Agenda Item:	5.3.3
Source:	Т3
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:

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

		CR-Form-v7
	CHANGE REQUEST	
ж	11.11 CR A139 # rev - ^{# C}	Current version: 8.B.0 [≆]
For <mark>HELP</mark> on us	ing this form, see bottom of this page or look at the p	pop-up text over the X symbols.
Proposed change a	f ects: UICC apps策 <mark>X</mark> ME <mark>X</mark> Radio Acc	ess Network Core Network
Title: ដ	Correction of image instance descriptor for colour icc	ons
Source: ೫	ГЗ	
Work item code: %	[E]	Date: 米 11/02/04
Category: ¥	F	Release: # R99
Calegory. a	Jse <u>one</u> 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 <u>TR 21.900</u> .	Use <u>one</u> 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. Summary of change	 The interpretation of the "Length of Image Instandescribed as image instance descriptor (byte 8 a specification. Regarding the description in the chapters contergraphics level and image coding schemes, the "can be interpreted as length of the image body is For the colour image coding scheme, the description instance Data" was extended by the length of the 	nce Data" for colour icons and 9) in EF_IMG is unclear in the ints of the files at the telecom "Length of Image Instance Data" including or excluding the CLUT. ption of the "Length of Image is image body excluding the CLUT.
Consequences if not approved:	* The "Length of Image Instance Data" in EF_IMC including the CLUT or excluding the CLUT.	C can be interpreted both: Either
Clauses affected:	¥ 10.6.1.1	
Other specs Affected:	YNXOther core specifications# TS 51.0XTest specificationsTS 11.1XO&M SpecificationsTS 11.1	011; TS 31.102 10-4
Other comments:	ж	

- 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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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 $\text{DF}_{\text{GRAPHICS}}$ 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 leng	th: 9n+1 or 9n+2	2 bytes	bytes Update activity: low					
Access Conditio	Access Conditions:							
READ		CHV?	1					
UPDATE		ADM						
INVALID	ATE	ADM						
REHABI	LITATE	ADM						
Bytes		Descripti	on	M/O	Length			
1	Number of Act	ual Image In	stances	М	1 byte			
2 to 10	Descriptor of I	mage Instand	ce 1	М	9 bytes			
11 to 19	Descriptor of I	mage Instand	ce 2	0	9 bytes			
:								
9 (n-1) + 2 to	Descriptor of I	mage Instand	ce n	0	9 bytes			
9n + 1		-						
9n + 2	RFU			0	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.

		CHAN	GE REQ	UEST			CR-Form-v7
¥	51.01 1	I CR <mark>031</mark>	ж геv	- * C	Current vers	^{ion:} 4.A.0	ж
For <mark>HELP</mark> on u	ising this f	orm, see bottom o	f this page or	look at the _l	pop-up text	over the X syn	nbols.
Proposed change	affects:	UICC apps೫ 🗙	MEX] Radio Acc	ess Networ	k Core Ne	etwork
Title: ೫	Correctio	n of image instand	ce descriptor f	or colour ico	ons		
Source: ដ	T3						
Work item code: ଝ	TEI				<i>Date:</i> ೫	11/02/04	
Category: ⊮	A Use <u>one</u> o F (cc A (cc B (ac C (fu D (ec Detailed e be found in	f the following categorection) prresponds to a corr ddition of feature), nctional modification ditorial modification) xplanations of the a n 3GPP <u>TR 21.900</u> .	gories: rection in an ea n of feature) bove categorie:	I rlier release) s can	Release: # Use <u>one</u> of 2 R96 R97 R98 R99 Rel-4 Rel-5 Rel-6 Rel-7	Rel-4 the following rele (GSM Phase 2) (Release 1996) (Release 1997) (Release 1998) (Release 1999) (Release 4) (Release 5) (Release 6) (Release 7)	pases:
Reason for change Summary of chang	e: # The desc spec Rega grap can ge: # For t Insta	interpretation of the cribed as image ins cification. arding the descrip hics level and ima be interpreted as l the colour image conce Data" was ex	tion in the cha ge coding sch ength of the ir coding scheme tended by the	mage Insta otor (byte 8 pters conte nage body i e, the descri length of th	nce Data" fo and 9) in EF nts of the fil 'Length of Ir including or iption of the he image bo	F_IMG is uncle as at the teleco mage Instance excluding the "Length of Ima dy excluding th	ar in the Data" CLUT. age le CLUT.
Consequences if not approved:	₩ <mark>The</mark> inclu	"Length of Image ding the CLUT or	Instance Data excluding the	" in EF_IMC CLUT.	G can be int	erpreted both:	Either
Clauses affected:	<mark>೫ 10.6</mark>	.1.1					
Other specs Affected:	Y N 米 X X 、 、 、	Other core specification Test specification O&M Specification	cifications ons tions	೫ <mark>TS 31.′</mark> TS 11.′	102; TS 11. 10-4	11	
Other comments:	ж						

