DeviceAnywhere
by Mobile Complete

DEVICEANYWHERE

USER MANUAL

DeviceAnywhere User Manual, Version 4.1

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GETTING STARTED

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1. *DeviceAnywhere Studio* System Requirements

DeviceAnywhere Studio can be run on most standard computer configurations.

- 2 GHz Pentium 4 processor
- 512 MB RAM
- 10 GB Hard Disk Drive available
- Java JRE 1.6 or greater (note: during the *DeviceAnywhere Studio* installation process, your system will be checked for this software, and it will automatically be downloaded if required)
- Monitor that is capable of a 1024x768 screen resolution
- Broadband Internet connection recommended
- Optional: Audio card for sound input/output

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2. Getting Started

Go to http://www.DeviceAnywhere.com.

Figure 1: http://www.deviceanywhere.com/

If you have received an email from Mobile Complete with your account information, log in at the upper right side of this page. If you do not already have your account information, click on the "Try it NOW and get 3 Hours FREE" button or one of the partner VDL trial buttons found at www.DeviceAnywhere.com, and sign up for a free trial. You will soon receive an email with your login information, and you can proceed to login as mentioned above.

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Once you have logged in, you will see the *MyDeviceAnywhere* web pages. On these pages you can view account information, see saved files (uploaded frames, test results), and also launch *DeviceAnywhere Studio*.

DeviceAnywhere Studio, a Java Swing application, is Mobile Complete's main User Interface (UI) for interaction with DeviceAnywhere's live test devices. It remotely connects over the Internet to devices that are located at various locations around the globe.

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3. Installing and Launching *DeviceAnywhere Studio*

Figure 2: Launching *DeviceAnywhere Studio*

Once you are logged into *DeviceAnywhere*, click the *Launch DeviceAnywhere Studio* button in the upper-right corner to download and launch *DeviceAnywhere Studio*.

3.1. DeviceAnywhere Studio Download

When you click the *Launch DeviceAnywhere Studio* link, your system will be checked for the required version of the Java Runtime Environment (JRE).

Figure 3: *DeviceAnywhere Studio* Checking for Latest Version

If the required version is already installed on your system, *DeviceAnywhere Studio* will begin to download. If the necessary version is not found, JRE will automatically be installed as part of the *DeviceAnywhere Studio* installation process. The initial launch of *DeviceAnywhere Studio* will take 3-4 minutes because it is uploading the device information for the first time. Subsequent launches will be faster.

As soon as the *DeviceAnywhere Studio* download is complete, you will be asked if you want to create desktop shortcuts for *DeviceAnywhere Studio*. Please select 'Yes' when prompted. This will create *DeviceAnywhere Studio* icons on your Desktop and Start Menu. In the future, you can launch *DeviceAnywhere Studio* using these shortcuts.

3.2. Login to DeviceAnywhere Studio

DeviceAnywhere Studio will launch after the download and installation is completed. It will start by prompting you with a Login dialog box. Please use your assigned account information to log into *DeviceAnywhere*. Note that if your company uses a proxy, you may have to enter proxy settings by clicking on "Proxy >>" before logging into the system. Please consult your IT department if unsure.

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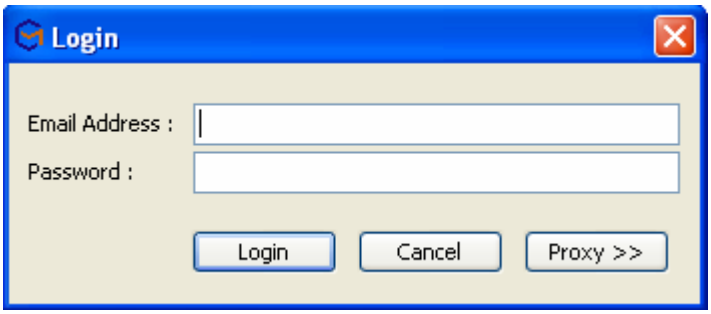

Figure 4: Login to *DeviceAnywhere Studio*

As soon as the *DeviceAnywhere Studio* download is complete, shortcuts will be created for *DeviceAnywhere Studio* on your desktop and Start Menu. In the future, you can launch *DeviceAnywhere Studio* using these shortcuts.

NOTE: Depending on your Web browser security settings, you may see a Security Warning asking whether you trust this content from Mobile Complete, Inc. Please click "Yes" or "Always" when prompted.

3.3. Monitor Screen Resolution

Your screen resolution must be set to a minimum of 1024 by 768 pixels. We recommend setting your screen resolution to 1280 by 1024, or greater.

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DEVICEANYWHERE STUDIO INTERFACE

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4. *DeviceAnywhere Studio* Interface

Once logged in to *DeviceAnywhere Studio,* you will see the Device Access window as the default view. Device Access allows you to interact with devices in real time.
The left most panel of *DeviceAnywhere Studio* is the short-cut panel; clicking on the icons in this panel will switch views (i.e. from Device Access to Record Playback).

Figure 5: Device Access

5. *DeviceAnywhere Studio* Menu Bar

Near the top of your Device Access screen, you will find the Menu Bar. The available options in the Menu Bar change based on the activity in which you are engaged. The section below shows the Menu Bar items when you are in the Device Access view.

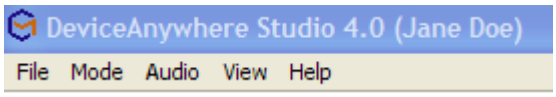

Figure 6: *DeviceAnywhere Studio* Menu Bar

5.1. File Menu

The File menu contains the following entries:

5.1.1. *MyDeviceAnywhere*

You can click *MyDeviceAnywhere* from the File menu to get to the *MyDeviceAnywhere* website. You will automatically be logged in to *MyDeviceAnywhere*.

5.1.2. *Options*

This menu item allows users to set the size of the cache for recorded device activity. A certain amount of past results are automatically cached in *DeviceAnywhere Studio* (these results can be viewed through using the Device Video Controls at the bottom of the device (see Section 7 for details). Note that raising the cache size may have an impact on the performance of your system.

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5.1.3. *Exit*

Use **Exit** to close *DeviceAnywhere Studio*. The ***X*** button on the top right of the window can also be used.

If any devices are acquired when you try to exit *DeviceAnywhere Studio,* you will see the following dialog box:

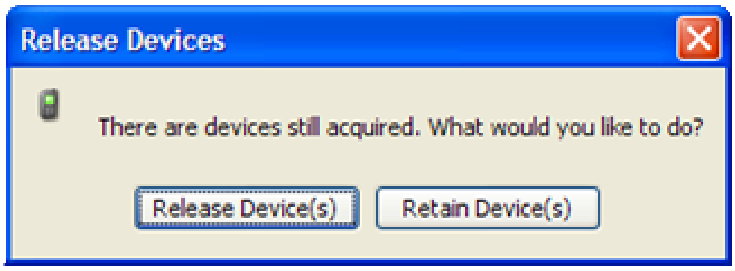

Figure 7: Release Devices

Selecting the **Release Device(s)** option releases the device(s) immediately. The **Retain Devices(s)** option retains the device(s) for 30 minutes of inactivity. If you then re-launch *DeviceAnywhere Studio,* the device will still be acquired. If for some reason you do not launch *DeviceAnywhere Studio* within the next 30 minutes, the device will automatically be released, and will be accessible to another user.

5.2. Mode Menu

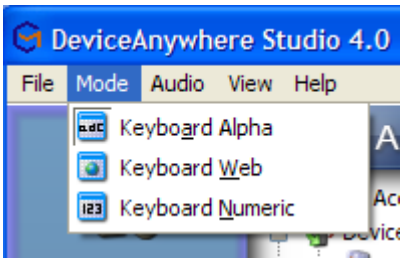

Figure 8: Mode Menu

The Mode Menu allows you to choose the mode of keyboard entry into the device. Each device's keys are mapped to computer keyboards, for convenient text and numerical entry. Switching between the available modes allows your system to send the correct series of keystrokes to the device, to enter numbers, text or URL addresses as required.

The three modes available are (1) Alpha, (2) Web and (3) Numeric. The Alpha mode allows you to enter alpha-numeric characters; use when entering text such as a text message. Some devices have a different key mapping when they are accessing the Web. The Web mode switches the key mapping to accommodate such a change; use when entering a URL. Use the Numeric mode when you only need to enter numbers (i.e. a phone number).

5.3. Audio Menu

Use this menu to enable or disable Audio input and output for the device. See the Device Interaction section for more details about audio functionalities.

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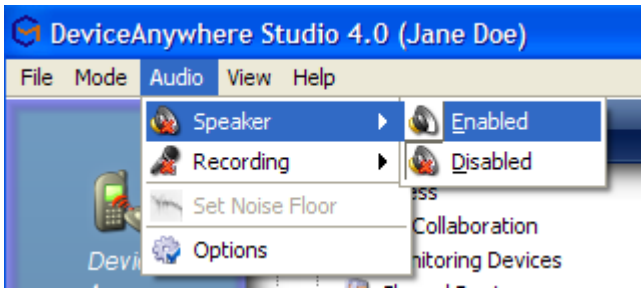

Figure 9: Audio Menu

5.4. View Menu

Use the View Menu to switch between the editors of *DeviceAnywhere Studio*. This menu provides the same functionality as the shortcuts bar that you see on the left (vertical) side of *DeviceAnywhere Studio*.

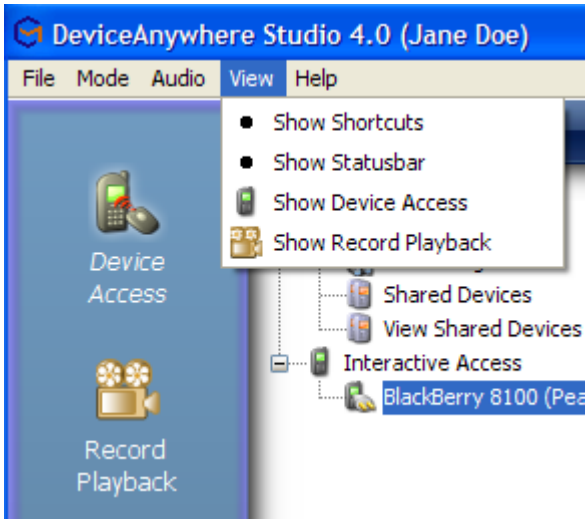

Figure 10: View Menu

5.4.1. *Show Shortcuts*

This option shows or hides the Shortcuts panel on the left.

5.4.2. *Show Status bar*

This option shows or hides the Status bar at the bottom of the screen.

5.4.3. *Show Device Access*

This option switches the view to the Device Access editor.

5.4.4. *Show Record Playback*

This option switches the view to the Record and Playback editor. This feature is new in 4.0. See the section below on Record and Playback for more information.

5.5. Help Menu

The Help Menu provides access to this User Guide and the latest Release Notes. This menu also allows you to enable and disable information popup.

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5.5.1. *Open User Manual*

This option opens the current *DeviceAnywhere Studio* User Manual in a separate window.

5.5.2. *Open Release Notes*

This option opens the current release notes in PDF format.

5.5.3. *Report an Issue*

This option allows users to report issues to the support team.

5.5.4. *About*

This displays the *DeviceAnywhere Studio's* copyright notice, version number and other information about your installation of *DeviceAnywhere Studio*.

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DEVICE ACCESS

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6. Device Access Overview

6.1. Device and Package Display

In the Device Access view, you will see the list of the packages that your account has access to in a drop-down menu. The devices within the selected packages will be displayed in the device pane.

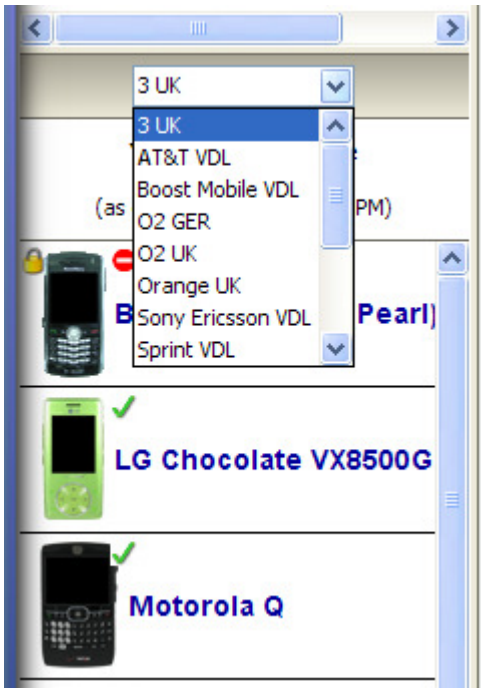

Figure 11: Package List and Device Pane

Device availability is shown via an icon on the top right of each device; green checks indicate available devices; red circles indicate devices that are in use.

