

Â°Ã‘Â¹Â·Ã—Â¡Ã ¢Ã—Ã•Ã—Ã”Ã•: 12/7/2007 10:21:21

$\tilde{A}_C \hat{A} \rangle \tilde{A} f \tilde{A}_j \hat{A}_j \tilde{A} f \tilde{A} \cdot \hat{A}^1 \tilde{A} \cdot \tilde{A} \odot \tilde{A} \hat{A} \rangle \tilde{A} \S \hat{A}^1 \tilde{A}_C \hat{A} \rangle \tilde{A} f \tilde{A}_j \tilde{A} \hat{A}_j \tilde{A} f \tilde{A} \cdot \hat{A}_j \tilde{A} f \tilde{A} \cdot \hat{A}_j \tilde{A} f \tilde{A} \cdot \hat{A}_j \tilde{A} \pm \tilde{A} f \tilde{A} -$

[illegible]

3. ÂµÃ...Ã´Ã,ÃµÃ¿Ã...Ã¬Â°Ã•Â°Ã•Ã´Â´ÂªÃ—Ã´Ã• ip_AC_Skin.zip
ÃµÃ±Ã©Ã£Â¹Ã¿Ã¿Ã...Ã Â´Ã•ÃfÃ¬ My Documents Ã£Â¹ Pocket PC

4. Â Â¿Ã©Ã´ÃµÃ»Â•Ã•Ã´ Option Â¿Ã•Ã§ HappyTappingKeyboard (Start -> Setting -> Input)

- Â Ã...Ã—Ã•Ã¿ "\My Documentslip_AC_QVGA_P.bmp" Ã£Â¹ÂªÃ´Ã•Ã§ "Portrait Bitmap"

- Â Ã...Ã—Ã•Ã¿ "\My Documentslip_AC_QVGA_L.bmp" Ã£Â¹ÂªÃ´Ã•Ã§ "Landscape Bitmap"

Ã´Ã´Ã¿Ã Â»Ã§Â¹ Pocket PC Ã´Ã´Ã©Ã´Ã´Ã• VGA Ã£Ã´Ã©Ã´Ã...Ã—Ã•Ã¿ÃµÃ¿Ã...Ã¬ÂªÃ—Ã´Ã•
ip_AC_VGA_?.bmp Ã¿Ã•Â¹ Ã¿Ã...Ã•Ã´Ã...Ã—Ã•Ã¿ VGA Large Keyboard Â´Ã©Ã±Ã,

- Â¿Ã´Ã»Ã´Ã´Ã• "OK"

5. Â´Ã´Ã¿ÃµÃ©Ã•Ã§Ã¿Ã´ÃfÃ£Ã´Ã©Ã´Â»Ã§Â¹ÂµÃ•Ã,Ã¬Â°Ã•ÃfÃ¬Â´Ã´ÃfÃ´Ã´ÃµÃ©Â¹
Ã£Ã´Ã©ÃµÃ´Ã´ÃµÃ´Ã©Ã§Ã¿Ã»ÃfÃ¿Ã¿ÃfÃ• Default_IM_WM5.CAB (Ã£Â¹ Device
Ã´Ã´Ã´Ã´Ã´Ã´Ã´)

6. Â Â»Ã´Ã´ÃµÃ¿Ã...Ã¬ IMSelector (Start -> Program -> IMSelector) Ã¿Ã...Ã©Ã±Ã´Ã...Ã—Ã•Ã¿
"Happy Tapping Keyboard" Â Â»Ã§Â¹ default Input Method

7. Â«Ã•Ã¿Ã¬Ã¬ÃfÃ•Ã´Â«Â• 1 ÂµÃfÃ´Ã©Ã§

8. Ã£ÂªÃ©Â¹Ã´Ã©Ã±Ã´Ã´Ã´Ã´ÃµÃ•Ã,Ã¬Â°Ã•ÃfÃ¬Â´ÃµÃ´Ã©Ã´Ã...Ã,
Ã¿Ã´Ã,ÃµÃ•Ã´ÃµÃ©Ã•Ã§Ã§Ã©Ã´Ã§ÃµÃ...Ã´Ã§Ã•Ã¿

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