



**Tutorial: Windows Mobile Application
Development using Device Application
Designer**

Sybase Unwired Platform 1.5.2

DOCUMENT ID: DC01211-01-0152-03

LAST REVISED: February 2011

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Introduction to Getting Started Tutorials

Getting started tutorials enable users of all levels to try Sybase® Unwired Platform with minimal setup. You can also use the tutorials to demonstrate system functionality and train users.

Overview of Getting Started Tutorials

The getting started tutorials demonstrate how to develop, deploy, and test mobile business objects, device applications, and message-based mobile workflow packages.

- Learn mobile business object (MBO) basics, and create a mobile device application:
 - *Tutorial: Mobile Business Object Development*
 - *Tutorial: BlackBerry Application Development using Device Application Designer*
 - *Tutorial: Windows Mobile Device Application Development using Device Application Designer*
- Create native mobile device applications:
 - *Tutorial: BlackBerry Application Development using Custom Development*
 - *Tutorial: iPhone Application Development using Custom Development*
 - *Tutorial: Windows Mobile Application Development using Custom Development*
- Create a mobile workflow package:
 - *Tutorial: Mobile Workflow Package Development*

The getting started tutorials demonstrate a cross section of basic functionality, which includes creating MBOs that can be used in replication-based or message-based synchronization; and using various Sybase Unwired WorkSpace development tools, independent development environments, and device types.

Table 1. Tutorial summary

Tutorials	Mobile business objects (MBOs)	Synchroni- zation types	Development tools	Device types
Tutorial: Mobile Business Object Development	Create new MBOs	Replication-based	Sybase Unwired WorkSpace	N/A
Tutorial: BlackBerry Application Development using Device Application Designer	Reuse MBOs	Replication-based	Device Application Designer	BlackBerry

Tutorials	Mobile business objects (MBOs)	Synchronization types	Development tools	Device types
Tutorial: BlackBerry Application Development using Custom Development	Create new MBOs	Replication-based	Sybase Unwired WorkSpace	BlackBerry
Tutorial: iPhone Application Development using Custom Development	Create new MBOs	Message-based	Sybase Unwired WorkSpace	iPhone
Tutorial: Windows Mobile Application Development using Device Application Designer	Reuse MBOs	Replication-based	Device Application Designer	Windows Mobile
Tutorial: Windows Mobile Device Application Development using Custom Development	Create new MBOs	Message-based	Sybase Unwired WorkSpace	Windows Mobile
Tutorial: Mobile Workflow Package Development	Create new MBOs	Message-based	Mobile Workflow Forms Editor	Windows Mobile

Understanding the Unwired Platform Development Environment

Learn more from the getting started tutorials by understanding basic development environment concepts. Sybase Unwired Platform provides an Eclipse development environment.

Development in Eclipse

Sybase Unwired WorkSpace is a plug-in to your Eclipse development environment that provides tools for creating mobile applications.

Unwired WorkSpace includes back-end integration tools that connect Unwired Server to enterprise data sources, allowing you to create mobile business objects (MBOs) from the back-end business data model.

Developers can perform MBO code generation at any time and use this MBO model code along with the user interface code that users write in a native integrated development environment (IDE). This makes the code available to transition from the Unwired WorkSpace MBO development tool to the fully extensible and open development environment provided for device platforms from third-party vendors. Optionally, use the Device Application

Designer to create prototype device applications for BlackBerry and Windows Mobile devices.

Developers can use the Mobile Workflow Forms Editor to develop message-based mobile workflow packages for Windows Mobile and iOS devices.

Understanding Fundamental Mobile Development Concepts

Learn more from the getting started tutorials by understanding basic mobile development concepts.

Learn more about these concepts:

- *Fundamentals*
- *Sybase Unwired WorkSpace – Mobile Business Object Development*

Mobile Business Objects

Mobile business objects help form the business logic for mobile applications.

A mobile business object (MBO) is derived from a data source (such as a database server, Web service, or SAP® server). MBOs are deployed to Unwired Server, and accessed from mobile device application clients. MBOs include:

- Implementation-level details – metadata columns that include information about the data from a data source.
- Abstract-level details – attributes that correspond to instance-level properties of a programmable object in the mobile client, and map to data source output columns. Parameters correspond to synchronization parameters on the mobile client, and map to data source arguments. For example, output of a SQL SELECT query are mapped as attributes, and the arguments in the WHERE clause are mapped as synchronization parameters, so that the client can pass input to the query.
MBO operations include parameters that map to data source input arguments. Operation parameters determine information a client passes to the enterprise information system (EIS).
- Relationships – defined between MBOs by linking attributes and parameters in one MBO, to attributes and parameters in another MBO.

