Portal:Java UI Articles

This portal contains Java ME articles with categories UI, Nokia UI API, LCDUI, and LWUIT. Note that more specific listings can be found in the subcategories. It does not include articles in Category:ESWT API (archived).

- Understanding LWUIT List . . BuildNokia
- How to create a magnifying lens application in Asha platform . . BuildNokia
- Creating an RSVP Reader for Asha devices . . arunkam
- Building a health app for the developing world . . shai.i
- Building a communication system for visually impaired users on the Asha software platform . . jappit
- TextWrapUtil to draw Multiple line text in Java ME . . arunkam
- Notification API and location service for localized heath training . . adarsha_saraff
- Using the PIM API to create Medication Reminders . . igordsm
- Creating applications for multiple Nokia Java ME platforms . . spiretos
- How to use SoftNotification API in Java ME . . pavan.pareta
- Handling multitouch in Java ME . . pavan.pareta
- Creating a Map Type Selector for the Maps API for Java ME . . ashraf fawzy
- Integrating Inneractive advertising in a LWUIT application . . jappit
- Creating LCDUI Custom Components: SearchBar . . Tomi_
- Creating Simple Animations with Java ME . . Tomi_

- Nokia notifications on the Asha software platform
- Porting from BlackBerry to Series 40
- Creating a Map Type Selector for the Maps API for Java ME
- Playing whacking game with Accelerometer Sensor
- Graphics scalability approaches for Series 40 Java ME apps
- Displaying Nokia Maps in a Form in Java ME
- Mapping points of interest using Java ME
- Prepare your application for Nokia E6
- Java ME UI Frameworks
- Understanding LWUIT List
- Getting started with the Gesture API & FrameAnimator API
- Using the PIM API to create Medication Reminders
- Getting Started with Nokia Asha SDK Templates
- Building a health app for the developing world
- Creating LCDUI Custom Components: SearchBar

- Understanding LWUIT List . . arunkam
- How to create a magnifying lens application in Asha platform . . jsivaguru
- Creating an RSVP Reader for Asha devices . . arunkam
- Building a communication system for visually impaired users on the Asha software platform . . jappit
- Building a health app for the developing world . . shai.i
- Notification API and location service for localized heath training . . adarsha_saraff
- Using the PIM API to create Medication Reminders . . igordsm
- Creating applications for multiple Nokia Java ME platforms . . spiretos
- Handling multitouch in Java ME . . jappit
- Integrating Inneractive advertising in a LWUIT application . . jappit
- Creating Simple Animations with Java ME . . Tomi_
- Creating LCDUI Custom Components: CategoryBar . . Tomi_
- Nokia notifications on the Asha software platform . . jappit
- Creating LCDUI Custom Components: SearchBar . . Tomi_
- Getting Started with Nokia Asha SDK Templates . . Tomi_

- Understanding LWUIT List . . BuildNokia
- How to create a magnifying lens application in Asha platform . . BuildNokia
- Creating an RSVP Reader for Asha devices . . arunkam

(C) Copyright Nokia 2014. All rights reserved.

- Building a health app for the developing world . . shai.i
- Building a communication system for visually impaired users on the Asha software platform . . jappit
- Using the PIM API to create Medication Reminders . . igordsm
- Creating applications for multiple Nokia Java ME platforms . . spiretos
- How to use SoftNotification API in Java ME . . pavan.pareta
- Handling multitouch in Java ME . . pavan.pareta
- Creating a Map Type Selector for the Maps API for Java ME . . ashraf fawzy
- Creating LCDUI Custom Components: SearchBar . . Tomi_
- Creating LCDUI Custom Components: CategoryBar . . Tomi_
- Nokia notifications on the Asha software platform . . jappit
- Getting Started with Nokia Asha SDK Templates . . Tomi_
- Mapping points of interest using Java ME . . jasfox

Articles

A

- A Java ME Canvas Qwerty Keyboard for Touch Devices
- A stopwatch in Java ME
- Adding a sliding effect to Images in Java ME
- Adding more than 22 CustomItems on Form cause S60 3rd Edition FP2 devices to hang (Known Issue)
- Alert based splashscreen in Java ME
- Arabic glyphs for spacing forms not properly displayed with LCDUI in Java ME