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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.

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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 leng	th: 9n+1 or 9n+2	2 bytes	bytes Update activity: low		
Access Conditio	ns:				
READ		CHV1	1		
UPDATE		ADM			
INVALID	ATE	ADM			
REHABI	LITATE	ADM			
Bytes		Descripti	on	M/O	Length
1	Number of Act	ual Image In	stances	М	1 byte
2 to 10	Descriptor of I	mage Instand	ce 1	М	9 bytes
11 to 19	Descriptor of I	mage Instand	ce 2	0	9 bytes
:					
9 (n-1) + 2 to	Descriptor of In	mage Instand	ce n	0	9 bytes
9n + 1		-			
9n + 2	RFU			0	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.

		CHANG	BE REQ	UEST			CR-Form-v7
ж 3	<mark>31.102</mark>	CR <mark>215</mark>	жrev	- # C	urrent vers	^{ion:} 3.F.0	ж
For <mark>HELP</mark> on usin	ng this foi	rm, see bottom of	this page or	look at the p	op-up text	over the X syr	nbols.
Proposed change aff	fects: l	JICC apps೫ 🗙	MEX	Radio Acce	ess Networ	k Core Ne	etwork
Title: # C	orrection	of image instance	e descriptor fo	o <mark>r colour ico</mark>	ns		
Source: ೫ T	3						
Work item code: ℜ <mark>T</mark>	El				<i>Date:</i> ೫	11/02/04	
Category: # U U D be	F Ise <u>one</u> of F (corr A (cor B (add C (fun D (edi etailed exp e found in	the following catego rection) responds to a corre lition of feature), ctional modification torial modification) olanations of the ab 3GPP <u>TR 21.900</u> .	ories: ction in an ear of feature) ove categories	R lier release) s can	Release: # Use <u>one</u> of 2 R96 R97 R98 R99 Rel-4 Rel-5 Rel-6 Rel-7	R99 the following rele (GSM Phase 2) (Release 1996) (Release 1997) (Release 1998) (Release 1999) (Release 4) (Release 5) (Release 6) (Release 7)	eases:
Reason for change: Summary of change:	 The ir description specific Regard graph can be For the Instance 	terpretation of the bed as image inst ication. ding the description ics level and image interpreted as le colour image co ce Data" was exte	e "Length of I tance descrip on in the cha le coding sch ngth of the in oding scheme anded by the	mage Instar tor (byte 8 a pters conter emes, the " nage body in a the descript length of the	nce Data" fo and 9) in EF hts of the fil Length of Ir ncluding or ption of the e image bo	F_IMG is uncle as at the teleco mage Instance excluding the "Length of Ima dy excluding th	ar in the om Data" CLUT. age he CLUT.
Consequences if not approved:	策 <mark>The "I</mark> includ	ength of Image In ing the CLUT or e	nstance Data excluding the	<mark>" in EF_IMG</mark> CLUT.	can be int	erpreted both:	Either
Clauses affected:	ж <mark>4.6.1.</mark>	1					
Other specs Affected:	ドレン (1000) (100	Other core speci Test specificatio O&M Specificatio	ifications ns ons	₩ <mark>TS 51.0</mark> TS 11.1	11; TS 11. ⁻ 0-4	11	
Other comments:	ж						