You can define MBOs using either a top-down approach—first designing attributes and parameters, then binding them to a data source; or a bottom-up approach—first specifying a data source, then automatically generating attributes and parameters from it.

A mobile application package includes MBOs, roles, and data source connection mappings, and other artifacts that are delivered to the Unwired Server during package deployment.

Synchronization Methods

Developers can use either replication-based or message-based synchronization to move data and transactions between device application clients and Unwired Server.

The choice depends on the target device platform, application requirements, target platform, and the nature of data changes and activity between Unwired Server and clients, for example, mobile workflow forms always use message-based synchronization.

Unwired Server manages and maintains data freshness between multiple data sources and device application clients through synchronization.

Application Types

Sybase Unwired Platform supports two choices for application type. First is the native application type, and the other is the container-based business workflow type.

The native application model enables the developer to write custom code (C#, Java, or Objective-C, depending on the platform) to create a device application. The native application model is supported on BlackBerry, iOS, Windows Mobile, and Windows platforms. The choice depends on the functionality desired in the application, and the need to access third-party and platform-provided APIs. Optionally, use the Device Application Designer to create prototype device applications for BlackBerry and Windows Mobile devices.

The business workflow model offers a fast and simple way to build applications that support simple business workflows, such as approvals and requests. The workflow model is supported on iOS, Windows Mobile, and Windows platforms.

Data Sources

A data source is the enterprise information system where data is retrieved from and transactions are executed. A connection profile is a design-time connection to a data source. Connection profiles are created to specific data source by providing connection information such as host, port, login, and password among others. The connection profiles are used to define MBOs and operations, and mapped to existing, or used to create new, server connections when the package is deployed to Unwired Server..

Unwired Platform hides the interaction complexity with datasource-specific protocols, such as JDBC™ for database and SOAP for Web services.

Unwired Platform currently supports multiple EIS connection types. See *Supported Third-Party Software and Hardware* for information.

Switching Between Developer Profiles

Switch between basic and advanced developer profiles in the Mobile Application Diagram.

If you do not see an Unwired Workspace feature (wizard, property, or Workspace Navigator item) that you expect or need, switch to the advanced developer profile, or modify developer

profile settings. To use backend data sources other than those supplied by Sybase Unwired Platform, you must switch to the advanced developer profile to see the Server Connection Mapping page when deploying the Mobile Business Object package.

1. Right-click in the Mobile Application Diagram and select **Switch Developer Profile > Basic/Advanced**.
2. You can also select **Window > Preferences > Sybase, Inc. > Mobile Development > Developer Profile** to directly view or modify the developer profile preference settings. Basic is the default developer profile.

Task Flow

This tutorial shows you how to use the Device Application Designer to create a device application prototype for a Windows Mobile device.

Task	Goals	Steps required to achieve the goals
Getting Started	Install Sybase Unwired Platform, start the Unwired Server and Unwired WorkSpace, and create a project.	<ul style="list-style-type: none"> • <i>Installing Sybase Unwired Platform</i> on page 9 • <i>Installing Microsoft ActiveSync</i> on page 10 • <i>Starting Unwired Server</i> on page 11 • <i>Connecting to Sybase Control Center</i> on page 11 • <i>Starting Sybase Unwired WorkSpace</i> on page 11 • (Optional) <i>Learning the Basics</i> on page 12 <hr/> <p>Note: These tutorials are prerequisites for all the other tutorials. You need to perform them only once.</p>
Developing a Device Application Prototype	Create a Windows device application prototype and test it in a device emulator.	<ul style="list-style-type: none"> • <i>Creating the Device Application Prototype</i> on page 15 • <i>Verifying and Generating Code for a Device Application</i> on page 17 • <i>Running the Device Application on the Windows Emulator</i> on page 20

Getting Started

Goal: Install and learn about Sybase Unwired Platform and its components.

Prerequisites

Before beginning this tutorial, complete the *Tutorial: Mobile Business Object Development (Eclipse)*.

Task

The following tasks are required, unless otherwise noted, for all tutorials, but you need to perform them only once.

