3GPP TSG-T (Terminals) Meeting #23
Phoenix, USA
10 - 12 March, 2004

TP-040029

Agenda Item: 5.3.3

Source: T3

Title: CRs on Correction of image instance descriptor for colour icons

Document for: Approval

This document contains the following change requests that are approved by 3GPP TSG T3 and forwarded to 3GPP TSG T#23 for approval:

Spec	CR	Rev	Phase	Subject	Cat	Version-Current	Version-New	Doc-2nd-Level
11.10-4	A061	-	R99	Correction of image instance descriptor for colour icons	F	8.6.0	8.7.0	T3-040135
11.11	A139	-	R99	Correction of image instance descriptor for colour icons	F	8.B.0	8.C.0	T3-040129
31.102	215	-	R99	Correction of image instance descriptor for colour icons	F	3.F.0	3.G.0	T3-040131
31.102	216	-	Rel-4	Correction of image instance descriptor for colour icons	A	4.B.0	4.C.0	T3-040132
31.102	217	-	Rel-5	Correction of image instance descriptor for colour icons	A	5.7.0	5.8.0	T3-040133
31.102	218	-	Rel-6	Correction of image instance descriptor for colour icons	A	6.4.0	6.5.0	T3-040134
51.011	031	-	Rel-4	Correction of image instance descriptor for colour icons	A	4.A.0	4.B.0	T3-040130

3GPP TSG-T3 Meeting #30
Sophia Antipolis, FRANCE, 9.-13. February 2004

T3-040129

CR-Form-v7

CHANGE REQUEST

⌘ **11.11** **CR** **A139** ⌘ **rev** **-** ⌘ Current version: **8.B.0** ⌘

*For **HELP** on using this form, see bottom of this page or look at the pop-up text over the ⌘ symbols.*

Proposed change affects: UICC apps⌘ [X] ME [X] Radio Access Network [ ] Core Network [ ]

Title:	⌘	Correction of image instance descriptor for colour icons
Source:	⌘	T3
Work item code:	⌘	TEI
Date:	⌘	11/02/04
Category:	⌘	**F**
Release:	⌘	R99

Use one of the following categories:
F *(correction)*
A *(corresponds to a correction in an earlier release)*
B *(addition of feature),*
C *(functional modification of feature)*
D *(editorial modification)*
Detailed explanations of the above categories can be found in 3GPP TR 21.900.

Use one of the following releases:

2	*(GSM Phase 2)*
R96	*(Release 1996)*
R97	*(Release 1997)*
R98	*(Release 1998)*
R99	*(Release 1999)*
Rel-4	*(Release 4)*
Rel-5	*(Release 5)*
Rel-6	*(Release 6)*
Rel-7	*(Release 7)*

Reason for change:	⌘	The interpretation of the “Length of Image Instance Data” for colour icons described as image instance descriptor (byte 8 and 9) in EF_IMG is unclear in the specification. Regarding the description in the chapters contents of the files at the telecom graphics level and image coding schemes, the “Length of Image Instance Data” can be interpreted as length of the image body including or excluding the CLUT.
Summary of change:	⌘	For the colour image coding scheme, the description of the “Length of Image Instance Data” was extended by the length of the image body excluding the CLUT.
Consequences if not approved:	⌘	The “Length of Image Instance Data” in EF_IMG can be interpreted both: Either including the CLUT or excluding the CLUT.

Clauses affected:	⌘	10.6.1.1

		Y	N			
Other specs Affected:	⌘	X		Other core specifications	⌘	TS 51.011; TS 31.102
		X		Test specifications		TS 11.10-4
			X	O&M Specifications		

Other comments:	⌘	

How to create CRs using this form:
Comprehensive information and tips about how to create CRs can be found at http://www.3gpp.org/specs/CR.htm.
Below is a brief summary:

1) Fill out the above form. The symbols above marked ⌘ contain pop-up help information about the field that they are closest to.

2) Obtain the latest version for the release of the specification to which the change is proposed. Use the MS Word "revision marks" feature (also known as "track changes") when making the changes. All 3GPP specifications can be downloaded from the 3GPP server under ftp://ftp.3gpp.org/specs/ For the latest version, look for the directory name with the latest date e.g. 2001-03 contains the specifications resulting from the March 2001 TSG meetings.

3) With "track changes" disabled, paste the entire CR form (use CTRL-A to select it) into the specification just in front of the clause containing the first piece of changed text. Delete those parts of the specification which are not relevant to the change request

10.6 DFs at the telecom level

DFs may be present as child directories of $DF_{TELECOM}$. The following has been defined.

$DF_{GRAPHICS}$ '5F50'

10.6.1 Contents of files at the telecom graphics level

The EFs in the Dedicated File $DF_{GRAPHICS}$ contain graphical information.

10.6.1.1 EF_{IMG} (Image)

Each record of this EF identifies instances of one particular graphical image, which graphical image is identified by this EF's record number.

Image instances may differ as to their size, having different resolutions, and the way they are coded, using one of several image coding schemes.

As an example, image k may represent a company logo, of which there are i instances on SIM, of various resolutions and perhaps encoded in several image coding schemes. Then, the i instances of the company's logo are described in record k of this EF.

Identifier: '4F20'	Structure: linear fixed	Optional
Record length: 9n+1 or 9n+2 bytes	Update activity: low	
Access Conditions: READ CHV1 UPDATE ADM INVALIDATE ADM REHABILITATE ADM		

Bytes	Description	M/O	Length
1	Number of Actual Image Instances	M	1 byte
2 to 10	Descriptor of Image Instance 1	M	9 bytes
11 to 19	Descriptor of Image Instance 2	O	9 bytes
:			
9 (n-1) + 2 to 9n + 1	Descriptor of Image Instance n	O	9 bytes
9n + 2	RFU	O	1 byte

- Number of Actual Image Instances

  Contents: this byte gives the number of actual image instances described in the following data items (i.e. unused descriptors are not counted).