Figure 12: Device Availability Indicator

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6.2. Access Menu

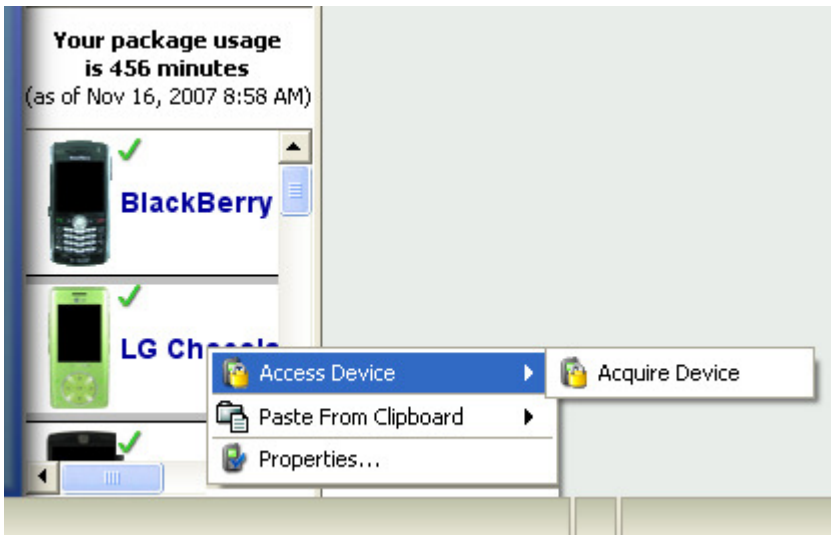

Figure 13: Acquiring a Device

You can reach the Access Menu by right-clicking on a device in the device pane. The Access Menu options are as follows:

6.2.1. *Access Device*

Right-clicking on any device will reveal the Access menu. By selecting **Access Device -> Acquire Device,** you will acquire the device and prevent other users from accessing it until you release it. If you already have acquired a device, selecting **Access Device -> Release Device** will release the device.

In case a device is acquired by another user, you can select the **Access Device -> Wait For...** option. Once the previous user releases the device, the device will automatically be acquired by the first person in the queue.

6.2.2. *Properties*

Choosing **Properties** from the Access Menu will open Device Properties. These features are described in more detail below in Section 6.3.10.

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6.3. Device Menu

Figure 14: Device Menu

Once a device is acquired, you can access the Device Menu by right-clicking on the device image either in the main window, or in the device pane. Note that Access Device, Share Device, Hardware Control, Properties, and Audio menu items are also available as short-cut icons found near the top right corner of the acquired device.

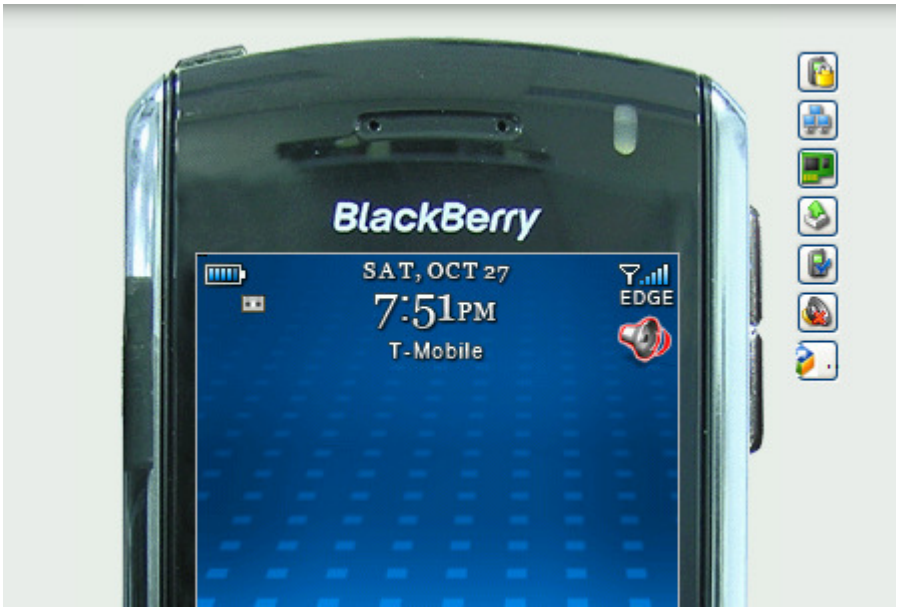

Figure 15: Short-cut Icons

The Device Menu options are as follows:

6.3.1. *Access Device*

The **Access Device** option allows you to release an acquired device. Once you release the device, another user may acquire the device, or if there is a queue, the next user in the queue will be granted access to the device.

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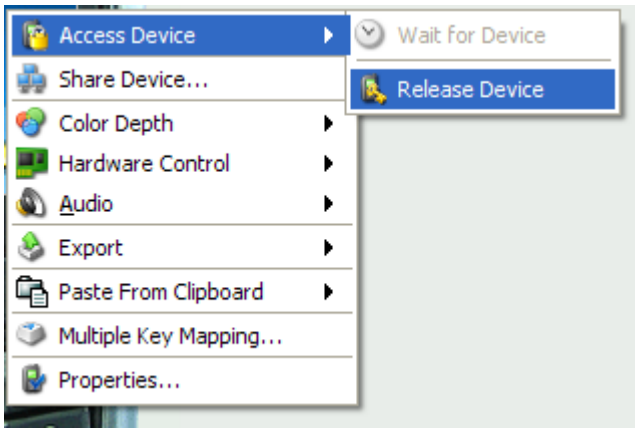

Figure 16: Access Device

6.3.2. *Share Device*

The **Share Device** option allows you to share a device view with other users who are currently logged in. This enables other users that you invite to view your interactions with the device. More details on sharing a device are provided in Section 9.

NOTE: When you share a device, other users may not interact with the device themselves and may only view the device as *you* interact with it.

6.3.3. *Color Depth*

The **Color Depth** option allows you to select the number of colors you want to view on the device screen. Over a slow bandwidth connection, you may find it useful to reduce the number of colors to improve response time.

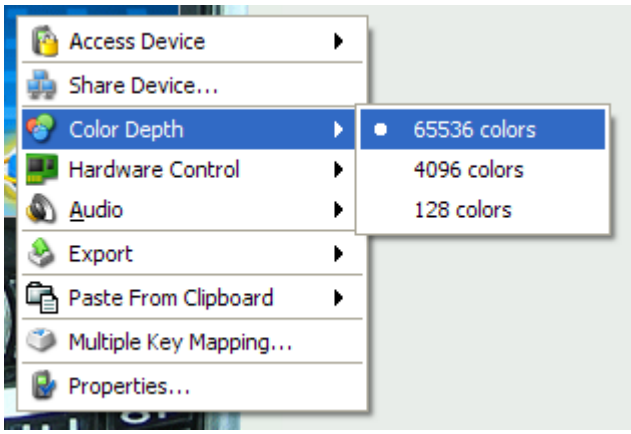

Figure 17: Color Depth

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6.3.4. *Hardware Control*

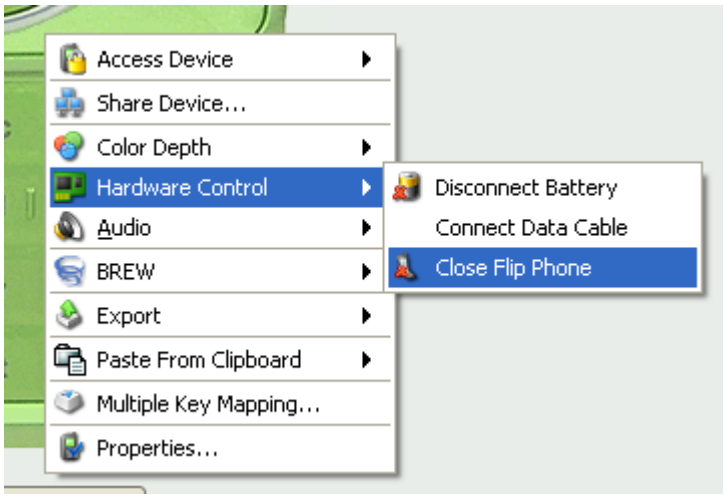

Figure 18: Hardware Control

The **Hardware Control** option allows you to control hardware features of the device that are not controllable by the software. Depending on the phone, these options include:

i. *Disconnect Power:* Enables you to connect/disconnect the device charging cable.

ii. *Disconnect Battery:* Enables you to connect/disconnect the battery.

iii. *Turn On Camera Light:* Enables you to illuminate a clock located in the camera's view that you can then take a photo of, to test camera functionality.

iv. *Connect Data Cable:* Enables you to connect/disconnect the data cable.

v. *Close Flip Phone:* Enables you to open and close a clam shell-style phone, slide a candy bar-style phone, change to alternate screen for dual screen phone, or flip or rotate phone, for devices that support these actions.

6.3.5. *Audio*

The **Audio** Control option allows you to control speaker, recording and audio buffer features of the device. Depending on the phone, these options include:

i. *Speaker Enabled:* Enables you to turn on speaker audio. Note that you may also need to adjust the volume controls on the device itself. The volume controls are typically found on the side keys of a device.

ii. *Speaker Disabled:* Enables you to turn off speaker audio.

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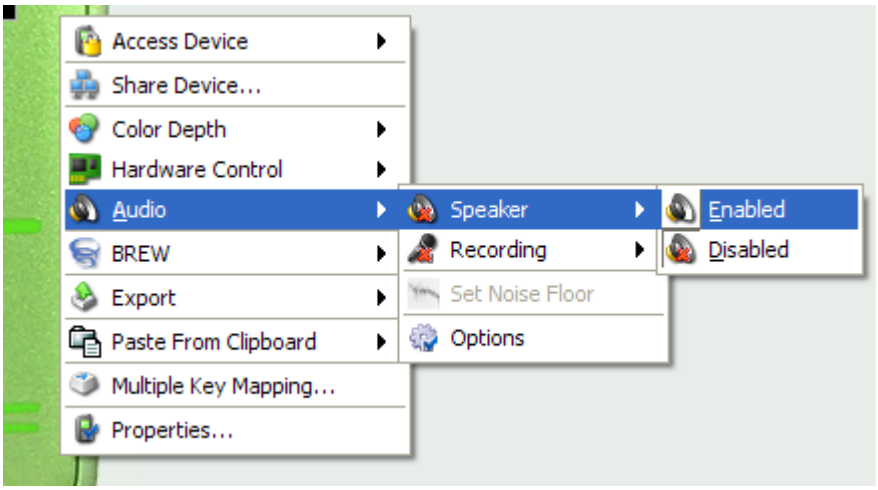

Figure 19: Audio Speaker

iii. *Recording Enabled:* Enables you to turn recording ON through microphone during a phone call.

iv. *Recording Disabled:* Enables you to turn recording OFF through a microphone during a phone call.

v. *Options:* Enables adjustment of audio buffers. Increasing the size of the audio buffer will improve the audio quality by mitigating delays due to Internet latency. In the Audio Options dialog box, you may adjust the Audio Output Buffer Size, Buffer Multiplier and Total Buffer Size.

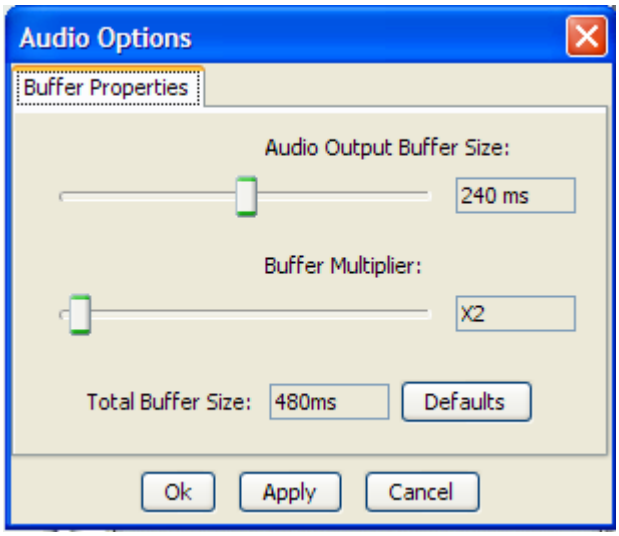

Figure 20: Audio Options, Buffer Properties

6.3.6. *BREW*

If the acquired device supports BREW, the device menu will include a BREW option, which allows users to upload BREW files to the device. This functionality is described in detail in Section 10.2 below.

6.3.7. *Export*

The **Export** option allows you to export the device screen output.

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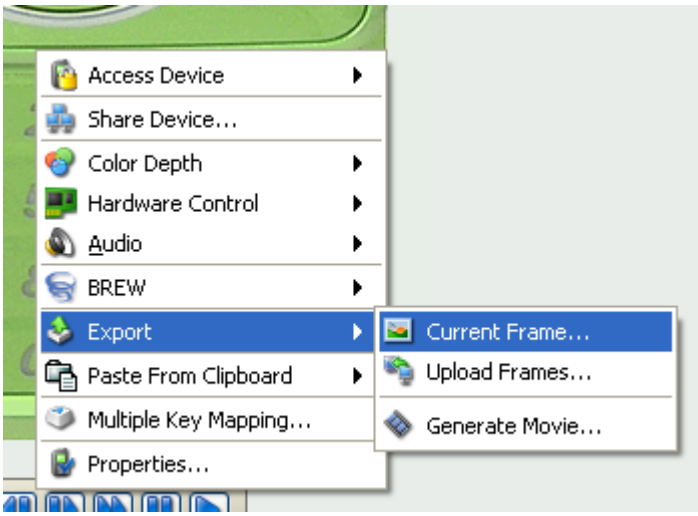

Figure 21: Export

The three Export options under this category are:

i. Current Frame: Allows you to save the device screen's current image.

ii. Upload Frames: Allows you to upload a set of sequential frames to *MyDeviceAnywhere*.

iii. Generate Movie: Allows you to generate a QuickTime movie of a sequential set of frames.

Section 8 provides more detail on exporting frames.

6.3.8. *Cut and Paste*

Users may Cut and Paste into a device text or number entry screen.