1. *Installing Sybase Unwired Platform* on page 9
2. *Starting Unwired Server* on page 11
3. (Optional) *Connecting to Sybase Control Center* on page 11.
4. *Starting Sybase Unwired WorkSpace* on page 11
5. (Optional) *Learning the Basics* on page 12

Installing Sybase Unwired Platform

Goal: Install Sybase Unwired Platform.

Install these Sybase Unwired Platform components:

- Unwired Server
- Sybase Unwired WorkSpace
 - Mobile Business Object Developer Tools
 - Device Application Developer Tools

If the Unwired Platform is already installed and any of these components are missing:

1. Start the Sybase Unwired Platform installer.
2. Follow the instructions in the installation wizard. When prompted, select Custom Install.
3. Select the required components, and complete the installation.

For complete installation instructions, see the Sybase Unwired Platform *Installation Guide* and *Release Bulletin* on Product Manuals. Access <http://sybooks.sybase.com/nav/base.do>, and navigate to Sybase Unwired Platform.

Installing Microsoft ActiveSync

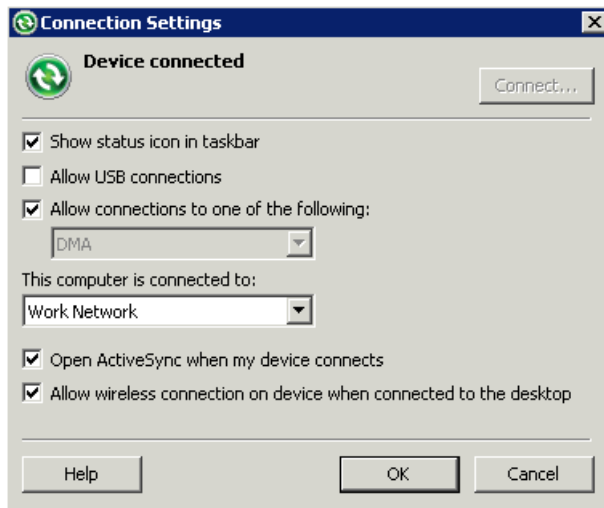
Goal: Install and configure Microsoft ActiveSync so you can deploy and run a mobile application on a Windows Mobile emulator.

Note: Microsoft ActiveSync is for Windows XP. If you are using Windows Vista, Windows 7, or Windows 2008, install Virtual PC 2007 SP1 and Windows Mobile Device Center to manage synchronization settings. Download the Windows Mobile Device Center from <http://www.microsoft.com/windowsmobile/en-us/downloads/microsoft/device-center-download.aspx>.

1. Download Microsoft ActiveSync from <http://www.microsoft.com/windowsmobile/en-us/help/synchronize/device-synch.aspx>. Save it to your local machine. Windows XP requires ActiveSync version 4.5.
2. In Windows Explorer, double-click **setup.msi**.
3. When installation is complete, restart your machine.

ActiveSync starts automatically, and its icon appears in the Windows toolbar.

4. Double-click the **ActiveSync** icon.
5. Select **File > Connection Settings**.
6. Select **Allow Connections to One of the Following**, then select **DMA**.
7. Under This Computer is Connected to, select **Work Network**.



8. Click **OK**.

Starting Unwired Platform Services

Goal: Start Unwired Server and the sample database.

In Windows, select **Start > Programs > Sybase > Unwired Platform<version> > Start Unwired Platform Services** .

Connecting to Sybase Control Center

Goal: Open the Web-based Sybase Control Center administration console to manage Unwired Server and its components.

From Sybase Control Center, you can:

- View servers and their status
- Start and stop a server
- View server logs
- Deploy a mobile application package
- Set role mappings

1. Select Start > Programs > Sybase > Sybase Control Center.

Note: If Sybase Control Center does not launch, make sure that the Sybase Unified Agent service is started. See the Installation Guide for details.

2. Log in using the default login:

- User Name – supAdmin
- Password – s3pAdmin

Logging in to Sybase Control Center (SCC) allows you access to Unwired Platform administration features that you have been authorized to use. Administrators of any Sybase product can log into SCC. However, only users assigned to the Super Administrator or Domain Administrator roles for Unwired Platform can log in to Unwired Server from Sybase Control Center.

Logging in to SCC only allows you access to the SCC interface. If Unwired Server has not been authenticated, you will not be able to see or administer any resources.

3. Select Help > Online Documentation for additional information on configuring, managing, and monitoring Unwired Server.

Starting Sybase Unwired WorkSpace

Goal: Start Unwired WorkSpace.

