ALE-Skinify

ALE-500 Enterprise DeskPhone
ALE-400 Enterprise DeskPhone
ALE-300 Enterprise DeskPhone
ALE-30h Essential DeskPhone

User manual

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Alcatel·Lucent

Enterprise

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1 Introduction

1.1 What is Skinify?

ALE-Skinify (also called Skinify in this document) is a customization tool that allows to customize some software elements of an ALE phone.

Elements that can be customized are (depending on the phone model):

- Skin: screen color or background image, label color, icon color (1 skin per phone model)
- Icon shapes (1 per phone model)

Phones that are supported by the current version of Skinify are:

- ALE Enterprise phones in NOE mode: ALE-300, ALE-400, ALE-500
- ALE Essentials phones in NOE mode: ALE-30h (IP connectivity only)

Skinify is only available in English language.

This document has been updated for **Skinify v2.15.0** but is still valid for older versions.

1.2 Glossary

ALE	Alcatel-Lucent Enterprise
Reference image	A complete phone display image built from several small skin element images
Skin element image	Piece of an image that will be used to build a reference image

1.3 Call Servers and Phones software requirements

The phone customization feature requires some minimum software versions.

The table below lists the requirements according to your customization objective:

What do you want to do?	Skinify version	Enterprise phones version	Essential phones version	Call Server version
Basic skin custo	2.8.2 or later	R150 1.10.10 or later	R150 1.10.07 or later	OXE N1: - either hot fix OXE R100 n1.291.69 - or OXE R100 MD6 (n1.291.70) or later OXE N2 or later (e.g., OXE R100.1-n2.400-3) OXO R5.1 or later
Phone screen saver custo	2.8.2 or later	R200 or later	R200 or later	Same as for basic skin custo
Add-on Module custo	2.13.0 or later	R210 1.30.05 or later ALE-120 1.16.35+	R200 1.20.40 or later EM200 2.10.12+	Same as for basic skin custo
Change header/AOM icons color (white or black)	2.14.0 or later	R210 1.30.10 or later ALE-120 1.17.37+	R200 1.20.40 or later EM200 2.10.12 +	Same as for basic skin custo
Add-on Module screen saver custo	2.14.0 or later	R300 1.40.01 or later ALE-120 1.18.38+	N/A	Same as for basic skin custo

If you connect a phone with a customization (downloaded previously) to a Call Server with no customization configured, the customization on the phone may be lost.

2 What are the typical customization steps?

The high-level typical customization steps are:

- **Create** a specific customization with Skinify.
  - A customization can be created either from:
    - o Scratch starting with one of the predefined skins provided in the tool
      - ▪ Another way is to use blank images (each having the correct sizes) provided in the Skinify installation directory "Templates" folder
    - o A previous customization done on the same PC.
    - o A previous customization done by someone else (via the Import function).
- ▪ **Save** the customization (either locally on the machine or in a portable .zip file with the Export function).
- ▪ **Generate** the customization binary files directly from Skinify.
- **Test** the customization on all real phone types that must support it.
  This can be done either by:
  - o Deploying the skin via the Call Server.
    - ▪ **Install** the customization binary files on the ALE Call Server.
    - ▪ **Configure** the ALE Call Server so that the phone uses the defined customization.
      The details on how to do this is out of the scope of this document.
  - o **Deploying** the skin directly on a phone **via an USB key.**
    - ▪ This part is described later in this document.

When a specific customization is installed on a phone, the end user usually cannot change to another skin.

3 Skinify Installation

3.1 Prerequisite

None.

Note:

- Skinify versions up to 2.12.0 required the Python programming language (version 3.6 minimum) to be installed on the PC. You could install it easily from the Microsoft Store or download it from: Welcome to Python.org
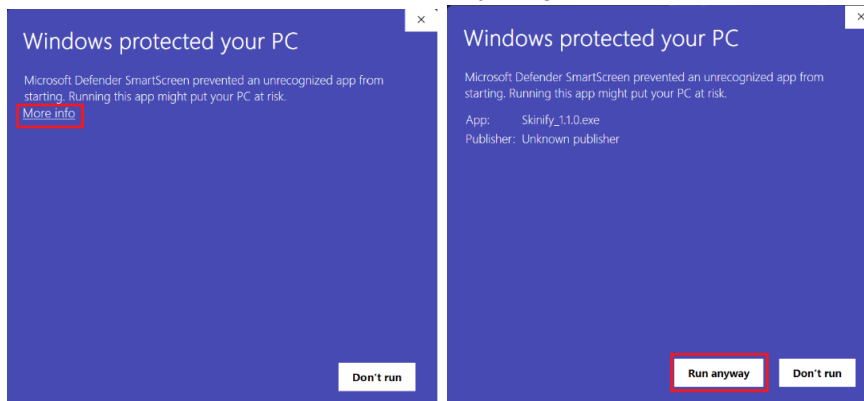
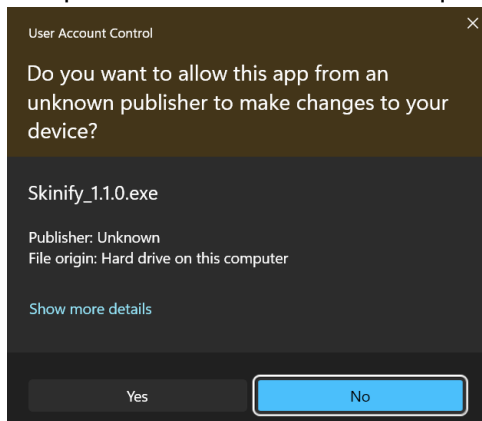## 3.2 Supported Operating Systems

- Windows 10
- Windows 11

3.3 Installation

The detailed installation instructions are:

- Run the Skinify installation script (e.g. Skinify 2.11.0.exe).
- If Microsoft Defender detects a threat, just ignore it and click on "More info" and then on "Run Anyway".

