Introduction

This application was developed to aid in the creation of a Flash Lite 1.1 swf file installer, menu icon and launcher for Symbian OS Series 60 2nd Edition compatible phones. We recommend you read this document thoroughly before using SWF2SIS. Make sure you have all the Resources and Requirements listed below.

Requirements

1. Microsoft Windows XP running on a 700Mhz+ PC.
2. Symbian Series 60 2nd Edition SDK or newer.
3. ActivePerl.
4. Symbian OS Unique Identification Numbers (UID) number unique to your application.
5. Flash Lite 1.1 Player installed on your phone.
6. Flash MX 2004 Professional with Flash Lite 1.1 CDK installed.
7. Menu Icon Graphics.

Resources

1. Symbian Series60 SDKfor Symbian OS
You will need to install a version of the Series 60 2nd Edition SDK on your PC before using this software, The SDK **MUST** be installed in the C:/Symbian path on your Hard Drive.

The SDK version you use will need to be compatible with the device you are publishing for. A list of devices and their SDKs are listed below:

Phones based on Nokia Series 60 2nd Edition FP3 (Beta SDK)
URL: http://www.symbian.com/developer/sdks_s602EcppFP3.asp
Nokia N70, Nokia N90

Phones based on Nokia Series 60 2nd Edition FP2
URL: http://www.symbian.com/developer/sdks_s602EcppFP2.asp
Nokia 6630, Lenovo P930, Nokia 6680, Nokia 6681, Nokia 6682

Phones based on Nokia Series 60 2nd Edition FP1
URL: http://www.symbian.com/developer/sdks_s60v21.asp
Nokia 3230, Nokia 6670, Nokia 7610, Nokia 6620, Nokia 6260, Panasonic X700, Panasonic X800

Phones based on Nokia Series 60 2nd Edition
URL: http://www.symbian.com/developer/sdks_s60v20.asp
Nokia 6600

NOTE: PLEASE READ THE NOTES AT THE END OF THIS DOCUMENT IF YOU ARE DEVELOPING FOR THE FOLLOWING PHONES

Phones based on Nokia Series 60 1st Edition
Nokia 7650, Nokia 3650, 3600, Nokia 3660, 3620, Nokia N-Gage, Nokia N-Gage QD, Siemens SX1, Sendo X, Sendo X2

2. ActivePerl

In addition to the Symbian Series60 SDK you should also make sure you have Perl installed and running on your PC for this application to work. You can view more information and download ActivePerl below:

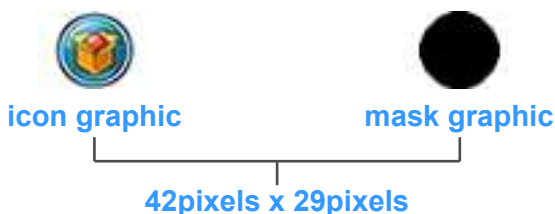http://www.activestate.com/Products/ActivePerl/

3. Symbian OS Unique Identification Numbers

Unique Identification Numbers, or UIDs, are used by the Symbian platform to identify each file type, much in the same way as file extensions are used on other operating systems.
You can find out more information and order a series of UIDs at the link below:

http://www.symbian.com/developer/techlib/papers/tn_uid/uidinfo.html

NOTE: If you want a few UIDs just for development, you can use numbers in the range 0x01000000 - 0x0FFFFFFF. UIDs in this range are for development only and should not appear in any released products. If you do use any development UIDs, ensure that they are replaced by registered values as soon as you decide that they will appear in a final product.

icon graphic   **mask graphic**

42pixels x 29pixels

4. Menu Icon Graphics

To place a menu icon on the device you will need 2 graphic files for the menu icon. The menu icon and mask need to be 42 pixels wide by 29 pixels high.

The graphics can be created as 8bit or 24bit graphics, but must be exported as .bmp files.
We recommend you use Macromedia Fireworks and export as 8bit adaptive .bmp files.

We have included 2 sample .bmp files with this application for you to use in testing purposes. Please do not use these files for any other purpose than testing.

