# Portal:Other Featured Articles

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The following lists show featured articles along with their "featuring date". For a more detailed overview of the featured articles, see also these blog posts.

View by category: All | Windows Phone | Java | Web | Qt | Symbian C++ | Other

All featured articles (not including those that have been #Archived).

| Article | Date |
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| Retro game console custom effect using Imaging SDK | 20140727 |
| Integrating Disqus with Nokia X applications | 20140707 |
| Lumia SensorCore FAQ | 20140323 |
| FishEye lens filter effect | 20140707 |
| Gaming Services on Nokia X | 20140608 |
| Template app for developing Imaging SDK Effects | 20140602 |
| Implementing Notifications in Nokia X with Azure Mobile Service | 20140511 |
| Using Windows phone 8.1 light sensor | 20140504 |
| Porting J2ME apps to Nokia X using J2ME Android Bridge | 20140525 |
| Flickr Rss reader with SAX, Picasso in Nokia X | 20140602 |
| Cross-platform development for Nokia X & Asha | 20140504 |
| Creating widgets for your Nokia X platform applications | 20140427 |
| Integrating Vserv Ads in Nokia X | 20140518 |
| Deep Linking to Store on Nokia X | 20140420 |
| Custom theme on Nokia X | 20140413 |
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| Implementing Streetview functionality with HERE Maps | 20140316 |
| How to handle JSON strings with Windows Phone | 20140323 |
| Utilizing HERE Maps with components using v4 fragments | 20140330 |
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| Porting the Rate My App component to the Asha software platform | 20140216 |
| Optical Reader Library for Windows Phone 8 | 20140209 |
| Understanding LWUIT List | 20140202 |
| Transfer an Image with NFC | 20140223 |
| Using Crypto++ library with Windows Phone 8 | 20140112 |
| Custom Effects in Nokia Imaging SDK: Pixelate and Color Quantizer | 20140615 |
| How to create a magnifying lens application in Asha platform | 20140209 |
| Creating Emergency alerting app ("Dead man switches") | 20140126 |
| Image control using 9-patch rescaling for Windows Phone | 20140105 |
| Creating a beautiful mosaic effect using the Nokia Imaging SDK | 20140119 |
| Augmented reality for fun using Nokia Imaging SDK filters | 20140406 |


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| Advanced Techniques for Big UI | 20140309 |
| Custom Filter QuickStart for Nokia Imaging SDK | 20140518 |
| Creating an RSVP Reader for Asha devices | 20140112 |
| UI Framework for XNA and MonoGame with high DPI support | 20140420 |
| Tiltshift effect using Nokia Imaging SDK | 20140126 |
| Building a communication system for visually impaired users on the Asha software platform | 20131229 |
| Semantic Zoom in Windows Phone 8 | 20140302 |
| Building a health app for the developing world | 20140119 |
| Data validation using Fluent Validation in Windows Phone | 20131215 |
| Double Sides Flipping Control - Windows Phone | 20131222 |
| Creating and optimizing a custom effect for the Nokia Imaging SDK | 20131229 |
| How to use the EqualizerControl in the Java ME AMMS API | 20140302 |
| Using the PIM API to create Medication Reminders | 20140105 |
| Using Bluetooth Heart Rate monitor from Java ME | 20131124 |
| How to get pitch and roll from accelerometer data on Windows Phone | 20131117 |
| How to create a toggle image on Windows Phone | 20131208 |
| NFC Questions - a text based game for Windows Phone | 20131110 |
| Application update prompt using Cimbalino Windows Phone Toolkit | 20131124 |
| How to run a successful beta test on Windows Phone | 20131103 |
| Testing VoIP API with a locally configured VoIP server | 20131027 |
| Handwriting overlay lens app for Windows Phone | 20131027 |
| How to pin the application tile to the start screen from code | 20131020 |
| How to detect the audio path (headset connection) on Windows Phone | 20140202 |
| Tabbed interface with Pivot animation for Windows Phone | 20130922 |
| Partial filter application and blending with Nokia Imaging SDK | 20131006 |
| How to keep a UI element in view when scrolling a page in Windows Phone | 20131201 |
| Creating applications for multiple Nokia Java ME platforms | 20130915 |
| Storing user preferences in Java ME | 20131020 |
| Memory-efficient Navigation in Very High Resolution Images on Windows Phone | 20130908 |
| HDR I - Implementing High Dynamic Range filters using Nokia Imaging SDK | 20130915 |
| Azure Mobile Services - Implementing Push Notifications | 20130818 |
| Using the proximity sensor in Java ME | 20130901 |
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| Optimizing Imaging SDK use for rapidly changing filter parameters | 20130929 |
| Implementing an AM/FM radio in Java ME | 20130728 |
| Real-time camera effects on Windows Phone 7 and 8 | 20130825 |
| Getting started with Inneractive Advertisement for Java ME | 20130818 |
| Checking for updates from inside a Windows Phone app | 20130728 |
| Developing Nokia Asha apps on Linux with Netbeans | 20130825 |
| Generating and scanning barcodes using ZXing on Windows Phone | 20130804 |
| Adding multilingual support to your Windows Phone application using the Multilingual App Toolkit | 20130721 |
| Handling multitouch in Java ME | 20130721 |
| Image processing showcase using the AMMS API in Java ME | 20131006 |
| How to improve your coding standards using StyleCop | 20130714 |