1. In Windows, select **Start > Programs > Sybase > Unwired Platform<version> > Unwired WorkSpace**.

Sybase Unwired WorkSpace opens, and displays the Welcome page with links to product information, and to the product.

2. To read more about Sybase Unwired WorkSpace concepts and tasks, select **Help > Help Contents** from the main menu.

Learning the Basics

Goal: Learn about Sybase Unwired WorkSpace and how to access help.

Prerequisites

Start Unwired WorkSpace.

Task

1. From the Welcome page, select any of the links to familiarize yourself with the Unwired WorkSpace environment.

To close this page, click the **X**. You can reopen this page by selecting **Help > Welcome**.

2. Select **Start Development** to access the Sybase Unwired WorkSpace development environment. Look at the area (window or view) that you will be working in to access, create, define, and update mobile business objects (MBOs).

View	Description
WorkSpace Navigator	This view displays mobile application project folders, each of which contains all project-related resources in subfolders, including MBOs, data source references to which the MBOs are bound, personalization keys, and so on. Use this view to review and modify MBO-related properties.
Enterprise Explorer	A window that provides functionality to connect to various enterprise back-end systems; for example, database servers, SAP servers, and Sybase Unwired Server.

View	Description
Mobile Application Diagram	<p>A graphical editor where you create and define mobile business objects.</p> <p>Use the Mobile Application Diagram to create MBOs (including attributes and operations), then define relationships with other MBOs. You can:</p> <ul style="list-style-type: none"> • Create MBOs in the Mobile Application Diagram using Palette icons and menu selections – either bind or defer binding to a data source, when creating an MBO. For example, you may want to model your MBOs before creating the data sources to which they bind. This is sometimes called the top-down approach. • Drag items from Enterprise Explorer and drop them onto the Mobile Application Diagram to create the MBO – quickly creates the operations and attributes automatically based on the data source being dropped on the Mobile Application Diagram. This is sometimes called the bottom-up approach. <p>Each new mobile application project generates an associated Mobile Application Diagram.</p>
Palette	Access the Palette from the Mobile Application Diagram. It provides controls, such as the ability to create MBOs, add attributes and operations, and define relationships, by dragging and dropping the corresponding icon onto the Mobile Application Diagram or existing MBO.
Properties view	Select an object in the Mobile Application Diagram to display and edit its properties in the Properties view. You cannot create an MBO from the Properties view, but generally, most development and configuration is performed here.
Outline view	Displays an outline of the file that is currently open in the editor area, and lists structural elements. The contents are editor-specific.
Problem view	Displays problems, errors, or warnings that you may encounter.

3. To access the online help, select **Help > Help Contents** from the main menu bar.

Getting Started

4. Expand any of the documents that appear in the left pane. Some documents are for Sybase Unwired Platform, while others are for the Eclipse development environment.

Developing a Device Application Prototype

Goal: Develop a Windows device application prototype, and test its functionality.

Prerequisites

- Complete *Tutorial: Mobile Business Object Development*.
- Both the Windows Mobile 6 Standard SDK and the Windows Mobile 6 Professional SDK must be installed if you want to use the Mobile Windows 6.0 Standard or Professional Edition Emulator. You can download them from the <http://www.microsoft.com/downloads/details.aspx?familyid=06111A3A-A651-4745-88EF-3D48091A390B&displaylang=en#AdditionalInfo>.
- Install Microsoft synchronization software. If you are using Windows Vista, Windows 2008, or Windows 7, use the Windows Mobile Device Center to manage synchronization settings. Microsoft ActiveSync is for Windows XP.

Task

A device application can communicate with mobile business objects that have been deployed to Unwired Server.

1. Open the SUP101 mobile application project if it is not already open:
In Workspace Navigator, right-click the **SUP101** folder and select **Open in Diagram Editor**.
2. *Creating the Device Application Prototype* on page 15.
3. *Verifying and Generating Code for a Device Application* on page 17.
4. *Running the Device Application on the Windows Emulator* on page 20.

Creating the Device Application Prototype

Goal: Create the user interface for a prototype application that runs on a Windows Mobile device, and accesses database mobile business objects.

Prerequisites

Complete the *Tutorial: Mobile Business Object Development*.