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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	2 bytes	Update activity: low			: low
Access Conditions: READ UPDATE DEACTIVAT ACTIVATE	PIN ADM ADM ADM					
Bytes		Descrip	otion		M/O	Length
1	Number of	Actual Image	e Instances		М	1 byte
2 to 10	Descriptor	of Image Ins	tance 1		М	9 bytes
11 to 19	Descriptor	of Image Ins	tance 2		0	9 bytes
9(n-1)+2 to 9n+1	Descriptor	of Image Ins	tance n		0	9 bytes
9n + 2	RFU (see 1	S 31.101 [1	1])		0	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.

- 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.

	CHANGE REQUEST	CR-Form-v7
æ	31.102 CR 216	Current version: 4.B.0 [#]
For <u>HELP</u> on u	sing this form, see bottom of this page or look at the	pop-up text over the
Proposed change a	ffects: UICC apps ೫ <mark>Ⅹ</mark> ME <mark>Ⅹ</mark> Radio Acc	cess Network Core Network
Title: ೫	Correction of image instance descriptor for colour ic	ons
Source: ೫	Т3	
Work item code: Ж	TEI	Date:
Category: ⊮	 A Use <u>one</u> 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 <u>TR 21.900</u>. 	Release: #Rel-4Use 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 Summary of chang	 # The interpretation of the "Length of Image Insta described as image instance descriptor (byte 8 specification. Regarding the description in the chapters conte graphics level and image coding schemes, the can be interpreted as length of the image body # For the colour image coding scheme, the descr Instance Data" was extended by the length of th 	ance Data" for colour icons and 9) in EF_IMG is unclear in the ents of the files at the telecom "Length of Image Instance Data" including or excluding the CLUT. iption of the "Length of Image he image body excluding the CLUT.
Consequences if not approved:	The "Length of Image Instance Data" in EF_IMG including the CLUT or excluding the CLUT.	G can be interpreted both: Either
Clauses affected:	₩ <mark>4.6.1.1</mark>	
Other specs Affected:	YNXOther core specificationsXXTest specificationsTS 51.0XO&M SpecificationsTS 11.0	011; TS 11.11 10-4
Other comments:	ж	

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Identifier: '4F20'		Structure: linear fixed			Optional	
Record length:	9n+1 or 9n+2	2 bytes	Up	low		
Access Conditions: READ UPDATE DEACTIVATI ACTIVATE	E	PIN ADM ADM ADM				
Bytes		Descrip	tion	M/O	Length	
1	Number of A	Actual Image	Instances	М	1 byte	
2 to 10	Descriptor of	of Image Insta	ance 1	М	9 bytes	
11 to 19	Descriptor of	Descriptor of Image Instance 2			9 bytes	
9(n-1)+2 to 9n+1	Descriptor of	of Image Insta	ance n	0	9 bytes	
9n + 2	RFU (see T	S 31.101 [11])	0	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.

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- 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.

