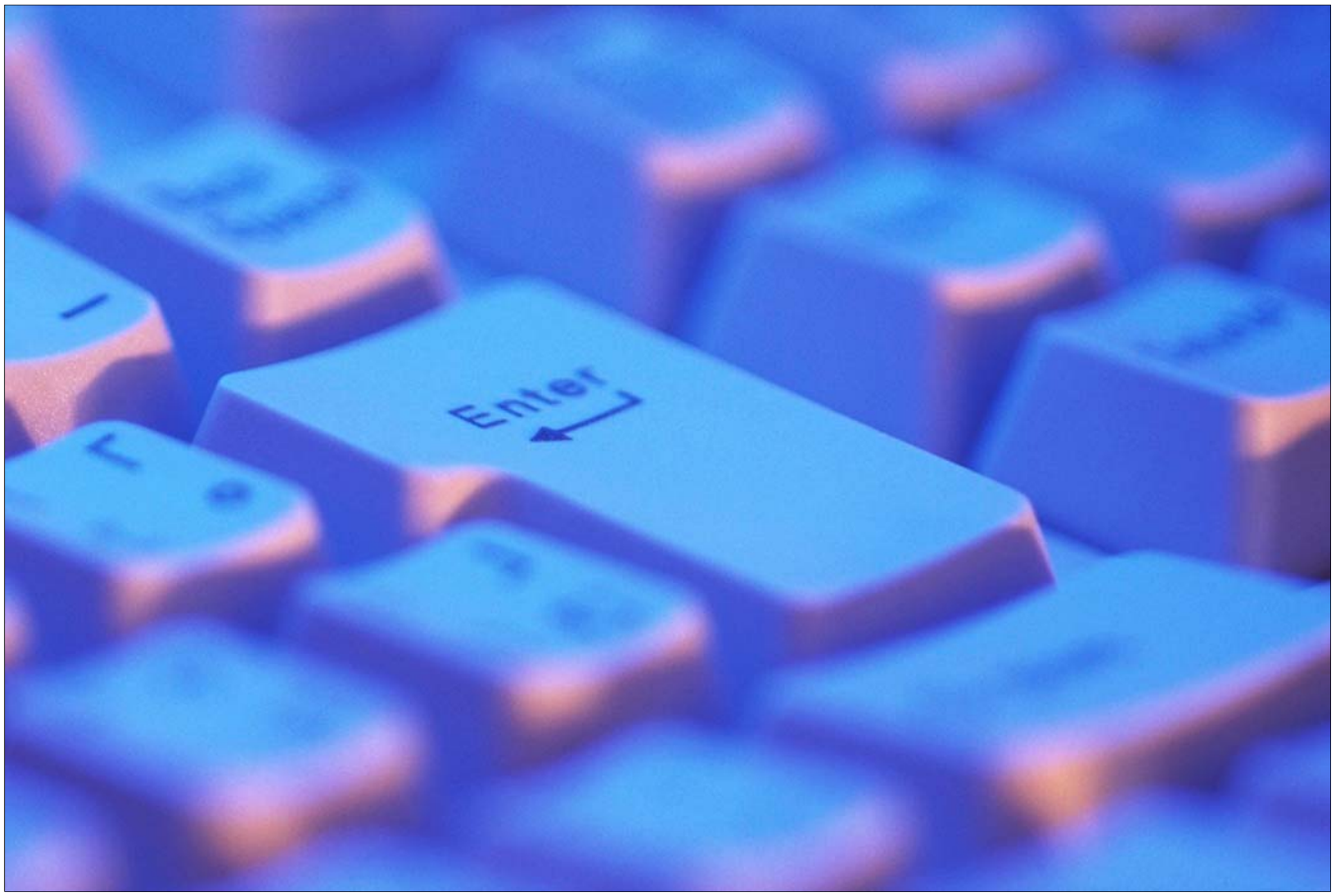
MOBILE DEVELOPMENT STUDIO – DEMO



Version 5

Getting Familiar with RFgen Development

The Mobile Development Studio installs with a functional set of sample objects which are designed to illustrate the multiple features and capabilities of the RFgen development environment.

MOBILE DEVELOPMENT STUDIO – DEMO

GETTING FAMILIAR WITH RFGEN DEVELOPMENT

INTRODUCTION

The RFgen Mobile Development Studio is a simple and intuitive solution that provides a fully-functional interactive development environment to suit the needs of all developers, even when tasked with large and complex development projects. The purpose of this document is to help you understand a majority of the system, in about one hour! These demo notes illustrate the functionality of the Mobile Development Studio using a default, standard, out-of-the-box installation. It is the recommended installation and configuration type for you to have on your computer before proceeding any further with this document.

OVERVIEW

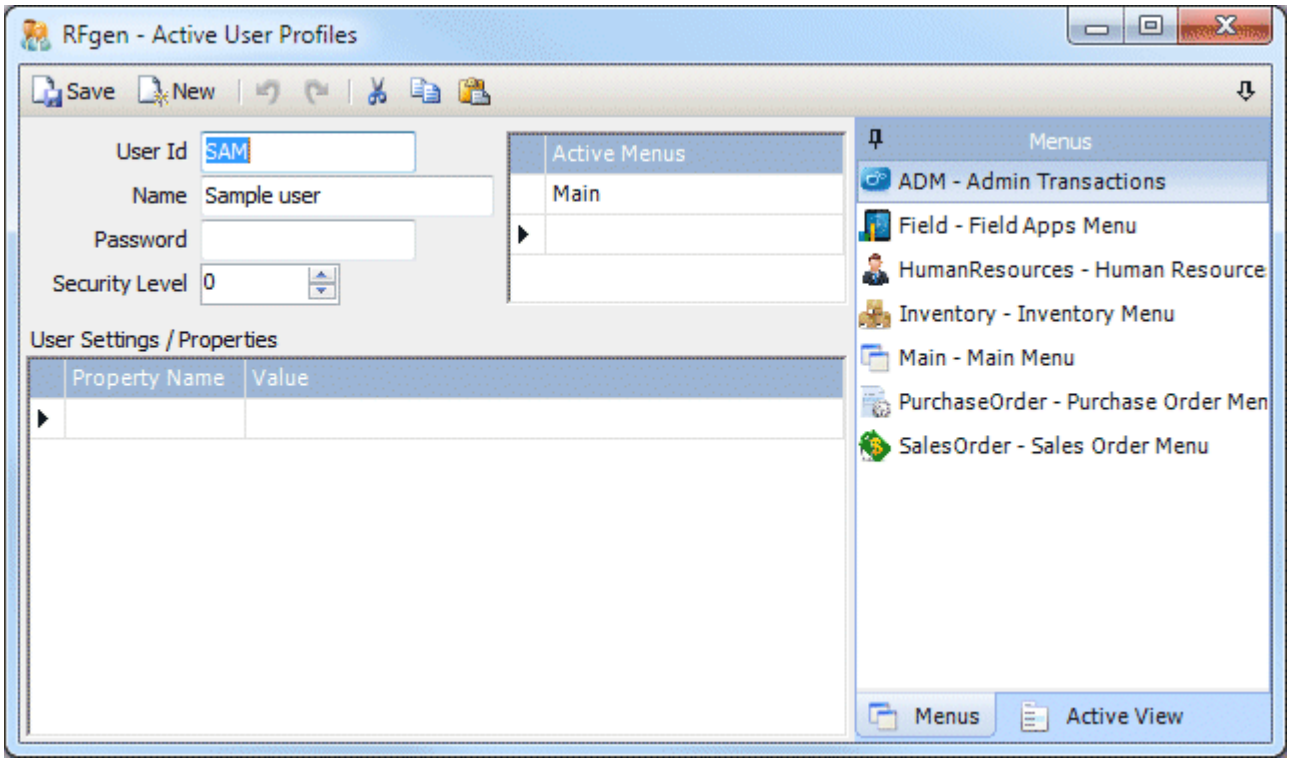
The Mobile Development Studio installs with a default set of sample data and objects. These have been pre-loaded for your convenience and serve as a learning tool that will help you to become familiar with the functionality of the Mobile Development Studio.

USERS

The Mobile Development Studio is preloaded and installed with two sample users. These users have been developed to provide you with an understanding of how a basic user profile functions in RFgen. A user profile can have its own set of custom properties and associated values. Like many other conventional user profiles, RFgen users can be assigned a specific startup menu and password.

SAM – Sample User

In the object design pane, multiple settings for a selected user may be easily modified. These changes can include something as basic as a name, password, or active menus, to parameters that are more advanced such as custom user settings and properties as denoted by the "User Settings / Properties" section. This section can be used to implement custom properties that need to be associated with a user profile. These properties can be referenced in VBA code during runtime to make decisions and perform subsequent actions, etc.



Creating a new user profile requires some basic information. It is common practice and recommended to at least assign user profiles a user id, name, password, and startup menu. Additional user settings and properties are optional and can be added at any time.

Activity

1. In the navigation pane, right-click the "Users" group and select "Add New User…" from the context menu.
2. In the object design pane, provide information for the "User Id", "Name", and "Password" fields.
3. Click on the "Menus" sub-tab. Select the "Inventory" menu by double-clicking it.
4. Save your changes.

Note: The act of creating a new user can also be accomplished by clicking the "New" button in the toolbar of an open user.

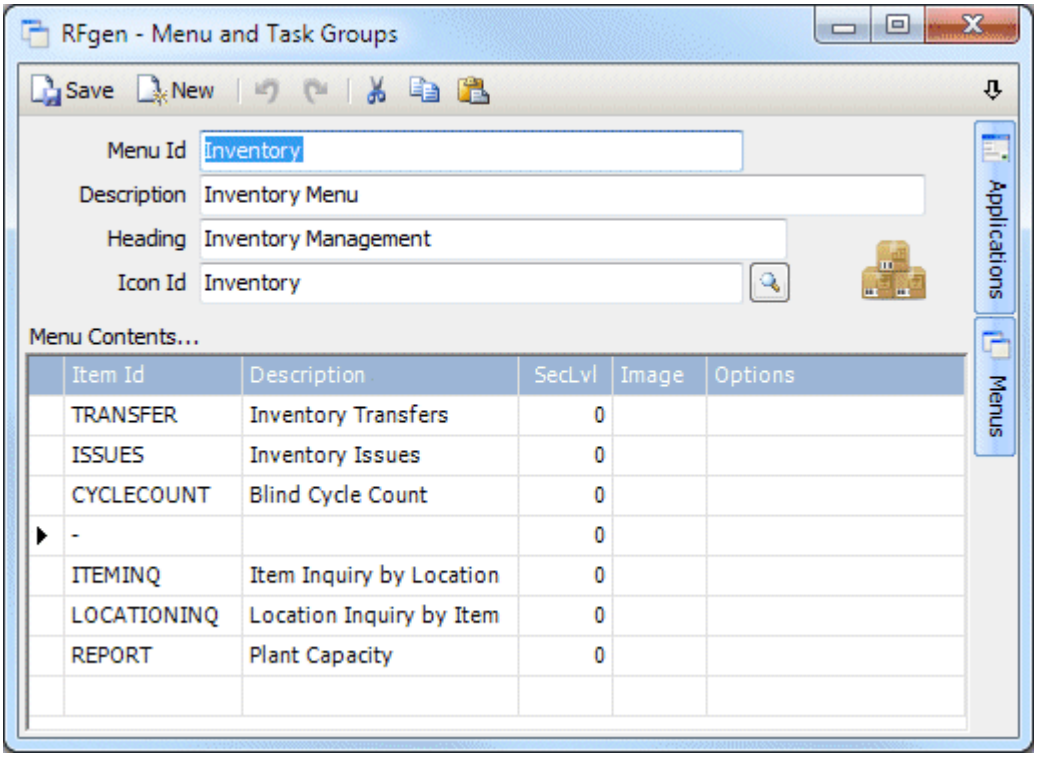
MENUS

The Mobile Development Studio is preloaded and installed with sample menus. These menus have been developed to provide you with an understanding of how menus function in RFgen. A menu can be comprised of applications and other menus (submenus). Menus enable users to navigate through logical groupings of objects and serve to organize and provide structure by categorizing various applications and submenus into a collection that is intuitive to comprehend and navigate.