  Coding: binary

- Image Instance Descriptor

  Contents: a description of an image instance

  Coding: see below

  Byte 1: Image Instance Width

  Contents:

  this byte specifies the image instance width, expressed in raster image points.

  Coding:

  binary.

Byte 2: Image Instance Height

Contents:

this byte specifies the image instance height, expressed in raster image points.

Coding:

binary.

Byte 3: Image Coding Scheme

Contents:

this byte identifies the image coding scheme that has been used in encoding the image instance.

Coding:

'11' - basic image coding scheme as defined in annex G;

'21' - colour image coding scheme as defined in annex G;

other values are reserved for future use.

Bytes 4 and 5: Image Instance File Identifier

Contents:

these bytes identify an EF which is the image instance data file (see subclause 10.6.1.2), holding the actual image data for this particular instance.

Coding:

byte 4: high byte of Image Instance File Identifier;

byte 5: low byte of Image Instance File Identifier.

Bytes 6 and 7: Offset into Image Instance File

Contents:

these bytes specify an offset into the transparent Image Instance File identified in bytes 4 and 5.

Coding:

byte 6: high byte of offset into Image Instance File;

byte 7: low byte of offset into Image Instance File

Bytes 8 and 9: Length of Image Instance Data

Contents:

these bytes yield the length of the image instance data, starting at the offset identified in bytes 6 and 7. For the colour image coding scheme, as defined in annex G, the length of image instance data excludes the CLUT.

Coding:

byte 8: high byte of Image Instance Data length;

byte 9: low byte of Image Instance Data length.

NOTE: Transparent image instance data longer than 256 bytes may be read using successive READ BINARY commands.

3GPP TSG-T3 Meeting #30 ***T3-040130***
Sophia Antipolis, FRANCE, 9.-13. February 2004

CR-Form-v7

CHANGE REQUEST

⌘ **51.011** **CR** **031** ⌘ **rev** **-** ⌘ Current version: **4.A.0** ⌘

*For **HELP** on using this form, see bottom of this page or look at the pop-up text over the ⌘ symbols.*

Proposed change affects: UICC apps⌘ [X] ME [X] Radio Access Network [ ] Core Network [ ]

Title:	⌘	Correction of image instance descriptor for colour icons
Source:	⌘	T3
Work item code:	⌘	TEI
Date:	⌘	11/02/04
Category:	⌘	**A**
Release:	⌘	Rel-4

Use one of the following categories:
F *(correction)*
A *(corresponds to a correction in an earlier release)*
B *(addition of feature),*
C *(functional modification of feature)*
D *(editorial modification)*
Detailed explanations of the above categories can be found in 3GPP TR 21.900.

Use one of the following releases:

2	*(GSM Phase 2)*
R96	*(Release 1996)*
R97	*(Release 1997)*
R98	*(Release 1998)*
R99	*(Release 1999)*
Rel-4	*(Release 4)*
Rel-5	*(Release 5)*
Rel-6	*(Release 6)*
Rel-7	*(Release 7)*

Reason for change:	⌘	The interpretation of the “Length of Image Instance Data” for colour icons described as image instance descriptor (byte 8 and 9) in EF_IMG is unclear in the specification. Regarding the description in the chapters contents of the files at the telecom graphics level and image coding schemes, the “Length of Image Instance Data” can be interpreted as length of the image body including or excluding the CLUT.
Summary of change:	⌘	For the colour image coding scheme, the description of the “Length of Image Instance Data” was extended by the length of the image body excluding the CLUT.
Consequences if not approved:	⌘	The “Length of Image Instance Data” in EF_IMG can be interpreted both: Either including the CLUT or excluding the CLUT.

Clauses affected:	⌘	10.6.1.1			
		Y	**N**		
Other specs Affected:	⌘	**X**		Other core specifications	⌘ TS 31.102; TS 11.11
		X		Test specifications	TS 11.10-4
			X	O&M Specifications	
Other comments:	⌘				

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2) Obtain the latest version for the release of the specification to which the change is proposed. Use the MS Word "revision marks" feature (also known as "track changes") when making the changes. All 3GPP specifications can be downloaded from the 3GPP server under ftp://ftp.3gpp.org/specs/ For the latest version, look for the directory name with the latest date e.g. 2001-03 contains the specifications resulting from the March 2001 TSG meetings.

3) With "track changes" disabled, paste the entire CR form (use CTRL-A to select it) into the specification just in front of the clause containing the first piece of changed text. Delete those parts of the specification which are not relevant to the change request

10.6.1 Contents of files at the telecom graphics level

The EFs in the Dedicated File $DF_{GRAPHICS}$ contain graphical information.

10.6.1.1 EF_{IMG} (Image)

Each record of this EF identifies instances of one particular graphical image, which graphical image is identified by this EF's record number.

Image instances may differ as to their size, having different resolutions, and the way they are coded, using one of several image coding schemes.

As an example, image k may represent a company logo, of which there are i instances on SIM, of various resolutions and perhaps encoded in several image coding schemes. Then, the i instances of the company's logo are described in record k of this EF.

