



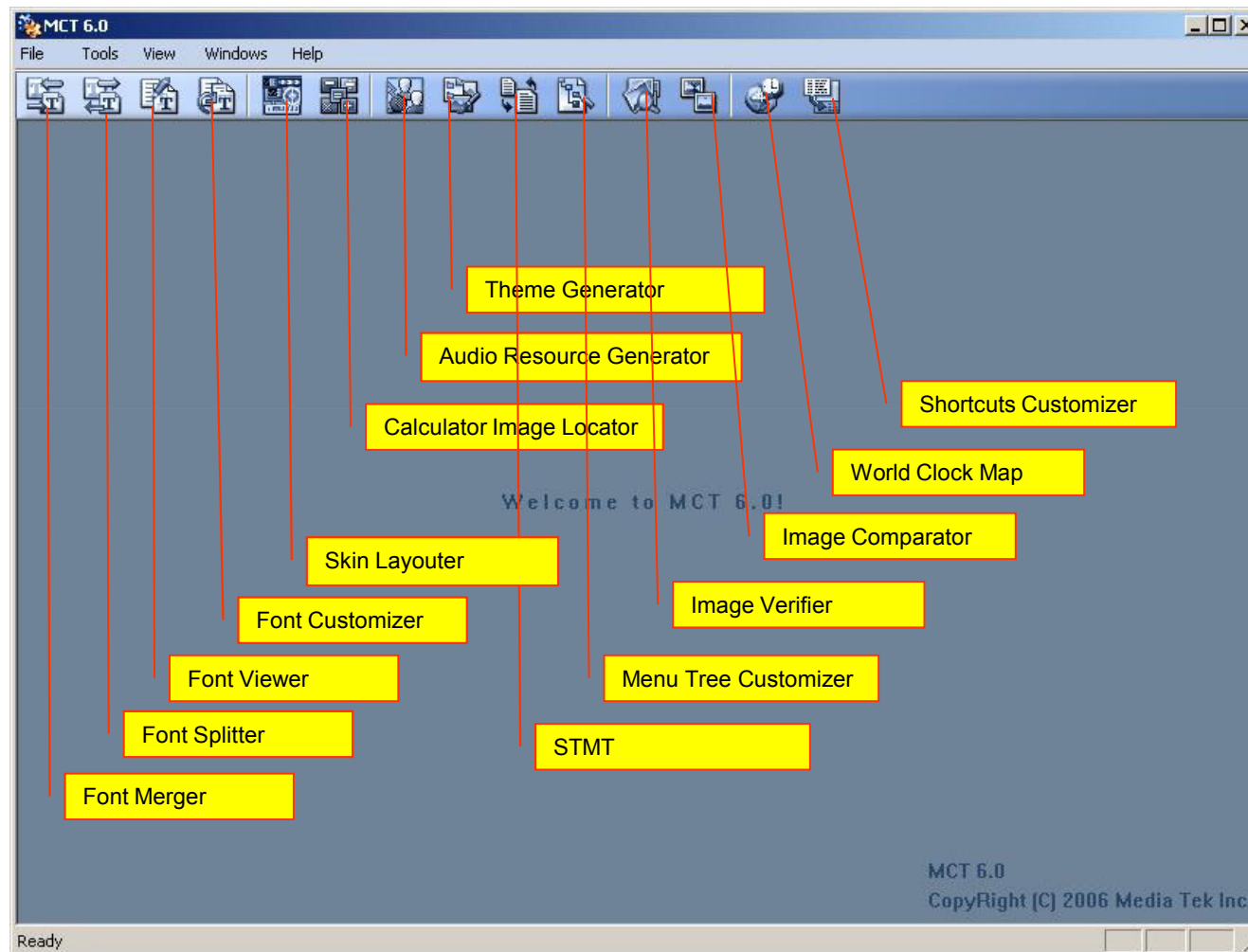
## MCT v6.0



# MCT Functions

- MMI Customization and Code generator
  - Font Merger, Splitter, Viewer, Customizer
  - Skin Layouter, Calculator Image Locator
  - Audio Resource Generator
  - Theme Generator
  - String Table Merging Tool, Menu Tree Customizer
  - Image Verifier, Image Comparator
  - World Clock Map
  - Shortcuts Customizer

