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| COMP 4908 |
| Installation Guide |
| **Tsunami Solutions Ltd. SafetyLine Sonim Rugged Phone Application** |
|  |
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**5/16/2013**

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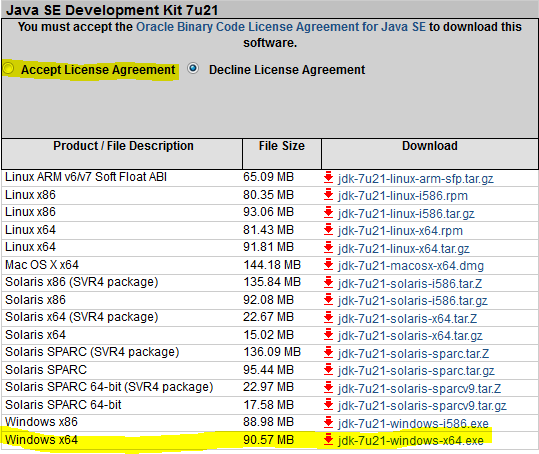
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# Getting Started

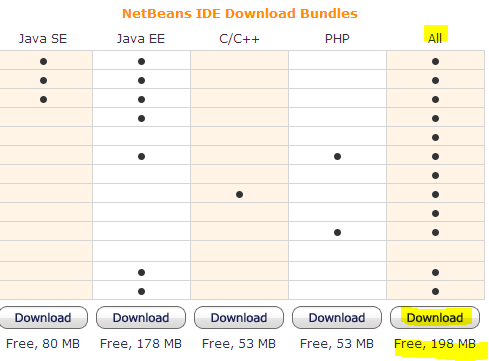
The steps below provides a link to download and install requirements in order to run the Sonim Phone applications.

1. Download the Java SE Development Kit 7u21 from <http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html>

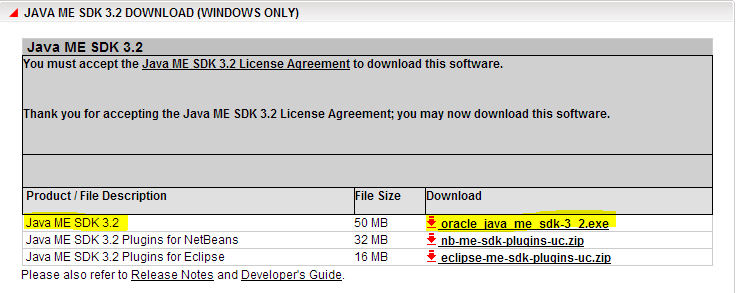
Accept License Agreement and download the JDK, specifying a desired OS (highlighted is the Windows 64-bit version). Install the JDK.



1. Download and install NetBeans 7.3 from <https://netbeans.org/downloads/>



1. Download and install Java ME SDK 3.2 from <http://www.oracle.com/technetwork/java/javame/javamobile/download/sdk/index.html>