- Accept the User Account Control request and click on "Yes".

Skinify is now installed on your PC, and you should have an application shortcut on your desktop.

Prior to v2.14.0, Skinify required Administrator privilege to run.
Starting from v2.14.0, Skinify does no longer require Administrator privilege to run.
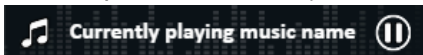
4 Skinify Usage

## 4.1 Important notes

Customization skin readability:

- It is the Skinify user responsibility to ensure that the chosen customization allows the phone end-user to always see all phone labels clearly, whatever the display context.
- Also, when using a background image, it is recommended to ensure that the chosen label color is always enough contrasted to any portion of the background image.

Limitations:

- To rename a skin, use the rename function in Skinify
  - Do not rename the binary generated with Windows explorer: it will make the skin download to the phone fail.
- Because new custo possibilities are added sometimes on the phone, it is recommended to enter Edit mode before generating a binary with a recent Skinify version. By doing this, Skinify automatically adds new custo elements required by the phone.
- It is not possible to modify the label color for the music currently played

- The Screensaver label color is the same as the Homepage Home bar label color
- The Add-on Module label and icon colors are the same as on the phone

4.2 Gallery empty

When you first start the application, you will see the Homepage below:
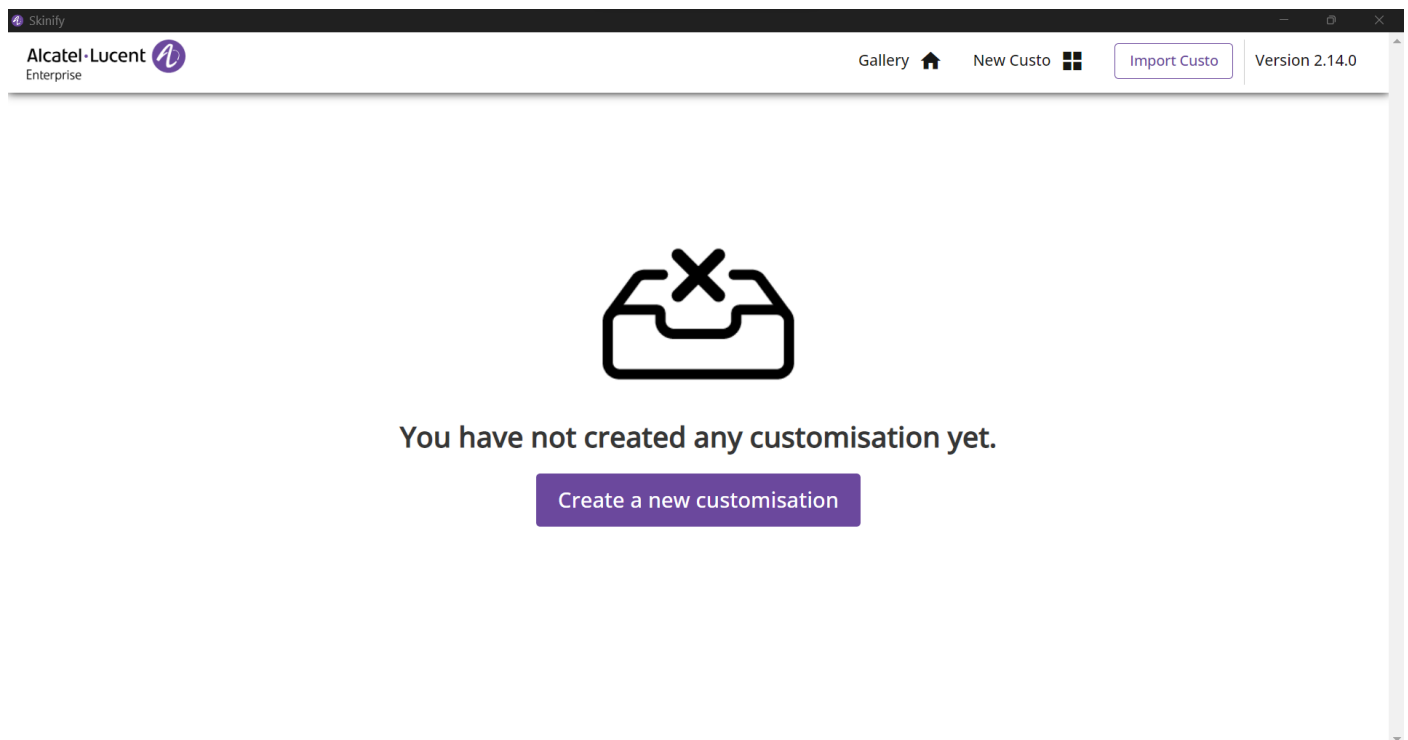
From here you can either click on:

« Gallery »	To see the customizations that have already been created.
« New Custo » or « Create a new Customization »	To create a new customization.
« Import Custo »	To load a customization exported from another PC. Export is used on the other machine to generate a portable .zip file.