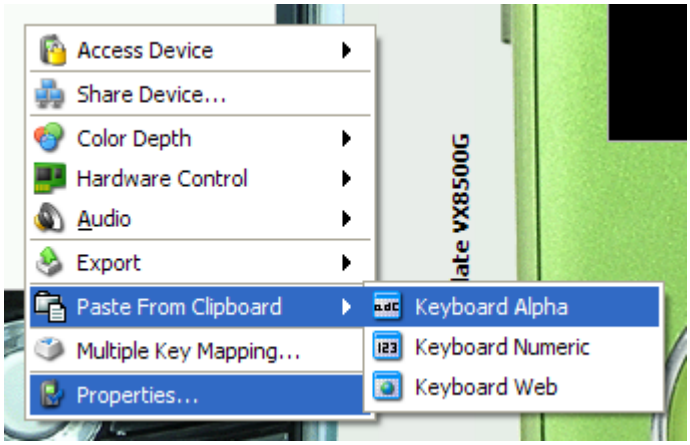

Figure 22: Cut and Paste

In order to use Cut and Paste, first select the required text through your standard operating system (i.e. Copy). Then go to the screen where you want to enter the text and select **Paste From Clipboard**. Make sure to choose the correct Keyboard Mapping (Alpha for text, Numeric for numbers, and Web for URL entry). The text will then be entered into the device.

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6.3.9. *Multiple Key Mapping*

Some devices support Multiple Key Mapping, which allows users to program keyboard function keys (e.g. F5) to correspond to simultaneous device key presses.

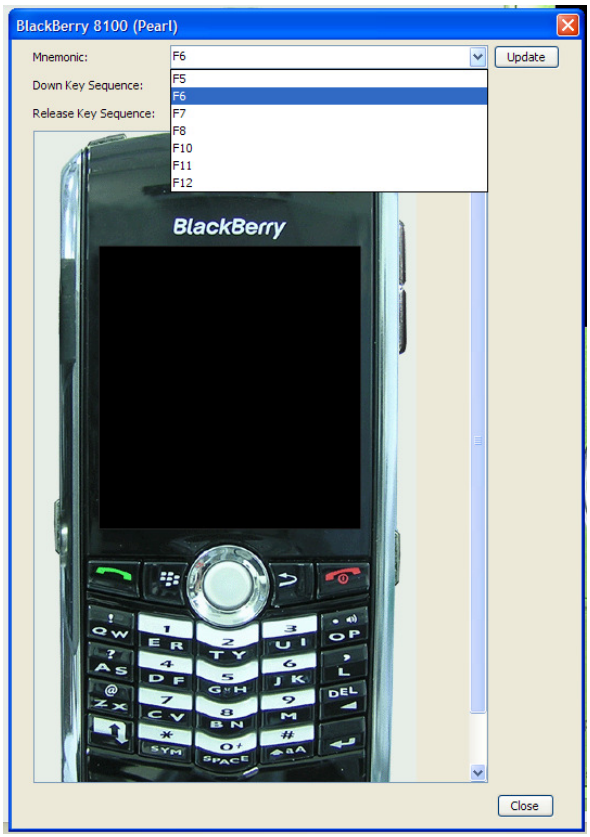

Figure 23: Multiple Key Mapping

To create a multiple key mapping, select a function key from the drop down menu, and then click on the keys in the device image that you want to map to the function key.

6.3.10. *Device Properties*

The Device Properties option opens a window that displays different property values for the device.

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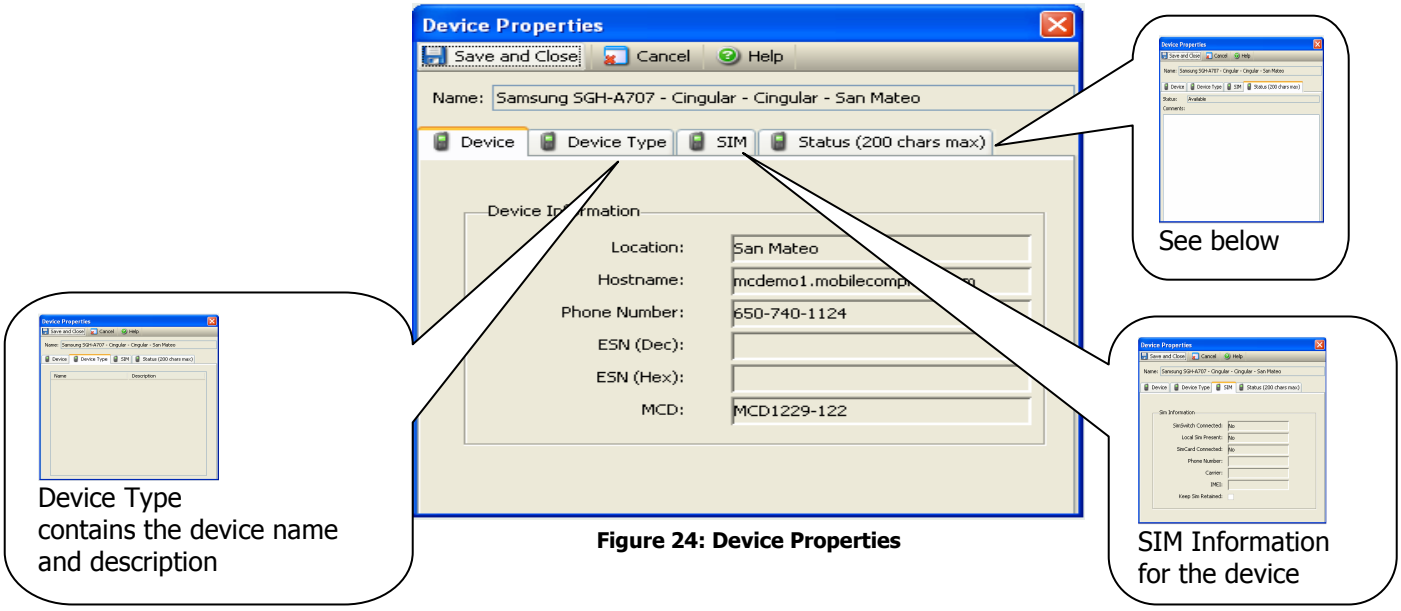

Figure 24: Device Properties

The Status view shows any currently knows issues with the device, (also viewable by placing your mouse on the comments icon, a blue circle with a white exclamation point in the middle, found next to the device icon in the device pane) and may also provide tips on using the device.

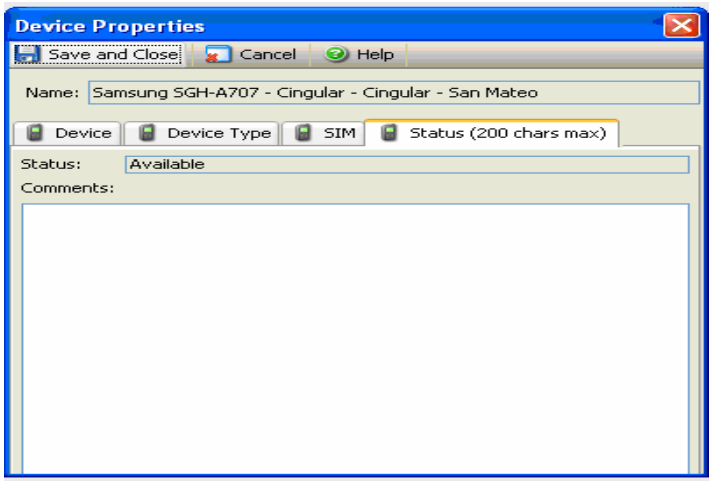

Figure 25: Device Properties: Status

7. Device Video Controls

DeviceAnywhere Studio automatically caches a certain amount of device activity. You can increase or decrease the volume of cached results through the File>Option menu. See Section 5.1.2 above for details.

Any frame presented on the acquired device's Liquid Crystal Display (LCD) is recorded as a part of the device session. At any point, users can navigate between the previously captured frames of the acquired device using the Video Control Recorder (VCR) commands. For long sessions (i.e., many frames), where frame-by-frame navigation becomes too slow, the VCR Slider tool can be used to move quickly between frames.

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Figure 26: Device Video Controls

This button plays the recorded sequence of events backward.

This button moves the recording backward by one frame.

This button moves the recording forward by one frame.

This button plays the recorded sequence of events forward.

This button pauses the recording.

This button resets the device image to show live video.

8. Exporting and Viewing Saved Frames

8.1. Exporting Results

You can export what you see on the device screen in two different formats: video and images. Access these options by right-clicking on the device and selecting the Export Menu. The **Export** Menu gives you three exporting options:

i. Current Frame
ii. Upload Frames
iii. Generate Movie

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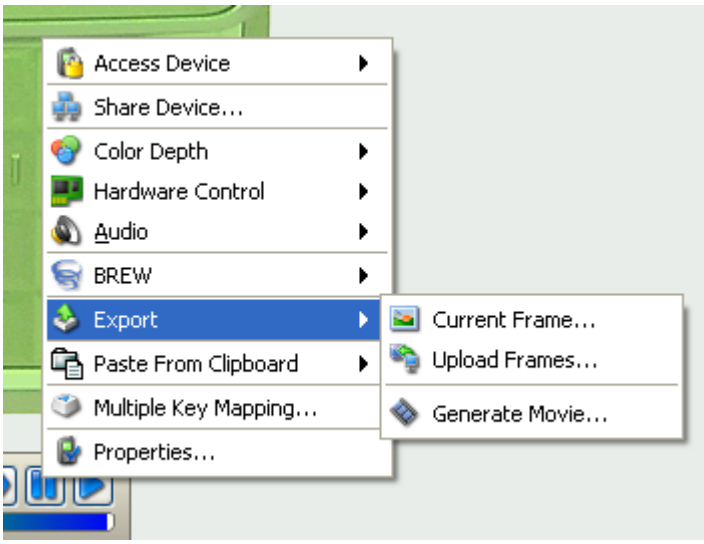

Figure 27: Export

8.1.1. *Current Frame*

The **Current Frame** option allows you to save one frame at a time to your local machine. You can export historical frames by using the Device Video Recorder (DVR) controls to rewind to the desired frame.

Figure 28: Export Current Frame

8.1.2. *Upload Frames*

Use the **Upload Frames** option to upload a set of frames (in the DVR memory) to *MyDeviceAnywhere*. Using the available controls, you can choose any frames to be part of the set, including non-sequential frames. Note that users may upload up to 50 frames to *MyDeviceAnywhere* at one time.

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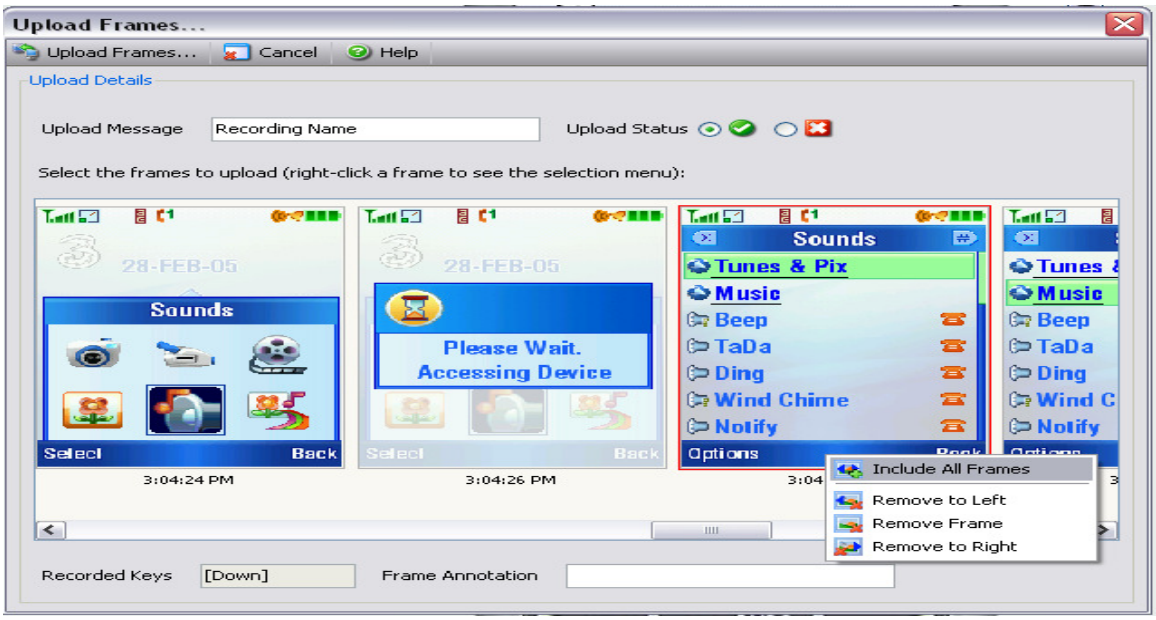

Figure 29: Upload Frames

The options under Upload Frames include:

i. *Upload Frames:* Uploads the selected frames to *MyDeviceAnywhere.*

ii. *Cancel:* Closes the Upload dialog.

iii. *Upload Message:* Allows you to enter the name of the uploaded set.

iv. *Upload Status:* Allows you to set the status of the uploaded set (Success or Failed).

v. *Include All Frames:* Allows you to upload all the frames currently in the DVR memory.

vi. *Remove to Left:* Prevents frames to the left of the currently selected frame from being uploaded.

vii. *Remove Frame:* Prevents the selected frame from being uploaded.

viii. *Remove to Right:* Prevents frames to the right of the currently selected frame from being uploaded.

After the frames are uploaded, a prompt appears asking if you would like to view the frames.

