

The Complete Guide to J2ME Polish

*The Solution for
Professional MIDlet Programming*



Table of Contents

Preamble.....	9
Introduction to J2ME Polish.....	11
Installation.....	11
An Example Application.....	11
Building the Application.....	11
Designing the Application with CSS.....	12
Debugging and Logging.....	14
Easy Device-Optimizations with Preprocessing and the Device-Database.....	15
Fun Fun Fun: The Game-Engine.....	16
Extending J2ME Polish.....	17
Installation.....	18
Requirements.....	18
Installation of J2ME Polish.....	18
Updating J2ME Polish.....	18
Integrating J2ME Polish into Eclipse.....	18
Integrating J2ME Polish into Borland's JBuilder.....	19
Integrating J2ME Polish into NetBeans.....	20
Setup and Configuration of Ant.....	20
Integrating J2ME Polish with an Existing Project.....	21
The Device Database.....	22
vendors.xml.....	22
groups.xml.....	22
devices.xml.....	23
apis.xml.....	24
Device Capabilities.....	24
The Build Process.....	27
Introduction.....	27
Definition of the J2ME Polish-task.....	27
Example.....	27
The <info>-Section.....	30
The <deviceRequirements>-Section.....	32
The <build>-Section.....	34
Attributes of the build-Section.....	35
Elements of the build-Section.....	38
<sources>.....	38
<midlet> and <midlets>.....	38
<resources>.....	39
The <fileset> Subelement.....	40
The <localization> Subelement.....	40
<obfuscator>.....	41

The <keep> Subelement.....	41
The <parameter> Subelement.....	42
Combining Several Obfuscators.....	42
Specific Obfuscator Settings.....	42
ProGuard.....	42
yGuard.....	43
RetroGuard.....	43
Zelix KlassMaster.....	43
DashO Pro.....	44
JODE.....	45
<variables> and <variable>.....	45
<debug>.....	46
<jad>.....	48
Sorting and Filtering JAD attributes.....	49
<manifestFilter>.....	50
<preprocessor>.....	50
<java>.....	51
<packager>.....	52
The <emulator>-Section.....	53
Attributes of the <emulator>-Section.....	54
The <parameter> Subelement.....	55
Emulator-Settings in the Device Database and in the build.xml.....	55
WTK Emulators.....	55
Nokia Emulators.....	56
Siemens Emulators.....	56
Motorola Emulators.....	56
Launching any Emulator with the GenericEmulator-Implementation.....	56
Automatic Resolving of Stack Traces and Exceptions.....	57
Resource Assembling.....	58
Concepts.....	58
Often Used Groups.....	58
Fine Tuning the Resource Assembling.....	59
Localization.....	61
Concepts.....	61
The <localization>-Element and Localized Resource Assembling.....	61
Managing Translations.....	62
The Locale Class.....	62
Defining Translations.....	63
Setting and Using Localized Variables.....	64
Using Localized Attributes.....	64
Coping with Dates and Currencies.....	64
Common Traps.....	65
Adjusting the JAR-name.....	65
Using Quotation Marks and Other Special Characters in Translations.....	65
Invalid Locale Calls.....	65
Localizing the J2ME Polish GUI.....	66
The World of Preprocessing.....	67

Checking a Single Symbol with <code>#ifdef</code> , <code>#ifndef</code> , <code>#else</code> , <code>#elifdef</code> , <code>#elifndef</code> and <code>#endif</code>	67
Checking Several Symbols and Variables with <code>#if</code> , <code>#else</code> , <code>#elif</code> and <code>#endif</code>	68
Using Variable-Functions for Comparing Values.....	70
Hiding Code.....	71
Debugging with <code>#debug</code> , <code>#mdebug</code> and <code>#enddebug</code>	71
Debug Levels.....	72
The Debug Utility Class.....	73
Using Variables with <code>#=</code>	74
Variable-Functions.....	74
Setting CSS Styles with <code>#style</code>	75
Exclude or Include Complete Files with <code>#condition</code>	76
Defining Temporary Symbols or Variables with <code>#define</code> and <code>#undefine</code>	77
Inserting Code Fragments with <code>#include</code>	77
Analyzing the Preprocessing-Phase with <code>#message</code> and <code>#todo</code>	78
Handling Several Values in Variables with <code>#foreach</code>	78
Useful Symbols.....	79
APIs and MIDP-Version.....	79
J2ME Polish Symbols.....	79
Useful Variables.....	79
File Operations.....	80
The J2ME Polish GUI.....	81
Overview.....	81
Activation of the GUI.....	81
Configuring the J2ME Polish GUI.....	82
Using the GUI in Full-Screen-Mode.....	82
Configuring Commands, Labels and Programming of the GUI.....	84
The J2ME Polish GUI for Programmers.....	86
Setting Styles.....	86
Using Dynamic and Predefined Styles.....	88
Porting MIDP/2.0 Applications to MIDP/1.0 Platforms.....	88
The J2ME Polish GUI for Designers.....	89
A Quick Glance.....	89
Designing for Specific Devices or Device-Groups.....	90
<i>The Hierarchy of the “resources” Folder</i>	90
<i>Groups</i>	91
API- and Java-Platform-Groups.....	91
BitsPerPixel-Groups.....	91
Dynamic, Static and Predefined Styles.....	92
<i>Static Styles</i>	93
<i>Predefined Styles</i>	93
<i>Dynamic Styles</i>	94
Extending Styles.....	96
CSS Syntax.....	96
Structure of a CSS Declaration.....	96
<i>Naming</i>	97
<i>Grouping of Attributes</i>	97

<i>Referring to Other Styles</i>	97
<i>Comments</i>	97
Common Design Attributes.....	98
<i>Structure of polish.css</i>	98
<i>Structure of a Style Definition</i>	98
<i>The CSS Box Model: Margins and Paddings</i>	99
<i>The Layout Attribute</i>	100
<i>Colors</i>	101
Predefined Colors.....	101
The colors Section.....	102
How to Define Colors.....	102
Alpha Blending.....	103
<i>Fonts</i>	103
<i>Bitmap-Fonts</i>	104
Creating Bitmap-Fonts.....	104
Using Bitmap-Fonts in the J2ME Polish GUI.....	104
Using Bitmap-Fonts Directly	105
<i>Labels</i>	105
<i>Backgrounds and Borders</i>	106
<i>Before and After Attributes</i>	106
Specific Design Attributes.....	107
<i>Backgrounds</i>	107
Simple Background.....	107
Round-Rect Background.....	107
Image Background.....	108
Circle Background.....	109
Pulsating Background.....	109
Pulsating Circle Background.....	110
Pulsating Circles Background.....	110
Opening Background.....	111
Opening-Round-Rect Background.....	112
<i>Borders</i>	112
Simple Border.....	112
Round-Rect Border.....	113
Shadow Border.....	114
Circle Border.....	114
<i>Screens: List, Form and TextBox</i>	114
Predefined Styles for Lists, Forms and TextBoxes.....	115
Additional Attributes for Screens.....	115
Dynamic Styles for Screens.....	116
List.....	116
Form.....	117
TextBox.....	117
Commands.....	117
Example.....	117
<i>View Types</i>	119
Dropping View.....	120
Shuffle View.....	120
<i>The StringItem: Text, Hyperlink or Button</i>	121
<i>The IconItem</i>	121
<i>The ChoiceItem</i>	122

<i>The ChoiceGroup</i>	123
<i>The Gauge</i>	123
<i>The TextField</i>	125
TextField-Commands.....	125
Direct Input Mode.....	126
<i>The DateField</i>	128
<i>The Ticker</i>	128
The MIDP/2.0-Compatible Game-Engine	129
How It Works.....	129
Limitations.....	129
Optimizations.....	129
Using a Fullscreen-GameCanvas	130
Backbuffer Optimization for the TiledLayer.....	130
Splitting an Image into Single Tiles.....	131
Defining the Grid Type of a TiledLayer.....	131
Using the Game-Engine for MIDP/2.0 Devices.....	131
Porting a MIDP/2.0 Game to MIDP/1.0 Platforms.....	132
Building the Existing Application.....	132
<i>Adjusting the build.xml</i>	132
<i>Managing the Resources</i>	133
<i>Building the Game</i>	134
Porting the Game to MIDP/1.0.....	134
<i>Necessary Source Code Changes</i>	134
<i>Working Around the Limitations of the Game-Engine</i>	134
Pixel-Level Collision Detection.....	134
Sprite Transformations.....	134
<i>Using Preprocessing for Device Specific Adjustments</i>	136
Extending J2ME Polish	137
Integrating a Custom Obfuscator.....	137
Preparations.....	137
Creating the Obfuscator Class.....	137
Integrating the Obfuscator into the build.xml.....	138
Configuring the Obfuscator with Parameters.....	138
Creating and Using Custom Preprocessing Directives.....	139
Preparations.....	139
Creating the Preprocessor Class.....	139
<i>Using the registerDirective()-Method</i>	139
<i>Using the processClass()-Method</i>	140
Integrating the Preprocessor into the build.xml.....	140
Configuring the Preprocessor with Parameters.....	141
Extending the J2ME Polish GUI.....	141
Using Custom Items.....	141
<i>Initialisation</i>	141
<i>Interaction Modes</i>	141
<i>Traversal</i>	141
<i>Using CSS for Designing the CustomItem</i>	142
Registering Custom CSS Attributes.....	143

<i>Backgrounds and Borders</i>	144
Adding a Custom Background.....	144
<i>Creating the Client-Side Background-Class</i>	144
<i>Creating the Server-Side Background-Class</i>	146
<i>Integrating the Custom Background</i>	147
Adding a Custom Border.....	148
<i>Creating the Client-Side Border-Class</i>	148
<i>Creating the Server-Side Border-Class</i>	149
<i>Integrating the Custom Border</i>	150
Contributing Your Extensions.....	151
Standalone Tools	152
The Binary Data Editor.....	152
The Font Editor.....	153
Cooking Tips and How-Tos	155
Building How-Tos.....	155
How to Use Several Source Folders.....	155
How to Integrate Third Party APIs.....	155
<i>How to Integrate a Source Code Third Party API</i>	155
<i>How to Integrate a Binary Third Party API</i>	156
<i>How to Integrate a Device API</i>	156
How to Use Several Obfuscators Combined.....	157
How to Minimize the Memory Footprint.....	157
<i>polish.skipArgumentCheck and polish.debugVerbose</i>	157
<i>Image Load Strategy</i>	157
<i>Optimizing the "polish.css" File</i>	157
<i>Using Optimal Resources</i>	158
<i>Use Preprocessing</i>	158
<i>Remove Debug Code</i>	160
<i>General Optimization Tips</i>	160
How to Sign MIDlets with J2ME Polish.....	160
GUI How-Tos.....	161
How to Use Tables.....	161
How to Apply the J2ME Polish GUI for Existing Applications.....	161
How to Apply Different Designs to One Application.....	162
How to Change the Labels of Standard-Commands and Menu-Labels.....	163
How to Enable or Disable the Usage of the GUI for a Specific Device.....	164
Trouble Shooting.....	164
Using Subfolders for Resources.....	164
Compile Error.....	164
Preverify Error.....	164
Appendix	165
Introduction to Ant.....	165
How to Use Quotation-Marks in Attributes.....	166
How to Specify Properties on the Command Line.....	167
Licenses.....	168
GNU GPL.....	168

Commercial Licenses.....168

Contact.....169

Preamble

J2ME developers face a serious problem: either they use only the lowest-common-denominator of J2ME devices – the MIDP/1.0 standard – or they choose to support only a few handsets, for which they optimize their applications with a lot of energy. The open source tool J2ME Polish promises a solution to this problem – and more.

J2ME Polish is actually a whole collection of different tools for wireless Java programmers. The tools range from standard build tools for compiling, preverifying and packaging the applications to a sophisticated optional GUI which can be designed with simple CSS text-files.

Following tools are included:

- *Build-Tools / J2ME Polish Task*: preprocessing, resource assembling, localization, compilation, preverification, obfuscation and packaging of J2ME applications. You can optimize your application for multiple devices and languages/locales at the same time. *J2ME Polish* can also invoke any emulators for you.
- *Device Database*: An XML-based device database provides a convenient and portable way for adjusting your application to different devices. Together with the powerful preprocessing capabilities you can use this database directly in your application.
- *Logging Framework*: The logging framework can be used to enable or disable logging levels for classes or complete packages just by modifying some settings in the central build.xml. Messages which are given out with `System.out.println()` can be shown on real devices as well! Of course you can disable all logging completely, so that no traces are left in the application. This saves runtime as well as memory.
- *Automatic Resource Assembling*: All resources like images and soundfiles are assembled automatically for you. You can use specific resources for vendors like Nokia or for devices which support a specific format easily. You can even include resources on conditions, so that MIDI-soundfiles are only included when the target-device does not support MP3 but supports the MIDI format, for example.
- *Localization*: It's easy to create localized applications – just provide the translations and – if you like – other locale specific resources and J2ME Polish will embed them into the application. In contrast to all other solutions, localized applications do not have an overhead compared with non-localized applications, since the translations are actually integrated on the source-code level.
- *GUI*: The standard J2ME widgets cannot be designed at all. With *J2ME Polish* you can use the standard MIDP/1.0 as well as MIDP/2.0 widgets in your program and design them with simple CSS-directives like `background-image: url(bg.png);`. Web-designers can now design the application independently of programmers and designs can be adjusted easily for different handsets. You can even use MIDP/2.0 widgets like the `CustomItem` on MIDP/1.0 phones!
- *Utilities*: Some often used components like the fast `ArrayList` or the `TextUtil` for managing font-based texts can be used for solving day-to-day problems.
- *Game-Engine*: With the highly-optimized game-engine you can use the MIDP/2.0 API for MIDP/1.0 devices as well. *J2ME Polish* takes care for the porting! You can also adjust the API, e.g. by specifying that a backbuffer-optimization should be used for `TiledLayer` etc.

Preamble

- *Stand-alone Tools:* The binary data editor can be used for editing any structured binary data files much more comfortable than a hex-editor. An often needed feature are level-data files, which are easy to manage with the binary data editor. Another tool is the bitmap font editor, which can be used for creating bitmap fonts out of any True Type fonts.

Obviously you can also extend and use the more advanced features of the *J2ME Polish* framework. You can use your own widgets, add your own preprocessor, or integrate your own obfuscator with ease.

Migrating to *J2ME Polish* is easy, since it is based on Ant. Ant is the standard for building Java applications and is supported by all IDEs. You can invoke *J2ME Polish* either from within your IDE of choice or from the command line.

I hope you find *J2ME Polish* useful and have fun with it!

Bremen/Germany, December 2004

Robert Virkus / Enough Software

Introduction to J2ME Polish

This chapter introduces you to some of the possibilities of J2ME Polish. If you want to know specific details, please refer to the following chapters.

Installation

J2ME Polish contains a graphical installer which can be started by double-clicking the downloaded jar-File or by calling “java -jar j2mepolish-[VERSION].jar” from the command line, e.g. “java -jar j2mepolish-1.1.jar”.

An Example Application

For this introduction we use a simple application as an example. The application just shows a simple menu which is typical for many J2ME applications (listing 1). This is the sample application which is included into the J2ME Polish distribution.

Listing 1: MenuMidlet.java

```
public class MenuMidlet extends MIDlet {

    List menuScreen;

    public MenuMidlet() {
        super();
        System.out.println("starting MenuMidlet");
        this.menuScreen = new List("J2ME Polish",
            List.IMPLICIT);
        this.menuScreen.append("Start game", null);
        this.menuScreen.append("Load game", null);
        this.menuScreen.append("Help", null);
        this.menuScreen.append("Quit", null);
        this.menuScreen.setCommandListener(this);
        System.out.println("intialisation done.");
    }

    protected void startApp() throws
        MIDletStateChangeException {
        System.out.println("setting display.");
        Display.getDisplay(this).setCurrent(
            this.menuScreen );
    }
    [...]
}
```

J2ME Polish: Overview

Editions: GPL (for Open Source products), Single License (199,-€ valid for one J2ME application), Runtime License (199,-€ valid for an arbitrary number of applications which can only be installed a 100 times), Enterprise License (2990,-€ valid for any number of applications). An additional “Developer Seat” license needs to be obtained for every developer (99,- €).

Operating Systems: Windows, Linux, Mac OS X

Prerequisites: Java Wireless Toolkit, Ant

Build-Process: preprocessing, device-optimization, resource assembling, localization, device-database, compiling, preverifying, obfuscating, signing of MIDlets, creation of jar and jad files

GUI: Design via CSS, 100% compatible to the MIDP standard, optional.

Game-Engine: MIDP/2.0 game-API for MIDP/1.0 devices.

www.j2mepolish.org

Building the Application

To build the application with J2ME Polish we need to create a file called “build.xml” which controls the build process. This is a standard Ant file, so most IDEs support the editing of this file with syntax highlighting, auto

completion etc. Don't worry if you have never worked with Ant before – although it can look quite scary at the beginning it is easy to master after a while. The build.xml file is also included in the J2ME Polish distribution, the main parts of it are shown in listing 2. To build the sample application, we need to right-click the build.xml within the IDE and select “Execute”, “Run Ant...” or “make” depending on the IDE. The build process can also be started from the command-line: enter the installation directory and type the “ant” command.

J2ME Polish now preprocesses, compiles, preverifies obfuscates and packages the code automatically for a number of devices. The resulting application bundles can be found in the “dist”

folder after J2ME Polish finished the build.

To understand and control the build process, we need to have a closer look at the build.xml (listing 2):

At first the J2ME Polish Ant-task needs to be defined with the <taskdef> construct. The Ant-property “wtk.home” points to the installation directory of the Wireless Toolkit.

The J2ME Polish task has the three main-sections “<info>”, “<deviceRequirements>” and “<build>”. The <info>-element specifies some general information about the project like the name and the version. The <deviceRequirements>-element is used to select the devices for which the application should be built. The <build>-element is the central controller of the actual build process. This element controls whether the J2ME Polish GUI should be used, what MIDlets are used, which obfuscators should be used, and so on. Here you can also define additional variables and symbols which can be used in the preprocessing step.

Listing 2: build.xml

```
<project name="example" default="j2mepolish">
  <property name="wtk.home" value="C:\wtk2.1">

  <taskdef name="j2mepolish"
    classname="de.enough.polish.ant.PolishTask"
    classpath="import/enough-j2mepolish-
build.jar:import/jdom.jar:import/proguard.jar"
  >/>

  <target name="j2mepolish">
    <j2mepolish>
      <info
        name="SimpleMenu"
        version="1.0.0"
        description="A test project"
        jarName="${polish.vendor}-${polish.name}-
example.jar"
        jarUrl="${polish.jarName}"
      </info>
      <deviceRequirements>
        <requirement name="JavaPackage"
          value="nokia-ui" />
      </deviceRequirements>
      <build
        fullscreen="menu"
        usePolishGui="true"
        <midlet class="MenuMidlet" name="Example"/>
      </build>
    </j2mepolish>
  </target>
</project>
```

You can also use the additional section “<emulator>” for launching any WTK-based emulators from within J2ME Polish.

Designing the Application with CSS

Even though the application just uses plain MIDP code, we can use the J2ME Polish GUI by setting the “usePolishGui”-attribute of the <build>-element to true (listing 2). J2ME Polish then “weaves” the necessary code and APIs into the application automatically. For specifying or changing the design, the file “polish.css” in the folder “resources” needs to be created or changed (listing 3). As you might have guessed, this file is included in the J2ME Polish distribution as well.

The “polish.css” file contains the style definitions for all items and screens of the application. First we define the used colors in the “colors” section. By doing so we can later change the colors of the complete application in one place.

The “title”-style is used for designing the screen-titles. The “focused”- style is used for designing the currently focused item, e.g. of a form or a list.

As we have not used any #style preprocessing directives in the code, we need to use “dynamic” style-selectors like “list” and “listitem” for designing the application. All settings specified in the “list”-style are used for designing screens of the type “list”. And all settings specified in the “listitem”- style are used for items which are embedded in a list.

All styles support the common attributes margin, padding, layout, font, background and border as well as the special attributes before and after. Most items do also support specific attributes.

The “list”-style in the example utilizes the specific attribute “columns” for specifying that a table with two columns should be used for the list (figure 1).



Fig. 1: The designed sample application.

Designs and resources like images and so on can be adjusted to different devices by placing them into the appropriate subfolder of the “resources” folder. For using a different design for Nokia phones you can add the file “resources/Nokia/polish.css” and for using a

special design for the Nokia/6600 phone you can add the file “resources/Nokia/6600”, etc. The same is true for other resources like images or sound-files. The resource-assembling does work independently of the usage of the J2ME Polish GUI by the way.

When an application has more than one screen and the screens should have different designs, one need to use “static” styles. In contrast to dynamic styles, static styles are added during the compilation phase and are, therefore, faster and more memory-efficient. Static styles, however, need changes in the application-code:

For using a static style, the #style-preprocessing-directive is used. This directive can be placed before any constructor of a screen or an item (and some more places like the List-append()-methods) within the code.

```
public MenuMidlet() {
    super();
    System.out.println("starting MenuMidlet");
    //#style mainScreen
    this.menuScreen = new List("J2ME Polish", List.IMPLICIT);
    //#style mainCommand
    this.menuScreen.append("Start game", null);
    //#style mainCommand
}
```

Listing 3: polish.css

```
colors {
    bgColor:    rgb(132,143,96);
    brightBgColor:    rgb(238,241,229);
    brightFontColor:    rgb(238,241,229);
    fontColor:    rgb( 30, 85, 86 );
}

title {
    padding: 2;margin-bottom: 5;
    font-face: proportional; font-size:
    large; font-style: bold; font-color:
    brightFontColor;
    background: none; border: none;
    layout: center | expand;
}

focused {
    padding: 5;
    background {
        type: round-rect; arc: 8; color:
        brightBgColor; border-color:
        fontColor; border-width: 2;
    }
    font {
        style: bold; color: fontColor;
        size: small;
    }
    layout: expand | center;
}

list {
    padding: 5; padding-left: 15; padding-
    right: 15;
    background {
        color: transparent;
        image: url( bg.png );
    }
    layout: expand | center | vertical-
    center;
    columns: 2;
}

listitem {
    margin: 2; padding: 5; background:
    none; font-color: fontColor; font-
    style: bold; font-size: small;
    layout: center;
    icon-image: url( icon%INDEX%.png );
    icon-image-align: top;
}
```

```
this.menuScreen.append("Load game", null);  
//#style mainCommand  
this.menuScreen.append("Help", null);  
//#style mainCommand  
this.menuScreen.append("Quit", null);  
//#style mainCommand  
this.menuScreen.setCommandListener(this);  
System.out.println("intialisation done.");  
}
```

Instead of using the “list” and the “listitem”-styles in the polish.css, you now need to use the styles “mainCommand” and “mainScreen”. Since these are static styles, they need to start with a dot in the polish.css file:

```
.mainScreen {  
padding: 5; padding-left: 15; padding-  
[...]  
}  
  
.mainCommand {  
margin: 2; padding: 5; background:  
[...]  
}
```

With using the #style-preprocessing directive the code still remains 100% compatible to the MIDP standard, so one use the native/standard GUI for very old devices while using the J2ME Polish GUI for modern devices at the same time.

You can specify in the build.xml file what “resources” folder should be used. This mechanism can be used to create different designs of one application. Figure 2 shows the sample application with a different design. This design is also included in the J2ME Polish distribution and can be used when the “resDir”-Attribute is set to “resources2” in the build.xml.

Debugging and Logging

Logging and debugging is complex and difficult task under J2ME. On one hand logging messages need memory as well as computing time and on the other hand there are no logging frameworks like log4j available for J2ME. This is why J2ME Polish includes such a framework with these features:

- Logging-levels like debug, info, warn, error etc. can be defined for single classes or packages.
- User-defined levels can be used, too.
- Logging-messages can be viewed on real devices as well.
- Logging-messages which are not active, will not be compiled and use, therefore, no resources at all.
- The complete logging can be deactivated.
- Simple System.out.println()-calls are used for logging.

The logging is controlled with the <debug> -element in the “build.xml” file :



Fig. 2: The same application with another design. The background is actually animated: it starts white and dithers to the shown pink.

```
<debug enable="true" showLogOnError="true" verbose="false" level="error">
  <filter pattern="com.company.package.*" level="info" />
  <filter pattern="com.company.package.MyClass" level="debug" />
</debug>
```

The “enable”-attribute defines whether logging should be activated at all. The “showLogOnError”-attribute can be used for showing the log automatically, whenever an error has been logged. This only works when the GUI of J2ME Polish is used, though. An error can be logged just by appending the error object to a `System.out.println()`-call:

```
try {
    callComplexMethod();
    // #debug info
    System.out.println( "complex method succeeded." );
} catch (MyException e) {
    // #debug error
    System.out.println( "complex method failed" + e ); // when showLogOnError is true
                                                    // this will trigger the log
}
```

When the “verbose”-attribute is true, after each logging message the current time and the source-code file as well line of the message will be added. This eases the location of errors especially when obfuscation is used. The J2ME APIs of J2ME Polish will also specify details of errors whenever they throw an exception, when the “verbose”-attribute is true. The “level”-attribute controls the general logging-level which is used when no specific level has been assigned for a class. The logging-levels are hierarchically ordered:

debug < info < warn < error < fatal < user-defined

When a class has the logging-level “info” assigned, messages with a level of “warn”, “error” and so on will also be logged, but no “debug” messages.

In the source code logging messages will be introduced with the `#debug`-preprocessing-directive, which can specify the logging-level, e.g. “`//#debug info`”. When no level is specified the “debug” level is assumed.

Easy Device-Optimizations with Preprocessing and the Device-Database

Device optimizations are mostly needed for the user interface of an application. The UI of J2ME Polish adapts automatically to devices and can – thanks to the resource assembling – be easily adjusted to different devices and device-groups.

There are however, other situations in which device optimizations are useful. With the help of the preprocessing capabilities and device database of J2ME Polish, these optimizations are done easy and without risking the portability of the application.

Often the preprocessing directives “`#ifdef`”, “`#if`” and “`#=`” are used for optimizations:

When an API is required for a specific functionality, just use the “`polish.api.[api-name]`” symbol, which is defined for each supported API:

```
//#if polish.api.mmapi
// this device supports the Mobile Media API
[...]
```

```
//#else
// this support does not support the mmapi
[...]
```

```
//#endif
```


One can differentiate between MIDP-versions with the “polish.midp1” and the “polish.midp2” symbol:

```
//#if polish.midp2
    // this device supports MIDP/2.0 standard
    [...]
//#else
    // this support does support the MIDP/1.0 standard
    [...]
//#endif
```

To distinguish between the CLDC/1.0 and the CLDC/1.1 standard, the “polish.cldc1.0” and “polish.cldc1.1” symbols can be used:

```
//#if polish.cldc1.1
    float f = 1.2f;
    [...]
//#endif
```

Several requirements can be combined, too:

```
//#if polish.api.mmapi || polish.midp2
    // this device supports at least the basic Mobile Media API
    [...]
//#endif
```

One can compare variables as well:

```
//#if polish.BitsPerPixel >= 12
    // this device uses at least 12 bits per pixel.
//#endif
//#if polish.Vendor == Nokia
    // this is a Nokia device
//#endif
```

Variables can be defined as well and be used within the source code. An URL could be defined in the build.xml like this:

```
<variables>
    <variable name="update-url" value="http://www.enough.de/update" />
</variables>
```

The defined variable can be used in the source code with the “#=”-directive:

```
//#ifdef update-url:defined
    //#= public static final String UPDATE_URL = "${ update-url }";
//#else
    // no variable definition was found, use a default-value:
    public static final String UPDATE_URL = "http://default.com/update";
//#endif
```

Fun Fun Fun: The Game-Engine

The game-engine of J2ME Polish lets you use the Game-API of the MIDP/2.0 standard for MIDP/1.0 devices as well. No changes in the source-code are necessary, since the necessary API is weaved into the application automatically for MIDP/1.0 devices.

The complete API can be used: Sprite, GameCanvas, TiledLayer, LayerManager and Layer. The

current limitations are that no pixel-level collision-detections and no sprite-transformations for non-Nokia devices are supported (for Nokia devices sprite transformations are supported).

The game-engine can be optimized for several usage scenarios, you can specify that the backbuffer-optimization should be used for the TiledLayer implementation, for example.

Extending J2ME Polish

J2ME Polish can be extended in several ways:

Build-Tools:

- Obfuscator: integrate your own (or a third party) obfuscator
- Preprocessing: add your own preprocessing directives
- You can also use the `<java>`-element to extend J2ME Polish

GUI:

- Backgrounds and Borders: custom borders or backgrounds enhance the possibilities
- Items: extend and use standard CustomItems – and design them using CSS

How these extensions are implemented is described in the “Extending J2ME Polish Chapter” on page 137.

The `<java>`-element is described on page 51.

Installation

Requirements

To use J2ME Polish, following components need to be installed:

- Java 2 Standard Edition SDK 1.4 or higher, <http://java.sun.com/j2se/1.4.2/index.jsp>
- Java Wireless Toolkit, <http://java.sun.com/products/j2mewtoolkit/index.html>,
or <http://mpowers.net/midp-osx/> for Mac OS X
- Favorite IDE, for example Eclipse 3.0, <http://www.eclipse.org>
- Ant 1.5 or higher, if not already integrated in the IDE, <http://ant.apache.org>

Installation of J2ME Polish

For installing J2ME Polish download the latest release and start the installation either by double-clicking the file or by calling "java -jar j2mepolish-\$VERSION.jar" from the command-line (where \$VERSION denotes the current version of J2ME Polish).

The installer of J2ME Polish contains a sample MIDlet application with two different designs. This application is optimized for Nokia Series 60 devices, so it is recommended to have such an emulator installed. The Nokia emulator can be retrieved from <http://forum.nokia.com>.

To build the sample application, run the included "sample/build.xml" from your favorite Java IDE or call "ant" from the command-line, after you have switched to the "sample" directory. Call "ant test j2mepolish" to skip the obfuscation and to include debug-information of the sample application. Also the default emulator is launched with the application.

Updating J2ME Polish

When you want to update an existing installation, you do not need to re-install the whole package. For saving bandwidth you can download just the update-package. This package contains the two JAR-files "enough-j2mepolish-build.jar" and "enough-j2mepolish-client.jar" which need to be copied into the "import"-folder of your installation directory.

Integrating J2ME Polish into Eclipse

To integrate J2ME Polish into Eclipse it is best to copy the sample application (the "sample" folder of your J2ME Polish installation) in your workspace. Then start Eclipse and create a new project called "sample". Eclipse then automatically integrates all source-files and sets the classpath. You should find the sample application now in the Package-Explorer (package de.enough.polish.example).

If the sources have not been integrated automatically, set the source-directory of the project to the "src" directory: Select "Project" -> "Properties..." -> "Java Build Path" -> "Source" and add the source-folder "src" there.

When the classpath was not set correctly, please include the following jar-files from the "\${polish.home}/import" folder to your classpath: import/midp2.jar, import/enough-j2mepolish-client.jar, import/mmapi.jar, import/nokia-ui.jar, import/wmapi.jar. Actually only the first two libraries are

needed for the sample application, but when the others are included, future enhancements are easier to accomplish.

Optionally you can change the build-settings by modifying the file "build.xml" (which is located in the root of the sample project). For example you can change the deviceRequirements if you want to. The example is optimized to Nokia Series 60 devices.

You can now create the JAR and JAD files by right-clicking the "build.xml" file, selecting "Run Ant" and running Ant in the next dialog. You will find the JAR and JAD files then in the "dist" folder of the project. If you want to access them from within Eclipse, you might need to refresh your project: Right-click the project and select "Refresh".

If the "Run Ant..." command is not shown, select the "build.xml" file, then open the Menu "Run" and select "External Tools" -> "Run as" -> "Ant Build".

After you have integrated the sample application into Eclipse, you will find following structure in your project (assuming that your project is called "sample" and your workspace "workspace"):

<i>Folder / File</i>	<i>Description</i>
workspace/ sample	The applications project
workspace/sample/build.xml	The controller of the build process
workspace/sample/resources	Folder for all resources and design descriptions of the project
workspace/sample/resources/polish.css	Basic design description
workspace/sample/build	Temporary build folder, will be created automatically. Should not be shared in CVS and similar systems.
workspace/sample/dist	Folder for the ready-to-deploy applications. It will be created automatically. Should not be shared in CVS and similar systems.

Integrating J2ME Polish into Borland's JBuilder

To integrate J2ME Polish into Eclipse it is best to copy the sample application (the "sample" folder of your J2ME Polish installation) in your workspace. Then start JBuilder and create a new project called "sample".

In the project-dialog select the appropriate path and confirm the "src" folder as the main source-folder. Switch to the "Required Libraries" tab and select "Add..." and then "New...". Enter "MIDP-Development" or similar as the name of the library and add the files "enough-j2mepolish-client.jar", "midp2.jar", "mmapi.jar", "wmapi.jar" and "nokia-ui.jar" from the "\${polish.home}/import" folder to the library path.

Note: only the first two files are actually needed by the sample application, but if you later want to explore the full possibilities of J2ME Polish you already have all important libraries included.

Now create the new project.

After the project has been created, you need to integrate the provided "build.xml" file: Select "Wizard" -> "Ant" -> "Add..." and select the file "build.xml" in the project-root. Now the "build.xml" is shown in the project-view. Important: you need to deactivate the Borland-compiler

Installation

for building the actual applications: Right-click the “build.xml” file, select “Properties...” and de-select the “Use Borland Java compiler” check box.

You can now build the sample application by right-clicking the “build.xml” file and selecting “Make”. You will find the created J2ME application files in the “dist” folder of your project, after you have switched to the “File Browser” view.

Integrating J2ME Polish into NetBeans

For integrating J2ME Polish with NetBeans mount the installation directory of your J2ME Polish installation, right-click the "sample/build.xml" file and choose "Execute".

- Create a New Project: Go to "Project" -> "Project Manager" and select "New..." and call the new project "j2mepolish".
- Mounting the Filesystem: Select "File" -> "Mount Filesystem..." -> "Local Directory" and select the folder into which you have installed J2ME Polish.
Note: Don't navigate into the directory. Just select the J2ME Polish directory and click "Finish".
- Executing J2ME Polish: Open the mounted file-system (switch to the file-system-window by pressing "Control-2"), locate the file "sample/build.xml", right-click it and select "Execute". After the execution you will find the created applications in the "dist" folder.
- Mounting the Libraries: Open the mounted file-system, open the "import" directory and right-click the "enough-j2mepolish-client" jar and select "Mount JAR". Do the same with the libraries "midp2", "mmapi", "nokia-ui" and "wmapi".
- Open the Sample Application: You can now change the sample application, if you want to. You can find it in the "sample/src" directory (in the package "de.enough.polish.example").

Setup and Configuration of Ant

Ant only needs to be configured when it should be called from the command-line. Since Ant is integrated in every modern Java-IDE, you just need to right-click the “build.xml”-file in your IDE and choose “Run Ant...” (or similar).

After you have downloaded and installed Ant (<http://ant.apache.org>), you need to set your PATH-environment variable, so that the “ant”-command can be found. If you have installed Ant into “C:\tools\ant” then enter following command on your Windows-command-line (or your shell-script):

```
SET PATH=%PATH%;C:\tools\ant\bin
```

You can change the PATH variable permanently in the System-Settings of Windows (Control Center -> System -> Advanced -> Environment variables).

Now you need set the JAVA_HOME variable as well, e.g.:

```
SET JAVA_HOME=C:\jdk1.4.2
```

Under Unix/Linux/Mac OS X please use the “export” command instead of the “SET” command.

Now you should be able to issue following calls from the command-line (make sure that you are in the “sample” folder of your J2ME Polish installation):

Installation

```
echo Just calling ant to build and obfuscate the example:
ant
echo Now calling ant with the test-property set to true, so the build is faster:
ant test j2mepolish
```

Integrating J2ME Polish with an Existing Project

You can use J2ME Polish for any existing project by copying the file "sample/build.xml" as well as the "sample/resources" folder to the root-folder of the project. You then need to adjust the "build.xml" and the "resources/polish.css" files.

Here are the required steps:

- Copy the "sample/build.xml" and the "sample/resources" folder to your project-root.
- Move your resources like images, sound-files etc into the "resources" folder of your project. Remember that you cannot use subfolders for resources, since subfolders are used for the automatic resource assembling of J2ME Polish (see page 58).
- Adjust the "build.xml" file: you need to specify your MIDlet class in the <midlet> element. You might also want to adjust the <deviceRequirements> element, currently applications are build for 4 device-groups:
 - 1) Nokia Series 60 ("Nokia/Series60"),
 - 2) Nokia Series 60 with MIDP/2.0 ("Nokia/Series60Midp2"),
 - 3) Any MIDP/1.0 phone("Generic/midp1"),
 - 4) Any MIDP/2.0 phone ("Generic/midp2").
- If you want to use the J2ME Polish GUI, you need to make changes to the "resources/polish.css" file.

Tip: use dynamic styles like "form" and "list" for a start. Have a look at the how-to explaining the first steps for using the J2ME Polish GUI on page 161.
- If you do not want to use the J2ME Polish GUI, disable it by setting the "usePolishGui"-attribute of the <build>-element to "false".
- Ensure that your Ant-setup is correct, do you have set the JAVA_HOME environment variable?
- Call "ant" within your project root to build your application.

The Device Database

All J2ME devices are defined in the file “devices.xml”. Every device has a vendor, which is defined in the file “vendors.xml”. Every device can belong to an arbitrary number of groups, which are defined in the file “groups.xml”. Libraries can be managed using the file “apis.xml”.

