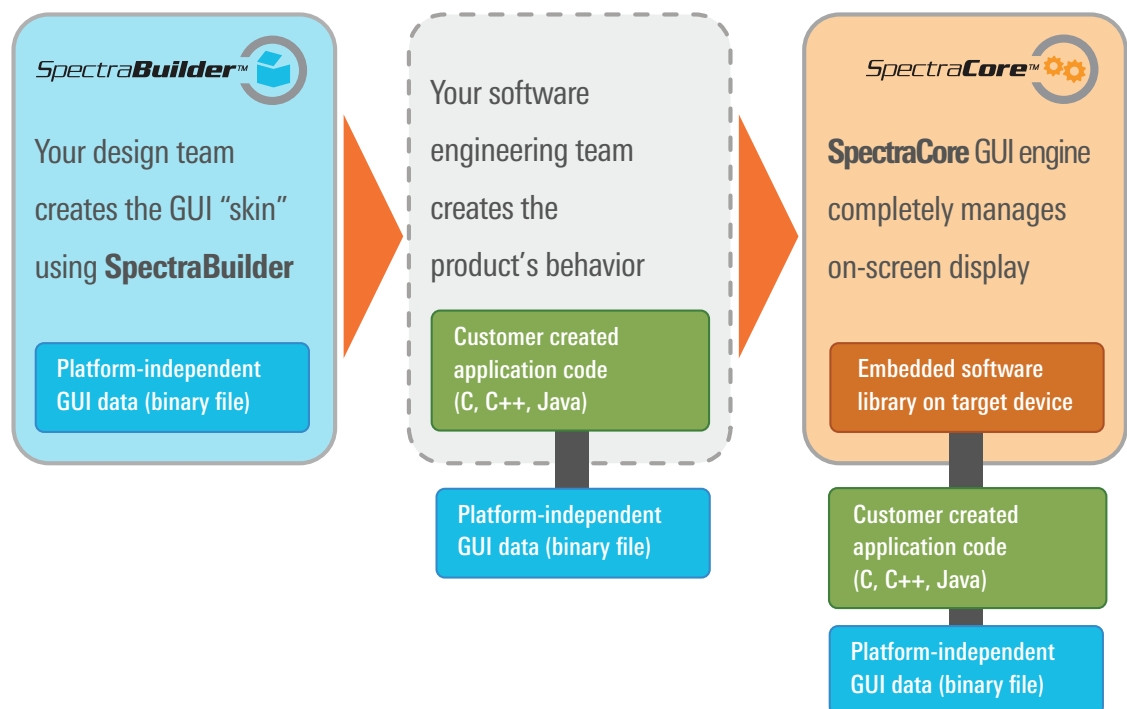


SpectraBuilder™

Monotype Imaging's **SpectraBuilder™** professional GUI design tool simplifies the process of carrying brands across product lines, allowing graphic designers to create platform-independent UIs.

- Windows®-based design tool for the creation of platform independent GUI "skins"
- Enables user interface brands and personalities to be made quickly and independently of code
- Easy prototyping between the designer and engineer on the PC platform for faster GUI validation at focus testing
- Simple and easy re-skinning of the UI for multiple brands without impacting product stability
- Industry's most robust textual solution – special effects, highest quality, widest language support
- Lightweight 2.5D for fast and efficient 3D-style effects (e.g. overflow). Dynamic alpha blending, widget scaling, and pseudo-perspective transformation
- Rich text widgets for enhanced content provides glyph-level text formatting control within individual widgets (e.g. bold, italic, underline, outline color, drop shadow, etc.)
- Design once for various CPU, OS and hardware combinations
- Interactive preview mode for faster development and easier validation
- SpectraWorks visual effects library – pre-built professional UI paradigms and transition effects
- Quick and easy localization for international expansion

Unlike alternative tools that produce inefficient script (JavaScript,™ HTML, ActionScript) or generate difficult to maintain C or C++ code, SpectraBuilder produces a fully platform-independent binary output file that contains all the necessary fonts, compressed graphics, strings, widget attributes, UI hierarchy and base navigation. The pure binary format is accessible from your application at run-time through simple C programming APIs using our SpectraCore UI engine.

