

Section 1 - Getting Started

Purpose In this section, you will familiarize yourself with the MLTETSampleShell sample.

Objective Upon completion of this section, you will be able to:

- Compile, link, and execute the sample application
- Use the Japanese Language Kit to input text

Outline The following topics will be covered in this section:

- The MLTETSampleShell sample
- The Japanese Language Kit (JLK)

The Sample

On your desktop you have a folder called "MLTESampleShell". This is the sample application that we are going to enhance with MLTE text editing capabilities. We'll start by building our MLTESampleShell.mcp project.



1) With whatever development environment is available to you, build and run the MLTESampleShell application. Familiarize yourself with its operation. For example, note that you cannot have more than one window open at a time (Close, New), and that there is very little that works in this sample other than the About box and the menus (which by and large do nothing yet).

2) In addition, note how the sample works with a language kit. With the sample window frontmost, choose the Kotoeri input method from the input method menu. This menu is just to the left of your sample's name in the far right process menu. You will be switching from the US flag icon to the Japanese input method icon, so that your menu will look like this:



Try typing some Japanese text, such as watashi. Your Japanese input will appear in a bottomline window, like this:



Hit the RETURN key, and the text will be sent to your sample.

Note that the sample is not TSM-aware (Text Services Manager-aware), which is why you get the bottomline input window rather than inline input. Indeed, the sample is not even text aware at this time, so text sent by TSM to the sample from the bottomline window is simply dropped on the ground.

3) Take a moment to look at the code. Specifically, the steps that we are going to take to convert to MLTE are denoted with tags, e.g., Step 1, Step 2, etc.

Notes