4.3 Gallery with already created customizations
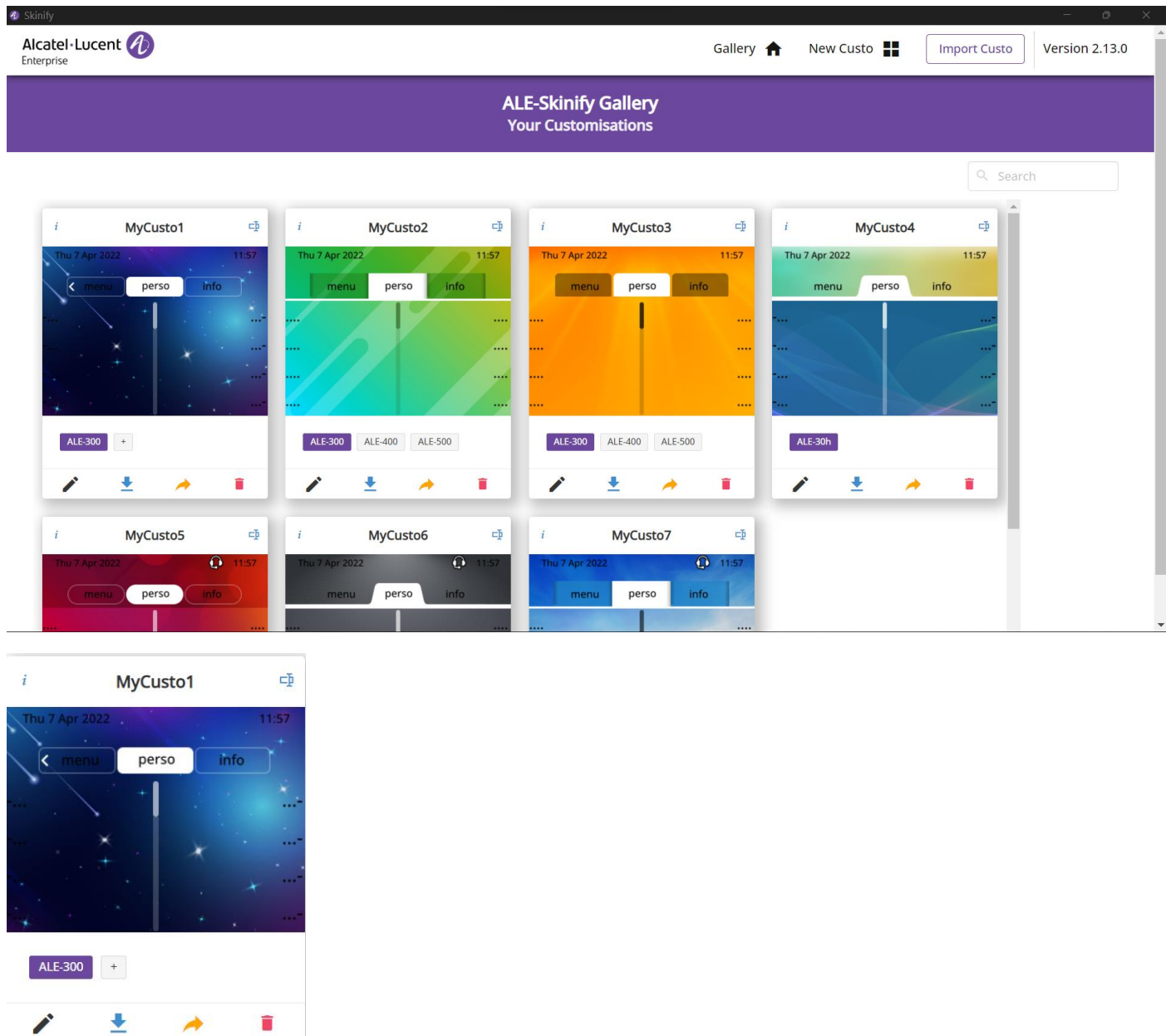
For each existing customization (e.g., "MyCusto1" on above image), the following functions are available:

- At the top of the image (from left to right):
    - o Info — Skin creation date/time, last update date/time, template skin name, next binary version (= skin version used by next binary generation. This version is incremented automatically)
    - o Custo name
    - o Rename — Change custo name.
- At the middle of the image:
    - o Preview of the customization
- Below the preview:
    - o Phones that are part of the custo
    - o "+" to add another phone type to the custo

- At the bottom of the image (from left to right):
  - o Edit   Edit the customization (you can also access Edit mode by double click on the image)
  - o Generate   Generate the binary customization files that will be used by the ALE Call Server. When selecting this function, the tool requests to choose a destination folder to save the binary files.
    - o If an Enterprise phone (ALE-300, 400 or 500) is part of the custo, the following files will be generated:
      - ▪ cust-MyCusto-86x8
      - ▪ cust-MyCusto-86x8-header
    - o If an Essential phone (ALE-30h) is part of the custo, the following files will be generated:
      - ▪ cust-MyCusto-84x9
      - ▪ cust-MyCusto-84x9-header
    - o It is mandatory that all files are installed on the Call Server
  - o Export   Generate a portable .zip file for external backup or to share with another PC.
  - o Delete   Delete the customization. After user confirmation, this CANNOT be undone.