Task

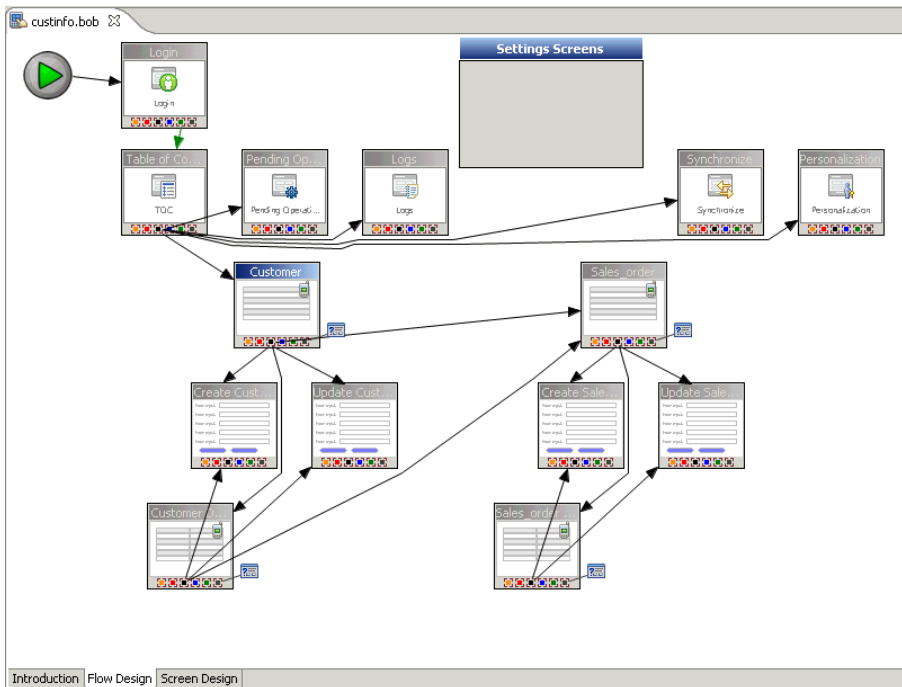
1. Verify that the Device Application Designer Preferences are set to the default settings.

Developing a Device Application Prototype

- a) From the main menu, select **Window > Preferences**.
The Preferences window appears.
 - b) Select **Sybase, Inc. > Mobile Development > Device Application Designer**.
 - c) (Optional) If the default settings were changed, click **Restore Defaults**.
 - d) Click **OK**.
2. In WorkSpace Navigator, right-click the **SUP101** Mobile Application Project folder you created in *Tutorial: Mobile Business Object Development (Eclipse)* and select **Create Device Application Designer**.
The New Device Application Designer wizard appears.
3. Complete the following:
- a) In Parent Folder, select **SUP101**.
 - b) In File Name, enter **custinfo.bob**.
 - c) In Platform Device, select **Windows Mobile/Windows Mobile Professional**.
 - d) From the Connection Profile drop-down list, select **My Unwired Server**.
 - e) Click **Finish**.

The Device Application Designer opens and creates the device application screens and connections.







The Start icon is connected to the first screen (Login) and the screens for the mobile business object operations and relationships are automatically created.



4. Double-click the **customer** screen to view the screen layout.

The Menu and Table Context on the right shows the table context and menu items for the screen. You can customize the screen layout, style, menu items, controls, and so on. This tutorial uses the default style.



The decorators that display to the right of the menu items show that an action is assigned to the menu item. Clicking the decorator allows you to edit or remove the assigned action.