All these files are contained in the file “enough-j2mepolish-build.jar”, so when you do not find them, extract them from the jar file into the root folder of the project.

vendors.xml

The vendors of J2ME devices are defined in vendors.xml. An example definition is:

```
<vendors>
  <vendor>
    <name>Nokia</name>
    <features></features>
    <capability name="colors.focus" value="0x5555DD" />
  </vendor>
  <vendor>
    <name>Siemens</name>
  </vendor>
</vendors>
```

In this code 2 vendors are defined – Nokia and Siemens. Vendors can possess features and capabilities, which are inherited by all devices of that vendor. These abilities can be used during the preprocessing (compare chapter “The world of preprocessing”, page 67). Features are just a comma separated list, whereas capabilities always have a name and a value.

groups.xml

The device groups are defined in the file groups.xml. A device can be a member in any number of groups.

```
<groups>
  <group>
    <name>Nokia-UI</name>
    <features></features>
    <capability name="classes.fullscreen"
      value="com.nokia.mid.ui.FullCanvas" />
    <capability name="JavaPackage" value="nokia-ui" />
  </group>
  <group>
    <name>Series60</name>
    <parent>Nokia-UI</parent>
    <capability name="JavaPlatform"
      value="MIDP/1.0" />
  </group>
</groups>
```

The group “Nokia-UI” is used for devices which support the UI API of Nokia. The group “Series60” extends this group. Any capabilities or features defined in the groups can be overridden or completed by the device definitions.

devices.xml

In devices.xml all J2ME devices are defined.

```
<devices>
  <device>
    <identifier>Motorola/i730</identifier>
    <user-agent>MOTi730</user-agent>
    <capability name="SoftwarePlatform.JavaPlatform"
      value="MIDP/2.0" />
    <capability name="HardwarePlatform.ScreenSize"
      value="130x130" />
    <capability name="HardwarePlatform.BitsPerPixel"
      value="16" />
    <capability name="HardwarePlatform.CameraResolution"
      value="300x200" />
    <capability name="SoftwarePlatform.JavaProtocol"
      value="UDP, TCP, SSL, HTTP, HTTPS, Serial" />
    <capability name="SoftwarePlatform.JavaPackage"
      value="wmapi, mmapi, motorola-lwt, location-api" />
    <capability name="SoftwarePlatform.HeapSize"
      value="1.15 MB" />
    <capability name="SoftwarePlatform.MaxJarSize"
      value="500 kb" />
  </device>
  <device>
    <identifier>Nokia/6600</identifier>
    <user-agent>Nokia6600</user-agent>
    <groups>Series60</groups>
    <features>hasCamera</features>
    <capability name="ScreenSize" value="176x208"/>
    <capability name="BitsPerPixel" value="16"/>
    <capability name="JavaPackage" value="mmapi, btapi, wmapi" />
    <capability name="JavaPlatform" value="MIDP/2.0" />
  </device>
</devices>
```

In the example the Motorola Ident 730 and the Nokia 6600 are defined. Capabilities can be grouped into hardware- and software-capabilities. This grouping is optional and will not be distinguished in the preprocessing step, thus one cannot use the same name for a SoftwarePlatform and a HardwarePlatform capability.

The identifier consists of the vendor and device-name. The structure is “[vendor]/[device-name]”. The <features>-element defines preprocessing symbols. These can be checked in the source code for example with “`///ifdef [symbol-name]”. Several features need to be separated by comma:`

```
<features>hasPointerEvents, roundKnobs</features>
```

Groups can be defined explicitly with the <groups>-element. All group-names to which the device belongs are in a comma separated list:

```
<groups>Series60, SomeGroup</groups>
```

defines 2 groups for the device. Groups can also be defined indirectly by the capabilities of the device.

The <device>-Element supports the single attribute “supportsPolishGui”:

```
<device supportsPolishGui="true">...
```

Normally it is calculated whether a device supports the J2ME Polish GUI: when it has a color depth of at least 8 bits per pixel and a heap size of 500 kb or more, the device supports the GUI. The “supportsPolishGui”-attribute overrides this calculation.

apis.xml

The file apis.xml defines some common libraries. You do not need to add every API you or your device supports, but if a API is known under several names, it is advised to add that API to apis.xml.

```
<apis>
  <api>
    <name>Nokia User Interface API</name>
    <description>The Nokia User Interface API provides
      some advanced drawing functionalities.
    </description>
    <names>nokia-ui,nokiaui, nokiauiapi</names>
    <files>nokia-ui.jar, nokiaui.zip</files>
    <path>import/nokia-ui.jar</path>
  </api>
  <api>
    <name>Bluetooth API</name >
    <description>The Bluetooth API provides
      functionalities for data exchange with other bluetooth devices.
    </description>
    <names>btapi,bt-api, bluetooth, bluetooth-api</names>
    <files>j2me-btapi.jar, bluetooth.zip</files>
    <path>import/j2me-btapi.jar</path>
  </api>
</apis>
```

In the above example two libraries are defined. The <name> element describes the default name of a library, whereas the <names> element defines other possible names of the library. The <files> element defines the names of the library on the filesystem. The <path> element just defines the default path. When that path is not found, J2ME Polish tries to find the API with the help of the file-names defined in the <files> element.

Device Capabilities

The device database of J2ME Polish supports a number of capabilities, which are useful for preprocessing and the assembling of resources.

You can use capabilities with any name, but following categories are predefined:

Capability	Explanation	Preprocessing-Access	Groups
BitsPerPixel	Color depth: 1 is monochrome, 4 are 16 colors, 8 = 256 colors, 16 = 65.536 colors, 24 = 16.777.216 colors	<i>Variable:</i> polish.BitsPerPixel, <i>Symbols:</i> polish.BitsPerPixel.1 or polish.BitsPerPixel.4, polish.BitsPerPixel.16 etc	At 8 bits per pixel for example: BitsPerPixel.4+ and BitsPerPixel.8

Capability	Explanation	Preprocessing-Access	Groups
ScreenSize	Width times height of the screen resolution in pixels, e.g. “176 x 208”	<i>Variables:</i> polish.ScreenSize, polish.ScreenWidth, polish.ScreenHeight <i>Symbols (example):</i> polish.ScreenSize.176x208 polish.ScreenWidth.176 polish.ScreenHeight.208	-
CanvasSize	Width times height of an MIDP-Canvas.	Like ScreenSize	-
CameraResolution	Resolution of the camera.	<i>Variables:</i> polish.CameraResolution, polish.CameraWidth, polish.CameraHeight <i>Symbols (example):</i> polish.CameraResolution.320x200 polish.CameraWidth.320 polish.CameraHeight.200	-
JavaPlatform	The supported Java platform. Currently either MIDP/1.0 or MIDP/2.0.	<i>Variable:</i> polish.JavaPlatform <i>Symbols:</i> polish.midp1 or polish.midp2	midp1 or midp2
JavaConfiguration	The supported Java configuration. Currently either CLDC/1.0 or CLDC/1.1.	<i>Variable:</i> polish.JavaConfiguration <i>Symbols:</i> polish.cldc1.0 or polish.cldc1.1	cldc1.0 or cldc1.1
JavaPackage	Supported APIs, e.g. “nokia-ui, mmapi”	<i>Variables:</i> polish.api, polish.JavaPackage <i>Symbols (example):</i> polish.api.nokia-ui polish.api.mmapi	Respectively the name of the supported API, e.g. nokia-ui or mmapi (one group for each supported API). Example: nokia-ui, mmapi
JavaProtocol	Supported data exchange protocols. All MIDP/1.0 devices support the HTTP protocol. All MIDP/2.0 devices support additionally the HTTPS protocol.	<i>Variable:</i> polish.JavaProtocol <i>Symbols (example):</i> polish.JavaProtocol.serial polish.JavaProtocol.https	-
HeapSize	The maximum heap size, e.g. “500 kb” or “1.2 MB”	<i>Variable:</i> polish.HeapSize	-
MaxJarSize	The maximum size of the MIDlet-JAR-bundle, e.g. “100 kb” or “2 MB”	<i>Variable:</i> polish.MaxJarSize	-

Capability	Explanation	Preprocessing-Access	Groups
OS	The operating system of the device, e.g. "Symbian OS 6.1"	<i>Variable:</i> polish.OS	-
VideoFormat	The supported video formats of the device, e.g. "3GPP, MPEG-4"	<i>Variable:</i> polish.VideoFormat <i>Symbols (examples):</i> polish.video.3gpp polish.video.mpeg-4 polish.VideoFormat.3gpp polish.VideoFormat.mpeg-4	One group for each supported video format. Example: 3gpp mpeg-4
SoundFormat	The sound formats which are supported by the device, e.g. "midi, wav"	<i>Variable:</i> polish.SoundFormat <i>Symbols (examples):</i> polish.audio.midi polish.audio.wav polish.SoundFormat.midi polish.SoundFormat.wav	One group for each supported audio format. Example: midi wav

The Build Process

Introduction

The build process creates “ready to deploy”, optimized application-bundles from the source code. The process is controlled by the build.xml file, which is situated at the root of the project. This file is a standard Ant file which is used to control the J2ME Polish-task. You can find a short introduction to Ant in the appendix on page 165. The J2ME Polish-task is separated into the sections “info”, “deviceRequirements” and “build”. During the build following steps are accomplished:

– Selection of the supported devices	
– Assembling of the resources	}
– Preprocessing of the source code, optimizing for the device	
– Compilation of the application	
– Obfuscation and shrinking of the compiled code	
– Preverification	
– Creation of the JAR and JAD files	
	for each selected device

Definition of the J2ME Polish-task

You need to define the J2ME Polish-task in the build.xml file:

```
<taskdef name="j2mepolish" classname="de.enough.polish.ant.PolishTask"
classpath="import/enough-j2mepolish-
build.jar:import/jdom.jar:import/proguard.jar"/>
```

Now you can use the J2ME Polish-Task under the name “j2mepolish”.

You need also define where to find the Wireless Toolkit by defining the Ant-property “wtk.home”:

```
<property name="wtk.home" value="C:\WTK2.1" />
```

On a system without the Wireless Toolkit (like Mac OS X) you can still use J2ME Polish by defining the preverify-attribute of the <build>-element instead of using the “wtk.home”-property.

Example

The following example shows a complete build.xml file:

```
<!-- This file controls the build process. -->
<!-- The most important target is the j2mepolish-target, -->
<!-- which controls for what devices the application should -->
<!-- be created and so on. -->
<!-- -->
<!-- Important: when you have no Wireless Toolkit installed -->
<!-- you need to define the "preverify"-attribute -->
<!-- of the <build>-element of the J2ME Polish task. -->
<!-- -->
<!-- When you call Ant from the command-line, you can -->
<!-- call "ant test j2mepolish" to skip the obfuscation -->
```

The Build Process

```
<!-- and to build the example for fewer handsets. -->
<!-- The default target builds and obfuscates the example. -->
<!-- -->
<!-- The full documentation can be found at -->
<!-- http://www.j2mepolish.org -->
<!-- -->
<!-- Have fun! -->
<project
  name="enough-j2mepolish-example"
  default="j2mepolish">

  <!-- The wtk.home property should point to the directory -->
  <!-- containing the Wireless Toolkit. -->
  <property name="wtk.home" value="C:\WTK2.1" />

  <!-- Definition of the J2ME Polish task: -->
  <taskdef name="j2mepolish" classname="de.enough.polish.ant.PolishTask"
    classpath="import/enough-j2mepolish-
    build.jar:import/jdom.jar:import/proguard.jar:import/retroguard.jar"/>

  <!-- build targets, each target can be called via "ant [name]",
    e.g. "ant clean", "ant notest j2mepolish" or just "ant" for
    calling the default-target -->
  <target name="test" >
    <property name="test" value="true" />
  </target>

  <target name="init">
    <property name="test" value="false" />
  </target>

  <!-- In this target the J2ME Polish task is used. -->
  <!-- It has 3 sections: -->
  <!-- 1. The info-section defines some general information -->
  <!-- 2. The deviceRequirements-section chooses the devices -->
  <!-- for which the application is optimized. -->
  <!-- 3. The build-section controls the actual build -->
  <!-- process. -->
  <target name="j2mepolish"
    depends="init"
    description="This is the controller for the J2ME build process."
    >
    <j2mepolish>
      <!-- general settings -->
      <info
        license="GPL"
        name="J2ME Polish"
        version="1.3.4"
        description="A sample project"
        vendorName="Enough Software"
        infoUrl="http://www.j2mepolish.org"
        icon="icon.png"
        jarName="${polish.vendor}-${polish.name}-example.jar"
        jarUrl="${polish.jarName}"
        copyright="Copyright 2004 Enough Software. All rights reserved."
        deleteConfirm="Do you really want to kill me?"
      />
      <!-- selection of supported devices -->
```

```
<!-- In the test mode the application is build only for the -->
<!-- Nokia/3650 and the 6600 phones, otherwise -->
<!-- the second deviceRequirements will be used instead. -->
<deviceRequirements if="test">
    <requirement name="Identifier" value="Nokia/3650, Nokia/6600" /
>
</deviceRequirements>
<deviceRequirements unless="test">
    <requirement name="Identifier" value="Nokia/Series60,
Nokia/Series60Midp2, Generic/midp2, Generic/midp1" />
    <!-- on could use other devices for real builds, e.g. :
    <or>
        <and>
            <requirement name="JavaPackage" value="nokia-ui" />
            <requirement name="BitsPerPixel" value="16+" />
        </and>
    </or>
    -->
</deviceRequirements>
<!-- build settings -->
<build
    symbols="ExampleSymbol, AnotherExample"
    imageLoadStrategy="foreground"
    fullscreen="menu"
    usePolishGui="true"
    resDir="resources"
>
    <!-- midlets definition -->
    <midlet class="de.enough.polish.example.MenuMidlet" name="Example"
/>

    <!-- project-wide variables - used for preprocessing -->
    <variables>
        <variable name="update-url" value="http://www.enough.de/update"
/>

        <variable name="title" value="J2ME Polish" />
    </variables>
    <!-- obfuscator: don't obfuscate when the test-property is true -->
    <obfuscator unless="test" enable="true" name="ProGuard" />
    <!-- debug settings: only include debug setting when the test-
        property is true -->
    <debug if="test" enable="true" showLogOnError="true" verbose="true"
level="error">
        <filter pattern="de.enough.polish.example.*" level="debug" />
        <filter pattern="de.enough.polish.ui.*" level="warn" />
    </debug>
    <!-- user defined JAD attributes can also be used: -->
    <jad>
        <attribute name="Nokia-MIDlet-Category" value="Game"
if="polish.Vendor == Nokia" />
    </jad>
</build>
</j2mepolish>
</target>

<target name="clean"
    description="allows a clean build. You should call [ant clean] whenever
you made changes to devices.xml, vendors.xml or groups.xml">
    <delete dir="build" />
```

```
        <delete dir="dist" />
    </target>
</project>
```

In the first section the J2ME Polish-task and the location of the wireless-toolkit are defined, followed by the build-targets “test”, “init”, “j2mepolish” and “clean”. The targets “test” and “init” are responsible for entering the test mode.

If you call Ant without any arguments, the Ant-property “test” will be set to false in the “init” target. If you call Ant with the arguments “test j2mepolish”, the test-property will be set to true. This allows controlling the build-script without changing it. In the example the obfuscation step is skipped when the test-property is true. Also the debug messages are only included when test is true.

You can force a complete rebuild by calling “ant clean”. This can be necessary after you made changes in the device database or in rare cases when there is a compile error in the J2ME Polish packages.

The <info>-Section

In the <info>-section general information about the project is defined.

```
<info
  license="GPL"
  name="SimpleMenu"
  version="1.3.4"
  description="A test project"
  vendorName="Enough Software"
  infoUrl="http://www.enough.de/dictionary"
  icon="icon.png"
  jarName="${polish.vendor}-${polish.name}-${polish.locale}-example.jar"
  jarUrl="${polish.jarName}"
  copyright="Copyright 2004 Enough Software. All rights reserved."
  deleteConfirm="Do you really want to kill me?"
/>
```

The information giving here is used for setting the JAD- and MANIFEST-attributes. If you need to set attribute which are not supported by the <info>-section, you can always use the <jad>-element, which is a subelement of the <build>-section. The <info> element supports following attributes:

<i>info-Attribute</i>	<i>Required</i>	<i>Explanation</i>
license	Yes	The license for this project. Either “GPL” when the source code of the application is published under the GNU General Public License, or the commercial license key, which can be obtained at www.j2mepolish.org .
name	Yes	The name of the project, the variable “MIDlet-Name” overrides this setting. This variable can be used to localize the application.
version	Yes	The version of the project in the format [major].[minor].[build]. Example: version=“2.1.10”. The variable “MIDlet-Version” overrides this setting.

<i>info-Attribute</i>	<i>Required</i>	<i>Explanation</i>
description	No	The description of the project. A brief explanation about what this application does should be given here. The variable “MIDlet-Description” overrides the value given here, this can be used to localize the application.
vendorName	Yes	The name of the vendor of this application. The variable “MIDlet-Vendor” overrides this setting.
jarName	Yes	<p>The name of the jar-files which will be created. Apart from the usual J2ME Polish variables, the following variables are especially useful:</p> <p><code>\${polish.vendor}</code>: The vendor of the device, e.g. Samsung or Motorola</p> <p><code>\${polish.name}</code>: The name of the device</p> <p><code>\${polish.identifier}</code>: Vendor and device name, e.g. “Nokia/6600”</p> <p><code>\${polish.version}</code>: The version of the project as defined above.</p> <p><code>\${polish.language}</code>: The two letter ISO language-code, e.g. “en” or “de”.</p> <p><code>\${polish.country}</code>: The two letter ISO country-code, e.g. “US” or “DE”. This can be empty when no country is defined in the current locale.</p> <p><code>\${polish.locale}</code>: The current locale, e.g. “en” or “de_DE”.</p> <p>Example: <code>jarName="Game-\${polish.vendor}-\${polish.name}-\${polish.locale}.jar"</code> results into “Game-Nokia-6600-en.jar” for an application which has been optimized for the Nokia/6600 and uses the English locale.</p>
jarUrl	No	<p>The URL from which the jar file can be downloaded. This is either the HTTP address, or just the name of the jar-file, when it is loaded locally. When no jarUrl is defined, the jarName defined above is used. Apart from the variables available for the jarName-attribute, you can use the name of the jar-file as defined above:</p> <p><code>jarUrl="http://www.enough.de/midlets/Game/\${polish.vendor}/\${polish.name}/\${polish.jarName}"</code></p>
infoUrl	No	The URL containing more information about the application. The variable “MIDlet-Info-URL” overrides this setting, this can be used to localize the application.
copyright	No	Copyright notice.
deleteConfirm	No	The text which is presented to the user when he tries to delete the application. The variable “MIDlet-Delete-Confirm” overrides this setting, this can be used to localize the application.

<i>info-Attribute</i>	<i>Required</i>	<i>Explanation</i>
installNotify	No	A HTTP-URL, which should be called after the successful installation of the application.. This can be useful for tracking how many applications are installed, for example. The user can prevent the install-notify, though. One can use the same variables as for the jarUrl-attribute. The variable “MIDlet-Install-Notify” overrides this setting.
deleteNotify	No	A HTTP-URL, which should be called after the application has been deleted from the device. See the explanation of installNotify. The variable “MIDlet-Delete-Notify” overrides this setting.
dataSize	No	The minimum space which is needed on the device, e.g. dataSize=“120kb”. The variable “MIDlet-Data-Size” overrides this setting.
permissions	No	The permissions which are needed by this application, e.g. “javax.microedition.io.Connector.http”. The variable “MIDlet-Permissions” overrides this setting.
optionalPermissions	No	The permissions which are useful for this application to work. The variable “MIDlet-Permissions-Opt” overrides this setting.

The <deviceRequirements>-Section

The optional <deviceRequirements>-section is responsible for selecting the devices which are supported by the application. When this section is omitted, the application will be optimized for all known devices. Any device capabilities or features can be used for the device selection:

```
<deviceRequirements if="test">
  <requirement name="Identifier" value="Nokia/6600" />
</deviceRequirements>
<deviceRequirements unless="test">
  <requirement name="JavaPackage" value="nokia-ui" />
  <requirement name="BitsPerPixel" value="4+" />
</deviceRequirements>
```

In this example two alternative device-selections are defined – when the test-property is set to true (by defining it with <property name="test" value="true" />), only the upper <deviceRequirements>-element is used and the second <deviceRequirements>-element is ignored. The actual requirements are defined with the sub-elements <requirement>. Without any clarification, all listed requirements need to be fulfilled by the device to be selected. There are <or>, <and>, <not> and <xor> elements, which can be used to define the requirements very flexible.

<i>deviceRequirements-Attribute</i>	<i>Required</i>	<i>Explanation</i>
if	No	The name of the Ant-property which needs to be “true” or “yes” to use this <deviceRequirements>.

<i>deviceRequirements</i> <i>-Attribute</i>	<i>Required</i>	<i>Explanation</i>
unless	No	The name of the Ant-property which needs to be “false” or “no” to use this <deviceRequirements>.

<i>deviceRequirements</i> <i>-Element</i>	<i>Required</i>	<i>Explanation</i>
requirement	Yes	The requirement which needs to be fulfilled by the device
and	No	Series of requirements, of which all need to be fulfilled.
or	No	Series of requirements, of which at least one needs to be fulfilled.
xor	No	Series of requirements, of which one needs to be fulfilled.
not	No	Series of requirements, of which none must be fulfilled.

The actual work is done by the <requirement> element:

<i>requirement-</i> <i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
name	Yes	The name of the needed capability, e.g. “BitsPerPixel”.
value	Yes	The needed value of the capability, e.g. “4+” for a color depth or at least 4 bits per pixel.
type	No	The class which controls this requirement. Either a class which extends the de.enough.polish.ant.requirements.Requirement class, or one of the base types “Size”, “Int”, “String”, “Version” or “Memory”. Example: <code><requirement name="MaxJarSize" value="100+ kb" type="Memory" /></code>

The <or>, <and>, <not> and <xor> elements can be nested in any manner:

```
<deviceRequirements>
  <requirement name="BitsPerPixel" value="4+" />
  <or>
    <requirement name="JavaPackage" value="nokia-ui, mmapi" />
    <and>
      <requirement name="JavaPackage" value="mmapi" />
      <requirement name="JavaPlatform" value="MIDP/2.0+" />
    </and>
  </or>
</deviceRequirements>
```

In this example each supported device must have a color depth of at least 4 bits per pixel. Additionally the device needs to support either the Nokia-UI-API and the Mobile Media-API (mmapi), or the Mobile Media-API and the MIDP/2.0 platform.

Following capabilities can be checked directly:

<i>requirement-name</i>	<i>Explanation</i>
BitsPerPixel	Needed color depth of the device: 1 is monochrome, 4 are 16 colors, 8 = 256 colors, 16 = 65.536 colors, 24 = 16.777.216 colors. Example: “4+” for at least 4 bits per pixel or “16” for precisely 16 bits per pixel. <code><requirement name="BitsPerPixel" value="4+" /></code>
ScreenSize	Required width and height of the display, e.g. “120+ x 100+” for a resolution of at least 120 pixels horizontally and 100 pixels vertically. <code><requirement name="ScreenSize" value="120+ x 100+" /></code>
ScreenWidth	The needed horizontal resolution of the display , e.g. “120+” for at least 120 pixels. <code><requirement name="ScreenWidth" value="120+" /></code>
ScreenHeight	The needed vertical resolution of the display, e.g. “100+” for at least 100 pixels. <code><requirement name="ScreenHeight" value="100+" /></code>
CanvasSize	Required width and height of the MIDP-Canvas. Some devices do not allow the usage of the complete screen. <code><requirement name="CanvasSize" value="120+ x 100+" /></code>
JavaPlatform	The needed platform, e.g. “MIDP/1.0” or “MIDP/2.0+”. <code><requirement name="JavaPlatform" value="MIDP/2.0+" /></code>
JavaConfiguration	The needed configuration, e.g. “CLDC/1.1+”. <code><requirement name="JavaConfiguration=" value="CLDC/1.1+" /></code>
JavaPackage	Needed APIs, e.g. “nokia-ui, mmapi”: <code><requirement name="JavaPackage" value="nokia-ui, mmapi" /></code>
JavaProtocol	Needed data exchange protocols, e.g. “serial, socket”: <code><requirement name="JavaProtocol" value="serial,socket" /></code>
HeapSize	The needed heap size of the device, e.g. “200+ kb” or “1.1+ MB” <code><requirement name="HeapSize" value="200+kb" /></code>
Vendor	The vendor of the device, e.g. “Nokia” or “Siemens”. <code><requirement name="Vendor" value="Nokia, SonyEricsson" /></code>
Identifier	The identifier of the device, e.g. “Nokia/6600”. <code><requirement name="Identifier" value="Nokia/6600, SonyEricsson/P900" /></code>
Feature	A feature which needs to be supported by the device. <code><requirement name="Feature" value="hasPointerEvents" /></code>

The <build>-Section

With the <build>-section the actual build process is controlled:

```
<build
  symbols="showSplash, AnotherExampleSymbol"
  fullscreen="menu"
  usePolishGui="true"
>
<!-- midlets definition -->
<midlet class="MenuMidlet" name="Example" />
<!-- project-wide variables - used for preprocessing -->
<variables>
  <variable name="update-url"
    value="http://www.enough.de/update" />
</variables>
<!-- obfuscator settings: do not obfuscate when test is true -->
<obfuscator unless="test" enable="true" name="ProGuard" />
<!-- debug settings: only debug when test is true -->
<debug if="test"
  enable="true" visual="false" verbose="true" level="error">
  <filter pattern="de.enough.polish.dict.*" level="debug" />
  <filter pattern="de.enough.polish.ui.*" level="warn" />
</debug>
</build>
```

Attributes of the build-Section

The build-section has following attributes:

<i>build-Attribute</i>	<i>Required</i>	<i>Explanation</i>
sourceDir	No	The path to the source directory. The default path is either “source/src”, “source” or “src”. You can define several paths by separating them with a colon ':' or a semicolon ';': [path1]:[path2]. You can also include source-directories based on conditions when the nested <sources>-element is used instead (see below).
binaryLibraries or binaryLibrary	No	Either the name of the directory which contains binary-only libraries or the name(s) of the libraries. Several libraries can be separated by colons ':' or by semicolons ';'. When no path is defined, the libraries will be searched within the “import” folder by default. This mechanism can only be used for third party APIs, which are not available on the phone itself. Device-APIs are automatically included, after they have been defined in the \${j2mepolish.home}/apis.xmlfile. Please compare the how-to about including APIs on page 155.
symbols	No	Project specific symbols, e.g. “showSplash” which can be checked with “//#ifdef showSplash” in the source code. Several symbols need to be separated by comma.

<i>build-Attribute</i>	<i>Required</i>	<i>Explanation</i>
usePolishGui	No	Defines whether the J2ME Polish GUI should be used at all. Possible values are “true”/”yes”, “false”/”no” or “always”. When “true” is given the GUI will be used only for devices which have the recommended capabilities (e.g. a color depth of at least 8 bits). When “always” is given, the GUI will be used for all devices. Default value is “true”.
fullscreen	No	<p>Defines whether the complete screen should be used for devices which support a full screen mode. Currently these includes all MIDP/2.0 devices as well as devices, which support the Nokia-UI API. Possible values are either “no”, “yes” and “menu”. With “yes” the complete screen is used but no commands are supported. With “menu” commands can be used as well. Default setting is “no”.</p> <p>Alternatively the preprocessing-variable “polish.FullScreen” can be set. This allows a finer grained control, since variables can have conditions. Refer to the GUI chapter on page 82 for more details.</p>
imageLoadStrategy	No	The strategy for loading pictures. Possible values are either “foreground” or “background”. The “foreground” strategy loads images directly when they are requested. The “background” strategy loads the images in a background-thread. With the background strategy the felt performance of an application can be increased, but not all pictures might be shown right away when the user enters a screen. The definition of the imageLoadStrategy makes only sense when the J2ME Polish GUI is used (usePolishGui=”true”). Default strategy is “foreground”. When the “foreground” strategy is used, the preprocessing symbol “polish.images.directLoad” will be defined. When using the “background” strategy, the symbol “polish.images.backgroundLoad” is defined.
javacTarget	No	The target for the java-compiler. By default the “1.2” target is used, unless a WTK 1.x or Mac OS X is used, in which case the target “1.1” is used.
preverify	No	The path to the preverify executable of the Wireless Toolkit. The program is usually within the “bin” folder of the Wireless Toolkit. This can be used for defining a preverfying program different from the standard WTK program.
polishDir	No	The directory containing the sources of J2ME Polish. This is used by developers of the J2ME Polish GUI itself.
devices	No	Path to the devices.xml-file. Defaults to devices.xml in the current folder or in enough-j2mepolish-build.jar.

<i>build-Attribute</i>	<i>Required</i>	<i>Explanation</i>
groups	No	Path to the groups.xml-file. Defaults to groups.xml in the current folder or in enough-j2mepolish-build.jar.
vendors	No	Path to the vendors.xml-file. Defaults to vendors.xml in the current folder or in enough-j2mepolish-build.jar.
apis	No	Path to the apis.xml-file. Defaults to apis.xml in the current folder or in enough-j2mepolish-build.jar.
midp1Path	No	Path to the MIDP/1.0 API. Defaults to “import/midp1.jar”.
midp2Path	No	Path to the MIDP/2.0 API. Defaults to “import/midp2.jar”.
workDir	No	The temporary build folder. Defaults to “build”.
destDir	No	The folder into which the “ready-to-deploy” application bundles should be stored. Defaults to “dist”.
apiDir	No	The folder in which the APIs are stored, defaults to “import”.
resDir	No	The folder which contains all design definitions and other resources like images, movies etc. By setting a different folder, completely different designs can be demonstrated. Default folder is “resources”. You can also use the <resources>-subelement which allows to fine-tune the resource-assembling process as well.
obfuscate	No	Either “true” or “false”. Defines whether the applications should be obfuscated. Defaults to “false”. Alternatively the nested element “obfuscator” can be used (see below).
obfuscator	No	The name of the obfuscator. Defaults to “ProGuard”. Possible values are “ProGuard”, “KlassMaster”, “Dasho”, “YGuard” or “RetroGuard”. Alternatively the nested element “obfuscator” can be used (see below).
compilerMode	No	When the compiler-mode is activated, J2ME Polish will not package the application and only process one device. This mode is useful for IDEs which support indirect compilation like NetBeans for example. You can select “Run” in NetBeans and NetBeans uses J2ME Polish as compiler, packages the application and starts the emulator - this saves valuable time during the development phase. Possible values are “true” or “false”. The compiler mode is deactivated (“false”) by default.
compilerDestDir	No	The “compilerDestDir”-attribute defines where the compiled (and obfuscated) classes should be stored. The default target directory is “bin/classes”.

<i>build-Attribute</i>	<i>Required</i>	<i>Explanation</i>
compilerModePreverify	No	Defines whether J2ME Polish should preverify the compiled classes as well. This is needed for using J2ME Polish as a compiler for the EclipseME plugin. Possible values are “true” or “false”. The preverifying is deactivated (“false”) by default.

Elements of the build-Section

The build section supports several nested elements: <sources>, <midlet>, <midlets>, <resources>, <obfuscator>, <variables>, <debug>, <jad>, <manifestFilter>, <preprocessor> and <java>.

<sources>

The <sources>-element can be used for a finer grained control of the source-directories. This can be useful to include test classes, for example:

```
<sources>
  <source dir="source/src" />
  <source dir="source/test" if="test" />
</sources>
```

<i>sources-Attribute</i>	<i>Required</i>	<i>Explanation</i>
if	No	The Ant-property which needs to be “true” for the nested source directories to be used.
unless	No	The Ant-property which needs to be “false” for the nested source directories to be used.

<i>source-Attribute</i>	<i>Required</i>	<i>Explanation</i>
dir	Yes	The directory containing Java source files.
if	No	The Ant-property which needs to be “true” for this source directory to be used.
unless	No	The Ant-property which needs to be “false” for this source directory to be used.

<midlet> and <midlets>

The <midlet>-element defines the actual MIDlet class:

```
<midlet class="de.enough.polish.example.ExampleMidlet" />
```

<i>midlet-Attribute</i>	<i>Required</i>	<i>Explanation</i>
class	Yes	The complete package and class-name of the MIDlet.
name	No	The name of the MIDlet. Default is the class-name without the package: The MIDlet “com.company.SomeMidlet” is named “SomeMidlet” by default.

<i>midlet-Attribute</i>	<i>Required</i>	<i>Explanation</i>
icon	No	The icon of this MIDlet. When none is defined, the icon defined in the <info>-section will be used.
number	No	The number of this MIDlet. This is interesting only for MIDlet-suites in which several MIDlets are contained.
if	No	The Ant-property which needs to be “true” for this MIDlet to be included.
unless	No	The Ant-property which needs to be “false” for this MIDlet to be included.

The optional <midlets>-element is used as a container for several <midlet>-elements:

```
<midlets>
  <midlet class="de.enough.polish.example.ExampleMidlet" />
  <midlet name="J2ME Polish Demo" number="2" icon="no2.png"
        class="de.enough.polish.example.GuiDemoMidlet" />
</midlets>
```

<resources>

```
<resources
  dir="resources"
  excludes="*.txt"
>
  <fileset
    dir="resources/multimedia"
    includes="*.mp3"
    if="polish.audio.mp3"
  />
  <fileset
    dir="resources/multimedia"
    includes="*.mid"
    if="polish.audio.midi and not polish.audio.mp3"
  />
  <localization locales="de, en" unless="test" />
  <localization locales="en" if="test" />
</resources>
```

The <resources>-element can be used to fine tune the resources assembling as well as the localization of the application. When it is used, the “resDir”-attribute of the <build>-section should not be used. The <resources>-element supports following attributes:

<i>resources-Attribute</i>	<i>Required</i>	<i>Explanation</i>
dir	No	The directory containing all resources, defaults to the “resources” folder.

<i>resources-Attribute</i>	<i>Required</i>	<i>Explanation</i>
defaultexcludes	No	Either “yes”/”true” or “no”/”false”. Defines whether typical files should not be copied in the application-jar-bundle during packaging. The files “polish.css”, “Thumbs.db”, any backup-files (*.bak and *~) and the messages-files used in the localization are excluded by default.
excludes	No	Additional files which should not be included in the JAR-files can be defined using the “excludes”-attribute. Several files need to be separated by comma. The star can be used to select several files at once, e.g. “*.txt, readme*”.
locales	No	The locales which should be supported in a comma-separated list. Alternatively the nested <localization>-element can be used. The standard Java locale-abbreviations are used, e.g. “de” for German, “en” for English and “fr_CA” for Canadian French.

The <resources>-elements accepts the nested elements <fileset> and <localization>:

The <fileset> Subelement

The <fileset> behaves like any Ant fileset, but it offers the additional “if” and “unless”-attributes for allowing a fine grained control. The most important attributes are:

<i>fileset-Attribute</i>	<i>Required</i>	<i>Explanation</i>
dir	Yes	The base directory of this fileset. This directory needs to exist.
includes	Yes	Defines which files should be included, e.g. “*.mid”.
if	No	The Ant-property which needs to be “true” or the preprocessing term which needs result true for this fileset to be included.
unless	No	The Ant-property which needs to be “false” or the preprocessing term which needs result false for this fileset to be included.

The <localization> Subelement

With the <localization>-element the internationalization of the application can be controlled. It supports following attributes:

<i>localization-Attribute</i>	<i>Required</i>	<i>Explanation</i>
locales	Yes	The locales which should be supported in a comma-separated list. The standard Java locale-abbreviations are used, e.g. “de” for German, “en” for English and “fr_CA” for Canadian French.
messages	No	The file which contains the translations. This defaults to “messages.txt”.

<i>localization-Attribute</i>	<i>Required</i>	<i>Explanation</i>
if	No	The Ant-property which needs to be “true” or the preprocessing term which needs result true for this localization to be used.
unless	No	The Ant-property which needs to be “false” or the preprocessing term which needs result false for this localization to be used.

More information about localization can be found in the localization chapter on page 61.

<obfuscator>

The optional <obfuscator>-element controls the obfuscating of the application bundle, which decreases the jar-size and makes it difficult to reverse engineer the application.

```
<obfuscator unless="test" enable="true" name="ProGuard" />
```

<i>obfuscator-Attribute</i>	<i>Required</i>	<i>Explanation</i>
enable	No	Either “true” or “false”. Defaults to “false”. Obfuscating will only be activated when enable=”true”.
if	No	The name of the Ant-property, which needs to be “true” or “yes”, when this <obfuscator> element should be used.
unless	No	The name of the Ant-property, which needs to be “false” or “no”, when this <obfuscator> element should be used.
name	No	The name of the obfuscator which should be used. Defaults to “ProGuard”. Possible values are “ProGuard”, “KlassMaster”, “Dasho”, “YGuard” or “RetroGuard”.
class	No	The class which controls the obfuscator. Each class which extends <code>de.enough.polish.obfuscate.Obfuscator</code> can be used. With this mechanism third party obfuscators can be integrated easily (compare page 137).
classPath	No	The classpath for this obfuscator. This is useful for integrating a third party obfuscator.

Any number of <obfuscator>-elements can be used in a project. All active obfuscators are combined by J2ME Polish.

The <obfuscator> supports the subelements <keep> and <parameter>.

The <keep> Subelement

The <keep> element is used to define classes which are loaded dynamically (e.g. with `Class.forName(...)`) and should not be obfuscated:

```
<obfuscator unless="test" enable="true" name="ProGuard" >
    <keep class="com.company.dynamic.SomeDynamicClass" />
    <keep class="com.company.dynamic.AnotherDynamicClass" />
</obfuscator>
```

</obfuscator>

<i>keep-Attribute</i>	<i>Required</i>	<i>Explanation</i>
class	Yes	The full name of the class which should not get obfuscated.