5. Your Flash Lite 1.1 swf files

You will need your Flash Lite 1.1 swf files to install on the device.
If you are using loadMovie() or loadVariables() in your main swf file to access other files, then these can also be included in the SIS file and you can sepcify a target path for them on the device.

How to Use

Step 1.1 Browse to the Flash Lite 1.1 swf file you want to launch
Select the Flash Lite 1.1 swf file that you want to launch on the device with this application.
Remember this file must be exported as Flash Lite 1.1 and make sure you have tested this file on

your target device first.

Step 1.2 Insert a Title for the Menu Icon Application
This title is displayed below the menu icon on the device. We recommend you limit your title to 10 characters for the whole title to show up on the device.

Step 1.3 Insert your Symbian OS Unique Identification Number, e.g. 0x01000000
Remember to change this to a Unique Number if you are using a Development Number for testing purposes.

Step 2.1 Browse to any additional files you want to install on the device
Remember to include all files (.swf and .txt) that are accessed by the main swf file.

Step 2.2 Insert a sub-folder path name for the additional files
This should correspond to any file paths you have used in the main swf actionscript. You do not need to use a sub folder if it is not required.

Step 3.1 Browse to your Menu Icon graphic

Step 3.2 Browse to your Menu Icon Mask graphic

Step 4.1 Select the Symbian SDK you want to use
If you have more than one SDK installed on your machine, make sure you select the correct version for the device you are developing for.

Step 5.1 Insert a File Name for the final SIS file
The file name you use must not include any spaces!

Step 5.2 Insert a Short Description for the final SIS file
This description is seen by the user when they install the SIS application.

Step 5.3 Browse to a Folder on your Hard Drive to save the final SIS file to

Step 5.4 Click Finish to package your 'SWF2SIS' launcher

Further Help

Diagnostic Tool
If you do come across an error when using SWF2SIS you will be prompted to save a diagnostic file that you can send to us to help us find out what the problem is.

This application is supplied as-is and there is no official support. We are however happy to respond to emails where basic help is required or if you have an application error that you cannot resolve yourself.

email: swf2sis@blueskynorth.com

Notes for Nokia Series 60 1st Edition Phones

We are aware of some issues when using SWF2SIS with Phones based on Nokia Series 60 1st Edition.

If you purchase SWF2SIS for use on one of these phones, BlueskyNorth Ltd accept no responsibility if you follow the guidelines below and SWF2SIS does not work.

You must accept that you use this product at your own risk for the following devices.

Nokia 7650, Nokia 3650, 3600, Nokia 3660, 3620, Nokia N-Gage, Nokia N-Gage QD, Siemens SX1, Sendo X, Sendo X2

Nokia Series 60 1st Edition Guidelines

1. You MUST install a version of the Series 60 2nd Edition SDK on your PC before using this software for Nokia Series 60 1st Edition SDK, The SDK **MUST** be installed in the C:/Symbian path on your Hard Drive.

2. You MUST download and install the "Series 60 SDK 1.2 for Symbian OS Supporting Metrowerks CodeWarrior for Symbian OS"
URL: http://www.symbian.com/developer/sdks_s60v12cw.asp

3. Once you have both SDKs installed on your computer, run SWF2SIS to see if the SDKs are recognised.

4. If the SDK v1.2 is NOT recognised by SWF2SIS you MUST add it to the devices list manually by opening the Command Prompt app...
Start > All Programs > Accessories > Command Prompt

... and type the following:
devices -add C:\Symbian\Series60_1_2_CW\ C:\Symbian\Series60_1_2_CW\
@Series60_1_2_CW:com.Nokia.Series60_1_2_CW

5. If SWF2SIS still does not work, there is a compatability problem with your computer system and you will NOT be able to use SWF2SIS for Nokia Series 60 1st Edition SDK.

BlueskyNorth Ltd accept no resposibility if this happens and you purchase and use this software at your own risk when developing for Nokia Series 60 1st Edition SDK.