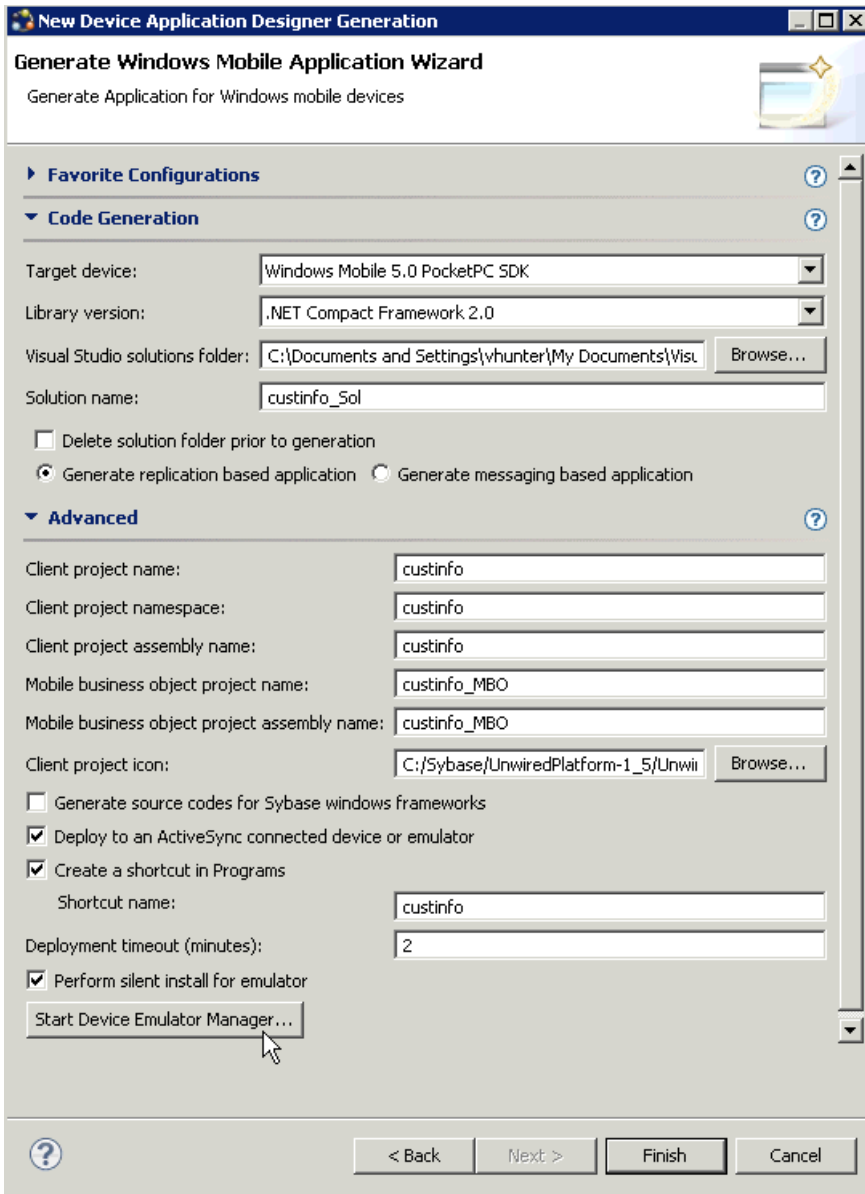
Menu	Table Context
Synchronize Customer 	Sales_order 
	Create Customer 
	Update Customer 
	Delete Customer 
	Customer Details 

5. Select **File > Save**.

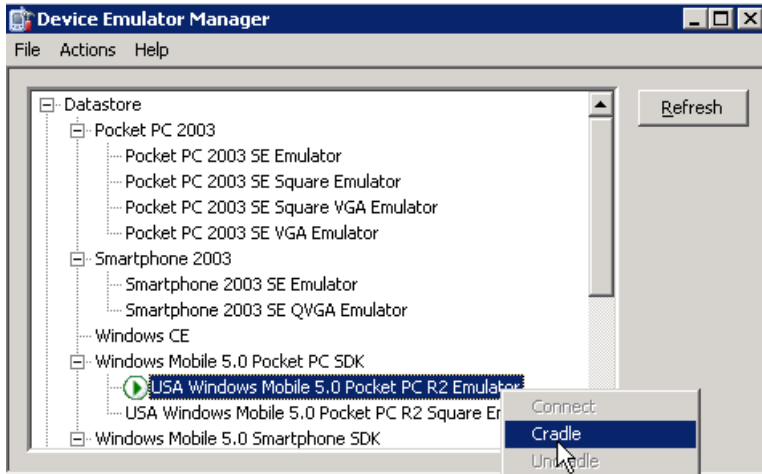
Verifying and Generating Code for a Device Application

Goal: Generate client code for the mobile application project, so you can develop the device application and test it on a Windows Mobile emulator.

1. In the Device Application Designer toolbar, click the Verify icon  to verify the device application code.
If there are errors, they display in the Problems view. Errors must be fixed before generating the code.
2. Once you have verified the device application, in the Device Application Designer toolbar, click the Generate Device Application icon .
The Generate Device Application Wizard launches.
3. Accept the defaults and click **Next**.
4. In the second page of the Generate Device Application Wizard, in Target Device, select **Windows Mobile 5.0 Pocket PC SDK**, and keep the defaults for the rest of the Code Generation settings.
5. Expand the Advanced section and select **Deploy to an Activesync connected device or emulator** and accept the default entries for the other settings.
The **Create a shortcut in Programs** option is selected by default, and the shortcut name is automatically filled in.
6. Click **Start Device Emulator Manager** if it is not already running.