The used MIDlet classes do not need to be set with the <keep> element, since they are saved from obfuscation automatically.

The <parameter> Subelement

The <parameter>-element is used to specify parameters for the obfuscator. This can be useful for integrating third party obfuscators which require additional settings (see page 137):

```
<obfuscator unless="test" enable="true" name="ProGuard" >
  <keep class="com.company.dynamic.SomeDynamicClass" />
  <keep class="com.company.dynamic.AnotherDynamicClass" />
  <parameter name="scriptFile" value="../scripts/obfuscate.script" />
</obfuscator>
```

<i>parameter-Attribute</i>	<i>Required</i>	<i>Explanation</i>
name	Yes	The name of the parameter.
value	Yes	The value of the parameter.

Combining Several Obfuscators

Several obfuscators can be combined just by specifying several <obfuscator> elements. When the <keep> subelement is used, it only needs to be specified on one of the <obfuscator> elements. J2ME Polish will then use the obfuscated output of one obfuscator as input for the following obfuscator.

Specific Obfuscator Settings

ProGuard

ProGuard is an excellent obfuscator, shrinker and optimizer by Eric Lafortune. It is freely available under the GNU General Public License and can be downloaded from

<http://proguard.sourceforge.net>.

If you want to use ProGuard as an obfuscator, please make sure that the proguard.jar-file is listed in the classpath of the J2ME Polish task-definition (build.xml):

```
<taskdef name="j2mepolish"
  classname="de.enough.polish.ant.PolishTask"
  classpath="${polish.home}/import/enough-j2mepolish-build.jar:$
{polish.home}/import/jdom.jar:${polish.home}/import/proguard.jar"/>
```

You can use ProGuard by setting the name-attribute of the <obfuscator>-element to "ProGuard".

ProGuard 3.x offers an additional optimization of the bytecode, which is enabled by default. The

optimization can be disabled by setting the “optimize”-parameter to “false”:

```
<obfuscator unless="test" enable="true" name="ProGuard" >
  <parameter name="optimize" value="false" />
</obfuscator>
```

A text-file which lists all renaming operations is written to build/[vendor]/[device]/[locale]/obfuscation-map.txt. This file is useful if you get exceptions in the obfuscated application.

yGuard

The yGuard obfuscator by the yWorks GmbH is another interesting obfuscator and code-shrinker. J2ME Polish includes the library-classes, which are licensed under the GNU Lesser General Public License. The full obfuscator is freely available from <http://www.yworks.de>

If you want to use yGuard as an obfuscator, please make sure that either the yguard-lib.jar or the original yguard.jar is listed in the classpath of the J2ME Polish task-definition (build.xml):

```
<taskdef name="j2mepolish"
  classname="de.enough.polish.ant.PolishTask"
  classpath="${polish.home}/import/enough-j2mepolish-build.jar:$
{polish.home}/import/jdom.jar:${polish.home}/import/yguard-lib.jar"/>
```

The yGuard obfuscator can be used by setting the name-attribute of the <obfuscator>-element to “YGuard”:

```
<obfuscator unless="test" enable="true" name="YGuard" />
```

RetroGuard

RetroGuard is the basis of both yGuard and ProGuard and was developed by Retrologic Systems/Mark Welsh. It is licensed under the GNU Lesser General Public License and is included in J2ME Polish by default. It can be downloaded from <http://www.retrologic.com>.

You can use RetroGuard just by setting the “name”-attribute to “RetroGuard”:

```
<obfuscator unless="test" enable="true" name="RetroGuard" />
```

Zelix KlassMaster

KlassMaster is a commercial obfuscator available from Zelix Pty Ltd. A free evaluation version can be requested at <http://www.zelix.com>

The KlassMaster integration is based on the WTK-mechanism for calling obfuscators, therefore both the ZKM.jar as well as the kenv.zip needs to be on the classpath:

```
<taskdef name="j2mepolish"
  classname="de.enough.polish.ant.PolishTask"
  classpath="${polish.home}/import/enough-j2mepolish-build.jar:$
{polish.home}/import/jdom.jar:${polish.home}/import/ZKM.jar:${wtk.home}/
wtklib/kenv.zip"/>
```

The KlassMaster-integration allows several parameters to be set:

- enableFlowObfuscation the flow-obfuscation increases the security of the application, but the application-size as well. It is deactivated by default, therefore. It can be activated by setting the

`enableFlowObfuscation`-parameter to “true”.

- `ObfuscateFlowLevel`: The obfuscation-flow level can also be set directly, e.g. “none” or “aggressive”. This parameter takes precedent above the `enableFlowObfuscation`-parameter.
- `ScriptFile`: The file containing the full script can also be set. In that case please note that the source-jar-file is always the “build/source.jar” and the target-file is the “build/dest.jar”.

The following example shows a possible invocation of `KlassMaster`:

```
<obfuscator unless="test" enable="true" name="KlassMaster" >
  <parameter name="ObfuscateFlowLevel" value="none" />
</obfuscator>
```

DashO Pro

DashO Pro is a commercial obfuscator by Preemptive Solutions. A free evaluation version can be requested at <http://www.preemptive.com>.

When the DashO Pro obfuscator is used, either the Ant property “`dasho.home`” or the parameter “`DashoHome`” needs to be given. The classpath does not need to be modified.

The DashO Pro obfuscator supports following parameters:

- `DashoHome`: needs to point to the installation directory of the DashO Pro obfuscator.
- `Version`: needs to correspond to the used version of DashO. The current default version is “3.1”.
- `enableFlowObfuscation` when “true” is given, DashO will obfuscate the application flow as well. This is deactivated by default.
- `enableStringEncryption` when “true” is given, Strings will be obfuscated by DashO as well. Since this decreases the performance, it is deactivated by default.
- `enableRenaming` when “true” is given, all possible classes will be renamed. This is activated by default.
- `enableOptimization` when “true” is given, the byte-code will be optimized by DashO. This feature is activated by default.
- `ConstantPoolTag` a tag which will be added to all processed classes. This is only visible when a decompiler is used.
- `ScriptFile`: The file containing the full script can also be set. In that case please note that the source-jar-file is always the “build/source.jar” and the target-file is the “build/dest.jar”.

A report about the renamed classes as well as methods will be written to `build/[vendor]/[device]/[locale]/obfuscation-map.txt`. This file is useful for resolving stacktraces in the obfuscated application.

This example shows the integration of DashO Pro:

```
<obfuscator unless="test" enable="true" name="Dasho" >
  <parameter name="DashoHome" value="/home/user/DashOPro_3.1" />
  <parameter name="Version" value="3.1" />
</obfuscator>
```

JODE

JODE is quite a powerful optimizer, shrinker and obfuscator by Jochen Hoenicke. It is licensed under the GNU General Public License and is available at <http://jode.sourceforge.net> free of charge.

If you want to use JODE, please make sure that the jode-jar-file is on the classpath:

```
<taskdef name="j2mepolish"
    classname="de.enough.polish.ant.PolishTask"
    classpath="${polish.home}/import/enough-j2mepolish-build.jar:$
{polish.home}/import/jdom.jar:${polish.home}/import/Jode-1.1.2-pre1.jar"/>
```

JODE supports the “ScriptFile”-parameter which can be used to specify the obfuscator-script. Please note that the source-jar-file is always the “build/source.jar” and the target-file is the “build/dest.jar”:

```
<obfuscator unless="test" enable="true" name="Jode" >
    <parameter name="ScriptFile" value="obfuscate.jos" />
</obfuscator>
```

When no script-file-parameter is present, J2ME Polish will create a default script. Depending on the application and environment, several problems ranging from preverification/linking-errors to NullPointerExceptions in the JODE-API can occur. Maybe someone with more experience with JODE can provide help here – please get in touch with j2mepolish@enough.de.

<variables> and <variable>

The optional <variables>-element contains several variable definitions, which can be used for the preprocessing. This mechanism can be used for example to define configuration values:

```
<variables includeAntProperties="true">
    <variable name="update-url" value="http://www.enough.de/update" />
    <variable name="polish.TiledLayer.splitImage"
        value="true"
        if="polish.Vendor == Nokia" />
</variables>
```

<i>variables-Attribute</i>	<i>Required</i>	<i>Explanation</i>
includeAntProperties	No	Either “true” or “false”. When “true” all Ant-properties will be included and can be used in the preprocessing. Defaults to “false”.

The <variables>-element contains an arbitrary number of <variable>-elements, which define the actual variables. Each variable needs the attributes name and value:

<i>variable-Attribute</i>	<i>Required</i>	<i>Explanation</i>
name	Yes unless file is used	The name of the variable.

<i>variable-Attribute</i>	<i>Required</i>	<i>Explanation</i>
value	Yes unless file is used	The value of the variable.
file	No	The file which contains several variable-definitions. In the file the variable-names and -values are separated by equals-signs (=). Empty lines and lines starting with a hash-mark (#) are ignored.
if	No	The Ant-property which needs to be “true” or the preprocessing term which needs result true for this variable to be included.
unless	No	The Ant-property which needs to be “false” or the preprocessing term which needs result false for this variable to be included.

Variables which have been defined in this way can be included into the source code with the “`//#=”` preprocessing directive and can be checked with the “`[variable-name]:defined`” symbol:

```
//#ifdef update-url:defined
    //#= String url = "${ update-url }";
//#else
    String url = "http://www.default.com/update";
//#endif
```

Variables can also be compared, please refer to the description of the `#if`-directive on page 68 for more information.

<debug>

The optional `<debug>`-element controls the inclusion of debugging messages for specific classes or packages. The debugging messages will be activated or deactivated in the source code, so the performance will not be decreased, when the debugging is deactivated.

```
<debug enable="true" showLogOnError="true" verbose="false" level="error">
    <filter pattern="com.company.package.*" level="info" />
    <filter pattern="com.company.package.MyClass" level="debug" />
</debug>
```

In the source code any debug messages must be accompanied by a `//#debug`-directive:

```
//#debug
System.out.println("initialization done.");
or
//#debug warn
System.out.println("could not load something...");
or
//#debug error
System.out.println("could not load something: " + e);
```

In the chapter “The world of preprocessing” on page 71 you will find more about the debugging possibilities.

<i>debug-Attribute</i>	<i>Required</i>	<i>Explanation</i>
enable	No	<p>Either “true” or “false”. Debugging messages will only be included, when “true” is given.</p> <p>When both enable and if are true, then the preprocessing symbol “polish.debugEnabled” will be defined.</p>
level	No	<p>The general debug level which is needed for debug messages. Possible values are “debug”, “info”, “warn”, “error”, “fatal” or a user-defined level. Default level is “debug”, so all debugging messages will be included.</p>
verbose	No	<p>Either “true” or “false”. When “true” the time, class-name and line-number will be included in each debugging message. Defaults to “false”. When the verbose mode is enabled, the preprocessing symbol “polish.debugVerbose” will be defined.</p> <p>In the verbose mode exceptions thrown by J2ME Polish will contain useful information. Also the key-handling and animation-handling will be monitored and error messages will be given out.</p>
showLogOnError	No	<p>Either “true” or “false”. When “true” the log containing all logging-messages will be shown when an exception is logged.</p> <p>An exception is logged by printing out a message which is followed by a plus and the exception variable:</p> <pre>//#debug error System.out.println("could not load something: " + e);</pre> <p>Alternatively the Debug-class of J2ME Polish can be used directly. Then the log will be shown when the</p> <pre>Debug.debug(String message, Throwable exception)</pre> <p>method is called.</p> <p>The log can only be shown automatically, when the J2ME Polish GUI is used.</p>
if	No	<p>The name of the Ant-property, which needs to be “true” or “yes”, when this <debug> element should be used.</p>
unless	No	<p>The name of the Ant-property, which needs to be “false” or “no”, when this <debug> element should be used.</p>

For a finer control of the debugging process, the <debug>-element allows the sub-element <filter>, which defines the debug-level for specific classes or packages.

<i>filter-Attribute</i>	<i>Required</i>	<i>Explanation</i>
pattern	Yes	The name of the class or of the package. When the pattern ends with a star, all classes of that package will be included, e.g. "com.company.mypackage.*"
level	Yes	The debugging level for all classes with the specified pattern. Possible values are "debug", "info", "warn", "error", "fatal" or a user-defined level.

<jad>

With the <jad>-element user-defined attributes can be added to the JAD¹-file as well as the MANIFEST-file which is contained in the created JAR-file. The <jad> element contains a number of <attribute>-sub-elements which define the actual attributes:

```
<jad>
  <attribute
    name="Nokia-MIDlet-Category"
    value="Game"
    if="polish.group.Series40"
  />
  <attribute
    name="MIDlet-Push-1"
    value="socket://:79, com.sun.example.SampleChat, *"
    if="polish.midp2"
  />
</jad>
```

<i>attribute-Attribute</i>	<i>Required</i>	<i>Explanation</i>
name	Yes unless file is used	The name of the attribute, e.g. "Nokia-MIDlet-Category"
value	Yes unless file is used	The value of the attribute.
file	No	The file which contains several attribute-definitions. In the file the attribute-names and -values are separated by colons (:). Empty lines and lines starting with a hash-mark (#) are ignored.
target	No	Either "jad", "manifest" or "jad, manifest". An user-defined attribute is added to both, the MANIFEST as well as the JAD, by default. The specification says user-defined attributes should only be added to the JAD file, but there are some devices out there which expect these attributes in the MANIFEST as well.

¹ Java Application Descriptor

<i>attribute-Attribute</i>	<i>Required</i>	<i>Explanation</i>
if	No	The Ant-property which needs to be “true” or the preprocessing term which needs result true for this attribute to be included.
unless	No	The Ant-property which needs to be “false” or the preprocessing term which needs result false for this attribute to be included.

Attributes which are defined in this way can be loaded in the application with the MIDlet.getAppProperty(String name) method, which needs the name of the attribute as an argument and returns the value of that argument. Often it is advisable to use the variable-mechanism of J2ME Polish instead, since such values are actually hard-coded into the application and are, therefore, much faster than the getAppProperty(...)-mechanism.

Sorting and Filtering JAD attributes

The JAD-attributes can filtered and sorted using the <filter> subelement:

```
<jad>
  <attribute
    name="Nokia-MIDlet-Category"
    value="Game"
    if="polish.group.Series40"
  />
  <filter>
    MIDlet-Name, MIDlet-Version,
    MIDlet-Vendor, MIDlet-Jar-URL, MIDlet-Jar-Size,
    MIDlet-Description?, MIDlet-Icon?, MIDlet-Info-URL?,
    MIDlet-Data-Size?, MIDlet-*, *
  </filter>
</jad>
```

The <filter> element contains all allowed attribute names in the desired order and separated by commas. Following syntax is used:

<i>Filter</i>	<i>Example</i>	<i>Explanation</i>
name	MIDlet-Name	The complete name of a required attribute.
name followed by a questionmark	MIDlet-Icon?	The complete name of an optional attribute.
beginning of a name followed by a star	MIDlet-*	All remaining attributes which names start with the given sequence will be included at this position.
star	*	All remaining attributes will be included at this position. A star can only positioned at the end of a filter.

An overview about allowed attributes can be found at http://java.sun.com/j2me/docs/wtk2.0/user_html/Ap_Attributes.html.

<manifestFilter>

The manifest filter element can be used to sort and filter manifest attributes. Please note that the first included attribute should always be the “Manifest-Version”-attribute. Otherwise the application will most likely not work:

```
<manifestFilter>
    Manifest-Version, MIDlet-Name, MIDlet-Version, MIDlet-Vendor,
    MIDlet-1, MIDlet-2?, MIDlet-3?, MIDlet-4?, MIDlet-5?,
    MicroEdition-Profile, MicroEdition-Configuration,
    MIDlet-Description?, MIDlet-Icon?, MIDlet-Info-URL?,
    MIDlet-Data-Size?
</manifestFilter>
```

The <manifestFilter> element contains all allowed attribute names in the desired order and separated by commas. Following syntax is used:

<i>Filter</i>	<i>Example</i>	<i>Explanation</i>
name	MIDlet-Name	The complete name of a required attribute.
name followed by a questionmark	MIDlet-2?	The complete name of an optional attribute.
beginning of a name followed by a star	MIDlet-*	All remaining attributes which names start with the given sequence will be included at this position.
star	*	All remaining attributes will be included at this position. A star can only positioned at the end of a filter.

An overview about allowed attributes can be found at http://java.sun.com/j2me/docs/wtk2.0/user_html/Ap_Attributes.html.

<preprocessor>

The <preprocessor> element can be used to integrate own or third party preprocessors. This can be used for allowing new preprocessing directives for example (compare page 139).

```
<preprocessor
    class="com.company.preprocess.MyPreprocessor"
    classPath="import/preprocessing.jar"
>
    <parameter
        name="scriptFile"
        value="../scripts/preprocess.script"
    />
</preprocessor>
```

<i>preprocessor-Attribute</i>	<i>Required</i>	<i>Explanation</i>
class	Yes	The class of the preprocessor.
classPath	No	The classpath for the preprocessor.

<i>preprocessor-Attribute</i>	<i>Required</i>	<i>Explanation</i>
if	No	The name of the Ant-property, which needs to be “true” or “yes”, when this <preprocessor> element should be used.
unless	No	The name of the Ant-property, which needs to be “false” or “no”, when this <preprocessor> element should be used.

The preprocessor can be configured using a number <parameter> subelements. Each <parameter> subelement needs to define the attributes “name” and “value”.

<java>

The <java>-element can be used to extend J2ME Polish with any Java utility. It accepts all attributes and nested elements like the Ant-<java>-element (compare <http://ant.apache.org/manual/CoreTasks/java.html>) as well as the additional attribute “if”, “unless” and “message”. J2ME Polish variables can be used in the nested <arg>-elements, so that the call can be adjusted for the current device.

Each defined <java>-element is called after the successful creation of an application-bundle. A possible use of the <java>-element is the signing of MIDlets, which is described in the signing-how-to on page 160.

The following example calls the JadUtil.jar of the Wireless Toolkit for signing a JAD file:

```
<java jar="${wtk.home}/bin/JadTool.jar"
    fork="true"
    failonerror="true"
    if="polish.midp2"
    unless="test"
    message="Adding signature for device ${polish.identifier}"
  >
    <arg line="-addjarsig"/>
    <arg line="-keypass ${password}"/>
    <arg line="-alias SignMIDlet"/>
    <arg line="-keystore midlets.ks"/>
    <arg line="-inputjad dist/${polish.jadName}"/>
    <arg line="-outputjad dist/${polish.jadName}"/>
    <arg line="-jarfile dist/${polish.jarName}"/>
</java>
```

Following variables can be used in the <arg>-element and the “message”-attribute:

<i>variable</i>	<i>Explanation</i>
polish.vendor	The vendor of the current device, e.g. “Siemens” or “Nokia”.
polish.name	The name of the current device, e.g. “N-Gage”.
polish.identifier	The identifier of the current device, e.g. “Siemens/SX1”.
polish.version	The version of the application as defined in the info-section.
polish.jarName	The name of the jar-file as defined in the info-section.

<i>variable</i>	<i>Explanation</i>
polish.jadName	The name of the jad-file as defined in the info-section.

The most important attributes of the <java>-element are:

<i>java-Attribute</i>	<i>Required</i>	<i>Explanation</i>
classname	either classname or jar	The name of the class which should be executed.
jar	either classname or jar	The location of the jar file to execute (must have a Main-Class entry in the manifest). Fork must be set to true if this option is selected.
fork	No	If enabled triggers the class execution in another VM (disabled by default).
message	No	A message which will be printed out on the standard output when this <java>-element is executed. The message can contain J2ME Polish variables, such as \${ polish.identifier }.
if	No	The Ant-property which needs to be “true” or the preprocessing term which needs result true when this <java>-element should be executed.
unless	No	The Ant-property which needs to be “false” or the preprocessing term which needs result false when this <java>-element should be executed.

The most important nested element is the <arg>-element:

<i>arg-Attribute</i>	<i>Required</i>	<i>Explanation</i>
line	No	A space-delimited list of command-line arguments.

Please refer to the Ant-documentation at <http://ant.apache.org/manual/CoreTasks/java.html> for more information about the <java>-element.

<packager>

Usually the efficient internal J2ME Polish packager is used for creating the final application bundles. For using a different packaging-program, the <packager>-element can be used:

```
<packager
  executable="jar"
  arguments="cvfM; ;${polish.jarPath};;-C; ;${polish.packageDir};; ."
/>
```

A possible alternative might be the Open Source tool “7-Zip”, which can create smaller files

compared to the standard ZIP mechanism. This might result in problems on the actual device, though, so use with care. The 7-Zip tool can be obtained free of charge at <http://www.7-zip.org/>.

The <packager>-element supports following attributes:

<i>packager-Attribute</i>	<i>Required</i>	<i>Explanation</i>
executable	Yes, unless class is used	The name of the program, e.g. “jar” or “7za.exe”.
arguments	Yes, unless class is used	<p>The arguments for the packager. Several arguments can be separated by using double-semicolons (;). Any Ant-properties as well as J2ME Polish variables can be used. Often needed variables are:</p> <p><code>\${polish.jarPath}</code>: the full path to the jar-file which should be created.</p> <p><code>\${polish.packageDir}</code>: the directory which contains the classes and the resources which should be “jared”.</p>
class	No	<p>The name of the class which extends the <code>de.enough.polish.jar.Packager</code> class. This mechanism can be used for extending the packaging capabilities of J2ME Polish.</p> <p>In that case further parameters can be set using nested <parameter>-elements.</p>

The <emulator>-Section

The <emulator>-element is responsible for launching any emulators after the application has been build.

```
<emulator
  wait="true"
  trace="class"
  preferences="myemulator.properties"
  securityDomain="trusted"
  enableProfiler="true"
  enableMemoryMonitor="true"
  enableNetworkMonitor="true"
  if="test"
>
  <parameter name="-Xjam"
    value="transient=http://localhost:8080/${polish.jadName}"/>
</emulator>
```

In the above example the emulator is only started, when the “test”-property is “true”.

Attributes of the <emulator>-Section

The <emulator>-element supports following attributes:

<i>emulator-Attribute</i>	<i>Required</i>	<i>Explanation</i>
wait	No	Either “yes”/”true” or “no”/”false”. Defines whether the J2ME Polish task should wait until the emulator is finished. This is needed when any output should be shown on the Ant-output, therefore wait defaults to “yes”.
trace	No	Defines if any virtual machine activities should be shown on the output. Possible values are “class” for showing the loading of classes, “gc” for activities of the garbage collection and “all” for a very extensive output. Several values can be given when they are separated by comma, e.g “class,gc”.
securityDomain	No	The MIDP/2.0 security-domain of the application: either "trusted", "untrusted", "minimum" or "maximum". In “trusted” and “maximum” mode all security sensitive activities are allowed; in the “untrusted” mode the user will be questioned before each security sensitive activity and in the “minimum” mode any security sensitive activity will not be allowed.
enableProfiler	No	Either “yes”/”true” or “no”/”false”. When activated the performance will be profiled during the execution of the application. The results will be shown when the emulator itself is closed.
enableMemoryMonitor	No	Either “yes”/”true” or “no”/”false”. When activated the memory usage of the application will be shown.
enableNetworkMonitor	No	Either “yes”/”true” or “no”/”false”. When any network activities are done, a monitor will show details of the sent and received data.
preferences	No	The file which contains the emulator-preferences. When such a file is used, the profiler and monitor settings are ignored. Please consult the documentation of the Wireless Toolkit for detailed information about the preferences file.
showDecompiledStackTrace	No	Either “yes”/”true” or “no”/”false”. Determines whether a decompiled stack-trace should be shown, even when the source-code position of an exception could be located. The automatic resolving of stack traces is discussed below.
if	No	The Ant-property which needs to be “true” when the <emulator>-element should be executed.
unless	No	The Ant-property which needs to be “false” when the <emulator>-element should be executed.

The <parameter> Subelement

The <emulator>-element supports the nested subelement <parameter> for defining additional command line parameters:

<i>parameter-Attribute</i>	<i>Required</i>	<i>Explanation</i>
name	Yes	The name of the parameter.
value	Yes	<p>The value of the parameter, the value can use any J2ME Polish or user-defined variable, the following variables are especially useful:</p> <p><code>\${polish.jadName}</code>: The name of the JAD-file <code>\${polish.jadPath}</code>: The absolute path of the JAD-file <code>\${polish.jarName}</code>: The name of the JAR-file <code>\${polish.jarPath}</code>: The absolute path of the JAR-file</p> <p>When only a command-line switch should be defined, just define an empty value, e.g.</p> <pre><parameter name="-Xsomething" value="" /></pre>
if	No	The Ant-property which needs to be “true” or the preprocessing term which needs result true when this parameter should be used.
unless		The Ant-property which needs to be “false” or the preprocessing term which needs result false when this parameter should be used.

Emulator-Settings in the Device Database and in the build.xml

J2ME Polish uses the device-database to determine the correct emulator. If an emulator cannot be started, you can tell J2ME Polish how to launch it by modifying these settings.

WTK Emulators

For emulators which are integrated in the Wireless Toolkit the “Emulator.Skin”-capability is used for determining the correct emulator. This is the name which can be found in the “\${wtk.home}/wtplib/devices” folder, e.g. “SonyEricsson_P900” etc. When no “Emulator.Skin”-capability is found, the current default emulator will be started instead. When the wrong emulator is started, please check if the “Emulator.Skin”-capability has been set in the “\${polish.home}/devices.xml” file. If that capability is missing, please report it also to j2mepolish@enough.de so that the device database can be improved.

You can also set several skins, when several versions of an emulator do exist, for example. J2ME Polish will then choose the the first emulator it finds. Additional skins are defined by the capabilities “Emulator.Skin.2”, “Emulator.Skin.3” and so forth.

Nokia Emulators

For launching Siemens-emulators it might be necessary to define the “`nokia.home`”-property in the `build.xml`. This property needs to point to the installation directory of the Nokia emulators and defaults to “`C:\Nokia`” on Windows machines and to “`${user.home}/Nokia`” on Unix machines. For many emulators it is sufficient to set the “`Emulator.Class`” and “`Emulator.Skin`”-capabilities of the device in the “`${polish.home}/devices.xml`” file. The “`Emulator.Class`”-capability then needs to be “`NokiaEmulator`” and the “`Emulator.Skin`”-capability needs to correspond with the name of the emulator which can be found in the “`${nokia.home}/Devices`”-directory.

Some non-standard-emulators make it necessary the use the “`GenericEmulator`”-class instead. The invocation of such emulators is explained below.

Siemens Emulators

For launching Siemens-emulators it might be necessary to define the “`siemens.home`”-property in the `build.xml`. This property needs to point to the installation directory of the “`Siemens Mobile Toolkit`” (SMTK) and defaults to “`C:\siemens`”. When a Siemens-emulator should be used, the corresponding device-definition in the “`${polish.home}/devices.xml`” file needs to set the “`Emulator.Class`”-capability to “`SiemensEmulator`” (this is the default for all Siemens-phones). The “`Emulator.Skin`”-capability needs to specify the name of the emulator, which can be found in the “`${siemens.home}/SMTK/emulators`”-directory.

Motorola Emulators

For launching Motorola-emulators it is necessary to define the “`motorola.home`”-property in the `build.xml`. This property needs to point to the installation directory of the Motorola SDK, e.g. “`C:\program files\Motorola\SDK v.4.3 for J2ME`”. Since Motorola-emulators do not support the “`Unified Emulator Interface`”, the emulators are started by the “`GenericEmulator`”. See below for more details.

Launching any Emulator with the GenericEmulator-Implementation

You can start any kind of emulator with the `GenericEmulator` class. You should set the “`Emulator.Class`”-capability of the corresponding device-definition in the “`${polish.home}/devices.xml`” file to “`GenericEmulator`”.

The “`Emulator.Executable`”-capability needs to define the program which should be started, e.g. “`java`” or “`${motorola.home}/EmulatorA.1/bin/emujava.exe`”. This program is responsible for starting the emulator.

You need also to define the command-line arguments for the emulator with the “`Emulator.Arguments`”-capability. Command-line arguments are separated by two semicolons in a row, e.g. “`-Xdescriptor;;${polish.jadPath};;-classpath;;${polish.jarPath}`”. As you can see in the example, any J2ME Polish-variables as well as Ant-properties can be used within the emulator-arguments. Often used is the “`polish.jadPath`”-variable, which contains the absolute path to the JAD-file and the “`polish.jarPath`”-variable, which does the same for the JAR-file.

You should try to minimize the dependency on a specific system setup by using properties like “`motorola.home`” or “`nokia.home`” in your settings. These properties can then be defined within the corresponding `build.xml` file.

Please inform the J2ME Polish community about any emulators you have integrated, so that other users can also benefit from your settings. Just send an email to j2mepolish@enough.de. Thanks!

Automatic Resolving of Stack Traces and Exceptions

J2ME Polish can resolve stack traces like “Exception at com.company.MyClass.doSomething (+200)” automatically, when the free “jad” decompiler is installed. This decompiler can be downloaded at <http://www.kpdus.com/jad.html>. Please adjust the PATH environment variable, so that it includes the installation directory of jad or install the jad-executable (jad.exe or jad) to the “\${polish.home}/bin” folder.

When jad is installed correctly, J2ME Polish will resolve stack traces automatically. Instead of seeing only the rather obscure stack trace `package.class.method(+instructionoffset)`, an additional message giving the source-location as well as the faulty source code is printed out, e.g. “src/com/company/MyClass.java:97: int result = max / 0;”. If you execute J2ME Polish from within an IDE, you can click on such a message and then edit the faulty code directly.

In cases when J2ME Polish is not able to locate the position in the source code, an extract of the decompiled class-code will be shown instead. This extract will help you to identify the source of the error. The following fragment gives an example of a decompiled class code:

```
world.animate(System.currentTimeMillis() - lastCycleTime);
// 87 169:aload_0
// 88 170:getfield      #13  <Field World world>
// 89 173:invokestatic  #17  <Method long System.currentTimeMillis()>
// 90 176:lload        4
// 91 178:lsub
// 92 179:invokevirtual #23  <Method void World.animate(long)>
```

In the first line the actual directive is given and in the following lines the binary equivalent compiled java code is listed. The second number from the left is the number which is given in the original error message (e.g. `package.class.method(+179)`).

When the “showDecompiledStackTrace”-attribute of the <emulator>-element is set to “true” or “yes”, a decompiled code fragment will be given out for each stack-trace, even when the source-code position could be located.

Please note that the source-code position can only be located, when the debugging-mode is activated. This is done by setting the “enable”-attribute of the <debug>-element to “true”. In the default-setup this is done when the “test”-target of the build.xml is called first:

```
“ant test j2mepolish”.
```

Resource Assembling

Concepts

During the build process resources like images, sound files etc. are assembled automatically for each device.

Resources for all devices will be placed into the “resources” folder (when no other directory has been specified in the <resources>-element or with the “resDir”-attribute of the <build>-element in the “build.xml” file).

Resources for devices of specific vendors can be placed into the “resources/[vendor-name]” folder, e.g. the “resources/Nokia” folder for Nokia devices. Resources for a specific device can be placed into the “resources/[vendor-name]/[device-name]” folder, e.g. the folder “resources/Nokia/3650” for Nokia/3650 devices.

For more general resources the groups can be used to which a device belongs to. High-color images can be put into the “resources/BitsPerColor.16+” folder, for example. The groups can be used very efficiently to include only those resources which are actually relevant for a specific device. A device can belong to many different groups, which are defined either implicitly by the capabilities of that device (compare the section “Device Capabilities” on page 24) or explicitly by setting the <groups>-element of a device in the device-database.

All resources will be copied to the root of the application and more specific resources will overwrite the common resources: If you have a picture named “hello.png” in the “resources” folder as well as in the “resources/Nokia” and in the “resources/Nokia/6600” folder, the version in the “resources” folder will be used for all non-Nokia devices, the version contained in the “resources/Nokia” folder will be used for all Nokia devices, but the image “resources/Nokia/6600/hello.png” will be used for the application which is build for the Nokia/6600 phone. In the application code you can load this image from the root: `Image.createImage("/hello.png")`, no matter from where the resource was copied from.

No subfolders can be used within an application, so it is not possible to load resources from a subfolder within the application. Subfolders do add overhead to an application, this is why the usage of subfolders is not allowed.

Instead of

```
// this is not allowed:  
InputStream is = getClass().getResourceAsStream("/levels/level.map");
```

the following code needs to be used:

```
InputStream is = getClass().getResourceAsStream("/level.map"); // this is ok
```

Subfolders are merely used to differentiate between different devices and device groups.

Often Used Groups

For a complete list of groups please refer to the section “Device Capabilities” on page 24, the HTML-documentation also lists all groups for each device contained in the device database. Here a couple of examples:

<i>Group</i>	<i>Type</i>	<i>Default Folder</i>	<i>Explanation</i>
midp1	Platform	resources/midp1	When a device supports the MIDP/1.0 platform, resources for this device can be placed into the “resources/midp1” folder.
midp2	Platform	resources/midp2	For devices supporting the MIDP/2.0 platform.
cldc1.0	Configuration	resources/cldc1.0	For devices supporting the CLDC/1.0 configuration.
cldc1.1	Configuration	resources/cldc1.1	For devices supporting the CLDC/1.1 configuration.
mmapi	api	resources/mmapi	When a device supports the Mobile Media API, resources which need this API can be placed into the “resources/mmapi” folder.
motorola-lwt	api	resources/motorola-lwt	For devices which support Motorola's Lightweight Windowing Toolkit-API.
nokia-ui	api	resources/nokia-ui	For devices which support Nokia's User Interface API.
wav	audio	resources/wav	For devices which support the WAV sound format.
mp3	audio	resources/mp3	For devices which support the MP3 sound format.
amr	audio	resources/amr	For devices which support the AMR sound format.
midi	audio	resources/midi	For devices which support the MIDI sound format.
mpeg-4	video	resources/mpeg-4	For devices which support the MPEG-4 video format.
h.263	video	resources/h.263	For devices which support the h.263 video format.
3gpp	video	resources/3gpp	For devices which support the 3GPP video format.
BitsPerColor. 12+	colors	resources/BitsPerColor .12+	For devices with a color depth of at least 12 bits per color.
BitsPerColor. 16	colors	resources/BitsPerColor .16	For devices with a color depth of exactly 16 bits per color.

Fine Tuning the Resource Assembling

Sometimes it is necessary to adjust the resource assembling.

Imagine the situation where you have an application which uses MP3 soundfiles when the device supports MP3, and MIDI soundfiles when the device supports MIDI. In the source code you can use the preprocessing symbols “polish.audio.mp3” and “polish.audio.midi” to distinguish between these cases:

```
//#ifdef polish.audio.mp3
    // okay play the mp3 sound
#elifdef polish.audio.midi
    // play midi sound instead
#endif
```

The situation is different in the resource assembling step, though. Obviously you can put all MP3-files into the “resources/mp3” folder and all MIDI-files into the “resources/midi”-folder, so that these resources are available when they are needed. But for devices which support both MP3 as well as MIDI sound, the application will contain the MIDI files as well, even though only the MP3 files are actually needed.

For such cases you can define file-sets in the `build.xml` which will be included when specific conditions are fulfilled:

```
<resources
    dir="resources"
    excludes="readme*"
>
    <fileset
        dir="resources/multimedia"
        includes="*.mp3"
        if="polish.audio.mp3"
    />
    <fileset
        dir="resources/multimedia"
        includes="*.mid"
        if="polish.audio.midi and not polish.audio.mp3"
    />
</resources>
```

In the above example MIDI files are only included when two conditions are met:

- 1) The device supports MIDI sound
- 2) The device does not support MP3 sound.

The `<resources>`-element is a subelement of the `<build>`-section, look at page 39 for detailed information about the supported attributes as well as the nested elements. An often used attribute is the “exclude”-attribute which specifies any files which should not be included into the application bundle. You can have readme-files for example with background information for designers. In the above example all files starting with “readme” are excluded from the final application JAR file.

The `<resources>`-element is also responsible for the localization of the application, which is discussed in the following chapter.

On a final note please remember not to use the “resDir”-attribute of the `<build>`-element when you use the `<resources>`-element, since this will yield unpredictable results.

Localization

Concepts

Often applications should not only be marketed in one country or region, but in several ones. The process of adjusting an application to a specific region is called localization.

J2ME Polish offers a very powerful framework for not only managing the obvious needed translations, but also for adjusting any kind of resources like images or sounds to specific regions. Even enhanced features like locale-aware date-formatting is no problem with J2ME Polish. Traditionally localization involved loading the localized messages from a file during runtime and retrieving these messages with Hashtable-keys. This significantly slows down a localized application and also enlarges the application size. A unique feature of J2ME Polish is that the translations are actually directly embedded into the source-code, so in most cases a localized application has absolutely no overhead at all compared to a non-localized application – both in size as well as in performance.

The localization framework extends the concepts of the resource assembling, so that you can for example provide one Nokia specific resource for each supported locale. The localization is controlled by the `<localization>`-element, which is a subelement of the `<resources>`-element (compare pages 58 and 39).

The `<localization>`-Element and Localized Resource Assembling

```
<resources
  dir="resources"
  excludes="*.txt"
>
  <localization locales="de, en, fr_CA" unless="test" />
  <localization locales="en" if="test" />
</resources>
```

The `<localization>`-element is responsible for defining which locales should be supported. In the above example the locales “de” (German) and “en” (English) are used, unless the test-mode is active, in which case the application is only build for the English locale.

Locales are defined using the ISO standard of two lowercase letters for the language² (“en” for English, “de” for German, “fr” for French and so on) and two optional uppercase letters for the country³ (“US” for USA, “DE” for Germany, “FR” for France and so on). Possible combinations separate the language and the region with an underline. You can localize your application for French speaking Canadians by supporting the locale “fr_CA” for example.