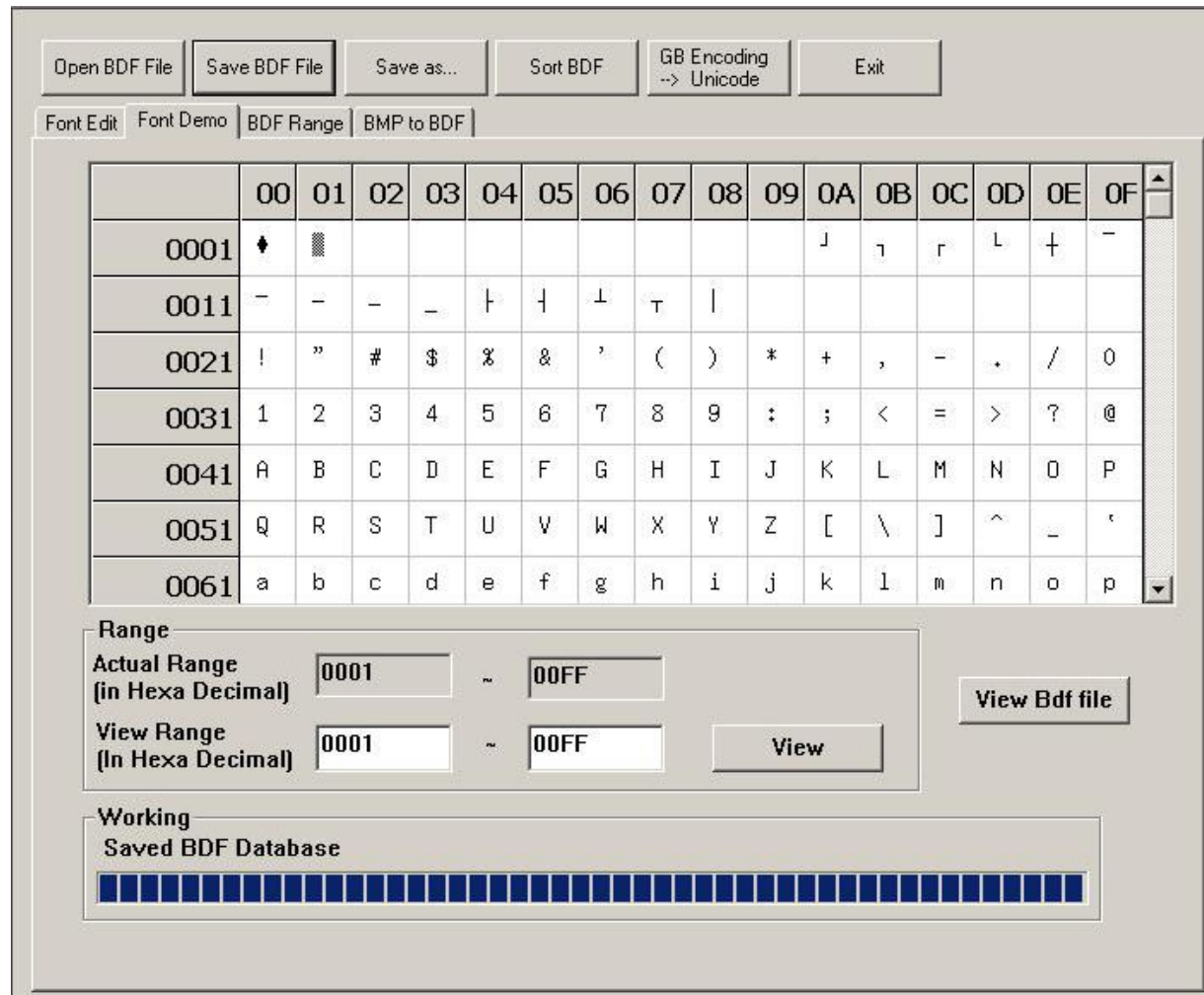
# MCT Functions



# Font Tool

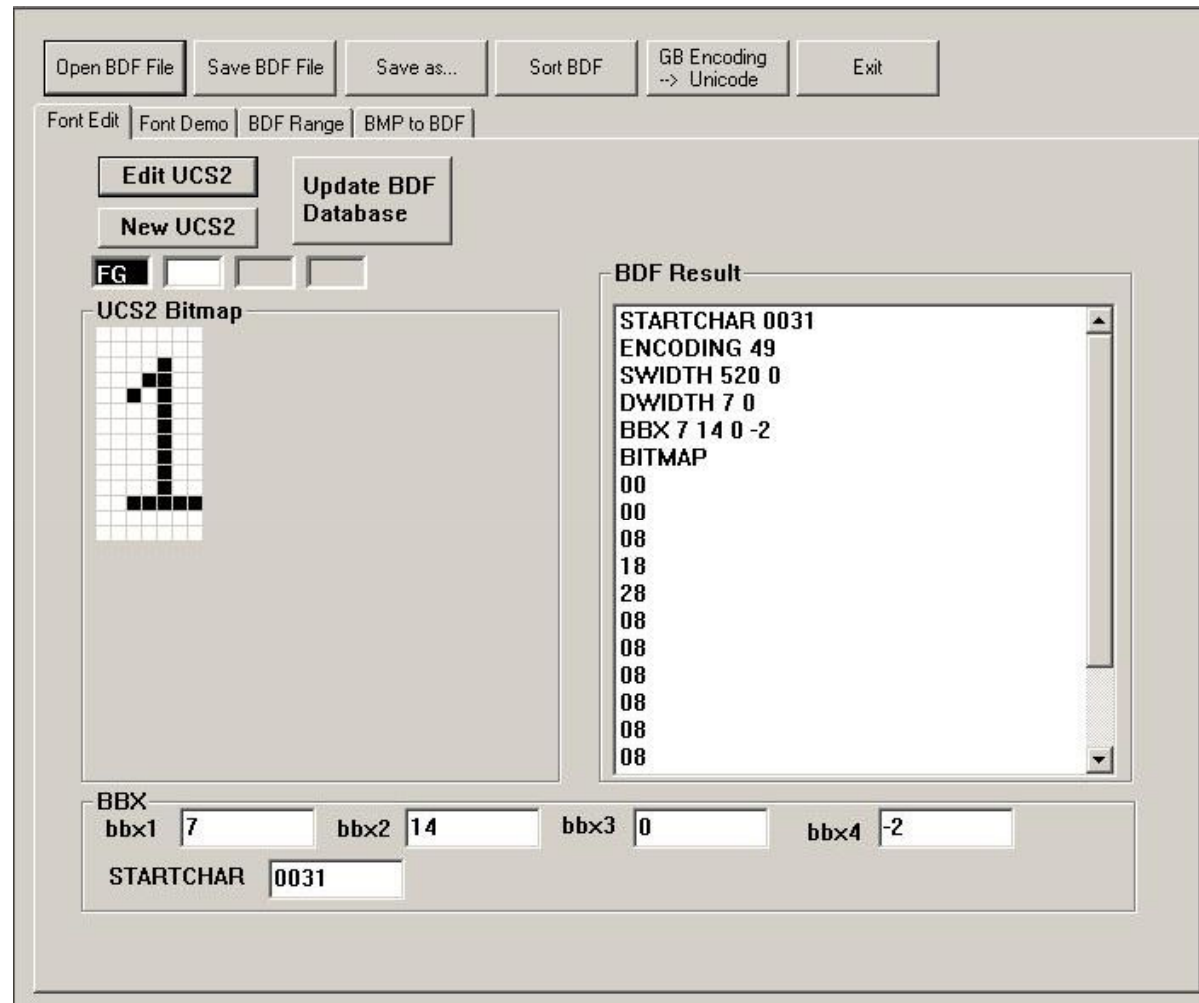
- Font Merger
  - Merge two BDF file.
- Font Splitter
  - Split the BDF file from the big source BDF file by range.
- Font Viewer
  - Show the BDF file for scan and edit; convert the bmp file to BDF files.
- Font Customizer
  - Make the BDF file to language data that is use in MMI.
- Glyph Bitmap Distribution Format (BDF)
  - an ASCII-based file format used to store Adobe screen fonts as Human-readable data. This format was previously known as the Character Bitmap Distribution Format

