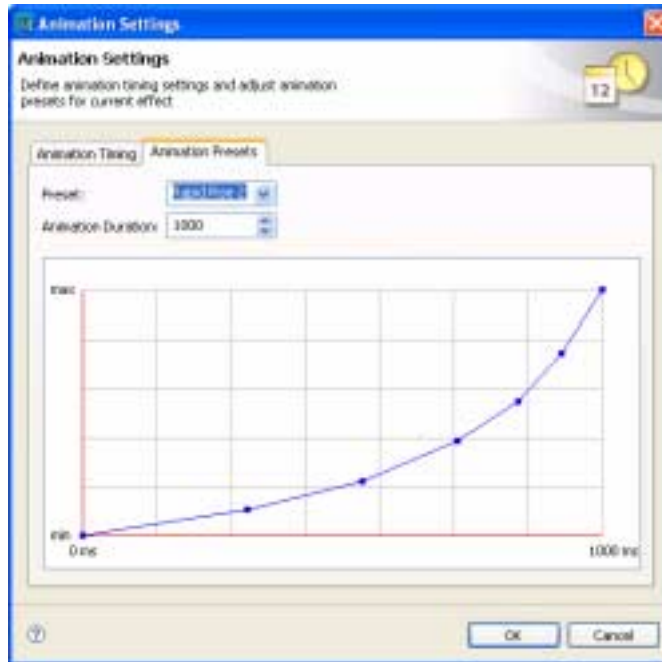
4.11 Animation presets

Enable using presets for effect animation.

Warning:

Backgrounds support only relative timing model animations. Using more than 2 control points is not supported. It is recommended not to use animation preset for backgrounds, but, to define only starting and ending point on timeline. If done different, animation will not be displayed on the phone.

Highlights support only real time animations. Animation presets are supported.



5 Tips and tricks

5.1 How to find out the UID of the application

For finding the UID of the 3rd party applications and applications that are not present in the Carbide.UI you can use 3rd party software, for example freeware application Tasky.

6 Platforms features

Even the Carbide.Ui application offers platform indication for every element in a theme, it is necessary to keep in mind, that every platform support different features in themes.

2nd Edition – eg. Nokia 6600 – the platform supports only bitmap graphics. If your theme uses SVG images and/or effects, then everything is converted to bitmap during packaging process.

2nd Edition Feature Pack 1 – eg. Nokia 7610 – the platform supports only bitmap graphics. If your theme uses SVG images and/or effects, then everything is converted to bitmap during packaging process.

2nd Edition Feature Pack 2 – eg. Nokia 6630 – the platform supports only bitmap graphics. If your theme uses SVG images and/or effects, then everything is converted to bitmap during packaging process.

2nd Edition Feature Pack 3 – eg. Nokia N70 – the platform supports bitmaps and svg graphics, additionally the platform is able to handle effects definitions in a theme.

3rd Edition – eg Nokia N71 – the platform supports bitmaps and svg graphics and effects in some elements, also animations of the effects parameters are supported.