



# Plazmic Content Developer's Kit for BlackBerry

Version 4.2

## Release Notes and Known Issues

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## Functional changes

The following functionality has been changed in Plazmic Content Developer's Kit (CDK) for BlackBerry Version 4.2.

Product Component	Description
All	The Plazmic Content Developer's Kit for BlackBerry Version 4.2 requires that you have the BlackBerry Java Development Environment (JDE) Version 4.2 installed on your computer. If the installer does not detect the correct version of the JDE, it will not install the CDK.
Theme Builder	Improvements have been made to the Theme Builder to enable you to customize more elements of the base theme. Some key improvements include: <ul style="list-style-type: none"> <li>the ability to customize more banner elements. With this release, you can now customize all text components of the banner. In addition, you can also create custom images for the battery and signal meters displayed in the banner. Theme Builder also now enables you to reposition all banner elements within the banner region.</li> <li>the ability to define an application hierarchy to organize elements on the Home screen.</li> <li>the availability of the Zen Dimension theme as a base theme that you can customize.</li> </ul>
SWF Converter	The SWF converter as a standalone command-line tool has been removed. To convert SWF files to PME format, you must now import them into Composer.
Media Engine Simulator	The Media Engine Simulator used to test .pme content has been removed from the CDK. The CDK now uses the BlackBerry Device Simulator to test both themes created using Theme Builder and .pme content created with Composer.
Theme Reader	Because the Theme Reader is now a standard component of the BlackBerry Device Software, it is no longer bundled with a theme upon export.
Composer	Composer has a number of new features since its previous release, including: <ul style="list-style-type: none"> <li>improvements in interactivity: <ul style="list-style-type: none"> <li>more event triggers are now available, including button events (onActivate, onFocusIn, onFocusOut) and relative triggers (triggers that are based on the time before or after the start or completion of another animation)</li> <li>a greater variety of actions can now be triggered, and with greater control over how the action behaves</li> <li>improvements have been made to the way event triggers and actions are defined</li> </ul> </li> <li>a Camera tool that lets you replicate the functionality of the ViewBox attribute in SVG</li> <li>the ability to add form elements to your content to collect information from users</li> <li>button objects, which allow you to create separate animations to use for the initial, in-focus, out-of-focus, and clicked states</li> <li>animation objects, which allow you greater control and flexibility in how and when animations are played</li> <li>additional Stroke and Transformation properties that can be set for objects</li> <li>integration with the BlackBerry Device Simulator. Composer content can be tested by launching the simulator from the Toolbox.</li> </ul>

## Known issues

This section lists known issues for Plazmic Content Developer's Kit (CDK) for BlackBerry Version 4.2.

Installer/Uninstaller issues	
<b>SDR 72584</b>	CDK-related file extensions are not always being correctly associated with CDK applications. <b>Impact:</b> Double-clicking a file in Windows Explorer does not open the file in the correct application. For example, if you double-click a .cp (Composer) file, it is not loaded in the Composer. <b>Workaround:</b> Open files from within the CDK application, or alternatively, right-click a CDK file, select Open With, and then choose the appropriate application.
Theme Builder issues	
<b>SDR 102424</b>	If you have multiple versions of Theme Builder installed (that is, multiple CDK installations), double-clicking a .thm file may not open the intended version of Theme Builder. The version that is launched will always be the most recently installed version of Theme Builder. <b>Impact:</b> If there are multiple CDK installations present on your machine, the most recent installation will be the version opened when .thm files are double-clicked. <b>Workaround:</b> None.

