

MOTO Q 11 Plug-In Software Skin Development Release Notes

System Requirements

In order to run the MOTO Q 11 Plug-In, the system must have the following software installed:

- Windows 2000 Professional (Service Pack 4) or Windows XP (Service Pack 2);
- Microsoft Visual Studio 2005 standard edition, or higher, with smart device development;
- Windows Mobile 6 Standard Refresh installed.

Installing Moto Q 11

Double click on Moto Q 11 executable file. The welcome screen should appear to the user (see Figure 1 below). Click on *Next* button.



Figure 1 – Moto Q 11 welcome screen.

The Moto Q 11 warning screen will be presented. After reading its content, click on *Next* button (see Figure 2 below).

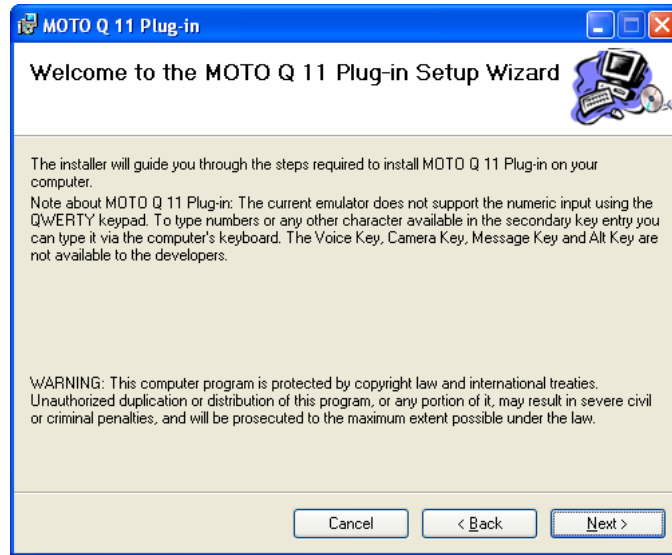


Figure 2 – Moto Q 11 warning screen.

Read the end user license agreement, select accept option and click on the *Next* button (see Figure 3 below).

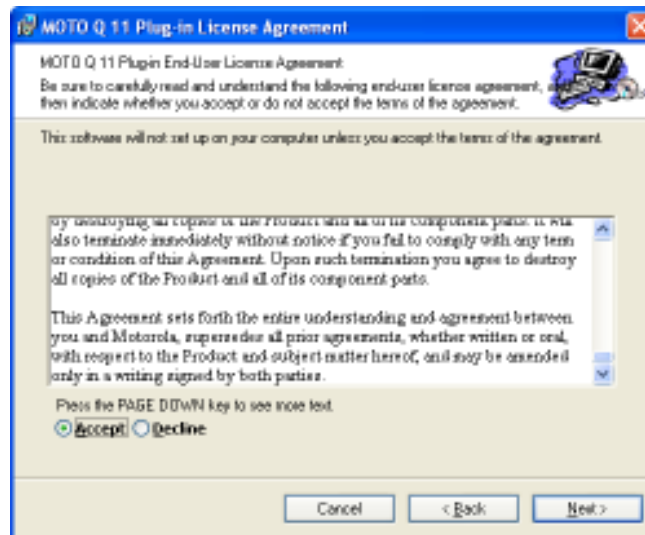


Figure 3 – Moto Q 11 end user license agreement.

Click on the *Next* button again to confirm the Moto Q 11 installation (see Figure 4 below).

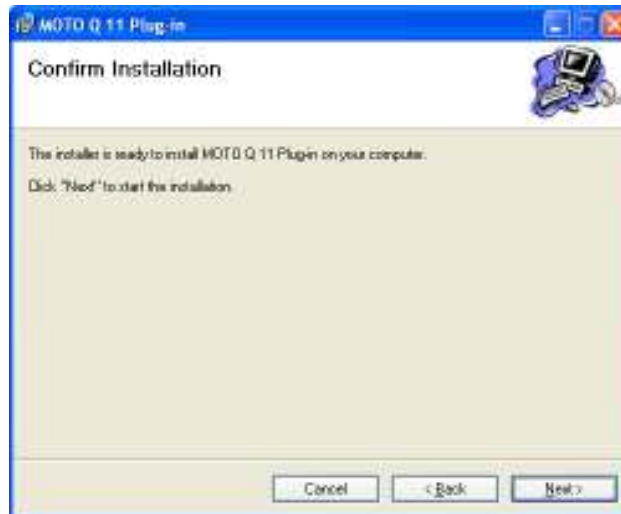


Figure 4 – Moto Q install screen.

The Moto Q 11 installation can take some time, wait until it ends. Click on **Close** button on the next window. The Moto Q 11 installation is complete.

Starting Moto Q 11 Skin

Start Device Emulator Manager on Microsoft Visual Studio. For Visual Studio 2005 go to option Tools -> Device Emulator Manager..

In the list that appears, Figure 5, right click on MOTO Q 11 and press connect.

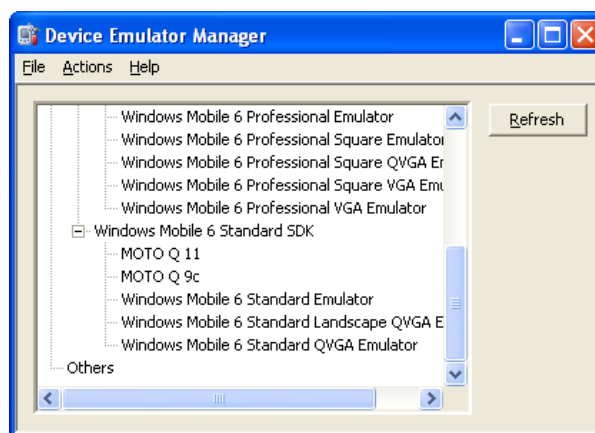


Figure 5 – Device Emulator Manager List

Known Limitations

- The current emulator does not support numeric input using the QWERTY keypad. To type numbers or any other character available in the secondary key entry, you can type it via the computer's keyboard. The Voice Key, Camera Key, Message Key and Alt Key are not available. The '+' button is not mapped either. To reproduce this character, press the '+' on your keyboard.

- The current emulator has an issue with characters in upper/lower case. Once a character is typed in upper case, all the next characters will be in upper case as well, no matter how many times the shift key is pressed. To get around this problem, use the computer's keyboard to reproduce the necessary character.