In each used resources-folder you can create a subfolder for a specific locale, e.g. “resources/en” for general English resources and “resources/fr_CA” for resources for the French speaking Canadians. The usual specification rules also apply here, so a more specific resource in “resources/Nokia/en” will override a resource with the same name in “resources/Nokia” when the English locale is used.

² ISO-639, compare <http://www.ics.uci.edu/pub/ietf/http/related/iso639.txt>

³ ISO-3166, compare http://www.chemie.fu-berlin.de/diverse/doc/ISO_3166.html

Managing Translations

The Locale Class

The `de.enough.polish.util.Locale` class is used for the retrieval of translations. It offers three distinct translation methods:

- `static String get(String name)`,
- `static String get(String name, String parameter)` and
- `static String get(String name, String[] parameters)`

The following code illustrates the usage of these methods:

```
import de.enough.polish.util.Locale;

[...]

// getting a simple translation:
this.menuScreen.append( Locale.get( "menu.StartGame"), null);
// getting a translation with one parameter:
this.menuScreen.setTitle( Locale.get( "title.Main", userName ), null);
// getting a translation with several parameters:
String[] parameters = new String[2];
parameters[0] = userName;
parameters[1] = enemyName;
this.textField.setString( Locale.get("messages.Introduction", parameters );
```

You need to put the `de.enough.polish.util.Locale` class on the classpath of your project to use the `Locale`-class in your IDE.

In the “resources/messages.txt” the above localizations need to be defined:

```
menu.StartGame=Start Tickle Fight
# the title of the main-screen with the user-name as the only parameter:
title.Main=Welcome {0}!
# the intro for a new game - with following parameters:
# {0}: the name of the player
# {1}: the name of the remote or computer player
messages.Introduction={1} threatens to tickle you!\n{0} against {1} is loading...
```

As you can see in the above example you can use parameters in the translations, the first parameter is `{0}`, the second `{1}` and so on. You can also use any Java specific characters, e.g. “`\t`” for a tab or “`\`” for using a quotation mark.

The translations are embedded in the actual code during the preprocessing phase, if you have a look at the preprocessed code, you will find following code:

```
import de.enough.polish.util.Locale;

[...]

// getting a simple translation:
this.menuScreen.append( "Start Tickle Fight", null);
// getting a translation with one parameter:
this.menuScreen.setTitle( "Welcome " + userName + "!", null);
// getting a translation with several parameters:
String[] parameters = new String[2];
parameters[0] = userName;
```

```
parameters[1] = enemyName;  
this.textField.setString( Locale.get(0, parameters ) );
```

The translations for the first two Locale-methods are directly embedded into the source-code, so there is no performance or size impact compared to a non-localized application at all for these kinds of translations. Only for the third method a call to the Locale class is actually made, but in that call the former String key “messages.Introduction” is transformed to a simple integer, thus saving valuable bytes as well as ensuring a fast retrieval of the resource in question.

Defining Translations

All translations are by default defined in the `messages.txt` file. All default messages are defined in “resources/messages.txt”, all German messages in “resources/de/messages.txt” and all French Canadian resources in “resources/fr_CA/messages.txt”. You can also use the files “resources/messages.txt”, “resources/messages_de.txt” and “resources/messages_fr_CA.txt” if you prefer to have all translations in one folder. The name of the messages-files can be adjusted with the “messages”-attribute of the <localization>-element by the way.

The translations can be adjusted by the usual hierarchy of the resource assembling, so if you have Nokia-specific translations, these can be defined in the “resources/Nokia/messages.txt” etc. When an application is localized for the Nokia/6600 phone and the German (“de”) language, J2ME Polish tries to find a translation in following places:

1. resources/Nokia/6600/de/messages.txt
2. resources/Nokia/6600/messages_de.txt
3. resources/[group-name]/de/messages.txt, e.g. resources/Series60/de/messages.txt
4. resources/[group-name]/messages_de.txt, , e.g. resources/Series60/messages_de.txt
5. resources/Nokia/de/messages.txt
6. resources/Nokia/messages_de.txt
7. resources/de/messages.txt
8. resources/messages_de.txt

When the translation is still not found the same hierarchy is searched again, but this time the default messages.txt file is used. If the translation cannot be found, J2ME Polish will report the error and stop the build. When also a region is specified (e.g. “fr_CA” for French Canadian), J2ME Polish will first try to get a specific “fr_CA” message, e.g. from “resources/Nokia/6600/fr_CA/messages.txt”, secondly the translation will be searched for the language, e.g. “resources/Nokia/6600/fr/messages.txt”, before the translation is retrieved from the default messages-file.

In the actual translation files you can insert comments by starting the line with a hash-mark (#). Like in normal Java internationalization you can use parameters within the translations, which are denoted by {0}, {1}, {2} and so on:

```
menu.StartGame=Start Tickle Fight  
# the title of the main-screen with the user-name as the only parameter:
```

```
title.Main=Welcome {0}!  
# the intro for a new game - with following parameters:  
# {0}: the name of the player  
# {1}: the name of the remote or computer player  
messages.Introduction={1} threatens to tickle you!\n{0} against {1} is loading...
```

Setting and Using Localized Variables

You can set localized variables just by defining them in the appropriate messages-file. Variable-definitions need to start with either “var:” or “variable:”:

```
var:VirtualCurrency=Nuggets
```

Such variables can also be used within the translations (of course normal variables can also be used):

```
# The player has won some nuggets, {0} specifies the number of won nuggets:  
messages.YouHaveWon=Congrats! You have won {0} ${polish.Vendor}-${VirtualCurrency}!
```

Naturally the variables can be used during the usual preprocessing in the Java source code as well:

```
//#= String virtualCurrency = "${VirtualCurrency}";
```

Using Localized Attributes

Some JAR- or MANIFEST-attributes need to be localized as well, e.g. the description of the application. This can be done by defining such MIDlet-attributes in the appropriate messages-file:

```
MIDlet-Description=A game where you need to tickle your enemies!  
MIDlet-Name=Tickle-Fight
```

Please compare the documentation of the <info>-section on page 30 for learning the names of the MIDlet-attributes.

Coping with Dates and Currencies

The `de.enough.polish.util.Locale` class offers some help for dealing with localized content:

- `static String formatDate(Calendar calendar)` formats a date specific to the current locale, this method is also available for `Date` and `long`.
- `static String LANGUAGE` is a field holding the ISO language code.
- `static String COUNTRY` is a field holding the ISO country code. This is null when no country is used in the current locale.
- `static String DISPLAY_LANGUAGE` is a field holding the localized language name, e.g. “Deutsch” for German.
- `static String DISPLAY_COUNTRY` is a field holding the localized country name, e.g. “Deutschland” for Germany. This is null when no country is used in the current locale.
- `static String CURRENCY_SYMBOL` is a field holding the symbol of the used currency, e.g. “\$” or “€”. This is null when no country is used in the current locale.
- `static String CURRENCY_CODE` is a field holding the three-letter code of the used currency, e.g.

“USD” or “EUR”. This is null when no country is used in the current locale.

Common Traps

Adjusting the JAR-name

You need to remember to adjust the JAR-name of the application in the <info>-section of the build.xml, so that the locale is included, otherwise only the last localized application is actually written to the “dist” folder. You can use the variables `${polish.locale}` e.g. “fr_CA”, `${polish.language}` e.g. “fr”, and `${polish.country}` e.g. “CA” in the jarName-attribute.

An example jarName-attribute is the following:

```
<info [...]  
    jarName="${polish.vendor}-${polish.name}-${polish.locale}-example.jar"
```

Using Quotation Marks and Other Special Characters in Translations

You can use quotation marks as well as any special character if you escape them directly, usually with a backslash-character “\” at the start, e.g.:

- Quotation marks: \"
- Tab: \t
- Backslash: \\
- and so on.

In the translations all standard Java escape sequences are supported.

Invalid Locale Calls

Please ensure that the key of the translation is always given directly instead of using a variable, otherwise J2ME Polish will not be able to embed the translation correctly and you end up with compile errors. The following example must not be used:

```
// never do this:  
String key = "menu.StartGame";  
this.menuScreen.append( Locale.get( key ), null);
```

Instead use the key directly in the call as in this example:

```
// this is just fine:  
this.menuScreen.append( Locale.get( "menu.StartGame" ), null);
```

When you have several parameters, the parameters need to be given in a variable, otherwise J2ME Polish is again unable to process the call correctly:

```
// never do this:  
this.menuScreen.append( Locale.get( "game.StartMessage" ), new String[]{ userName,  
    enemyname } );
```

Instead define the parameters before the actual call:

```
// this is just fine:
String[] parameters = new String[]{ userName, enemynome };
this.menuScreen.append( Locale.get( "game.StartMessage" ), parameters );
```

Localizing the J2ME Polish GUI

The J2ME Polish GUI uses several texts, which can be localized using variables. The following variables can be set either in the `build.xml` or within the `messages.txt` file:

<i>Variable</i>	<i>Default</i>	<i>Explanation</i>
polish.command.ok	OK	The label for the OK-menu-item, which is used Screen-menus when the “menu”-fullscreen-mode is used.
polish.command.cancel	Cancel	The label for the Cancel-menu-item.
polish.command.select	Select	The label for the Select-menu-item, which is used by an implicit or exclusive List or ChoiceGroup.
polish.command.mark	Mark	The label for the Mark-menu-item of a multiple List or ChoiceGroup.
polish.command.unmark	Unmark	The label for the Unmark-menu-item of a multiple List or ChoiceGroup.
polish.command.options	Options	The label for the menu when several menu-items are available.
polish.command.delete	Delete	The label for the Delete-menu-item, which is used by TextFields.
polish.command.clear	Clear	The label for the Clear-menu-item, which is used by TextFields.
polish.title.input	Input	The title of the native TextBox which is used for the actual input of text. This title is only used, when the corresponding TextField-item has no label. When the TextField has a label, that label is used as a title instead.

The following example shows the definition of some of these variables within a `messages.txt` file:

```
var:polish.command.cancel=Abbruch
var:polish.command.delete=Löschen
var:polish.title.input=Eingabe
```

This example shows the definition of some of these variables within the `build.xml` file. This approach is useful when no complete localization/internationalization should be done:

```
<variable name="polish.command.cancel" value="Abbruch" />
<variable name="polish.command.delete" value="Löschen" />
<variable name="polish.title.input" value="Eingabe" />
```

The World of Preprocessing

Preprocessing changes the source code before it is compiled. With this mechanism any device optimization can be done easily. An example is the inclusion of the J2ME Polish GUI, which can be included without any intervention of the developer.

Most preprocessing is triggered by directives, which use either symbols or variables. A symbol is like a boolean value – either it is defined or the symbol is not defined. A variable, however, always contains a value, which can be used or compared during the preprocessing.

Symbols and variables are defined in several files:

- build.xml: with the “symbols”-attribute of the <build>-element and with the <variables>-element
- vendors.xml, groups.xml, devices.xml: symbols are defined by the <features>-element, whereas variables are defined by the capabilities. Most capabilities also define symbols, see the section “Capabilities” on page 24.

Preprocessing directives always start with a “//#” and often have one or more arguments. All directives must not span several rows.

J2ME Polish supports all directives of the antenna preprocessor (antenna.sourceforge.net), by the way. So if you migrate from antenna, you can keep your preprocessing directives.

Checking a Single Symbol with #ifdef, #ifndef, #else, #elifdef, #elifndef and #endif

Single symbols can be checked easily with the #ifdef directive:

```
//#ifdef polish.images.directLoad
    Image image = Image.createImage( name );
    //# return image;
//#else
    scheduleImage( name );
    return null;
//#endif
```

When the symbol “polish.images.directLoad” is defined, the code will be transformed to the following:

```
//#ifdef polish.images.directLoad
    Image image = Image.createImage( name );
    return image;
//#else
    //# scheduleImage( name );
    //# return null;
//#endif
```

If, however, the symbol “polish.images.directLoad” is not defined, the transformation will be:

```
//#ifdef polish.images.directLoad
    //# Image image = Image.createImage( name );
    //# return image;
//#else
    scheduleImage( name );
    return null;
//#endif
```

Each #ifdef and #ifndef directive needs to be closed by the #endif directive.

If a variable is defined, it can be checked via //#ifdef [variable]:defined:

```
//#ifdef polish.ScreenSize:defined
```

<i>Directive</i>	<i>Meaning</i>	<i>Explanation</i>
<code>//#ifdef [symbol]</code>	if [symbol] is defined	The symbol named [symbol] needs to be defined, when the next section should be compiled.
<code>//#ifndef [symbol]</code>	if [symbol] is not defined	The symbol named [symbol] must not be defined, when the next section should be compiled.
<code>//#else</code>	else	When the previous section was false, the following section will be compiled (and the other way round).
<code>//#elifdef [symbol]</code>	else if [symbol] is defined	The symbol named [symbol] needs to be defined and the previous section needs to be false, when the next section should be compiled.
<code>//#elifndef [symbol]</code>	else if [symbol] is not defined	The symbol named [symbol] must not be defined and the previous section needs to be false, when the next section should be compiled.
<code>//#endif</code>	end of the if-block	End of every ifdef and ifndef block.

The `#ifdef` directives can be nested, of course. Other preprocessing directives can be included into the sub-sections as well:

```
//#ifdef mySymbol
    //#ifndef myOtherSymbol
        //#debug
        System.out.println("only mySymbol is defined.");
        doSomething();
    //#else
        //#debug
        System.out.println("mySymbol and myOtherSymbol are defined.");
        doSomethingElse();
    //#endif
#endif
```

The `#ifdef` directive and its related directives are faster to process than the more complex `#if` directives.

Checking Several Symbols and Variables with `#if`, `#else`, `#elif` and `#endif`

With each `#ifdef` directive only a single symbol can be checked. With the `#if` and `#elif` directives, however, complex terms containing several symbols and variables can be evaluated:

```
//#if useEnhancedInput && (polish.hasPointerEvents || polish.mouseSupported)
    doSomething();
#endif
```

#if directives can also be nested and contain other preprocessing directives like the #ifdef directives.

#if and #ifdef directives can also be mixed:

```
//#if !basicInput && (polish.hasPointerEvents || polish.mouseSupported)
doSomething();
//#if polish.BitsPerPixel >= 8
doSomethingColorful();
//#else
doSomethingDull();
//#endif
//#elifdef doWildStuff
doWildStuff();
//#endif
```

<i>Directive</i>	<i>Meaning</i>	<i>Explanation</i>
##if [term]	if [term] is true	The specified term must be true, when the next section should be compiled.
##else	else	When the previous section was false, the following section will be compiled (and the other way round).
##elif [term]	else if [term] is true	The specified term needs to be true and the previous section needs to be false, when the next section should be compiled.
##endif	end of the if-block	End of every if block.

In the terms the boolean operators &&, ||, ^ and ! can be used. Complex terms can be separated using normal parentheses “(“ and “)”. The term arguments for boolean operators are symbols, which are true when they are defined and false otherwise.

Variables can be checked with the comparator ==, >, <, <= and >=. Arguments for the comparators are variables or constants.

A term can include comparators and boolean operators, when the sections are separated by parentheses.

<i>Boolean Operator</i>	<i>Meaning</i>	<i>Explanation</i>
&& or “and”	and	Both arguments/symbols need to be defined: true && true = true true && false = false && true = false && false = false
or “or”	or	At least one argument/symbol must be defined: true true = true false = false true = true false false = false
^ or “xor”	exclusive or (xor)	Only and at least one argument/symbol must be defined: true ^ false = false ^ true = true true ^ true = false ^ false = false

Boolean Operator	Meaning	Explanation
! or “not”	not	The argument/symbol must not be defined: ! false = true ! true = false

Comparator	Meaning	Explanation
==	equals	The left and the right argument must be equal, integers and strings can be compared: 8 == 8 = true Nokia == Nokia = true //#if polish.BitsPerPixel == 8 //#if polish.vendor == Nokia
!=	not equals	The left and the right argument must not be equal, integers and strings can be compared: 8 != 8 = false Nokia != Sony-Ericsson = true //#if polish.BitsPerPixel != 8 //#if polish.vendor != Nokia
>	greater	The left argument must be greater than the right one. Only integers can be compared: 8 > 8 = false 16 > 8 = true //#if polish.BitsPerPixel > 8
<	smaller	The left argument must be smaller than the right one. Only integers can be compared: 8 < 8 = false 8 < 16 = true //#if polish.BitsPerPixel < 8
>=	greater or equals	The left argument must be greater than - or equals - the right one. Only integers can be compared: 8 >= 8 = true 16 >= 8 = true //#if polish.BitsPerPixel >= 8
<=	smaller or equals	The left argument must be smaller than - or equals - the right one. Only integers can be compared: 8 <= 8 = true 8 <= 16 = false //#if polish.BitsPerPixel <= 8

Using Variable-Functions for Comparing Values

Some variables have not only different values but also store them in different ways. An example are memory values like the HeapSize which is sometimes defined in kilobytes and sometimes in megabytes. In such situation functions can be used:

```
//#if ${ bytes( polish.HeapSize ) } > 102400
```

In the above example the heapsize is compared using the bytes-function. When a function should be used, a dollar-sign and curly parentheses needs to embrace the call. The bytes-function will

return -1 when the given memory-value is “dynamic”, so it might be necessary to test for both values:

```
//#if ( ${ bytes( polish.HeapSize ) } > 102400 ) or (polish.HeapSize == dynamic)
```

Functions can also be used for fixed values:

```
//#if ${ bytes( polish.HeapSize ) } > ${ bytes( 100 kb ) }
```

You will find more information about using functions at the “Using Variables” section on page 74.

Hiding Code

Code sections can be temporarily commented out, to avoid problems in the IDE. A typical problem are several return statements:

```
//#ifdef polish.images.directLoad
    Image image = Image.createImage( name );
    //# return image;
//#else
    scheduleImage( name );
    return null;
//#endif
```

In this example the first return statement is hidden with a “//# “ directive. When the first #ifdef directive is true, the corresponding code will be made visible again. The space after the # sign is important for the correct handling of such comments.

Debugging with #debug, #mdebug and #enddebug

To include debugging information in a J2ME application is not without problems. The main problem is that any debugging slows down an application unnecessarily. Another problem is that nobody wants the debugging information in an application which should be deployed “in the wild”. With J2ME Polish debugging statements can be included into the applications without having the above disadvantages.

The #debug directive is used to include a single line of debugging information:

```
//#debug
System.out.println("debugging is enabled for this class.");
```

You can define what debugging level is used by adding the debugging-level to the #debug directive. When no level is specified the “debug” level is assumed.

```
//#debug info
System.out.println("the info debugging level is enabled for this class.");
```

The #mdebug (multi-line debug) directive can be used to use multiple lines of debugging information. It must be finished with the #enddebug directive:

```
//#mdebug error
e.printStackTrace();
System.out.println("unable to load something: " + e );
//#enddebug
```

The above example actually results in the same code as:

```
//#debug error
System.out.println("unable to load something: " + e );
```

<i>Directive</i>	<i>Explanation</i>
<code>//#debug [level]</code>	The next line is only compiled when the debugging setting for the class in which the debugging information is enabled for the specified level. When no level is specified, the “debug” level is assumed.
<code>//#mdebug [level]</code>	The next lines up to the <code>#enddebug</code> directive will be compiled only when the debugging setting for the class in which the debugging information is enabled for the specified level. When no level is specified, the “debug” level is assumed. Instead the preprocessing symbols “polish.debug.debug”, “polish.debug.info”, “polish.debug.warn” etc can be used with the <code>#ifdef</code> directive.
<code>//#enddebug</code>	Marks the end of the <code>#mdebug</code> section.
<code>//#ifdef, //#if</code>	The preprocessing symbols “polish.debug.debug”, “polish.debug.info”, “polish.debug.warn” etc can be used instead of the <code>#mdebug</code> directive: <pre>//#if polish.debug.info if (argument == null) { System.out.println("argument is null!"); } //#endif</pre>

Debug Levels

Following debug levels are predefined:

“debug”, “info”, “warn”, “error” and “fatal”. The specific level for a class can be defined with the `<debug>` element of the J2ME Polish-task:

```
<debug enable="true" useGui="true" verbose="false" level="error">
    <filter pattern="com.company.package.*" level="info" />
    <filter pattern="com.company.package.MyClass" level="debug" />
</debug>
```

Please see the section `<debug>` in the chapter “The Build Process” for further information. The levels are weighted, meaning that the debug level is lower than the info level, which is in turn lower than the error level and so forth:

debug < info < warn < error < fatal < user-defined

Thus when the info level is activated for a class, all debugging information with the level “warn”, “error”, “fatal” and with a user-defined level will also be compiled.

User specific debugging levels can be useful for accomplishing specific tasks. For example a level “benchmark” could be defined to allow the measurement of the performance:

```
//#debug benchmark
long startTime = System.currentTimeMillis();
callComplexMethod();
//#debug benchmark
```



```
System.out.println("complex method took [" + (System.currentTimeMillis() -
startTime) + "] ms.");
```

The Debug Utility Class

The utility class `de.enough.polish.util.Debug` can also be used directly for debugging. Especially its `showLog()`-method can be useful in some circumstances when the “showLogOnError”-attribute is not sufficient.

```
<debug enable="true" showLogOnError="true" verbose="false" level="error">
    <filter pattern="com.company.package.*" level="info" />
    <filter pattern="com.company.package.MyClass" level="debug" />
</debug>
```

You can make the debug information available in your MIDlet class with the following code:

```
import de.enough.polish.util.Debug;
public class MyMIDlet extends MIDlet {
    //#ifdef polish.debugEnabled
        private Command logCmd = new Command( "show log", Command.SCREEN, 10 );
    //#endif
    private Screen mainScreen;
    [...]
    public MyMIDlet() {
        [...]
        //#ifdef polish.debugEnabled
            this.mainScreen.addCommand( this.logCmd );
        //#endif
    }
    public void commandAction(Command cmd, Displayable screen ) {
        [...]
        //#ifdef polish.debugEnabled
            if (cmd == logCmd) {
                Debug.showLog( this.display );
            }
        //#endif
    }
}
```

In the above example the MIDlet “MyMIDlet” adds a command to its main screen when the debugging mode is enabled. When this is the case, the preprocessing symbol “`polish.debugEnabled`” will be defined. The user can then select the “show log” command to see view all logging messages. When the user selects the “return” command from the log-screen, he will return to the screen which has been shown before.

Please make sure, that you have added the “`import/enough-j2mepolish-util.jar`” to the classpath of your project, when using the Debug-class.

<i>Debug-Method</i>	<i>Explanation</i>
<code>Debug.debug(String message)</code>	Same as <code>//#debug</code> <code>System.out.println(message);</code> only that the message will always be logged.

<i>Debug-Method</i>	<i>Explanation</i>
Debug.debug(String message, Throwable exception)	Same as //#debug System.out.println(message + exception); only that the message will always be logged.
Debug.showLog(Display display)	Shows the log containing all messages. When another message is added while the log is shown, the log will be updated.

Using Variables with #=

You can add the contents of variables with the #= directive:

```
//#= private String url = "${ start-url }";
```

When the variable is not defined, the above example would throw an exception during the preprocessing step of the build process. You can use the “[variable]:defined” symbol, which is set for every known variable:

```
//#ifdef start-url:defined  
    //#= private String url = "${ start-url }";  
//#else  
    private String url = "http://192.168.101.101";  
//#endif
```

This is especially useful for setting configuration values, which can change easily, like Web-URLs and so on.

The name of the variable needs to be surrounded by a Dollar-Sign followed by curly parentheses (\${variable-name}), just like referring to Ant-properties in the build.xml.

Variables can be defined in the <variables>-element in the build.xml. Other variables are defined in the devices.xml, vendors.xml and groups.xml by the capabilities of the devices, vendors and groups. These files are located in the installation directory of J2ME Polish.

Variable-Functions

You can use functions like “uppercase” to change the values. A function is used within the curly parentheses and surrounds the variable-name by normal parentheses:

```
//#ifdef start-url:defined  
    //#= private String url = "${ lowercase(start-url) }";  
//#else  
    private String url = "http://192.168.101.101";  
//#endif
```

When using function you do not necessarily need a variable – you can also use a direct value. This can be handy when handling with memory values for example:

```
//#if ${ bytes( polish.HeapSize ) } > ${ bytes(100 kb) }
```

Following functions can be used:

<i>Function</i>	<i>Explanation</i>
uppercase	Translates the given value into uppercase. “abc” becomes “ABC” for example.
lowercase	Translates the given value into lowercase. “ABC” becomes “abc” for example.
bytes	Calculates the number of bytes of the given memory value. “1 kb” becomes 1024 for example. The memory-value “dynamic” results in -1.
kilobytes	Calculates the (double) number of kilobytes of the given memory value. The value will contain a point and decimal places. “512 bytes” becomes “0.5” for example, “1024 bytes” becomes “1” and so on.
megabytes	Calculates the (double) number of megabytes of the given memory value.
gigabytes	Calculates the (double) number of gigabytes of the given memory value.

Setting CSS Styles with #style

CSS styles are used for the design of the application. The styles are defined in the file polish.css in the resources folder of the project. The developer can control which styles are used for specific Items by using the #style directive:

```
//#style cool, frosty, default
StringItem url = new StringItem( null, "http://192.168.101.101" );
```

In the above example one of the styles “cool”, “frosty” or “default” is used for the new item. The style “frosty” is only used when the style “cool” is not defined. The style “default” is only used, when neither the style “cool” nor the style “frosty” is defined. The style “default” is special, since it is always defined, even when the designer does not define it explicitly. The #style directive needs at least one style name as argument. The styles mentioned here can be defined in the “resources/polish.css” file. In that file the style-names need to start with a dot. In the above example you can define the styles “.cool”, “.frosty” or “.default”. The “default” style is a predefined style and its name must not, therefore, start with a dot.

Styles are only used, when the J2ME Polish GUI is used. This can be triggered with the “usePolishGui” attribute of the <build>-element in the build.xml.

Using #style directive improves the performance of the application, since dynamic styles need some processing time. Dynamic styles design items by their position in screens, see section “Dynamic Styles” on page 94.

Styles can be set for all items-constructors and for many methods:

<i>Insertion Point</i>	<i>Example</i>	<i>Explanation</i>
Item constructors	<pre>//#style cool, frosty, default StringItem url = new StringItem (null, "http://192.168.101.101"); //#style cool ImageItem img = new ImageItem (null, iconImage, ImageItem.LAYOUT_DEFAULT, null);</pre>	The #style directive can be placed before any item constructor.

<i>Insertion Point</i>	<i>Example</i>	<i>Explanation</i>
Item. setAppearanceMode() ()	<pre>//#style openLink url.setAppearanceMode (Item.HYPERLINK);</pre>	The #style directive can be placed before calling the setAppearanceMode-method of an Item. Please note, that this method is only available in J2ME Polish.
List.append()	<pre>//#style choice list.append("Start", null);</pre>	The #style directive can be placed before adding a list element.
List.insert()	<pre>//#style choice list.insert(2, "Start", null);</pre>	The #style directive can be placed before inserting a list element.
List.set()	<pre>//#style choice list.set(2, "Start", null);</pre>	The #style directive can be placed before setting a list element.
ChoiceGroup.append() d()	<pre>//#style choice group.append("Choice 1", null);</pre>	The #style directive can be placed before adding an element to a ChoiceGroup.
ChoiceGroup.insert() ()	<pre>//#style choice group.insert(2, "Choice 3", null);</pre>	The #style directive can be placed before inserting an element to a ChoiceGroup.
ChoiceGroup.set()	<pre>//#style choice group.set(2, "Choice 3", null);</pre>	The #style directive can be placed before setting an element of a ChoiceGroup.
Form constructor	<pre>//#style mainScreen Form form = new Form("Menu"); // in subclasses of Form: //#style mainScreen super("Menu");</pre>	Use the #style directive before a Form-constructor or before calling super() in subclass-constructors.
List constructor	<pre>//#style mainScreen List list = new List("Menu", List.IMPLICIT); // in subclasses of List: //#style mainScreen super("Menu" , List.IMPLICIT);</pre>	Use the #style directive before a List-constructor or before calling super() in subclass-constructors.

Exclude or Include Complete Files with #condition

The #condition directive can be used to prevent the usage of complete files, when a condition is not met:

```
//#condition polish.usePolishGui
```

When in the above example the J2ME Polish GUI is not used (and thus the symbol `polish.usePolishGui` is not defined), the file will not be included into the application bundle for the current device. Conditions can use the same operators and comparators like the `#if` directive.

Defining Temporary Symbols or Variables with `#define` and `#undef`

You can temporarily define and undefine symbols with the `#define` directive. This can be used to evaluate a complex if-term only once and then referring a simple symbol instead of using the complex term again:

```
//#if !basicInput && (polish.hasPointerEvents || polish.mouseSupported)
    //#define tmp.complexInput
//#endif
```

You can later just check the temporary defined symbol:

```
//#ifdef tmp.complexInput
    doSomethingComplex();
//#endif
```

Directive	Explanation
<code>##define [symbol]</code>	Defines the specified symbol. You can never define the symbol “false”.
<code>##undef [symbol]</code>	Removes the specified symbol from the pool of defined symbols. You can never undefine the symbol “true”.

Please note that you should rely on a defined or undefined symbol only in the same source-file where you defined or undefined that symbol. It is advised that you start the names of defined symbols with “tmp.”, so that you always know that this is a temporary symbol.

You can temporarily define and undefine variables with the `#define` as well. When the expression after the `#define` directive contains the equals-sign, the left part will be taken as the variable name, and the right part as the variable value:

```
//#if !message:defined
    //#define message = Hello world
//#endif
```

You can later just use the defined variable normally:

```
//#= String message = "${ message }";
```

Directive	Explanation
<code>##define [name]=[value]</code>	Defines the specified variable with the given value.
<code>##undef [name]</code>	Removes the specified variable.

Inserting Code Fragments with `#include`

You can insert complete code fragments with the `#include` directive:

```
//#include ${polish.source}/includes/myinclude.java
```

Within the file-name you can use all defined variables. A useful variable is especially “polish.source”, which points the base directory of the file, which is currently preprocessed. If you use only relative names, please bear in mind, that the base directory is the root of your project (or to be more precise: the directory which contains the build.xml file).

Analyzing the Preprocessing-Phase with #message and #todo

Sometimes the preprocessing itself is rather complex. The #message directive can help to understand the process by printing out messages during the build-process:

```
//#if !basicInput && (polish.hasPointerEvents || polish.mouseSupported)
    //define tmp.complexInput
    //message complex input is enabled
//#else
    //message complex input is disabled
//#endif
```

Within each message any variables can be used. If a variable is not defined, the variable-definition will be included in the message.

```
//#message using the update-url ${update-url}.
```

The above example results in the message “MESSAGE: using the update-url http://update.company.com.” being given out, when the variable “update-url” has the value “http://update.company.com”. When this variable is not defined, the message “MESSAGE: using the update-url \${update-url}.” will be printed out instead.

The #todo directive works very similar like the #message directive, but it adds the name of the source-code and the line in which the #todo-directive is embedded before the actual message (e.g. “TODO: MyMidlet line 12: Implement pauseApp()”).

Handling Several Values in Variables with #foreach

The #foreach directive can be used for processing a variable which has several values separated by comma. An example is the “polish.SoundFormat”-variable which lists all supported audio-formats of a device, e.g. “midi, amr, mp3”.

The #foreach directive defines a temporary loop-variable and ends with the “#next [loop-var-name]” directive:

```
//#foreach [loop-var-name] in [variable-name]
...[any directives and code]...
//#next [loop-var-name]
```

The following example illustrates this:

```
String format;
//#foreach format in polish.SoundFormat
    format = "${ lowercase( format ) }";
    System.out.println( "The audio-format " + format + " is supported by this
device." );
//#next format
```

You can use any number and any kind of code and preprocessing directives within the `#foreach`-loop itself. So you can even use nested `#foreach` loops, for example. The code-fragment within the `#foreach`-loop will be copied into the preprocessed source-code as many time as there are values. In the above example it would be copied three times, since in the example three formats are supported. This copying process has two implications:

1. Any variables should be defined outside of the loop (but they can be set and used within the loop, of course), and
2. When the application is debugged or compiled, breakpoints or errors can point to the wrong source-code lines.

If you keep these implications in mind you have another powerful directive at your hand.

Useful Symbols

APIs and MIDP-Version

Please refer to the section “Capabilities” in the chapter “The Device Database” for standard preprocessing symbols.

For each API the device supports a corresponding symbol “`polish.api.[name]`” is defined:

`polish.api.mmapi` when the Mobile Media API is supported, or
`polish.api.nokia-ui` when the device supports the Nokia UI API.

When the device supports the MIDP/2.0 platform, the symbol “`polish.midp2`” is defined, otherwise the symbol “`polish.midp1`”.

When a device supports the CLDC/1.0 standard, the symbol “`polish.cldc1.0`” is defined. When the CLDC/1.0 standard is supported, the symbol “`polish.cldc1.1`” is defined instead.

J2ME Polish Symbols

Depending on the settings in the `build.xml` different symbols will be defined. Please compare the “The Build Section”, page 34.

- `polish.usePolishGui` is defined when the GUI of J2ME Polish is used for the current device.
- `polish.debugEnabled` is defined when the logging of messages and the debug-mode is enabled.
- `polish.debugVerbose` is defined when the debug-mode is enabled and is set to “verbose”. When the verbose mode is enabled, thrown exceptions should contain a detailed message.
- `polish.skipArgumentCheck` can be defined in the symbols-attribute of the `<build>`-element within the “`build.xml`” file. When this symbol is defined, all GUI classes of J2ME Polish will not check the input variables. This is useful for minimizing the memory footprint when an application is stable.

Useful Variables

Please refer to the section “Capabilities” on page 24 for standard preprocessing variables.

Other variables include:

- `polish.animationInterval` defines the interval in milliseconds for animations. This defaults to 100 ms, but you can change this value within the `<variables>` element of the `<build>`-section.
- `polish.classes.fullscreen` defines the name of the fullscreen-class, when the device supports such a class. For devices which support the Nokia UI API this variable contains “com.nokia.mid.ui.FullCanvas”. Following example illustrates the usage:

```
public abstract class MyCanvas
//#if polish.useFullScreen && polish.classes.fullscreen:defined
    //define tmp.fullScreen
    //#= extends ${polish.classes.fullscreen}
//#else
    extends Canvas
//#endif
```

- `polish.Vendor` defines the vendor of the current device, e.g. “Siemens” or “Nokia”:
`//#if polish.Vendor == Nokia`
- `polish.Identifier` defines the identifier of the current device, e.g. “Nokia/6600”.

File Operations

The variable `polish.source` points the current source directory. This is useful for `//#include` directives.

The J2ME Polish GUI

Overview

The J2ME Polish GUI⁴ provides a very powerful and efficient way to design the user interface of wireless Java applications. It has several unique features which ease the usage significantly:

- The J2ME Polish GUI is compatible with the standard MIDP GUI, so the programmer does not need to learn a new API.
- The necessary code is weaved into the application automatically by J2ME Polish, so that no specific import-statements need to be used and that even existing applications can use the GUI without any modifications.
- The GUI is designed using simple text-files, which reside outside of the actual application source code. The web-standard CSS⁵ is used for the design, so that web-designers can now work on the design of J2ME applications without the help of programmers, while the programmers can concentrate on the business logic. Also the design can be changed at any time without changing the source code.
- All designs can be adjusted easily to different devices, vendors, device-groups or even locales.
- All elements of the MIDP/2.0 GUI are supported – even on MIDP/1.0 devices. So MIDP/2.0 specific items like a `POPUP`, `ChoiceGroup` or a `CustomItem` can be used on MIDP/1.0 phones as well.

The drawback of the J2ME Polish GUI is the increased size of the application package. You should calculate up to 30 kb additional space for the GUI, depending on what GUI-elements and what



Fig. 3: An example design of a normal List-Screen.

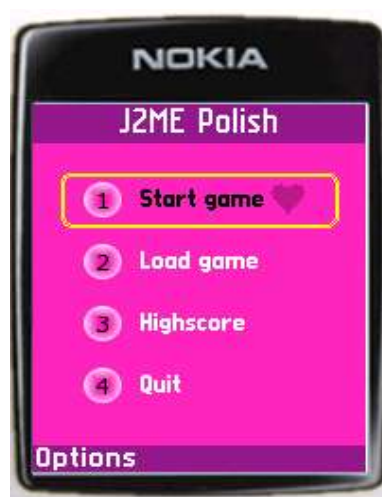


Fig. 4: The same application with another design. The background is actually animated: it starts white and dithers to the shown pink.

designs are used. Modern devices like Symbian based devices (Nokia, Siemens and many other vendors) support application-sizes up to several megabytes, so the additional size is most often no problem. The situation is, however, different on some older devices like Nokia's old "Series 40"-models, which only accepted applications with a size of up to 64 kb. For such devices the GUI is usually not used even when the GUI is activated, unless the usage is forced.

Activation of the GUI

The GUI can be activated by the setting the "usePolishGui"-attribute of the `<build>`-element in the

⁴ GUI stands for Graphical User Interface

⁵ CSS: Cascading Style Sheets

build.xml file. J2ME Polish will then weave the necessary code automatically into the application.

The attribute accepts the values “yes”/”true”, “no”/”false” and “always”. When “true” or “yes” is given, the GUI will be used, unless a target-device has not the recommended capabilities (i.e. a maximum JAR size above 100kb and at least a color-depth of 8 bits per color). For such devices the normal MIDP-GUI is then used. When the attribute is set to “always”, the GUI will be used for all target-devices, even when they do not have the recommended capabilities.