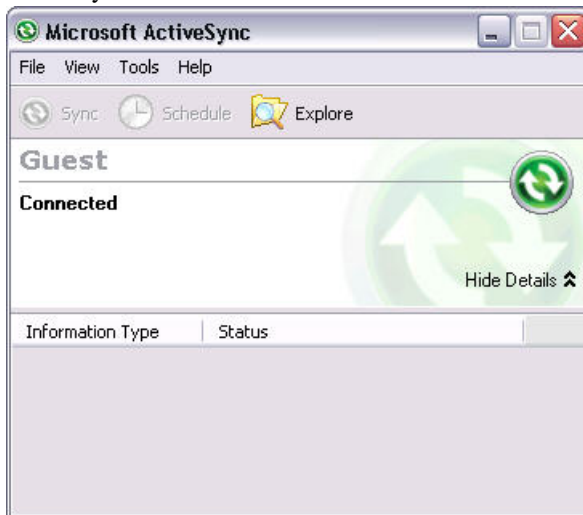
7. In the Device Emulator Manager, right-click **Windows Mobile 5.0 Pocket PC R2 Emulator**, and select **Connect**.
8. Right-click the same emulator, and select **Cradle**.



The Synchronization Setup Wizard appears.

9. In the Synchronization Setup Wizard, click **Cancel**.

ActiveSync connects to the device emulator.



10. Configure the way the device emulator connects to the Internet:

- a) In the device emulator, select **Start > Settings**.
- b) Select the **Connections** tab, then click **Connections**.
- c) Select the **Advanced** tab, then click **Select Networks**.
- d) Under "Programs that automatically connect to the Internet should connect using," select **My Work Network**, then click **OK**.
- e) Click **OK**, then click **X**.

11. In the device application code generation wizard, click **Finish**.

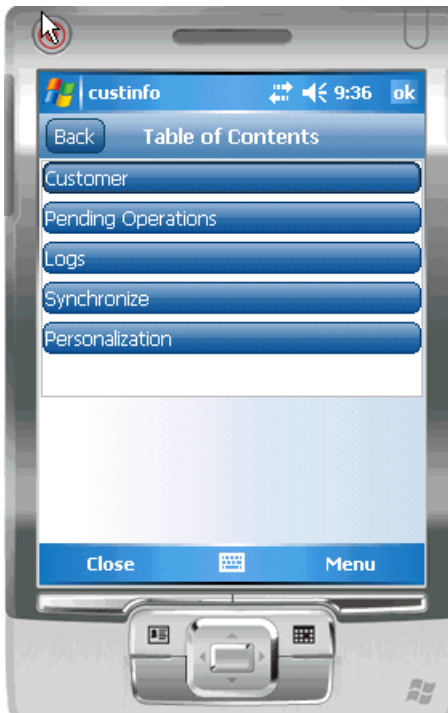
The code generation wizard verifies the code, checks for a connected device, and compiles the code in the specified location.

Running the Device Application on the Windows Emulator

Goal: Run the custinfo device application on the Windows Emulator.

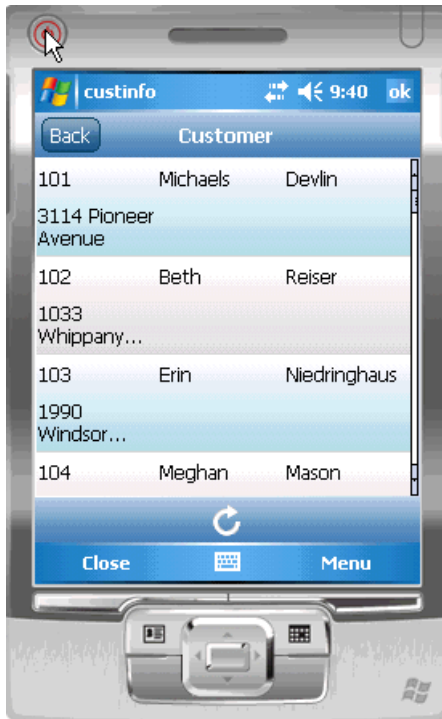
1. Click the Start menu and select **custinfo** from the list.
2. In the Login screen, enter the login information and click **Login** in the lower right corner of the emulator screen. Enter:
 - Login – supAdmin
 - Password – s3pAdmin

The initial screen for the custinfo application appears.