	CHANG	E REQUEST	CR-Form-
ж	1.102 CR 217	ж rev - ^{ж (}	Current version: 5.7.0 [#]
For <u>HELP</u> on us	ng this form, see bottom of t	his page or look at the	pop-up text over the
Proposed change a	ects: UICC apps೫ X	ME 🗶 Radio Aco	cess Network Core Network
Title: ೫	prrection of image instance	descriptor for colour ic	ons
Source: ೫	3		
Work item code: ℜ	El		<i>Date:</i>
Category: ₩	 a one of the following categor a (correction) a (corresponds to a correction) b (addition of feature), c (functional modification of the distribution of the distributic of the distribution of the distributic of the distr	ries: tion in an earlier release) of feature) ive categories can	Release: 第 Rel-5 Use one of the following releases: 2 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 7)
Reason for change. Summary of change	 The interpretation of the described as image insta specification. Regarding the descriptio graphics level and image can be interpreted as len For the colour image coordinate coordin	"Length of Image Insta ance descriptor (byte 8 in in the chapters conte coding schemes, the ngth of the image body ding scheme, the descr nded by the length of th	ance Data" for colour icons and 9) in EF_IMG is unclear in the ents of the files at the telecom "Length of Image Instance Data" including or excluding the CLUT. ription of the "Length of Image he image body excluding the CLUT
Consequences if not approved:	# The "Length of Image Ins including the CLUT or ex	stance Data" in EF_IM cluding the CLUT.	G can be interpreted both: Either
Clauses affected:	<mark>୫ 4.6.1.1</mark>		
Other specs Affected:	YNXOther core specificationXTest specificationXO&M Specification	ications % TS 51. Is TS 11. ns	011 ; TS 11.11 10-4
Other comments:	ж		

- 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 <u>ftp://ftp.3gpp.org/specs/</u> 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			low	
Access Conditions: READ UPDATE DEACTIVATI ACTIVATE	PIN ADM ADM ADM						
Dutes	1	Deserie	4: o. o			L e ie eith	
Bytes		Descrip	tion	r	VI/O	Length	
1	Number of A	ctual Image	Instances		М	1 byte	
2 to 10	Descriptor o	f Image Insta	ance 1		М	9 bytes	
11 to 19	Descriptor o	Descriptor of Image Instance 2			0	9 bytes	
9(n-1)+2 to 9n+1	Descriptor o	f Image Insta	ance n		0	9 bytes	
9n + 2	RFU (see TS	S 31.101 [11])		0	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.

- 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.

							CR-Form-v7
		CHANGE	EREQ	UEST			
ж	<mark>31.102</mark> C	R <mark>218</mark>	ж ге v	- [#]	Current vers	^{ion:} 6.4.0	ж
For <u>HELP</u> on u	sing this form,	see bottom of th	is page or l	ook at the	pop-up text	over the X syr	nbols.
Proposed change a	ffects: UIC	Capps೫ X	ME X	Radio Ac	cess Networ	k Core Ne	etwork
[
Title: ೫	Correction of i	mage instance d	lescriptor fo	or colour io	cons		
Source: ೫	Т3						
Work item code: Ж	TEI				<i>Date:</i> ೫	11/02/04	
Category: #	Α				Release: ೫	Rel-6	
	Use <u>one</u> of the t <i>F</i> (correcti <i>A</i> (corresp <i>B</i> (addition <i>C</i> (function <i>D</i> (editoria Detailed explan be found in 3GF	following categorie on) onds to a correcti n of feature), nal modification of I modification) ations of the abov PP <u>TR 21.900</u> .	es: ion in an ear feature) e categories	<i>lier release</i> s can	Use <u>one</u> of 2 () R96 R97 R98 R99 Rel-4 Rel-5 Rel-6 Rel-7	the following rel (GSM Phase 2) (Release 1996) (Release 1997) (Release 1998) (Release 1999) (Release 4) (Release 5) (Release 6) (Release 7)	eases:
Reason for change Summary of chang	 # The interpresentation # The interpresentation specificat Regarding graphics can be interpresentation e: # For the constance 	pretation of the " l as image instar ion. g the description evel and image erpreted as leng plour image codi Data" was exten	Length of In the descrip in the cha coding sch gth of the in ng scheme ded by the	mage Insta tor (byte 8 pters conto emes, the nage body , the desc length of t	ance Data" fo and 9) in Effective ents of the fill "Length of line including or ription of the he image bo	F_IMG is uncle and the teleconn mage Instance excluding the Change of Ima ady excluding the	ar in the om Data" CLUT. age ne CLUT.
Consequences if not approved:	₭ <mark>The "Leng</mark> including	oth of Image Inst the CLUT or exc	tance Data cluding the	<mark>" in EF_IM</mark> CLUT.	IG can be int	erpreted both:	Either
Clauses affected:	₩ <mark>4.6.1.1</mark>						
Other specs Affected:	Y N # X Ot X Te X Ot	her core specific st specifications &M Specification	cations s	₩ <mark>TS 51</mark> TS 11	.011; TS 11. .10-4	11	
Other comments:	H						