Theme Builder issues	
<b>SDR 115817</b>	<p>Theme Builder does not properly export a theme project to an export path in which there are any international characters.</p> <p><b>Impact:</b> If any folder in the export path contains international characters, Theme Builder cannot export the theme project.</p> <p><b>Workaround:</b> Ensure that the export path does not contain any international characters.</p>
<b>SDR 73143</b>	<p>Items in the catalog may appear as black boxes.</p> <p><b>Impact:</b> When running the Theme Builder on a 16-bit color display, catalog items will appear as black boxes.</p> <p><b>Workaround:</b> Use a 32-bit color display.</p>
<b>SDR 50935, SDR 51334</b>	<p>The Incoming Call background image may take an excessive length of time to load when a call is received for the first time after switching to a theme created using Theme Builder. It is no longer an issue after the first call.</p> <p><b>Impact:</b> There may be an excessive delay when receiving an incoming call.</p> <p><b>Workaround:</b> Call your device yourself immediately after applying a new theme on your device.</p>
<b>SDR 68735</b>	<p>The font styles you set for buttons are not applied for the Answer and Ignore buttons on the Incoming Call screen in the Theme Builder when creating a theme for the BlackBerry 8100 Series.</p> <p><b>Impact:</b> You cannot customize the font for the Answer and Ignore buttons when creating a theme for the BlackBerry 8100 Series devices. The Incoming Call screen uses its own font.</p> <p><b>Workaround:</b> None. This is by design. The 8100 does not adopt these font settings on this screen on the device and the Theme Builder replicates this behaviour.</p>
<b>SDR 67849</b>	<p>When exporting files, the Theme Builder takes all special characters in the filename (-, +, &amp;, etc.) and translates them as an underscore (_) when creating the cod file. Consequently, if two theme files have the same name differentiated only by the special characters used, then they will have identical names when exported to a cod file.</p> <p><b>Impact:</b> If you checked the Overwrite Existing Files check box in the Export dialog box, you will not be warned if Theme Builder overwrites a file that exports to the same name as another file in the same directory, even if the Windows file names for those two themes are unique.</p> <p><b>Workaround:</b> Name themes such that they are unique, beyond a difference in the special characters used.</p>
<b>SDR 62358</b>	<p>If you customize the font color used for dialog boxes, the Symbols dialog box does not pick up this change.</p> <p><b>Impact:</b> Not all the symbols in the Symbols dialog box will match the font that was set for dialog boxes.</p> <p><b>Workaround:</b> None.</p>
<b>SDR 53106</b>	<p>The date separator in the messages list does not adjust to fit the height of the text on the BlackBerry device.</p> <p><b>Impact:</b> Because the date separator is fixed to the row height in the messages list, very large text may be cut off, and small text may be poorly aligned.</p> <p><b>Workaround:</b> Minimize the size difference between the default date text font and the new date text font.</p>
<b>SDR 101844</b>	<p>The highlight font color for lists may not be applied to multi-selection items on the device as intended. Instead, text might be rendered in the default multi-selection font color (white).</p> <p><b>Impact:</b> If the multi-select underlay color is set to white, the text may not be legible.</p> <p><b>Workaround:</b> Do not set the multi-select underlay to white.</p>
<b>SDR 97941</b>	<p>Changing the Normal font color for lists may not change the font color of text in the messages list.</p> <p><b>Impact:</b> The text in the messages list might appear in a different color than other lists.</p> <p><b>Workaround:</b> None.</p>
<b>SDR 101970</b>	<p>After customizing the List Separator in Theme Builder, lists on the device may no longer pick up changes made to the font by the user.</p> <p><b>Impact:</b> If a user goes to <b>Options &gt; Screen/Keyboard</b> and changes a font, this change might not be displayed in lists that have a separator.</p> <p><b>Workaround:</b> None.</p>
<b>SDR 71448</b>	<p>Dragging and dropping of resources does not work as expected when the CDK has been installed in a directory other than the default.</p> <p><b>Impact:</b> If you install the CDK in a directory other than the default, then try to a drag resource from the catalog, the resource will not be applied in the Inspector.</p> <p><b>Workaround:</b> Install the CDK in the default directory.</p>
<b>SDR 72351</b>	<p>Sample catalog items are not displayed in Theme Builder when the CDK is not installed in the default directory.</p> <p><b>Impact:</b> Theme Builder samples are not accessible from the Theme Builder catalog. Samples are still installed with the software however and can be accessed by browsing to their location on your hard drive.</p> <p><b>Workaround:</b> Install the CDK in the default directory.</p>