B

- Balsamiq stencils for Series 40 UI Design
- Building a Java ME Canvas based calendar/date picker
- Building a communication system for visually impaired users on the Asha software platform
- Building a health app for the developing world

C

- Canvas Loading Bar in Java ME
- Canvas Vs Game Canvas
- Canvas not fading correctly when onscreen keypad is on (Known Issue)
- Choice group in LCDUI
- Choice vector is missing from Series 40 6th Edition v0.9 SDK (Known Issue)
- Controlling Light settings in Java ME
- Controlling vibra settings in Java ME
- Create more flexible table in Java ME
- Creating CustomItem in Java ME
- Creating LCDUI Custom Components: CategoryBar

H cont.

- How to add an activity or progress indicator to an Alert
- How to build a Canvas based list in Java ME
- How to connect to Facebook using CodenameOne on Series 40
- How to create ChoiceGroup in LCDUI
- How to create a TextBox in LCDUI
- How to create a confirmation dialog in Java ME
- How to create a custom gauge as loading screen with Java ME
- How to create a java color picker app
- How to create a magnifying lens application in Asha platform
- How to create a quick Options Menu in Java ME
- How to create an LCDUI Splash Screen
- How to create an advanced menu in Java ME using the low-level graphical API
- How to detect Nokia special keys in Canvas mode
- How to disable the screen saver on Java ME
- How to display Ticker in Java ME
- How to display rotated text in Java ME
- How to enable Action Button 1 when using Lists on Series 40 Full Touch
- How to filter a list dynamically while typing with LCDUI - Part 1 (Multiple Selection)
- How to filter a list dynamically while typing with LCDUI - Part 2 (Single Selection)
- How to filter a list dynamically while typing with LCDUI - Part 3 (CustomItem

M

- MIDP's User Interface Hierarchy
- MIDP's User Interface Hierarchy: Alert
- MIDP's User Interface Hierarchy: Event Handling
- MIDP's User Interface Hierarchy: Form
- MIDP's User Interface Hierarchy: Item Components
- MIDP's User Interface Hierarchy: List
- MIDP's User Interface Hierarchy: TextBox
- MIDlet icon size
- MIDlet scaling in S60 5th Edition devices
- MIDlet volume control in Series 40 and S60 devices
- Mapping points of interest using Java ME
- Memory leak repeatedly adding elements with Image in List item, "refreshing List" (J2ME, S60)
- Minor inaccuracies with Form component behaviour when performing drag events in Nokia 5800 XpressMusic (Known Issue)
- Modifying phone number blocks further phone calls with platformRequest("tel:") (Known Issue)
- Multiple List in LCDUI

N

- Navigating between Screens using Java ME
- Nokia UI API
- Nokia UI API 1.1b
- Nokia notifications on the Asha software platform
- Notification API and location service for localized heath training

(C) Copyright Nokia 2014. All rights reserved.

- Creating LCDUI Custom Components: SearchBar
- Creating Simple Animations with Java ME
- Creating a Map Type Selector for the Maps API for Java ME
- Creating an Ad component in LWUIT
- Creating an RSVP Reader for Asha devices
- Creating applications for multiple Nokia Java ME platforms
- Creating effects in Java ME
- Custom Text Input in Java ME
- Customizing the look and feel of Command menu items using Java ME

D

- DateField in LCDUI
- Design Pattern for Java ME Canvas based applications
- Designing Series 40 apps with Nokia UI API and Canvas for Great User Experiences
- Developing Metro or Panorama UI for Series 40 full touch
- Disabling WLAN scan using Symbian C++
- Displaying Nokia Maps in a Form in Java ME
- Displaying date and time in Java ME
- Displaying the correct MIDlet version in an About dialog
- Drawing Collapsible Trees in Java ME

E

- Exclusive List in LCDUI
- Extending LWUIT components on Series 40
- Extending LWUIT layouts on Series 40

F

- Full screen Canvas Splash screen in Java ME

G

- Game API
- Game development for Series 40: Main menu implementation
- Gauge in LCDUI
- Gesture Recognizer for Java ME
- Getting Started with Nokia Asha SDK Templates
- Getting started with the Gesture API & FrameAnimator API
- Graphics scalability approaches for Series 40 Java ME apps