Inventory – Inventory Menu

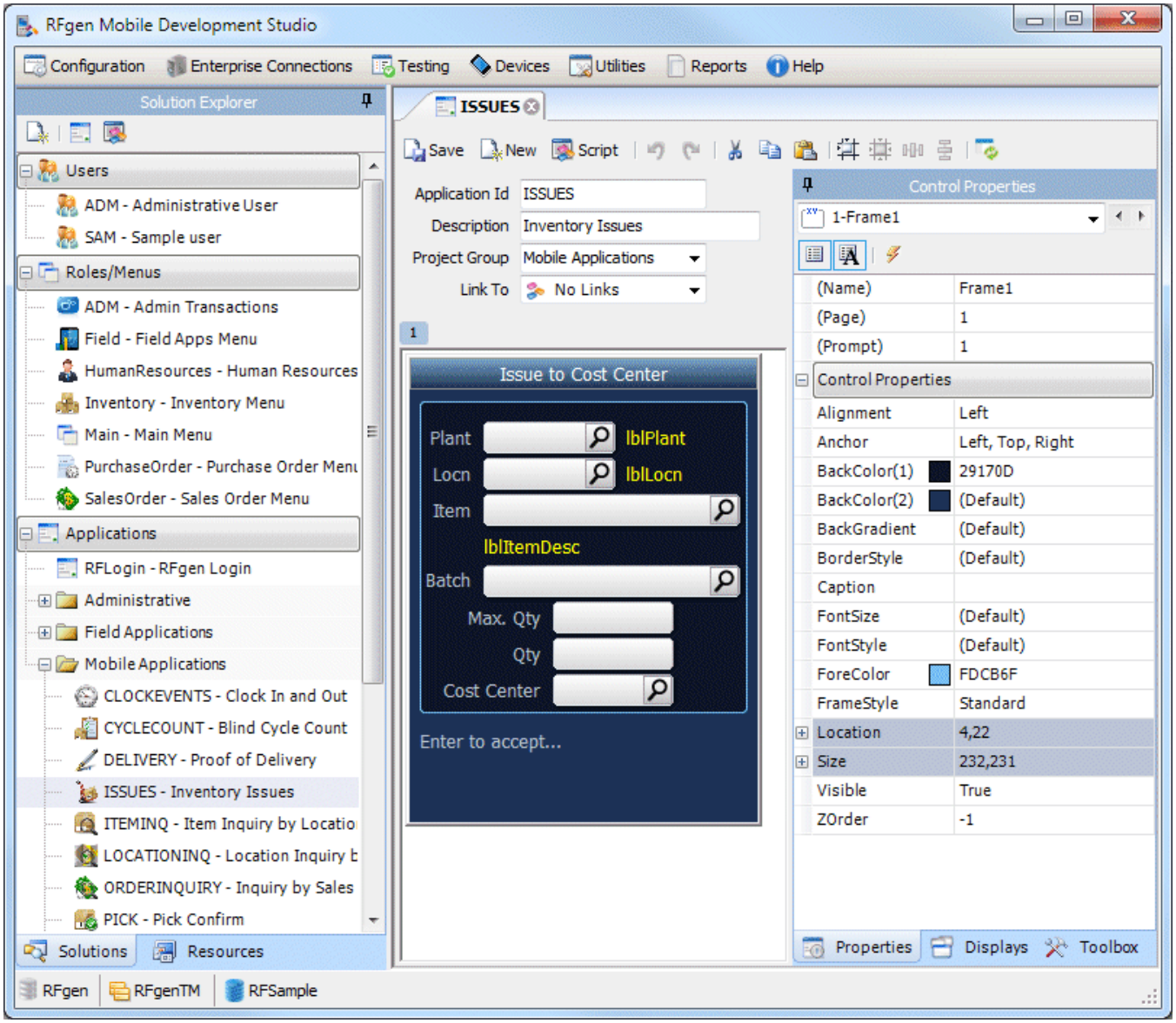
The "Inventory" menu contains links to all inventory related applications. Note that adding a number and an equal sign (1 =) before the description as in the "Menu Contents…" section of the object design pane allows users to type the corresponding number to quickly open the respective application or menu.

Entries can easily be added to a menu. In the object design pane, the tab group for a selected menu contains tabs for "Applications" and all available "Menus". The "Applications" tab contains all saved applications and the "Menus" tab contains all saved menus. Entries within these tabs can be added to a menu as an application or submenu.



Activity

1. In the navigation pane, expand the "Roles/Menus" group and double-click the "Inventory" menu.
2. In the object design pane, click on the "Menus" side-tab and double-click the "SalesOrder" menu to add it as a submenu to this menu.
3. In the "Menu Contents…" section, enumerate the text for each menu entry in the "Description" column by adding a number before the description (1=). Note that the forth entry is a dash that for a list-based version of the menu create a blank line that will separate the top three items from the bottom three items.
4. Save your changes.



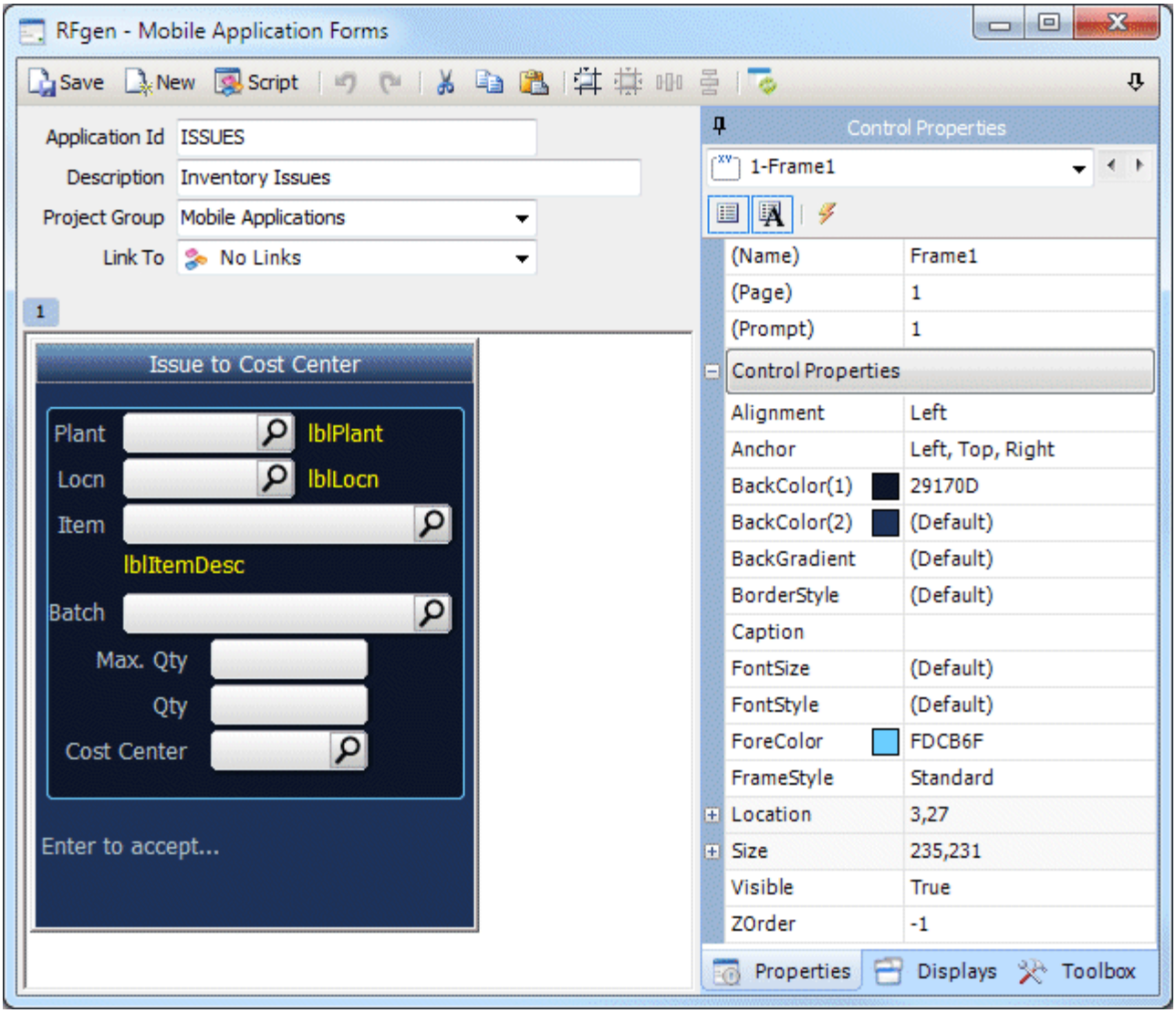
APPLICATIONS

The Mobile Development Studio is installed and preloaded with a group of sample applications. These applications have been developed to provide you with an understanding of how applications function in RFgen. Each application performs a unique set of instructions which affect the underlying data.

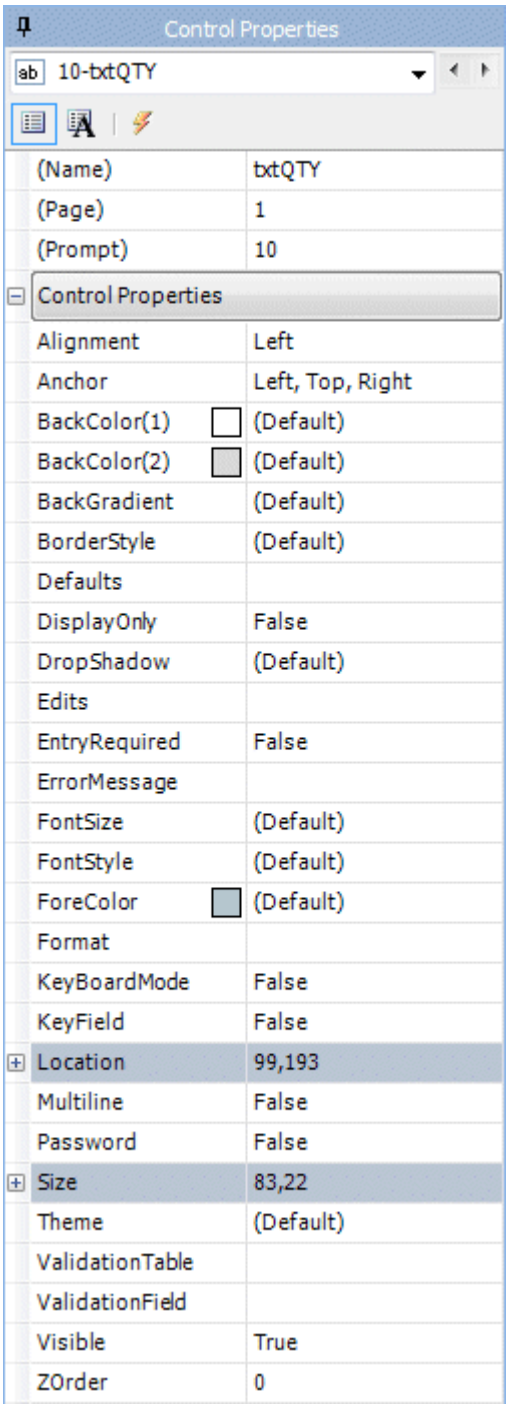
ISSUES – Inventory Issues

The "Issues" application is a simple application that has been designed to issue a specified quantity of an inventory item (located within the ItemMaster table) from a specific plant, location, and batch to a specific cost center. Once the transaction is complete, the inventory is adjusted based on the quantity that was issued.