Composer issues	
<b>SDR 107103</b>	<p>Composer does not correctly indicate when transparency cannot be performed.</p> <p><b>Impact:</b> In Composer, transparency can be modified for most objects. However, when you apply a Web-Safe color to an object, transparency is no longer meaningful, since there is no alpha channel (the channel used to define transparency) for Web Safe colors. Composer does not disable the Alpha channel slider in the UI, which could mislead users into thinking transparency is still modifiable.</p> <p><b>Workaround:</b> None.</p>
<b>SDR 110641</b>	<p>In some cases, Composer incorrectly interpolates text animation.</p> <p><b>Impact:</b> If you animate multiple properties (for example, fill and position), and the changes in one property are minimal over the course of the animation (for example, changing the fill value from a red to a slightly darker red over 200 frames), Composer might incorrectly interpolate the tweening animation for the other property, resulting in a loss of smoothness.</p> <p><b>Workaround:</b> Avoid very subtle changes in a property value over a long period of time, or add additional key frames to other properties.</p>
<b>SDR 113562</b>	<p>Text area objects do not animate properly.</p> <p><b>Impact:</b> When attempting to animate text area objects, they do not behave as expected in the BlackBerry Device Simulator or on the device.</p> <p><b>Workaround:</b> None.</p>
<b>SDR 114858</b>	<p>When resizing an object with a large stroke width, the object does not appear as expected in the BlackBerry Device Simulator or on the BlackBerry device.</p> <p><b>Impact:</b> Because Composer does not scale the stroke width when objects are resized, but the rendering component on the BlackBerry device does, a resized object does not have the same stroke width on the Composer and BlackBerry Device. In most cases, where the stroke width is not unusually large, this difference is not normally noticeable. However, in those cases where the stroke width is very large, the difference in the results can be quite pronounced.</p> <p><b>Workaround:</b> None.</p>
<b>SDR 105392, SDR 113181</b>	<p>Buttons in PME content do not always follow the focus order specified in Composer when viewed in the BlackBerry Device Simulator or on a BlackBerry device. The BlackBerry Device Software is unable to correctly replicate the focus order for buttons when the order differs from the order in which the objects are rendered.</p> <p><b>Impact:</b> If you change the focus order of buttons, that order may not be respected by the BlackBerry Device Software.</p> <p><b>Workaround:</b> In Composer, create buttons in the order in which you want them to have focus, or reorder the buttons in the Objects panel of the Composer, instead of using the Focus Order item on the Interactivity menu to adjust the focus order.</p>
<b>SDR 101004</b>	<p>The PME Control panel that allows you to control the playback of PME content in the BlackBerry Device Simulator is not hidden as intended when the simulator is hidden.</p> <p><b>Impact:</b> When using BlackBerry Device Simulator Version 4.2.0, the PME Control Panel is visible when it should be hidden.</p> <p><b>Workaround:</b> None.</p>
<b>SDR 17146, SDR 19457, SDR 10645</b>	<p>Shortcut key commands might not work in some situations.</p> <p><b>Impact:</b> This problem impacts the following areas:</p> <ul style="list-style-type: none"> <li>• If you select an object in the Objects panel, the following key commands might not work: CTRL+an ARROW key, SHIFT+an ARROW key, and CTRL+SHIFT+an ARROW key.</li> <li>• The undo shortcut (CTRL+Z) does not work immediately after using menu commands like the Layer Merge commands.</li> <li>• Sometimes the animation shortcut keys do not work. When the mouse focus is over a button on the Animation panel, the following key commands do not work: ALT+PAGE UP, ALT+PAGE DOWN, CTRL+PAGE UP, and CTRL+PAGE DOWN.</li> </ul> <p><b>Workaround:</b> Use the mouse to reset the focus. Before typing the key command, click the area (for example, the canvas area or the animation timeline). Then, try to use the key commands.</p>
—	<p>When inserting and deleting frames or resizing the length of an animation, timeline interactivity items are not affected; they remain at their original frame numbers.</p> <p><b>Impact:</b> If you decrease the length of an animation, timeline interactivity items remain at the original frame numbers. If you remove frames, timeline interactivity items remain when the keys in the same frames were removed.</p> <p><b>Workaround:</b> Click the Timeline Action button. Complete one of the following steps:</p> <ul style="list-style-type: none"> <li>• In the At Frame field, change the frame number to a frame number that is part of the animation timeline.</li> <li>• Delete or change the timeline interactivity.</li> </ul>