Identifier: '4F20'	Structure: linear fixed	Optional
Record length: 9n+1 or 9n+2 bytes	Update activity: low	

Access Conditions:

READ	CHV1
UPDATE	ADM
INVALIDATE	ADM
REHABILITATE	ADM

Bytes	Description	M/O	Length
1	Number of Actual Image Instances	M	1 byte
2 to 10	Descriptor of Image Instance 1	M	9 bytes
11 to 19	Descriptor of Image Instance 2	O	9 bytes
:			
9 (n-1) + 2 to 9n + 1	Descriptor of Image Instance n	O	9 bytes
9n + 2	RFU	O	1 byte

- Number of Actual Image Instances

  Contents: this byte gives the number of actual image instances described in the following data items (i.e. unused descriptors are not counted).

  Coding: binary

- Image Instance Descriptor

  Contents: a description of an image instance

  Coding: see below

  Byte 1: Image Instance Width

  Contents:

  this byte specifies the image instance width, expressed in raster image points.

  Coding:

  binary.

  Byte 2: Image Instance Height

  Contents:

  this byte specifies the image instance height, expressed in raster image points.

Coding:

binary.

Byte 3: Image Coding Scheme

Contents:

this byte identifies the image coding scheme that has been used in encoding the image instance.

Coding:

'11' - basic image coding scheme as defined in annex G;

'21' - colour image coding scheme as defined in annex G;

other values are reserved for future use.

Bytes 4 and 5: Image Instance File Identifier

Contents:

these bytes identify an EF which is the image instance data file (see clause 10.6.1.2), holding the actual image data for this particular instance.

Coding:

byte 4: high byte of Image Instance File Identifier;

byte 5: low byte of Image Instance File Identifier.

Bytes 6 and 7: Offset into Image Instance File

Contents:

these bytes specify an offset into the transparent Image Instance File identified in bytes 4 and 5.

Coding:

byte 6: high byte of offset into Image Instance File;

byte 7: low byte of offset into Image Instance File

Bytes 8 and 9: Length of Image Instance Data

Contents:

these bytes yield the length of the image instance data, starting at the offset identified in bytes 6 and 7. For the colour image coding scheme, as defined in annex G, the length of image instance data excludes the CLUT.

Coding:

byte 8: high byte of Image Instance Data length;

byte 9: low byte of Image Instance Data length.

NOTE: Transparent image instance data longer than 256 bytes may be read using successive READ BINARY commands.

3GPP TSG-T3 Meeting #30 ***T3-040131***
Sophia Antipolis, FRANCE, 9.-13. February 2004

CR-Form-v7

CHANGE REQUEST

⌘ **31.102** **CR** **215** ⌘ **rev** **-** ⌘ Current version: **3.F.0** ⌘

*For **HELP** on using this form, see bottom of this page or look at the pop-up text over the ⌘ symbols.*

Proposed change affects: UICC apps⌘ [X] ME [X] Radio Access Network [ ] Core Network [ ]

Title:	⌘	Correction of image instance descriptor for colour icons
Source:	⌘	T3
Work item code:	⌘	TEI
Date:	⌘	11/02/04
Category:	⌘	**F**
Release:	⌘	R99

Use one of the following categories:
F *(correction)*
A *(corresponds to a correction in an earlier release)*
B *(addition of feature),*
C *(functional modification of feature)*
D *(editorial modification)*
Detailed explanations of the above categories can be found in 3GPP TR 21.900.

Use one of the following releases:

2	*(GSM Phase 2)*
R96	*(Release 1996)*
R97	*(Release 1997)*
R98	*(Release 1998)*
R99	*(Release 1999)*
Rel-4	*(Release 4)*
Rel-5	*(Release 5)*
Rel-6	*(Release 6)*
Rel-7	*(Release 7)*

Reason for change:	⌘	The interpretation of the “Length of Image Instance Data” for colour icons described as image instance descriptor (byte 8 and 9) in EF_IMG is unclear in the specification. Regarding the description in the chapters contents of the files at the telecom graphics level and image coding schemes, the “Length of Image Instance Data” can be interpreted as length of the image body including or excluding the CLUT.
Summary of change:	⌘	For the colour image coding scheme, the description of the “Length of Image Instance Data” was extended by the length of the image body excluding the CLUT.
Consequences if not approved:	⌘	The “Length of Image Instance Data” in EF_IMG can be interpreted both: Either including the CLUT or excluding the CLUT.

Clauses affected:	⌘	4.6.1.1			
		Y	**N**		
Other specs Affected:	⌘	**X**		Other core specifications	⌘ TS 51.011; TS 11.11
		X		Test specifications	TS 11.10-4
			X	O&M Specifications	
Other comments:	⌘				

How to create CRs using this form:
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1) Fill out the above form. The symbols above marked ⌘ contain pop-up help information about the field that they are closest to.

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3) With "track changes" disabled, paste the entire CR form (use CTRL-A to select it) into the specification just in front of the clause containing the first piece of changed text. Delete those parts of the specification which are not relevant to the change request

4.6 Contents of DFs at the TELECOM level

DFs may be present as child directories of $DF_{TELECOM}$. The following DFs have been defined:

- $DF_{GRAPHICS}$ '5F50'.
- $DF_{PHONEBOOK}$ '5F3A'.

(DF for public phone book. This DF has the same structure as $DF_{PHONEBOOK}$ under ADF USIM).

4.6.1 Contents of files at the $DF_{GRAPHICS}$ level

The EFs in the Dedicated File $DF_{GRAPHICS}$ contain graphical information.

4.6.1.1 EF_{IMG} (Image)

Each record of this EF identifies instances of one particular graphical image, which graphical image is identified by this EF's record number.

Image instances may differ as to their size, having different resolutions, and the way they are coded, using one of several image coding schemes.