Figure 30: View Uploaded Frames

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If you select "**View Now**," you will be directed to *MyDeviceAnywhere*, where all uploaded frame results are stored.

8.1.3. *Generate Movie*

The **Generate Movie** option allows you to generate a movie of your selected frames. Right-click on the device, select Export, and then select Generate Movie.

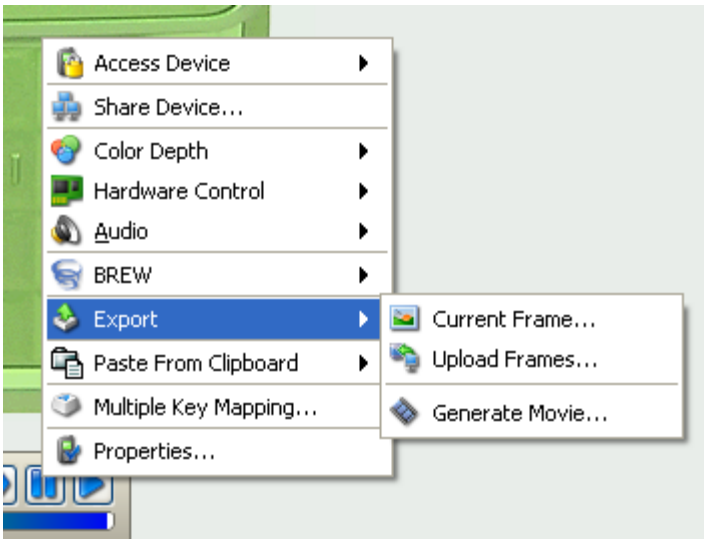

Figure 31: Export, Generate Movie

The Generate Movie dialog box will appear. To mark the Start Frame, right-click on a frame and select **Mark Start**. To mark the End Frame, right-click on a frame and select **Mark End**.

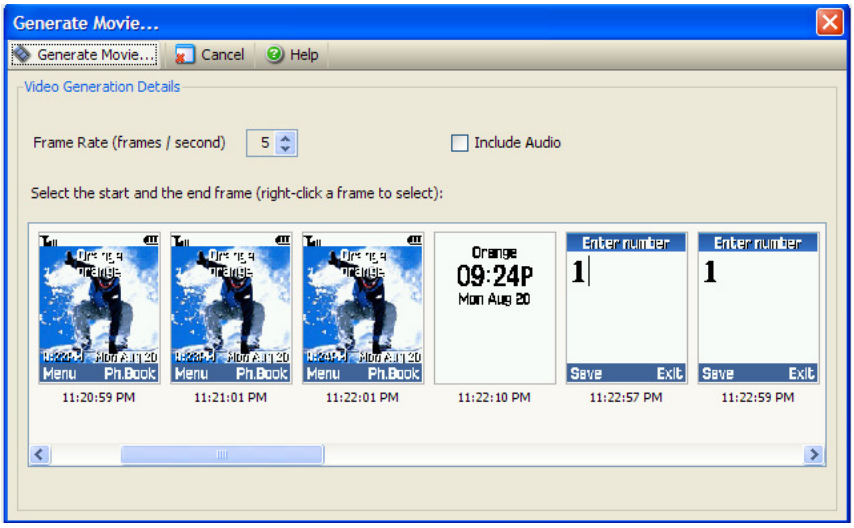

Figure 32: Generate Movie

When you click on the **Generate Movie** button, a Save File dialog box will appear. This enables you to save your movie to QuickTime and AVI format. You will be asked for the name, format and location where you want to save the generated movie.

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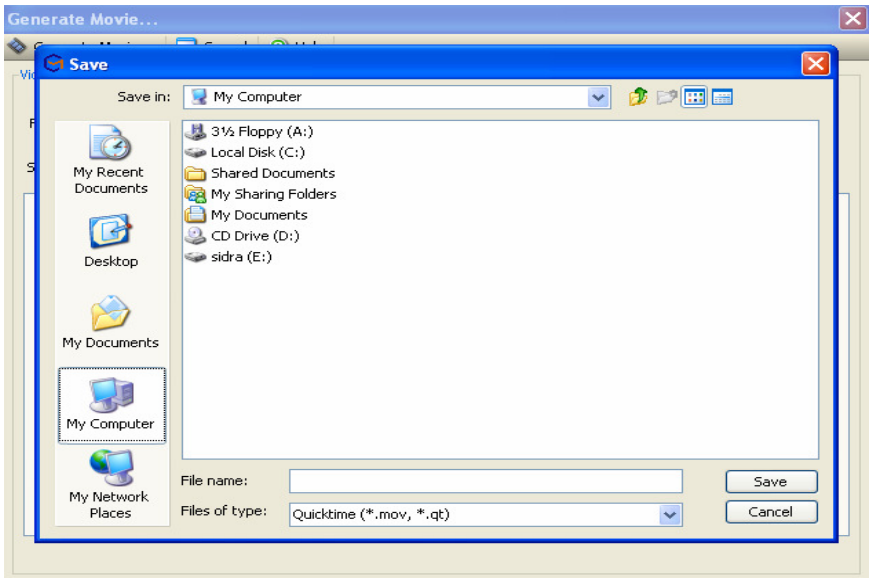

Figure 33: Save File

After clicking the **Save** button, the progress of your movie generation process will be displayed, as shown below.

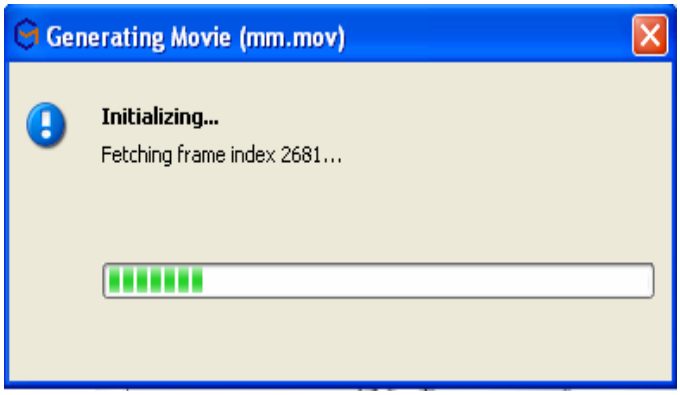

Figure 34: Movie Generation Process

When the movie is successfully generated, you will have the option to play it.

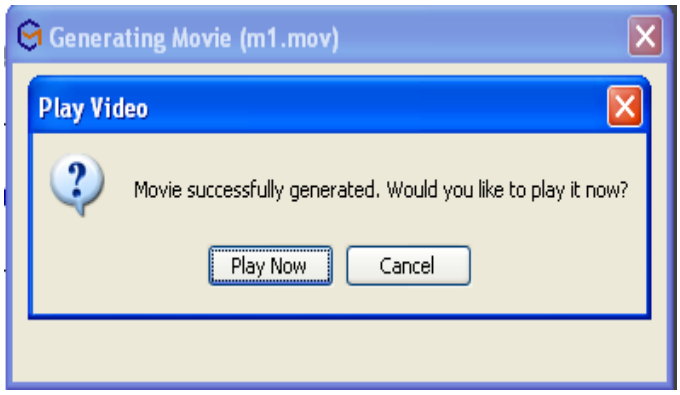

Figure 35: Play Video

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8.2. How to View Uploaded Frames in MyDeviceAnywhere

When you log in to *MyDeviceAnywhere*, you can view your uploaded frames through the Uploaded Frames tab. This tab also provides the functionality to share results and collaborate with other users.

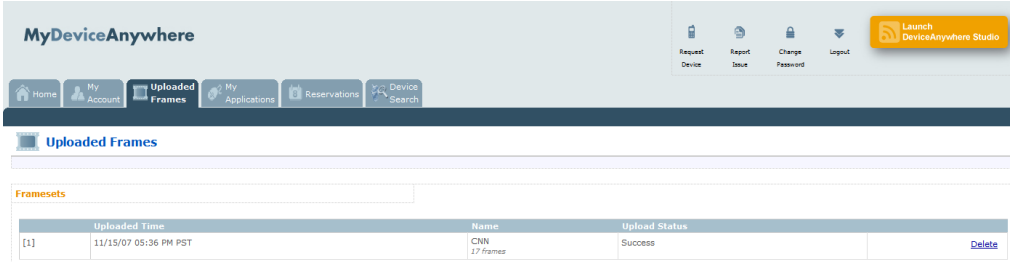

Figure 36: Uploaded Frames, Framesets

Click on the Name to view the uploaded frame details.

Upload Frame Details displays a summary of the recorded frames and each frame's image, time, and associated key presses.

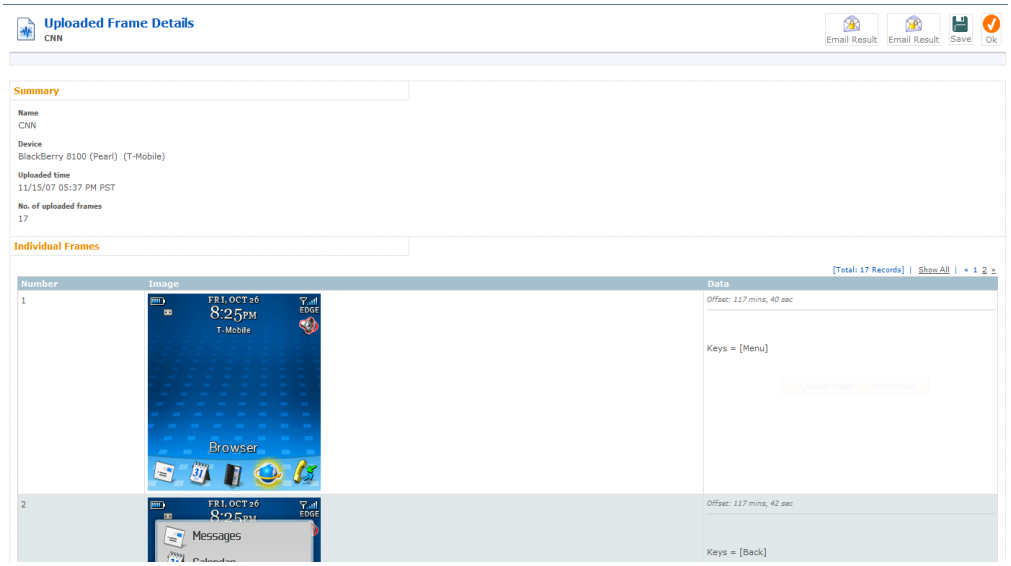

Figure 37: Uploaded Frame Details

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9. Sharing Devices

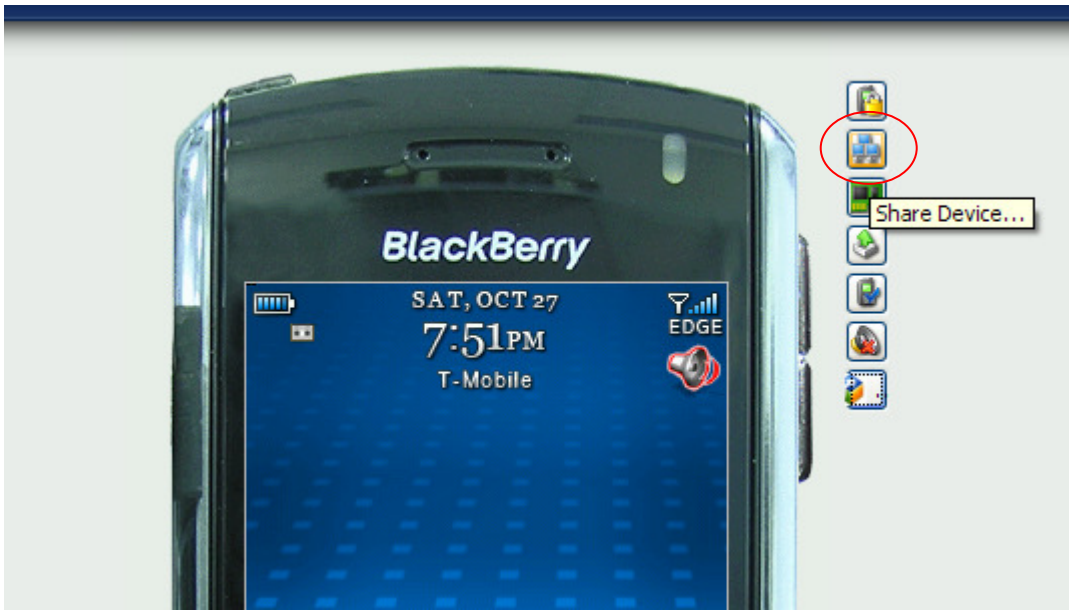

Figure 38: Share Device

With the Share Device option, *DeviceAnywhere Studio* enables other users to view the device(s) you are currently using through their own computer. To access the Share Device option, right-click on the device and select "**Share Device**" from the Device Menu, or click on the **Share Device** option in the Context Menu (shown above). Both methods will open a dialog box. From this dialog box you have three options for sharing devices. You may share a device with more than one user at a time.

Note that in 4.0, you may elect to share a device with a DeviceAnywhere user from a different account. This enables partner companies with separate accounts to work together. However, no user from a different account will be able to view your device unless you expressly invite them as detailed below.