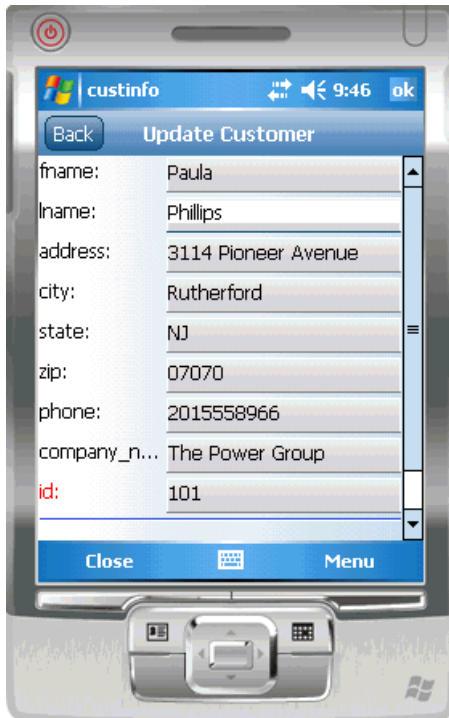


3. Click **Synchronize**.
4. In the Synchronizaton Group page, select **default**.
5. Click Menu and select **Synchronize All**.

6. When synchronization is complete, click **Close**.
7. Click **Customer** to see the customer information.



8. In the lower right corner of the emulator screen, click **Menu**.
The application menu shows the menu items that were shown when designing the device application in the Device Application Designer and includes the Synchronize menu item that you added.
9. Click **sales_order**. Notice how Unwired Platform automatically associates data based on the relationships between mobile business objects, and the screens are automatically created based on those relationships.
10. Click **Back** to return to the customer list.
11. Click the Menu key and select **Update Customer**.
12. In the **fname** and **lname** fields, change the name of the customer to Paula Phillips.



- 13.** In the lower right corner of the emulator screen, click **Menu**, then click **Submit**.
You return to the main customer list screen. Scroll down the customer list. The updated record is shown at the bottom of the list.
- 14.** To upload the name change to the back-end database `sampledb.sampledb`, click the **Menu** key, and select **Synchronize Customer** from the menu.
The Synchronization progress screen appears.
The **Submit** button on the update customer screen is mapped to the **update** operation of the customer mobile business object. When the application is synchronized, any pending operations are uploaded to Unwired Server, which then executes the UPDATE query defined for the **update** operation of the customer mobile business object.
- 15.** When the synchronization is complete, you return to the customer screen.

Learn More about Sybase Unwired Platform

Once you have finished, try some of the other samples or tutorials, or refer to other development documents in the Sybase Unwired Platform documentation set.

Getting Started Tutorials

Try out some of the other getting started tutorials to get a broad view of the development tools available to you.

Advanced Tutorials

Tutorials are available that demonstrate how to use some of Sybase Unwired Platform advanced features.

Check the Sybase Web site regularly for updates. Navigate to *Support > Product Documentation > Sybase Unwired Platform*, then select the most current version of the document.

Samples

Sample applications are fully developed, working applications that demonstrate the features and capabilities of Sybase Unwired Platform.

Check the Sybase Web site regularly for updates. Navigate to the Sybase Web site, then select *Products > Sybase Unwired Platform > Use tab*: <http://www.sybase.com/products/mobileenterprise/sybaseunwiredplatform?htab=USE>.

Online Help

See the online help that is installed with the product, or the Product Documentation Web site.

Check the Sybase Web site regularly for updates. Navigate to *Support > Product Documentation > Sybase Unwired Platform*, then select the most current version of the document.

Developer References

See the Developer References to learn about using the API to custom code device applications using the API.

- *Developer Reference for BlackBerry*
- *Developer Reference for iOS*
- *Developer Reference for Mobile Workflow Packages*
- *Developer Reference for Windows and Windows Mobile*

Check the Sybase Web site regularly for updates. Navigate to *Support > Product Documentation > Sybase Unwired Platform*, then select the most current version of the document.

Learn More about Sybase Unwired Platform

Javadocs are also available in the installation directory.

Programmer References

See the Programmer References to learn how to use the Administration API and Server API to extend functionality.

- *Reference: Administration APIs* – integrate your own administrative tools with Unwired Platform to monitor and manage Unwired Platform.
- *Reference: Custom Development for Unwired Server* – customize some Unwired Server features.

Check the Sybase Web site regularly for updates. Navigate to *Support > Product Documentation > Sybase Unwired Platform*, then select the most current version of the document.

Javadocs are also available in the installation directory.

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