As an example, image k may represent a company logo, of which there are i instances in the UICC, of various resolutions and perhaps encoded in several image coding schemes. Then, the i instances of the company's logo are described in record k of this EF.

Identifier: '4F20'	Structure: linear fixed	Optional
Record length: 9n+1 or 9n+2 bytes	Update activity: low	

Access Conditions:

READ	PIN
UPDATE	ADM
DEACTIVATE	ADM
ACTIVATE	ADM

Bytes	Description	M/O	Length
1	Number of Actual Image Instances	M	1 byte
2 to 10	Descriptor of Image Instance 1	M	9 bytes
11 to 19	Descriptor of Image Instance 2	O	9 bytes
9(n-1)+2 to 9n+1	Descriptor of Image Instance n	O	9 bytes
9n + 2	RFU (see TS 31.101 [11])	O	1 byte

- Number of Actual Image Instances.

  Contents:

  - this byte gives the number of actual image instances described in the following data items (i.e. unused descriptors are not counted).

  Coding:

  - binary.

- Image Instance Descriptor

  Contents:

  - a description of an image instance.

Coding:

- Byte 1: Image Instance Width

  Contents:

  - this byte specifies the image instance width, expressed in raster image points.

  Coding:

  - binary.

Byte 2: Image Instance Height.

Contents:

- this byte specifies the image instance height, expressed in raster image points.

Coding:

- binary.

Byte 3: Image Coding Scheme.

Contents:

- this byte identifies the image coding scheme that has been used in encoding the image instance.

Coding:

- '11' - basic image coding scheme as defined in annex B;
- '21' - colour image coding scheme as defined in annex B;

  other values are reserved for future use.

Bytes 4 and 5: Image Instance File Identifier.

Contents:

- these bytes identify an EF which is the image instance data file (see clause 4.6.1.2), holding the actual image data for this particular instance.

Coding:

- byte 4: high byte of Image Instance File Identifier;
- byte 5: low byte of Image Instance File Identifier.

Bytes 6 and 7: Offset into Image Instance File.

Contents:

- these bytes specify an offset into the transparent Image Instance File identified in bytes 4 and 5.

Coding:

- byte 6: high byte of offset into Image Instance File;

  byte 7: low byte of offset into Image Instance File.

Bytes 8 and 9: Length of Image Instance Data.

Contents:

- these bytes yield the length of the image instance data, starting at the offset identified in bytes 6 and 7. For the colour image coding scheme, as defined in annex B, the length of image instance data excludes the CLUT.

Coding:

- byte 8: high byte of Image Instance Data length;
- byte 9: low byte of Image Instance Data length.

NOTE: Transparent image instance data longer than 256 bytes may be read using successive READ BINARY commands.

3GPP TSG-T3 Meeting #30 ***T3-040132***
Sophia Antipolis, FRANCE, 9.-13. February 2004

CR-Form-v7

CHANGE REQUEST

⌘ **31.102** **CR** **216** ⌘ **rev** **-** ⌘ Current version: **4.B.0** ⌘

*For **HELP** on using this form, see bottom of this page or look at the pop-up text over the ⌘ symbols.*

Proposed change affects: UICC apps⌘ [X] ME [X] Radio Access Network [ ] Core Network [ ]

Title:	⌘	Correction of image instance descriptor for colour icons
Source:	⌘	T3
Work item code:	⌘	TEI
Date:	⌘	11/02/04
Category:	⌘	**A**
Release:	⌘	Rel-4

Use one of the following categories:
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R98	*(Release 1998)*
R99	*(Release 1999)*
Rel-4	*(Release 4)*
Rel-5	*(Release 5)*
Rel-6	*(Release 6)*
Rel-7	*(Release 7)*

Reason for change:	⌘	The interpretation of the “Length of Image Instance Data” for colour icons described as image instance descriptor (byte 8 and 9) in EF_IMG is unclear in the specification. Regarding the description in the chapters contents of the files at the telecom graphics level and image coding schemes, the “Length of Image Instance Data” can be interpreted as length of the image body including or excluding the CLUT.
Summary of change:	⌘	For the colour image coding scheme, the description of the “Length of Image Instance Data” was extended by the length of the image body excluding the CLUT.
Consequences if not approved:	⌘	The “Length of Image Instance Data” in EF_IMG can be interpreted both: Either including the CLUT or excluding the CLUT.

Clauses affected:	⌘	4.6.1.1

		Y	N			
Other specs Affected:	⌘	X		Other core specifications	⌘	TS 51.011; TS 11.11
		X		Test specifications		TS 11.10-4
			X	O&M Specifications		

Other comments:	⌘	

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3) With "track changes" disabled, paste the entire CR form (use CTRL-A to select it) into the specification just in front of the clause containing the first piece of changed text. Delete those parts of the specification which are not relevant to the change request

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- $DF_{PHONEBOOK}$ '5F3A'.

(DF for public phone book. This DF has the same structure as $DF_{PHONEBOOK}$ under ADF USIM).

4.6.1 Contents of files at the $DF_{GRAPHICS}$ level

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Image instances may differ as to their size, having different resolutions, and the way they are coded, using one of several image coding schemes.

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Identifier: '4F20'	Structure: linear fixed	Optional
Record length: 9n+1 or 9n+2 bytes	Update activity: low	

Access Conditions:

READ	PIN
UPDATE	ADM
DEACTIVATE	ADM
ACTIVATE	ADM

Bytes	Description	M/O	Length
1	Number of Actual Image Instances	M	1 byte
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11 to 19	Descriptor of Image Instance 2	O	9 bytes
9(n-1)+2 to 9n+1	Descriptor of Image Instance n	O	9 bytes
9n + 2	RFU (see TS 31.101 [11])	O	1 byte

- Number of Actual Image Instances.