4.4 Create a new customization
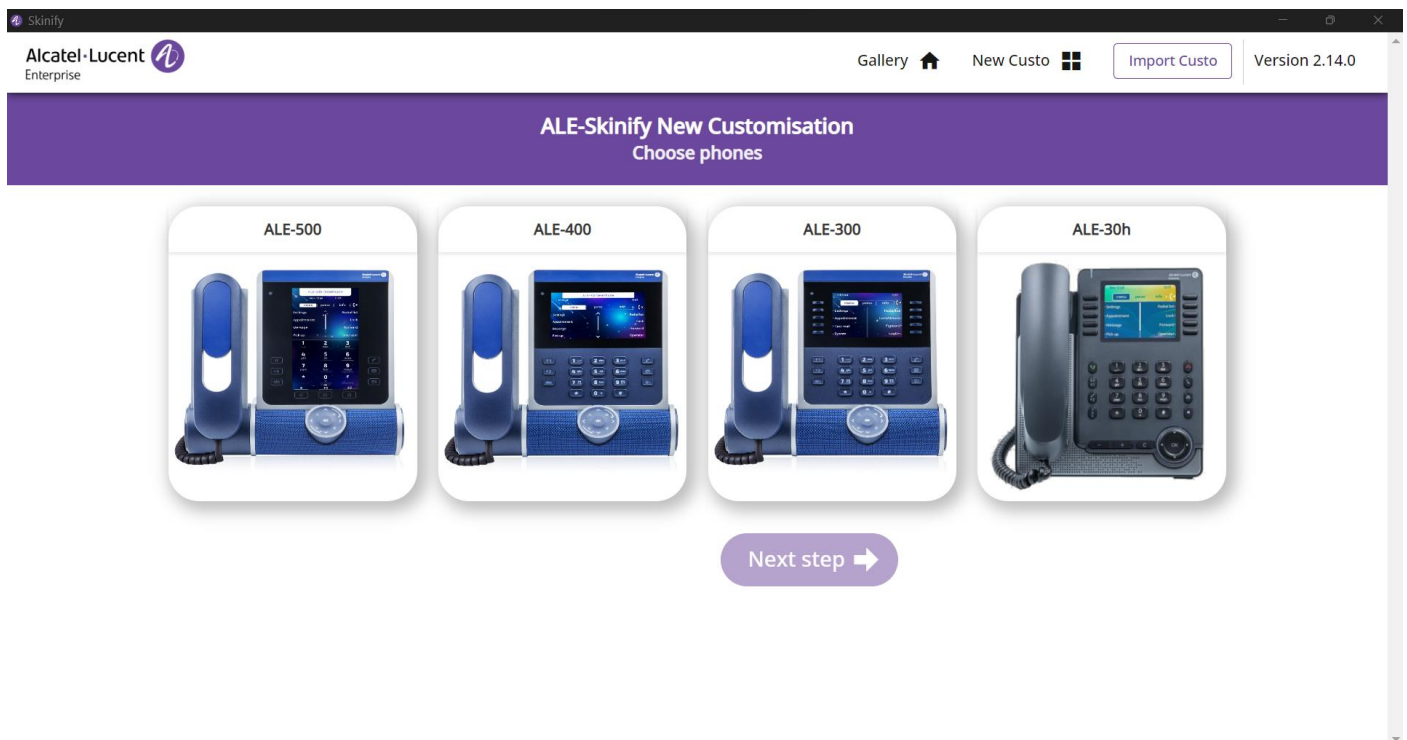
Selection of "New Custo" sends you to the creation page above.

The creation steps are:

- Step 1: select **explicitly all phone models** for which you want to create a customization.
  - o Note for Skinify with version strictly before v2.14.0:
    - ▪ Some phones may be greyed because they are exclusive with previous selection
    - ▪ For instance, ALE-300/400/500 are exclusive with ALE-30h. If you want to create a skin for all phones, you need to create 2 different custos (one for each phone range).
- Step 2: select a starting **default skin** among the proposed skins.
  - o This **selection is important** because you cannot change the tab shapes or the tab transparency later. So, choose a default skin that has the right tab look!
  - o The same default skin will be applied to all selected phone models.
- Step 3: **name** your new Skin.

o   The name must be less than 12 characters.
     Allowed characters are: a-z, A-Z, 0-9. A space is not allowed.
o   This name will be used also for the binary customization files naming: cust-<name>-<model>.
- Step 4: press "**Create**" to start the customization process.