The following example activates the GUI for most devices:

```
<build
  usePolishGui="true"
  [...]
```

Alternatively you can enable the J2ME Polish GUI by defining the preprocessing variable “polish.usePolishGui”. This is useful if the GUI should be activated for selected devices only. The following example activated the GUI only for Nokia/Series 60 devices:

```
<build
  symbols="showSplash, AnotherExampleSymbol"
  fullscreen="menu"
  usePolishGui="false"
  >
  <!-- activate the GUI for Nokia/Series devices -->
  <variables>
    <variable name="polish.usePolishGui"
      value="true"
      if="polish.group.Series60" />
  </variables>
  [...]
```

Configuring the J2ME Polish GUI

The GUI can be configured quite extensively by modifying the build.xml file.

Using the GUI in Full-Screen-Mode

The J2ME Polish GUI can use the complete screen on MIDP/2.0 devices as well as on MIDP/1.0 devices which provide proprietary methods for using a fullscreen-mode.

The full-screen mode can be activated with the “fullscreen”-attribute of the <build>-element:

```
<build
  usePolishGui="true"
  fullscreen="menu"
  [...]
```

The attribute can have the values “yes”/”true”, “no”/”false” or “menu”. When commands are used by the application, the “menu”-mode needs to be used. In that case the menu-bar will be rendered by J2ME Polish and the menu can be designed with CSS (e.g. by setting the `menubar-color`-attribute or using the “menu” style).

Alternatively the “polish.FullScreen”-preprocessing variable can be set, which accepts the same values as the “fullscreen”-attribute. This can be used for a fine grained control. Siemens-devices do accept commands even in the normal fullscreen-mode, so there is no need to use the

menu-mode for such devices:

```
<build
    usePolishGui="true"
    fullscreen="menu"
>
<variables>
    <variable
        name="polish.FullScreen"
        value="yes"
        if="polish.vendor == Siemens"
    />
</variables>
[...]
```

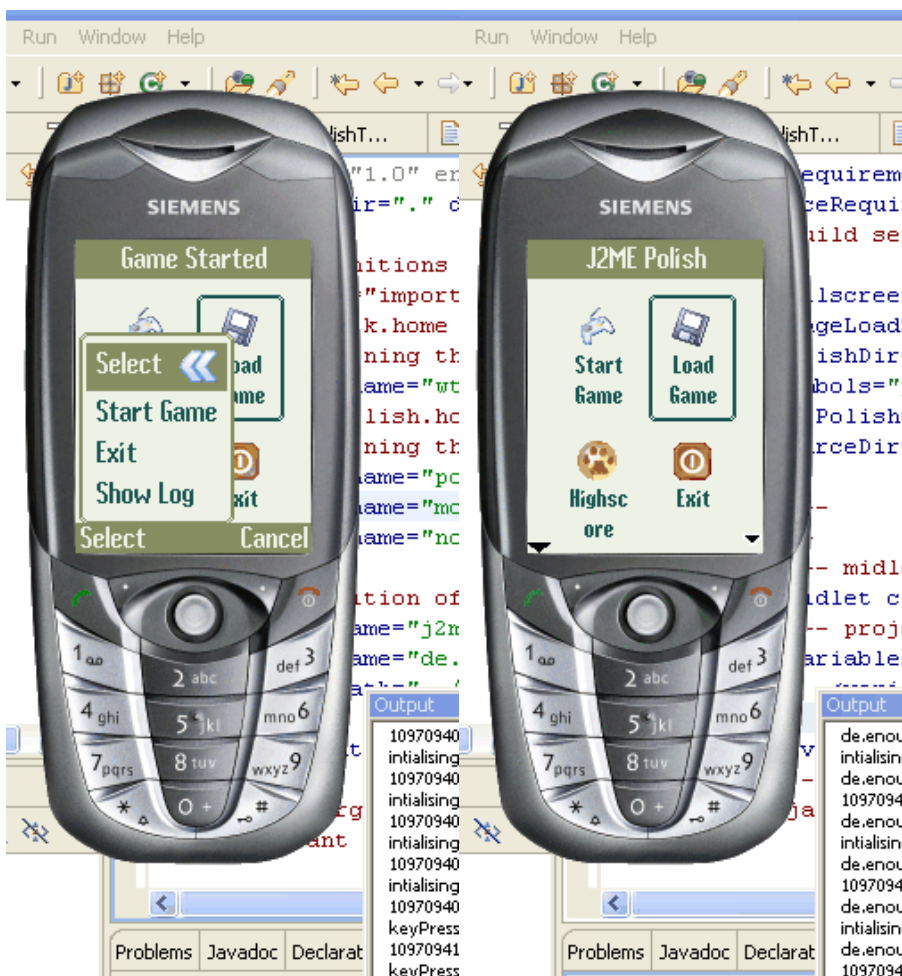


Fig. 1: The "menu" and the normal fullscreen-mode on the Siemens CX65

Some MIDP/2.0 devices do not support the "menu" mode, since they do not forward key-events when a soft-key is pressed. J2ME Polish determines whether a device supports the "menu" mode by evaluating the device database. When the "hasCommandKeyEvents"-feature is set, the device supports the pure MIDP/2.0 "menu" mode. Additionally the capabilities "key.LeftSoftKey" and "key.RightSoftKey" can be set to define the key-codes for the soft-keys (these are the values,

which are reported to the “keyPressed”-method of a Canvas). When no keys are defined, the value “-6” is assumed for the left soft key, and the value “-7” for the right soft key.

```
<device
  supportsPolishGui="true">
  <identifier>Siemens/CX65</identifier>
  <features>hasCommandKeyEvents</features>
  <capability name="ScreenSize" value="132x176"/>
  <capability name="key.LeftSoftKey" value="-1" />
  <capability name="key.RightSoftKey" value="-4" />
</device>
```

Configuring Commands, Labels and Programming of the GUI

Preprocessing variables and symbols can be used for changing the appearance or logic of the J2ME Polish GUI.

<i>Preprocessing Symbol</i>	<i>Explanation</i>
polish.skipArgumentCheck	When this symbol is defined, method arguments will not be checked. This improves the runtime performance and the size of the application a bit.

<i>Preprocessing Variable</i>	<i>Default</i>	<i>Explanation</i>
polish.animationInterval	100	Defines the interval in milliseconds for animations. This defaults to 100 ms.
polish.classes.ImageLoader	-	Usually J2ME Polish loads all images from the JAR file using the <code>Image.createImage(String url)</code> method. This works fine for most situations, but sometimes images should be retrieved from the RMS or the internet. In such cases you can define the “polish.classes.ImageLoader” variable. The given class (or static field of a class) needs to implement the <code>javax.microedition.lcdui.Image loadImage(String url)</code> throws <code>IOException</code> method, which is responsible for retrieving the image.
polish.ChoiceGroup.suppressMarkCommands	false	A multiple List or ChoiceGroup adds the commands “Mark” and “Unmark” by default to the menu. The names of the commands can be changed easily, compare page 66. If you want to suppress the commands completely, the “polish.ChoiceGroup.suppressMarkCommands”-variable has to be set to “true”.

<i>Preprocessing Variable</i>	<i>Default</i>	<i>Explanation</i>
polish.ChoiceGroup.suppressSelectCommand	false	An implicit or popup ChoiceGroup or List do usually have a “Select”-command which also can be deactivated.
polish.TextField.suppressCommands	false	A TextField and TextBox do contain the “Delete” as well as the “Clear”-commands by default.
polish.command.ok	OK	The label for the OK-menu-item, which is used Screen-menus when the “menu”-fullscreen-mode is used.
polish.command.cancel	Cancel	The label for the Cancel-menu-item.
polish.command.select	Select	The label for the Select-menu-item, which is used by an implicit or exclusive List or ChoiceGroup.
polish.command.mark	Mark	The label for the Mark-menu-item of a multiple List or ChoiceGroup.
polish.command.unmark	Unmark	The label for the Unmark-menu-item of a multiple List or ChoiceGroup.
polish.command.options	Options	The label for the menu when several menu-items are available.
polish.command.delete	Delete	The label for the Delete-menu-item, which is used by TextFields.
polish.command.clear	Clear	The label for the Clear-menu-item, which is used by TextFields.
polish.title.input	Input	The title of the native TextBox which is used for the actual input of text. This title is only used, when the corresponding TextField-item has no label. When the TextField has a label, that label is used as a title instead.
polish.usePolishGui	-	Can be used for activating the Polish GUI only for selected devices.
polish.FullScreen	-	Can be used for selectively activating the FullScreen mode. Possible values are “true”, “false” or “menu”.

The following example demonstrates some configuration options:

```

<!-- symbol: don't check method-parameters: -->
<build
  usePolishGui="true"
  fullscreen="menu"
  symbols="polish.skipArgumentCheck"
>
</variables>

```

```

    <!-- suppress Mark/Unmark commands for ChoiceGroups and Lists: -->
    <variable    name="polish.ChoiceGroup.suppressMarkCommands"
                value="true" />

    <!-- suppress Delete/Clear commands for TextBoxes and TextFields: -->
    <variable    name="polish.TextField.suppressCommands"
                value="true" />

    <!-- use own image loader implementation: -->
    <variable    name="polish.classes.ImageLoader"
                value="com.company.j2me.ImageLoader" />

<variables>
[...]
```

The J2ME Polish GUI for Programmers

Using the J2ME Polish GUI is quite simple actually. Since the J2ME Polish GUI is compatible with the MIDP-standard, neither import-statements nor the actual code needs to be changed.

Setting Styles

You should use the `#style`-preprocessing-directive for applying the desired design-styles. This directive can be used in front of any Item-constructor and before some other methods:

<i>Insertion Point</i>	<i>Example</i>	<i>Explanation</i>
Item constructors	<pre> //#style cool, frosty, default StringItem url = new StringItem (null, "http://192.168.101.101"); //#style cool ImageItem img = new ImageItem (null, iconImage, ImageItem.LAYOUT_DEFAULT, null);</pre>	The <code>#style</code> directive can be placed before any item constructor.
Item. setAppearanceMode ()	<pre> //#style openLink url.setAppearanceMode (Item.HYPERLINK);</pre>	The <code>#style</code> directive can be placed before calling the <code>setAppearanceMode</code> -method of an Item. Please note, that this method is only available in J2ME Polish.
List.append()	<pre> //#style choice list.append("Start", null);</pre>	The <code>#style</code> directive can be placed before adding a list element.
List.insert()	<pre> //#style choice list.insert(2, "Start", null);</pre>	The <code>#style</code> directive can be placed before inserting a list element.
List.set()	<pre> //#style choice list.set(2, "Start", null);</pre>	The <code>#style</code> directive can be placed before setting a list element.
ChoiceGroup.append d()	<pre> //#style choice group.append("Choice 1", null);</pre>	The <code>#style</code> directive can be placed before adding an element to a ChoiceGroup.

<i>Insertion Point</i>	<i>Example</i>	<i>Explanation</i>
ChoiceGroup.insert() ()	<pre>//#style choice group.insert(2, "Choice 3", null);</pre>	The #style directive can be placed before inserting an element to a ChoiceGroup.
ChoiceGroup.set()	<pre>//#style choice group.set(2, "Choice 3", null);</pre>	The #style directive can be placed before setting an element of a ChoiceGroup.
Form constructor	<pre>//#style mainScreen Form form = new Form("Menu"); // in subclasses of Form: //#style mainScreen super("Menu");</pre>	Use the #style directive before a Form-constructor or before calling super() in subclass-constructors.
List constructor	<pre>//#style mainScreen List list = new List("Menu", List.IMPLICIT); // in subclasses of List: //#style mainScreen super("Menu" , List.IMPLICIT);</pre>	Use the #style directive before a List-constructor or before calling super() in subclass-constructors.

The following example uses the “.mainMenu”-style for the design of the form:

```
import javax.microedition.lcdui.Form;
public class MainMenu extends Form {
    public MainMenu( String title ) {
        //#style mainScreen
        super( title );
        ...
    }
}
```

The “.mainMenu”-style then needs to be defined within the “resources/polish.css”-file, e.g.:

```
.mainMenu {
    background-image: url( bg.png );
    columns: 2;
}
```

You can also use several style-names in a #style-directive. In this case the first found directive is used:

```
import javax.microedition.lcdui.Form;
public class MainMenu extends Form {
    public MainMenu( String title ) {
        //#style mainScreen, screen
        super( title );
        ...
    }
}
```

When none of the provided style-definitions is found, the build will report this error and abort the processing.

Using Dynamic and Predefined Styles

When dynamic styles are used, you do not even have to set the `#style`-directives. In this case the designs do depend on the classes. All `Forms` are designed with the “form”-style for example. Using dynamic styles can be a fast way to check out the GUI for existing applications, but this requires additional memory and runtime. You should, therefore, use normal “static” styles for the final application.

Predefined styles are used by default for some elements. So is the “title”-style responsible for the appearance of `Screen`-titles for example.

Please refer to the documentation on page 92 for more information on static, dynamic and predefined styles.

Porting MIDP/2.0 Applications to MIDP/1.0 Platforms

When you use the J2ME Polish GUI you can use MIDP/2.0 widgets like a `POPUP` `ChoiceGroup` or a `CustomItem` on MIDP/1.0 devices as well without any restrictions.

Source code adjustments are only necessary when MIDP/2.0-only features are used, which are outside of the scope of the J2ME Polish GUI, e.g. `Display.flashBacklight(int)`.

When a specific call is not supported by a target-device, the build-process will be aborted with a compile error. Usually that error then needs to be surrounded by an appropriate `#if`-preprocessing directive, e.g.:

```
//#ifdef polish.midp2
    this.display.flashBacklight( 1000 );
//endif
```

Please have a look at the chapter “Using Custom Items” on page 141 for more information on custom items.

Useful Preprocessing Symbols

- `polish.midp1` / `polish.midp2` indicates the current MIDP platform.
- `polish.cldc1.0` / `polish.cldc1.1` indicates the current configuration.
- `polish.usePolishGui` is enabled when the GUI of J2ME Polish is used.
- `polish.api.mmapi` is defined when the Mobile Media API is supported by the current device.
- `polish.api.nokia-uis` is defined when the Nokia UI API is supported by the current device.

The J2ME Polish GUI for Designers

J2ME Polish includes an optional Graphical User Interface, which can be designed using the web-standard Cascading Style Sheets (CSS). So every web-designer can now design mobile applications thanks to J2ME Polish! This chapter will explain all details of the design possibilities, no prior knowledge about CSS is required.⁶ The GUI is compatible with the `javax.microedition.ui`-classes, therefore no changes need to be made in the source code of the application. The GUI will be incorporated by the preprocessing mechanism automatically, unless the “usePolishGui”-attribute of the `<build>` element is set to false in the `build.xml` file.

A Quick Glance

All design settings and files are stored in the “resources” directory of the project, unless another directory has been specified.⁷ The most important file is `polish.css` in that directory. All design definitions can be found here. The design definitions are grouped in “styles”. A style can be assigned to any GUI item like a title, a paragraph or an input field. Within a style several attributes and its values are defined:

```
.myStyle {  
    font-color: white;  
    font-style: bold;  
    font-size: large;  
    font-face: proportional;  
    background-color: black;  
}
```

In this example the style called “myStyle” defines some font values and the color of the background. Any style contains a selector as well as a number of attributes and its values:



Fig. 2: Structure of a style

Each attribute-value pair needs to be finished with a semicolon. The style declaration needs to be finished by a closing curved parenthesis. The selector or name of style is case-insensitive, so “.MySTYLE” is the same as “.myStyle”.

Apart from the `polish.css` file, you can put images and other contents into the resources-folder. Sub-folders are used for styles and content for specific devices and groups. You can put all resources for Nokia devices into the “Nokia” folder and resources for Samsung's E700 into the “Samsung/E700” folder. This is described in more detail in the “Designing Specific Devices and Device-Groups” section.

You can specify styles directly for GUI items with the `#style` preprocessing directive in the source code. Alternatively you can use the dynamic names of the GUI items, e.g. “p” for text-items, “a” for hyperlinks or “form p” for all text-items which are embedded in a form. The possible combinations as well as the predefined style-names are discussed in the section “Dynamic, Static and Predefined

⁶ Refer to <http://www.w3schools.com/css/> for an excellent tutorial of CSS for web pages.

⁷ You can specify the directory with the “resDir” attribute of the `<build>` element in the `build.xml` file. This can be used to create completely different designs for one application.

Styles”.

Styles can extend other styles with the extends-keyword, e.g. “.myStyle extends baseStyle {}”. This process is described in the section “Extending Styles”.

J2ME Polish supports the CSS box model with margins, paddings and content. Other common design settings include the background, the border and font-settings. These common settings are described in the section “Common Design Attributes”. Attributes for specific GUI items as well as the details of the different background and border types are discussed in the section “Specific Design Attributes”.

Designing for Specific Devices or Device-Groups

Sometimes the design needs to be adapted to a specific device or a group of devices. You can easily use specific pictures, styles etcetera by using the appropriate sub folders of the “resources” folder.

The Hierarchy of the “resources” Folder

In the resources folder itself you put all resources and design definitions which should be valid for all devices. The resources will be copied into the root folder of the application.

In the folder named like the vendor of a device (e.g. “Nokia”, “Samsung” or “Motorola”) you put all resources and design definitions for devices of that vendor.

In the folder named like the explicit and implicit groups of a device you add the resources and design definitions for these device-groups. An explicit group is for example the “Series60” group, implicit groups are defined by the supported APIs of a device and the BitsPerPixel capability of devices. You can add a small movie for all devices which support the Mobile Media API (mmapi) by putting that movie into the “resources/mmapi” folder. Or you can add colored images for all devices which have at least a color depth of 8 bits per pixel by putting these images into the “resources/BitsPerPixel8+” folder.

Last but not least you can use device specific resources and design definitions by putting them into the “resources/[vendor]/[device]” folder, e.g. “resources/Nokia/6600” or “resources/Samsung/E700”.

Any existing resources will be overwritten by more specific resources:

1. At first the basic resources and definitions found in the “resources” folder will be used.
2. Secondly the vendor-specific resources will be used, e.g. “resources/Nokia”.
3. Thirdly the group-specific resources will be used, e.g. “resources/mmapi”, “resources/Series60”, “resources/BitsPerPixel.8+” or “resources/BitsPerPixel.16”.
4. The resources and settings in the device specific folder will overwrite all other resources and settings. The device specific folder is for example the folder “resources/Nokia/6600” for the Nokia/6600 phone or the folder “resources/Samsung/E700” for Samsung's E700.

When you add the polish.css file for a specific vendor, group or device, you do not need to repeat all styles and attributes from the more basic settings. You need to specify the more specific setting only. When you want to change the color of a font, you just need to specify the “font-color” attribute of that style. No other attributes or styles need to be defined. This is the cascading

character of the Cascading Style Sheets of J2ME Polish.

This example illustrates the cascading character of polish.css:

In “resources/polish.css” you define the style “myStyle”:

```
.myStyle {  
    font-color: white;  
    font-style: bold;  
    font-size: large;  
    font-face: proportional;  
    background-color: black;  
}
```

You can change the font-color of that style for all Nokia devices with the following declaration in “resources/Nokia/polish.css”:

```
.myStyle {  
    font-color: gray;  
}
```

You can specify another font-size and font-color for the Nokia 6600 phone with these settings in “resources/Nokia/6600/polish.css”:

```
.myStyle {  
    font-color: red;  
    font-size: medium;  
}
```

Groups

Every device can have explicit and implicit groups. Explicit groups are stated by the <groups> element of the device in the file devices.xml⁸. Implicit groups are defined by the capabilities of the device: Each supported API results in an implicit group and the BitsPerPixel capability results in several groups.

API- and Java-Platform-Groups

A device can support different APIs and Java-platforms.

When the device supports the MIDP/1.0 standard, it belongs to the “midp1”-group, otherwise it belongs to the “midp2”-group. So you can specify the layout of MIDP/1.0 devices in “resources/midp1/polish.css”. And you can use specific images or other resources for MIDP/2.0 devices in the folder “resources/midp2”. The supported platform of a device can be specified in the devices.xml file with the <JavaPlatform> element. Alternatively this setting can be specified in the file groups.xml for specific groups.

For each supported API an implicit group is created. When the device supports the Mobile Media API (mmapi), it belongs to the “mmapi”-group. When the device supports the Nokia-UI API, it belongs to the “nokia-ui” group. The name of the implicit group is defined by the <symbol> element of the API in the file apis.xml.

BitsPerPixel-Groups

Every device display has a specific color depth which is specified by the BitsPerPixel-capability of that device in the devices.xml file. Depending on how many bits per pixel are supported, the device

⁸ devices.xml can either be found in the root folder of the project or in the import/enough-j2mepolish-build.jar file.

belongs to different groups:

<i>Bits per Pixel</i>	<i>Colors</i>	<i>Groups</i>
1	$2^1 = 2$ (b/w)	BitsPerPixel.1
4	$2^4 = 16$	BitsPerPixel.4 BitsPerPixel.4+
8	$2^8 = 256$	BitsPerPixel.8 BitsPerPixel.8+ BitsPerPixel.4+
12	$2^{12} = 4.096$	BitsPerPixel.12 BitsPerPixel.12+ BitsPerPixel.8+ BitsPerPixel.4+
16	$2^{16} = 65.536$	BitsPerPixel.16 BitsPerPixel.16+ BitsPerPixel.12+ BitsPerPixel.8+ BitsPerPixel.4+
18	$2^{18} = 262.144$	BitsPerPixel.18 BitsPerPixel.18+ BitsPerPixel.16+ BitsPerPixel.12+ BitsPerPixel.8+ BitsPerPixel.4+
24	$2^{24} = 16.777.216$	BitsPerPixel.24 BitsPerPixel.24+ BitsPerPixel.18+ BitsPerPixel.16+ BitsPerPixel.12+ BitsPerPixel.8+ BitsPerPixel.4+

So you can put images for phones with at least 16 colors into the “resources/BitsPerPixel.4+” folder. And you can specify settings for true color devices in the file “resources/BitsPerPixel.24/polish.css”.

Dynamic, Static and Predefined Styles

J2ME Polish distinguishes between dynamic, static and predefined styles:

- Predefined styles are used by the GUI for several items like screen-titles.
- Static styles are defined in the source code of the application with the #style preprocessing directive.

- Dynamic styles are used for items according to their position on the screen.

Static Styles

The easiest styles are the static ones. The programmer just needs to tell the designer the style names and what they are used for (that is for what kind of items or screens) and the designer defines them in the appropriate polish.css file. Static styles always start with a dot, e.g. “.myStyle”.

Static styles are faster than dynamic styles. It is therefore recommended to use static styles whenever possible.

Predefined Styles

Predefined styles are static styles which are used by the J2ME Polish GUI. In contrast to the normal “user-defined” static styles their names do not start with a dot, e.g. “title” instead of “.title”.

Following predefined styles are used:

<i>Style</i>	<i>Description</i>
title	The style of screen-titles. For MIDP/2.0 devices the native implementation is used by default, unless the preprocessing variable “polish.usePolishTitle” is defined with “true”: <pre><variable name="polish.usePolishTitle" value="true" unless="polish.Vendor == Nokia" /></pre> You can also use custom styles for specific Screens or ChoiceGroups by using the “title-style”-attribute (compare page 115).
focused	The style of a currently focused item. This style is used in Lists, Forms and for Containers like the ChoiceGroup. You can also use custom styles for specific Screens or ChoiceGroups by using the “focused-style”-attribute (compare page 115).
menu	This style is used for designing the menu bar in the full screen mode. The full screen mode can be triggered by the “fullScreenMode” attribute of the <build> element in the build.xml (with fullScreenMode=”menu”). In the menu style you can also define which style is used for the currently focused command with the “focused-style”-attribute, e.g. “focused-style: menuFocused;”. In this case you need to define the static style “.menuFocused” as well.
menuItem	The style used for the menu items (the commands) of a screen. When menuItem is not defined, the “menu” style is used instead.
label	This style is used for the menu the label of any item. One can specify another label-style by defining the CSS-attribute “label-style” in the appropriate style, which refers to another style.

<i>Style</i>	<i>Description</i>
info	The style which is used for displaying additional information in a screen. Currently this is only used for showing the current input mode when the “direct input mode” of a TextField or a TextBox is enabled. Compare page 126 for more information.
default	The style which is used by the J2ME Polish GUI when the desired predefined style is not defined. The default style is always defined, even when it is not explicitly defined in the polish.css file.

The names of predefined styles must not be used for static styles, so you must not use a static style with the name “.title” etc.

Dynamic Styles

Dynamic styles can be used to apply styles to items without using #style directives in the source code. With dynamic styles the designer can work completely independent of the programmer and try out new designs for GUI items which have not yet an associated static style. You can also check out the power and possibilities of the J2ME Polish API without changing the source code of an existing application at all.

Obviously, dynamic styles need a bit more memory and processing time than static styles. It is recommended, therefore, to use static styles instead for finished applications.

Dynamic styles do not start with a dot and use the selectors of the items they want to design:

Texts use either “p”, “a”, “button” or “icon”. Screens use the name of the screen, e.g. “form”, “list” or “textbox”.

```
p {
    font-color: black;
    font-size: medium;
    background: none;
}
form {
    margin: 5;
    background-color: gray;
    border: none;
    font-size: medium;
}
```

You can also design only items which are contained in other items or screens:

The style “form p” designs all text-items (of the class StringItem) which are contained in a form:

```
form p {
    font-color: white;
    font-size: medium;
}
```

Static styles and dynamic styles can be used together, you can design all hyperlinks⁹ in the screen with the style “.startScreen” for example with the following style declaration:

⁹ StringItems which have the appearance mode Item.HYPERLINK

```
.startScreen a {
    font-color: blue;
    font-size: medium;
    font-style: italic;
}
```

Items and screens have specific selectors for dynamic styles:

<i>Item-Class</i>	<i>Selector</i>	<i>Explanation</i>
StringItem	p	StringItem shows text. The “p” selector is used, when the item has the appearance mode PLAIN.
	a	The “a” selector is used, when the item has the appearance mode HYPERLINK.
	button	The “button” selector is used, when the item has the appearance mode BUTTON.
ImageItem	img	Shows an image.
Gauge	gauge	Shows a progress indicator.
Spacer	spacer	Is used for showing an empty space. The usage of the Spacer item is discouraged, since the spaces can be set for all items with the margin and padding attributes.
IconItem	icon	Shows an image together with text.
TextField	textfield	Allows textual input from the user.
DateField	datefield	Allows the input of dates or times from the user.
ChoiceGroup	choicegroup	Contains several choice items.
ChoiceItem	listitem	Shows a single choice. The selector “listitem” is used, when this item is contained in an implicit list.
	radiobox	The selector “radiobox” is used when the list or choice group has the type “exclusive”.
	checkbox	The selector “checkbox” is used when the list or choice group has the type “multiple”.
	popup	The selector “popup” is used when the choice group has the type “popup”.

<i>Screen-Class</i>	<i>Selector</i>	<i>Explanation</i>
List	list	Shows several choice items.
Form	form	Contains different GUI items.
TextBox	textbox	Contains a single textfield.

Extending Styles

A style can extend another style. It inherits all the attributes of the extended style. With this mechanism a lot of writing work can be saved:

```
.mainScreen {
    margin: 10;
    font-color: black;
    font-size: medium;
    font-style: italic;
    background-color: gray;
}
.highscoreScreen extends mainScreen {
    font-color: white;
    background-color: black;
}
```

In the above example the style “highscoreScreen” inherits all attributes of the “mainScreen” style, but “font-color” and “background-color” are specified differently.

Circle inheritance is not allowed, so the following example results in a build error:

```
.baseScreen extends highscoreScreen { /* this extends is invalid! */
    margin: 5;
    font-color: white;
}
.mainScreen extends baseScreen {
    margin: 10;
    font-color: black;
    font-size: medium;
    font-style: italic;
    background-color: gray;
}
.highscoreScreen extends mainScreen {
    font-color: white;
    background-color: black;
}
```

The above example would be valid, when the style “baseScreen” would not extend the “highscoreScreen”-style.

CSS Syntax

Following rules do apply for CSS styles:

Structure of a CSS Declaration



Fig. 3: Structure of a style

Every style starts with the selector followed by an opening curved parenthesis, a number of attribute-value pairs and a closing curved parenthesis.

The selector can consist of several item-names and contain an “extends” clause.

Each attribute-value pair needs to be finished by a semicolon.

Naming

Styles can use any names, as long as they consist of alphanumeric and underline (_) characters only. Names are not case-sensitive. Static styles need to start with a dot. Static styles must not use the names of dynamic or predefined styles. All Java keywords like “class”, “int” or “boolean” etcetera are not allowed as style names.

Grouping of Attributes

Attributes can be grouped for easier handling:

```
.mainScreen {  
    font-color: black;  
    font-size: medium;  
    font-style: italic;  
    font-face: system;  
}
```

The above code is equivalent with the following:

```
.mainScreen {  
    font {  
        color: black;  
        size: medium;  
        style: italic;  
        face: system;  
    }  
}
```

The grouping makes the declarations better readable for humans.

Referring to Other Styles

When another style is referred, the dots of static styles do not need to be written. Styles can be referred in attributes or after the extends keyword in the selector of a style.

Comments

Comments can be inserted at any place and start with “/*” and stop with “*/”. Everything between these boundaries is ignored:

```
/* this style designs the main screen: */  
.mainScreen {  
    /* defining the color of a font: */  
    font-color: black;  
    /* sizes are small, medium and large: */  
    font-size: medium;  
    /* styles are plain, bold, italic or underlined: */  
    font-style: italic;  
    /* the face can either be system, proportional or monospace: */  
    font-face: system;  
}
```

Common Design Attributes

Structure of polish.css

The polish.css file can contain different sections:

- colors: The colors-section contains the definition of colors.
- fonts: The fonts-section contains font definitions.
- backgrounds: The backgrounds-section contains background definitions.
- borders: The borders-section contains definition of borders.
- rest: The rest of polish.css contains the actual style definitions.

The defined colors, fonts, backgrounds and borders can be referenced in the actual style definitions. This makes changes very easy, since you need to change the value only in one position.

Structure of a Style Definition

Each style can contain different “sections”:

- margin: The gap between items
- padding: The gap between the border and the content of an item
- font: The used content-font and its color
- label: The used label-font and its color
- layout: The layout of the items.
- background: The definition of the item's background
- border: The definition of the item's border
- before and after: Elements which should be inserted before or after the items.
- specific attributes: All attributes for specific GUI items.

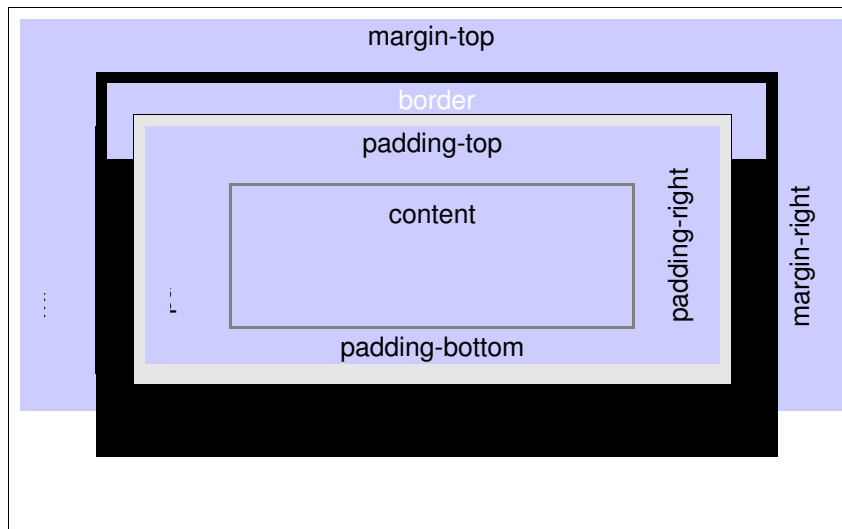
An example of such a complete style definition is the following:

```
/* this style designs the currently focused element in a list, form etc: */
focused {
    /* margins and paddings: */
    margin: 2;
    margin-left: 5;
    margin-right: 10;
    padding: 1;
    padding-vertical: 2;
    /* font and label: */
    font {
        color: blue;
        size: medium;
        face: system;
    }
    label {
        color: black;
        size: small;
    }
}
```

```
/* layout is centered: */
layout: center;
/* background: */
background-color: gray;
/* no border: */
border: none;
/* before: add an image: */
before: url( arrow.png );
/* after: add another image: */
after: url( leftArrow.png );
/* no specific attributes are used in this example*/
}
```

The CSS Box Model: Margins and Paddings

All GUI items support the standard CSS box model:



The margin describes the gap to other GUI items. The padding describes the gap between the border of the item and the actual content of that item. So far no different border-widths (for left, right, top and bottom) can be set with J2ME Polish. Since this is a more bizarre and seldom used feature, not much harm is done.

The margin- and padding-attributes define the default gaps for the left, right, top and bottom elements. Any margin has the default value of 0 pixels, whereas any padding defaults to 1 pixel. Next to the left, right, top and bottom padding, J2ME Polish also knows the vertical and the horizontal paddings. These define the gaps between different content sections. The gap between the label of an item and the actual content is defined by the horizontal padding. Another example is the icon, which consists of an image and a text. Depending on the align of the image, either the vertical or the horizontal padding fills the space between the icon-image and the icon-text.

In the following example, the top, right and bottom margin is 5 pixels, whereas the left margin is 10 pixels:

```
.myStyle {
    margin: 5;
    margin-left: 10;
    font-color: black;
}
```

Percentage values can also be used. Percentage values for top, bottom and vertical attributes relate to the height of the display. Percentage values for left, right and horizontal attributes relate to the width of the display:

```
.myStyle {
    padding-left: 2%;
    padding-right: 2%;
    padding-vertical: 1%;
    font-color: black;
}
```

When the device has a width of 176 pixels, a padding of 2% results into 3.52 pixels, meaning effectively a padding of 3 pixels. At a display height of 208 pixels a vertical padding of 1% results into a padding of 2.08 pixels or effectively 2 pixels. Please note that the capability “ScreenSize” of the device needs to be defined when you use percentage values.

The Layout Attribute

The layout attribute defines how the affected item should be aligned and laid out. Possible layout values are for example left, right or center. All layout values of the MIDP/2.0 standard can be used:

<i>Layout</i>	<i>Alternative Names</i>	<i>Explanation</i>
left	-	The affected items should be left-aligned.
right	-	The affected items should be right-aligned.
center	horizontal-center, hcenter	The affected items should be centered horizontally.
expand	horizontal-expand, hexpand	The affected items should use the whole available width (i.e. should fill the complete row).
shrink	horizontal-shrink, hshrink	The affected items should use the minimum width possible.
top	-	The affected items should be top-aligned.
bottom	-	The affected items should be bottom-aligned.
vcenter	vertical-center	The affected items should be centered vertically.
vexpand	vertical-expand	The affected items should use the whole available height (i.e. should fill the complete column).
vshrink	vertical-shrink	The affected items should use the minimum height possible.
newline-after	-	Items following an item with a newline-after layout should be placed on the next line. Currently the newline settings will be ignored, since every item will be placed on a new line.

<i>Layout</i>	<i>Alternative Names</i>	<i>Explanation</i>
newline-before	-	The affected items should always start on a new line (when there are any items in front of it). Currently the newline settings will be ignored, since every item will be placed on a new line.
plain	default, none	No specific layout should be used, instead the default behavior should be used. Such a layout does not need to be defined explicitly, but it can be useful to overwrite a basic setting.

Layout values can also be combined, using either the “||”, “|”, “or” or “and” operators. All operators result in the same combination. An item can be centered and using the whole available width with following example:

```
.myStyle {
    layout: center | expand;
}
```

This is equivalent with:

```
.myStyle {
    layout: center || expand;
}
```

And equivalent with:

```
.myStyle {
    layout: center and expand;
}
```

And equivalent with:

```
.myStyle {
    layout: center or expand;
}
```

And equivalent with:

```
.myStyle {
    layout: hcenter | hexpand;
}
```

And equivalent with:

```
.myStyle {
    layout: horizontal-center | horizontal-expand;
}
```

Colors

Colors can be defined in the colors section and in each attribute which ends on “-color”, e.g. “font-color”, “border-color” etc.

Predefined Colors

The 16 standard windows colors are predefined:

<i>Color</i>	<i>Hex-Value</i>	<i>Example</i>	<i>Color</i>	<i>Hex-Value</i>	<i>Example</i>
white	#FFFFFF		yellow	#FFFF00	
black	#000000		maroon	#800000	
red	#FF0000		purple	#800080	
lime	#00FF00		fuchsia	#FF00FF	
blue	#0000FF		olive	#808000	
green	#008000		navy	#000080	
silver	#C0C0C0		teal	#008080	
gray	#808080		aqua	#00FFFF	

Another predefined color is “transparent”, which results in an transparent area. “transparent” is only supported by some GUI elements like the menu-bar of a full-screen menu.

The colors Section

The colors section of the polish.css file can contain colors, which can be referenced in the styles, fonts, border and background sections. You can even overwrite the predefined colors to confuse other designers!

```
colors {
    bgColor: #50C7C7;
    bgColorLight: #50D9D9;
    gray: #7F7F7F;
}
```

How to Define Colors

A color can be defined in many different ways:

```
.myStyle {
    font-color: white;          /* the name of the color */
    border-color: #80FF80;     /* a rgb hex value */
    start-color: #F00;         /* a short rgb-hex-value - this is red */
    menu-color: #7F80FF80;     /* an alpha-rgb hex value */
    background-color: rgb( 255, 50, 128 ); /* a rrr,ggg,bbb value */
    fill-color: rgb( 100%, 30%, 50% ); /* a rgb-value with percentage */
    label-color: argb( 128, 255, 50, 128 ); /* a aaa, rrr, ggg, bbb value */
}
```

Color *names* refer to one of the predefined colors or a color which has been defined in the colors-section:

```
color: black; or color: darkBackgroundColor;
```

The *hex-value* defines a color with two hexadecimal digits for each color (RRGGBB). Additionally the alpha blending-component can be added (AARRGGBB).

```
color: #FF000; defines red. color: #7FFF0000; defines a half transparent red.
```

The shortened hex-value defines a color by a RGB-value in hexadecimal. Every digit will be doubled to retrieve the full hex-value:

`color: #F00;` is equivalent with `color: #FF0000;`
`color: #0D2;` is equivalent with `color: #00DD22;` and so on.