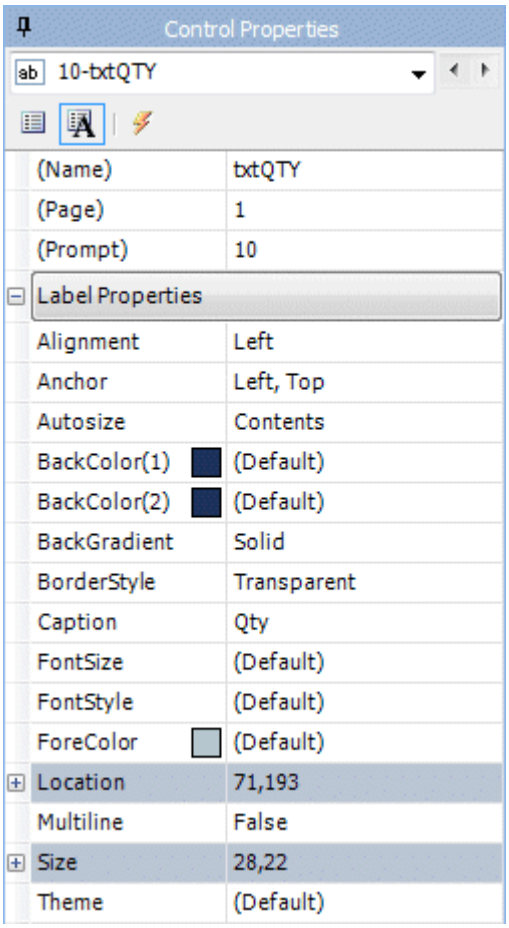
Fields (prompts) can easily be added or modified on an existing application. In the object design pane, the "Properties" sub-tab, contains all of the properties for a selected prompt on the application. The "Displays" sub-tab contains all of the properties that are specific to the manner in which this application will render during runtime. Finally, the "Toolbox" sub-tab contains all of the possible fields that can be added to the application.



Control Properties



Label Properties

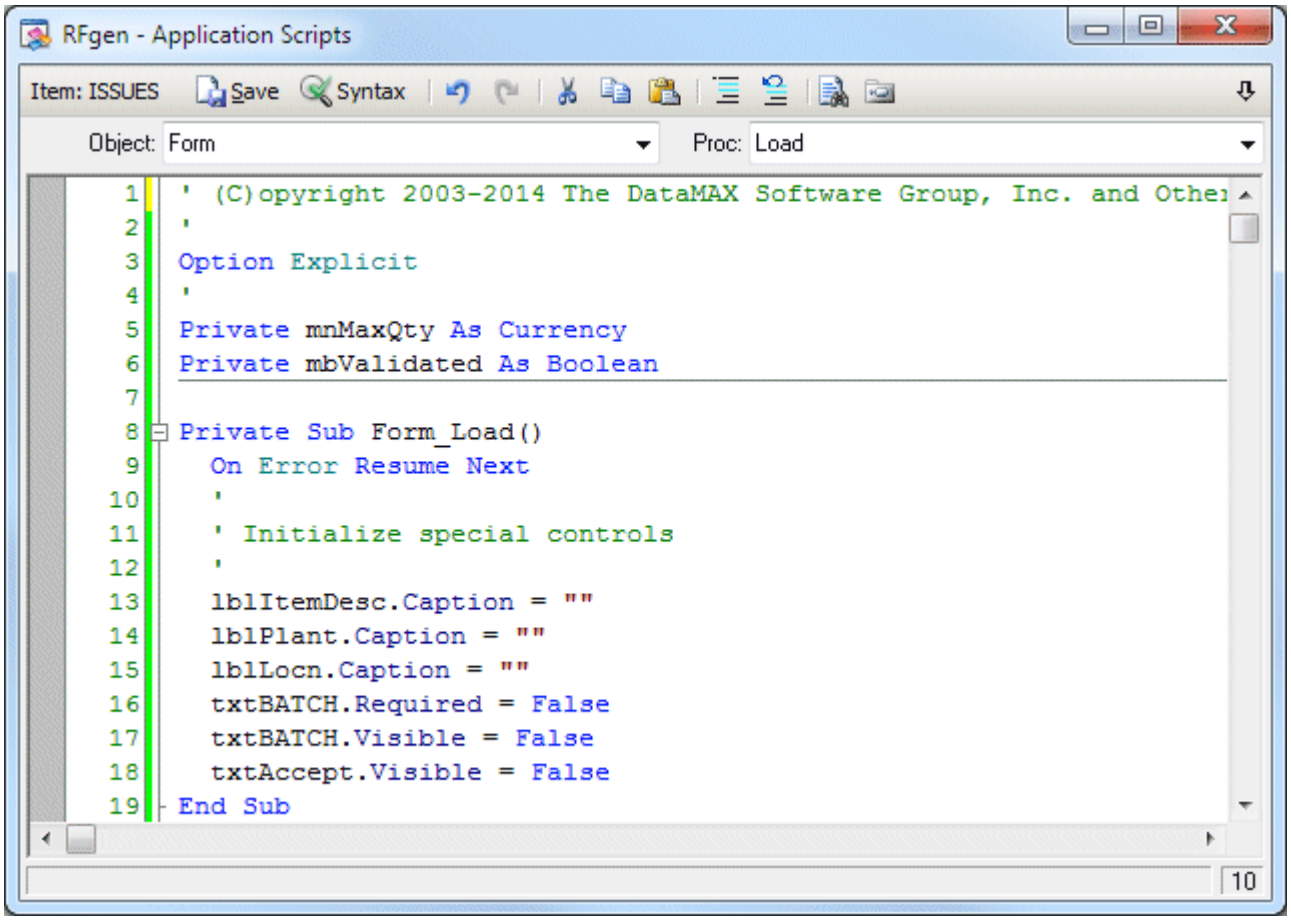


Controls on an application also have a set of properties which alter the appearance and behavior of the given control. In the screenshots above, the "Properties" sub-tab has

been selected in the object design pane for the "Qty:" field. On the application, the field is captioned as "Qty:", yet the actual name of the field is "txtQTY". This is an example of the "Caption" property which applies an alias name to a control during run-time.

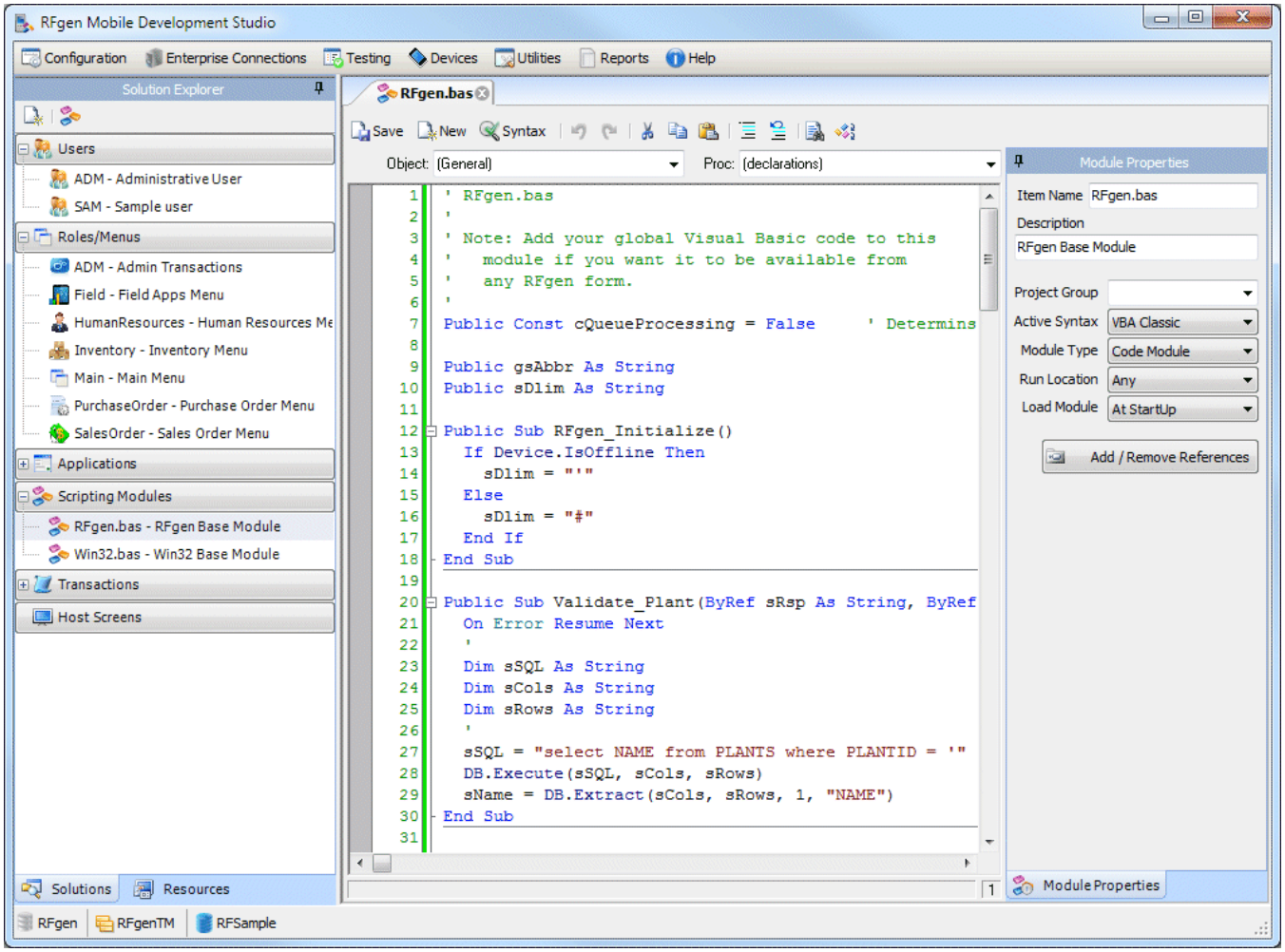
Application Scripts

The Mobile Development Studio is just what the name implies. Every application can be programmed and developed to perform and function as desired. To invoke the application scripting window, simply click on the "Script" button located in the toolbar of any selected application object. The code that is used to program in RFgen is Visual Basic for Applications (VBA) with additional language extensions added. For more information on VBA coding, click the help icon (right-most icon in the toolbar of any selected script). The RFgen documentation, RFgen website, and "How-To" memos are also additional sources to consider when seeking assistance with VBA programming.