4.5 Customization process
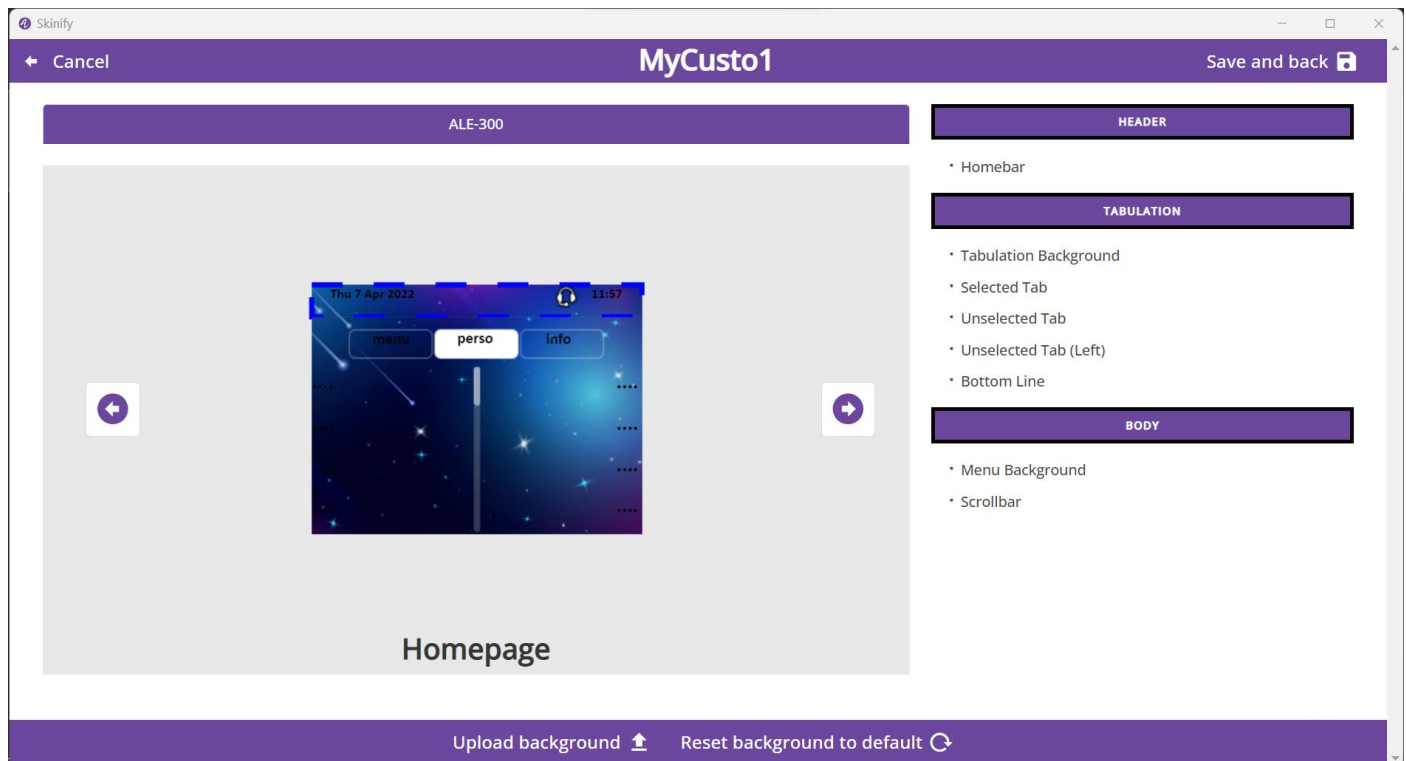
On the customization screen you find different information:

Horizontal Tabs	To preview the skin on each phone model.
← and →	To switch between different types of screens (Homepage, Conversation, …).
Right tabs	To select the different elements that can be customized on the current screen
Bottom toolbar	Upload a background image, Reset background to default (skin image).