A `rgb`-value starts with “`rgb(`” and then lists the decimal value of each color from 0 up to 255:
`color: rgb(255, 0, 0);` defines red. `color: rgb(0, 0, 255);` defines blue and so on.

Alternatively percentage values can be used for `rgb`-colors:

`color: rgb(100%, 0%, 0%);` defines red as well as `color: rgb(100.00%, 0.00%, 0.00%);`

Alpha-RGB colors can be defined with the `argb()`-construct:

`color: argb(128, 255, 0, 0);` defines a half transparent red. For the `argb`-construct percentage values can be used as well.

Alpha Blending

Colors with alpha blending can be defined with hexadecimal or `argb`-definitions (see above). An alpha value of 0 results in fully transparent pixels, whereas the value FF (or 255 or 100%) results in fully opaque pixels. Some devices support values between 0 and FF, which results in transparent colors. Colors with a specified alpha channel can only be used by specific GUI items. Please refer to the documentation of the specific design attributes.

Fonts

Many GUI-Items have text elements, which can be designed with the font-attributes:

<i>Attribute</i>	<i>Possible Values</i>	<i>Explanation</i>
color	Reference to a color or direct declaration of the color.	Depending on the number of colors the device supports, colors can look differently on the actual device.
bitmap	The name of the bitmap font. The extension “.bmf” is not needed.	With the “bitmap”-attribute a bitmap-font can be used instead of the system, proportional and monospace fonts. Please note that bitmap-fonts cannot be changed in neither size, color or style. Compare the following section for a detailed discussion of bitmap-fonts.
face	system (default, normal)	The default font-face which is used when the font-face or label-face attribute is not set.
	proportional	A proportional face. This is on some devices actually the same font-face as the system-font.
	monospace	A font-face in which each character has the same width.

<i>Attribute</i>	<i>Possible Values</i>	<i>Explanation</i>
size	small	The smallest possible font.
	medium (default, normal)	The default size for texts.
	large (big)	The largest possible font size.
style	plain (default, normal)	The default style.
	bold	A bold thick style.
	italic (cursive)	A cursive style.
	underlined	Not really a style, just an underlined text.

An example font specification:

```
.myStyle {
    font-color: white;
    font-face: default; /* same as system or normal */
    font-size: default; /* same as medium or normal */
    font-style: bold;
}
```

The same specification can also be written as follows:

```
.myStyle {
    font {
        color: white;
        style: bold;
    }
}
```

In the font-definition the above face and size attributes can be skipped, since they only define the default behavior anyhow.

Bitmap-Fonts

Bitmap-Fonts can be used instead of the usual predefined fonts for any text elements like titles, StringItems, etc.

Creating Bitmap-Fonts

Bitmap-Fonts can be created out of any True Type Fonts (*.ttf) using the `${polish.home}/bin/fonteditor` executable. In some cases it might be beneficial to optimize the created PNG image manually for decreasing the size of the image and making manual adjustments. The created bitmap-fonts-files (*.bmf) can also be fine-tuned using the binary data editor `${polish.home}/bin/binarydataeditor`. Just select the File -> “open in binary editor”-command.

The created bitmap-font needs to be copied into the “resources” folder of the project.

Using Bitmap-Fonts in the J2ME Polish GUI

The created bitmap-fonts can be used for any text-based items in the J2ME Polish GUI. They can be integrated using the “font-bitmap”-attribute. The “.bmf” extension does not need to be given. In the

following example the “china.bmf” font is used for the currently focused item:

```
focused {  
    font-bitmap: china;  
    background-color: yellow;  
    layout: center | expand;  
}
```

Using Bitmap-Fonts Directly

The bitmap-fonts can also be used directly in the program-code with the help of the `de.enough.polish.util.BitMapFont` class. Please compare the JavaDoc documentation for more information.

This example uses a bitmap-font for displaying a text:

```
import de.enough.polish.util.*;  
  
public class MyScreen extends Canvas {  
    private BitMapFont bitMapFont = BitMapFont.getInstance( "/china.bmf" );  
    private BitMapFontViewer textViewer;  
    public MyScreen() throws IOException {  
        this.textViewer = this.bitMapFont.getViewer( "Hello World!" );  
        ...  
    }  
    ...  
    public void paint( Graphics g ) {  
        int x = 20;  
        int y = 50;  
        this.viewer.paint( x, y, g );  
    }  
}
```

Labels

All GUI-Items can have a label, which is designed using the pre-defined style “label”. One can specify another-style by using the “label-style”-attribute:

```
.myStyle {  
    font {  
        color: white;  
        style: bold;  
    }  
    label-style: myLabelStyle;  
}  
  
.myLabelStyle {  
    font-style: bold;  
    font-color: green;  
    background-color: yellow;  
}
```

It is often advisable to use separate items for labels and contents. In that way you can get a clean design by using a table, in which all labels are placed on the left side and all input-fields etc on the right side. Tables are defined by using the “columns”-attribute of the corresponding screen, compare the Screens-description on page 114.

When you want to have a line-break after each label, just add the “newline-after”-value to the layout:

```
label {  
    font-style: bold;  
    font-color: green;  
    background: none;  
    layout: left | newline-after;  
}
```

Backgrounds and Borders

Each style can define a specific background and border. There are many different types of backgrounds and borders available, of which some are even animated.

A specification of a simple background and border is the following example:

```
.myStyle {  
    background-color: white;  
    border-color: gray;  
    border-width: 2;  
}
```

This example creates a white rectangular background with a gray border, which is 2 pixel wide.

```
.myStyle {  
    background {  
        type: pulsating;  
        start-color: white;  
        end-color: pink;  
        steps: 30;  
    }  
}
```

The above example creates a background which color is constantly changing between white and pink. 30 color shades are used for the animation.

When no background or border should be used, the “none” value can be set:

```
.myStyle {  
    background: none;  
    border: none;  
}
```

If more complex types should be used, the background- or border-type needs to be specified explicitly. The following example illustrates this for an background, which colors change all the time:

The available background- and border-types are explained in detail in the section “Specific Design Attributes”.

Before and After Attributes

The before and after attributes can be used to insert content before or after GUI items which have the specified style.

The following example adds a heart picture after the actual GUI items. The “focused” style is a predefined style which is used for lists, forms, and so on.

```
focused {
```

```

    after: url( heart.png );
    background: none;
    border-type: round-rect;
    border-arc: 6;
    border-color: yellow;
    border-width: 2;
    layout: left | expand;
    font-color: black;
}

```

Currently only images can be included.

Specific Design Attributes

Many GUI items support specific CSS attributes.

Backgrounds

There are many different background-types which make use of specific CSS attributes. When another background than the default simple background or the image background should be used, the background-type attribute needs to be declared.

When no background at all should be used, the `background: none;` declaration can be used.

Simple Background

The simple background just fills the background with one color. When no background type is specified, the simple background is used by default, unless the “background-image” attribute is set. In the later case the image background will be used.

The simple background supports the color attribute:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
color	Yes	The color of the background, either the name of the color or a direct definition.

The following styles use a yellow background:

```

.myStyle {
    background-color: yellow;
}
.myOtherStyle {
    background-color: rgb( 255, 255, 0 );
}

```

Round-Rect Background

The round-rect background paints a rectangular background with round edges. It supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “round-rect” or “roundrect”.



Fig. 4: The after attribute in action.

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
color	No	The color of the background, either the name of the color or a direct definition. The default color is white.
arc	No	The diameter of the arc at the four corners. Defaults to 10 pixels, when none is specified.
arc-width	No	The horizontal diameter of the arc at the four corners. Defaults to the arc-value, when none is specified.
arc-height	No	The vertical diameter of the arc at the four corners. Defaults to the arc-value, when none is specified.

This example creates a purple background with an arc diameter of 6 pixels:

```
.myStyle {
    background {
        type: round-rect;
        color: purple;
        arc: 6;
    }
}
```

The following example uses a different horizontal arc diameter:

```
.myStyle {
    background-type: round-rect;
    background-color: purple;
    background-arc: 6;
    background-arc-width: 10;
}
```

Image Background

The image background uses an image for painting the background. This background type is used by default when no type is set and the “background-image” attribute is set. The background supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	No	When used needs to be “image”.
color	No	The color of the background, either the name of the color, a direct definition or “transparent”. The default color is white. This color can only be seen when the image is not big enough.
image	Yes	The URL of the image, e.g. “url(background.png)”
repeat	No	Either “repeat”, “no-repeat”, “repeat-x” or “repeat-y”. Determines whether the background should be repeated, repeated horizontally or repeated vertically. Default is no repeat.

A background image, which should not be repeated will be centered automatically. The following

style uses the image “bg.png” as a background:

```
.myStyle {  
    background-image: url( bg.png );  
}
```

This style uses the image “heart.png” as a repeated background:

```
.myStyle {  
    background-image: url( heart.png );  
    background-repeat: repeat;  
}
```

Circle Background

The circle background paints a circular or elliptical background. It supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “circle”.
color	No	The color of the background, either the name of the color or a direct definition. Defaults to “white”.
diameter	No	With the “diameter” attribute it can be ensured that always a circle and never an ellipse is painted. The diameter then defines the diameter of the circle.

The following example uses a green circle background with a diameter of 20 pixels:

```
.myStyle {  
    background-type: circle;  
    background-color: green;  
    background-diameter: 20;  
}
```

Pulsating Background

The pulsating background animates the color of the background. The color is changing from a start-color to an end-color. It supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “pulsating”.
start-color	Yes	The color of the background at the beginning of the animation sequence.
end-color	Yes	The color of the background at the end of the animation sequence.
steps	Yes	Defines how many color-shades between the start- and the end-color should be used.
repeat	No	Either “yes”/”true” or “no”/”false”. Determines whether the animation should be repeated. Defaults to “yes”.

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
back-and-forth	No	Either “yes”/”true” or “no”/”false”. Determines whether the animation sequence should be running backwards to the start-color again, after it reaches the end-color. When “no” is selected, the animation will jump from the end-color directly to the start-color (when repeat is enabled). Defaults to “yes”.

The following style starts with a white background and stops with a yellow background:

```
.myStyle {
    background {
        type: pulsating;
        start-color: white;
        end-color: yellow;
        steps: 15;
        repeat: false;
        back-and-forth: false;
    }
}
```

Pulsating Circle Background

The pulsating circle background paints a circular or background which size constantly increases and decreases. It supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “pulsating-circle”.
color	No	The color of the background, either the name of the color or a direct definition. Defaults to “white”.
min-diameter	Yes	The minimum diameter of the circle.
max-diameter	Yes	The maximum diameter of the circle.

The following example uses a green pulsating circle background with a minimum diameter of 20 pixels and a maximum diameter of 40 pixels:

```
.myStyle {
    background-type: pulsating-circle;
    background-color: green;
    background-min-diameter: 20;
    background-max-diameter: 40;
}
```

Pulsating Circles Background

The pulsating circles background paints an animated background of ever-growing circles. It supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “pulsating-circles”.
first-color	Yes	The first circle-color, either the name of the color or a direct definition.
second-color	Yes	The second circle-color, either the name of the color or a direct definition.
min-diameter	Yes	The minimum diameter of the circle.
max-diameter	Yes	The maximum diameter of the circle.
circles-number	Yes	The number of circles which should be painted.
step	No	The number of pixels each circle should grow in each animation phase. Float-values like “1.5” are also allowed. This defaults to “1” pixel.

The following example uses the pulsating circles background with a dark and with a bright color:

```
.myStyle {
    background {
        type: pulsating-circles;
        first-color: bgColor;
        second-color: brightBgColor;
        min-diameter: 0;
        max-diameter: 300;
        circles-number: 8;
        step: 2.5;
    }
}
```

Opening Background

The opening background paints an animated background which height starts small and then increases whenever it changes the position. Its primary use is for the “focused”-style. It supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “opening”.
color	Yes	The background color, either the name of the color or a direct definition.
start-height	No	The height of the background immediately after it has changed its position. This defaults to 1 pixel.
steps	No	The number of pixels by which the height should be increased in each animation step. This defaults to 4 pixels. When the height is as big as the normal background-height, the animation is stopped.

The following example uses the opening background:

```
.myStyle {
    background {
```

```

        type: opening;
        color: bgColor;
        start-height: 2;
        steps: 4;
    }
}

```

Opening-Round-Rect Background

The opening round rectangle background paints an animated background which height starts small and then increases whenever it changes the position. Its primary use is for the “focused”-style. It supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “opening-round-rect”.
color	Yes	The background color, either the name of the color or a direct definition.
start-height	No	The height of the background immediately after it has changed its position. This defaults to 1 pixel.
steps	No	The number of pixels by which the height should be increased in each animation step. This defaults to 4 pixels. When the height is as big as the normal background-height, the animation is stopped.
border-width	No	The width of the border, defaults to 0 (no border).
border-color	No	The color of the border, defaults to black.

The following example uses the opening-round-rect background:

```

.myStyle {
    background {
        type: opening-round-rect;
        color: bgColor;
        start-height: 2;
        steps: 4;
        border-width: 2;
        border-color: darkBgColor;
    }
}

```

Borders

There are many different border-types which make use of specific CSS attributes. When another border than the default simple border should be used, the border-type attribute needs to be declared.

When no border at all should be used, the `border: none;` declaration can be used.

Simple Border

The simple border paints a rectangle border in one color. The type attribute does not need to be set for the simple border, since this is the default border. The only supported attributes are the color and the width of the border:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
color	Yes	The color of the border, either the name of the color or a direct definition.
width	No	The width of the border in pixels. Defaults to 1.

The following style uses a black border which is 2 pixels wide:

```
.myStyle {
    border-color: black;
    border-width: 2;
}
```

Round-Rect Border

The round-rect border paints a rectangular border with round edges. It supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “round-rect” or “roundrect”.
color	Yes	The color of the border, either the name of the color or a direct definition.
width	No	The width of the border in pixels. Defaults to 1.
arc	No	The diameter of the arc at the four corners. Defaults to 10 pixels, when none is specified.
arc-width	No	The horizontal diameter of the arc at the four corners. Defaults to the arc-value, when none is specified.
arc-height	No	The vertical diameter of the arc at the four corners. Defaults to the arc-value, when none is specified.

This example creates a 2 pixels wide purple border with an arc diameter of 6 pixels:

```
.myStyle {
    border {
        type: round-rect;
        color: purple;
        width: 2;
        arc: 6;
    }
}
```

The following example uses a different horizontal arc diameter:

```
.myStyle {
    border-type: round-rect;
    border-color: purple;
    border-width: 2;
    border-arc: 6;
    border-arc-width: 10;
}
```

Shadow Border

The shadow border paints a shadowy border. Following attributes are supported:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “shadow”, “bottom-right-shadow” or “right-bottom-shadow”.
color	Yes	The color of the border, either the name of the color or a direct definition.
width	No	The width of the border in pixels. Defaults to 1.
offset	No	The offset between the corner and the start of the shadow. Defaults to 1 pixel, when none is specified.

Currently only a “bottom-right-shadow” is supported, so the border is painted below the item and right of the item.

The following example uses a green shadow border:

```
.myStyle {
    border-type: shadow;
    border-color: green;
    border-width: 2;
    border-offset: 2;
}
```

Circle Border

The circle border paints a round or elliptical border and supports following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
type	Yes	The type needs to be “circle”.
color	No	The color of the border, either the name of the color or a direct definition. Defaults to “black”.
width	No	The width of the border in pixels. Defaults to 1.
stroke-style	No	Either “solid” or “dotted”. Defines the painting style of the border. Defaults to “solid”.

The following example uses a green circle border with a two pixel wide dotted line:

```
.myStyle {
    border-type: circle;
    border-color: green;
    border-width: 2;
    border-stroke-style: dotted;
}
```

Screens: List, Form and TextBox

Predefined Styles for Lists, Forms and TextBoxes

All screens have a title and one or several embedded GUI items. In a Form or List one item is usually focused. Screens can also have a designable menu, when the application uses a full-screen-mode¹⁰. Some of the used styles can also use additional attributes.

<i>Style-Name</i>	<i>Add. Attributes</i>	<i>Explanation</i>
title	-	The title of a screen.
focused	-	The style of the currently focused item in the screen.
menu		The style of the full-screen menu.
	focused-style	The name of the style for the currently focused menu item.
	menubar-color	The background color of the menu-bar. Either the name or the definition of a color or “transparent”. Defaults to “white”.
	label-color, label-face, label-size, label-style	The font of the menu-commands (like “Select” or “Cancel”). Default color is “black”, default font is the system font in a bold style and medium size.
menuItem	-	The style for the commands in the menu. When not defined, the menu-style will be used.

Additional Attributes for Screens

Each screen itself can have some additional attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
focused-style	No	The name of the style for the currently focused item. Defaults to the predefined “focused” style.
title-style	No	The name of the custom style for the title of the screen. This defaults to the predefined “title” style.
view-type	No	The view-type can be used for defining very different and even animated views of the items in a screen. An example is the “dropping” view-type in which the contained items seem to fall from the top to their positions. Please note that not all view-types support the “columns” and “columns-width”-attributes.
columns	No	The number of columns. This can be used to layout the items in a table. Defaults to 1 column.

¹⁰ The fullscreen-mode can be activated by setting the <build> attribute “fullscreen” to either “menu” or “yes” in the build.xml file.

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
columns-width	No	<p>Either “normal”, “equal” or the width for each column in a comma separated list (e.g. “columns-width: 60,60,100;”).</p> <p>Defaults to “normal”, meaning that each column uses as much space as the widest item of that column needs.</p> <p>The “equal” width leads to columns which have all the same width.</p> <p>The explicit list of column-widths results in the usage of those widths.</p>
menubar-color	No	The color of the menu-bar. This overrides the settings in the predefined style “menu”. This attribute is only used, when the “menu” fullscreen setting is activated in the “build.xml” file.
scrollindicator-color	No	The color of the element which is shown when the screen can be scrolled. The default color is “black”.
show-text-in-title	No	An attribute for Lists only, which can be either “true” or “false”. When “true” is given, only the image-elements of the List will be shown and the text-elements will be used as titles. The title will be updated with each new selection.

The following example uses some of these additional attributes:

```
list {
    background-image: url( bg.png );
    columns: 2;
    columns-width: equal;
    focused-style: .listFocusStyle; /* this style needs to
be defined, too */
}
```

TextBoxes also support a direct input mode and all CSS-attributes of the text-field, please compare the discussion on page 126 for more information.



Fig. 5: Using columns instead of a normal list.

Dynamic Styles for Screens

Dynamic styles can be used when no styles are explicitly set in the application code (compare page 94).

List

A list uses the dynamic selector “list” and always contains choice-items. The selector of these items depends on the type of the list. An implicit list contains a “listitem”, a multiple list contains a “checkbox” and an exclusive list contains a “radiobox”.

```
list {
    background-color: pink;
}
```

defines the background color for screens of the type “List”.

```
listitem { /* you could also use "list listitem" */
    font-style: bold;
}
```

defines the font style for the items in an implicit list.

Form

A form uses the dynamic selector “form” and can contain different GUI items.

```
form {
    background-color: pink;
}
```

defines the background color for screens of the type “Form”.

```
form p {
    font-style: bold;
}
```

defines the font style for normal text items in a “Form”.

TextBox

A TextBox uses the dynamic selector “textbox” and contains a single “textfield” item.

Commands

A multiple List or ChoiceGroup adds the commands “Mark” and “Unmark” by default to the menu. The names of the commands can be changed easily, compare page 66. If you want to suppress the commands completely, the “polish.ChoiceGroup.suppressMarkCommands”-variable has to be set:

```
<variable name="polish.ChoiceGroup.suppressMarkCommands" value="true"/>
```

The same holds true for the “Select” command in implicit and popup Lists and ChoiceGroups:

```
<variable name="polish.ChoiceGroup.suppressSelectCommand" value="true"/>
```

A TextBox or TextField adds the “Clear”- and “Delete”-commands to the menu by default. The names of these commands can be changed easily, compare page 66. If you want to suppress the commands completely, the “polish.TextField.suppressCommands”-variable has to be set:

```
<variable name="polish.TextField.suppressCommands" value="true"/>
```

Example

The following example designs the main menu of an application, which is implemented using a List.

```
colors {
    pink:    rgb(248,39,186);
    darkpink: rgb(185,26,138);
}
```

```

menu {
    margin-left: 2;
    padding: 2;
    background {
        type: round-rect;
        color: white;
        border-width: 2;
        border-color: yellow;
    }
    focused-style: .menuFocused;
    menubar-color: transparent;
    menufont-color: white;
}

menuItem {
    margin-top: 2;
    padding: 2;
    padding-left: 5;
    font {
        color: black;
        size: medium;
        style: bold;
    }
    layout: left;
}

.menuFocused extends .menuItem {
    background-color: black;
    font-color: white;
    layout: left | horizontal-expand;
    after: url(heart.png);
}

title {
    padding: 2;
    margin-top: 0;
    margin-bottom: 5;
    margin-left: 0;
    margin-right: 0;
    font-face: proportional;
    font-size: large;
    font-style: bold;
    font-color: white;
    background {
        color: darkpink;
    }
    border: none;
    layout: horizontal-center | horizontal-expand;
}

focused {
    padding: 2;
    padding-vertical: 3;
    padding-left: 3;
    padding-right: 3;
    padding-top: 10;
    padding-bottom: 10;
    background-type: round-rect;
}

```



```
background-arc: 8;
background-color: pink;
border {
    type: round-rect;
    arc: 8;
    color: yellow;
    width: 2;
}
font {
    style: bold;
    color: black;
    size: small;
}
layout: expand | center;
}

list {
    padding-left: 5;
    padding-right: 5;
    padding-vertical: 10;
    padding-horizontal: 10;
    background {
        color: pink;
        image: url( heart.png );
    }
    columns: 2;
    columns-width: equal;
    layout: horizontal-expand | horizontal-center | vertical-center;
}

listitem {
    margin: 2; /* for the border of the focused style */
    padding: 2;
    padding-vertical: 3;
    padding-left: 3;
    padding-right: 3;
    padding-top: 10;
    padding-bottom: 10;
    background: none;
    font-color: white;
    font-style: bold;
    font-size: small;
    layout: center;
    icon-image: url( %INDEX%icon.png );
    icon-image-align: top;
}
```

View Types

View-types can be used for animating Forms, Lists, ChoiceGroups or even menus. There are several view-types available, which are usually defined in a screen-style, e.g.:

```
.mainScreen {
    padding-left: 5;
    padding-right: 5;
    view-type: dropping;
}
```

You can use either a (predefined) name of the view-type or the fully qualified class-name of that

type, which needs to extend the `de.enough.polish.ui.ContainerView` class.

Dropping View

The dropping view shows an animation of dropping and bouncing items. It is activated by specifying the “dropping” view-type and supports following additional attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
droppingview-speed	No	The speed in pixels per animation-step. The default speed is 10.
droppingview-repeat-animation	No	Defines whether the animation should be repeated each time the screen is shown. Possible values are “true” and “false”. This defaults to “false”.
droppingview-maximum	No	The maximum bouncing-height in pixels. This defaults to 30.
droppingview-damping	No	The value by which the maximum is decreased for each following item. By having a damping, the top items seem to bounce higher than lower ones. The default damping is 10.
droppingview-maxperiode	No	The maximum allowed number of bounces. This defaults to 5.

```
.mainScreen {
    padding-left: 5;
    padding-right: 5;
    view-type: dropping;
    droppingview-speed: 15;
    droppingview-damping: 5;
    droppingview-maxperiode: 2;
}
```

Shuffle View

The shuffle view animates the items by moving them from the left and right side into their final target-position. It is activated by specifying the “shuffle” view-type and supports following additional attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
shuffleview-speed	No	The speed in pixels per animation-step. The default speed is 10.
droppingview-repeat-animation	No	Defines whether the animation should be repeated each time the screen is shown. Possible values are “true” and “false”. This defaults to “false”.

```
.mainScreen {
    padding-left: 5;
    padding-right: 5;
    view-type: shuffle;
    shuffleview-speed: 15;
}
```


The StringItem: Text, Hyperlink or Button

Texts have no specific attributes, but the padding-vertical attribute has a special meaning:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
padding-vertical	No	The space between the lines when there the text contains line-breaks.

Depending on the appearance mode¹¹ of the text, either the “p”, the “a” or the “button” selector is used for dynamic styles:

<i>Dynamic Selector</i>	<i>Explanation</i>
p	The “p” selector is used for normal texts.
a	The “a” selector is used for hyperlinks.
button	The “button” selector is used for buttons.

See the general explanation of dynamic styles on page 94 for more details.

The IconItem

Icons can only be used directly. Icons support following additional attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
icon-image	No	The URL of the image, e.g. “icon-image: url(icon.png);”. The keyword %INDEX% can be used for adding the position of the icon to the name, e.g. “icon-image: url(icon%INDEX%.png);”. The image used for the first icon will be “icon0.png”, the second icon will use the image “icon1.png” and so on. Defaults to “none”.
icon-image-align	No	The position of the image relative to the text. Either “top”, “bottom”, “left” or “right”. Defaults to “left”, meaning that the image will be drawn left of the text.

This example uses the attributes for designing all icons:

```

icon {
    background: none;
    font-color: white;
    font-style: bold;
    icon-image: url( %INDEX%icon.png );
    icon-image-align: top;
}

```

When the icon-item has a “right” image align and the layout is set to “horizontal-expand”, the image will be drawn directly at the right border of the item (with a gap specified by the padding-

¹¹ The appearance mode can be set in the application code with `Item.setAppearanceMode(int)`.

right attribute). Otherwise the image will be drawn right of the text with the specified horizontal padding.

The ChoiceItem

The ChoiceItem is used in lists and in choice groups. It supports following additional attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
icon-image	No	The URL of the image, e.g. “icon-image: url(icon.png);”. The keyword %INDEX% can be used for adding the position of the item to the name, e.g. “icon-image: url(icon%INDEX%.png);”. The image used for the first item will be “icon0.png”, the second item will use the image “icon1.png” and so on.
icon-image-align	No	The position of the image relative to the text. Either “top”, “bottom”, “left” or “right”. Defaults to “left”, meaning that the image will be drawn left of the text.
choice-color	No	The color in which the check- or radio-box will be painted. Defaults to black.
checkbox-selected radiobox-selected	No	The URL of the image for a selected item. This will be used only when the type of the list or of the choice group is either exclusive or multiple. Default is a simple image drawn in the defined choice-color.
checkbox-plain radiobox-plain	No	The URL of the image for a not-selected item. This will be used only when the type of the list or of the choice group is either exclusive or multiple. Default is a simple image drawn in the defined choice-color. When “none” is given, no image will be drawn for not-selected items. Only the image for selected items will be drawn in that case.

Depending on the type of the corresponding list or choice group, different dynamic selectors are used by a choice item:

<i>Type of List or ChoiceGroup</i>	<i>Selector</i>
implicit	listitem
exclusive	radiobox
multiple	checkbox
popup	popup

The ChoiceGroup

A choice group contains several choice items. It supports the “focused-style” attribute:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
focused-style	No	The name of the style for the currently focused item.
columns	No	The number of columns. This can be used to layout the items in a table. Defaults to 1 column.
columns-width	No	<p>Either “normal”, “equal” or the width for each column in a comma separated list (e.g. “columns-width: 60,60,100;”).</p> <p>Defaults to “normal”, meaning that each column uses as much space as the widest item of that column needs.</p> <p>The “equal” width leads to columns which have all the same width.</p> <p>The explicit list of column-widths results in the usage of those widths.</p>
popup-image	No	The URL to the image which should be shown in the closed popup-group. Per default a simple dropdown image will be used.
popup-color	No	The color for the arrow in the dropdown-image of a closed popup-group. Defaults to black.
popup-background-color	No	The color for the background in the dropdown-image of a closed popup-group. Defaults to white.

An multiple ChoiceGroup adds the commands “Mark” and “Unmark” by default to the menu. The names of the commands can be changed easily, compare page 66. If you want to suppress the commands completely, the “polish.ChoiceGroup.suppressMarkCommands”-variable has to be set:

```
<variable name="polish.ChoiceGroup.suppressMarkCommands" value="true"/>
```

The same holds true for the “Select” command:

```
<variable name="polish.ChoiceGroup.suppressSelectCommand" value="true"/>
```

The Gauge

A Gauge shows a progress indicator. It supports following additional attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
gauge-image	No	The URL of the image, e.g. “gauge-image: url (progress.png);”. When no gauge-width is defined, the width of this image will be used instead.
gauge-color	No	The color of the progress bar. Defaults to blue.

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
gauge-width	No	The width of the gauge element in pixels. When no width is defined, either the available width or the width of the provided image will be used.
gauge-height	No	The height of the gauge element in pixels. Defaults to 10. When an image is provided, the height of the image will be used.
gauge-mode	No	Either “chunked” or “continuous”. In the continuous mode only the gauge-color will be used, whereas the chunked mode intersects the indicator in chunks. The setting is ignored when an image is provided. Default value is “chunked”.
gauge-gap-color	No	The color of gaps between single chunks. Only used in the “chunked” gauge-mode or when a gauge with an indefinite range is used. In the latter case the provided color will be used to indicate the idle state. Default gap-color is white.
gauge-gap-width	No	The width of gaps in pixels between single chunks. Only used in the “chunked” gauge-mode. Defaults to 3.
gauge-chunk-width	No	The width of the single chunks in the “chunked” gauge-mode.
gauge-show-value	No	Either “true” or “false”. Determines whether the current value should be shown. This defaults to true for all definite gauge items.
gauge-value-align	No	Either “left” or “right”. Defines where the current value of the gauge should be displayed. Defaults to “left”, that is left of the actual gauge item.

The following example shows the use of the gauge attributes:

```
.gaugeStyle {
    padding: 2;
    border-color: white;
    gauge-image: url( indicator.png );
    gauge-color: rgb( 86, 165, 255 );
    gauge-width: 60;
    gauge-gap-color: rgb( 38, 95, 158 );
    /* these setting are ignored, since an image is provided:
    gauge-height: 8;
    gauge-mode: chunked;
    gauge-gap-width: 5;
    gauge-chunk-width: 10;
    */
}
```

When the Gauge item is used with an indefinite range, the gauge-gap-color will be used to indicate the idle state. When the “continuous running” state is entered and an image has been specified, the image will “fly” from the left to the right of the indicator.

The TextField

A TextField is used to get user input. You can choose whether the native input methods or a direct input mode should be used. When the native mode is activated, a new input screen will pop up for the user and special input modes like T9 or handwriting recognition can be used. When the direct input mode is used instead, no extra screen will be shown and J2ME Polish accepts the entered character directly. Please compare the following subsection “Direct Input Mode” for more information.

The TextField supports following additional attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
textfield-width	No	The minimum width of the textfield-element in pixels.
textfield-height	No	The minimum height of the textfield-element in pixels. Defaults to the height of the used font.
textfield-direct-input	No	Defines whether the direct input mode should be activated. Possible values are either “false” or “true”. By default the direct input mode is deactivated (“false”).
textfield-caret-color	No	The color of the caret which indicates the editing position. This defaults to the color of the used font.
textfield-caret-char	No	The character which indicates the editing position. This defaults to “ ”.
textfield-show-length	No	Determines whether the length of the entered text should be shown during the editing of this field. This has an effect only when the direct input mode is used.

The following example shows the use of the TextField attributes:

```
.inputStyle {
    padding: 2;
    background-color: white;
    border-color: black;
    textfield-height: 15;
    textfield-width: 40;
    textfield-direct-input: true;
    textfield-caret-color: red;
    textfield-caret-char: >;
    textfield-show-length: true;
}
```

TextField-Commands

A TextField adds the “Clear”- and “Delete”-commands to the menu by default. The names of these commands can be changed easily, compare page 66. If you want to suppress the commands completely, the “polish.TextField.suppressCommands”-variable has to be set:

```
<variable name="polish.TextField.suppressCommands" value="true"/>
```

Direct Input Mode

The direct input mode can be activated for TextFields as well as for TextBoxes using the CSS-attribute “textfield-direct-input” or by defining the preprocessing-variable “polish.TextField.useDirectInput” in the build.xml file:

```
<variable name="polish.TextField.useDirectInput" value="true"/>
```

When the direct input mode is used, no extra screen will be used for editing the text and all designing possibilities of J2ME Polish can be used. When the TextField is used within a Form, the associated ItemStateListener will be notified after each change of the text.

On stylus-based devices, this mode should not be used since these devices often rely on native input methods like handwriting recognition. This can be ensured by setting the preprocessing variable only for devices which have no pointer-events:

```
<variable name="polish.TextField.useDirectInput" value="true"
if="!polish.hasPointerEvents"/>
```

The direct input should not be used for editing long texts (i.e. TextBoxes), since T9 and similar input helpers cannot be used in this mode.

The user can change the input mode from lowercase (“abc”) to initial-letter uppercase (“Abc”) to uppercase (“ABC”) and to numeric (“123”). The current input mode is shown below the title in an extra StringItem. This item can be designed using the predefined CSS-style “info”:

```
info {
    padding-right: 10;
    background: none;
    border-color: black;
    font-style: plain;
    font-face: proportional;
    font-size: small;
    font-color: fontColor; /* a color defined in the “colors” section */
    layout: right;
}
```

The info-item can be deactivated globally by setting the “polish.TextField.showInputInfo”-variable to “false”:

```
<variable name="polish.TextField.showInputInfo" value="false" />
```

Next to using the CSS-attributes “textfield-caret-color”, “textfield-caret-char” and “textfield-show-length” the behavior of the direct input mode can be adjusted using several preprocessing variables. Especially the available character can be changed, which can be necessary for localizing the direct input.

Following variables can be set:

<i>Variable</i>	<i>Default</i>	<i>Explanation</i>
polish.TextField.Input Timeout	“1000”	The timeout in milliseconds after which a chosen character is inserted into the text automatically.

<i>Variable</i>	<i>Default</i>	<i>Explanation</i>
polish.TextField.showInputInfo	“true”	Defines whether the box showing the current input mode (e.g. “123”, “Abc”, “abc”, “ABC”) should be shown at all. You can deactivate the box globally by setting the “polish.TextField.showInputInfo” variable to “false”.
polish.key.ChangeInputModeKey	Varying	The key which is used for changing the input mode between lowercase (“abc”), uppercase (“ABC”), initial-letter uppercase (“Abc”) and numeric (“123”). On Sony-Ericsson devices Canvas.KEY_STAR (42), on Motorola devices Canvas.KEY_NUM0 (48) and on all other devices Canvas.KEY_POUND (35) is used.
polish.TextField.charactersKey1	“.,!?:/ @ _ - +1”	The characters which are available when the key “1” is pressed.
polish.TextField.charactersKey2	“abc2”	The characters which are available when the key “2” is pressed. It might be useful to add local specific umlauts here.
polish.TextField.charactersKey3	“def3”	The characters which are available when the key “3” is pressed.
polish.TextField.charactersKey4	“ghi4”	The characters which are available when the key “4” is pressed.
polish.TextField.charactersKey5	“jkl5”	The characters which are available when the key “5” is pressed.
polish.TextField.charactersKey6	“mno6”	The characters which are available when the key “6” is pressed.
polish.TextField.charactersKey7	“pqrs7”	The characters which are available when the key “7” is pressed.
polish.TextField.charactersKey8	“tuv8”	The characters which are available when the key “8” is pressed.
polish.TextField.charactersKey9	“wxyz9”	The characters which are available when the key “9” is pressed.
polish.TextField.charactersKey0	“ 0”	The characters which are available when the key “0” is pressed. On Motorola devices this key is used for switching the input mode.
polish.TextField.charactersKeyStar	“.,!?:/ @ _ - +”	The characters which are available when the key “*” is pressed. On Motorola devices this key is used for entering spaces (“ ”).
polish.TextField.charactersKeyPound	(none)	The characters which are available when the key “#” is pressed. On Sony-Ericsson devices this key is used for entering spaces (“ ”).

The DateField

A DateField is used to enter date or time information. Currently the input is done with the use of the native functions, so that special input modes can be used (like T9 or handwriting recognition). The DateField supports following additional attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
datefield-width	No	The minimum width of the datefield-element in pixels.
datefield-height	No	The minimum height of the datefield-element in pixels. Defaults to the height of the used font.

The appearance of the datefield can also be adjusted using the preprocessing variable “polish.DateFormat”, which can be defined in the <variables> section of the J2ME Polish task:

- <variable name="polish.DateFormat" value="us" />The US standard of MM-DD-YYYY is used, e.g. “12-24-2004”.
- <variable name="polish.DateFormat" value="de" />The German standard of DD.MM.YYYY is used, e.g. “24.12.2004”.
- <variable name="polish.DateFormat" value="fr" />The French standard of DD/MM/YYYY is used, e.g. “24/12/2004”.
- All other settings: The ISO 8601 standard of YYYY-MM-DD is used, e.g. “2004-12-24”.

