JavaFX™ Mobile 1.2 for Windows Mobile OS Release Notes

November 2009

Overview

JavaFX Mobile for Windows Mobile OS is a binary JavaFX stack. This stack is provided for development purposes only. These release notes describe system requirements, features in this release, and known issues.

Sun has tested this release using JavaFX SDK 1.2 on HTC Diamond and LG Incite touch devices.

System Requirements
Features in this Release
    API Support
    Sample Applications
Known Issues

System Requirements

This section describes the required hardware and software environments for the host computer and the target Windows Mobile device. If you want to use NetBeans to build and test with an emulator before deploying to the device, Windows is the only supported platform.

Note – Mac OS users can build a JavaFX application on NetBeans then manually copy it to the device over a USB cable or a Bluetooth connection.

Minimum Hardware	Required Host Software	Device Environment
• 2000 MB free hard disk space • 1 GB system RAM • 1 GHz Pentium CPU	• Microsoft Windows XP or Vista 32-bit with recent service packs • Java™ SE Development Kit • NetBeans 6.7.1 with JavaFX SDK 1.2, available from `http://www.javafx.com`	• ActiveSync 4.5 for Windows XP or Windows Mobile Device Center for Windows Vista • Windows Mobile 6.0 or 6.1 platform installed on a target device with network connectivity, 32-bit RISC based microprocessor, and minimum 64 MB RAM. The documentation is based on version 6.1.

Note – Advanced Network Functionality must be enabled in Windows Mobile. Select Settings > Connections > USB to PC.

Features in this Release

The JavaFX Mobile 1.2 stack has full integration with the NetBeans 6.7.1 IDE. You can develop an application in NetBeans, then deploy it to a device for testing.

API Support

This release implements a set of standard APIs defined through the Java Community Process™ (http://jcp.org/):

Platform

- *Mobile Information Device Profile (MIDP) 2.1* (JSR 118)
- *Connected Limited Device Configuration (CLDC) 1.1a* (JSR 139)

Optional Packages

- *PDA Optional Packages for the J2ME Platform 1.0* (JSR 75)
- *Wireless Messaging API (WMA) 1.1* (JSR 120)
- *Mobile Media API (MMAPI) 1.2* (JSR 135)
- *J2ME Web Services Specification* (JSR 172)
- *Location API for J2ME* (JSR 179)
- *SIP API for J2ME* (JSR 180)
- *Java Technology for the Wireless Industry 1.0c* (JSR 185)
- *Content Handler API 1.0* (JSR 211)

Sample Applications

This release includes the following sample applications:

- Calculator
- DisplayShelfMobile
- FishSim
- TwitterFxMobile

Known Issues

This release has the following issues in the Java Virtual Machine (JVM) and the JavaFX Runtime.

JVM Limitations

- On the device, the stack can run only one application at a time.
- The JVM is not able to establish a new network connection, however, it is able to reuse a network connection established by another application.
- Over-the-air (OTA) provisioning is not enabled in this release. Applications can be installed from local storage, or they can be installed using the NetBeans On Device Tooling feature.
- On the HTC Diamond, the native player and the JVM share the same memory pool. Therefore, if the Java heap is large, videos might not play smoothly. Setting the Java heap size to 5MB results in reasonable performance from both the JVM and the native player.
- On the HTC Diamond, when more than one video is played only the first has audio and the rest are silent. To work around this problem, start the video using *xxx*`_set_video_visible(true)` at start time, then after the start, specify *xxx*`_set_video_visible(true)` again.
- On the HTC Diamond, when a key is pressed, the Key Pressed and Key Released events are generated simultaneously.

JavaFX Runtime Limitations

- Limitations of the MediaView node:
  - 3GP playing video does not receive mouse events.
  - Setting `startTime` or `stopTime` attributes might cause unstable behavior.
  - Only full opacity (1.0) is supported.
  - `toFront` and `toBack` functions are not supported in this release.
- Only rectangular clipping is supported.
- UI Controls and Charts behavior might be unreliable.

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