4.6 Change a customizable element
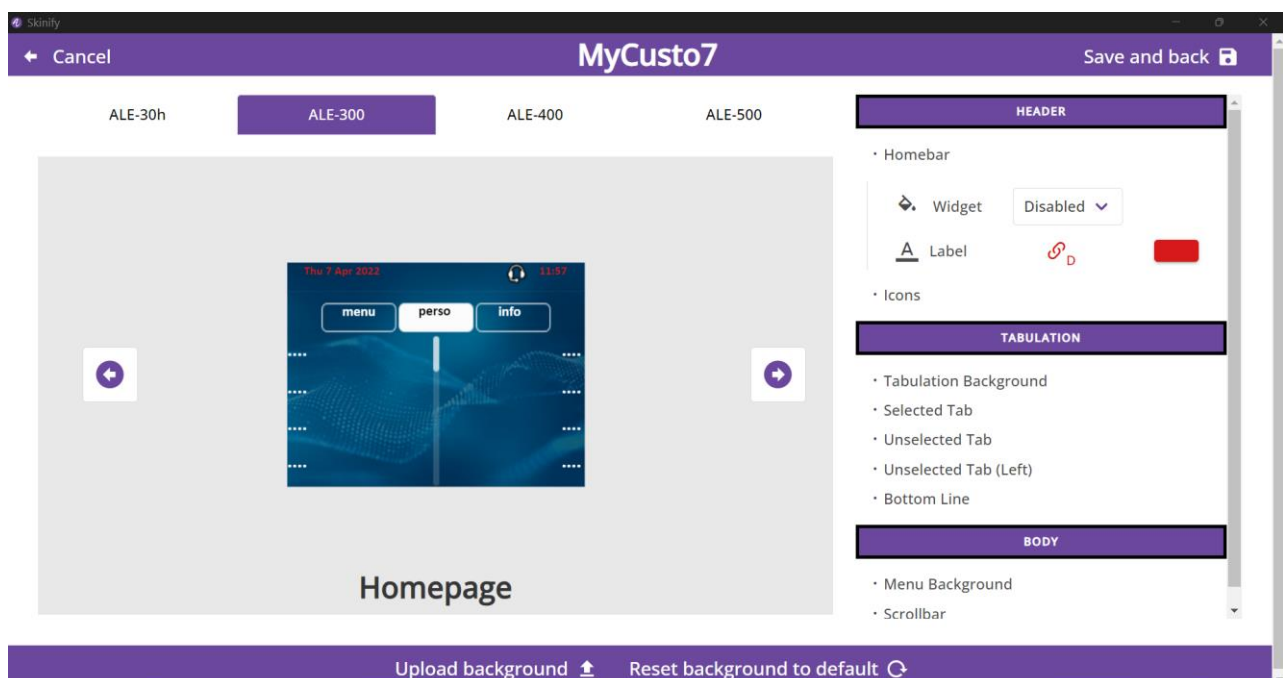
To change a customizable element:

- Select the element (either by clicking on the preview or by selecting the element in the right list).
- Select widget type:
    - o Disabled means transparent background.
    - o Solid means background filled with a solid color.
    - o Tint means background filled with a tint color.
- Select the Label color either by:
    - o Selecting the color in the palette.
    - o Entering the color values (in Red-Green-Blue format, in Hue-Saturation-Lightness format or in hex format).
    - o Using the color selector allowing to copy an existing color on the screen
    - o A link icon indicates that the label color is linked to another label color (with same ref)

You can also upload a background image for some screens.

4.7 Upload a background image

Warning: please do not use images that are protected by Copyright!

To upload a background image in Skinify, there are a few elements that you need to know if you want the skin to behave correctly:

- You need to upload a specific background image for each phone model, since they have different screen sizes else the tool needs to stretch the image and it will make it unscaled.

- The **background image must exactly fit the total phone display size**:
    - o ALE-30h: 320 x 240 (same as ALE-300),
    - o ALE-300: 320 x 240,
    - o ALE-400: 480 x 272,
    - o ALE-500: 720 x 1280.

- In very specific cases where more screen details are needed, you may refer to the info below The total size of the backgrounds is the size of the phone screen. Not all phones have all backgrounds.

Background 1A:
- ALE-500: 720x100
- ALE-400: 480x32

Background 1:
- ALE-500: 720x60
- ALE-400: 480x31
- ALE-300: 320x31

Background 2:
- ALE-500: 720x96
- ALE-400: 480x43
- ALE-300: 320x45

Background 3:
- ALE-500: 720x384
- ALE-400: 480x166
- ALE-300: 320x164

Background 5:
- ALE-500: 720x576

Background 5A:
- ALE-500: 720x64
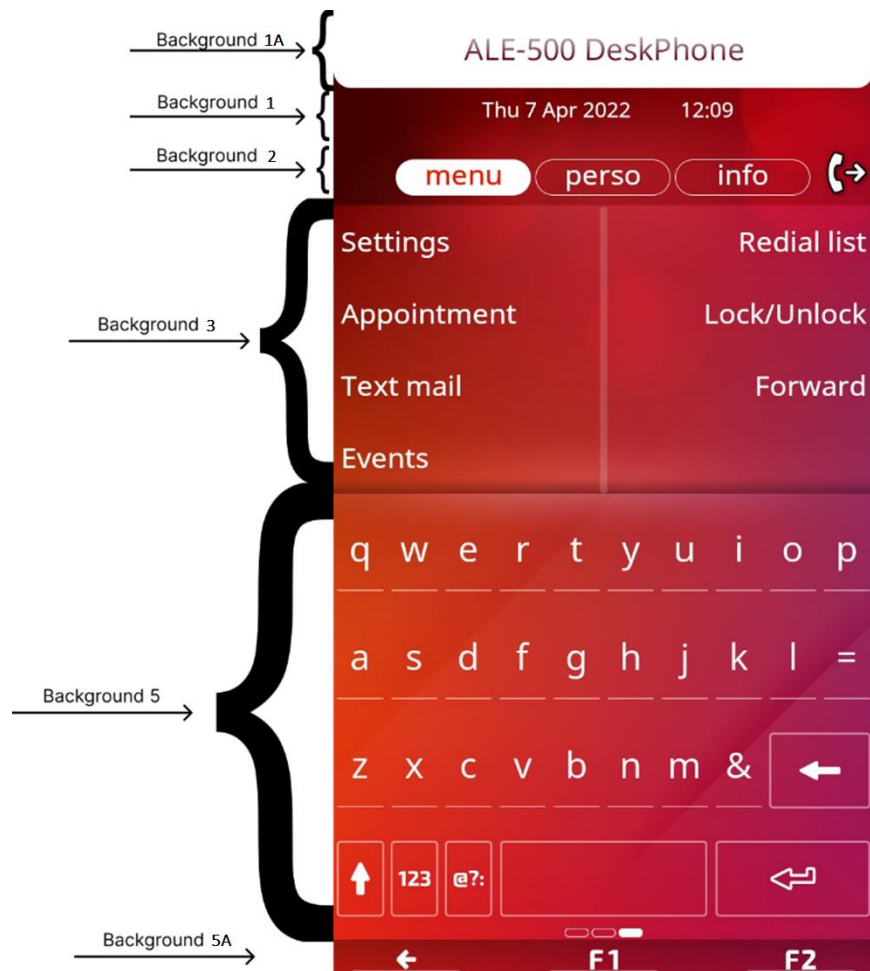
Screensaver background:
- ALE-500: 720x120
- ALE-400: 480x62
- ALE-300: 320x62
- Note: when installing a customization on phones with version < R200.1.20.06.2089 (which had smaller screen saver backgrounds) the size will be automatically limited to:
    - ALE-500: 720x60
    - ALE-400: 480x31
    - ALE-300: 320x31

