

Palm OS® Developer Suite 1.2

Palm OS Developer Suite is a robust, open source based tool chain that provides developers, enterprises, and ISVs with a powerful and free path to develop applications for both Palm OS® Cobalt and Palm OS® Garnet.

Overview

Mobile professionals, enterprises, and end users have purchased over 39 million Palm Powered™ smart mobile devices from a steadily growing list of PalmSource licensees.

Palm OS users purchase a wide range of software applications, including information management, messaging, lifestyle, and vertical business solutions. To address this huge software market, developers need powerful development tools that allow them to quickly create simple and elegant solutions for the diverse range of Palm Powered smartphones and handhelds.

Palm OS Developer Suite 1.2 combines compilers, debuggers, simulators, PalmSource SDKs (Software Development Kits), and related tools into a comprehensive, integrated development suite that addresses our developers' tool needs. Palm OS Developer Suite 1.2 simplifies the development of next generation wireless, multimedia, and enterprise applications for Palm OS Cobalt and

Palm OS Garnet by providing developers with a single, integrated tool chain based on the highly successful, open source Eclipse IDE that we have licensed from IBM.

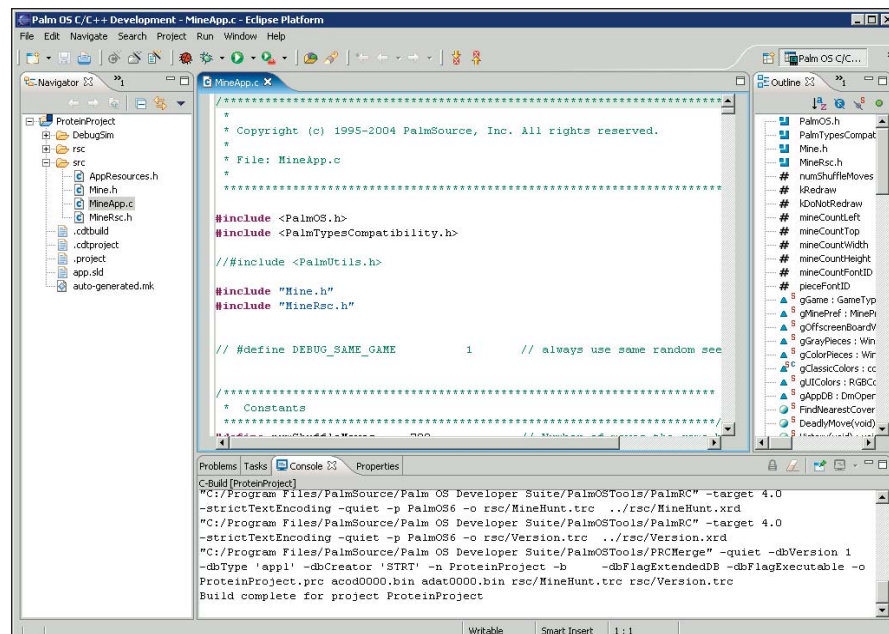
Developers can download Palm OS Developer Suite 1.2 for free via PalmSource's Developer Forum. Palm OS Developer Suite is designed for a Window 2000 or Windows XP PC with 512MB of RAM.

Highlights in Brief:

Develop Next-generation

Applications for Palm OS Cobalt

Palm OS Cobalt contains powerful, next-generation frameworks for networking, security, graphics, multimedia, synchronization and other important system services. This new functionality is exposed to developers through new Palm OS Protein APIs, and the only way to create Palm OS Protein applications for Palm OS Cobalt is with Palm OS Developer Suite 1.2.



DATA SHEET: Palm OS® Developer Suite 1.2

Develop Accelerated

Applications for Palm OS® Garnet

Experienced developers accustomed to working with PalmSource's traditional 68K APIs can use Palm OS Developer Suite 1.2 to accelerate the creation of applications that take advantage of the powerful ARM processors that power Palm OS Garnet handhelds and smartphones. Developers can use Palm OS Developer Suite 1.2 to create PACE native objects (PNO), which are ARM-native subroutines used to accelerate key performance bound portions of a 68K Palm application.

68K Development

Palm OS Developer Suite 1.2 also allows developers to create traditional Palm OS 68K applications. Palm OS 68K applications are the ideal solution to create applications that run on all Palm Powered™ devices, including older Palm Powered devices running Palm OS 4 or earlier versions of the Palm OS.

Eclipse Based

Eclipse is an open source, Java based IDE designed to support a variety of tools and is available to a variety of tool vendors. Our Windows-hosted version of Eclipse provides a seamless integration of Palm OS tools including compilers, debuggers, simulators and editors. We provide the unique additional benefit of being a single environment in which our 400,000 plus registered Palm OS developers can develop for multiple versions of the Palm OS platform.

Simulators

Palm OS Simulator is Palm OS recompiled for a desktop machine processor. Palm OS Simulator combines Palm OS system code, applications, and the Palm application compatibility environment (PACE) into a

single execution environment. Developer Suite includes both Palm OS Garnet Simulator and Palm OS® Cobalt Simulator.

Wizards

Palm OS Developer Suite simplifies many developer tasks by using wizards to create new projects, import files, convert resource files, and build applications. Included are also multiple sample code projects.

Palm OS Protein C/C++ Compiler and integrated Debugger

The Palm OS Protein C/C++ Compiler is a full-featured, standards-based, optimizing C/C++ compiler that produces ARM executable files targeted for Palm OS Cobalt.

Resource Editor

Palm OS Resource Editor is a visual resource editor that creates and edits XML resource description (XRD) files for Palm OS applications. The XRD files contain XML tags that represent the resources for an application.

Easy Updates

The built-in Update Manager makes it easy to install new features into your development environment without having to perform a complete download and install; only the new features you choose are downloaded and installed. Plus you can revert back to the previous state if the new feature doesn't meet your needs.

Product Installer

Palm OS Developer Suite integrates with the PalmSource™ Installer to build product installers quickly.



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