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| How to integrate store review into an app on Windows Phone | 20131013 |
| Audio mixing in Java ME | 20130929 |
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| How to add Flurry Analytics to your Windows Phone app | 20130623 |
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| Splatting 2D blood in games built with MonoGame | 20130609 |
| Getting Started with Nokia Asha SDK Templates | 20130609 |
| How to use basic image processing features of AMMS (JSR-234) | 20140309 |
| Porting MIDlets from Symbian to Nokia Asha | 20130519 |
| Implementing advert in Windows Phone app using Inneractive with CSharp | 20130512 |
| How to debug Windows Phone HTML5 Apps | 20130526 |
| HTML Page parsing using HTMLAgilityPack | 20130602 |
| Getting Started with Unity 3D on Windows Phone | 20130414 |
| Integrating your social presence with the Digital Marketing Toolkit website | 20130421 |
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| Fullscreen XNA games on Windows Phone 8 devices | 20130331 |
| MonoGame on Windows Phone 8 Post-Processing Your Game | 20130310 |
| Points to consider before submitting an app to the Windows Phone Store | 20130224 |
| Stegafoto: a lens which embeds audio and text inside images | 20130217 |
| 3D print a shell for your Nokia Phone | 20130127 |
| Map with directions in Windows Phone 8 | 20130203 |
| Series 40 UI design usability testing webinar - companion article | 20121230 |
| Use NFC tags with Windows Phone 8 | 20130324 |
| Creating a Lens application that uses HLSL effects for filters | 20130113 |
| Series 40 UI design for monetization enablers webinar - companion article | 20121202 |
| Drawing shapes with Windows Phone maps API | 20121209 |
| Draggable markers with Windows Phone maps API | 20121223 |
| Windows Phone 8 SDK on a Virtual Machine with Working Emulator | 20130106 |
| What's new in Windows Phone 8 | 20121105 |
| Windows Phone Native C++ and DirectX - First Direct3D App, setting up Touch and Sensors | 20121111 |
| Series 40 UX checklist webinar - companion article | 20121216 |
| Graphics scalability approaches for Series 40 Java ME apps | 20130120 |
| Silverlight animation with Expression Blend (and no code) | 20121118 |