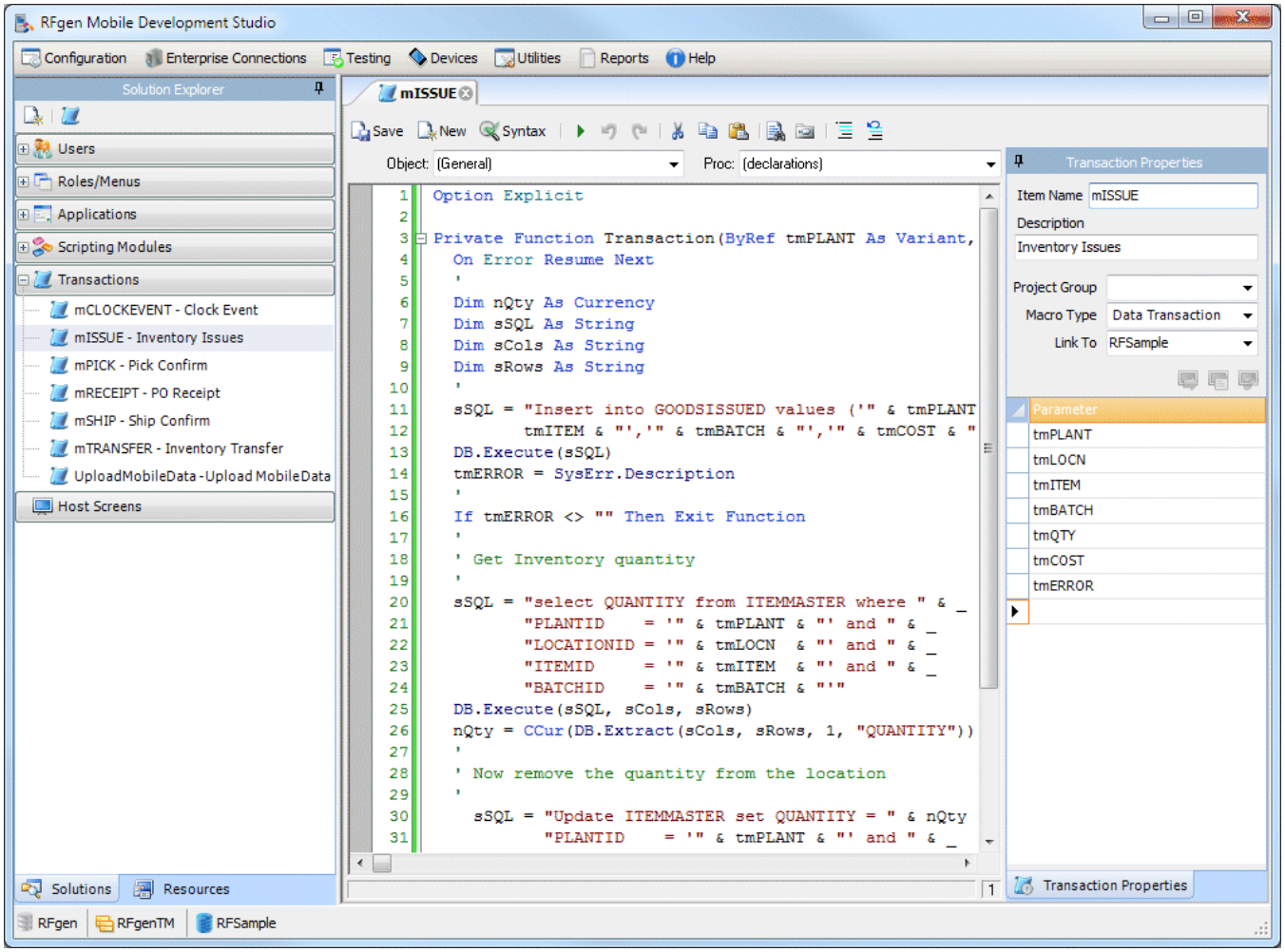
SCRIPTING MODULES

RFgen's Visual Basic for Applications (VBA) programming language allows you to define scripts for general use and/or for the custom control of events. Global modules are available for general declarations, procedures, and functions that are common throughout several applications. The "Scripting Modules" group is located in the navigation pane and contains two modules that are preloaded and installed with the Mobile Development Studio.



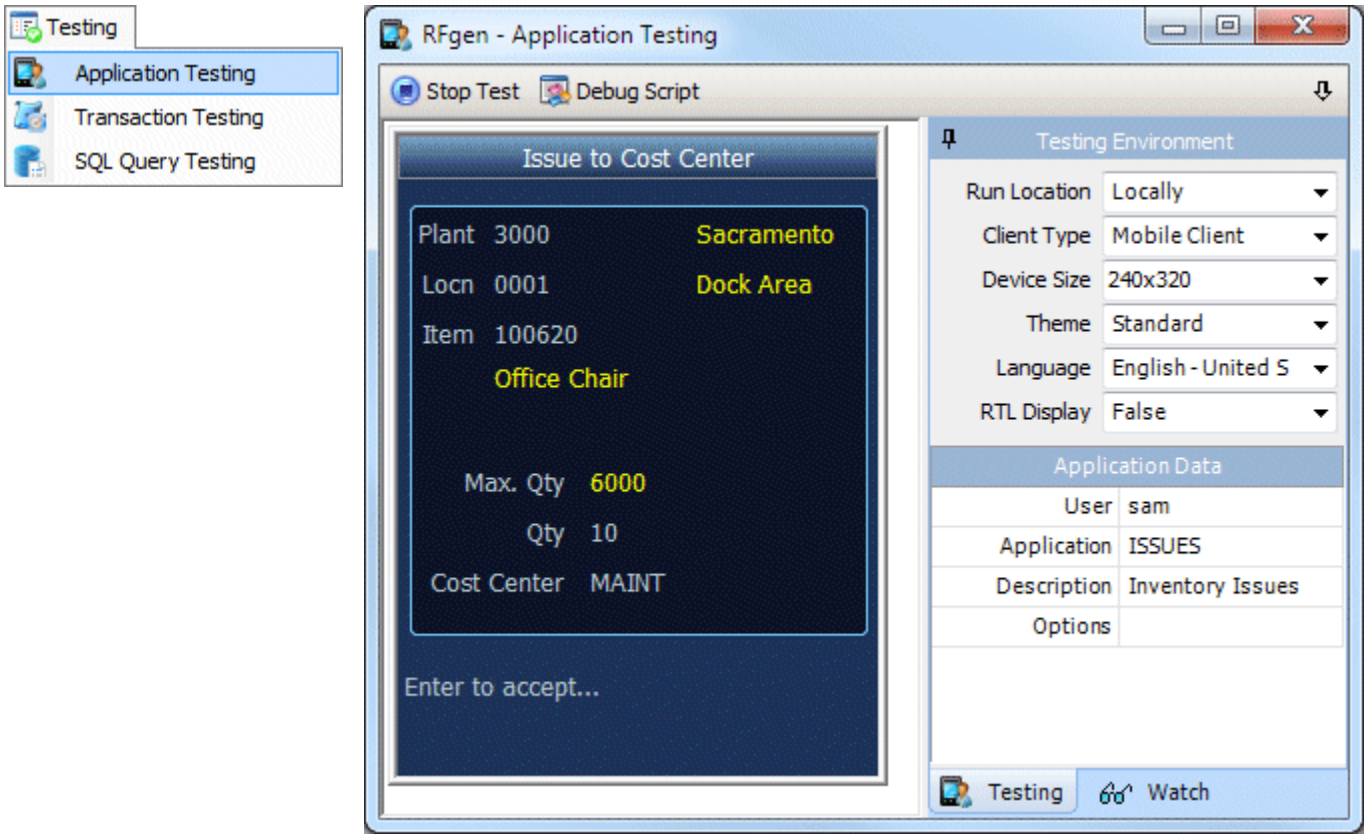
TRANSACTIONS

RFgen "Transactions" allow batch/offline and screen mapping transactions to be posted against selected data sources and hosts. The development of transactions is performed in VBA. Transactions provide you the flexibility of being in control of the communication between RFgen and external systems. The "Transactions" group is located in the navigation pane and contains several transactions that are preloaded and installed with the Mobile Development Studio.



APPLICATION TESTING

The Application Testing feature provides an environment where programs and custom code can be tested and debugged. The Application Testing feature is exclusive to the Mobile Development Studio and is a crucial tool for developers that need to deploy production-grade solutions within their organization. The testing and debugging capabilities of the Application Testing feature are parallel in functionality with other contemporary development applications found in the market today.



Activity

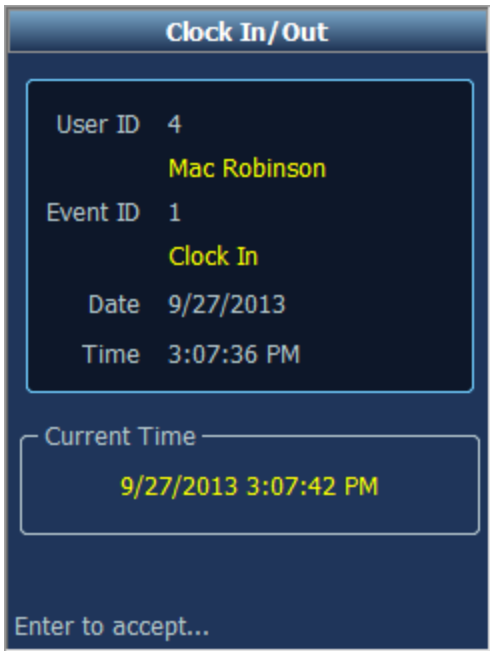
1. In the menu bar select “Testing” > “Application Testing”.
2. In the object design pane, click “Start Test” button in the toolbar.
3. Login using the new user that was created earlier in this document.
4. Navigate to each application in this user’s startup menu (should be “Inventory”).

RFGEN SAMPLE APPLICATIONS: MOBILE

This section of the demo notes illustrates each of the Basic applications included in the default installation of the Mobile Development Studio.

Clock In and Out

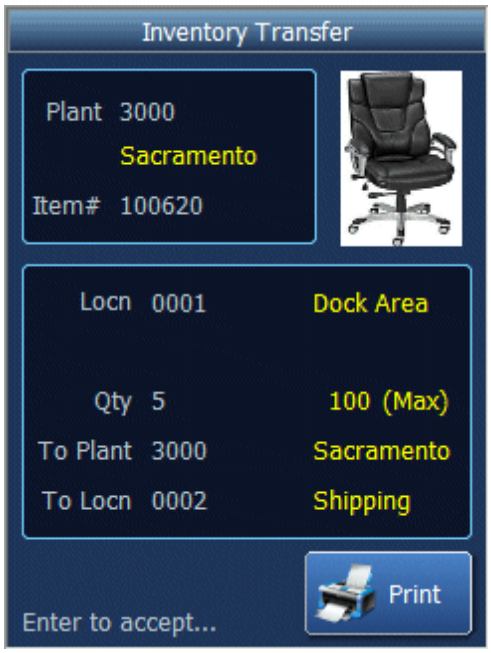
Application: CLOCKEVENTS | Menu: Human Resources



The Clock In/Out application is a simple example of scanning or entering a user ID, selecting an event, and submitting the data to the database. The events are "Clock In", "Clock Out", "To Lunch", and "From Lunch". After the selection of an event, the "Date" and "Time" prompts are automatically populated with the current date and time, but these values may be overridden. The bottom of this application includes a dynamic timestamp which indicates the current date and time. Upon completion of all prompts, the "Enter to accept..." prompt appears. Pressing Enter at this point executes the transaction.