The DateFormat also supports the generic values “dmy” (day-month-year), “mdy” (month-day-year) or “ymd” (year-month-day). Along with the polish.DateFormatSeparator-variable and the polish.DateFormatEmptyText-variable one can use any custom date format:

```
<variable name="polish.DateFormat" value="ymd"/>
<variable name="polish.DateFormatSeparator" value="/" />
<variable name="polish.DateFormatEmptyText" value="Select Date"/>
```

The Ticker

A Ticker scrolls a text over the current screen. In J2ME Polish the ticker is situated right above the menu-bar on the bottom of a screen. Following attribute is supported:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
ticker-step	No	The number of pixels by which the ticker is shifted at each update. Defaults to 2 pixels.

The MIDP/2.0-Compatible Game-Engine

Even though MIDP/2.0 is the future, the market is crowded with MIDP/1.0 devices. J2ME Polish offers a nifty solution for those developers who want to support both platforms with the advanced MIDP/2.0 technology.

All classes of the `javax.microedition.lcdui.game`-package can be used normally:

<i>Class</i>	<i>Explanation</i>
GameCanvas	The GameCanvas class provides the basis for a game user interface.
Layer	A Layer is an abstract class representing a visual element of a game.
LayerManager	The LayerManager manages a series of Layers.
Sprite	A Sprite is a basic visual element that can be rendered with one of several frames stored in an Image; different frames can be shown to animate the Sprite.
TiledLayer	A TiledLayer is a visual element composed of a grid of cells that can be filled with a set of tile images.

With this game-engine it is possible to program a game with one source code for MIDP/2.0 as well as MIDP/1.0 devices without changing anything within the source code!

How It Works

The J2ME Polish build-tool identifies the usage of the MIDP/2.0 game API and “weaves” the necessary wrapper classes into the code. The obfuscation step then removes all unnecessary functionality to ensure that only the needed parts are actually included into the application. The J2ME Polish game-engine only needs about 5 to 6 kb extra space in the resulting JAR package, when all classes are used.

Limitations

For technical reasons the collision detection works only with collision rectangles, which should be set tightly for Sprites therefore. A pixel-level collision detection is not supported.

When a class extends the GameCanvas class, it should call the super-implementations, when one of the methods `keyPressed(int)`, `keyReleased(int)` or `keyRepeated(int)` is overridden.

The transformation of Sprites is currently only supported for Nokia devices, otherwise the transformations will be ignored.

Optimizations

The TiledLayer and the GameCanvas implementations have several optional optimizations, which can be triggered by defining specific variables in the “build.xml” file (compare the variables section on page 45).

Using a Fullscreen-GameCanvas

The GameCanvas normally uses the “fullscreen”-attribute of the <build>-element to determine whether it should use a fullscreen-canvas (compare page 35). This behavior can be overridden with defining the “polish.GameCanvas.useFullScreen” variable. Allowed value are “yes”, “no” and “menu”. Please note that the “menu” mode (which should be used when commands are added to the GameCanvas) is only supported when the J2ME Polish GUI is used. Another limitation of the “menu” mode is that the paint()-method of the GameCanvas cannot be overridden.

<i>Variable</i>	<i>Explanation</i>
polish.GameCanvas.useFullScreen	Defines whether the fullscreen mode is used, overrides the “fullscreen”-attribute of the <build>-element. Possible values are “yes”, “no” or “menu”.

The following example enables the fullscreen mode for the GameCanvas:

```
<variable name="polish.GameCanvas.useFullScreen" value="yes" />
```

This example shows how to override the paint()-method, even though the J2ME Polish GUI and the “menu” fullscreen mode is used:

```
public class MyGameCanvas extends GameCanvas {
    ...
    //#if polish.usePolishGui && polish.classes.fullscreen:defined
        //# public void paintScreen( Graphics g)
    //#else
        public void paint( Graphics g)
    //#endif
    {
        // implement the paint method
        ...
    }
}
```

Backbuffer Optimization for the TiledLayer

The backbuffer optimization uses a buffer, to which the tiles are only painted when they have changed. This can result in a significant higher frames per second throughput, since the complete layer needs to be painted only seldomly.

The drawback of the backbuffer optimization is that it uses more memory and that no transparent tiles can be used. So when memory is an issue or when the tiled layer is not used as the background, it is recommended not to use the backbuffer optimization.

<i>Variable</i>	<i>Explanation</i>
polish.TiledLayer.useBackBuffer	Defines whether the backbuffer optimization should be used, needs to be “true” to enable the optimization.

Variable	Explanation
polish.TiledLayer.TransparentTileColor	The color which is used for tiles which should transparent. This defaults to black.

The following example enables the backbuffer optimization:

```
<variable name="polish.TiledLayer.TransparentTileColor" value="0xD0D000" />
<variable name="polish.TiledLayer.useTileBackBuffer" value="true" />
```

Splitting an Image into Single Tiles

A tiled layer can be drawn significantly faster when the base image is split into single tiles. This optimization needs a bit more memory compared to a basic tiled layer. Also the transparency of tiles is lost when the device does not support the Nokia UI API (all Nokia devices do support this API).

Variable	Explanation
polish.TiledLayer.splitImage	Defines whether the base image of a TiledLayer should be split into single tiles. Needs to be “true” to enable this optimization.

The following example enables the single tiles optimization:

```
<variable name="polish.TiledLayer.splitImage" value="true" />
```

Defining the Grid Type of a TiledLayer

The J2ME Polish implementation uses a byte-grid, which significantly decrease the memory footprint, but which also limits the number of different tiles to 128. For cases where more different tiles are used, one can define the type to either “int”, “short” or “byte”.

Variable	Explanation
polish.TiledLayer.GridType	Defines the type of the used grid in TiledLayer. This defaults to “byte”. Possible values are “int”, “short” or “byte”.

The following example uses a short-grid, which allows the usage of 32767 different tiles instead of 128 different tiles:

```
<variable name="polish.TiledLayer.GridType" value="short" />
```

Using the Game-Engine for MIDP/2.0 Devices

You can use the J2ME Polish implementation for MIDP/2.0 devices as well. This can make sense because some vendor implementations are buggy or have sluggish performance. When the game-engine should be used for MIDP/2.0 devices as well, you need to define the preprocessing variable “polish.usePolishGameApi”:

Variable	Explanation
polish.usePolishGameApi	Defines whether the J2ME Polish game-engine should be used on MIDP/2.0 devices as well. Possible values are “true” or “false”.

The following example uses the game-engine for Nokia MIDP/2.0 devices as well:

```
<variable name="polish.usePolishGameApi" value="true" if="polish.vendor == Nokia" />
```

Porting a MIDP/2.0 Game to MIDP/1.0 Platforms

Building the Existing Application

In the first step we use J2ME Polish for building the game. We need to copy and adjust the `build.xml` file from the provided sample-application of J2ME Polish and we might need to adjust the handling of resources.

Adjusting the build.xml

To build the existing game we need to copy the `sample-build.xml` file, which resides in the “sample” subdirectory of the J2ME Polish installation, into the the root directory of the game.

The `build.xml` includes all the necessary information about the project like the MIDlet-classes, the target-devices, the version of the game and so on. Many IDEs support syntax highlighting and auto-completion for this file, but it can also be edited with any decent text-editor.

The J2ME Polish task is divided in 3 subsections: `<info>`, `<deviceRequirements>` and `<build>`. The `<info>`-section contains general information about the project:

```
<info
  license="GPL"
  name="J2ME Polish"
  version="1.3.4"
  description="A sample project"
  vendorName="Enough Software"
  infoUrl="http://www.j2mepolish.org"
  icon="dot.png"
  jarName="${polish.vendor}-${polish.name}-example.jar"
  jarUrl="${deploy-url}${polish.jarName}"
  copyright="Copyright 2004 Enough Software. All rights reserved."
  deleteConfirm="Do you really want to kill me?"
/>
```

This information can be changed arbitrarily. The name of the application can also contain the name and vendor of the target-device. The above example “`${polish.vendor}-${polish.name}-example.jar`” results in the name “Nokia-6600-example.jar”, when the application is build for the Nokia/6600 device for example. The above property “`${deploy-url}`” is defined above in the sample `build.xml` script and is usually empty.

In the following `<deviceRequirements>`-section the target-devices are selected. Since we want to build the application for a MIDP/2.0 device first, we enter any MIDP/2.0 capable device into the requirements, e.g. “Nokia/6600” or “Nokia/Series60Midp2”. The “Series60Midp2” device is a

virtual device representing a typical Series 60 phone with MIDP/2.0 support. Such is phone supports additionally the Mobile Media API (mmapi) and the Wireless Messaging API (wmapi). The device selection is very flexible and can select all MIDP/2.0 devices which support the Mobile Media API as well, for example. For keeping this example easy to manage, we use only the selection by the device's identifier:

```
<deviceRequirements>
  <requirement name="Identifier" value="Nokia/Series60Midp2" />
</deviceRequirements>
```

The <build>-section controls the actual build process. For keeping this example easy, we choose not to use the GUI of J2ME Polish and set the “usePolishGui” attribute to “false”. We also need to adjust the <midlet>-subelement and enter the full name of our game-class:

```
<build
  usePolishGui="false"
  resDir="resources"
  workDir="${dir.work}"
>
  <!-- midlets definition -->
  <midlet class="de.enough.polish.example.MenuMidlet" name="Example" />
</build>
```

The <build>-section has many subelements and can automate many tasks from the inclusion of the debugging framework to the signing of the application. These settings are outside of the scope of this article, though.

Managing the Resources

J2ME Polish manages the inclusion of resources automatically for you. Just copy all resources which are needed in any case into the “resources” folder of your project (create it first if necessary).

You can then use the subfolders for including resources only for devices which can use these resources. For example you can place MIDI soundfiles into the “resources/midi” folder and 3gpp video files into the “resources/3gpp” folder. This results in smaller application bundles, since unnecessary resources will not be included at all.

More specific resources are included instead of general resources. You could keep low-color images into the general “resources” folder and use the “resources/BitsPerColor.16+” folder for using high-color versions of these images for devices which support at least 16 bits per pixel (65.536 colors). The same principle can be used for including specific resources for all devices of a specific vendor (e.g. “resources/Sony-Ericsson” or “resources/Nokia”) or even for specific devices (e.e. “resources/Nokia/6600”).

This powerful automatic resource assembling of J2ME Polish is the reason why no subfolders can be used within the application code. All resources are copied into the base-folder of the application. So instead of `Image.createImage("images/sprite.png")` you need to use `Image.createImage("sprite.png")` within the source code. This has the extra benefit of saving space within the final jar-file as well as heap-size in the game.

Building the Game

Now all settings necessary for building the game with J2ME Polish have been made, so now call “ant” on the command-line from within the base folder or we can right-click the `build.xml` file within the IDE and select “Run Ant”, “make” or similar.

J2ME Polish will now preprocess, compile, obfuscate, preverify and package the game automatically. When the above settings will be used, we will find the files “Nokia-Series60Midp2-example.jar” and “Nokia-Series60Midp2-example.jad” in the “dist” folder of the project after the build.

The game should now be tested with an emulator or a real device, to make sure everything works as expected.

Porting the Game to MIDP/1.0

After the successful transition to J2ME Polish, porting a game to MIDP/1.0 is very easy.

Necessary Source Code Changes

Subclasses of `GameCanvas` need to call the super-implementations of any overridden `keyPressed(int)` and `keyReleased(int)`-methods, so that the J2ME Polish game-engine knows about these keys.

When there is a compile error stating that a `javax.microedition.lcdui.game`-class cannot be found, please ensure that you use import-statements rather than fully qualified class-names in your source-code:

Instead of `MyGameCanvas` extends `javax.microedition.lcdui.game.GameCanvas` the import-statement is needed:

```
import javax.microedition.lcdui.game.GameCanvas;
MyGameCanvas extends GameCanvas
```

Working Around the Limitations of the Game-Engine

Pixel-Level Collision Detection

Pixel-level collision detection cannot be used on MIDP/1.0 platforms, so we need to set tight collision rectangles for the sprites.

Sprite Transformations

Another limitation of J2ME Polish is that sprite-transformations are only supported for Nokia devices so far. This means that for other devices transformed sprite-images are needed. These can be easily included by putting them in the “resources/NoSpriteTransformations” folder. We can adjust the handling of sprite-transformations by using the preprocessing of J2ME Polish:

```
//#if !(polish.midp2 || polish.supportSpriteTransformation)
```

Checklist for Porting

- All resources needs to be loaded from the base directory, e.g. `Image.createImage("/sprite.png")`
- Use import-statements instead of full-qualified class-names in the source code
- Use preprocessing for adjusting the source code to specific devices, e.g.
`//#if polish.midp2 || polish.api.mmapi`
- Use the automatic resource assembling for using specific resources for the target-devices.
- Set tight collision rectangles, since pixel-level collision detection cannot be used on MIDP/1.0 devices
- Sprite-transformations are only supported for devices which support Nokia's UI-API, so transformed PNGs need to be used for other devices.
- The super-implementation of `keyPressed()` and `keyReleased()` should always be called first, when such methods are overridden.

```
        private final static int MIRROR_SEQUENCE = new int[]{3,4,7,5};
    //endif
    [...]
    //if polish.midp2 || polish.supportSpriteTransformation
        this.sprite.setTransform( Sprite.TRANS_MIRROR );
    //else
        this.sprite.setFrameSequence( MIRROR_SEQUENCE );
    //endif
```

In the above example we use call the transform(int)-method of the sprite only when the device either uses the MIDP/2.0 platform or supports sprite transformation. Otherwise the frame-sequence MIRROR_SEQUENCE will be used instead.

A similar adjustment can be needed during the instantiation of the sprite, when the transformed image has different frame-dimensions:

```
    //if polish.midp2 || polish.supportSpriteTransformation
        int frameWidth = 10;
        int frameHeight = 8;
    //else
        // # int frameWidth = 6;
        // # int frameHeight = 8;
    //endif
    this.sprite = new Sprite( spriteImage, frameWidth, frameHeight );
```

For an even more flexible approach you can use preprocessing variables. These variables can be defined in the <variables>-subelement of the build.xml file:

```
<variables>
    <variable
        name="player.frameDimensions"
        value="10, 8"
        if="polish.supportSpriteTransformation || polish.midp2"
    />
    <variable
        name="player.frameDimensions"
        value="6, 8"
        unless="polish.supportSpriteTransformation || polish.midp2"
    />
    <variable
        name="player.frameDimensions"
        value="6, 6"
        if="polish.identifier == Nokia/7210"
    />
</variables>
```

In the above example the frame-dimensions are set to 10x8 for devices which support either the MIDP/2.0 or the sprite transformation. The dimension 6x8 are used for all other devices. For the Nokia/7210 phone the special value of 6x6 is used.

In the source-code a default-value should always be used for cases in which the variables are not set:

```
    //if player.frameDimensions:defined
        // #= this.sprite = new Sprite( spriteImage, ${player.frameDimensions} );
    //else
        this.sprite = new Sprite( spriteImage, 10, 8 );
    //endif
```

By using this approach the resources can later be changed without needing to change the source-code.

Using Preprocessing for Device Specific Adjustments

You can use J2ME Polish's preprocessing capabilities for further adjustments of the game. A typical situation is that the MMAPI is used for sound playback. Not all MIDP/1.0 phones do support this API however. In these cases the MMAPI code needs to be hidden from such devices:

```
//#if polish.midp2 || polish.api.mmapi
// ...
    Player audioPlayer = Manager.createPlayer
        ( inputStream, "audio/midi" );
// ....
//#elif polish.api.nokia-ui
// ...
    Sound sound = new Sound( data,
        Sound.FORMAT_WAV );
// ...
//#endif
```

You might need to adjust the GUI as well. When you are using J2ME Polish's advanced GUI, you can even use MIDP/2.0 features like CustomItems and ItemCommandListener on MIDP/1.0 devices. When the J2ME Polish's GUI is not used, however, any MIDP/2.0 GUI code needs to be hidden from the MIDP/1.0 game:

```
//#if polish.midp2 || polish.usePolishGui
    MyCustomItem item = new MyCustomItem();
    this.form.append( item );
//#endif
```

Another common issue is the usage of a fullscreen-mode. The `setFullScreenMode(boolean)`-method of the Canvas-class is only available on MIDP/2.0 devices. For MIDP/1.0 devices, the fullscreen-mode can be activated by defining the preprocessing-variable “`polish.GameCanvas.useFullScreen`” (see below), but the `setFullScreenMode(boolean)`-method can still be used for MIDP/2.0 devices:

```
//#if polish.midp2
    setFullScreenMode( true );
//#endif
```

You can use a multitude of preprocessing symbols and variables. Which of these are available depends on the device and the current setup. Please compare J2ME Polish's device-database and the preprocessing documentation on page 67 for further information.

Useful Preprocessing Symbols

- `polish.supportSpriteTransformation` indicates that MIDP/1.0 Sprite transformations are supported for the current device.
- `polish.api.mmapi` is defined when the Mobile Media API is supported by the current device.
- `polish.api.nokia-ui` is defined when the Nokia UI API is supported by the current device.
- `polish.midp1` / `polish.midp2` indicates the current MIDP platform.
- `polish.cldc1.0` / `polish.cldc1.1` indicates the current configuration.
- `polish.usePolishGui` is enabled when the GUI of J2ME Polish is used.

Extending J2ME Polish

J2ME Polish can be extended quite simply and in several ways.

Build-Tools:

- Obfuscator: integrate your own (or a third party) obfuscator
- Preprocessing: add your own preprocessing directives
- You can also use the <java>-element to extend J2ME Polish

GUI:

- Backgrounds and Borders: custom borders or backgrounds enhance the possibilities
- Items: extend and use standard CustomItems – and design them using CSS

The <java>-element is described on page 51, whereas the other extensions are discussed in this chapter .

Integrating a Custom Obfuscator

For integrating another obfuscator, you need to first create a class which extends the `de.enough.polish.obfuscate.Obfuscator` class. Secondly you need to integrate your obfuscator in the “build.xml” file.

Preparations

Create a new project in your IDE and set the classpath so that it includes the “enough-j2mepolish-build.jar”, which can be found in the “import” folder of the installation directory. Also include the “ant.jar” file from your Ant-installation into the classpath.

Creating the Obfuscator Class

Create a new class which extends `de.enough.polish.obfuscate.Obfuscator` and implement the “obfuscate” method:

```
/**
 * Obfuscates a jar-file for the given device.
 *
 * @param device The J2ME device
 * @param sourceFile The jar-file containing the projects classes
 * @param targetFile The file to which the obfuscated classes should be copied to
 * @param preserve All names of classes which should be preserved,
 *                 that means not renamed or removed.
 * @param bootClassPath A path to the library containing either the MIDP/1.0
 *                      or MIDP/2.0 environment.
 * @throws BuildException when the obfuscation failed
 */
public abstract void obfuscate( Device device,
                               File sourceFile,
                               File targetFile,
                               String[] preserve,
                               Path bootClassPath )
    throws BuildException;
```

You can make use of following protected variables:

- `de.enough.polish.LibraryManager libraryManager`: a manager for device-APIs
- `java.io.File libDir`: the path to the “import” folder
- `org.apache.tools.ant.Project project`: the Ant project in which the obfuscator is embedded

If you need further configuration settings, you can add them with the `<parameter>` construct, which is discussed below.

To call the obfuscator, you typically need to accomplish these tasks in the “obfuscate”-method:

1. Set the classpath for the given device: You can get the device-specific APIs by calling `device.getClasspath()` which returns a `String` array containing the locations of the device-API-Jars. The usual behavior is to set the classpath for the obfuscator to the given `bootClassPath` and the device-specific APIs.
2. Specify which classes should be spared from obfuscation: the classes specified by the `preserve`-array should not be obfuscated at all. These always include the `MIDlet` classes and maybe some other classes which are loaded with the `Class.forName()`-mechanism.
3. Start the obfuscator: set the input to the provided `sourceFile` and the output to the specified `targetFile`. Both of these files are Jars.

When there is an exception, abort the build by throwing a `org.apache.tools.ant.BuildException` explaining the details why the obfuscation was aborted.

Integrating the Obfuscator into the build.xml

You can integrate any thirdparty obfuscator with the usual `<obfuscator>`-element in the `build.xml` file (compare page 41).

```
<obfuscator unless="test" enable="true"
  class="com.company.obfuscate.MyObfuscator"
  classPath="../obfuscator-project/bin/classes"
>
  <keep class="com.company.dynamic.SomeDynamicClass" />
  <keep class="com.company.dynamic.AnotherDynamicClass" />
  <parameter name="scriptFile" value="../scripts/obfuscate.script" />
</obfuscator>
```

The “class”-attribute needs to be set to the new class. The `classPath`-attribute can be used for pointing out the location of the obfuscator. This is only needed when the obfuscator is not on the Ant-classpath.

Configuring the Obfuscator with Parameters

The obfuscator can be configured using `<parameter>`-subelements in the `build.xml`. For each `<parameter>` a corresponding “set[parameter-name]”-method needs to be implemented, which either needs to have one `File` parameter, one boolean or one `String` parameter:

```
<parameter name="scriptFile" value="../scripts/obfuscate.script" />
```

For the using the above parameter, the obfuscator needs to implement either the public method `setScriptFile(File file)` or the public method `setScriptFile(String value)`. When a method with a `File`-parameter is used, relative file paths are resolved relative to the location of the `build.xml` file (or to be more precise relative to the `project.getBaseDir()` location). The file given as

a parameter in the set-method uses an absolute path in that case.

Creating and Using Custom Preprocessing Directives

You can easily use your own preprocessing directives by extending the `de.enough.polish.preprocess.CustomPreprocessor` class and by integrating your preprocessor with the `<preprocessor>`-element in the “build.xml” file.

Preparations

Create a new project in your IDE and set the classpath so that it includes the “enough-j2mepolish-build.jar”, which can be found in the “import” folder of the installation directory. Also include the “ant.jar” file from your Ant-installation into the classpath.

Creating the Preprocessor Class

Create a new class which extends `de.enough.polish.preprocess.CustomPreprocessor`.

Using the registerDirective()-Method

The easiest way to use custom directive is by registering them with the “registerDirective”-method:

```
/**
 * Adds a directive which is searched for in the preprocessed source codes.
 * Whenever the directive is found, the appropriate method
 * process[directive-name] is called.
 * When for example the preprocessing directive "//#hello" should be processed,
 * the subclass needs to implement the method
 * processHello( String line, StringList lines, String className ).
 * <pre>
 * registerDirective("hello");
 * // is the same like
 * registerDirective("//#hello");
 * </pre>
 *
 * @param directive the preprocessing directive which should be found.
 *         The directive needs to contain at least 2 characters (apart from
 *         the beginning "//#").
 *         The "//#" beginning is added when not specified.
 * @throws BuildException when the corresponding method could not be found.
 */
protected void registerDirective( String directive ) throws BuildException
```

When for example the directive “date” is registered, the public method `processDate(String line, de.enough.polish.util.StringList lines, String className)` needs to be implemented.

You can make use of following protected variables:

- `de.enough.polish.preprocess.Preprocessor` preprocessor: the main preprocessor
- `de.enough.polish.preprocess.BooleanEvaluator` booleanEvaluator : an evaluator for complex terms which can be used in the `#if`-directive.

If you need further configuration settings, you can add them with the `<parameter>` construct, which is discussed below.

In the processing method the line in which the preprocessing directive was found is usually

changed. When the line is changed, please make sure that the preprocessing-directive is removed from the changed line, so that the following preprocessing can continue without errors.

When there is an exception, abort the build by throwing a `org.apache.tools.ant.BuildException` explaining the details why the preprocessing was aborted.

This example should illustrate the usage of the `registerDirective()`-method:

```
package com.company.preprocess;

import org.apache.tools.ant.BuildException;
import de.enough.polish.preprocess.CustomPreprocessor;
import de.enough.polish.util.StringList;
import java.util.Date;

public class MyPreprocessor extends CustomPreprocessor {

    public MyPreprocessor() {
        super();
        registerDirective("date");
    }

    public void processDate( String line, StringList lines, String className ) {
        int directiveStart = line.indexOf( "//#date" );
        String argument = line.substring( directiveStart + "//#date".length() ).trim();
        int replacePos = argument.indexOf("${date}");
        if (replacePos == -1) {
            throw new BuildException(className + " at line "
                + (lines.getCurrentIndex() + 1)
                + ": Unable to process #date-directive: found no ${date} sequence in line ["
                + line + "." );
        }
        String result = argument.substring(0, replacePos )
            + ( new Date().toString() )
            + argument.substring( replacePos + "${date}".length() );
        lines.setCurrent(result);
    }
}
```

Using the processClass()-Method

For more complex situations, you can override the `processClass()`-method which allows you to process the whole java-file in one go:

```
/**
 * Processes the given class.
 *
 * @param lines the source code of the class
 * @param className the name of the class
 */
public void processClass( StringList lines, String className ) {
    while (lines.next()) {
        String line = lines.getCurrent();
        // now process the line...
    }
}
```

Integrating the Preprocessor into the build.xml

You can integrate your preprocessor with the usual `<preprocessor>`-element in the `build.xml` file (compare page 50).

`<preprocessor`

```
class="com.company.preprocess.MyPreprocessor"
classPath="../preprocessor-project/bin/classes"
>
<parameter name="scriptFile" value="../scripts/preprocess.script" />
</preprocessor >
```

The “class”-attribute needs to be set to the new class. The classPath-attribute can be used for pointing out the location of the preprocessor. This is only needed when the preprocessor is not on the Ant-classpath.

Configuring the Preprocessor with Parameters

The preprocessor can be configured using <parameter>-subelements in the build.xml. For each <parameter> a corresponding “set[parameter-name]”-method needs to be implemented, which either needs to have one File parameter, one boolean or one String parameter:

```
<parameter name="scriptFile" value="../scripts/obfuscate.script" />
```

For the using the above parameter, the preprocessor needs to implement either the public method `setScriptFile(File file)` or the public method `setScriptFile(String value)`. When a method with a File-parameter is used, relative file paths are resolved relative to the location of the build.xml file (or to be more precise relative to the `project.getBaseDir()` location). The file given as a parameter in the set-method uses an absolute path in that case.

Extending the J2ME Polish GUI

Using Custom Items

You can integrate custom items to J2ME Polish by extending the `javax.microedition.lcdui.CustomItem` class.

Initialisation

J2ME Polish calls the `getPrefContentWidth()`-method first with an open height (-1). Then the `getPrefContentHeight()`-method is called with the actual granted width. When the width had to be adjusted, the custom item will be notified again with the `setSize(width, height)`-method.

Please note that the `Display.getColor(int)` and `Font.getFont(int)` are only available on MIDP/2.0 devices. Such calls should be surrounded by `#ifdef`-directives:

```
//#ifdef polish.midp2
    Font font = Font.getFont( Font.FONT_STATIC_TEXT );
//#else
    //# Font font = Font.getDefaultFont();
//#endif
```

Interaction Modes

The J2ME Polish implementation supports the interaction modes `KEY_PRESS`, `TRAVERSE_HORIZONTAL` and `TRAVERSE_VERTICAL`.

Traversal

When the custom item gains the focus for the first time, the `traverse`-method will be called with the `CustomItem.NONE` direction. Subsequent calls will include the direction (either `Canvas.UP`,

DOWN, LEFT or RIGHT).

Using CSS for Designing the CustomItem

When the CSS-styles should be used for designing the CustomItem, please make sure that the project-classpath contains the “enough-j2mepolish-client.jar”, which can be found in the “import” folder of the J2ME Polish installation directory.

When the J2ME Polish GUI is used, the preprocessing-symbol “polish.usePolishGui” is defined. This can be used when the CustomItem should be used in the J2ME Polish GUI as well in a plain MIDP/2.0 based UI:

```
//#ifdef polish.usePolishGui
    import de.enough.polish.ui.*;
//#endif
```

There are several ways to integrate a CSS-style into the CustomItem:

1. Defining a static style before the super-constructor is called:

```
public MyItem( String label ) {
    //style myitem
    super( label );
}
```

2. Allowing the setting of the style in a second constructor:

```
//#ifdef polish.usePolishGui
    public MyItem( String label, Style style ) {
        super( label, style );
    }
//#endif
```

3. Specifying the name of the dynamic style:

```
//#ifdef polish.useDynamicStyles
    protected String createCssSelector() {
        return "myitem";
    }
//#endif
```

The second variant is the most flexible one and is encouraged, therefore. When the item MyItem is now used within the code, the appropriate style can be specified with the #style directive:

```
//style coolStyle
MyItem coolItem = new MyItem( label );
```

For reading the specific style settings, the method `setStyle(Style)` needs to be overridden:

```
//#ifdef polish.usePolishGui
    public void setStyle( Style style ) {
        super.setStyle( style );
        this.font = style.font;
        this.fontColor = style.fontColor;
        // now read specific attributes:
        //ifdef polish.css.myitem-color
            Integer colorInt = style.getIntProperty( "myitem-color" );
            if (colorInt != null) {
                this.color = colorInt.intValue();
            } else {
                this.color = 0xFF0000;
            }
        //endif
    }
//endif
```

```

    }
    // #else
    this.color = 0xFF0000;
    // #endif
}
// #endif

```

The `setStyle()`-method will be called before the preferred content width and height is requested, when the `CustomItem` has a style associated with it.

Please note that the variable needs to be called “style” or needs to end with “style”, so that J2ME Polish can process all styles correctly. This is required, since instead of String-based attribute-names numerical short-values will be used in the actual code. This approach significantly reduces the runtime-performance and minimizes the heap-usage.

There are 3 different ways to retrieve a property from a style:

- `style.getProperty(String name)` returns either a String representing that value or null when the property is not defined.
- `style.getIntProperty(String name)` returns either an Integer representing that value or null when the property is not defined. You can use this method only when you have registered the corresponding attribute in the file `custom-css-attributes.xml`. The attribute-type needs to be either “integer” or “color”.
- `style.getBooleanProperty(String name)` returns either a Boolean representing that value or null when the property is not defined. You can use this method only when you have registered the corresponding attribute in the file `custom-css-attributes.xml`. The attribute-type needs to be “boolean”.

Registering Custom CSS Attributes

You will find the `custom-css-attributes.xml` file in the installation directory of J2ME Polish. This file can be used to register CSS attributes which are used in your `CustomItems`.

The registration of these attributes is only required when either the `style.getIntProperty(String name)`- or the `style.getBooleanProperty(String name)`-method is used in the `setStyle(Style)`-method of the `CustomItem`. The registration is encouraged nevertheless, since future-versions of J2ME Polish might use this information for an embedded CSS editor.

Each attribute is represented by an `<attribute>`-element with following attributes:

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
name	Yes	The name of the attribute, e.g. “icon-image”.
description	No	A description of this attribute.
type	No	The type of the attribute. Either “string”, “integer”, “color”, “boolean” or “style”. Defaults to “string”. When the <code>getIntProperty()</code> -method is used, the type needs to be either “integer” or “color”. When the <code>getBooleanProperty()</code> -method is used, the type needs to be “boolean”.

<i>Attribute</i>	<i>Required</i>	<i>Explanation</i>
appliesTo	No	A comma-separated list of class-names for which this attribute can be applied.
default	No	The default-value of this item.
values	No	A comma-separated list of allowed values for this attribute.

The following example defines a simple attribute:

```
<attribute
    name="focused-style"
    type="style"
    appliesTo="Screen, Form, List, ChoiceGroup"
    description="The name of the style for the currently focused item."
    default="focused"
/>
```

Backgrounds and Borders

Background and border settings will be enforced by J2ME Polish, the CustomItem merely needs to paint its contents. It is advisable, therefore, that a background is only painted, when the J2ME Polish-GUI is not used:

```
//#ifndef polish.usePolishGui
    // draw default background:
    g.setColor( this.backgroundColor );
    g.fillRect( 0, 0, this.width, this.height );
//#endif
```

Adding a Custom Background

For adding a new background, please create a new project called “background-project” and make sure that the files “enough-j2mepolish-build.jar”, “enough-j2mepolish-client.jar” and the “midp2.jar” are on the classpath of the project. These files can be found in the “import” folder of the J2ME Polish installation directory.

Each background needs two implementation classes: one class for the client-side which is responsible for the actual painting and another one for the server-side which is responsible for creating the client-background-class and reading the parameters from the CSS definitions.

As an example we create and integrate an animated background, which paints a “pulsating” circle. Please note that this background is now directly available in J2ME Polish from version 1.0 onwards.

Creating the Client-Side Background-Class

For using a new background, just create a new class which extends the `de.enough.polish.ui.Background` class.

We are starting with a simple background, which paints a filled out circle. For the constructor we only need one parameter – the desired color of the circle:

```
//#condition polish.usePolishGui
```



```

package com.company.backgrounds;

import javax.microedition.lcdui.Graphics;
import de.enough.polish.ui.Background;

public class PulsatingCircleBackground extends Background {

    private final int color;

    public PulsatingCircleBackground( int color ) {
        super();
        this.color = color;
    }

    public void paint(int x, int y, int width, int height, Graphics g) {
        g.setColor( this.color );
        g.fillArc( x, y, width, height, 0, 360 );
    }

}

```

The paint method is used to render the background and needs to be implemented by all subclasses of Background. The #condition-directive at the top ensures that the PulsatingCircleBackground is included only when the GUI of J2ME Polish is actually used.

This background is useful, but a bit boring, so we add an animation to it: the background-diameter should grow and shrink constantly. For doing this we need to override the animate()-method, which is used to implement animations. When this method returns “true”, a repaint will be triggered resulting in a call of the paint()-method. With returning false the background indicates that no repaint is necessary.

```

public class PulsatingCircleBackground extends Background {

    private final int color;
    private final int maxDiameter;
    private final int minDiameter;
    private int currentDiameter;
    private boolean isGrowing = true;

    public PulsatingCircleBackground( int color, int minDiameter, int maxDiameter ) {
        super();
        this.color = color;
        this.minDiameter = minDiameter;
        this.maxDiameter = maxDiameter;
        this.currentDiameter = minDiameter;
    }

    public void paint(int x, int y, int width, int height, Graphics g) {
        g.setColor( this.color );
        int centerX = x + width / 2;
        int centerY = y + height / 2;
        int offset = this.currentDiameter / 2;
        x = centerX - offset;
        y = centerY - offset;
        g.fillArc( x, y, this.currentDiameter, this.currentDiameter, 0, 360 );
    }

    public boolean animate() {
        if (this.isGrowing) {
            this.currentDiameter++;
            if (this.currentDiameter == this.maxDiameter) {

```

```

        this.isGrowing = false;
    }
    } else {
        this.currentDiameter--;
        if (this.currentDiameter == this.minDiameter) {
            this.isGrowing = true;
        }
    }
    return true;
}
}

```

The implementation uses the field “currentDiameter”, which is either decreased or increased in each run of the animate()-method. The constructor now has two additional parameters: the minimum diameter and the maximum diameter for the circle.

Creating the Server-Side Background-Class

For converting CSS-style information into the appropriate background object, we need to implement a converter class which extends `de.enough.polish.preprocess.BackgroundConverter`.

This class reads the provided CSS information and creates the source-code for creating a new instance:

```

// #condition false

package com.company.backgrounds;

import java.util.HashMap;
import org.apache.tools.ant.BuildException;
import de.enough.polish.preprocess.BackgroundConverter;
import de.enough.polish.preprocess.Style;
import de.enough.polish.preprocess.StyleSheet;

public class PulsatingCircleBackgroundConverter extends BackgroundConverter {

    public PulsatingCircleBackgroundConverter() {
        super();
    }

    protected String createNewStatement(
        HashMap background,
        Style style,
        StyleSheet styleSheet )
    throws BuildException {
        String minDiameterStr = (String) background.get( "min-diameter" );
        if (minDiameterStr == null) {
            throw new BuildException("Invalid CSS: the pulsating-circle
background needs the attribute [min-diameter].");
        }
        String maxDiameterStr = (String) background.get( "max-diameter" );
        if (maxDiameterStr == null) {
            throw new BuildException("Invalid CSS: the pulsating-circle
background needs the attribute [max-diameter].");
        }
        // now check if these diameters have valid values:
        int minDiameter = parseInt("min-diameter", minDiameterStr);
        int maxDiameter = parseInt("max-diameter", maxDiameterStr);
        if (maxDiameter <= minDiameter ) {
            throw new BuildException("Invalid CSS: the [min-diameter] attribute
of the pulsating-circle background needs to be smaller than the [max-diameter].");
        }
    }
}

```

```

        if (minDiameter < 0 ) {
            throw new BuildException("Invalid CSS: the [min-diameter] attribute
of the pulsating-circle background needs to be greater or equals 0.");
        }
        // okay, the min- and max-diameter parameters are okay:
        return "new com.company.backgrounds.PulsatingCircleBackground( "
            + this.color + ", " + minDiameterStr + ", " + maxDiameterStr + ")";
    }
}

```

In the method “createNewStatement” we read the provided values from the HashMap. To parse these values we can the helper-method `parseInt(String attributeName, String attributeValue)`, `parseFloat(String attributeName, String attributeValue)`, `parseColor(String colorValue)` and `getUrl(String url)`.

In our example we want to use the attribute “color”, “min-diameter” and “max-diameter”. The color value is parsed by the super-class already and can be accessed with “`this.color`”. In case no color has been defined, the background color defaults to white. When a required value is missing or a value is set wrong, we throw a `BuildException` explaining the details of what went wrong. When everything is okay, we return a String in which a new instance of our background is created.

We included the #condition “false”, so that this file is never included in the J2ME application. This is useful when the same source folder is used for the client-background-class as well as the server-background-class.