# Font Viewer



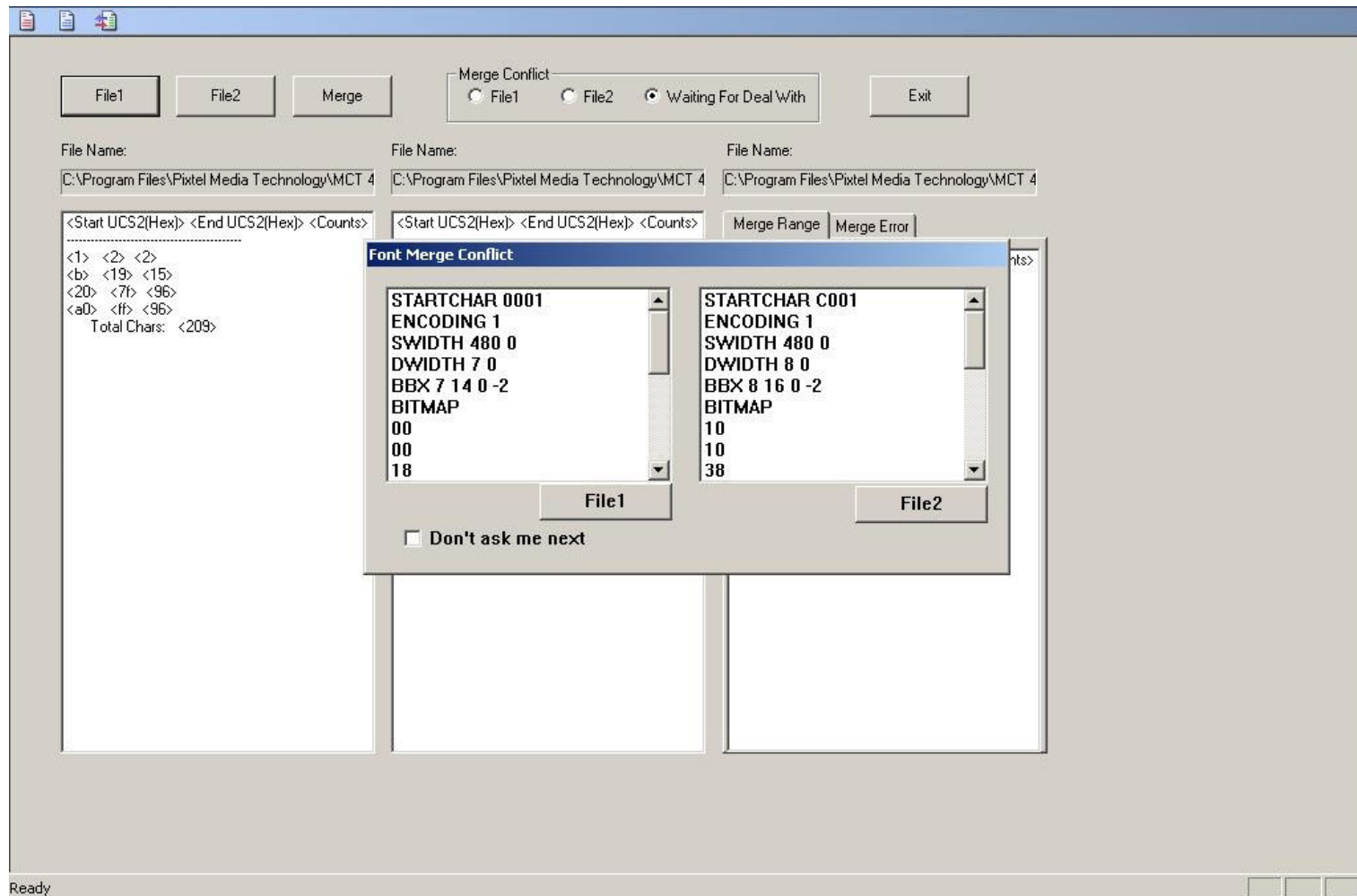
Show the BDF file for scan and edit

# Font Editor



Edit Character / BMP to BDF

# Font Merger & Splitter



Merge two BDF file / Split the BDF file from the big source BDF file by range

# Font customizer

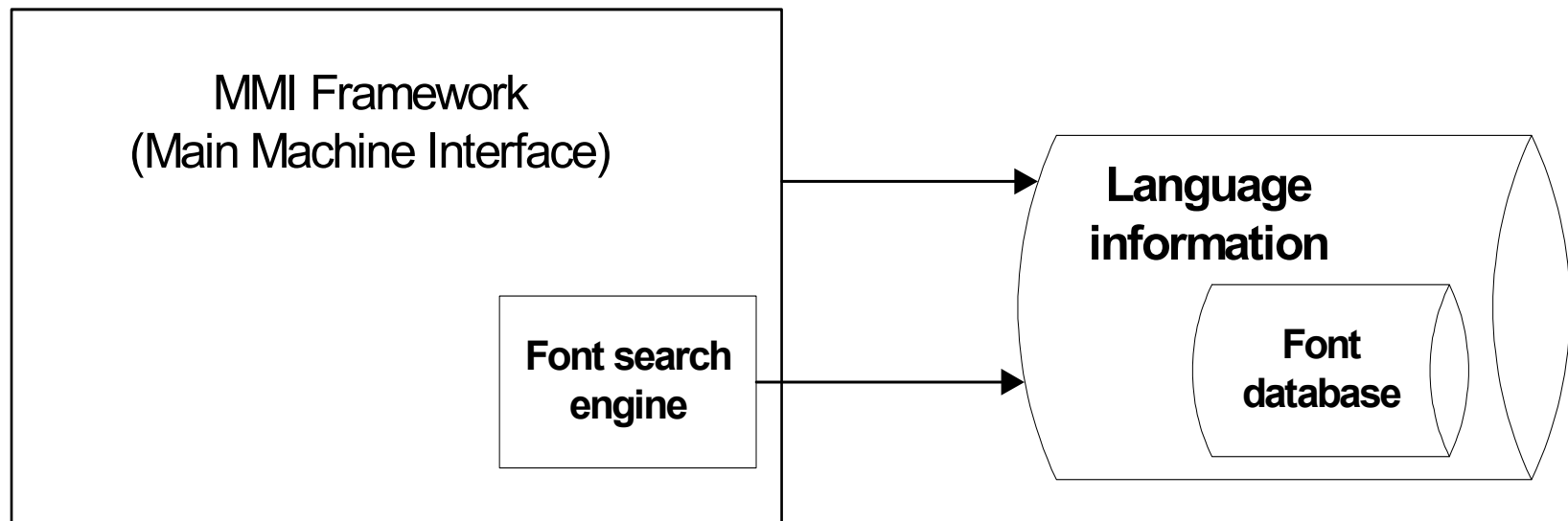
Confidential B

The screenshot shows the 'Font customizer' application window. At the top, there is a 'Languages' section with 'Add', 'Remove', and a dropdown menu currently set to 'English'. The main area is divided into several sections: 'Font Types' with radio buttons for 'Small', 'Medium', 'Large', 'Sub LCD', 'Dialling', and 'Touch Screen'; 'Width Property' with 'Fixed' (selected) and 'Variable' options; 'BDF files' with a text input field (containing '7x14.bdf'), 'Load', and 'Unload' buttons; 'Size (W x H)' with input fields for width (7) and height (14); and 'Ranges of Character Set' with a text area showing hex ranges: '<Start UCS2(Hex)> <End UCS2(Hex)>', '<1> <2>', '<b> <19>', '<20> <7f>', '<a0> <ff>', and 'Total Char:209'. A 'Generate DWidth' checkbox is located below the character set ranges. At the bottom left, a text box contains a list of instructions: 1. Shall load one font at least. 2. Decide the BDF font width property first. 3. Press the Load button to open BDF file. 4. Press the Unload button to Unload BDF file. 5. Press [Next] button to next step. 6. Select "Generate DWidth" for generating DWidth data. (For Example for Hindi Language). At the bottom right, there are three buttons: '<<-- Previous', 'Next -->>', and 'Exit'.