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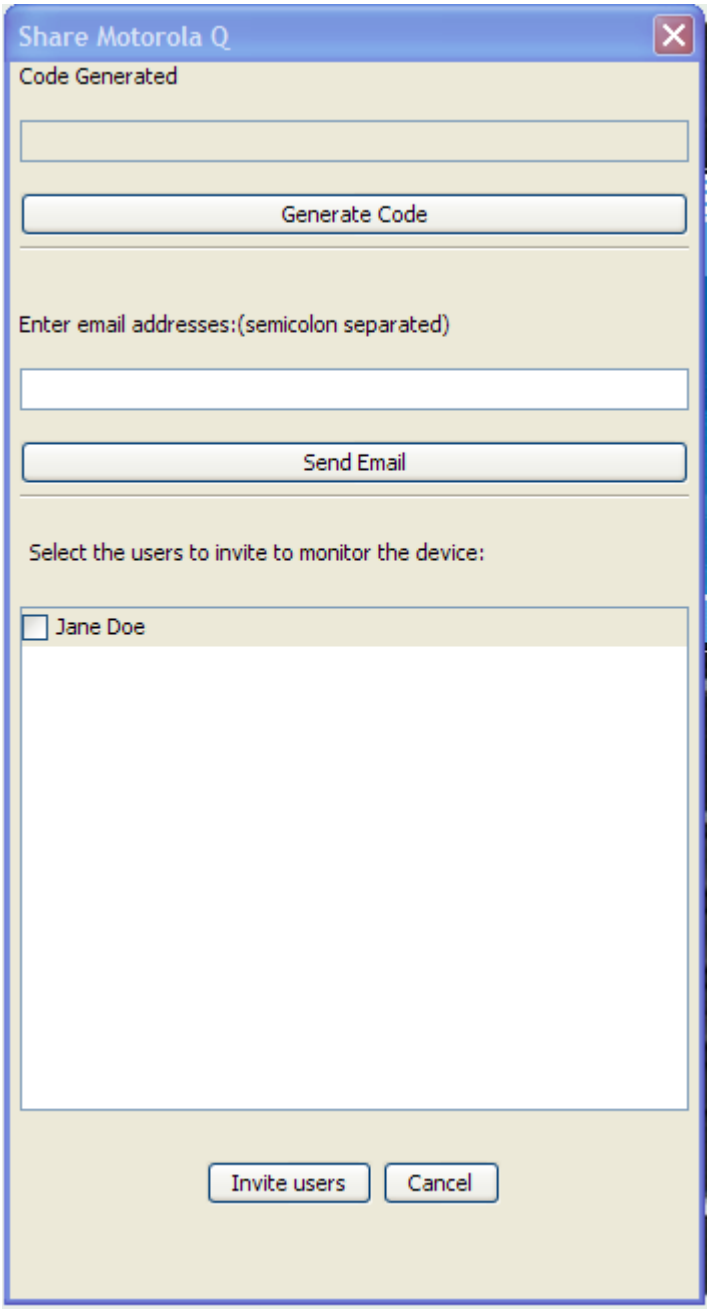

Figure 39: Invite Users

9.1. Option 1: Generate Code

Selecting **Generate Code** will generate a numerical code that you may then verbally share with other users, or manually email to them. Upon receiving the code, the user may enter it by right-clicking on Shared Devices in the Device Access menu at the top left of *DeviceAnywhere Studio*, and selecting **Enter Code**. A dialog box will appear where you may enter the code.

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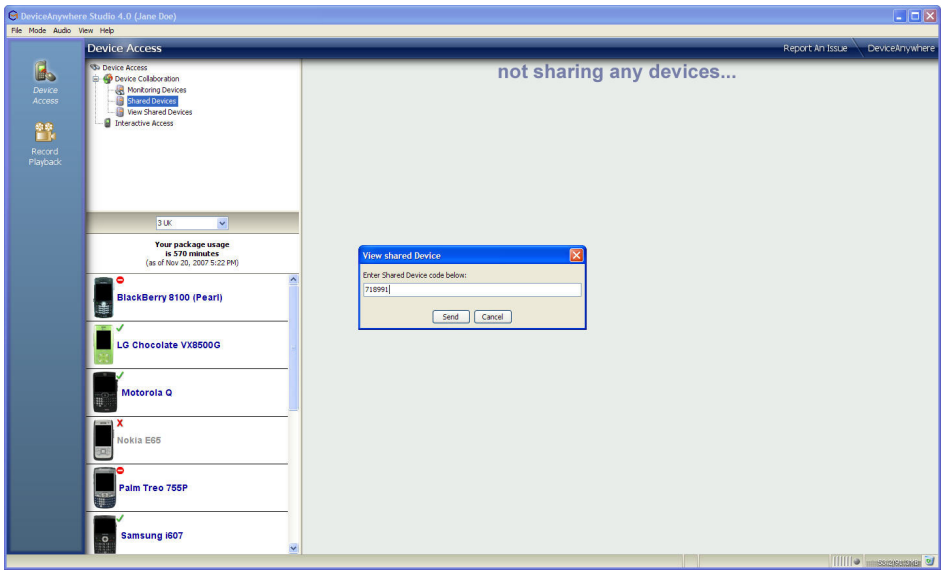

Figure 40

This option is useful when you are chatting with or already speaking to another user over the phone.

9.2. Option 2: Send Email

Entering email addresses and selecting Send Email will automatically send an email with a code and instructions on how to view the shared device to another DeviceAnywhere user. The user(s) receiving the email would follow instructions above on entering the code.

9.3. Option 3: Select from a List of Users

You may select users from the existing list of users to invite to share your device. Note that only users from your account, who are currently logged in to *DeviceAnywhere Studio*, will appear on this list. The user will then see a pop-up invitation appear in *DeviceAnywhere Studio*.

Figure 41: Device Monitoring Invitation

This is the most convenient way to invite other users; however, as mentioned above, it cannot be used to invite users on different accounts, thus ensuring that a random user may never be invited to see your proprietary work by mistake.

9.4. Sharing Devices

Users invited to monitor devices may accept or reject any invitation they receive. When users accept an invitation, they can observe (monitor) the device. Anytime after accepting an invitation, an observing user may click the **Stop Monitoring** button ( ) and leave a sharing session. Similarly, the user who initiated the sharing session may stop sharing the device at any time.

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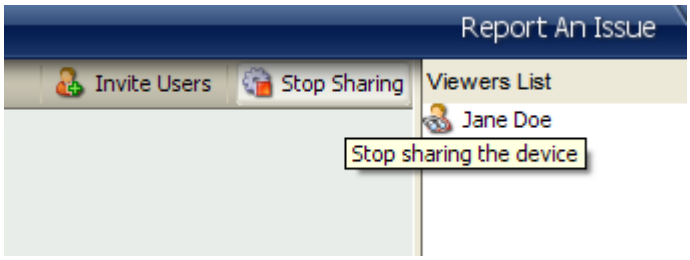

Figure 42: Stop Sharing Device

9.5. Other Device Sharing Capabilities

While you are sharing devices with other users, you can exchange messages with these users. Upon accepting a sharing invitation, a viewers list and a message window will appear on the right side of the *DeviceAnywhere Studio* interface.

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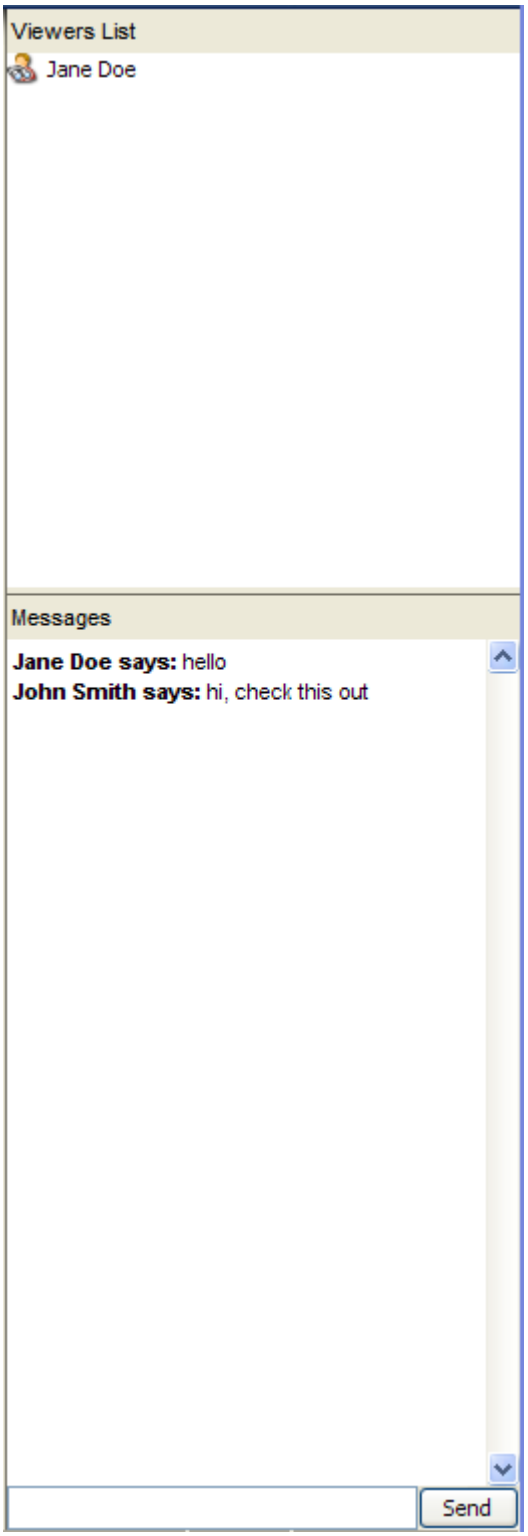

Figure 43: Viewing a Shared Device

10. Uploading Applications

Most applications can be uploaded to the device over-the-air, either by sending a link to the device or by entering the URL where the application is hosted into the device's browser. To facilitate over-the-air uploads, *DeviceAnywhere* offers a web server, called My Applications, where users can store their applications.

BREW applications must be uploaded via a data cable. *DeviceAnywhere Studio* also allows you to upload BREW applications to the devices.

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10.1. Uploading Applications Using My Applications

To upload applications using My Applications, you must first save your application to the My Applications web server. Start by clicking the My Applications tab in *MyDeviceAnywhere*.

Figure 44: My Applications

Click the **Add Application** icon at the top right of the page.

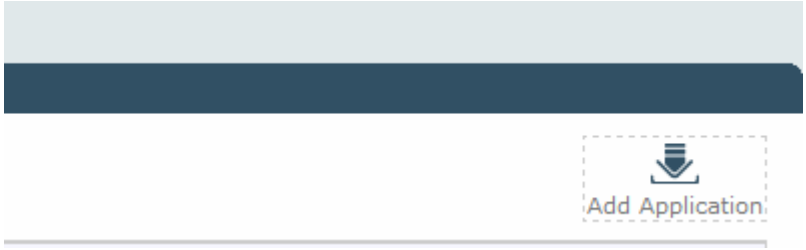

Figure 45: Add Application

Enter Application Name, Application Type and then **Save**.

Figure 46: Application Information

Click **Add/Remove Files** to select the files to be uploaded, and then select **Add File**.

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Figure 47: Add File

Browse to your file and select **Save** to upload your files. For Java applications, you should upload your jar and jad files, as well as any other files required to download your application.

Figure 48: Upload Files

Next launch the *DeviceAnywhere Studio* application, and acquire the device that you want to install your application on.

To install your application from the My Applications tab of *MyDeviceAnywhere*, you can navigate to the following URL using the device browser: http://ma.dap.md/a. Alternatively, you can click on the My Applications icon shown below, and once you have navigated to the phone's URL entry form, the URL will automatically be entered for you.

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Figure 49: Navigate to My Applications

Next, login to the My Applications page in the mobile browser with your *DeviceAnywhere* username and password.

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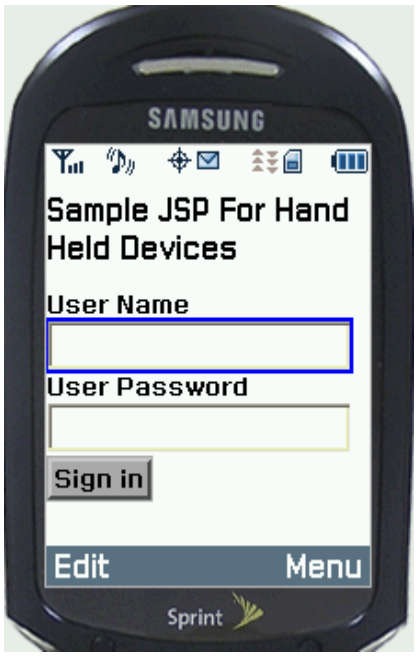

Figure 50: Add Application

Select your application and download it to the device.

Figure 51: Add Application

10.2. Uploading Applications to BREW Devices

BREW applications must be uploaded over a data cable. *DeviceAnywhere* offers this capability through the **BREW** menu in *DeviceAnywhere Studio*. To get started, right-click on the device and select BREW. You may then reset the device, upload an application, delete an application, download an application, view applications and view memory status.