J

- How to get KeyCode , Screen Size & Device platform in Java ME ?
- How to get the screensize of a mobile in Java ME
- How to implement touch image scrolling in Java ME
- How to make Menu on Canvas
- How to make video splashscreen in Java ME
- How to perform clipboard operations on textbox in Java ME
- How to receive input from the double tap sensor in the context of a game with Java ME
- How to set alarm in Java ME
- How to show Table layout data in a MIDP Form
- How to use Canvas graphics scaling
- How to use Commands in Java ME
- How to use Popup ChoiceGroup in LCDUI
- How to use SoftNotification API in Java ME
- How to use TapDetectionHelper in Java ME
- How to use freely resizable font in in Java ME
- How to use pop-up TextBox in Java ME
- How to use the LCDUIUtil API
- How to use two forms
- How to utilize different keyboards in Java ME
- How to vibrate phones from Java ME

I

- Image in LCDUI
- Implicit List in LCDUI
- Inconsistency in displaying text which contains mixed Latin and Arabic characters on Series 40 (Known Issue)
- Inserting elements recursively to List fails in Series 40 6th Edition (Known Issue)
- Integrating HERE Maps in LWUIT application
- Integrating Inneractive advertising in a LWUIT application
- Introduction to Lightweight User Interface Toolkit
- Item label size limited to one line in Series 40 5th and 6th Editions (Known Issue)

O

- Orientation switching performance for 2D and 3D Java applications is low in S60 5th Edition (Known Issue)

P

- Porting from BlackBerry to Series 40
- Prepare your application for Nokia E6

R

- Receiving key events in Java ME

S

- Scrollable Text in Java ME
- Selection key in Nokia N97 not available for selection and gaming actions in MIDlets (Known Issue)
- Series 40 6th Edition: Developing Java ME applications with force-sensitive joystick and Force Sensitive Joystick API
- Setting label fonts in Java ME
- Simple Java ME Canvas loading bar
- Simple MIDP2 screen design pattern
- Slashes are not drawn on Canvas when using Arabic and Hebrew languages of the Series 40 5th Edition SDK World Languages pack (Known Issue)
- Softkey codes are not reported on a normal Canvas (Known Issue)
- Status pane area not drawn correctly in full-screen MIDlets with multiple LCDUI objects on S60 5th Edition (Known Issue)

T

- Tabbed Menu in Java ME
- Tactile Feedback support in MIDlets in S60 5th Edition devices
- TextBox does not display Ticker in Series 40 (Known Issue)
- TextBox.setMaxSize(int) for Pop-Up TextBox not working correctly in S60 5th Edition (Known Issue)
- TextField in LCDUI
- TextField with ANY option can't accept the some of the characters if DateField added to the form in X2-01 (Known Issue)
- TextWrapUtil to draw Multiple line text in Java ME

U

- Unable to insert minus character into TextField.NUMERIC with alphabetical

(C) Copyright Nokia 2014. All rights reserved.

H

- Handling multitouch in Java ME
- High level components in LCDUI
- How can I find out when the value in the TextField has been changed?
- Java ME Command mapping for Nokia Asha
- Java ME UI Frameworks

K

- Keycodes on canvas

L

- LCDUI
- keyboard in Nokia 5800 XpressMusic (Known Issue)
- Understanding LWUIT List
- Using Alerts in Java ME
- Using CustomList in S60 5th Edition touch UI devices may crash the MIDlet (Known Issue)
- Using List in Java ME
- Using hot keys for browsing
- Using on-screen keypad in MIDlets in S60 5th Edition devices
- Using radio buttons in Java ME
- Using the PIM API to create Medication Reminders

V

- Value of TextField.NUMERIC is limited to 10 digits in Series 40 (Known Issue)
- Playing whacking game with Accelerometer Sensor

B

- Barra de loading simples, usando Canvas, em Java ME
- Barra de progresso, usando Canvas, em Java ME

C

- Choice group in LCDUI (Português)
- Como bloquear o screen saver em Java ME
- Como configurar um alarme em Java ME
- Como criar Menus em Canvas
- Como criar um TextBox em Java ME
- Como criar um menu em Java ME
- Como criar um rápido menu de opções no Java ME
- Como criar uma entrada de texto personalizada, em Java ME
- Como criar uma janela de confirmação em Java ME
- Como criar uma lista implícita em Java ME
- Como exibir Ticker em Java ME

C cont.