Make the BDF file to language data that is use in MMI



# Font customizer



generate the multiple language information and font data stored in MMI

# Skin Layout Tools

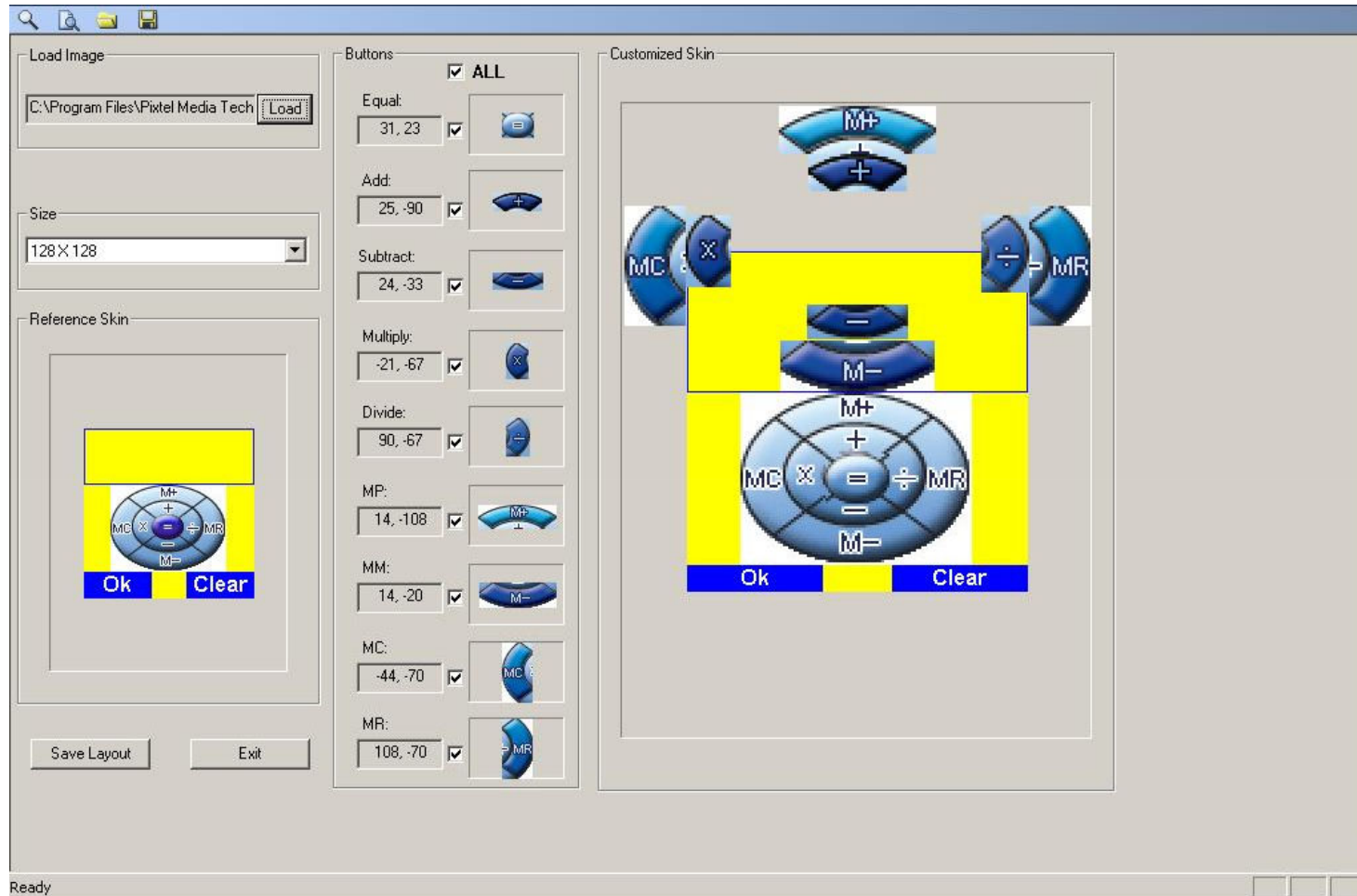
- Skin Layouter
  - Used to generate customized position/color/background image settings for Audio Player and FM Radio.
- Calculator Image Locator
  - Create and modify the coordinates of different image set in a particular layout.

# Skin Layouter



Used to generate customized position/color/background image settings for Audio Player and FM Radio