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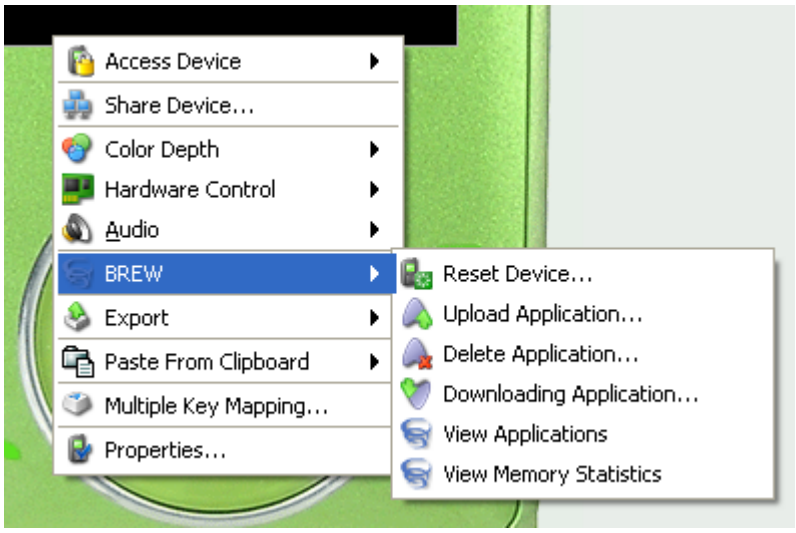

Figure 52: BREW Menu Option

10.2.1. *Reset Device*

Once you have uploaded your application, the **Reset Device** option will power cycle the device so that you can then view your uploaded applications.

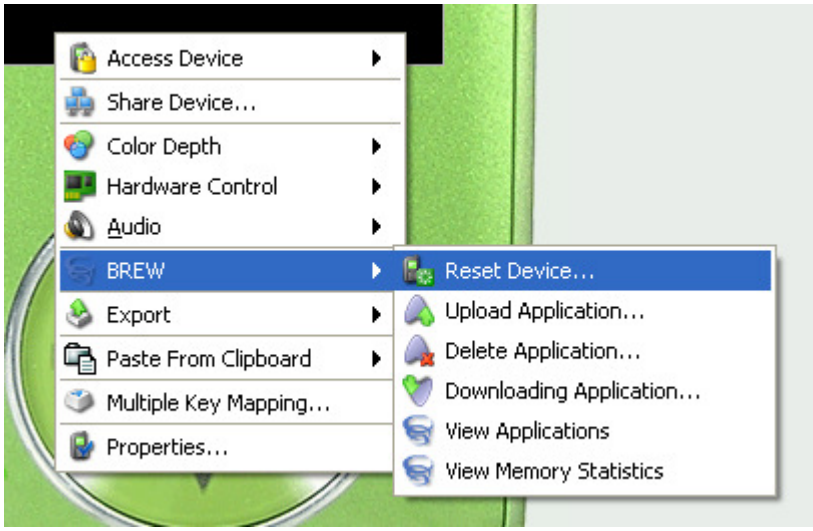

Figure 53: Reset Device

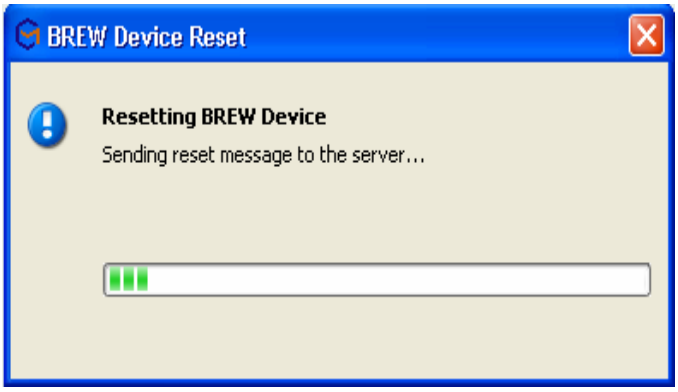

Figure 54: BREW Device Reset

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10.2.2. *Upload Application*

The **Upload Application** option enables you to upload the applications to the device.

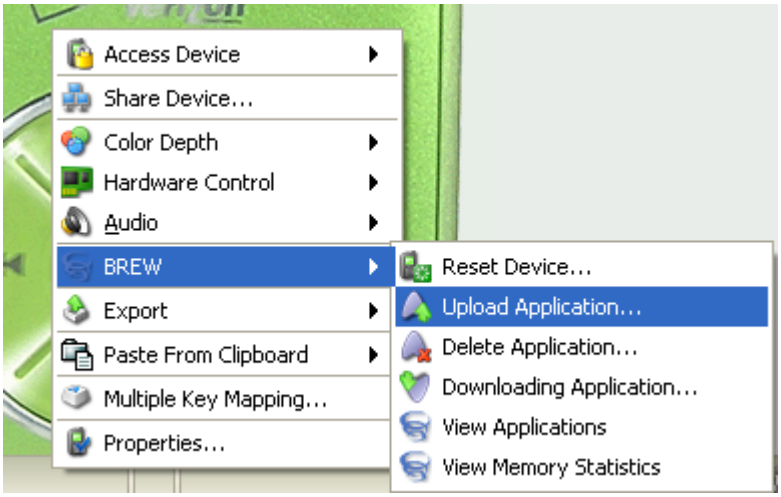

Figure 55: Upload Application

In Upload Application, you can enter the name of the application to be uploaded (case-sensitive). Note: please ensure that the name of your application corresponds to your .mod file. Next, you will be prompted to select the local directory that contains all application files.

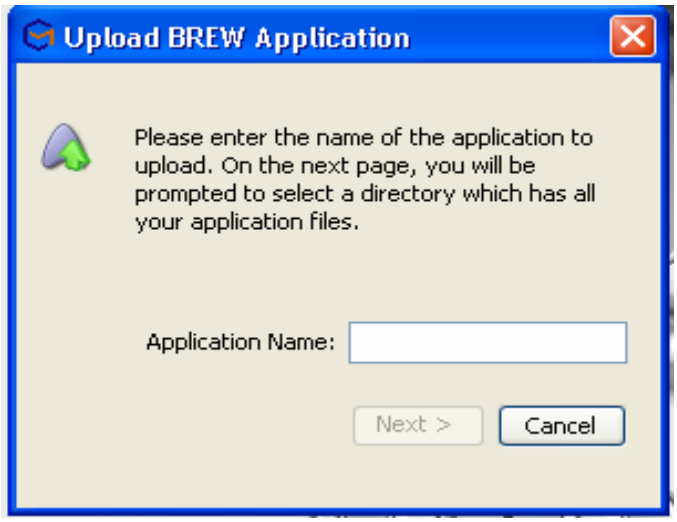

Figure 56: Upload BREW Application

Once the application is uploaded, you should see the screen shown below. Click "**Close**" to close the popup.

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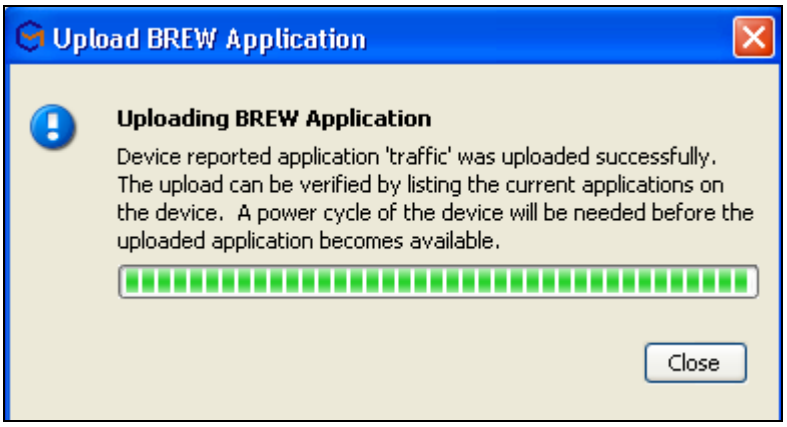

Figure 57: Upload BREW Application: Successful

10.2.3. *Delete an Application*

The **Delete Application** option enables you to delete the applications from the device.

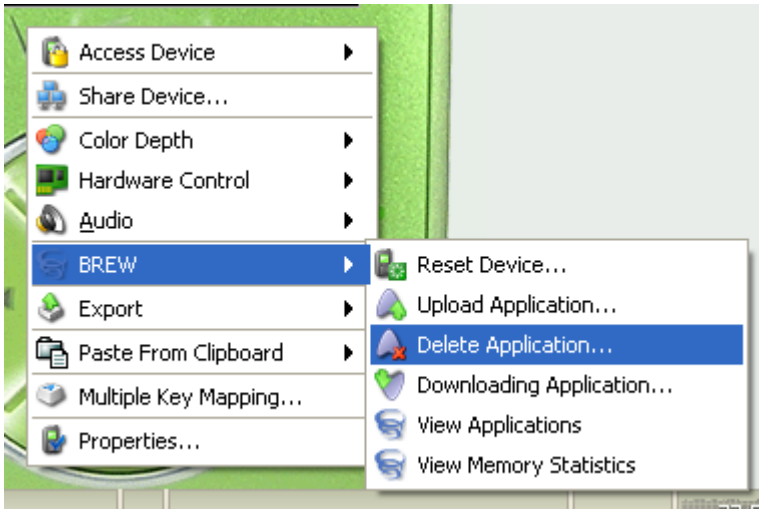

Figure 58: Delete BREW Application

To delete an application, enter the name of the application to be removed (application name is case sensitive). Note: to verify that your application has been deleted, you will need to power the device off and then on to view your changes.

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Figure 59: Delete BREW Application

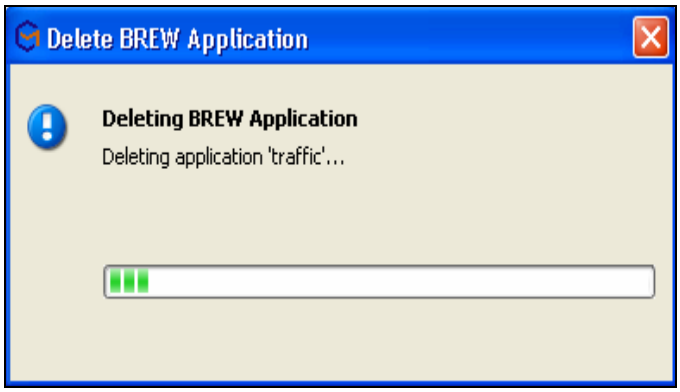

Figure 60: Delete BREW Application Status Bar

10.2.4. *Downloading Application*

The **Downloading Application** option enables you to download an application from the device.

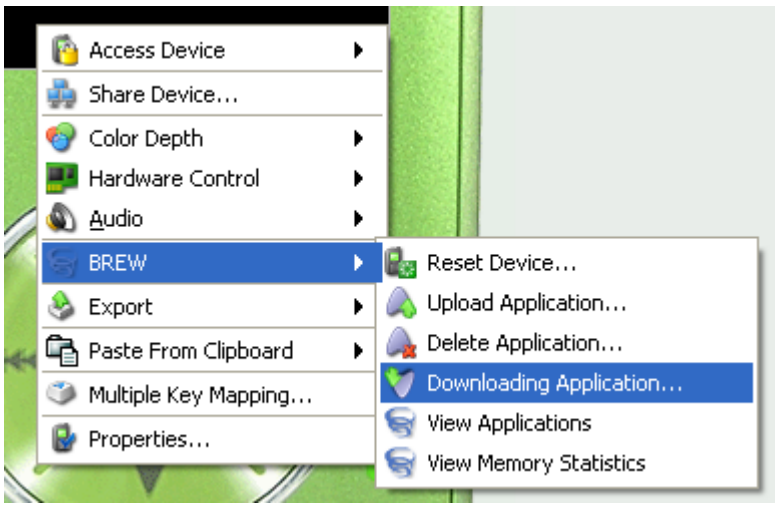

Figure 61: Downloading Application

Type the name of the file you want to download (case sensitive, and corresponding to the .mod file), and then enter the name and path of the file

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in the popup. Note: you will only be able to download applications that you have uploaded yourself.

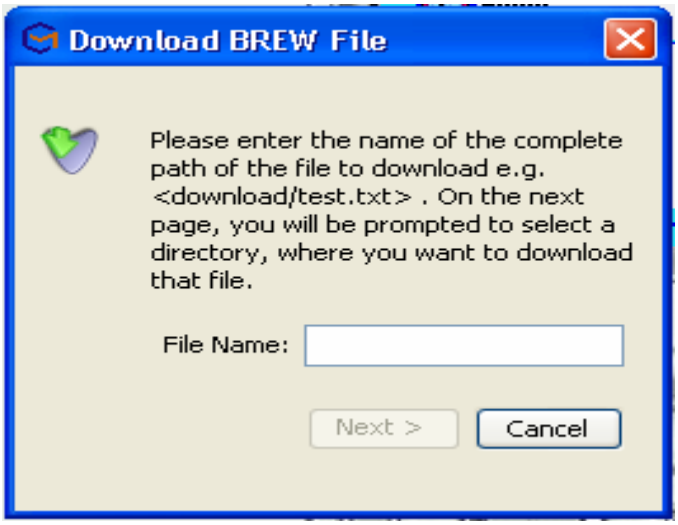

Figure 62: Download BREW File

10.2.5. *View Applications*

The **View Applications** option allows you to view available applications.