- Como exibir um texto rotacionado em Java ME
- Como fazer um aparelho vibrar usando Java ME
- Como fazer um player de Vídeo em Java ME
- Como minimizar o problema da rotação da tela
- Como usar a API Soft Notification em Java ME
- Como usar dois Forms
- Como usar um Popup choice group, em LCDUI
- Como usar um TextBox dentro de um Pop-up, com Java ME
- Como utilizar diferentes tipos de teclado em Java ME
- Como utilizar fontes redimensionáveis livremente em Java ME
- Constantes para teclas especiais (modo Canvas no Java ME)
- Crie tabelas mais flexíveis com o Java ME
- Cronômetro em Java ME

D

- Date field in Java ME (Português)

F

- Frameworks de interface gráfica para Java ME

G

- Gauge in LCDUI (Português)

I

- Image item in Java ME (Português)

L

- Lista com Imagens em Java ME
- Lista exclusiva
- Lista múltipla

M

- Menu com abas, em Java ME

N

- Navegando entre telas em Java ME

T

- Teclas de atalho
- Telas Simples com J2ME
- Texto com barra de rolagem, usando Canvas, em Java ME
- Tooltip para listas em Java ME

J

- Java ME Canvas基礎應用程式的設計樣式

S cont.

- Series 40 触摸和键盘手机开发介绍
- Series 40 触摸和键盘手机特性

关

- 关闭WLAN扫描

(C) Copyright Nokia 2014. All rights reserved.

- 像式

N

- Nokia SDK 2.0 for Java: 如何实现横竖屏切换
- Nokia SDK 2.0 for Java: 新UI介绍及实例演示
- Nokia SDK 2.0 for Java: 移植向导

S

- Series 40 Touch API - Gesture API (Chinese)
- Series 40 Touch API - Text Editor API (Chinese)
- Series 40 Touch的移植
- Series 40 触摸和键盘手机特性
- Series40 设备上多点触摸交互的处理
- Symbian UI 架构

中

- 中文 理解MIDP中的UI事件处理

为

- 为Canvas和CustomItem调用虚拟键盘

全

- 全螢幕的版權宣告畫面

制

- 制作程序启动画面

在

- 在S60第五版機器的MIDlet裡使用螢幕鍵盤

如

- 如何停止WLAN扫描

横

- 横屏键盘40手机开发

觸

- 觸控設備的Qwerty鍵盤畫布

C

- Certain Arabic characters are not properly displayed in Java ME applications that utilize LCDUI Forms on Symbian devices

I

- Interfaces de Usuario con Kuix

M

- Mendeteksi State Aplikasi Menjadi Active atau Inactive pada Java ME
- Menentukan Orientasi UI Menjadi Portrait atau Landscape pada Java ME

A

- A long Form takes a long time on the Nokia E61, E61i, E62 (Known Issue)
- Accessing Contacts fails on Nokia 6212 Classic (Known Issue)
- Adding Commands to Alert Screens on Nokia 6600 (Known Issue)
- Additional JAD attribute for changing Canvas updating feature (Known Issue)
- Backlight not turned off in Series 40 1st Edition devices with a foldout keyboard (Known Issue)
- Cannot switch on device backlight or vibration in MIDlets on S60 1st Edition (Known Issue)
- Changing the Canvas to full-screen mode on Symbian
- Changing the FullScreenMode of Canvas to true disables menu commands on S60 2nd Edition (Known Issue)
- Class inheriting from Canvas should not implement a method called update() (Known Issue)
- Command label is always "Exit" if Command.EXIT type is used on S60 2nd Edition early firmware (Known Issue)
- Creating a pop-up style TextBox does

A cont.