  Contents:
  - this byte gives the number of actual image instances described in the following data items (i.e. unused descriptors are not counted).

  Coding:
  - binary.

- Image Instance Descriptor

  Contents:
  - a description of an image instance.

  Coding:
  - Byte 1: Image Instance Width

  Contents:
  - this byte specifies the image instance width, expressed in raster image points.

Coding:
- binary.

Byte 2: Image Instance Height.

Contents:
- this byte specifies the image instance height, expressed in raster image points.

Coding:
- binary.

Byte 3: Image Coding Scheme.

Contents:
- this byte identifies the image coding scheme that has been used in encoding the image instance.

Coding:
- '11' - basic image coding scheme as defined in annex B;
- '21' - colour image coding scheme as defined in annex B;
  other values are reserved for future use.

Bytes 4 and 5: Image Instance File Identifier.

Contents:
- these bytes identify an EF which is the image instance data file (see clause 4.6.1.2), holding the actual image data for this particular instance.

Coding:
- byte 4: high byte of Image Instance File Identifier;
- byte 5: low byte of Image Instance File Identifier.

Bytes 6 and 7: Offset into Image Instance File.

Contents:
- these bytes specify an offset into the transparent Image Instance File identified in bytes 4 and 5.

Coding:
- byte 6: high byte of offset into Image Instance File;
  byte 7: low byte of offset into Image Instance File.

Bytes 8 and 9: Length of Image Instance Data.

Contents:
- these bytes yield the length of the image instance data, starting at the offset identified in bytes 6 and 7. For the colour image coding scheme, as defined in annex B, the length of image instance data excludes the CLUT.

Coding:
- byte 8: high byte of Image Instance Data length;
- byte 9: low byte of Image Instance Data length.

NOTE: Transparent image instance data longer than 256 bytes may be read using successive READ BINARY commands.

3GPP TSG-T3 Meeting #30 ***T3-040133***
Sophia Antipolis, FRANCE, 9.-13. February 2004

CR-Form-v7

CHANGE REQUEST

⌘ **31.102** **CR** **217** ⌘ **rev** **-** ⌘ Current version: **5.7.0** ⌘

*For **HELP** on using this form, see bottom of this page or look at the pop-up text over the ⌘ symbols.*

Proposed change affects: UICC apps⌘ [X] ME [X] Radio Access Network [ ] Core Network [ ]

Title:	⌘	Correction of image instance descriptor for colour icons
Source:	⌘	T3
Work item code:	⌘	TEI
Date:	⌘	11/02/04
Category:	⌘	**A**
Release:	⌘	Rel-5

Use one of the following categories:
F *(correction)*
A *(corresponds to a correction in an earlier release)*
B *(addition of feature),*
C *(functional modification of feature)*
D *(editorial modification)*
Detailed explanations of the above categories can be found in 3GPP TR 21.900.

Use one of the following releases:

2	*(GSM Phase 2)*
R96	*(Release 1996)*
R97	*(Release 1997)*
R98	*(Release 1998)*
R99	*(Release 1999)*
Rel-4	*(Release 4)*
Rel-5	*(Release 5)*
Rel-6	*(Release 6)*
Rel-7	*(Release 7)*

Reason for change:	⌘	The interpretation of the “Length of Image Instance Data” for colour icons described as image instance descriptor (byte 8 and 9) in EF_IMG is unclear in the specification. Regarding the description in the chapters contents of the files at the telecom graphics level and image coding schemes, the “Length of Image Instance Data” can be interpreted as length of the image body including or excluding the CLUT.
Summary of change:	⌘	For the colour image coding scheme, the description of the “Length of Image Instance Data” was extended by the length of the image body excluding the CLUT.
Consequences if not approved:	⌘	The “Length of Image Instance Data” in EF_IMG can be interpreted both: Either including the CLUT or excluding the CLUT.

Clauses affected:	⌘	4.6.1.1

		Y	N			
Other specs Affected:	⌘	X		Other core specifications	⌘	TS 51.011 ; TS 11.11
		X		Test specifications		TS 11.10-4
			X	O&M Specifications		

Other comments:	⌘	

How to create CRs using this form:
Comprehensive information and tips about how to create CRs can be found at http://www.3gpp.org/specs/CR.htm.
Below is a brief summary:

1) Fill out the above form. The symbols above marked ⌘ contain pop-up help information about the field that they are closest to.

2) Obtain the latest version for the release of the specification to which the change is proposed. Use the MS Word "revision marks" feature (also known as "track changes") when making the changes. All 3GPP specifications can be downloaded from the 3GPP server under ftp://ftp.3gpp.org/specs/ For the latest version, look for the directory name with the latest date e.g. 2001-03 contains the specifications resulting from the March 2001 TSG meetings.

3) With "track changes" disabled, paste the entire CR form (use CTRL-A to select it) into the specification just in front of the clause containing the first piece of changed text. Delete those parts of the specification which are not relevant to the change request

4.6.1 Contents of files at the $DF_{GRAPHICS}$ level

The EFs in the Dedicated File $DF_{GRAPHICS}$ contain graphical information.

4.6.1.1 EF_{IMG} (Image)

Each record of this EF identifies instances of one particular graphical image, which graphical image is identified by this EF's record number.

Image instances may differ as to their size, having different resolutions, and the way they are coded, using one of several image coding schemes.

As an example, image k may represent a company logo, of which there are i instances in the UICC, of various resolutions and perhaps encoded in several image coding schemes. Then, the i instances of the company's logo are described in record k of this EF.