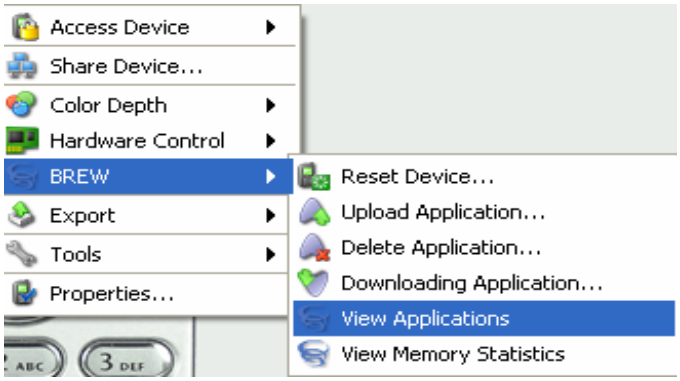

Figure 63: View Applications

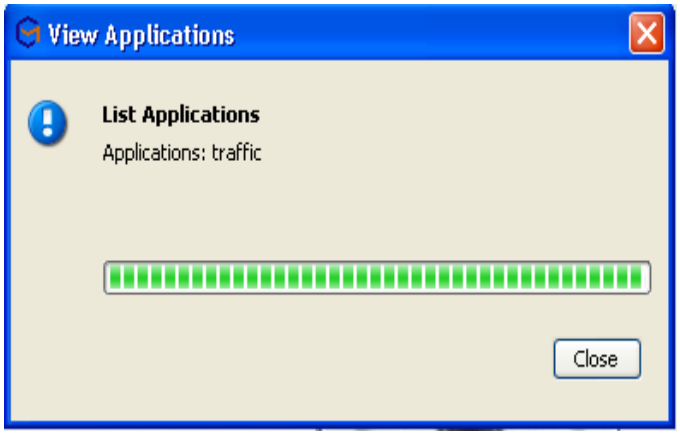

Figure 64: View Applications Status Bar

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10.2.6. *View Memory Statistics*

The **View Memory Statistics** option enables you to view the memory status of the device.

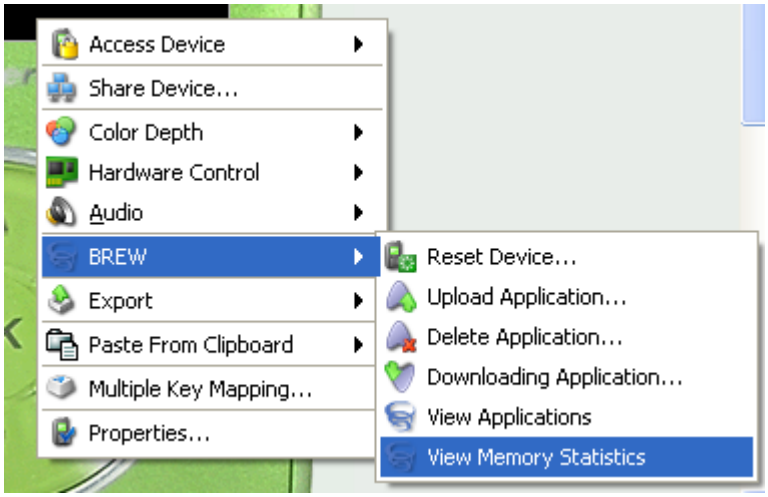

Figure 65: View Memory Statistics

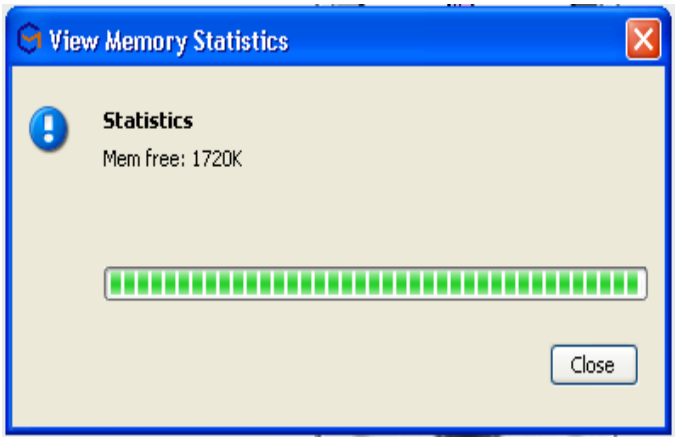

Figure 66: View Memory Statistics Status Bar

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RECORD & PLAYBACK

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11. Record and Playback

DeviceAnywhere Studio now includes *Record and Playback* functionality. This easy-to-use script creation feature allows users to record a series of steps on a device, called scripts, which are saved and can be edited and then re-played at any time. Each step displays the entered keys, as well as the corresponding screen and time from last key press.

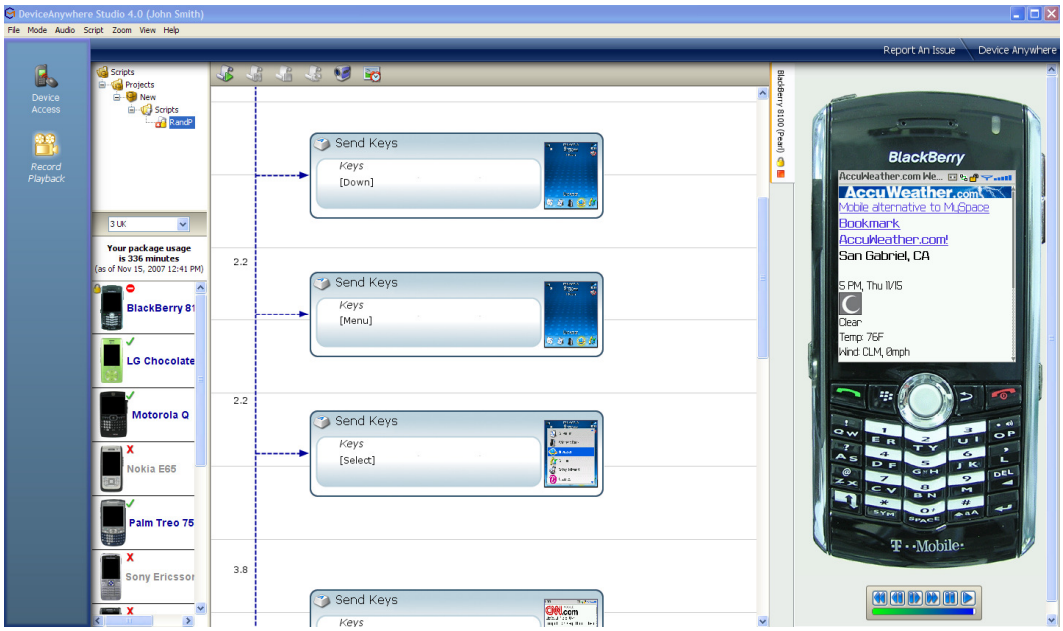

Figure 67: Record and Playback Interface

11.1. Record and Playback Controls

Record and playback controls are provided as icons on the toolbar.

The Record and Playback toolbar has five controls:

11.1.1. *Play Script*

This control executes a script. **Play Script** is disabled when a script is already executing.

11.1.2. *Pause Script*

This control enables pause of an execution of a script. **Pause Script** is only available during script execution.

11.1.3. *Stop Script*

This control stops the execution of a script. **Stop Script** is only available during script execution.

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11.1.4. *Restart Script*

This control allows you to restart the execution from the beginning of the script. **Restart Script** is available during script execution.

11.1.5. *Record Script*

You can record a script simply by interacting with the device. Click on **Record Script,** and a recording light will blink on the button indicating that recording has begun. All your interactions with the device will be recorded as a script. To stop the recording, simply press the **recording** button again. The blinking light will stop, indicating the recording has been stopped.

11.2. Record and Playback Commands

11.2.1. *Wait Image*

The **WaitImage** command waits for an image to appear or time out if the image is not found. The **WaitImage** command can wait for the entire screen to match, or can search for a subsection of the screen. Typically it is best to choose a subsection of the screen, as icons that for instance display the time and network strength meters constantly change, so should be excluded from an image match command.

To select a subsection of the device screen as the image to compare, use your mouse to outline the selected region of the screen.

To clear the selected region, press the **Selection** button.

When a subsection of the image is selected, you can search for that subsection at any location in the image. Choose the **Any Position** radio button to scan the entire image for a match.

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11.3. Getting Started with Record and Playback

Figure 68: Record Playback

i. Create a new script by right clicking on the scripts icon in the project tree (see image below). Note that all scripts are part of a "Project". A default project will automatically be created for all accounts. Account Admins may create new projects, which are used to organize work and control user access to groups of scripts. New project may be created in the System Admin tab in *MyDeviceAnywhere*.

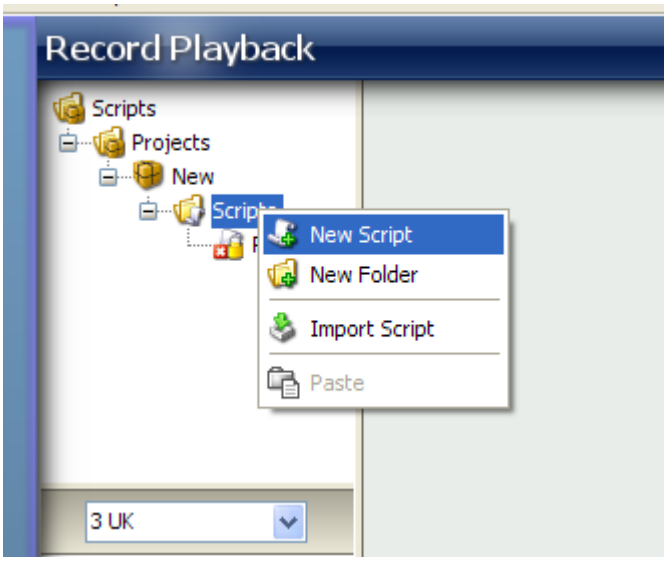

Figure 69: Record Playback- New Script

ii. Click on script name and then add a device to the script by selecting the device and right clicking on the device (see image below).

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Figure 70: Record Playback- Add Device to Script

iii. The device is added to the script and is now ready to start recording. Note: you must also acquire the device, in order to be able to record in the script.

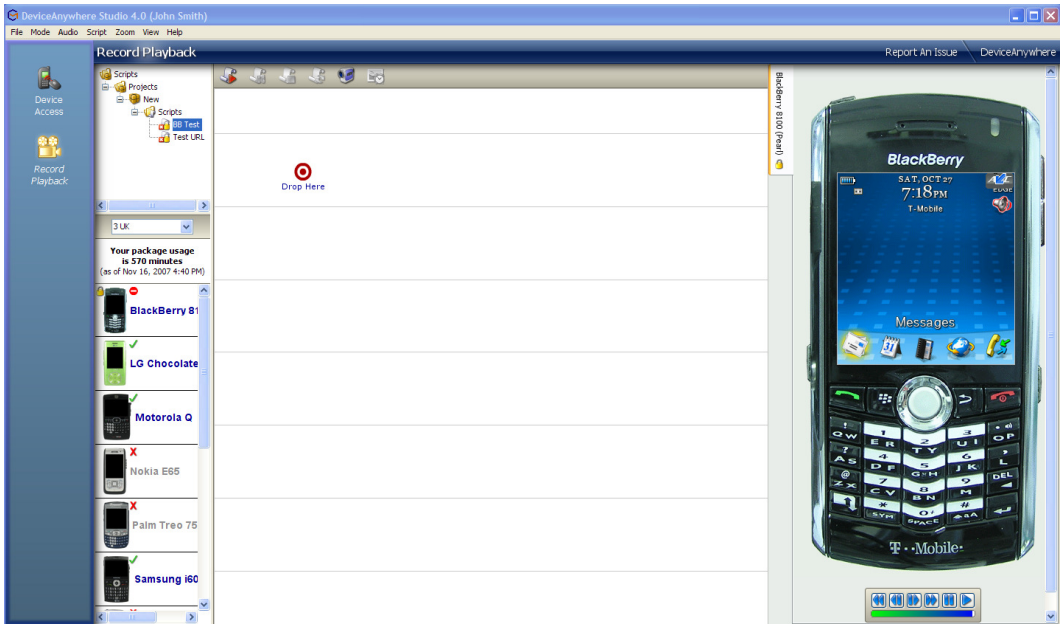

Figure 71: Record Playback — Ready for Recording

iv. Click on the Record Icon on the toolbar. The recording of the scripts will start now.

Figure 72: Record Playback — Toolbar, Start Recording

v. Click on the desired series of steps in the device on the right hand side pane. All keys are recorded and displayed in the middle pane with images including the wait time between the recorded steps.

vi. Double click on any of the recorded steps in the middle pane to display a pop-up. You can edit the parameters here (see image below).

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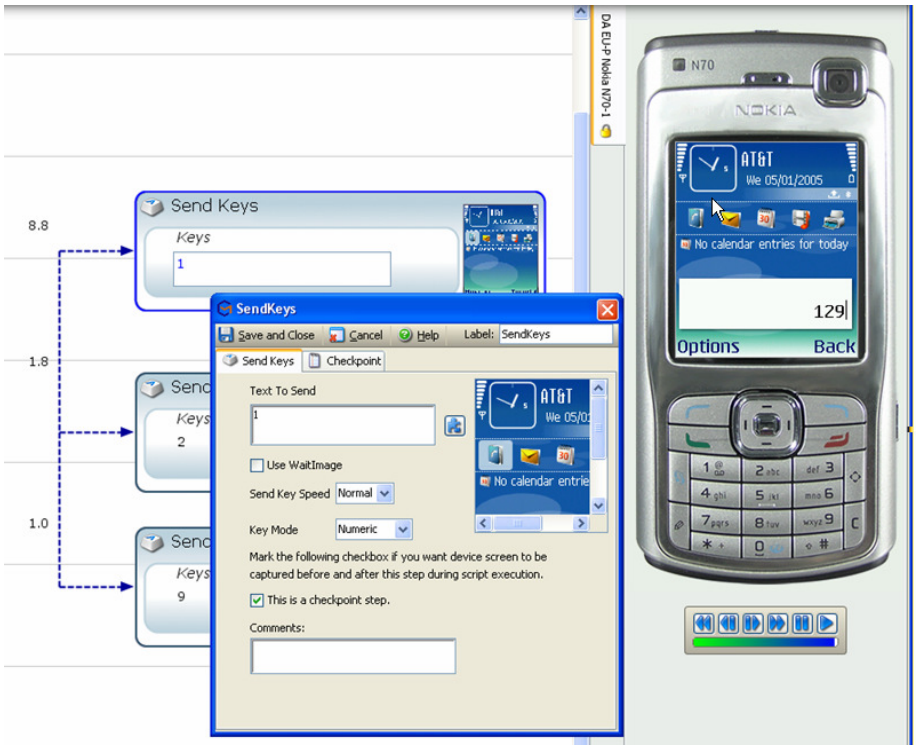

Figure 73: Record Playback — SendKeys Pop-up

vii. You can also edit the wait time between steps by single-clicking on the time and editing directly (see image below).