Smart addon background:
- ALE-400: 480x82
- ALE-300: 320x82

Add-on Module background:
- ALE-120: 240x320 (upper), 240x320 (lower)
- EM200: 480x854

Remarks

- Specific background images can be uploaded for the following elements:
    - Background 1A (ALE-400/500)
    - Screensaver (ALE-300/400/500)
    - Smart addon (ALE-400)
- Concerning the F1/F2 labels on ALE-500 screen bottom:
    - If phone version is strictly lower than R210 1.30.02: the "←   F1   F2" must be part of the background image (as shown in the image above).
    - If phone version is at least R210 1.30.02: the phone will manage these labels, so they must not be part of the background image.
        - The label color used will be the same as the background 5 label color

5 Testing a customization

Before any deployment, it is mandatory to test the created customization on each phone type that must support it.

5.1 Deploy a customized skin on a phone via the Call Server

As already explained before, you can download a customized skin from the Call Server to one or several phones.

In any case, be sure to transfer the binary files to the Call Server using the **binary transfer mode**.
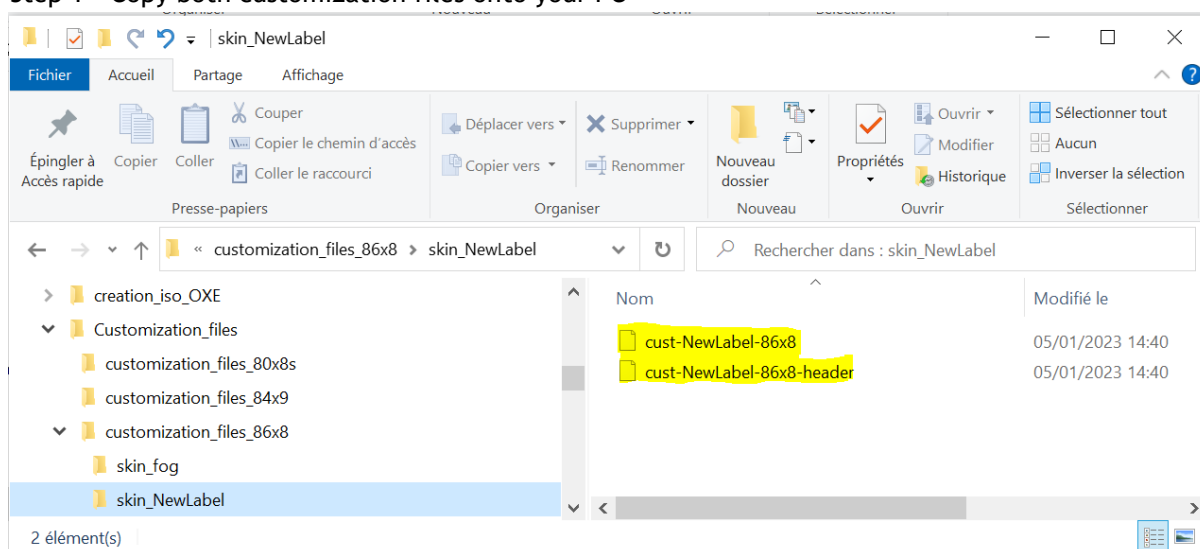
5.1.1 Deploy a customized skin on OXE