- 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 <u>ftp://ftp.3gpp.org/specs/</u> 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.
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4.6.1 Contents of files at the DF_{GRAPHICS} level

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Identifier: '4F	20'	Str	ucture: linear	fixed		Optional		
Record length:	9n+1 or 9n+2	bytes	bytes Update activity: low					
Access Conditions: READ UPDATE DEACTIVATI ACTIVATE	E	PIN ADM ADM ADM						
Dutes	1	Deserie	4: o. o			L e ie eith		
Bytes		Descrip	tion	r	VI/O	Length		
1	Number of A	ctual Image	Instances		М	1 byte		
2 to 10	Descriptor o	f Image Insta	ance 1		М	9 bytes		
11 to 19	Descriptor o	f Image Insta	ance 2		0	9 bytes		
9(n-1)+2 to 9n+1	Descriptor o	f Image Insta	ance n		0	9 bytes		
9n + 2	RFU (see TS	S 31.101 [11])		0	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).

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- 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.

- 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.

	CHANGE REQUEST	CR-Form-v7
ж	11.10-4 CR A061 # rev - ^{# C}	Current version: 8.6.0 [#]
For <u>HELP</u> on L	ising this form, see bottom of this page or look at the p	pop-up text over the X symbols.
Proposed change	affects: UICC apps ೫ <mark>Ⅹ</mark> ME <mark>Ⅹ</mark> Radio Acc	ess Network Core Network
Title: #	Correction of image instance descriptor for colour icc	ons
Source: भ	Т3	
Work item code: ೫	TEI	<i>Date:</i> ೫ <u>11/02/2004</u>
Category: ₩	 F <i>G</i> Use <u>one</u> of the following categories: <i>F</i> (correction) <i>A</i> (corresponds to a correction in an earlier release) <i>B</i> (addition of feature), <i>C</i> (functional modification of feature) <i>D</i> (editorial modification) Detailed explanations of the above categories can be found in 3GPP <u>TR 21.900</u>. 	Release: #R99Use one of the following releases:2(GSM Phase 2)R96R97(Release 1996)R97R98(Release 1997)R98R99(Release 1999)Rel-4(Release 4)Rel-5(Release 5)Rel-6(Release 7)
Reason for change Summary of chang	 # The "Length of Image Instance Data" for colour descriptor (byte 8 and 9) was changed in the colour (CR number: A139). For the colour image coding scheme, the Length changed regarding the description in the core spinstance Data" describes the image body exclude Reference corrected to 51.010-1, because 11.10 	icons described in image instance re specification by CR T3-040129 h of Image Instance Data was becification. The "Length of Image ding the CLUT. 0-1 does not exist anymore.
Consequences if not approved:	# MEs compliant to 3GPP TS 11.14 including CR will fail all colour icon tests.	T3-040129 (CR number: A139)
Clauses affected: Other specs Affected: Other comments:	# 27.22.2 # X Other core specifications Test specifications X O&M Specifications #	

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 <u>51</u><u>11</u>.0<u>1</u>0-1, 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).

EFImg (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											

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 1 <u>6</u> F

BER-TLV:	01	08	08	21	4F	02	00	00	00	1 <u>6</u> ₣	FF	FF
	FF											

Record 3:

Logically:

01
18
10
11 (basic image)
4F 03 (EF _{Instance})
00 00
00 32

Coding:

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

Record 5:

Logically:

ge)
ce)

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

(3GPP TS 11.10-4 V8-6.0 (2003-12))

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								

EFInstance (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

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

EF_{Instance} (4F05)

Logically:

Image Instance Data: see below

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