# Calculator Image Locator

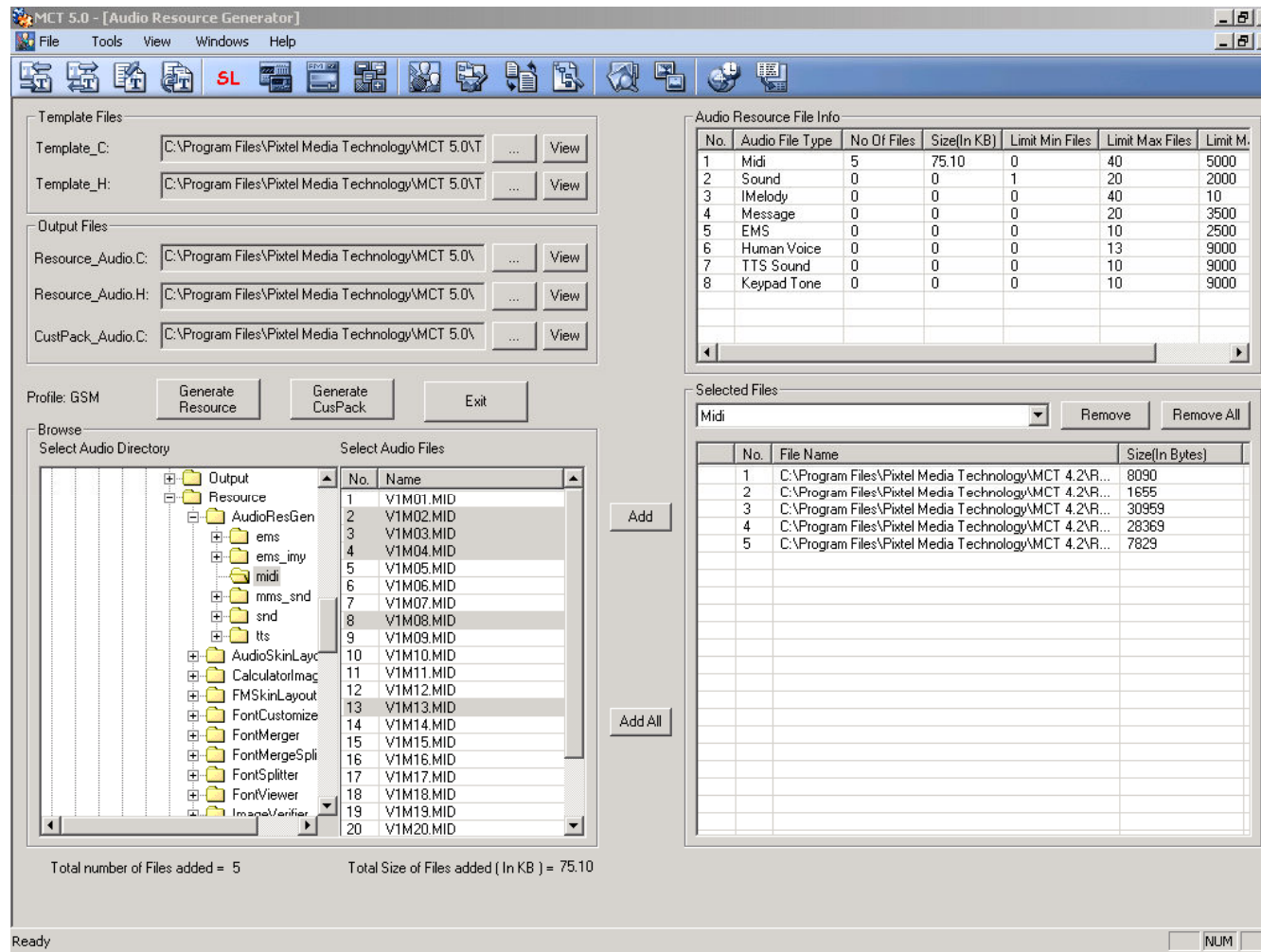


Create and modify the coordinates of different image set in a particular layout

# Resource Tools

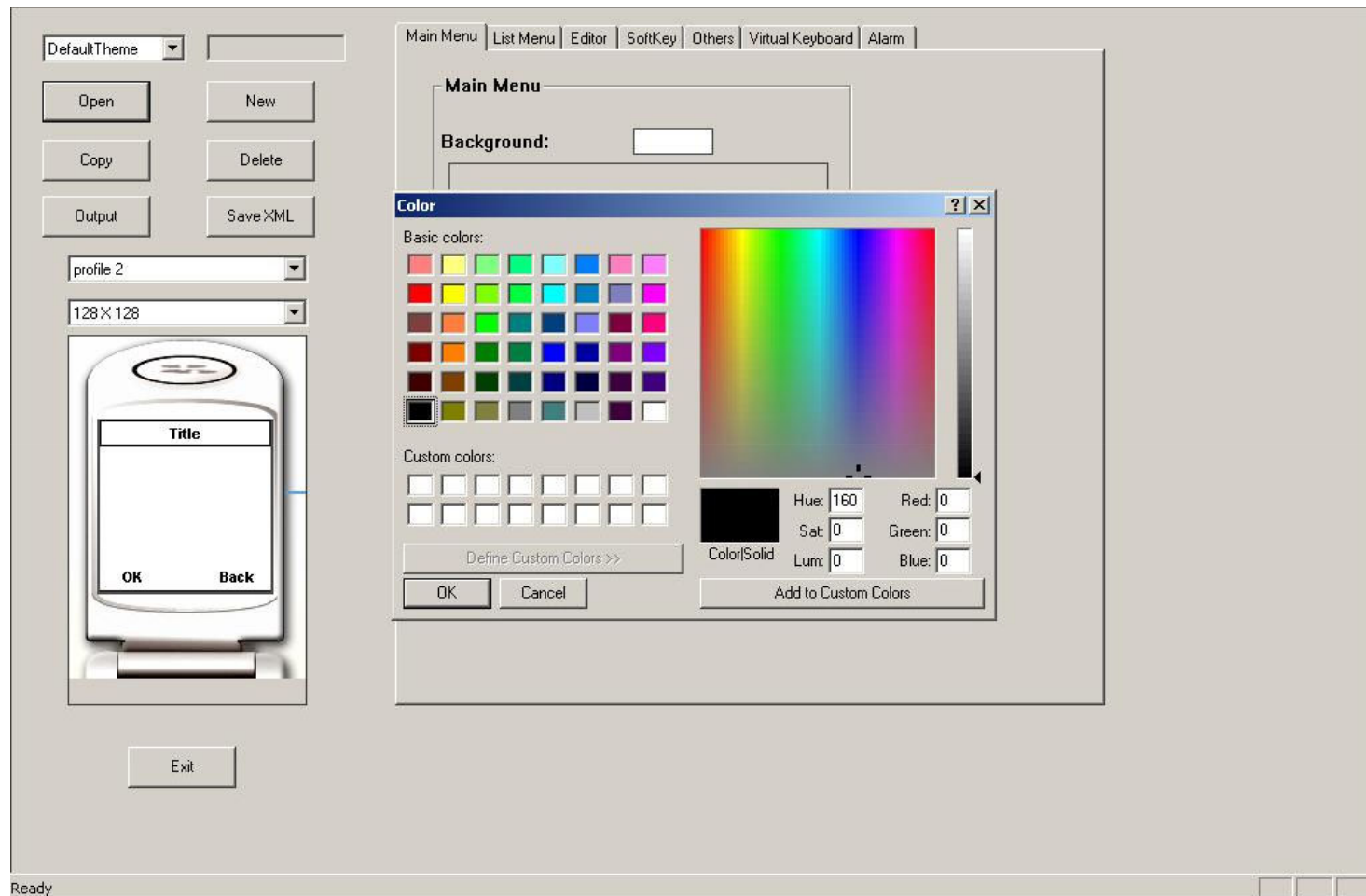
- Audio Resource Generator
  - Make the audio resource data that is used in MMI.
- Theme Generator
  - Create the theme data that is used in MMI.
- String Table Merger Tool
  - Used to compare and merge two different string tables.
- Menu Tree Customizer
  - Read the menu tree data, show it in tree control for edit, and then create the new data.