Inventory Transfers

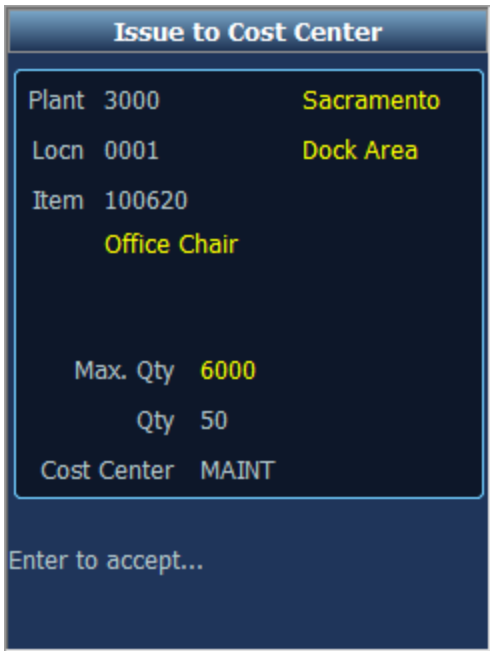
Application: TRANSFER | Menu: Inventory



The Inventory Transfer application is a typical and generic example of moving items from one location to another. The first three prompts: “Plant”, “Item#”, and “Locn” are required. If the item being transferred is batch-controlled, the “Batch” prompt will become visible and require input. An image control is also implemented to serve as a visual aid for the selected item. The maximum quantity available in that plant and location combination will be displayed in the “Max Qty” prompt indicating a limited quantity for the given item. After a value in the “Qty” prompt has been entered, values in the destination plant (“To Plant”) and destination location (“To Locn”) prompts are required. Data validation occurs as each data element is collected to ensure the integrity of the transaction. The “Print” button would normally print a label to a specified printer. The code for this button can be viewed in the “btnPrint_Click" event procedure for this application. Upon completion of all prompts, the “Enter to accept...” prompt appears. Pressing Enter at this point executes the transaction.

Inventory Issues

Application: ISSUES | Menu: Inventory



The Issue to Cost Center application is intended to issue items from inventory to a cost center such as office supplies being consumed by office staff. In this case, the cost center would be the 'Maintenance' category charged to the company as a whole. In this application the values for the "Plant", "Locn", and "Item" prompts should be provided. If the item being issued is batch-controlled, the "Batch" prompt will become visible and require input. Finally, a "Cost Center" should be specified before completing the transaction. Upon completion of all prompts, the "Enter to accept..." prompt appears. Pressing Enter at this point executes the transaction.

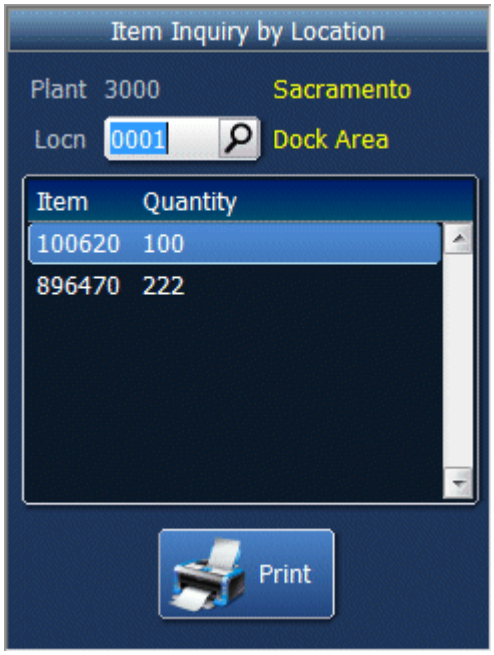
Blind Cycle Count

Application: CYCLECOUNT | Menu: Inventory

The Cycle Count application is designed to be a representation of the cycle count requirements of most companies. Starting with the "CycleID" prompt which represents the scope of what is to be counted, the user has the option to search for all valid entries for this prompt, as with many others by pressing the F5 key on any prompt that displays the search icon to the right of the text box. After the "Locn" prompt, the "Item#" prompt can be searched to find valid items for this cycle count document as well as display which items have already been counted. This is represented by an asterisk next to the item ID. If the item being counted is batch-controlled, the "Batch" prompt will become visible and require input. Finally, input a value in the "Qty" prompt. Upon completion of all prompts, the "Enter to accept..." prompt appears. Pressing Enter at this point executes the transaction. The cycle "CountID" will retain its value and the focus will be set on the "Locn" prompt.

Item Inquiry by Location

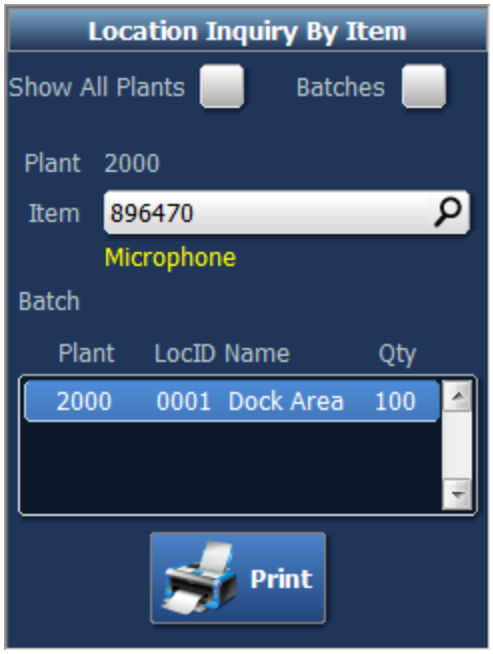
Application: ITEMINQ | Menu: Inventory



The Item Inquiry by Location application displays all items and their quantities for a specified plant and location. Values for the "Plant" and "Locn" prompts should be provided to create a filter for the result set. The list box at the bottom of the application will display the final result set. The "Print" button prints data to a specified printer. The code for this button can be viewed in the "btnPrint_Click" event procedure for this application.

Location Inquiry by Item

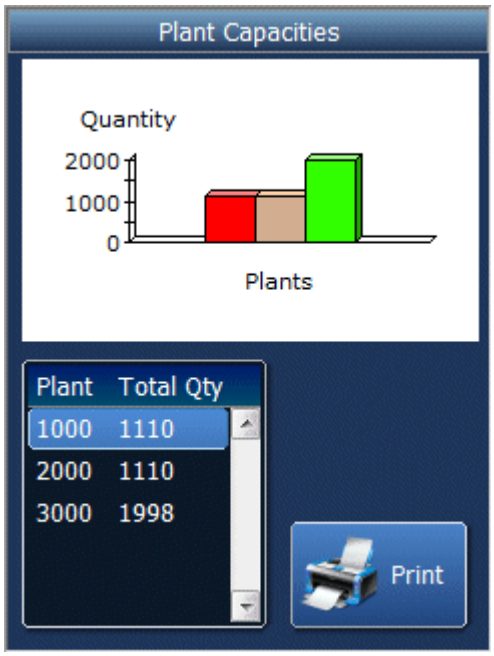
Application: LOCATIONINQ | Menu: Inventory



The Location Inquiry by Item application displays location information based on Plant, Item and optionally Batch values. If the "Show All Plants" check box is checked, the "Plant" prompt will not be displayed, since all plants will be a part of the result set. If the "Batches" check box is checked, the "Batch" prompt will not be displayed (for items that are batch-controlled), since all batches will be a part of the result set. The list box at the bottom of the application will display the final result set. The "Print" button prints data to a specified printer. The code for this button can be viewed in the "btnPrint_Click" event procedure for this application.

Plant Capacity

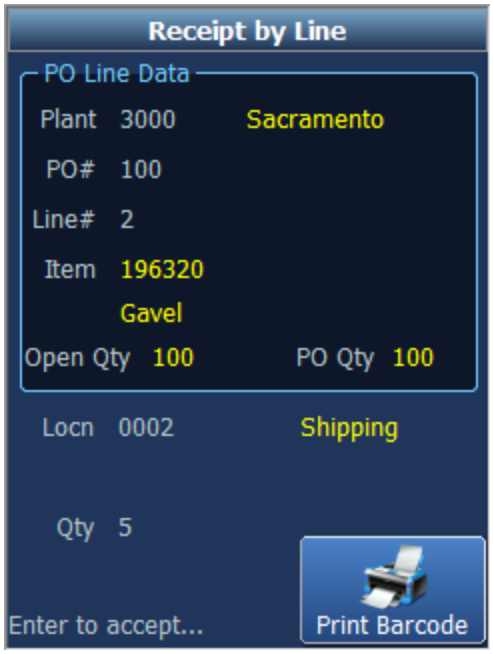
Application: REPORT | Menu: Inventory



The Plant Capacity application queries existing records. It takes advantage of the chart object to visually display the data which is also presented in a listbox. The code for populating the chart and listbox can be found in the "LoadData" sub-procedure for this application. The "Print" button prints data to a specified printer. The code for this button can be viewed in the "btnPrint_Click" event procedure for this application. The "Exit" button exits the application. The code for this button can be viewed in the "btnExit_Click" event procedure of this application.

Receipt by Line

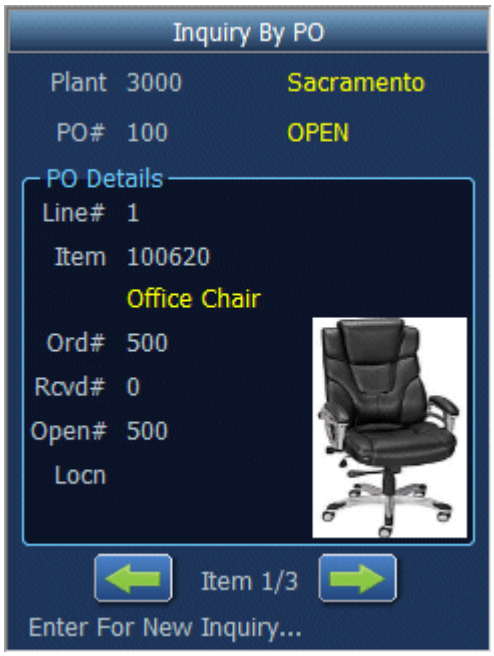
Application: RECEIPT | Menu: Purchase Order



The Receipt by Line application performs the receipt of items into inventory against the lines of an existing purchase order. Values for the "Plant" and "PO#" prompts should be provided. Next, a line number can be input or selected from a list in the "Line#" prompt. Once a valid line has been chosen, details of that line are displayed, such as the item number, item description, outstanding quantity that still needs to be received ("Open Qty"), and the total quantity ordered on the PO for the line ("PO Qty"). The "Locn" prompt should then be supplied for a valid destination. If the item being received is batch-controlled, the "Batch" prompt will become visible and require input. Finally the quantity physically being received is entered in the "Qty" prompt. Upon completion of all prompts, the "Enter to accept..." prompt appears. Pressing Enter at this point executes the transaction. The "Print Barcode" button usually prints a label of the part number to a specified printer. The code for this button can be viewed in the "btnPrint_Click" event procedure for this application.