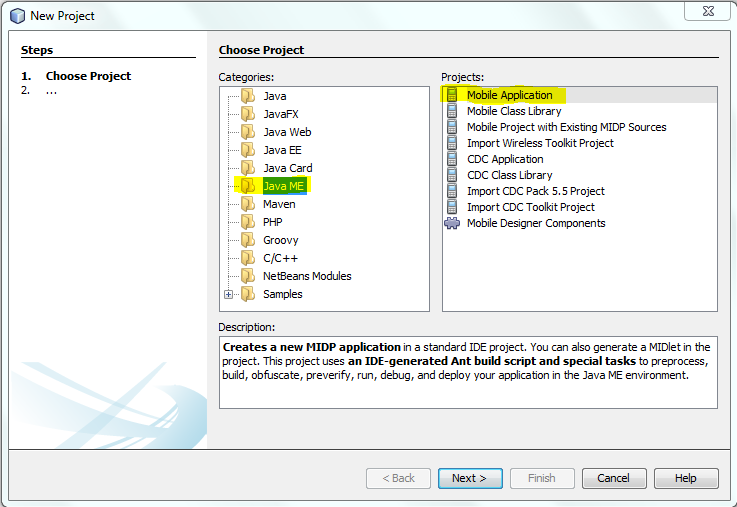


# Integrating Java ME SDK to NetBeans

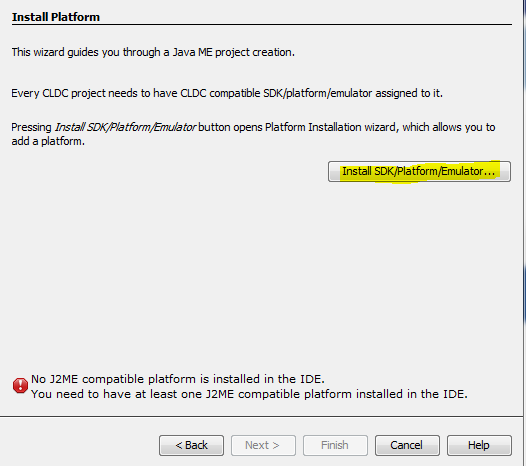
Now that you installed the JDK, NetBeans, and Java ME, it's now time to integrate the Java ME to NetBeans so that we can run the apps for our mobile emulator.

## Integrating through a New Mobile Application Project

1. Go to File -> New Project and you will come across this window. Under Categories, select “Java ME” and “Mobile Application” under Projects. Click “Next >”.

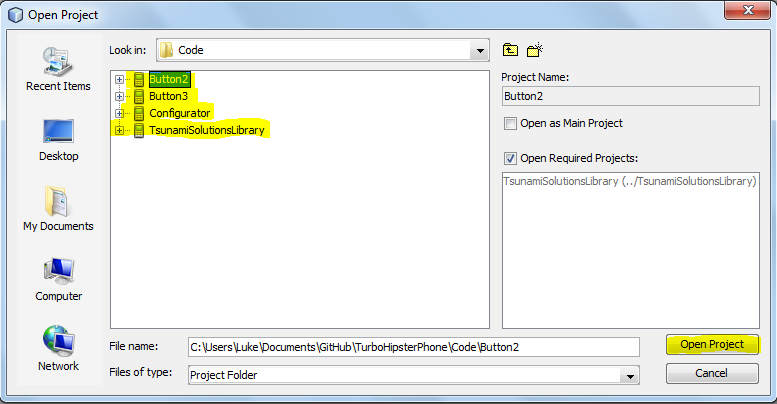


1. On the next step, it will ask you to install a platform, Click “Install SDK/Platform/Emulator…”:

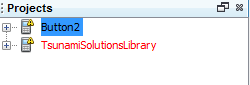


## Integrating through an Existing Mobile Application Project

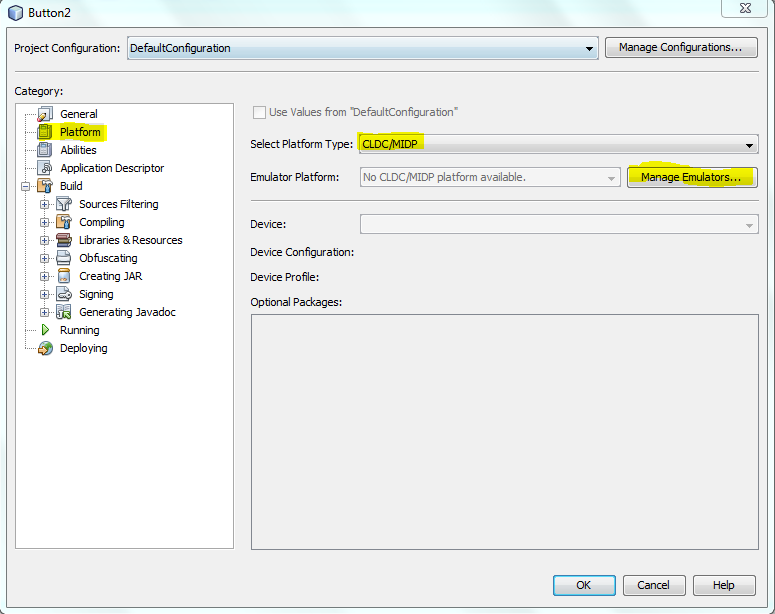
1. Go to File -> Open Project and select an existing project. Click “Open Project”.



1. Afterwards, go to the “Projects” window, right click on the project and select “Properties”.



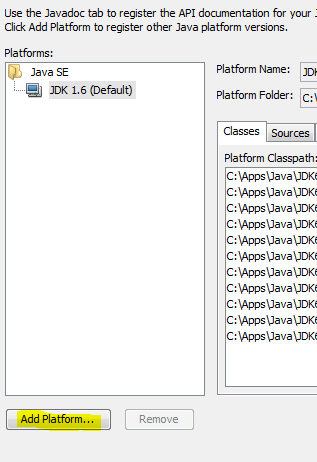
1. Under “Platform”, make sure the Platform Type is “CLDC/MIDP” and click “Manage Emulators…”