# Audio Resource Generator



Make the audio resource data that is used in MMI

# Theme Generator



Create the theme data that is used in MMI



# String Table Merger Tool

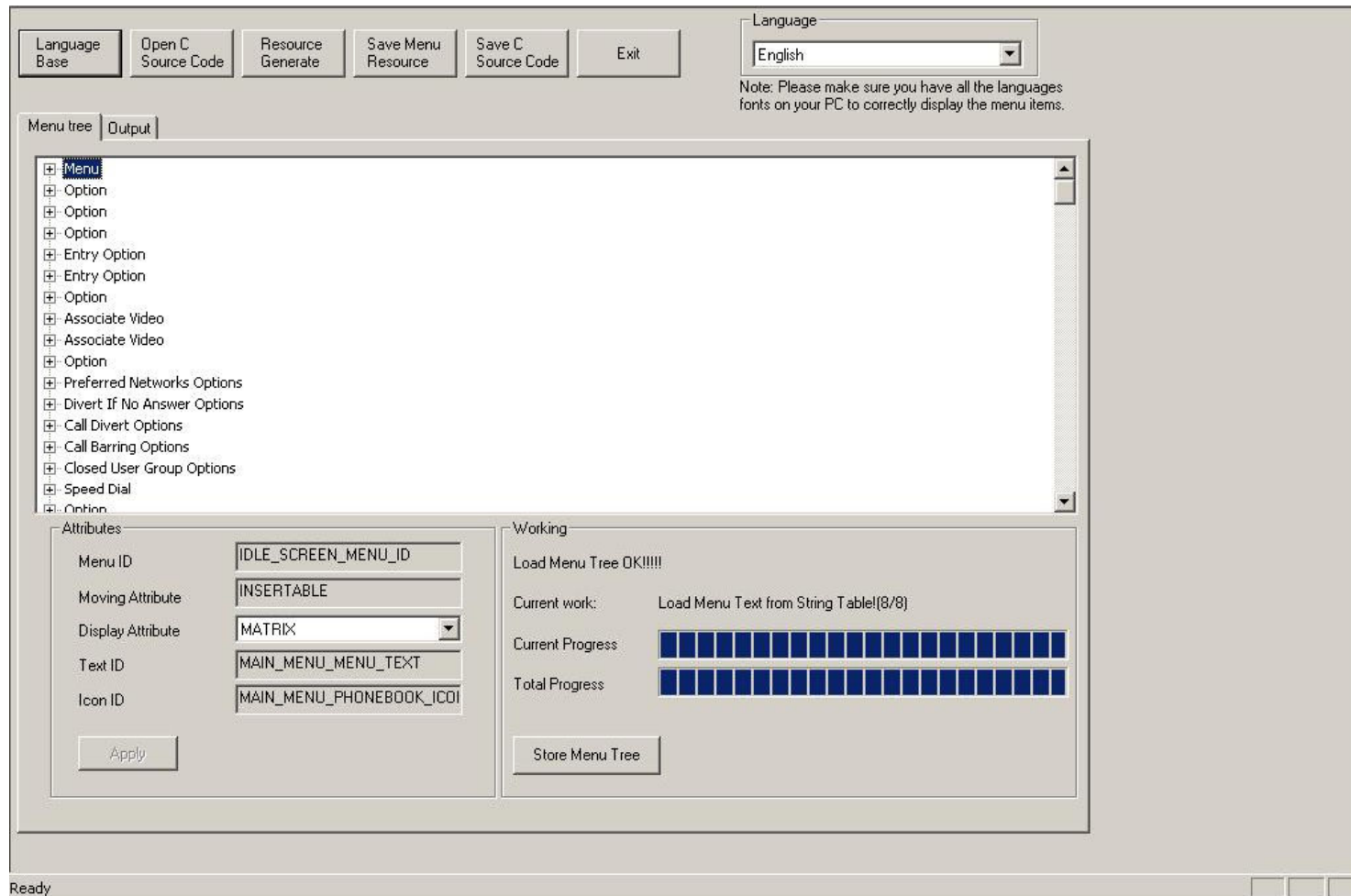
S...	Enum Value	Module Name	Max String Length	Description	English
1	DO NOT MODIFY	DO NOT MODIFY	DO NOT MODIFY	DO NOT MODIFY	*#00
2	STR_GLOBAL_OK	GLOBAL	6	Global String- OK	Ok
3	STR_GLOBAL_B...	GLOBAL	6	Global String- B...	Back
4	STR_GLOBAL_O...	GLOBAL	6	Global String- O...	Option
5	STR_GLOBAL_YES	GLOBAL	6	Global String- Yes	Yes
6	STR_GLOBAL_NO	GLOBAL	6	Global String- No	No
7	STR_GLOBAL_C...	GLOBAL	6	Global String- Cl...	Clear
8	STR_GLOBAL_D...	GLOBAL	6	Global String- D...	Done
9	STR_GLOBAL_S...	GLOBAL	5	Global String- S...	Save
10	STR_GLOBAL_S...	GLOBAL	6	Global String- S...	Save
11	STR_GLOBAL_S...	GLOBAL	6	Global String- S...	Saving
12	STR_GLOBAL_N...	GLOBAL	8	Global String- N...	Not Done
13	STR_GLOBAL_U...	GLOBAL	10	Global String- U...	Unfinished
14	STR_GLOBAL_D...	GLOBAL	6	Global String- D...	Delete
15	STR_GLOBAL_C...	GLOBAL	6	Global String- C...	Cancel
16	STR_GLOBAL_E...	GLOBAL	5	Global String- E...	Empty
17	STR_GLOBAL_E...	GLOBAL	6	Global String- D...	Edit
18	STR_GLOBAL_A...	GLOBAL	8	Global String- A...	Activate
19	STR_GLOBAL_D...	GLOBAL	10	Global String- D...	Deactivate
20	STR_GLOBAL_I...	GLOBAL	12	Global String- I...	Input
21	STR_GLOBAL_U...	GLOBAL	12	Global String-Us...	Use Terminal
22	STR_GLOBAL_S...	GLOBAL	6	Global String-Send	Send
23	STR_GLOBAL_R...	GLOBAL	6	Global String-R...	Reply
24	STR_GLOBAL_ON	GLOBAL	6	Global String-On	On
25	STR_GLOBAL_O...	GLOBAL	6	Global String-Off	Off
26	STR_GLOBAL_E...	GLOBAL	7	Global String- <...	<Empty
27	STR_GLOBAL_A...	GLOBAL	6	Global String-A...	Abort
28	STR_GLOBAL_A...	GLOBAL	6	Global String- Add	Add
29	STR_GLOBAL_D...	GLOBAL	10	Global String- D...	Delete
30	STR_GLOBAL_D...	GLOBAL	6	Global String- Dial	Dial
31	STR_GLOBAL_E...	GLOBAL	5	Global String- E...	Error
32	STR_GLOBAL_N...	GLOBAL	6	Global String- N...	Normal
33	STR_GLOBAL_N...	GLOBAL	4	Global String- N...	None
34	STR_GLOBAL_S...	GLOBAL	6	Global String- S...	Select
35	STR_GLOBAL_V...	GLOBAL	6	Global String- Vi...	View
36	STR_GLOBAL_U...	GLOBAL	18	Global String- u...	Unsupported
37	STR_GLOBAL_N...	GLOBAL	13	Global String- N...	Not Available
38	STR_GLOBAL_I...	GLOBAL	7	Global String- I...	Invalid
39	STR_GLOBAL_D...	GLOBAL	14	Global String- D...	DRM Protection
40	STR_EARPHON...	Undefined	20	String Associat...	Earphone