Inquiry by Purchase Order

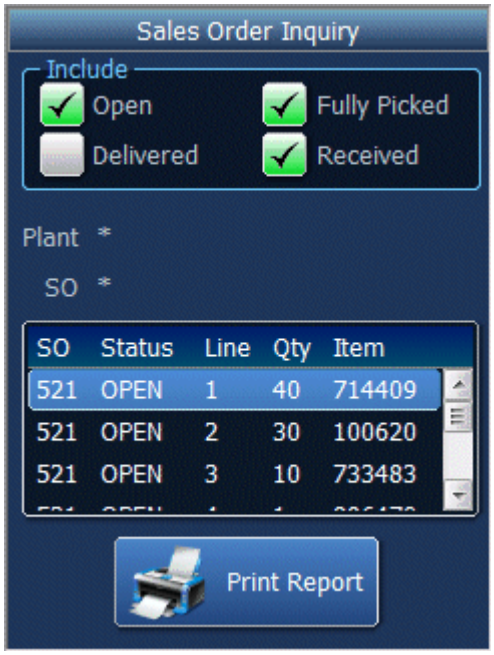
Application: POINQUIRY | Menu: Purchase Order



The Inquiry by Purchase Order application displays the details of a specific line on a specified PO. Values for the "Plant" and "PO#" prompts should be provided. Once these values have been input, a variety of prompts indicate the status of the PO, the line number, item number, item description, quantity ordered, quantity received, quantity open, location, and batch number (for items that are batch-controlled). An image control is also implemented to serve as a visual aid for the selected item. A prompt at the bottom indicates the current record being displayed and the total number of records that exist for this PO. The left arrow and right arrow buttons can be clicked to cycle through existing records of the PO. The code for these buttons can be viewed in the "btnLeft_Click" and "btnRight_Click" event procedures for this application.

Inquiry by Sales Order

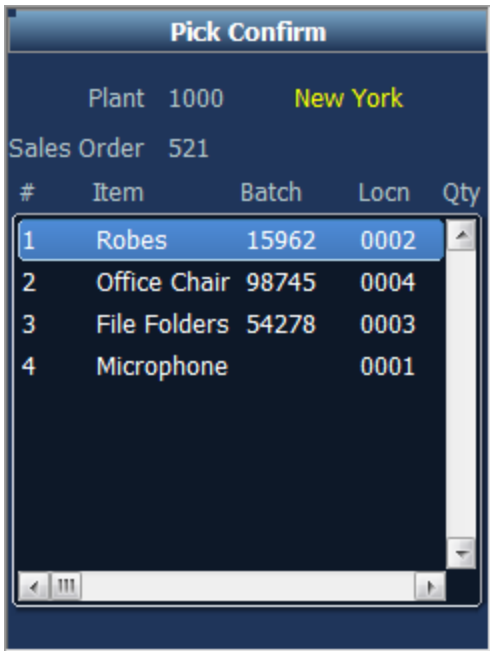
Application: ORDERINQUIRY | Menu: Sales Order



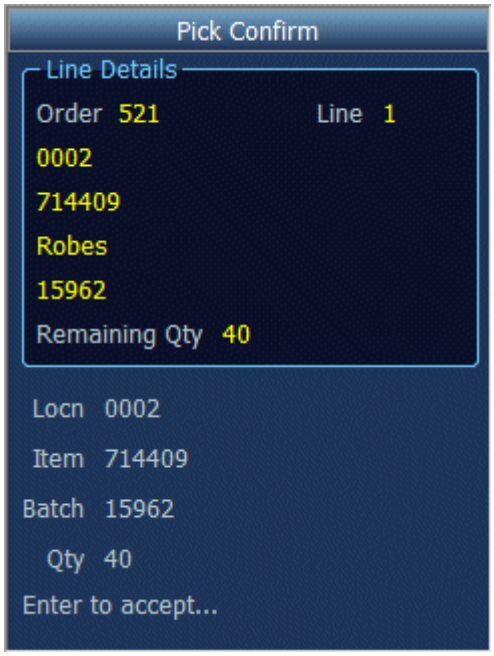
The Inquiry by Sales Order application displays all sales order numbers, statuses, lines, quantities, and items numbers based upon the values of the "Open", "Fully Picked", "Delivered", "Received", "Plant" and "SO" prompts. The check boxes at the top of the application indicate each of the valid statuses of a sales order that can be used in the search criteria. By default, the "Plant" and "SO" prompt will be set to an asterisk (*) which indicates that any and all values for the plant and sales order should be included in the criteria. Specifying a value in either of these prompts will narrow the search criteria to the specified values of these prompts. The list box at the bottom of the application will display the final result set. The "Print Report" button prints data to a specified printer. The code for this button can be viewed in the "btnPrint_Click" event procedure for this application.

Pick Confirm

Application: PICK | Menu: Sales Order



Screen #1: The Pick Confirm application ensures that the correct items are picked from inventory by providing a means of guidance to reduce errors. Values for the "Plant" and "Sales Order" prompts should be provided to create a filter for the result set. The list box at the bottom of the application will display the final result set. The result set is comprised of a line number, item description, batch number (for items that are batch-controlled), location, and quantity. Double-clicking or pressing Enter on a selected entry in the list box will begin the picking process for that item and launch the screen below.



Screen #2: Provides a means of a guided picking. The order, line number, location, item number, item description, batch number (if applicable), and remaining (open) quantity are automatically displayed. Values for the input prompts must match the suggested values to make sure the user enters exactly what the system thinks then should. For example, the screenshot indicates the "Qty" prompt is being populated; the "Remaining Qty" prompt is the corresponding prompt which is suggesting that 40 units should be picked. After the "Qty" prompt has been provided a value, the "Enter to accept..." prompt appears. Pressing Enter at this point executes the transaction. The application then returns to the initial screen and displays an updated result set in the list box.

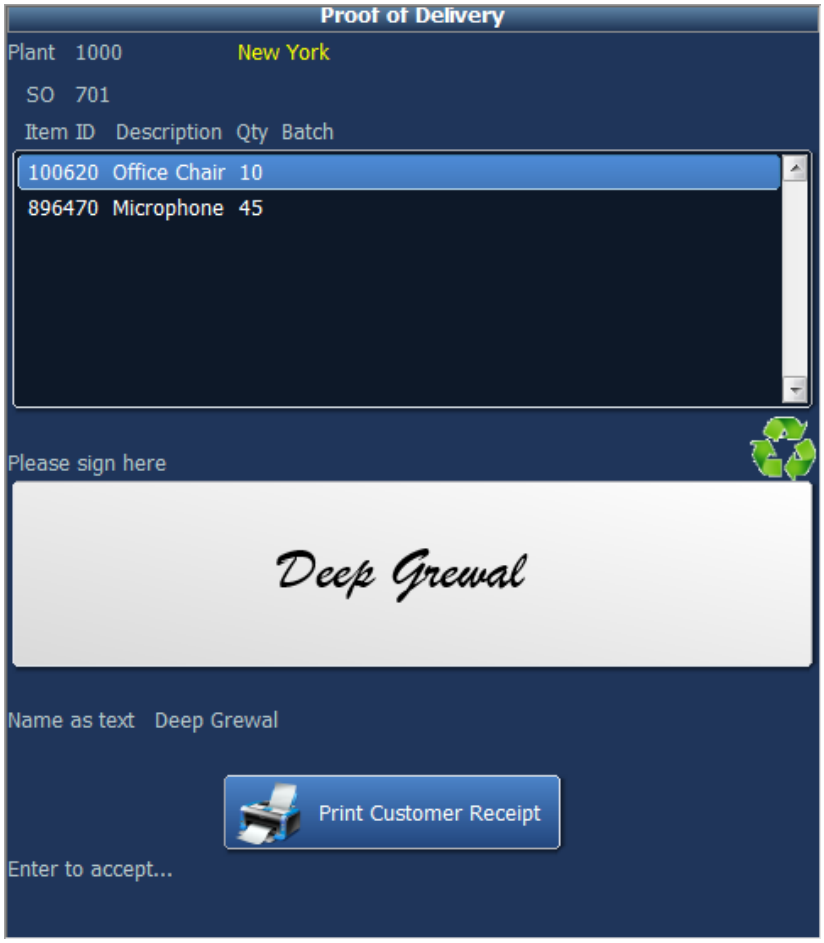
Ship Confirm

Application: SHIP | Menu: Sales Order

The Ship Confirm application changes the status of a sales order from a pending status to a completed or shipped status. Values for the "Plant" and "Sales Order" prompts should be provided. Based upon these values, the "Customer" and "Ship Date" prompt will automatically indicate the associated customer and ship date. Upon completion of all prompts, the "Enter to accept..." prompt appears. Pressing Enter at this point executes the transaction. The "Print Bill of Lading" button prints data to a specified printer. The code for this button can be viewed in the "btnPrint_Click" event procedure for this application.

Proof of Deilivery

Application: DELIVERY | Menu: Sales Order



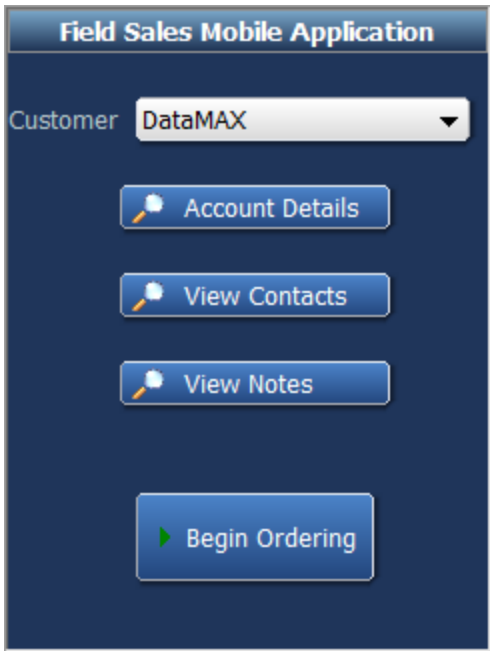
The Proof of Delivery application provides a list of items being delivered to a customer or recipient and attests that the delivery has been made. Values for the "Plant" and "SO" prompts should be provided to create a filter for the result set. The list box in the middle of the application will display the final result set. The result set is comprised of an item number, item description, quantity, and batch number (for items that are batch-controlled). The recipient then provides a signature (usually using a stylus on a mobile device with a touch screen) in the signature control located below the "Please sign here:" caption. Finally, the name of the recipient is input into the "Name as text" prompt. Upon completing all of the prompts, the "Enter to accept..." prompt appears. Pressing Enter at this point executes the transaction. The "Print Customer Receipt" button prints data to a specified printer. The code for this button can be viewed in the "btnPrint_Click" event procedure for this application.

RFGEN SAMPLE APPLICATIONS: FIELD

This section of the demo notes illustrates each of the Field applications included in the default installation of the Mobile Development Studio.

