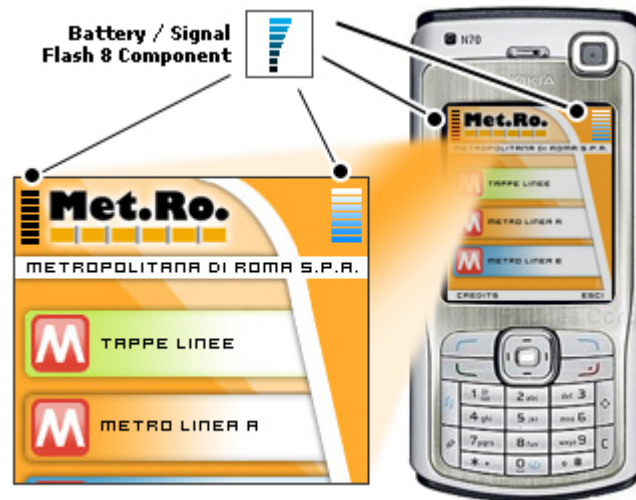


## FlashLite 2.0 Battery / Signal Level Component

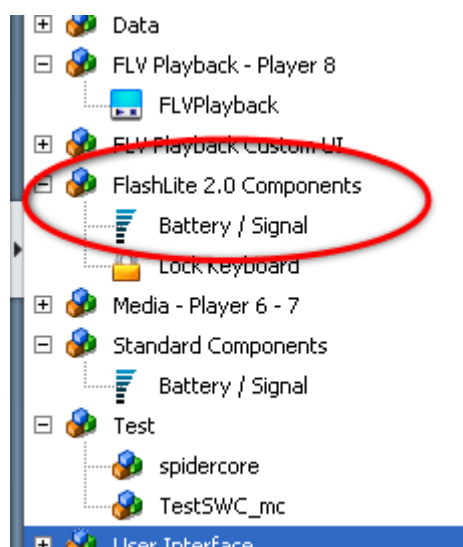
This component lets you display a battery or signal level icon on your Nokia S60



## INSTALLATION and USAGE

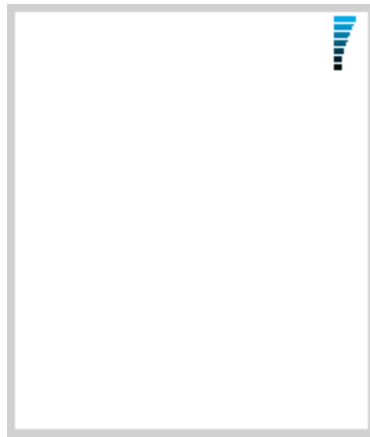
Complete the following steps in order to use the component:

1) Download the Extension (BatterySignal.mxp) and install it. It requires the last version of the *Macromedia Extension Manager*. Once you install it, the component will be available from the *Component Panel* (refresh the panel or restart Flash to find it in the list) in the *FlashLite 2.0 Components* folder.



2) Create a new FlashLite 2.0 document. Set **ActionScript 2.0** as *ActionScript Version* value.

3) Drag the component on the Stage, move it in the right position and set the parameters. You will see the default icon on the Stage.



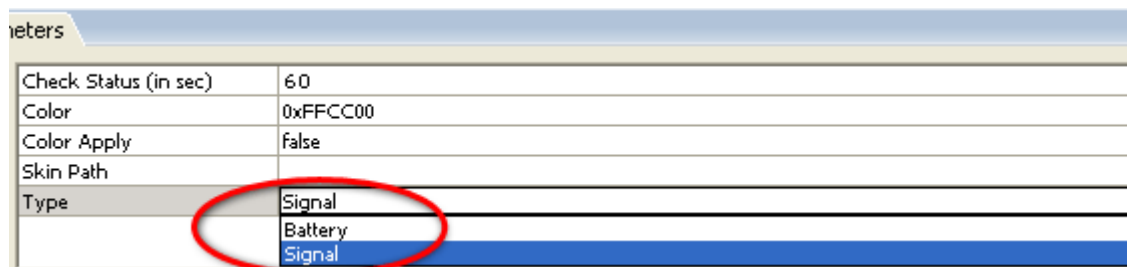
**NOTE:** the component works only on the device (Nokia S60 – FlashLite 2.0 enabled)

## PARAMETERS

To set the component parameters, select the component with the mouse, go in the *property panel* and select the *parameter* Tab.

