TIPS & TRICKS

for testing - By J. Litke

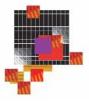
unless your application has a compelling reason to do so. There are several potential negative impacts than can occur if this is set incorrectly. In addition, when porting your application to different handsets there may be a different network bearer in use that will require different timer optimization. In this case, it will require less development work to port, as you will need to make fewer changes to your application.

Verizon Wireless will work with handset developers in setting network linger timers in their handsets.

File Use: Due to varying data structure limitation on handsets, it is advisable to use as few files as possible. Some handsets have a limited number of supported files and it is possible to run out of available files before running out of memory.

File Use: Unless your application has a specific reason to keep data on the handset after being removed, it is recommended that you store your program data in such a way that it is removed when the application is deleted from the handset.





Suspend/Resume: Make sure that applications can gracefully suspend from all points and resume to a logical point. Developing to a mobile phone means that your application will frequently be interrupted by network and device notifications. Incoming calls, SMS, and low battery warnings are a few examples. Your application should utilize the native ability in BREW to save state, and return to that state. Ideally the user experience should be as seamless as possible. This will vary by application due to functionality and resource constraints. This is a major area of failure for applications and should be examined closely prior to submission.

Documentation: Make sure that supporting documentation for your application accurately describes your application's behavior. This documentation will be verified against the actual functionality of the application.

Moving Wireless Forward Verizon Wireless. We're Connected...