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| Drag & Drop in Windows Phone | 20121125 |
| HubTile in Windows Phone | 20121021 |
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| Audio Noise Reduction in Windows Phone | 20120909 |
| WebBrowser Control Techniques in Windows Phone | 20120826 |
| Creating an Ad component in LWUIT | 20131103 |
| Displaying Nokia Maps in a Form in Java ME | 20140223 |
| Creating a Map Type Selector for the Maps API for Java ME | 20121007 |
| Facebook authentication in Windows Phone application | 20120813 |
| How to send a message to a given port as SMS with Java ME | 20131110 |
| Playing whacking game with Accelerometer Sensor | 20120916 |
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| Extending the Windows Phone Pictures Hub | 20120819 |
| Game development for Series 40: Main menu implementation | 20120805 |
| Mapping points of interest using Java ME | 20131117 |
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| Implementing Pinch zooming with Gesture API for Maps in Java ME | 20120729 |
| Porting from BlackBerry to Series 40 | 20121028 |
| Rapid game development for Series 40 with NetBeans Visual Designer and Game Builder | 20120708 |
| Creating Touchable Custom Map Components for the Maps API for Java ME | 20120617 |
| Streaming MP3 player in WP7 | 20120520 |
| Picasa Image Gallery with JSON in Window Phone | 20120506 |
| How to create a marker tooltip with Maps API for Java ME | 20120415 |
| Nokia Maps for WP7 using Bing Map Control | 20120408 |
| Techniques for memory analysis of Windows Phone apps | 20120318 |
| Content Handling with Maps API for Java ME | 20131013 |
| Best practice tips for delivering apps to Windows Phone with 256 MB | 20120304 |
| Movies in Finnkino Theatre's | 20120129 |
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| Using Microsoft Advertising Control in Windows Phone apps | 20120205 |
| Uri Mapping in Windows Phone 7 | 20111218 |
| Using the RESTful Map API with Java ME | 20111127 |
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| Basic Web Browser in Qt and Windows Phone | 20111113 |
| Application Life Cycle - Windows Phone | 20110918 |
| Creating GUI applications for Qt and WP7 using HTML | 20110821 |
| Creating video for Series 40 devices | 20110731 |
| Using the PositioningManager from Maps API for Java ME | 20110717 |
| How to calculate and show a route with Maps API for Java ME | 20111016 |
| Windows Phone Platform Security | 20110725 |
| About NFC | 20110508 |
| How to use the LCDUIUtil API | 20101010 |
| Getting started with the Gesture API & FrameAnimator API | 20100912 |


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| JSR 172: XML Parsing Example | 20131208 |
| Gesture Recognizer for Java ME | 20100425 |
| Launching Java apps at phone startup | 20100905 |
| J2ME API Bridge Interface for accessing native Symbian apps/services | 20100418 |
| How to use USB cable connection in Java ME | 20100207 |
| How to develop a simple website using Nokia Mobile Web Templates | 20100307 |
| Microlog - a Log4j-based tool for Java ME | 20091011 |
| Floggy Framework: RMS no more! | 20091115 |
| Parsing XML files with NanoXML | 20091101 |
| How to use SoftNotification API in Java ME | 20090927 |
| Publishing to Ovi Store FAQ | 20090726 |
| Ovi – Opportunities for developers | 20100214 |
| Designing appealing mobile web pages | 20090712 |
| How to drive radio-controlled car with Nokia N97 or Nokia 6260 Slide devices | 20090705 |
| Java Porting Strategies | 20090628 |
| How to get accelerometer sensor values in Java ME | 20090524 |
| How to configure Java ODD over WLAN with Eclipse and NetBeans IDEs | 20090405 |
| How to launch a MIDlet remotely via SMS or locally via an Alarm with PushRegistry in Java ME | 20120715 |
| AppLauncher - S60 5th Touch UI | 20081221 |
| Adding a new calendar event in Java ME | 20131215 |
| A tour to the S60 Touch UI components | 20081207 |
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| Listening asynchronously for incoming SMS messages in Java ME | 20120701 |
| Using the Java ME PureMVC Framework | 20110605 |
| Developing a 2D game in Java ME - Part 7 | 20080824 |
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| How to listen to radio in Java ME | 20130317 |
| AT Commands | 20080914 |
| Development options for Series 40 | 20100926 |
| NetBeans | 20090426 |
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## Archived

These featured articles have been archived:

| Article | Date |
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| Archived:Sharing Cinemagraphs in your Windows Phone 8 App | 20130505 |


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| Archived:GridMenu Component for Flash Lite | 20090823 |
| Archived:Getting started with the m language | 20090510 |
| Archived:How to use Google Static Maps data in mobile applications | 20080713 |

## Translations

These articles are translations of featured articles:

| Article | Date |
|---|---|
| Editar efeitos da camara em tempo real no Windows Phone 7 e 8 | 20130825 |
| Como melhorar as práticas de programação utilizando o StyleCop | 20130714 |
| Instalar o SDK do Windows Phone 8 numa Máquina Virtual e ter o Emulador funcional | 20130106 |
| Novidades no Windows Phone 8 | 20121105 |
| Mapa com direções no Windows Phone 8 | 20130203 |


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