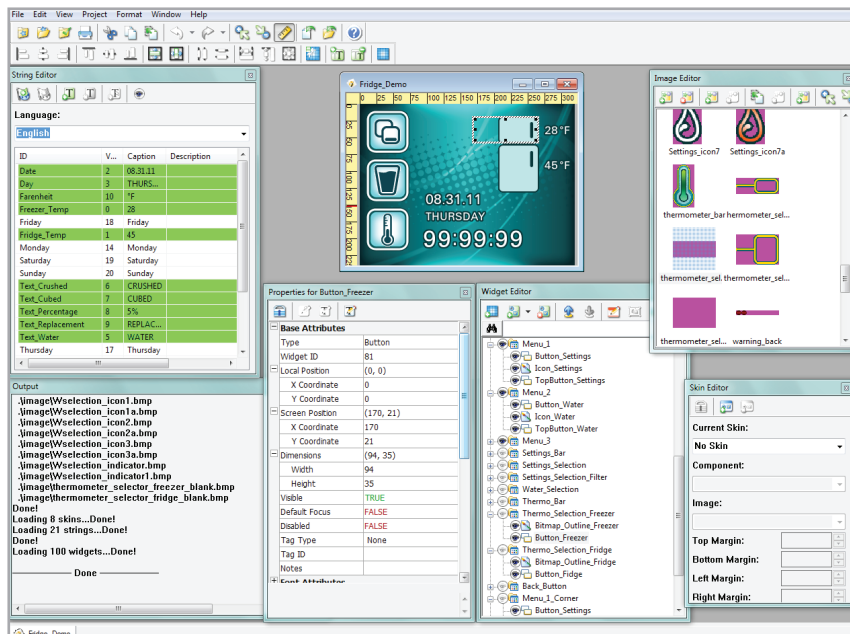


Skin Editor

Graphical styles (called “skins”) can be created for many widget types, giving the designer the power to create unique, interactive elements and still reap the benefits of a single graphic to control all widgets within a type. Saving considerable device memory, skins are used to efficiently change device resolutions, GUI personalities or product models and brands.

Platform-Independent Binary GUI Format

The output of SpectraBuilder is a platform-independent binary file that is functional across multiple devices and operating systems. This binary format gives the designer powerful control over the GUI’s look, fonts and text content with many changes requiring no software modification, enabling in-the-field and run-time total GUI replacement. Behavioral changes may require code modifications which are easily prototyped and previewed on the PC or real hardware platform in a smooth and efficient workflow.



The SpectraBuilder interface

Custom Widgets

Defines a screen region where an external rendering engine or decoder can display its own data. This can be used for displaying a video, photo, GPS map, or any situation where the application needs to independently draw something to a specific region of the screen.

Built-in Widgets

Bitmap

- Graphic display, with multiple frame capability
- Transparency for overlapping and non-rectangular objects

Button

- Multi-state object (normal, focused, disabled, selected)
- Complete label text control (size, color, alignment)
- Optional icon display with or without text

Checkbox

- Multi-state object (normal, focused, disabled, selected)
- Graphical, customizable display of ON/OFF state

Combo box

- Drop-down list of items
- Complete text control (size, color, alignment)

Edit box

- Single line editable text field
- Complete text control (size, color, alignment)

Gauge

- A graphical representation of a rotary dial gauge
- Background image for the gauge, dynamically drawn needle

Layout

- Container for other widgets, also can be filled or skinned
- Contents can be made translucent (alpha-blended)
- Contents can be scaled up or down
- Contents can be rotated using high-performance 2.5D

Static text

- Text display, including wrapped multi-line area
- Dynamically configurable size, color, face (bold, italic, outline)
- Dynamically configurable outline width and opacity
- Multiple special effects, such as “glow”

Gradient text

- All the abilities of the static text widget, combined with the ability to smoothly ramp color from the top to the bottom of the widget, or from left to right

Tree control

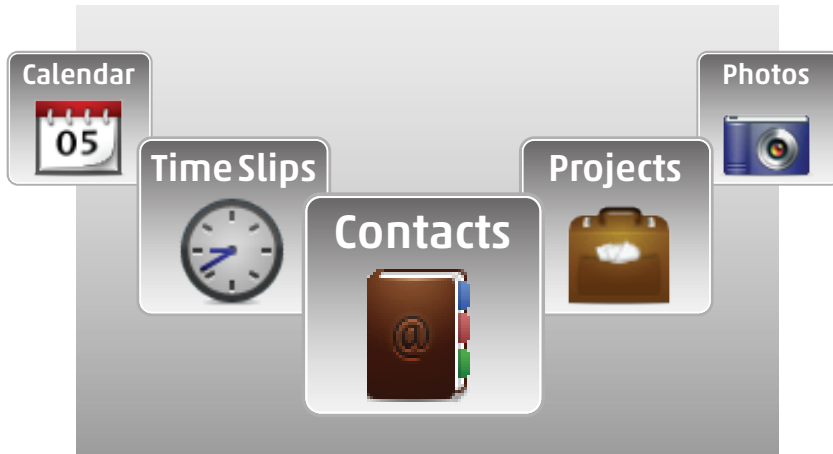
- Mixed icon/text display of file-system style hierarchy
- Dynamic hide/show of branches
- Manages focus during tree traversal

Rich interactive

- Progress bar
- Slider
- Light box
- Scroll bar
- Toggle

SpectraBuilder Preview

Design and preview in a single tool: The intuitive interface of the WYSIWYG (What You See Is What You Get) design methodology ensures the designer will have the tools needed to handle even the most challenging of UI concepts. Within the SpectraBuilder preview window the designer sees a simulation of platform color space and resolution. SpectraBuilder uses the same drawing engine that's used on the device for pixel-matched drawing, and gives the designer a good rendition of how their design will look on the actual device