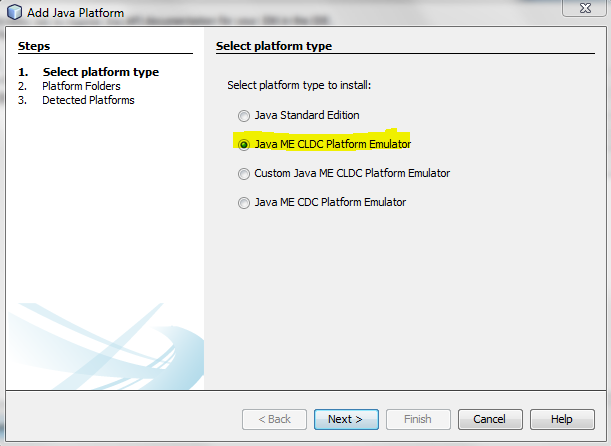
## Adding the Java ME SDK Platform

Whether you created a new project or selected an existing project and followed the steps earlier, you should be on the “Java Platform Manager” window. The following steps will show you how to add the platform:

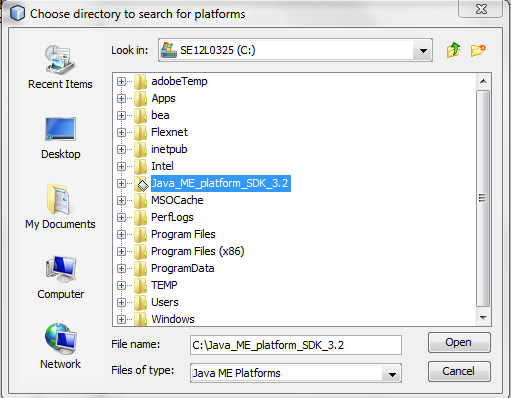
1. Click “Add Platform…”



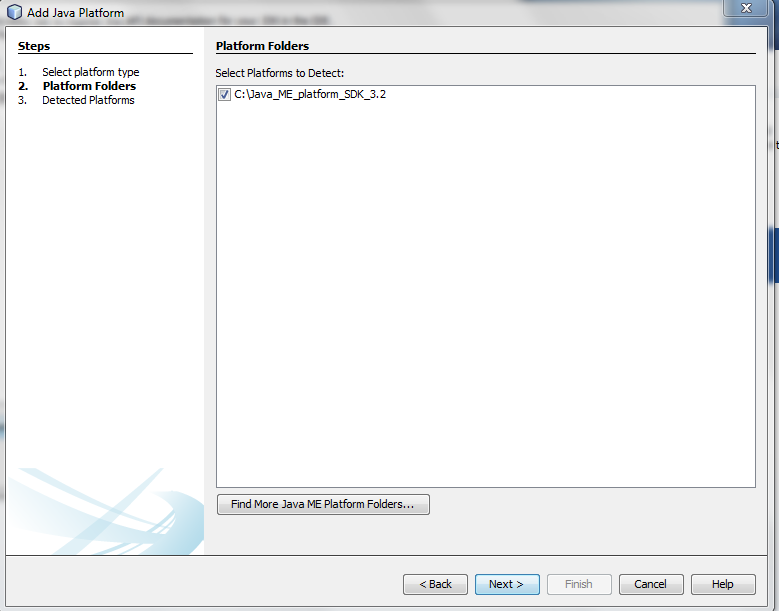
1. This next step will ask for a platform type. Select “Java ME CLDC Platform Emulator” and click “Next >”:



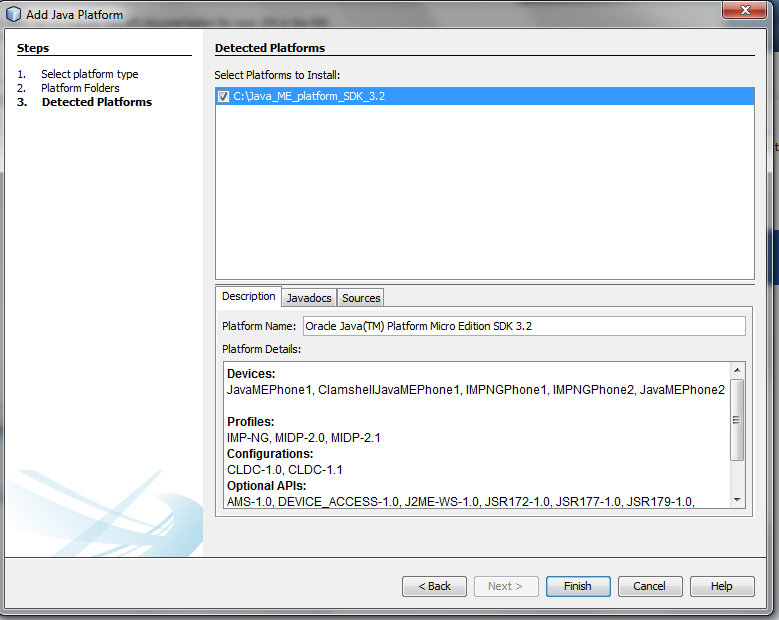
1. Select the folder where you installed the Java ME SDK and click “Open”



