



**SavaJe Mobile Platform
Release Notes: Developer
Early Access Update 3**

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Introduction

This update to the JavaOne early access developer release includes more than 100 updates that improve usability and stability, including an updated IM+ (Chat) MIDlet, improved email performance, ability to synchronize more contacts and events, more Bluetooth stability, preservation of file extensions when sending MMS messages, and an enabled Move All option for messaging.

The purpose of the JavaOne developer build is to enable rapid development and testing of Xlet-based applications. Unlike the commercial release, the developer build allows you to mount the phone's SD card as a USB mass storage device and run Xlet applications that are resident on the SD card.

As with the previous JavaOne developer releases, this release provides Java developers with early access to JSR-209 Advanced Graphics and Swing user interface components. Because both the handset and the software are early access releases, there may be issues that arise. Please check the SavaJe developer Wiki or forum (<http://java.savaje.com>) to see whether the problem has been encountered before. If not, please raise it on the forum.

Note

There are two binary versions of this release, described below:

- `JavaOne_Developer_EA_Update_3.zip`: JavaOne early access developer build without JDWP enabled.
- `JavaOne_Developer_JDWP_EA_Update_3.zip`: JavaOne early access developer build with JDWP enabled.

To register for the SavaJe Java Developer program, download this release, connect to the developer Wiki or forum (where you can also find information about developing Xlets and MIDlets for SavaJe Mobile Platform), and to report issues with this release, see

- <http://java.savaje.com>

For installation instructions, see

- http://java.savaje.com/wiki/index.php/Installing_SavaJe_OS

For information about about developing Xlets and MIDlets for SavaJe Mobile Platform (in addition to other useful information) see the SavaJe developer Wiki

site at:

- <http://java.savaje.com/wiki>

Updates

This release includes many bug fixes and new features that have been incorporated since the last early access build. These fixes significantly enhance both the functionality and stability of the system. The following is a list of significant updates in this release.

Correct handling of alpha transparency in MIDlets

When the alpha channel for a pixel is zero, indicating that the pixel is transparent, `Image.getRGB` now returns the RGB values for the pixel. In previous releases, the RGB values for such a pixel were set to zero. As a result, pixels that should have been transparent sometimes appeared black.

This problem affected some MIDlets that implemented their own game sprites. These MIDlets can now get RGB values when the alpha channel for a pixel is zero (when calling `Image.getRGB`). However, it is still preferable to use `javax.microedition.lcdui.game.Sprite` for MIDlet games.

Updated IM+ (Chat) MIDlet

This release includes an updated version of the IM+ (Chat) MIDlet. The new version of the MIDlet fixes several bugs and has better integration with other applications in the suite.

Improved email performance

The performance of email has improved, particularly when sending or receiving large numbers of messages or messages with large attachments.

Ability to synchronize many contacts and events

It is now possible to synchronize hundreds of contacts or calendar events with a computer, using Avanquest Mobile PhoneTools. In previous releases, attempts to synchronize many hundreds of contacts or events took a very long time or failed.

More reliable termination of Bluetooth transfers

In previous releases, when you completed or canceled the transfer of a media object (such as a photo, video, or music) or a calendar event via Bluetooth, the transfer sometimes did not fully terminate. A subsequent attempt to transfer an object via Bluetooth then failed. This issue has been resolved in this release.

File extensions included in MMS messages

When you send an MMS message that includes an object such as a photo or ringtone, the file extension is now included with the MMS message. Previously, the file extension was not included, causing problems in playing or displaying the object on some devices.

Move All operation for messaging enabled

In the Messaging application, it is now possible to move all messages in one operation from a SIM mailbox to another mailbox.

Issues

The following is a list of known issues and workarounds for this early access release.

SD insertion and removal

When you power on the phone, do not insert or remove the SD card until the idle screen and the menus appear.

Before you remove an SD card from the phone (while connected to the PC via a USB cable), use the *Safely Remove Hardware* tool on the Windows taskbar to prepare the SD card for removal. **Important:** Wait five seconds after Windows reports that you can safely remove the card before removing it from the phone.

Removing SD card while running an application

For this early access developer build, it is possible to run bundled applications directly from the SD card. If you remove the SD card while the application is running, you will not be able to access classes that have not yet been loaded.

Exit the application, re-insert the SD card and restart the bundle.

Two MIDlets with the same name

Installing a MIDlet with the same name as a MIDlet that is already installed may not work correctly. After the installation, two versions of the MIDlet may appear to be installed, and you may not be able to remove one of them.

This problem may prevent you from upgrading an installed MIDlet to a newer version. To work around this issue, use the Application Manager utility to remove (uninstall) the MIDlet that is already installed before you install the new one.

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