Identifier: '4F20'	Structure: linear fixed	Optional
Record length: 9n+1 or 9n+2 bytes	Update activity: low	

Access Conditions:

READ	PIN
UPDATE	ADM
DEACTIVATE	ADM
ACTIVATE	ADM

Bytes	Description	M/O	Length
1	Number of Actual Image Instances	M	1 byte
2 to 10	Descriptor of Image Instance 1	M	9 bytes
11 to 19	Descriptor of Image Instance 2	O	9 bytes
9(n-1)+2 to 9n+1	Descriptor of Image Instance n	O	9 bytes
9n + 2	RFU (see TS 31.101 [11])	O	1 byte

- Number of Actual Image Instances.

  Contents:
  - this byte gives the number of actual image instances described in the following data items (i.e. unused descriptors are not counted).

  Coding:
  - binary.

- Image Instance Descriptor

  Contents:
  - a description of an image instance.

  Coding:
  - Byte 1: Image Instance Width

  Contents:
  - this byte specifies the image instance width, expressed in raster image points.

  Coding:
  - binary.

Byte 2: Image Instance Height.

  Contents:
  - this byte specifies the image instance height, expressed in raster image points.

  Coding:
  - binary.

Byte 3: Image Coding Scheme.

Contents:
- this byte identifies the image coding scheme that has been used in encoding the image instance.

Coding:
- '11' - basic image coding scheme as defined in annex B;
- '21' - colour image coding scheme as defined in annex B;
  other values are reserved for future use.

Bytes 4 and 5: Image Instance File Identifier.

Contents:
- these bytes identify an EF which is the image instance data file (see clause 4.6.1.2), holding the actual image data for this particular instance.

Coding:
- byte 4: high byte of Image Instance File Identifier;
- byte 5: low byte of Image Instance File Identifier.

Bytes 6 and 7: Offset into Image Instance File.

Contents:
- these bytes specify an offset into the transparent Image Instance File identified in bytes 4 and 5.

Coding:
- byte 6: high byte of offset into Image Instance File;
  byte 7: low byte of offset into Image Instance File.

Bytes 8 and 9: Length of Image Instance Data.

Contents:
- these bytes yield the length of the image instance data, starting at the offset identified in bytes 6 and 7. For the colour image coding scheme, as defined in annex B, the length of image instance data excludes the CLUT.

Coding:
- byte 8: high byte of Image Instance Data length;
- byte 9: low byte of Image Instance Data length.

NOTE: Transparent image instance data longer than 256 bytes may be read using successive READ BINARY commands.

3GPP TSG-T3 Meeting #30
Sophia Antipolis, FRANCE, 9.-13. February 2004

T3-0400134

CR-Form-v7

CHANGE REQUEST

⌘ **31.102** **CR** **218** ⌘ **rev** **-** ⌘ Current version: **6.4.0** ⌘

*For **HELP** on using this form, see bottom of this page or look at the pop-up text over the ⌘ symbols.*

Proposed change affects: UICC apps⌘ [X] ME [X] Radio Access Network [ ] Core Network [ ]

Title:	⌘	Correction of image instance descriptor for colour icons
Source:	⌘	T3
Work item code:	⌘	TEI
Date:	⌘	11/02/04
Category:	⌘	**A**
Release:	⌘	Rel-6

Use one of the following categories:
F *(correction)*
A *(corresponds to a correction in an earlier release)*
B *(addition of feature),*
C *(functional modification of feature)*
D *(editorial modification)*
Detailed explanations of the above categories can be found in 3GPP TR 21.900.

Use one of the following releases:

2	*(GSM Phase 2)*
R96	*(Release 1996)*
R97	*(Release 1997)*
R98	*(Release 1998)*
R99	*(Release 1999)*
Rel-4	*(Release 4)*
Rel-5	*(Release 5)*
Rel-6	*(Release 6)*
Rel-7	*(Release 7)*

Reason for change:	⌘	The interpretation of the “Length of Image Instance Data” for colour icons described as image instance descriptor (byte 8 and 9) in EF_IMG is unclear in the specification. Regarding the description in the chapters contents of the files at the telecom graphics level and image coding schemes, the “Length of Image Instance Data” can be interpreted as length of the image body including or excluding the CLUT.
Summary of change:	⌘	For the colour image coding scheme, the description of the “Length of Image Instance Data” was extended by the length of the image body excluding the CLUT.
Consequences if not approved:	⌘	The “Length of Image Instance Data” in EF_IMG can be interpreted both: Either including the CLUT or excluding the CLUT.

Clauses affected:	⌘	4.6.1.1

		Y	N			
Other specs Affected:	⌘	X		Other core specifications	⌘	TS 51.011; TS 11.11
		X		Test specifications		TS 11.10-4
			X	O&M Specifications		

Other comments:	⌘	

How to create CRs using this form:
Comprehensive information and tips about how to create CRs can be found at http://www.3gpp.org/specs/CR.htm.
Below is a brief summary:

1) Fill out the above form. The symbols above marked ⌘ contain pop-up help information about the field that they are closest to.

2) Obtain the latest version for the release of the specification to which the change is proposed. Use the MS Word "revision marks" feature (also known as "track changes") when making the changes. All 3GPP specifications can be downloaded from the 3GPP server under ftp://ftp.3gpp.org/specs/ For the latest version, look for the directory name with the latest date e.g. 2001-03 contains the specifications resulting from the March 2001 TSG meetings.