Integrating the Custom Background

To use our background, we need to ensure that the classes can be found and to use it in the `polish.css` file:

At first we make sure, that the classpath includes our background-project. The easiest way is to do this in the definition of the J2ME Polish task within the `build.xml`:

```

<taskdef
    name="j2mepolish"
    classname="de.enough.polish.ant.PolishTask"
    classpath="import/enough-j2mepolish-build.jar:import/jdom.jar:
import/proguard.jar:../background-project/bin/classes"
/>

```

Secondly we need to inform J2ME Polish about the additional source-folder. We do this by specifying the “srcDir”-attribute of the `<build>`-element in the `build.xml`. Several directories can be specified by separating them with colons:

```

<j2mepolish>
    [...]
    <build
        symbols="ExampleSymbol, AnotherExample"
        imageLoadStrategy="background"
        fullscreen="menu"
        usePolishGui="true"
        srcDir="source/src:../background-project/source/src"
    >
    [...]
</build>
</j2mepolish>

```

Thirdly and lastly we need to use the new background in the “resources/polish.css” file of our application. As the type we need to define the SERVER-side converting class:

```
focused {
    padding: 5;
    background {
        type: com.company.backgrounds.PulsatingCircleBackgroundConverter;
        color: white;
        min-diameter: 20;
        max-diameter: 70;
    }
    font {
        style: bold;
        color: fontColor;
        size: small;
    }
    layout: expand | center;
}
```

Now we can build the application by calling Ant to check the result:



Adding a Custom Border

Adding a custom border requires the same steps as for creating a custom background. Instead of extending the Background class, we need to extend the de.enough.polish.ui.Border class. For the server-side the de.enough.polish.preprocess.BorderConverter needs to be extended.

Please note that borders currently do not support the animate()-method, so if you want to use animated borders, you need to implement them with a Background class.

For this example we create a project called “border-project” and add the files “enough-j2mepolish-build.jar”, “enough-j2mepolish-client.jar” and the “midp2.jar” to the classpath of the project. These files can be found in the “import” folder of the J2ME Polish installation directory. Please note that this border is now directly available in J2ME Polish from version 1.0 onwards.

Creating the Client-Side Border-Class

We create a border which should draw a round border around items. The color, width and stroke-style of the border should be customizable:

```
//#condition polish.usePolishGui

package com.company.borders;

import javax.microedition.lcdui.Graphics;
import de.enough.polish.ui.Border;
```

```

public class CircleBorder extends Border {

    private final int strokeStyle;
    private final int color;
    private final int borderWidth;

    public CircleBorder( int color, int width, int strokeStyle ) {
        super();
        this.color = color;
        this.borderWidth = width;
        this.strokeStyle = strokeStyle;
    }

    public void paint(int x, int y, int width, int height, Graphics g) {
        g.setColor( this.color );
        boolean setStrokeStyle = (this.strokeStyle != Graphics.SOLID );
        if (setStrokeStyle) {
            g.setStrokeStyle( this.strokeStyle );
        }
        g.drawArc( x, y, width, height, 0, 360 );
        if (this.borderWidth > 1) {
            int bw = this.borderWidth;
            while (bw > 0) {
                g.drawArc( x + bw, y + bw, width - 2*bw, height - 2*bw, 0, 360
);
                bw--;
            }
        }
        if (setStrokeStyle) {
            g.setStrokeStyle( Graphics.SOLID );
        }
    }
}

```

The `#condition`-directive ensures that this class is only used when the GUI of J2ME Polish is actually used. In the `paint()`-method the border is rendered to the screen. When a different stroke-style than `Graphics.SOLID` is used, we set that style and reset the style in the end of the `paint()`-method. This is a J2ME Polish specific convention, since the `Graphics.DOTTED` stroke style is hardly ever used.

Creating the Server-Side Border-Class

The server side border class reads the CSS-attributes from the `polish.css` file and creates the code for initializing a new border. The class needs to extend the `de.enough.polish.preprocess.BorderConverter` class:

```

//#condition false

package com.company.borders;

import java.util.HashMap;
import org.apache.tools.ant.BuildException;
import de.enough.polish.preprocess.BorderConverter;
import de.enough.polish.preprocess.Style;
import de.enough.polish.preprocess.StyleSheet;

public class CircleBorderConverter extends BorderConverter {

```

```

public CircleBorderConverter() {
    super();
}

protected String createNewStatement(
    HashMap border,
    Style style,
    StyleSheet styleSheet )
throws BuildException
{
    String strokeStyle = (String) border.get("stroke-style");
    String strokeStyleCode;
    if (strokeStyle != null) {
        if ("dotted".equals(strokeStyle)) {
            strokeStyleCode = "javax.microedition.lcdui.Graphics.DOTTED";
        } else {
            strokeStyleCode = "javax.microedition.lcdui.Graphics.SOLID";
        }
    } else {
        strokeStyleCode = "javax.microedition.lcdui.Graphics.SOLID";
    }
    return "new de.enough.polish.extensions.CircleBorder( "
        + this.color + ", " + this.width + ", " + strokeStyleCode + ")";
}
}

```

The BorderConverter already parses the color and width of the border. The color defaults to black and the width defaults to 1. So we only need to parse the desired stroke-style. Unless “dotted” is defined, we assume that the Graphics.SOLID stroke-style should be used.

There are some helper methods for parsing the CSS-attributes: `parseInt(String attributeName, String attributeValue)`, `parseFloat(String attributeName, String attributeValue)`, `parseColor(String colorValue)` and `getUrl(String url)`.

We included the `#condition “false”`, so that this file is never included in the J2ME application. This is useful when the same source folder is used for the client-background-class as well as the server-background-class.

Integrating the Custom Border

To use our background, we need to ensure that the classes can be found and to use it in the `polish.css` file:

At first we make sure, that the classpath includes our border-project. The easiest way is to do this in the definition of the J2ME Polish task within the `build.xml`:

```

<taskdef
    name="j2mepolish"
    classname="de.enough.polish.ant.PolishTask"
    classpath="import/enough-j2mepolish-build.jar:import/jdom.jar:
import/proguard.jar:../border-project/bin/classes"
/>

```

Secondly we need to inform J2ME Polish about the additional source-folder. We do this by specifying the “srcDir”-attribute of the `<build>`-element in the `build.xml`. Several directories can be specified by separating them with colons:

```

<j2mepolish>
    [...]

```

```
<build
  symbols="ExampleSymbol, AnotherExample"
  imageLoadStrategy="background"
  fullscreen="menu"
  usePolishGui="true"
  srcDir="source/src:../border-project/source/src"
>
  [...]
</build>
</j2mepolish>
```

Thirdly and lastly we need to use the new background in the “resources/polish.css” file of our application. As the type we need to define the SERVER-side converting class:

```
focused {
  padding: 5;
  background: none;
  border {
    type:
com.company.borders.CircleBackgroundConverter;
    width: 2;
    color: fontColor;
    stroke-style: dotted;
  }
  font {
    style: bold;
    color: fontColor;
    size: small;
  }
  layout: expand | center;
}
```



Now we can build the application by calling Ant to check the result:

Contributing Your Extensions

Please consider to contribute your extensions to the J2ME Polish project. In an open source world, everyone can participate from the work of others.

Do note, however, that J2ME Polish is used commercially as well. Please get in touch with j2mepolish@enough.de to discuss your contribution.

We need the code and a complete documentation of your extension. Preferably the extension is documented in English, but German is also accepted. It is recommended to use the JavaDoc-conventions within the code for the basic documentation. The J2ME Polish project adheres to the normal Java style conventions. For distinguishing local from instance variables, please use the “this” operator for accessing instance variables. This behavior can be enforced in Eclipse by setting the compiler-option “unqualified access to instance variables”.

Standalone Tools

J2ME Polish includes standalone tools for specialized tasks in the `${polish.home}/bin` folder.

The Binary Data Editor

Use the binary-editor for creating and modifying binary data like level data files. It can also generate the Java/J2ME code for loading that data for you.

Please load the specification-file “level.definition” and the data-file “level1.data” from the “bin”-folder for getting a working example setup like shown in the following figure.

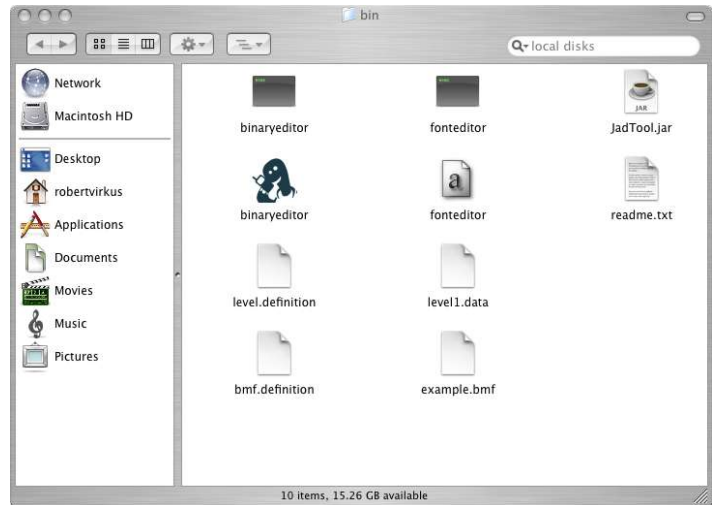


Fig. 6: The `${polish.home}/bin` folder on Mac OS X.

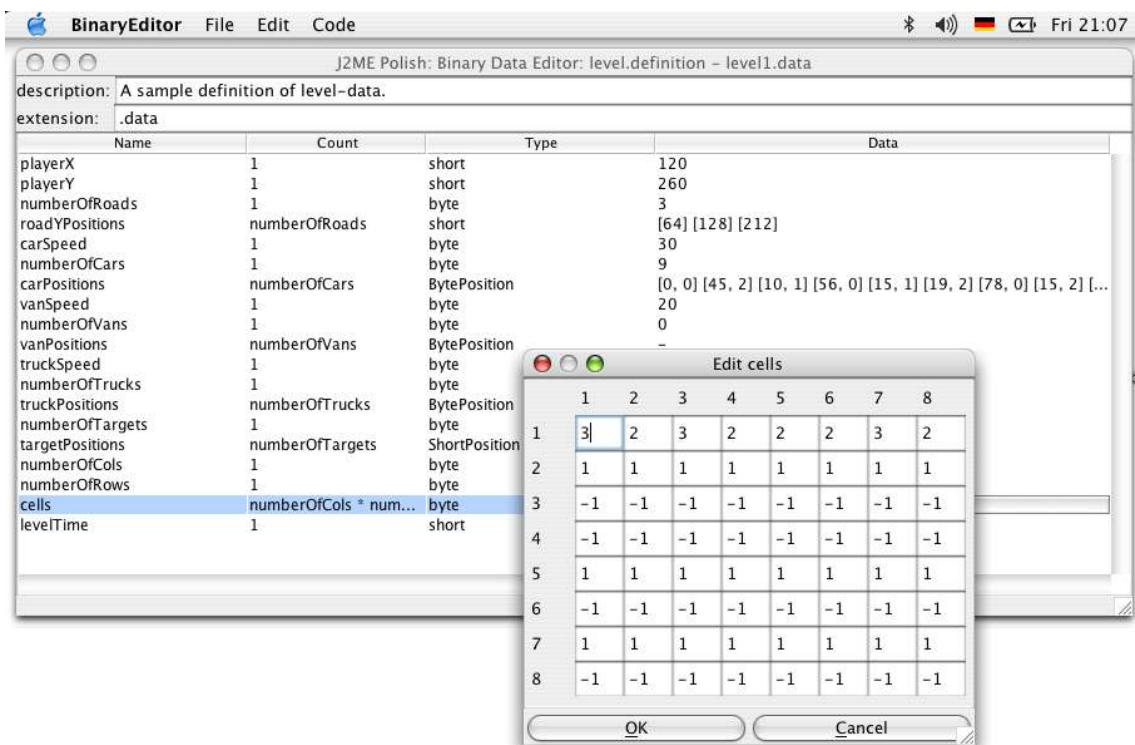


Fig. 7: The binary editor in action.

With the BinaryEditor you can easily adjust any kind of structured binary files like for example level data. The structure of the data is kept outside of the data-files themselves and has the extension “.definition”. You can load definition-files with the “Open Definition” command or dragging and dropping the file on either the start-script or the editor like shown in following figure.

In each definition you will have several entries which can have arbitrary names



like “playerX”, “playerY” and so on. You can also define the type of each data-entry. There are predefined types available, but you can also combine your own types out of the basic types using “Edit -> Add Custom Type”.

<i>Type</i>	<i>Values</i>	<i>Explanation</i>
byte	-128..+128	Standard Java byte value.
unsigned byte	0..255	Positive 8 bit value.
short	-32768..+32767	Standard Java short value (uses 2 bytes).
unsigned short	0.. $2^{31}-1$ (2147483647)	Positive 16 bit value.
int	$-2^{31}..2^{31}-1$	Standard Java int value (uses 4 bytes).
long	$-2^{63}..2^{63}-1$	Standard Java long value (uses 8 bytes).
boolean	true, false	One byte representing true (1) or false (0).
ASCII-String	Text	A string consisting of ASCII characters with a max-length of 255 characters. The ASCII-String uses length + 1 bytes in the data file.
UTF-String	Text	Standard Java String.
PNG-Image	Image	A PNG image. Such images should usually be the last entry in a definition file, unless you generate your own code for loading the images.

Each data entry also has a “count” value, which determines how often the entry is repeated. You can insert “static” numbers here, but you can also be a bit more flexible by using a calculation. In the calculation you can use any entry which is listed before the affected entry. So far you can only use simple terms using one operation on a number of entries. In this way you can for example define first a number of columns and a number of rows and then use “columns * rows” for calculating the number of cells of a table structure. Just click into the respective “count” field to start the editor for changing the count-value of the entry.

The BinaryEditor can also generate the J2ME code for loading data files with the current definition – just select “Code -> Generate Code”.

The Font Editor

The font editor is used to generate bitmap (*.bmf) fonts out of any True Type (*.ttf) fonts. Such bitmap fonts can be used by the J2ME Polish GUI with the `font-bitmap` CSS-attribute or directly with the `de.enough.polish.util.BitMapFont` utility class.

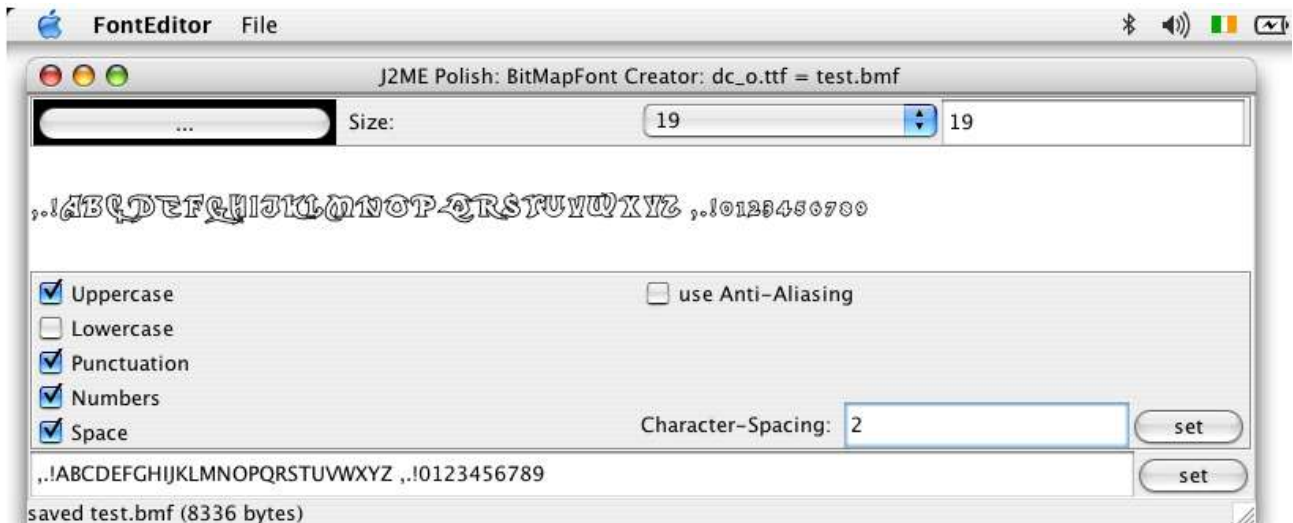


Fig. 8: The font editor in action.

Since the font-editor does not yet optimize the generated font-images, you might want to optimize the images outside of the editor: Just select “File -> Save PNG-Image As...” and edit the image in your favorite image editing program, e.g. The Gimp. You might also want to use PNG-image optimizer like PNG-Crush (<http://pmt.sourceforge.net/pngcrush/>) or PNG-Out (<http://advsys.net/ken/utils.htm#pngout>). When you're done, just reload the PNG-image by selecting “File -> Open PNG-Image”.

You can also fine-tune every aspect of the bitmap-font by opening it in the BinaryEditor: select “File -> Open in Binary Editor” to do so.

Cooking Tips and How-Tos

Building How-Tos

How to Use Several Source Folders

You can use several source folders by defining the “source”-attribute of the <build>-element in the “build.xml” file. Just separate the folders with colons or semicolons:

```
<build
    fullscreen="menu"
    usePolishGui="true"
    sourceDir="source/src:../extensions/source/src"
>
```

In the above example the “source/src” folder of the current project and the “source/src” folder of the “extensions” project are included. The notation is OS-independent by the way. So you can separate different source-paths with either a colon ':' or a semicolon ';' and you can separate folders with a slash '/' or a backslash '\\.

You can also use the nested <sources>-element for including source-directories based on conditions. In this example the directory “source/test” is only included when the Ant-property “test” is true:

```
<build
    fullscreen="menu"
    usePolishGui="true"
>
    <sources>
        <source dir="source/src" />
        <source dir="source/test" if="test" />
    </sources>
...

```

How to Integrate Third Party APIs

Sometimes a third party API is needed in a project. You have to distinguish between APIs which are available as source code, and APIs which are available in binary-only form. Another case are APIs which are already pre-installed on specific devices. Depending on the type of the API different actions are required for integrating the API. Please do not forget to add the library to the classpath of your project within your IDE. This is, however, out of the scope of this how-to.

How to Integrate a Source Code Third Party API

When a third party API is available in source code, you can integrate it by modifying the “sourceDir” attribute of the <build>-element in the “build.xml” file. Consider the case where your normal application code is placed in the “source/src” directory and the source code of the third party API in the “source/thirdparty” folder. You can now add the third party API by setting the “sourceDir” attribute to “source/src:source/thirdparty”:

```
<build
    imageLoadStrategy="background"
    fullscreen="menu"

```

```
usePolishGui="true"  
resDir="resources2"  
sourceDir="source/src:source/thirdparty"
```

>

The notation is OS-independent by the way. So you can separate different source-paths with either a colon ':' or a semicolon ';' and you can separate folders with a slash '/' or a backslash '\\.

How to Integrate a Binary Third Party API

When a third party API is only available in binary form, they can be integrated with the "binaryLibraries" attribute of the <build>-element in the "build.xml" file. This attribute can point to jar- or zip-files or to a directory containing third party libraries (either jar-files, zip-files or class-files). Several libraries can be separated by colons ':' or semicolons ';'. When the libraries are situated in the "import" folder, only the name of the libraries need to be given (instead of specifying the full path).

In the following example the binary library "tyneline" is integrated. The corresponding library file "tynelineg.zip" is situated in the "import" folder:

```
<build  
  imageLoadStrategy="background"  
  fullscreen="menu"  
  usePolishGui="true"  
  resDir="resources2"  
  binaryLibraries="tynelineg.zip"
```

>

In this example all libraries which are situated in the "thirdparty" folder are integrated:

```
<build  
  imageLoadStrategy="background"  
  fullscreen="menu"  
  usePolishGui="true"  
  resDir="resources2"  
  binaryLibraries="thirdparty"
```

>

The notation is OS-independent by the way. So you can separate different source-paths with either a colon ':' or a semicolon ';' and you can separate folders with a slash '/' or a backslash '\\.

How to Integrate a Device API

Many devices provide additional APIs, which are pre-installed on the devices. A popular example is Nokia's UI-API which provides additional graphic and sound functions. When a device supports a specific API, this is noted with the "JavaPackage" capability of that device in the "devices.xml" file (this file is visible only when you have chosen to install the "external device database" during the installation of J2ME Polish).

Assuming that you want to use API "phonebook", the corresponding library file "phonebook.jar" or "phonebook.zip" just needs to be copied into the "import" folder (in the J2ME Polish installation directory or in your project root directory). It will then be used automatically for the devices which support the "phonebook" API.

You can modify the "apis.xml" file (this is again only visible when you have chosen to install the

“external device database”) for specifying different library-names, paths or aliases. This is described in more detail on page 24.

How to Use Several Obfuscators Combined

You can combine several obfuscators just by adding several <obfuscator>-elements to your “build.xml” file. Please note that combining RetroGuard and ProGuard actually results in bigger classes than when ProGuard is used alone. Find more information about the <obfuscator>-element on page 41. Find more information about integrating other obfuscators on page 137.

How to Minimize the Memory Footprint

There are several possibilities for minimizing the memory-footprint of J2ME Polish:

polish.skipArgumentCheck and polish.debugVerbose

Define the preprocessing-symbol "polish.skipArgumentCheck", by setting the “symbols” attribute of the <build>-element in the “build.xml” file. When this symbol is defined, no method-arguments will be checked by the J2ME Polish GUI. This is usually fine when the application is stable. You should also skip the checking of arguments in the application by testing the "polish.skipArgumentCheck"-symbol in the application code:

```
public void doSomething( int index ) {  
    //ifndef polish.skipArgumentCheck  
    // check the argument only when the "polish.skipArgumentCheck" is not defined:  
    if (index < 0 || index > this.maxIndex ) {  
        //ifdef polish.debugVerbose  
            throw new IllegalArgumentException("Invalid index [" + index + "].");  
        //else  
            // throw new IllegalArgumentException();  
        //endif  
    }  
    //endif  
}
```

The above example also uses the "polish.debugVerbose" symbol for determining if a meaningful exception should be thrown. By giving verbose information only in cases when it is requested, some memory can be saved, too. You can set and unset the "polish.debugVerbose" symbol by modifying the “verbose” attribute of the <debug>-element. This is described in more detail on page 46.

Image Load Strategy

When you use the J2ME Polish GUI, select the "foreground" image loading strategy for removing the overhead of loading images in a background thread. The “imageLoadStrategy” attribute of the <build>-element can either be “foreground” or “background”, compare page 35.

Optimizing the "polish.css" File

When you use the J2ME Polish GUI, you should not use default-values in your “resources/polish.css” file. Forms and Lists do not use a table layout by default, for example. In that case you should not set the “columns”-attribute to “1”, since this is the default behavior anyhow. It is better not to use the “columns” attribute at all in this case. More information about special attributes can be found on page 107.

Another optimization is to define often used backgrounds, fonts and borders in the appropriate section of the “resources/polish.css” file. In that case you can just refer to the instances:

```
backgrounds {
    myBackground {
        type: round-rect;
        color: gray;
        arc: 15;
        border-color: black;
        border-width: 2;
    }
}
title {
    background: myBackground;
    /** skipping other attributes **/
}
focused {
    background: myBackground;
    /** skipping other attributes **/
}
```

This is described in more detail on page 98.

A third optimization is not to use dynamic styles. This requires the usage of the #style-directive in the application code. Find more information about static and dynamic styles on page 92. More information about the #style-directive can be found on page 75.

Find more information about the J2ME Polish GUI from page 89 onwards.

Using Optimal Resources

Use the resource assembling of J2ME Polish for using only those resources which are actually required by the application. For example it does not make sense to add MIDI-soundfiles for devices which do not support such files. Better put them into the “resources/midi” folder.

It is also not good to use high-color images for handsets which do not support such images. Better create optimized versions of such images. This saves memory and has the additional bonus that you do not need to depend on the dithering of the device, which often results into awkward graphics. So put 4096-colors images into the “resources/BitsPerImage.12” folder and 65k-colors images into the “resources/BitsPerImage.16+” folder.

The assembling of resources is described in more details on page 58. When you use the J2ME Polish GUI you can also use device-optimized designs. This is described on page 90.

Use Preprocessing

With preprocessing you can make amazing adjustments to specific devices without wasting memory and without losing the portability of an application.

Consider for example this “SplashScreen” solution, which shows a startup logo. This screen should be derived from Nokia's FullScreenCanvas when this class is available. In a classic solution you would need to test if Nokia's API is available and to load a Nokia-specific version of the SplashScreen class:

```
public class MyMidlet extends MIDlet {
    [...]
    public void showSplashScreen() {
```

```
        Displayable splashScreen;
        try {
            // check if this is a Nokia-device:
            splashScreen = Class.forName("MyNokiaSplashScreen").newInstance();
        } catch (Exception e) {
            // no Nokia API is available, load the classic splash screen:
            splashScreen = new MySplashScreen();
        }
        this.display.set( screen );
    }
}

public class MySplashScreen extends Canvas {
    public void paint( Graphics g ) {
        [...]
    }
}

public class MyNokiaSplashScreen extends com.nokia.mid.ui.FullCanvas {
    public void paint( Graphics g ) {
        [...]
    }
}
```

With the preprocessing capabilities and the integrated device database of J2ME Polish there is an easier and much more memory efficient solution available:

```
public class MySplashScreen
#ifdef polish.api.nokia-ui
    extends com.nokia.mid.ui.FullCanvas
#else
    //# extends Canvas
#endif
{
    public void paint( Graphics g ) {
        [...]
    }
}
```

Another example is the playback of sound. In a classical environment you would need to check the supported formats at runtime and then decide which one should be used. Using preprocessing and the device database this is much easier and no checks during the runtime are necessary:

```
public void playMusic() {
    Player player;
#ifdef polish.audio.mpeg
    player = Manager.createPlayer( Class.getResourceAsStream("title.mp3"),
"audio/mpeg" );
    player.start();
#elif polish.audio.amr
    player = Manager.createPlayer( Class.getResourceAsStream("title.amr"),
"audio/amr" );
    player.start();
#elif polish.audio.wav
    player = Manager.createPlayer( Class.getResourceAsStream("title.wav"),
"audio/wav" );
    player.start();
#elif polish.audio.midi
    player = Manager.createPlayer( Class.getResourceAsStream("title.midi"),
"audio/midi" );
    player.start();
#else

```

```
        // # return;  
    // #endif  
}
```

With the help of preprocessing you can shift the runtime checks to the compile phase.

Remove Debug Code

When the application should be shipped any debug code should be removed from the project. The easiest way is to use the `#debug` and `#mdebug` preprocessing directives. The debugging can then be controlled with the `<debug>`-element in the “build.xml” file. This is described in more detail in the introduction to J2ME Polish on page 14.

General Optimization Tips

Some other useful tips for minimizing the memory footprint of an application are also available:

Do not use pure Object Orientated Programming. OOP is great, but it has some drawbacks, notably the runtime and memory implications. Try to minimize the usage of classes and interfaces. Try to use preprocessing whenever it makes sense. Check if you really need methods for accessing variables. Sometimes it is better to declare them protected or even public and to access them directly.

If you have text which is displayed only seldom, consider to move them into a properties file.

How to Sign MIDlets with J2ME Polish

Signing MIDlets can be automated using the `<java>`-subelement of the `<build>`-element.

Keys can be generated using the Java-keytool, e.g.:

```
> keytool -genkey -alias SignMIDlet -keystore midlets.ks -keyalg RSA
```

For testing purposes no certificate needs to be purchased and imported. Such MIDlets cannot be installed on real devices, however.

When an appropriate certificate was purchased and imported into the keystore named “midlets.ks” with the key “SignMIDlet”, the following two `<java>`-elements need to be added to the `<build>`-element:

```
<java jar="${wtk.home}/bin/JadTool.jar"  
    fork="true"  
    failonerror="true"  
    if="polish.midp2"  
    unless="test"  
    message="Adding signature for device ${polish.identifier}"  
    >  
    <arg line="-addjarsig"/>  
    <arg line="-keypass ${password}"/>  
    <arg line="-alias SignMIDlet"/>  
    <arg line="-keystore midlets.ks"/>  
    <arg line="-inputjad dist/${polish.jadName}"/>  
    <arg line="-outputjad dist/${polish.jadName}"/>  
    <arg line="-jarfile dist/${polish.jarName}"/>  
</java>  
<java jar="${wtk.home}/bin/JadTool.jar"  
    fork="true"
```



```
failonerror="true"
if="polish.midp2"
unless="test"
message="Adding certificate for device ${polish.identifier}"
>
<arg line="-addcert"/>
<arg line="-alias SignMIDlet"/>
<arg line="-keystore midlets.ks"/>
<arg line="-inputjad dist/${polish.jadName}"/>
<arg line="-outputjad dist/${polish.jadName}"/>
</java>
```

In the above example the signing is skipped when the test-mode is active or when the current device does not support the MIDP/2.0 standard. It is assumed that the “midlets.ks” keystore is situated in the same directory as the “build.xml” file.

Please note that the password needs to be specified as a property. This can be done within the “build.xml” file or alternatively (for the more security conscious folks) on the command-line with the `-Dpassword=[value]` option:

```
> ant -Dpassword=secret
```

In Mac OS X Wireless Toolkit the “JadTool.jar” is not available. It can be installed together with J2ME Polish. In that case the path to the JadTool needs to be changed to “\${polish.home}/bin/JadTool.jar” in the above example.

GUI How-Tos

How to Use Tables

A table can be used for any any Form, List or ChoiceGroup. The table is activated by setting the “columns” attribute and optionally the “columns-width” attribute in the “resources/polish.css” file:

```
form {
    padding: 5;
    background-color: yellow;
    columns: 2;
    columns-width: 40, 100;
}
```

In the above example the dynamic style “form” is used for designing all Form screens. Form elements will be added from left to right and from top to bottom of the table. The left column will be 40 pixels wide, whereas the right column will use 100 pixels.

Find more information in the chapter “Specific Design Attributes” on page 107.

How to Apply the J2ME Polish GUI for Existing Applications

If an existing application should be “polished up” one should start with using dynamic styles (like “form”, “list”, “listitem”, “choicegroup” etc). Define these styles in the “resources/polish.css” file and play around a bit:

```
form {
    padding: 5;
    background-color: yellow;
```

```
columns: 2;
columns-width: 40, 100;
}
```

In the next step you should insert #style preprocessing directives within the application to allow a finer grained design and to save some memory and runtime overhead. You then need to use static styles in the “polish.css” file. Static styles can have almost any alphanumerical name and need to start with a dot:

```
.mainScreen {
padding: 5;
background-color: yellow;
columns: 2;
columns-width: 40, 100;
}
```

In the last step you should refine your designs by adjusting them for different handsets. If you want to make adjustments for the Sony-Ericsson P900 for example, you need to create the file “resources/Sony-Ericsson/P900/polish.css”. In this file you can change any settings which you have done in the basic “resources/polish.css” file. Remember that you only need to specify attributes which are different, this makes subsequent changes easier.

Find more information on designing for specific devices on page 90.

How to Apply Different Designs to One Application

You can alter the appearance of an application easily by using different resources like images, sound files and design-definitions. You can use one application source code for creating several different applications with this technique. The “dir”-attribute of the <resources>-element in the “build.xml” file defaults to the “resources” folder, but you can change this to any other folder. Alternatively you can also set the “resDir”-attribute of the <build>-element, when no <resources>-element is used.

Best practice is to create one Ant-<target> for each end-application in the “build.xml” file. In each target the <j2mepolish>-task is copied and changes are made to the “dir”-attribute of the <resources>-element and to the “workDir”-attributes of the <build>-element:

```
<target name="girlgame" >
  <j2mepolish>
    <info
      jarName="${polish.vendor}-${polish.name}-girl.jar"
    [...] />
    <deviceRequirements > [...]
    <build
      resDir="resources/girl"
      workDir="build/girl"
      [...]
    >
      <resources
        dir="resources/girl"
      />
    [...]
  </build>
</j2mepolish>
</target>
<target name="boygame" >
```

```
<j2mepolish>
  <info
    jarName="${polish.vendor}-${polish.name}-boy.jar"
    [...] />
  <deviceRequirements > [...]
  <build
    workDir="build/boy"
    [...]
  >
    <resources
      dir="resources/boy"
    />
  [...]
  <variable name="player-width" value="12" >
  <variable name="player-height" value="12" >
  </build>
</j2mepolish>
</target>
```

You can even define or alter <variables> to make further adjustments with the help of preprocessing. You could define sprite-dimensions for example each or some of the <j2mepolish>-tasks:

```
<variable name="player-width" value="12" >
<variable name="player-height" value="12" >
```

These variables then can be used within the application with the use of preprocessing:

```
//#ifdef player-width:defined
    //#= int width = ${player-width};
//#else
    int width = 10;
//#endif
//#ifdef player-height:defined
    //#= int height = ${player-height};
//#else
    int height = 10;
//#endif
Sprite player = new Sprite( playerImage, width, height );
```

Find more information on the <build> element on page 34. For more information about preprocessing, please refer to page 67.

How to Change the Labels of Standard-Commands and Menu-Labels

The labels of the standard menu-commands can be changed by setting variables either in the build.xml file or within the localization-messages.txt file.

This example changes the “Cancel” command to “Abbruch” (German for cancel):

```
<variables>
  <variable name="polish.command.cancel" value="Abbruch"/>
</variables>
```

Please refer to the localization information on page 66 for more information.

How to Enable or Disable the Usage of the GUI for a Specific Device

J2ME Polish's GUI is deactivated by default for some older devices like the first version of Nokia Series 40 models.

You can override this behavior by setting the “supportsPolishGui”-attribute of the device in question in the “devices.xml” file, which is located in installation folder of J2ME Polish. When the file is missing, re-run the installation and choose to install the “external device database” as well.

Open `devices.xml` and search the device in question. Now set the “supportsPolishGui”-attribute: It needs to be true, when the device should support J2ME Polish's GUI.

```
<device
    supportsPolishGui="false" >
    <identifier>Nokia/Series40</identifier>
    <!-- and so on -->
</device>
```

You can also override the settings in the device-database by setting the “usePolishGui”-attribute of the `<build>`-element in the `build.xml` file to “always”. In that case the GUI will be used for all devices, regardless of the settings in the device database.

Trouble Shooting

Using Subfolders for Resources

Subfolders for resources are not supported for two simple reasons:

1. They are unnecessary and waste space in the application JAR.
2. The automatic resource assembling of J2ME Polish is based on using subfolders.

Find more information about the assembling of resources on page 58.

Compile Error

If you have a compile error within the J2ME Polish package or a compile error which seems to be erroneous, please try a clean build: remove the “build” folder or call the “ant clean” before building again.

Preverify Error

If you have a preverify error, please try a clean build: remove the “build” folder or call the “ant clean” before building again.

Appendix

Introduction to Ant

“Apache Ant is a Java-based build tool. In theory, it is kind of like Make, but without Make's wrinkles.”

J2ME Polish uses Ant as its foundation for the build-process, therefore it is useful to get to know Ant a little bit to make the most out of J2ME Polish.

The file “build.xml” is an XML based document which controls and configures Ant. The basic syntax consists of the the <project>-root-element and several <target>-elements. Each <target>-element is normally used to accomplish one or several specific tasks:

```
<project name="enough-polish-example" >

    <target name="clean">
        <delete dir="build" />
        <delete dir="dist" />
    </target>

</project>
```

In the above example we have one target called “clean” defined which uses two <delete>-tasks for – who would have thought that – deleting two folders.

Assuming that Ant has been set up correctly (compare page 20) and that you are in the directory containing the “build.xml” file, you can call each of the defined targets by calling “ant [target-name]” on the command line. In the above example only one target is available, so you can only call “ant clean”.

Usually there are several targets defined in the “build.xml” file. In that case it is useful to define a default-target, which is executed whenever no target has been specified:

```
<project name="enough-polish-example"
    default="hello"
>

    <target name="hello">
        <echo message="Hello World!" />
    </target>

    <target name="clean">
        <delete dir="build" />
        <delete dir="dist" />
    </target>

</project>
```

Now the “hello” target will be executed, when just “ant” is called from the command line.

Another powerful feature of Ant are properties, which are like variables with the difference that they can only set once: after a property is set, it can not be changed anymore. This can be combined with dependencies of targets to create complex behavior:

Appendix

```
<project name="enough-polish-example"
    default="hello"
>
    <target name="deploy">
        <property name="deploy-url" value="http://www.company.com/download"/>
    </target>

    <target name="init">
        <property name="deploy-url" value="http://localhost"/>
    </target>

    <target name="hello" depends="init">
        <echo message="The deploy-url is ${deploy-url}" />
    </target>

    <target name="clean">
        <delete dir="build" />
        <delete dir="dist" />
    </target>

</project>
```

In the above example the property “deploy-url” is defined in two targets – either in “init” or in “deploy”. When we call “ant hello” or just “ant” the property will be “http://localhost”, because the “hello” target depends on the execution of the “init”-target:

```
> ant
Buildfile: build.xml

init:

hello:
    [echo] The deploy-url is http://localhost

BUILD SUCCESSFUL
Total time: 1 second
```

But when we call “ant deploy hello” the property will contain the value “http://www.company.com/download” instead, since the “deploy”-target will be called first, then the “init”-target (since the “hello”-target depends on the “init”-target) and last but not least the “hello”-target:

```
> ant deploy hello
Buildfile: build.xml

deploy:

init:

hello:
    [echo] The deploy-url is http://www.company.com/download

BUILD SUCCESSFUL
Total time: 1 second
```

How to Use Quotation-Marks in Attributes

Sometimes quotation-marks are needed within attribute-values. Such special characters needs to be

specified xml-encoded, a quotation-mark is encoded with “"”.

How to Specify Properties on the Command Line

You can specify Ant-properties on the command-line with the “-D[name]=[value]” option, e.g.

```
> ant -Dpassword=1234
```

Such properties can be use like any other properties within the “build.xml” script.

This closes the short introduction to Ant. We recommend either one of the many good books about Ant or to consult the official Ant manual at <http://ant.apache.org/manual/> for further information.

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