



Sony Ericsson

Customization

- build swap -



MT11i, MT11a

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***For general information about Customization and Swap, refer to
1221-5655: Generic Repair Manual – build swap***



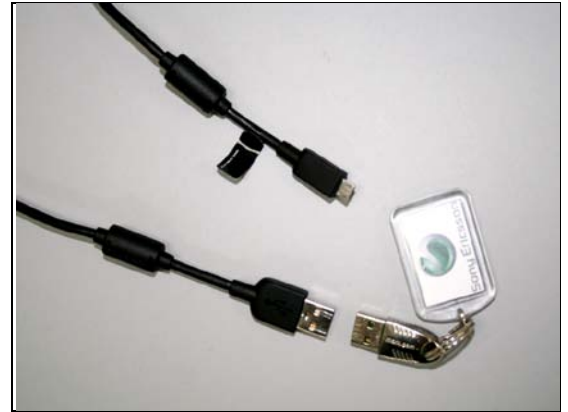
1 Emma Login & Script Execution

In order to change a phone from Customer A to Customer B you must run a 'Customization Script' followed by an 'Activation Script'.

Start by launching the Emma application.

Connect the Micro USB to USB cable to one of the computer's USB ports but do not connect the cable to the phone.

The USB Activation Dongle has to be inserted into one of the computer's USB ports to be able to log in.



To execute a 'Customization' or 'Activation' you need to be properly logged on to the Emma application by using your User ID and Password.

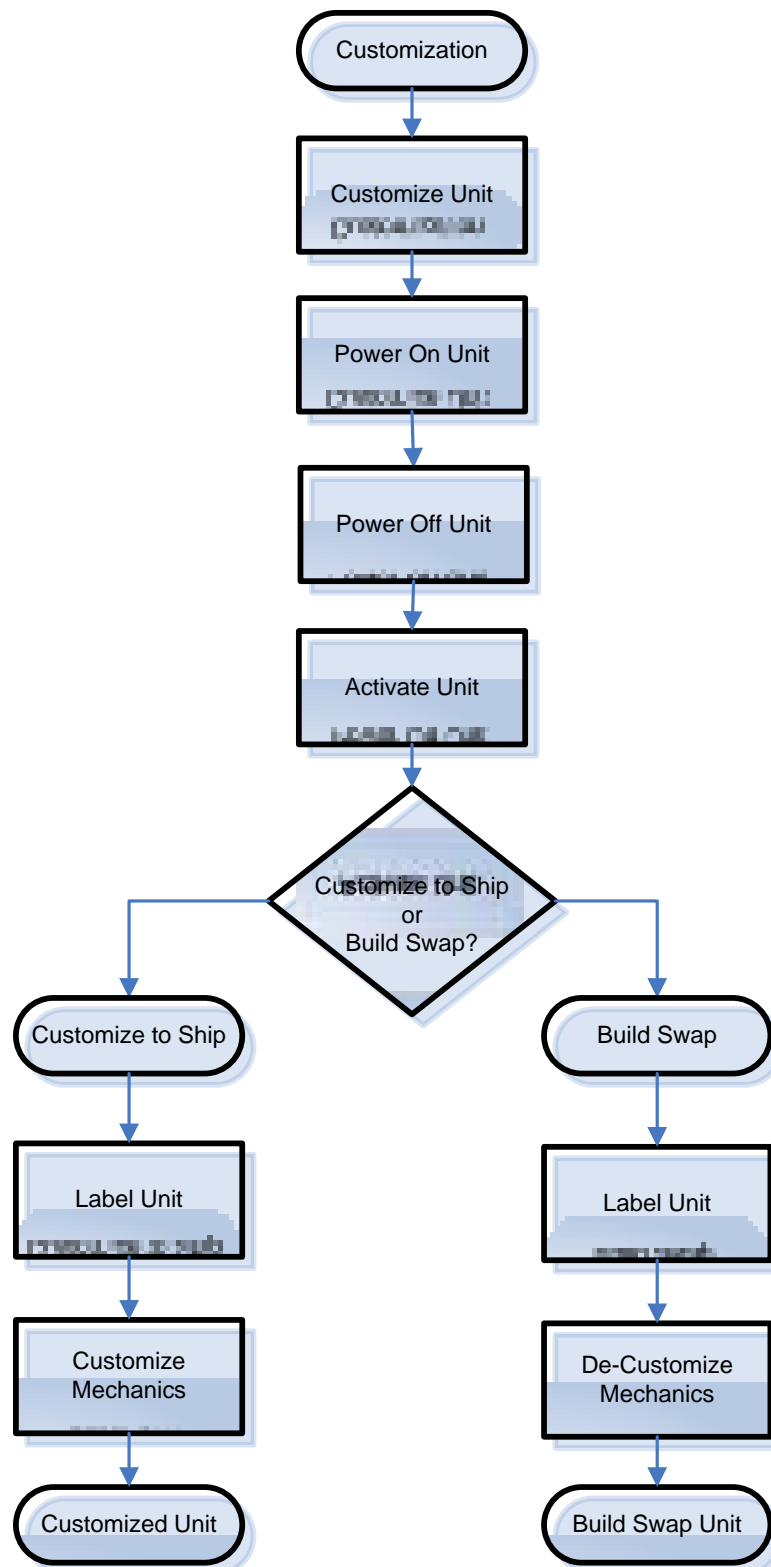
To execute a 'Customization Script' or 'Activation Script' (or any other function):