- Display.setCurrentItem() does not work on S60 2nd Edition (Known Issue)
- Display.setCurrentItem() does not work with Nokia 6600, Nokia 6620, and Nokia 7610 (Known Issue)
- Displayables when the running MIDlet is obscured by a system screen on S60 1st Edition (Known Issue)
- Fixed landscape mode cannot be set by using Java ME in Nokia 5800 XpressMusic (Known Issue)
- Gauge doesnt work in Alert as a progress indicator on S60 2nd Edition (Known Issue)
- Item.getLabel() Method returns incorrect value on S60 1st Edition (Known Issue)
- ItemStateListener and setConstraints behave incorrectly (Known Issue)
- Java ME Gauge progress bar disappears on S60 3rd Edition FP1 (Known Issue)
- Key press events on the Nokia E61 fire wrong key codes (Known Issue)
- KeyPressed() called twice when LSK is pressed and Display is in (Canvas) full-screen mode (Known Issue)
- LCDUI CustomItem content remains blank when appended to a Form before

A cont.

- Removing the Close (or Exit) command from the LSK menu of the Nokia 6600
- S60 3rd Edition FP1 Emulator closes MIDlet after deleting all characters from TextField using backspace (Known Issue)
- Softkeys work incorrectly in Nokia 7210 MIDP SDK 1.0 (Known Issue)
- Status pane layout using Symbian C++
- String items longer than 40 characters get truncated when placed on Form in S60 2nd Edition FP3 phones (Known Issue)
- TactileFeedback MIDlets crash in S60 5th Edition SDK v0.9 emulator (Known Issue)
- TextBox popup editor not implemented in S60 3rd Edition (Known Issue)
- TextField input is not right-to-left aligned when using World Languages pack for Series 40 3rd Edition FP2 (Known Issue)
- TextField.NUMERIC and TextField.DECIMAL constraints do not work properly (Known Issue)
- TextField.setString() may throw an IllegalArgumentException in Series 40 2nd Edition devices if TextField.DECIMAL is used (Known

(C) Copyright Nokia 2014. All rights reserved.

not work in Symbian (Known Issue)
- Creating too many Canvas instances throws an outOfMemoryException (Known Issue)
- CustomItem extension using setClip() paints over Form components in Series 40 (Known Issue)
- CustomItem overlaps TextField in S60 2nd Edition devices (Known Issue)
- Dark themes mix with black input text and black TextField area in S60 2nd Edition FP3 and S60 3rd Edition devices (Known Issue)
- DateField implementation bug in Nokia 6600 (Known Issue)
- DateField minutes part behaves incorrectly (Known Issue)
- Default selection in a choiceGroup may not be effective right after MIDlet startup (Known Issue)
- Display.setCurrent(Alert alert, Displayable nextDisplayable) method does not work correctly on S60 2nd Edition (Known Issue)

setting the Form as current Displayable (Known Issue)
- Long key press problem for Java ME TextField on some Eseries devices (Known Issue)
- Maximum vibration time is 10 seconds using Java ME (Known Issue)
- Menu is displayed (Open) and displayable is changed (Known Issue)
- Modifier keys do not generate key press events in devices with full keyboard (Known Issue)
- NUL Character (0x00) in Java String causes problems with TextBox on Series 40 1st Edition (Known Issue)
- New line cannot be inserted with '\n' char in Alert using Java ME before S60 3rd Edition FP2 (Known Issue)
- No API to control home screen widgets on Nokia N97 and N97 mini (Known Issue)
- Nokia UI API issues on S60 2nd Edition (Known Issue)

Issue)
- TextFields cannot be added to the same row using MIDP 2.0 item shrinking layout directives in S60 (Known Issue)
- The MIDP font size changes in all UI styles on Series 40 1st Edition (Known Issue)
- Ticker in a Form is still displayed after Form changed in early Nokia 6600 firmware (Known Issue)
- TimerTask operation changes TextField focus (Known Issue)
- Updating content of a textField on a form causes screen to flicker on Nokia Eseries devices (Known Issue)
- Using Nokia 3220 light effects in MIDlets (Known Issue)
- Using backlight and vibration in Java on S60 2nd Edition (Known Issue)
- Using long labels for Commands may crash the MIDlet on S60 3rd Edition (Known Issue)

C

- Controlling screen saver in MIDlets on Symbian

(C) Copyright Nokia 2014. All rights reserved.