**BlackBerry device issues affecting CDK**

<b>SDR 95946</b>	<p>If you customize the Normal background of a dialog box button in Theme Builder and set a image tile definition that defines top and bottom borders that are of a different width than the highlight button, Theme Reader may not correctly render the highlight button on the user's device.</p> <p><b>Impact:</b> The highlight button is erroneously being affected by the border definition of the Normal button.</p> <p><b>Workaround:</b> Keep the border thickness of the Normal and Highlight buttons within 2 pixels of each other.</p>
<b>SDR 96851</b>	<p>On the device, the incoming call text does not render on a transparent image.</p> <p><b>Impact:</b> On the device, the incoming call text does not render on a transparent image.</p> <p><b>Workaround:</b> Do not use images with transparency for the Incoming Call background.</p>
<b>SDR 96016, SDR 96053</b>	<p>If you create dialog boxes and menus using pattern tiles in which the tiled background portion of the image contains transparency, those controls may not render as expected on the device.</p> <p><b>Impact:</b> On the device, dialog boxes and menus with backgrounds that have transparency may render incorrectly.</p> <p><b>Workaround:</b> Avoid creating tile definitions for dialog box and menu controls using pattern tiles in which the background portion of the tile has transparency.</p>

**BlackBerry Device Simulator issues affecting CDK**

<b>SDR 113343</b>	<p>The BlackBerry Device Simulator is unable to compile and display SVG files with international characters in the file name.</p> <p><b>Impact:</b> The BlackBerry Device Simulator is unable to display the SVG file.</p> <p><b>Workaround:</b> Rename the file so that it no longer contains international characters.</p>
<b>SDR 103692</b>	<p>Dragging and dropping an SVG file onto an open BlackBerry Device Simulator does not always load the content in the simulator. If you have previously opened the BlackBerry Device Simulator to view SVG or PME content, then closed the simulator's browser and returned to the Home Screen, dragging and dropping content onto the simulator will not load the content as expected.</p> <p><b>Impact:</b> Dragging and dropping content onto the simulator does not always load the content.</p> <p><b>Workaround:</b> None.</p>

**SVG Transcoding Utility Issues**

<b>SDR 39022</b>	<p>The SVG Transcoding Utility may not follow the encoding processing instruction in the XML declaration as expected.</p> <p><b>Impact:</b> If you have specified a particular encoding in your SVG, the SVG Transcoding Utility may ignore the encoding attribute and output content in the default encoding (UTF-8).</p> <p><b>Workaround:</b> None.</p>
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**SVG Content issues**

–	<p>When creating links using the &lt;a&gt; element, if the element contains children with visibility attributes, the link might be disabled. For example, if a visible child of the &lt;a&gt; element contains the attribute <code>visibility="hidden"</code>, the link might be disabled.</p> <pre>&lt;a xlink:href="SCDS024-backSVG.svg" visibility="visible"&gt;   &lt;text stroke="red" fill="red" font-size="30" x="10" y="60" visibility="hidden"&gt;     SVG   &lt;/text&gt; &lt;/a&gt;</pre> <p>In the previous example, the SVG renders as follows:</p> <ul style="list-style-type: none"> <li>• visibility of the a element is ignored because the children specify their own visibility</li> <li>• visibility of the &lt;text&gt; element is retained (hidden)</li> <li>• link is disabled</li> </ul> <p><b>Impact:</b> Links with invisible children might not work as intended.</p> <p><b>Workaround:</b> Create a visual and visible child for the &lt;a&gt; element.</p>
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