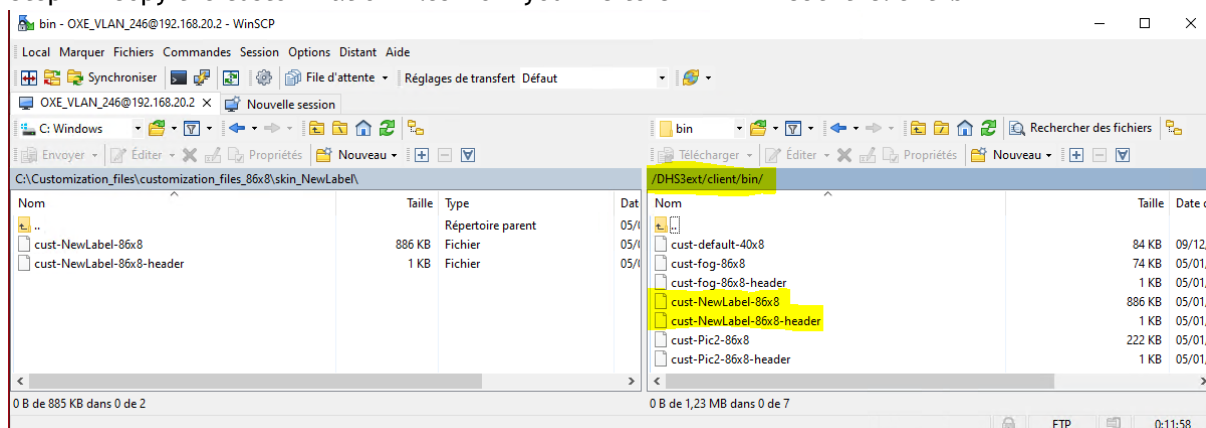The procedure is described in document:
- OXE Purple: Deskphone Sets & Softphone Clients
  8AL91024ENxx
  Sections "Customization binary"

Here is a summary of the main steps:
- Step 1 – Copy both customization files onto your PC

- Step 2 - Copy the customization files from your PC to OXE in /DHS3ext/client/bin

- Step 3 - Configure the setting "Customization File Name" for the right phone COS
  - o The customization binary file name format is **cust-<customer>-<model><suffix>**
    Where <customer> indicates the customer file name, as configured in the **Customization File Name** field available in the Alcatel 8&9 series phone COS.
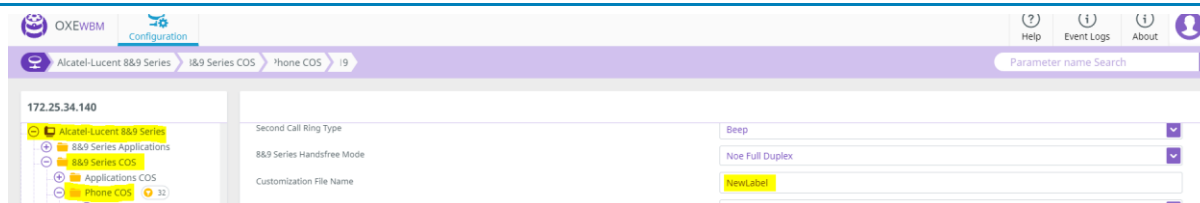
- Step 4 – Reset the phone

- Step 5 - When the phone is in idle state it will upload the customization file (wheel is purple). When upload and installation is finished the device resets again. At the end of initialization, the phone displays the new skin.

5.1.2 Deploy a customized skin on OXO

The procedure is described in document:
- OXO Connect: Expert Documentation: Hardware: Platform, interfaces and devices 8AL91201USxx
Section "Terminal downloading"

Here is a summary of the main steps:
- 1. By OMC, go to Import/Export > File Management for Third Party Devices
- 2. From the File Management for Third Party Devices window, download the binary file
- 3. Go to Data Saving and Swapping > Terminal Downloading
- 4. Check the Customization field to enable set customization

For more information on Customization option, refer to OMC online help:
- Data Saving & Swapping -> Terminal Downloading -> Customization for DeskPhones
- Import/Export -> File Management for Third Party Devices

5.2 Deploy a customized skin on a phone via an USB key

Phone requirements:

- Pleiades Essential R200 1.20.20 or later,
- Pleiades Enterprise R210 1.30.00 or later.

Call Server (OXO, OXE) requirements:

- The Call Server must be configured to allow download of a customized skin and the customization file name must be the same as the one deployed later via the USB key.
This is a security requirement to avoid anyone being able to customize any phone.
- **Warning: The phone must do a full first customization via the Call Server before the upgrade via USB is working (see above on how to do it)**

Then, further customization updates can be done via the USB key.

- Prepare a USB key formatted in FAT32 mode.
- On the USB key, create a folder named "upgrade_skin".
- Copy the customized binary files (generated by Skinify) into this folder.
  - o **Warning:** The files on the USB key must be readable by everyone, and for sure must not be encrypted. Be careful because some security settings on a PC may automatically encrypt files. When the file has a lock, it means the file is encrypted, so it cannot be read by the phone! Example of encryption icons:

- Plug the USB key into the phone.

- From phone, go into menu: Config MMI / Software Infos / Upgrade (enter password if needed):
  - Unselect "Enable software upgrade".
  - Select "Upgrade from USB now".
  - Validate choice.
  - Phone will try to upgrade binary and custom skin from USB key:
    - When custom skin upgrade is on-going, the smart wheel is circling purple.
    - When upgrade is finished, the phone will reboot with the new custom skin.

5.3 Test Plan

ALE recommends checking the customization results, at minimum, in the following phone contexts:

- Dialling
- Calling
- Call established
- On hold
- Mute
- Conference
- Transfer
- Volume change in conversation
- Ringing
- Volume change in ringing
- Forward screen (with icon activated/deactivated)
- Accessories (for icons and volume)
- Screensaver
- Message screen (plus cursor and alphanumeric colors)
- Ringing settings menu (volume, ringing selection)
- Prog Keys menu (adding, modifying, removing)
- Add-On Module
- Add-on Module screen saver