3) With "track changes" disabled, paste the entire CR form (use CTRL-A to select it) into the specification just in front of the clause containing the first piece of changed text. Delete those parts of the specification which are not relevant to the change request

4.6.1 Contents of files at the $DF_{GRAPHICS}$ level

The EFs in the Dedicated File $DF_{GRAPHICS}$ contain graphical information.

4.6.1.1 EF_{IMG} (Image)

Each record of this EF identifies instances of one particular graphical image, which graphical image is identified by this EF's record number.

Image instances may differ as to their size, having different resolutions, and the way they are coded, using one of several image coding schemes.

As an example, image k may represent a company logo, of which there are i instances in the UICC, of various resolutions and perhaps encoded in several image coding schemes. Then, the i instances of the company's logo are described in record k of this EF.

Identifier: '4F20'	Structure: linear fixed	Optional
Record length: 9n+1 or 9n+2 bytes	Update activity: low	

Access Conditions:

READ	PIN
UPDATE	ADM
DEACTIVATE	ADM
ACTIVATE	ADM

Bytes	Description	M/O	Length
1	Number of Actual Image Instances	M	1 byte
2 to 10	Descriptor of Image Instance 1	M	9 bytes
11 to 19	Descriptor of Image Instance 2	O	9 bytes
9(n-1)+2 to 9n+1	Descriptor of Image Instance n	O	9 bytes
9n + 2	RFU (see TS 31.101 [11])	O	1 byte

- Number of Actual Image Instances.

  Contents:
  - this byte gives the number of actual image instances described in the following data items (i.e. unused descriptors are not counted).

  Coding:
  - binary.

- Image Instance Descriptor

  Contents:
  - a description of an image instance.

  Coding:
  - Byte 1: Image Instance Width

  Contents:
  - this byte specifies the image instance width, expressed in raster image points.

  Coding:
  - binary.

Byte 2: Image Instance Height.

  Contents:
  - this byte specifies the image instance height, expressed in raster image points.

  Coding:
  - binary.

Byte 3: Image Coding Scheme.

Contents:
- this byte identifies the image coding scheme that has been used in encoding the image instance.

Coding:
- '11' - basic image coding scheme as defined in annex B;
- '21' - colour image coding scheme as defined in annex B;
  other values are reserved for future use.

Bytes 4 and 5: Image Instance File Identifier.

Contents:
- these bytes identify an EF which is the image instance data file (see clause 4.6.1.2), holding the actual image data for this particular instance.

Coding:
- byte 4: high byte of Image Instance File Identifier;
- byte 5: low byte of Image Instance File Identifier.

Bytes 6 and 7: Offset into Image Instance File.

Contents:
- these bytes specify an offset into the transparent Image Instance File identified in bytes 4 and 5.

Coding:
- byte 6: high byte of offset into Image Instance File;
  byte 7: low byte of offset into Image Instance File.

Bytes 8 and 9: Length of Image Instance Data.

Contents:
- these bytes yield the length of the image instance data, starting at the offset identified in bytes 6 and 7. For the colour image coding scheme, as defined in annex B, the length of image instance data excludes the CLUT.

Coding:
- byte 8: high byte of Image Instance Data length;
- byte 9: low byte of Image Instance Data length.

NOTE: Transparent image instance data longer than 256 bytes may be read using successive READ BINARY commands.

3GPP TSG-T3 Meeting #30
Sophia Antipolis, FRANCE, 9.-13. February 2004

T3-040135

CR-Form-v7

CHANGE REQUEST

⌘ **11.10-4** **CR** **A061** ⌘ **rev** **-** ⌘ Current version: **8.6.0** ⌘

*For **HELP** on using this form, see bottom of this page or look at the pop-up text over the ⌘ symbols.*

Proposed change affects: UICC apps⌘ [X] ME [X] Radio Access Network [ ] Core Network [ ]

Title:	⌘	Correction of image instance descriptor for colour icons
Source:	⌘	T3
Work item code:	⌘	TEI
Date:	⌘	11/02/2004
Category:	⌘	**F**
Release:	⌘	R99

Use one of the following categories:
F *(correction)*
A *(corresponds to a correction in an earlier release)*
B *(addition of feature),*
C *(functional modification of feature)*
D *(editorial modification)*
Detailed explanations of the above categories can be found in 3GPP TR 21.900.

Use one of the following releases:

2	*(GSM Phase 2)*
R96	*(Release 1996)*
R97	*(Release 1997)*
R98	*(Release 1998)*
R99	*(Release 1999)*
Rel-4	*(Release 4)*
Rel-5	*(Release 5)*
Rel-6	*(Release 6)*
Rel-7	*(Release 7)*

Reason for change:	⌘	The “Length of Image Instance Data” for colour icons described in image instance descriptor (byte 8 and 9) was changed in the core specification by CR T3-040129 (CR number: A139).
Summary of change:	⌘	For the colour image coding scheme, the Length of Image Instance Data was changed regarding the description in the core specification. The “Length of Image Instance Data” describes the image body excluding the CLUT. Reference corrected to 51.010-1, because 11.10-1 does not exist anymore.
Consequences if not approved:	⌘	MEs compliant to 3GPP TS 11.14 including CR T3-040129 (CR number: A139) will fail all colour icon tests.

Clauses affected:	⌘	27.22.2

		Y	N			
Other specs Affected:	⌘		X	Other core specifications	⌘	
			X	Test specifications		
			X	O&M Specifications		

Other comments:	⌘	

27.22.2 Definition of default values for SIM Application Toolkit testing

A SIM containing the following default values is used for all tests of this clause unless otherwise stated.

For each item, the logical default values and the coding within the Elementary Files (EF) of the SIM follow, as defined in:

- 3GPP TS 51~~11~~.010-1, clause 27 [12].

