Ovi Developer - Getting Started

This article needs to be updated: If you found this article useful, please fix the problems below then delete the {{ArticleNeedsUpdate}} template from the article to remove this warning.

Reasons: hamishwillee (12 Oct 2011)
This article was written prior to information becoming available on the static site. Arguably the material in the Nokia Store guidelines and other documents linked from Category:Nokia Store replaces this. It should be reviewed and updated in line with current information or deleted.

Introduction

Welcome to Nokia Developer. Those new to Nokia application development and attracted by the new Ovi app store should find a rich support network of very talented people who have written many definitive article on creating Symbian application. Nokia Developer Wiki is truly global with articles in many languages mostly supported by volunteers.

The Ovi app store will represent the first chance for many developers to showcase and possibly earn some money for their applications.

Please read the Ovi Developer Terms and Conditions and FULLY understand the sections quoted below

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Getting started

To start with you should create the same set up as the general user to allow testing of interactivity with your application.

- Firstly register on Ovi,you will probably want a name reflects your company or for individual developers perhaps the name of your web site. You might want a more obscure name for use with testing so that you can move your content from test channels to company channels. Ovi has public and private channels. Your marketing effort can be on company public channels.
- Next the Ovi suite needs downloading OviSuite to your PC this will allow you to put you application onto your phone ready to test the application. This application gives more functionality than the PC Suite.
- Now you can get the "Sharing Online" software which needs downloading to your phone and install with or OviSuite. If you cannot see your phone in the "Sharing Online" website you will not be able to use the phone.
- The Nokia N95 phone has been tested and works but you will need to upgrade the firmware from version 10 to the latest version using the "Tools" icon in Ovi PC and select the "Nokia Software Update" from the dropdown list. You will still be able to load apps or content from Ovi to you phone if you do not have a compatible phone,just not be able to load directly onto the phone over air by 3G or GPRS.
- For those of people who have a compatible phone and want to load the "Sharing Online" software over the air using 3G or by WLAN connection, go to the Application download menu on your phone and select the application section, on the N95, go to the second page and select "Sharing Online" and download. You will need to turn the phone off and on to complete the download.

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Installing Development products

First you will need to install the compilers, for the purpose of Ovi, The install of these products is given in the article Using Nokia SDKs and Tools on Windows Vista.

- Install Active Perl.msi. Make sure you install version 5.6.1.638, not the latest 5.8xxx. Be sure to also add `";c:\Perl\bin"` to the PATH environment variable (there is also an option for this during installation but you might need to add it manually).On the MSI right click "Run as Administrator". You can change the PATH variable at **My Computer > Properties > Advanced System Configuration > Environment Variables > System Variables**. You'll be asked to give Administrator Permission during the process.
- Get the S60 5th Edition SDK for Symbian OS. Click on download. Click on "Open Folder". Right Click on the ".exe" and "Run as Administrator". You will be asked to register a license from Nokia and this is **Free**.
- Get Carbide.C++ 2.0 Now supported in Vista without adjustments. You can use OEM version WITHOUT needing to buy a licence. When download is complete click on "Open Folder". Right Click on the ".exe" and "Run as Administrator". You will be asked to register a licence from Nokia and this is **Free**. Previous versions require purchase of a license.

How to use Carbide 2.0 IDE and create a signed application file

The development of an application file called a ".sis" or ".sisx" is in stages. There are many quality articles which describe the process already written so these may just be links to other articles. The full list of Symbian c++ is over 2100 articles. There are also articles in Chinese, Russian and Portuguese/Brazilian.

Writing the C++ code using the Symbian template

- [How do I start programming for Symbian OS?|How do I start programming for Symbian]]
- Tips and Tricks - Symbian C++ Programming
- Code Examples

Compiling and testing the code using the emulator

- Question :- Do I need a Certificate to run the emulator?
- Answer :- No, all restricted capability can be tested and Capability can be tested for error handling can be checked. Most testing and development is done in the emulator,however testing, in particular any graphics activity must be tested on the mobile phone as display shape can change picture.

Archived:How to create a Symbian C++ project with Unit Tests

Testing on the phone using on-device debugging

- Getting Started with On-Device Debugging using Carbide.c++
- On device debugging screencasts
- Scalable UI
- More articles on Debugging

Signing your application to run on 3rd Edition phones

Signing of an application is the single most reason for project application to be delivered over budget or for not meeting timescales due to delays. Test failures represent 80% of reasons why applications get dropped or fails. These failures can be traced back to design failures where testing requirements were misinterpreted or not considered until later in the project

- Question :- **What is a self signed signed Certificate?**
- Answer :- This is the the default signing for Carbide.C++ without needing access to any restricted capability.

- Question :- **Why do I need a Developer Certificate?**
- Answer :- To access restricted capability you need a Developer Certificate which will key to IMEA of up to 15 Mobile Phones see article Getting a Developer Certificate. You currently dont need to pay for Developer Certificate.

- Question :- **Why do I need a signed certificate?**

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- Answer :- In Symbian 3rd Edition phones the possibility of malicious code was considered very high by telecom operators. This resulted in requirement to sign every application loaded to a Symbian based phone be checked by an independent test house.

So simply this is fairly complex subject and several quality articles have been written by people who have been through this process.

- Nokia Developer Testing and signing an Overview
- How to guide for creating/signing sis files
- Step by Step instructions to Express signing
- Application Signing Articles
- Symbian Signed Test Criteria
- Link to Symbian Signed website
- Recently announced is the future support of Java signed applications: How to conform with Unified Testing Criteria for Java(TM) Technology-based Applications for Mobile Devices
- The applications are tested at signed using the Symbian Test houses: The Symbian Test Houses

Summary

If you come from using Microsoft Visual Studio (tm) you may think the development environment is unique, but this is often the perspective from people who have come to from tools like Visual Studio. Historically Visual Studio was supported in Carbide.vs a purchasable product which is no longer supported following the release of the free Carbide 2.0 described above.

Try and take the time to get started with the examples. For those of you use to the Eclipse development tool will find Carbide.C++ an ideal tool.

- Nokia Developer Support

Nokia Developer Launchpad will get your company involved and quickly build expertise in mobile development and to have access to other people involved with development. There is a yearly fee for membership.

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