1. Click “Next >”



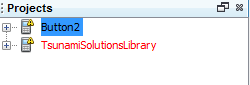
1. Wait for it to finish detecting platforms and click “Finish”:



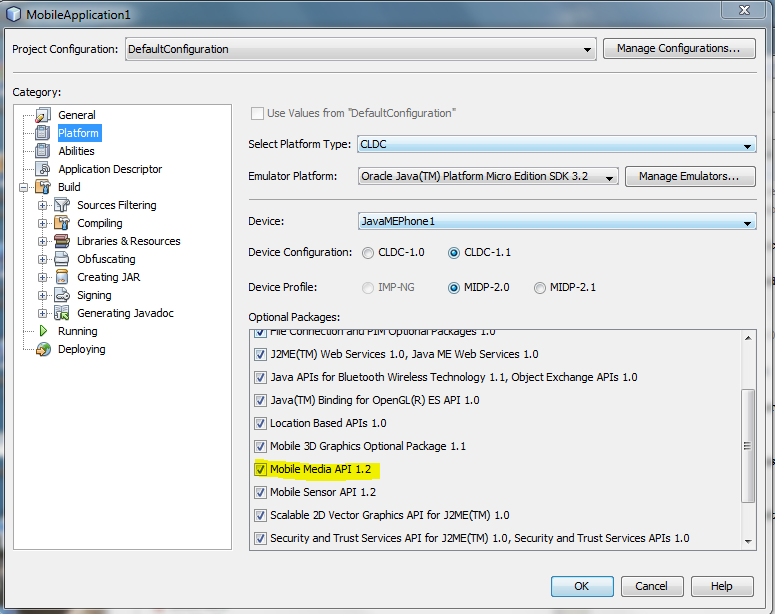
# Running the Java Mobile Emulator

Now that your Java ME SDK environment is set up, it’s now time to run the project using the Java mobile emulator.

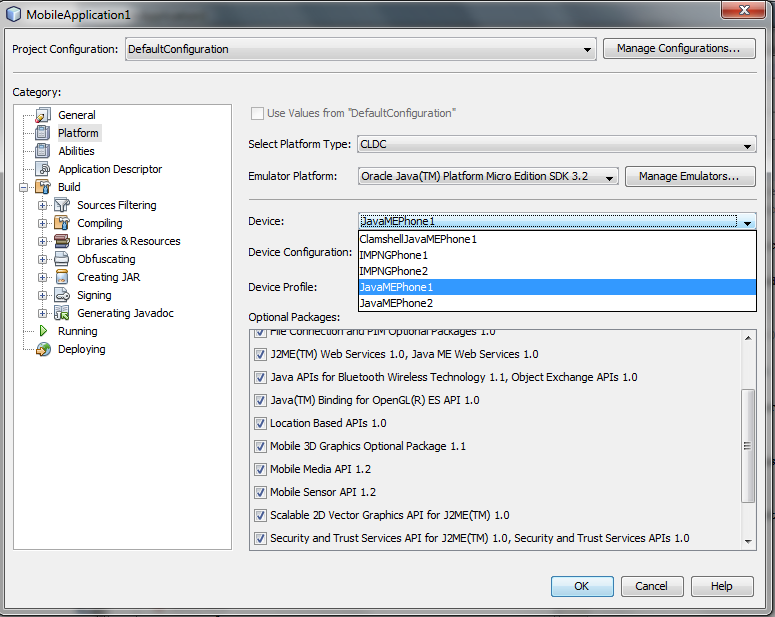
1. Go to the “Project” Window, right click on the project, and select “Properties”.



1. Under “Platform”, make sure the Mobile Media API is checked in Optional Packages



1. In “Device”, make sure “JavaMEPhone1” or “JavaMEPhone2” is selected. Click “OK” when finished.



1. Run your project by clicking on the green arrow on the top of Netbeans’ UI, or press F6.