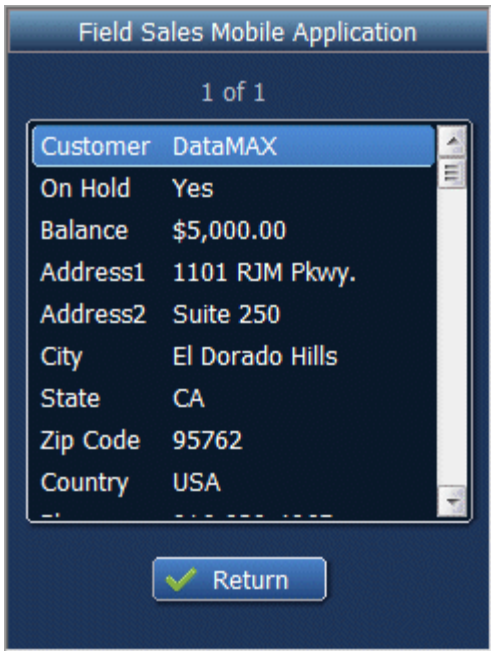
Field Sales

Application: FIELDSALES | Menu: Field



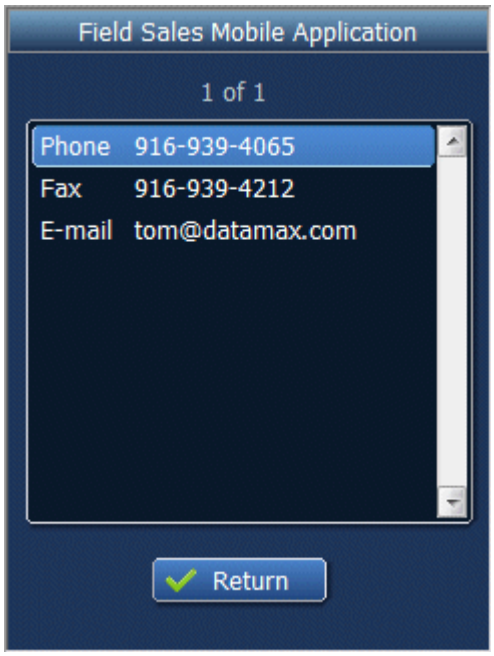
Screen #1: The Field Sales application can be operated from a mobile device to take sales order information from a customer. The initial screen uses a drop-down prompt that allows the selection of a customer. Based upon this selection, command prompts allow for additional analysis of the selected customer and facilitate the creation of an order.

Clicking "Account Details" launches Screen #2.
Clicking "View Contacts" launches Screen #3
Clicking "View Notes" launches Screen #4 (next page).
Clicking "Begin Ordering" launches Screen #5



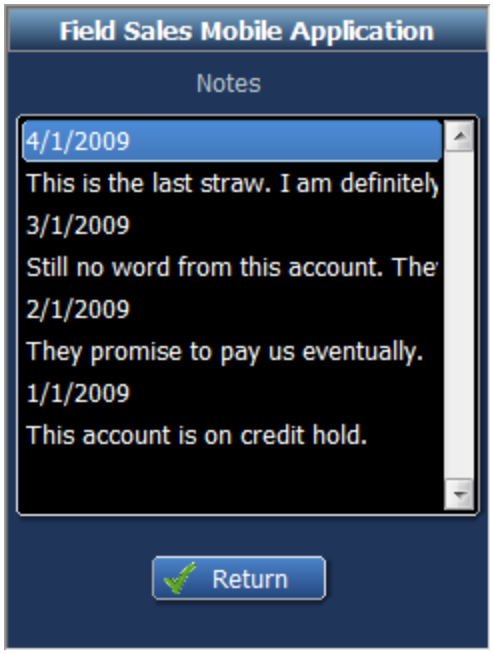
Screen #2: Displays all of the account details of the customer selected in Screen #1.

Clicking "Return" returns focus to "Screen #1".



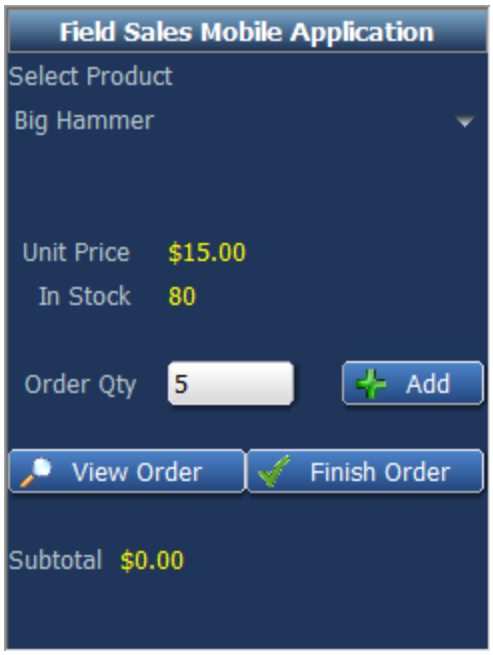
Screen #3: Displays the contact information of the customer selected in Screen #1.

Clicking "Return" returns focus to "Screen #1".



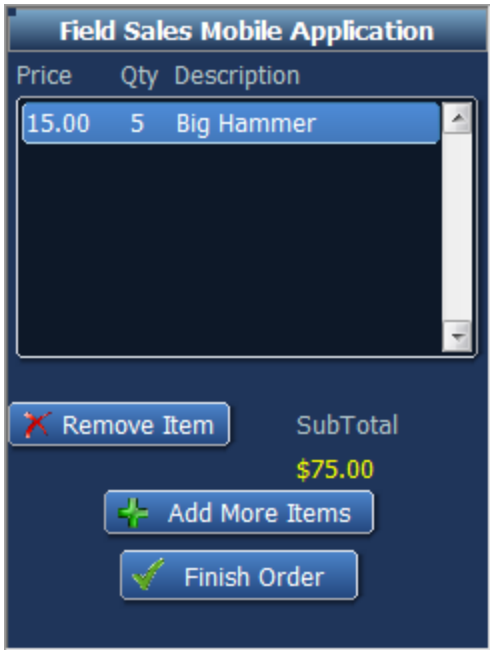
Screen #4: Displays all of the notes recorded for the customer selected in Screen #1.

Clicking "Return" returns focus to "Screen #1".



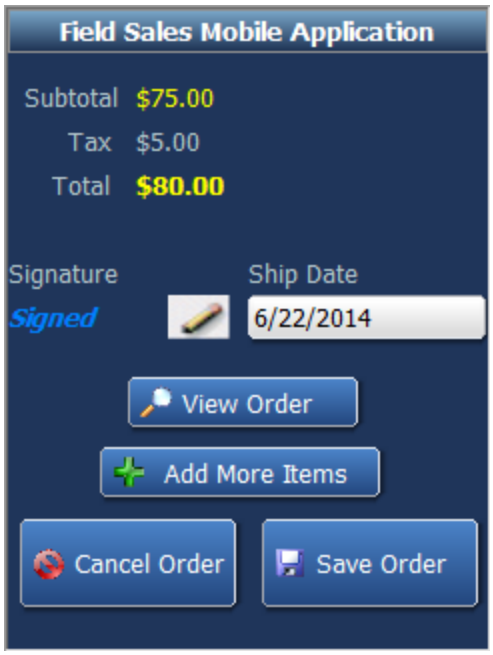
Screen #5: Allows for the creation of an order for the customer selected in Screen #1. The drop-down product allows for the selection of existing products. Once a product has been selected, the "Unit Price" and "In Stock" prompts indicate the price and available quantity of the selected product. A value for the "Order Qty" prompt should be entered before clicking the "Add" command prompt. Once all products have been added to the order:

Clicking "View Order" launches "Screen #6" (next page).
Clicking "Finish Order" launches "Screen #7" (next page).



Screen #6: Presents a summary of the order. The list box at the top of the screen indicates the price, quantity, and description of each item that has been placed on this order. The "Subtotal" prompt towards the bottom of the screen is updated with the correct price after items are removed or added. Clicking the "Remove Item" button removes the selected item in the list box.

Clicking "Add More Items" returns focus to "Screen #5".
Clicking "Finish Order" launches "Screen #7".



Screen #7: Calculates the total cost of the order and collects the final pieces of data. The "Subtotal" prompt is automatically populated based on the running subtotal of the order. The proper tax amount should be input into the "Tax" prompt, thus automatically updating the "Total" prompt. A date for the "Ship Date" prompt should be provided

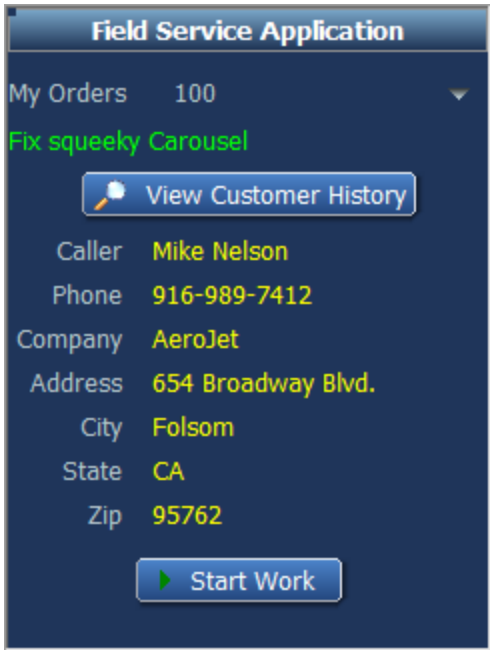
Clicking in the "Signature" prompt launches "Screen #8".
Clicking "View Order" returns focus to "Screen #6".
Clicking "Add More Items" returns focus to "Screen #5".
Clicking "Cancel Order" returns focus to "Screen #1".
Clicking "Save Order" executes the transaction.

Screen #8: Allows for the capture of a signature. The person for whom the order has been placed provides a signature (usually using a stylus on a mobile device with a touch screen) in the signature control located below the "Please Sign here:" caption.

Clicking "Save" accepts the signature and returns focus to "Screen #7".
Clicking "Clear" clears the signature box.
Clicking "Cancel" does not accept the signature and returns focus to "Screen #7".