Examples of the carousel menu

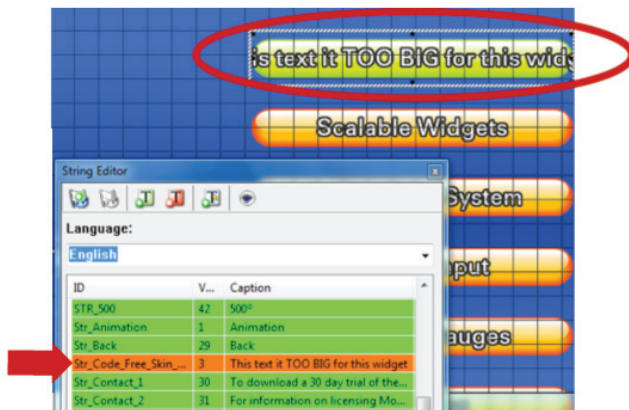
Project Starter

Enables engineering with an application structure code that allows them to focus on developing the device personality more quickly and efficiently.

- Generates "C" source code for widget references and event handlers
- Generates Visual Studio® 2005 project files
- Accelerates path from design to application development
- Enhances communication between designer and engineering (new widget attributes & notes)

Text Bounds Checker

- Detects strings that overrun the bounds of a widget and therefore would not be displayed properly
- Reduces errors and streamlines workflow



SpectraWorks Visual Effects Library

These advanced add-on modules include both design and source code that can be used to quickly and easily generate modern UI capabilities for your device's personality.

Advanced menus

- Album covers (flip through a series of graphical pages)
- Billboard menu (panels that turn to show contents on reverse)
- Card stack menu (sort through a stack of cards)
- Carousel menu (rotating disc with icons on the edges)
- Grid menu (icon grid)
- Wave menu (line of growing icons)

Transition effects

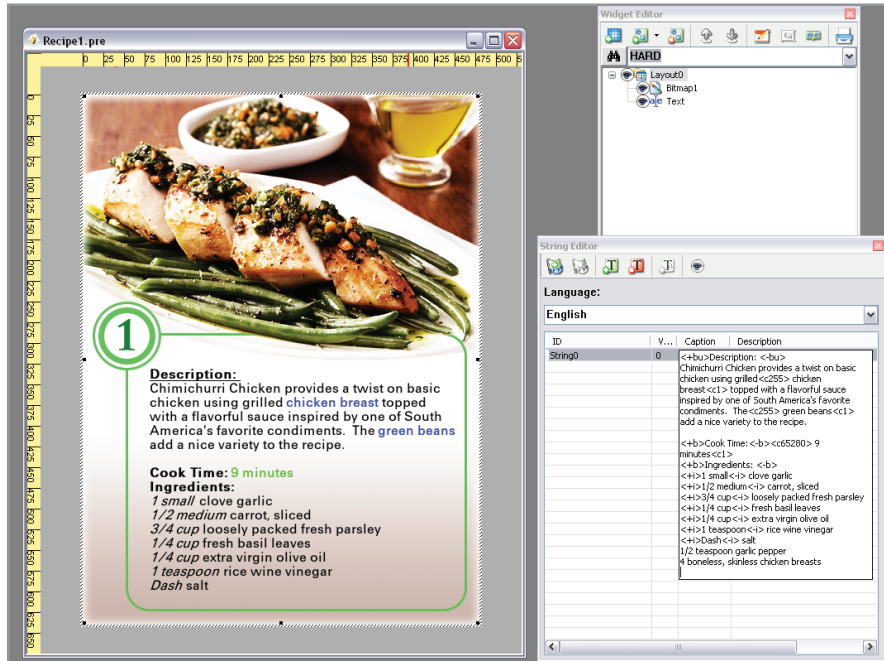
- Slide
- Turn (edge rotate)
- Spin (center rotate)
- Fade (dynamic alpha blend)
- Scale (grow and shrink)

Other useful components

- Scrolling Icon grid
- On-screen Keyboard

Rich Text Widgets

Widgets that display text can use the rich text tags for enhanced content. These tags provide glyph-level text formatting control within individual widgets (e.g. bold, italic, underline, outline color, drop shadow, etc.)



Rich text widgets make it easy to format content

Easy Language Localization

Language localization strings can be modified and previewed inline using SpectraBuilder or by editing them in any Microsoft® Excel® format compatible application, allowing edits to be easily managed and imported directly into your project. Integrated support for complex scripts, bi-directional text drawing, and complete language preview within the GUI makes internationalization easy compared to traditional methods.

Navigation Design Mode

Designers create and preview the widget-to-widget "focus navigation" on each screen of your UI through our navigation design mode, enabling faster changes and a reduced code size.

Minimum PC Operating Requirements

- Intel® Pentium® III or 4 processor
- Microsoft Windows XP
- 1GB of RAM (2GB recommended)
- Color monitor with 16-bit color or greater video card
- 800x600 or greater monitor resolution

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