F7 Move Previous F8 Move Next (For Different Items)

Used to compare and merge two different string tables



# Menu Tree Customizer



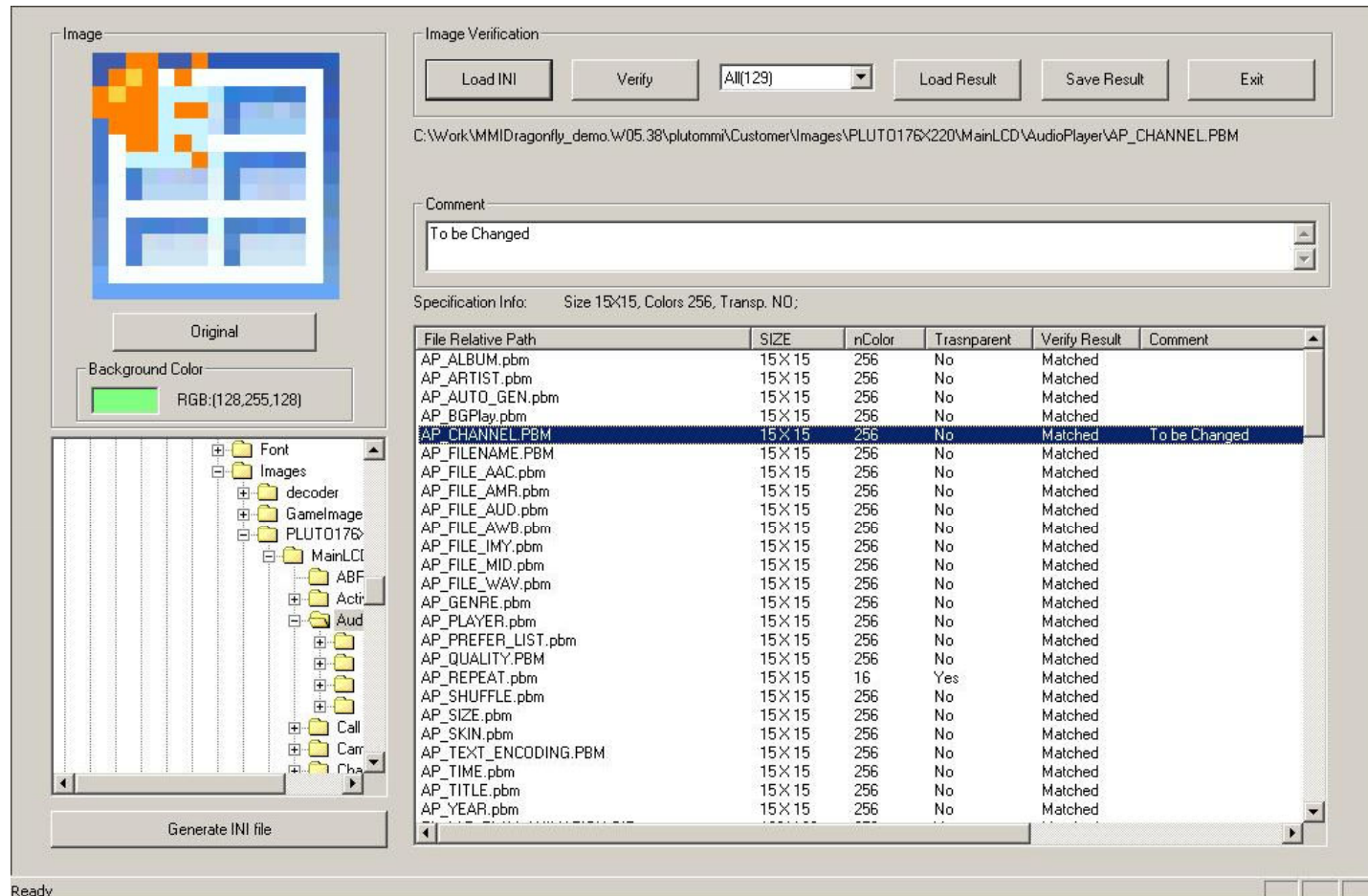
Read the menu tree data, show it in tree control for edit, and then create the new data

# Image Tools

- Image Verifier
  - View and check the images that are used in MMI.
- Image Comparator
  - It compares two different sets of images that can be used for MMI image customization.

# Image Verifier

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This tool is used to check the image file with the standard INI file; you also can add the detailed description for error and output the check result as Excel file