- check that the phone is powered off
- press and keep the "Back" key down on the phone
- connect the phone to the USB Cable
- release the "Back" key

When executing an 'Activation Script' you will be prompted for the PIN of your USB Activation Dongle.



2 Customization Workflow





Customization Workflow

The primary reason for the customization process is to create a customized unit.

A customized unit is a unit that is ready to ship as a final swap unit.

The second reason for customization is to create “build swap” units and this can be done by selecting the ‘Service Exchange Unit’ customization script for the particular model.

The instruction steps below refer to the flowchart on previous page.

2.1 Customize Unit

After following the steps in section 1, ‘Emma Login & Script Execution’, you can customize a phone as follows:

- look for the Customize script for the desired operator “MT11 Language Pack CDF”
- if that script is not available locally, select ‘Server search’ for a complete list of available scripts.

When creating a ‘build swap’ unit, select “MT11 Service Exchange Unit” as the customization scripts!

- choose the desired script
- the application will download all necessary software to run the script and then flash that software to the phone
- after successful update, disconnect the phone from the USB Cable



Customization Workflow

2.2 Customize to Ship or Build Swap

Is the unit a customized unit to be shipped?

Yes – proceed to 2.2.1 Customize to Ship

No – go to 2.2.2 Build Swap

2.2.1 Customize to Ship

2.2.1.1 Label Unit

Print two Core Unit labels by using 'LabelMake'.

Place one label on the phone as described in *1257-1245: Working Instructions – mechanical*.

Place the second label on the Exchange Unit Box.

'LabelMake' instructions to be found on CSPN under 'LabelMake'!

2.2.1.2 Customize Mechanics

If necessary, apply the proper custom mechanical parts (co-branding, keyboard, etc.) for the variant being created in accordance with the *Cross Reference List* by following the instructions of *1257-1245: Working Instructions – mechanical*

2.2.2 Build Swap

2.2.2.1 Label Unit

Using a red marker, label the unit with the correct Exchange Unit number.

Refer to the *Cross Reference List* for the appropriate variant, which should be based on the non-customizable mechanics of the unit.

2.2.2.2 De-Customize Unit

Remove any co-branding as described in *1257-1245: Working Instructions – mechanical*



3 Revision History

Rev	Date	Changes / Comments
1	2011-Oct-03	Initial release