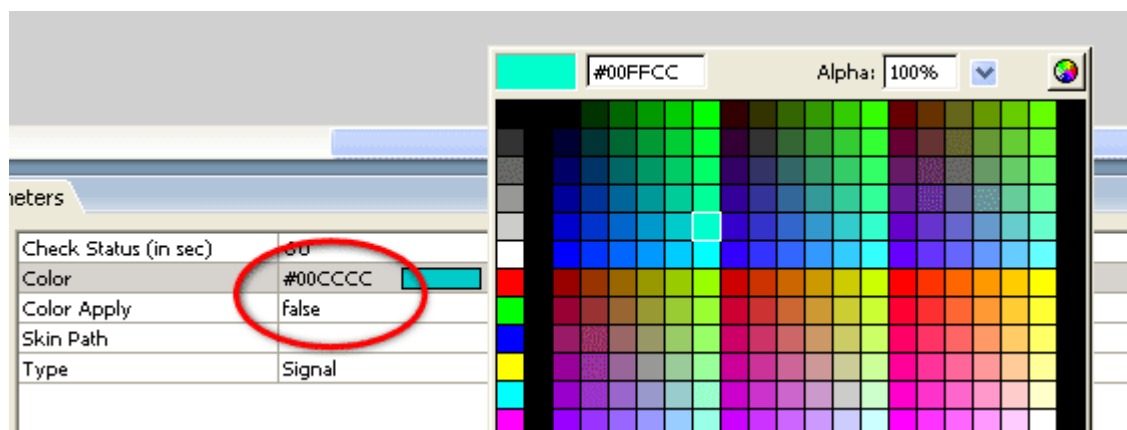
### @Type

The component has two main features: display the **Battery** or the **Signal** Level. Just set the *Type* you want to use.



### @Color

You can use the default color or set a new one from the *Color* option. To enable the new color, select *true* from the *Color Apply* menu.



Default icon samples:




Default component skin



Default component skin with color

### @Check Status

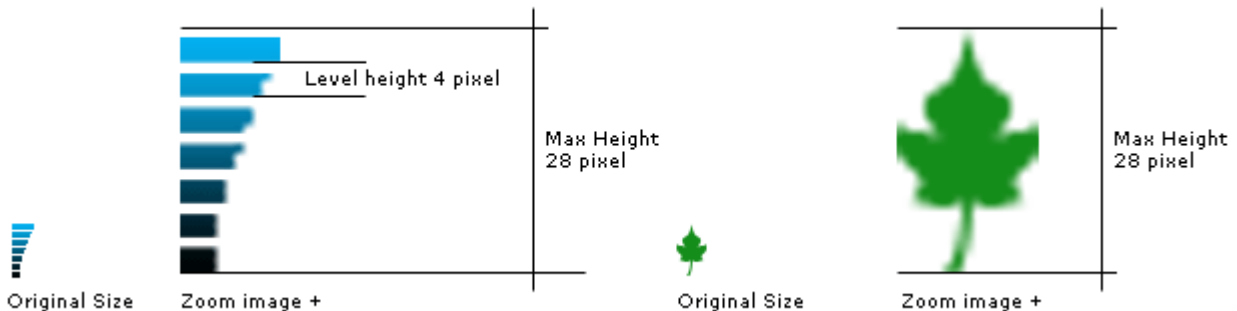
The component checks every 60 seconds (default value) if the signal or the battery level is changed. You can edit this value changing the *Check Status (in sec)* option:

Parameters	
Check Status (in sec)	60
Color	#00FFCC 
Color Apply	False
Skin Path	skins/skin4.swf
Type	Signal

### @Skins


If you don't like the default component icon you can create your own skin.

a) Create a new FlashLite 2.0 document 17x28 pixel and follow the scheme below to draw a new icon.



b) Create a sub-folder - /skins - and save a new document called *skin4.swf*.

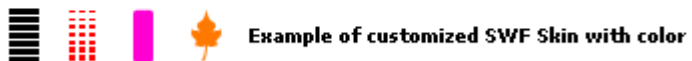
c) Set the new skin from the parameter menu, writing the path in the *Skin Path* option.

Parameters	
Check Status (in sec)	60
Color	#00FFCC 
Color Apply	False
Skin Path	skins/skin4.swf
Type	Signal

**Note 1:** if you would use again the default skin delete the path and leave blank.

**Note 2:** At the moment, the component works well only with 17x28 pixel images. In a next version of the component the size will be customizable

Some skin samples:



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