NOTE 1: Bx represents byte x of the coding.

NOTE 2: Unless otherwise defined, the coding values in binary.

[…]

For the display of icon:

- Under the DF Telecom: creation of DF Graphics (5F50);
- Under the DF 5F50: creation of EF_{Img} (4F20, linear fixed file) and $EF_{Instance}$ (4FXX, transparent file).

EF_{Img} (Image, 4F20)

Record 1:

Logically:

Number of Actual Images Instances:	01
Image Instance Width:	08
Image Instance Height:	08
Image Coding Scheme:	11 (basic image)
Image Instance File Identifier:	4F 04 ($EF_{Instance}$)
Offset into Image Instance File:	00 00
Length of Image Instance Data:	00 0A

Coding:

BER-TLV:	01	08	08	11	4F	04	00	00	00	0A	FF	FF
	FF	FF	FF	FF	FF	FF	FF	FF				

Record 2:

Logically:

Number of Actual Images Instances:	01
Image Instance Width:	08
Image Instance Height:	08
Image Coding Scheme:	21 (colour image)
Image Instance File Identifier:	4F 02($EF_{Instance}$)
Offset into Image Instance File:	00 00
Length of Image Instance Data:	00 16~~F~~

Coding:

BER-TLV:	01	08	08	21	4F	02	00	00	00	16~~F~~	FF	FF
	FF	FF	FF	FF	FF	FF	FF	FF				

Record 3:

Logically:

Number of Actual Images Instances: 01
Image Instance Width: 18
Image Instance Height: 10
Image Coding Scheme: 11 (basic image)
Image Instance File Identifier: 4F 03 ($EF_{Instance}$)
Offset into Image Instance File: 00 00
Length of Image Instance Data: 00 32

Coding:

BER-TLV:	01	18	10	11	4F	03	00	00	00	32	FF	FF
	FF	FF	FF	FF	FF	FF	FF	FF				

Record 4:

Logically:

Number of Actual Images Instances: 01
Image Instance Width: 2E
Image Instance Height: 28
Image Coding Scheme: 11 (basic image)
Image Instance File Identifier: 4F 01 ($EF_{Instance}$)
Offset into Image Instance File: 00 00
Length of Image Instance Data: 00 E8

Coding:

BER-TLV:	01	2E	28	11	4F	01	00	00	00	E8	FF	FF
	FF	FF	FF	FF	FF	FF	FF	FF				

Record 5:

Logically:

Number of Actual Images Instances: 01
Image Instance Width: 05
Image Instance Height: 05
Image Coding Scheme: 11 (basic image)
Image Instance File Identifier: 4F 05 ($EF_{Instance}$)
Offset into Image Instance File: 00 00
Length of Image Instance Data: 00 08

Coding:

BER-TLV:	01	05	05	11	4F	05	00	00	00	08	FF	FF
	FF	FF	FF	FF	FF	FF						

$EF_{Instance}$ (4F01)

Logically:

Image Instance Data: see below

Coding:

BER-TLV:	2E	28	00	00	00	00	00	00	00	01	FF	80
	00	00	00	0F	FF	00	00	00	00	77	FE	00
	00	00	01	BF	F8	00	00	00	06	FF	E0	00
	00	00	1A	03	80	00	00	00	6B	F6	BC	00
	00	01	AF	D8	38	00	00	06	BF	60	20	00
	00	1A	FD	80	40	00	00	6B	F6	00	80	00
	01	A0	1F	02	00	00	06	FF	E4	04	00	00
	1B	FF	90	10	00	00	6D	EE	40	40	00	01
	BF	F9	01	00	00	6F	FF	E4	04	00	00	1B
	FF	90	10	00	00	6F	FE	40	40	00	01	BF
	F9	01	00	00	06	FF	E6	04	00	00	1B	FF
	88	10	00	00	6F	FE	20	40	00	01	BF	F8
	66	00	00	06	FF	E0	F0	00	00	1B	FF	80
	80	00	00	7F	FE	00	00	00	03	00	0C	00
	00	00	1F	FF	F8	00	00	00	00	00	00	00
	00	00	00	00	00	00	00	00	00	00	00	00
	1C	21	08	44	EE	00	48	C4	31	92	20	01
	25	11	45	50	80	07	14	45	15	43	80	12
	71	1C	4D	08	00	4A	24	89	32	20	01	C8
	9E	24	4E	E0								

$EF_{Instance}$ (4F02)

Logically:

Image Instance Data:

Image width:	08
Image length:	08
Bits per raster image point:	02
Number of CLUT entries:	03
Location of CLUT:	00 16
Image body:	see below

Coding:

BER-TLV:	08	08	02	03	00	16	AA	AA	80	02	85	42
	81	42	81	42	81	52	80	02	AA	AA	FF	00
	00	00	FF	00	00	00	FF					

$EF_{Instance}$ (4F03)

Logically:

Image Instance Data: see below

Coding:

BER-TLV:	18	10	FF	FF	FF	80	00	01	80	00	01	80
	00	01	8F	3C	F1	89	20	81	89	20	81	89
	20	F1	89	20	11	89	20	11	89	20	11	8F
	3C	F1	80	00	01	80	00	01	80	00	01	FF
	FF	FF										

$EF_{Instance}$ (4F04)

Logically:

Image Instance Data: see below

Coding:

BER-TLV:	08	08	FF	03	A5	99	99	A5	C3	FF

$EF_{Instance}$ (4F05)

Logically:

Image Instance Data: see below

Coding:

BER-TLV:	05	05	FE	EB	BF	FF	FF	FF