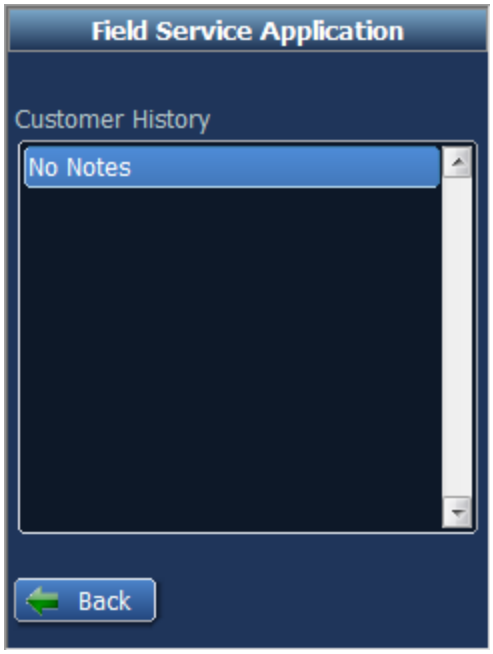
Field Services

Application: FIELDSERVICE | Menu: Field



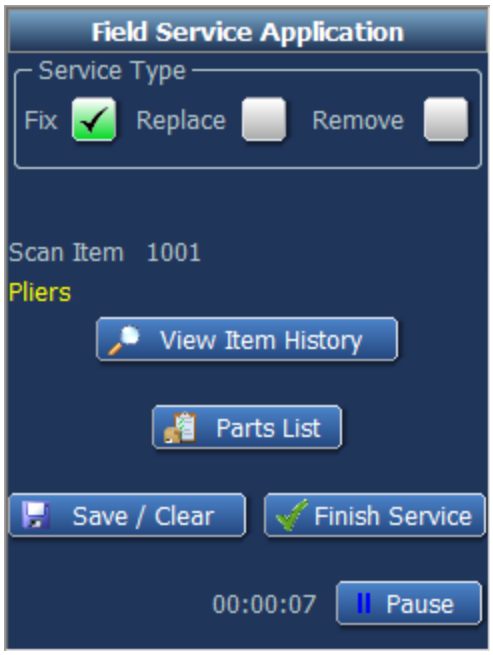
Screen #1: The Field Services application can be operated from a mobile device to track service order information from a customer. This application demonstrates the operation and execution of a transaction with no connectivity to a server/host; the mobile device is offline and isolated. The initial screen uses a drop-down prompt that allows the selection of an existing service order. Based upon this selection, prompts display additional data pertinent to the selected service order and facilitate the necessary data collection when work has begun.

Clicking "View Customer History" launches Screen #2. Clicking "Start Work" launches Screen #3 and initializes a time clock for this service order.



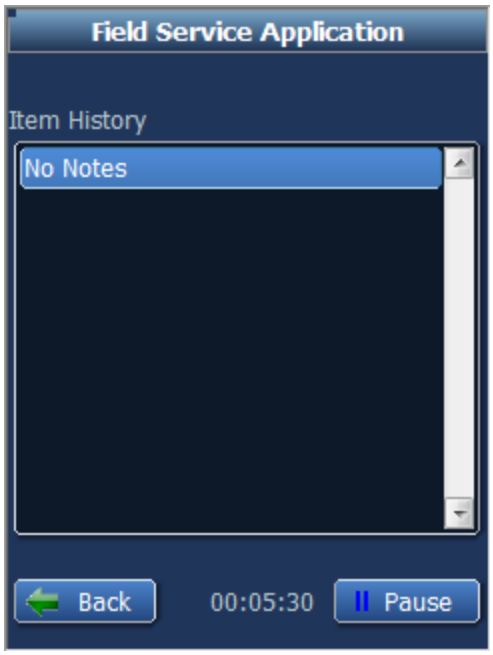
Screen #2: Displays all of the notes which have been compiled to create the history of the customer on the service order selected in Screen #1.

Clicking "Back" returns focus to "Screen #1".



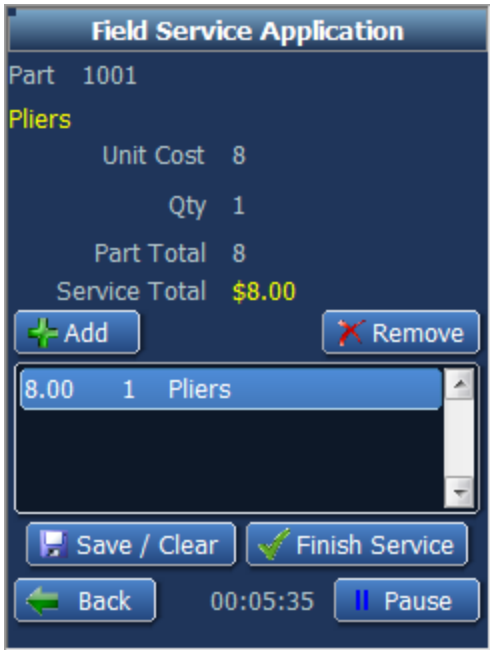
Screen #3: Seeks to collect additional information about the service order. The "Service Type" frame prompts for the selection of the type of service being rendered. The "Scan Item" prompt allows for the entry of the item being serviced. If additional subassembly parts are required for the service order, the "Parts List" command prompt can be clicked to add subassembly parts, else the "Save/Clear" command prompt adds the scanned item to the service order.

Clicking "View Item History" launches "Screen #4".
Clicking "Parts List" launches "Screen #5".
Clicking "Save/Clear" saves the data and clears the screen prompts.
Clicking "Finish" launches "Screen #6" (next page).
Clicking "Pause" pauses the time clock for this service order



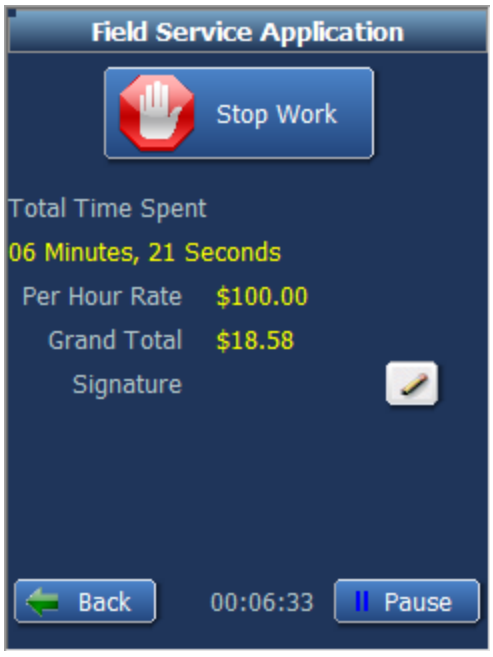
Screen #4: Displays all of the notes which have been compiled to create the history of the Item selected in Screen #3.

Clicking "Back" returns focus to "Screen #3".
Clicking "Pause" pauses the time clock for this service order.



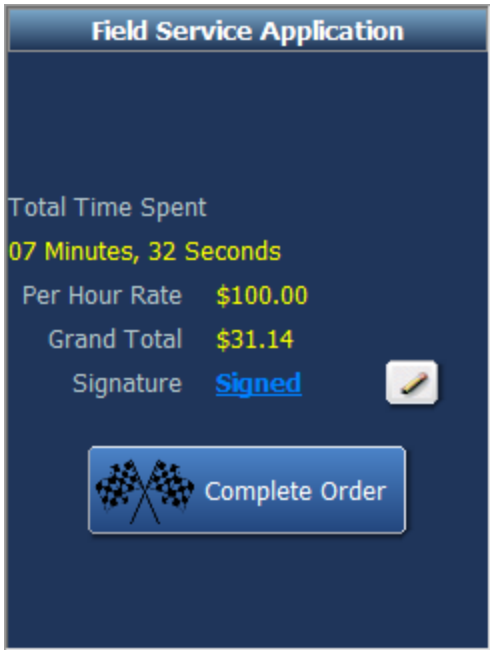
Screen #5: Manages the subassembly parts that will be needed to complete this service order. Parts can be added and removed using this screen. The part can be selected in the "Part" prompt. Then, values for the "Unit Cost" and "Qty" prompts should be entered for the selected part. The "Service Total" prompt indicates the total cost of the service order.

Clicking "Add" adds the part information to the list box.
Clicking "Remove" removes the selected part from the list box.
Clicking "Save/Clear" saves the data, returns focus to "Screen #3", and clears the screen prompts.
Clicking "Finish" launches "Screen #6".
Clicking "Back" returns focus to "Screen #3".
Clicking "Pause" pauses the time clock for this service order.



Screen #6: Provides a tentative summary of the active service order. Summary information includes "Total Time Spent", "Per Hour Rate", and a "Grand Total" for the job. If all of the service has been successfully rendered, work should be stopped and a customer signature should be obtained to verify completion.

Clicking "Stop Work" stops the time clock and launches "Screen #7" (next page).
Clicking "Back" returns focus to "Screen #5".
Clicking "Pause" pauses the time clock for this service order.



Screen #7: Displays a final summary of the completed service order. Since all work has been completed and the service is considered as being rendered, the time clock no longer exists. A customer signature should be obtained at this point before completing the order.

Clicking in the "Signature" prompt launches "Screen #8". Clicking "Complete Order" executes the transaction and returns focus to "Screen #1".

Screen #8: Allows for the capture of a signature. The person for whom the service order has been completed provides a signature (usually using a stylus on a mobile device with a touch screen) in the signature control located below the "Please Sign here:" caption.

Clicking "Save" accepts the signature and returns focus to "Screen #7".
Clicking "Clear" clears the signature box.
Clicking "Cancel" does not accept the signature and returns focus to "Screen #7".

THE NEXT STEP: BUILDING YOUR OWN RFGEN APPLICATIONS

RFgen has simplified the usually complex task of programming data collection systems and devices. Follow these basic steps to get started:

1. Print and read the Mobile Development Studio portion of the RFgen documentation.
2. Complete the samples that are included.
3. Delete the included sample objects (applications, users, menus) by right-clicking on the desired object and then click "Delete..." in the context menu.
4. Create new objects such as applications, users, and menus.
5. Begin writing your custom VBA code, and debug as needed.

When your code functions successfully and has been thoroughly debugged in the Mobile Development Studio, it will also function successfully in your data collection system and data collection devices.

THE FINAL STEP: ENABLING YOUR DATA COLLECTION NETWORK

The RFgen Mobile Enterprise Application Server (Telnet and/or Graphical Telnet server software) enables the RFgen objects (applications, users, menus, scripting modules) within the Mobile Development Studio to work remotely with multiple wired and wireless data collection devices.

The Mobile Enterprise Application Server functions based on the premise that you have configured your remote devices as Telnet Clients or Graphical Telnet Clients that point to the IP address of your Windows-based RFgen Server. It is important to keep in mind that the Mobile Development Studio allows the functionality of one remote access device for demonstrative and trial purposes. To add more devices, the Mobile Enterprise Application Server needs to be installed and activated.

An additional program called the RFgen Mobile Enterprise Dashboard allows the RFgen network of devices/clients to be monitored, viewed, and managed from the central RFgen

server. A small program called the RFgen Mobile Enterprise Service Management (resides in the system tray) on the RFgen server and enables RFgen to operate as a Windows service.

Operating RFgen with Remote Devices

The following list details what is required to operate RFgen on remote data collection devices.

1. Install the RFgen Mobile Enterprise Application Server and authorize the installation and number of users by contacting the DataMAX Software Group. Otherwise, the installation will only function for seven days.
2. Ensure that all remote devices to be used with RFgen are a part of the Windows Server network.
3. Configure remote devices with either VT220 Telnet (all major wireless data collection equipment manufacturers provide VT Telnet/character-based software) or an RFgen Graphical Client (available on the RFgen CD for Windows Mobile/wireless clients). Upon installation of the clients to the server from the RFgen CD, check the "Devices" menu in the menu bar of the Mobile Development Studio.
4. Authorize RFgen software if you plan to use if for more than the 30 day trial period. Note that the Mobile Development Studio can be used for 30 days with one remote device without the need to install the Mobile Enterprise Application Server.
5. To use RFgen with legacy systems, RFgen Screen Mapping is available in the Mobile Development Studio.

For additional assistance, RFgen Software classroom training is held monthly at our offices near Sacramento, California. If you would like to authorize your installation, are in need of support, or would like to attend training sessions, please call (916) 939-4065 or email support@rfgen.com.