# Image Comparator

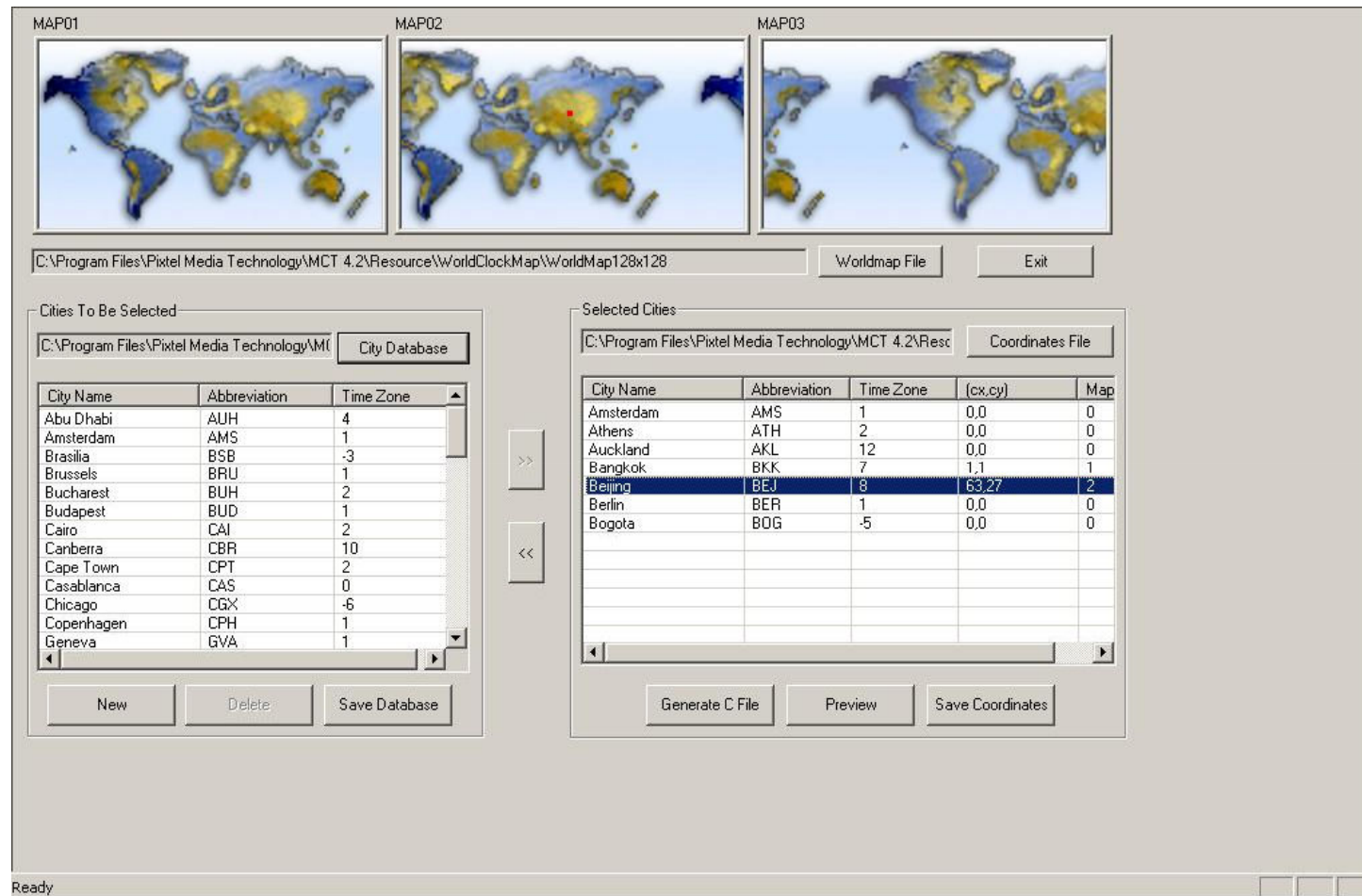


comparison of two sets of images residing in different folders

# Miscellaneous Tools

- World Clock Map
  - Create the World Clock information data that is used in MMI.
- Shortcuts Customizer
  - It creates the shortcuts list, candidate list and dedicate list data that is used in MMI.

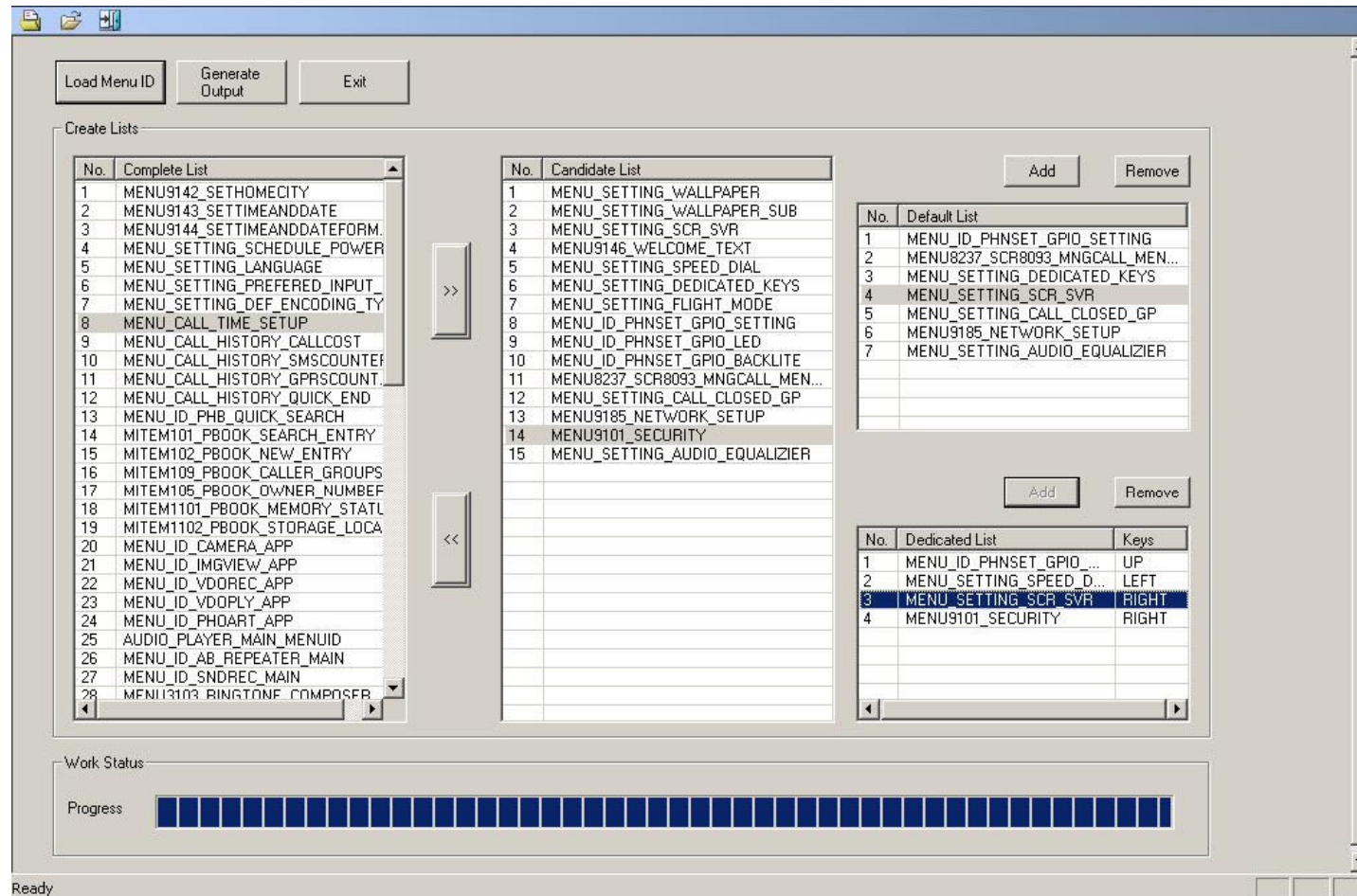
# World Clock Map



Create the World Clock information data that is used in MMI



# Shortcuts Customizer



It creates the shortcuts list, candidate list and dedicate list data that is used in MMI

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