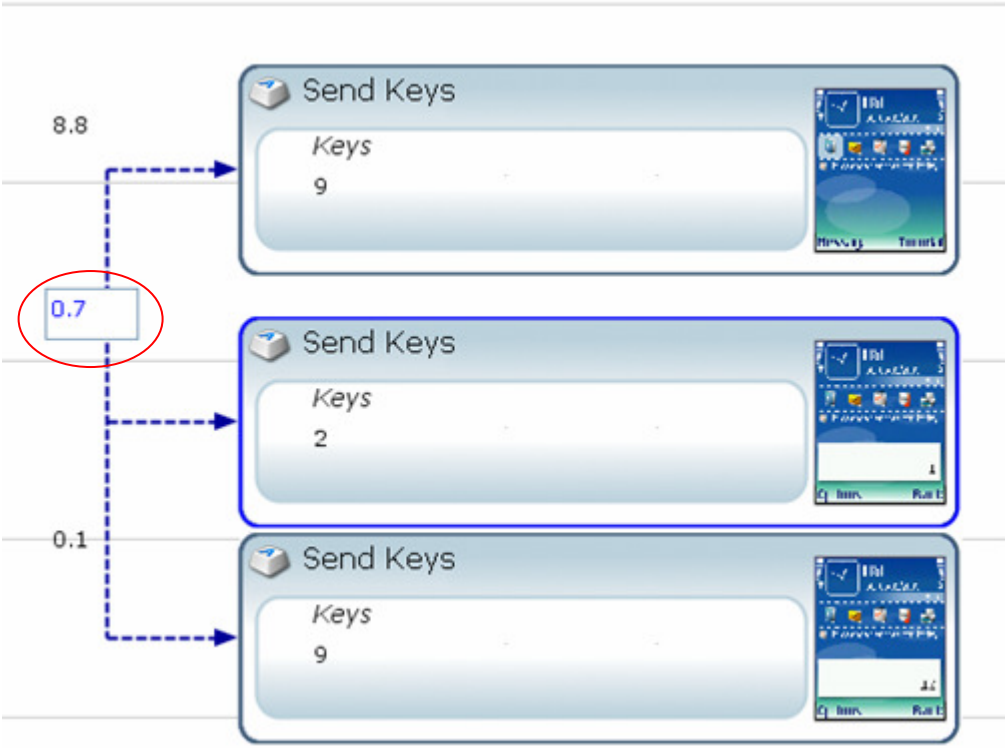

Figure 74: Record Playback — Edit Wait Time

viii. Click on the WaitImage icon to add an image to the script.

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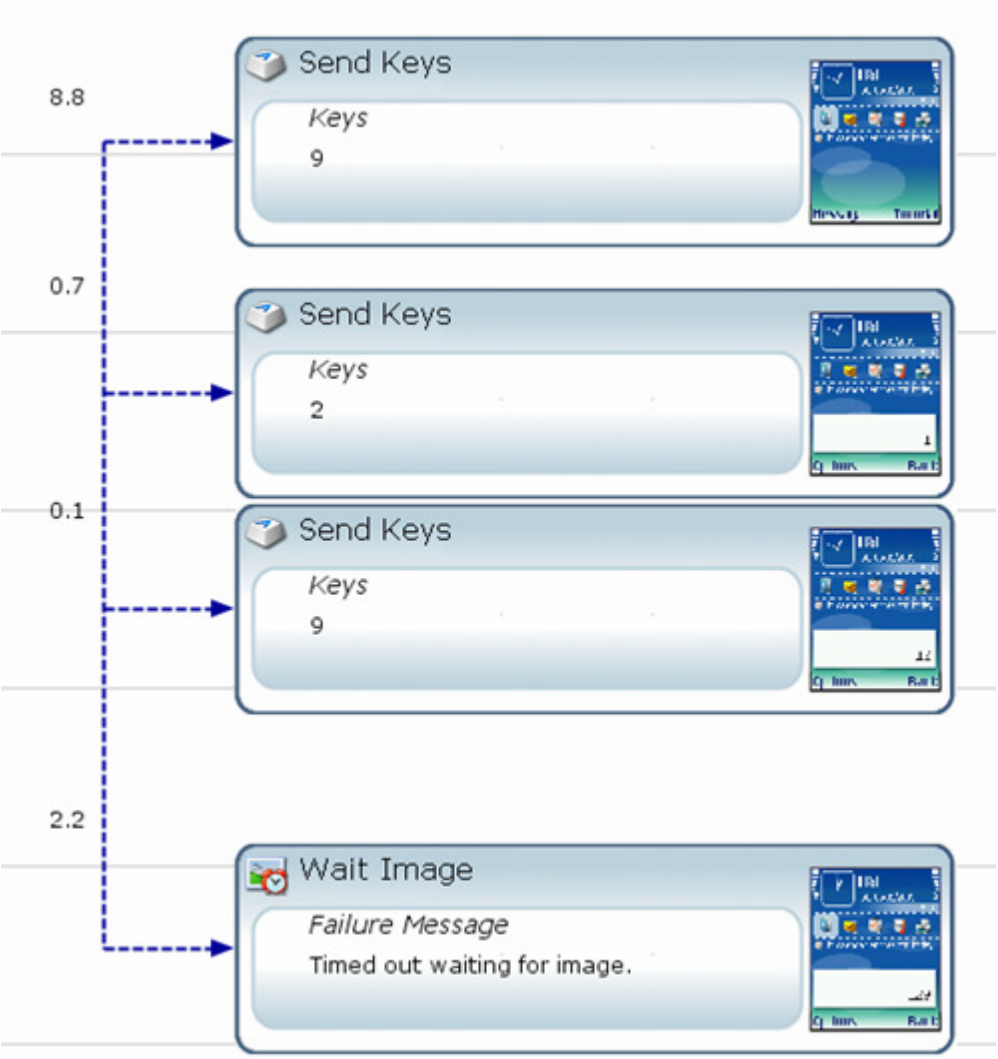

Figure 75: Record Playback- Wait Image

ix. Double-click on the WaitImage step to edit the properties for Image to be captured. You can use your mouse to capture the required part of the desired image to compare. Note that you can also either select a Fixed Position comparison, requiring that the image region appears in the exact position on the screen, or you may select an Any Position comparison, to search for the image region anywhere on the device screen.

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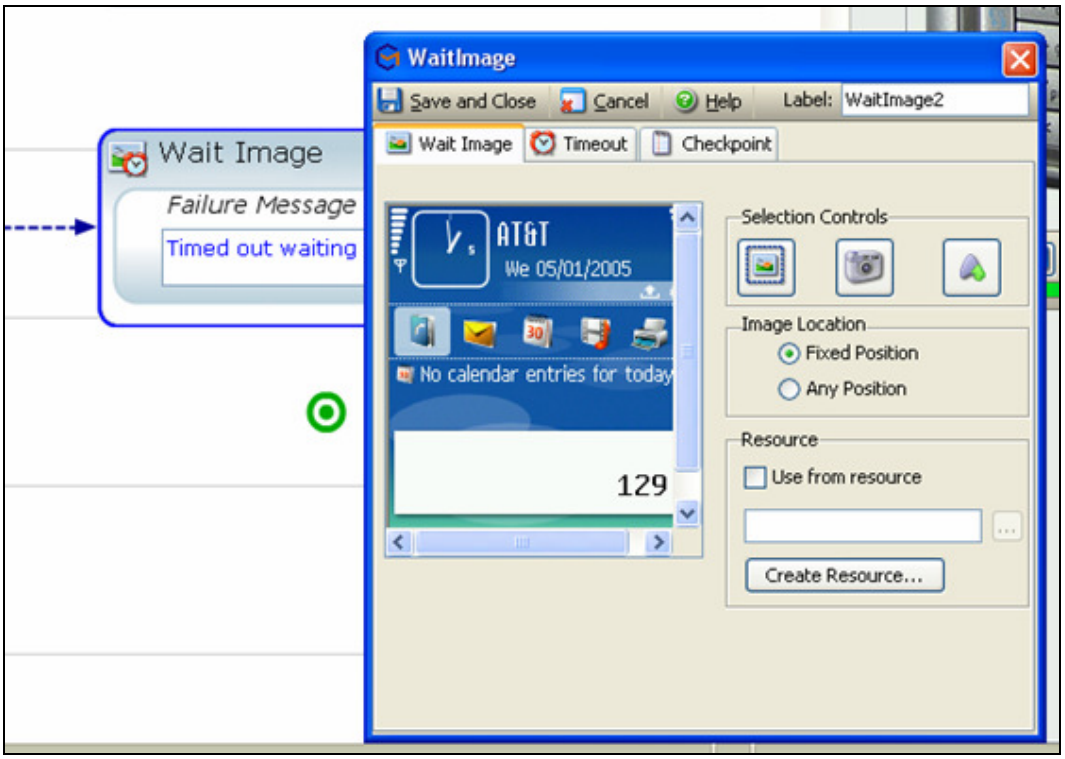

Figure 76: Record Playback - Wait Image Properties

11.4. Play Script

Select the script name to be played and click the **Play** button. Each step is executed and visible on the screen.

Whenever you complete running a script, you will see a Script Successful message or a Script Failure message. The message dialog box gives you the option to upload results to *MyDeviceAnywhere*. These results can be found in the Test Results tab.

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MYDEVICEANYWHERE

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12. MyDeviceAnywhere

MyDeviceAnywhere is the Web interface you see once you have logged into your *DeviceAnywhere* account. You can launch the *DeviceAnywhere Studio* from this interface, as well as perform the following functions:

i. Collaborate with your teams, partners and customers

ii. View test results

iii. Make reservations for devices

iv. Perform various administrative functions

12.1. Logging In to MyDeviceAnywhere

Go to DeviceAnywhere.com, and use your username and password to log into *MyDeviceAnywhere*.

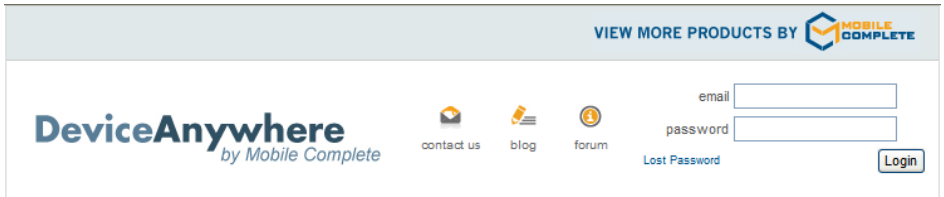

Figure 77: *MyDeviceAnywhere* – Login

Upon logging in, users will see the Home screen of *MyDeviceAnywhere*.

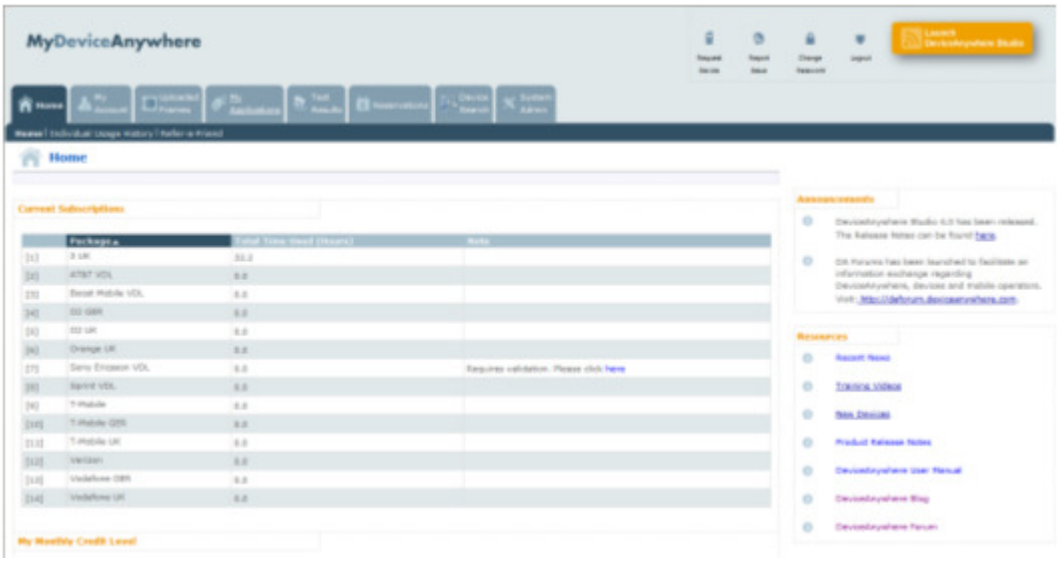

Figure 78: *MyDeviceAnywhere* Home Page

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12.2. Site Map of MyDeviceAnywhere

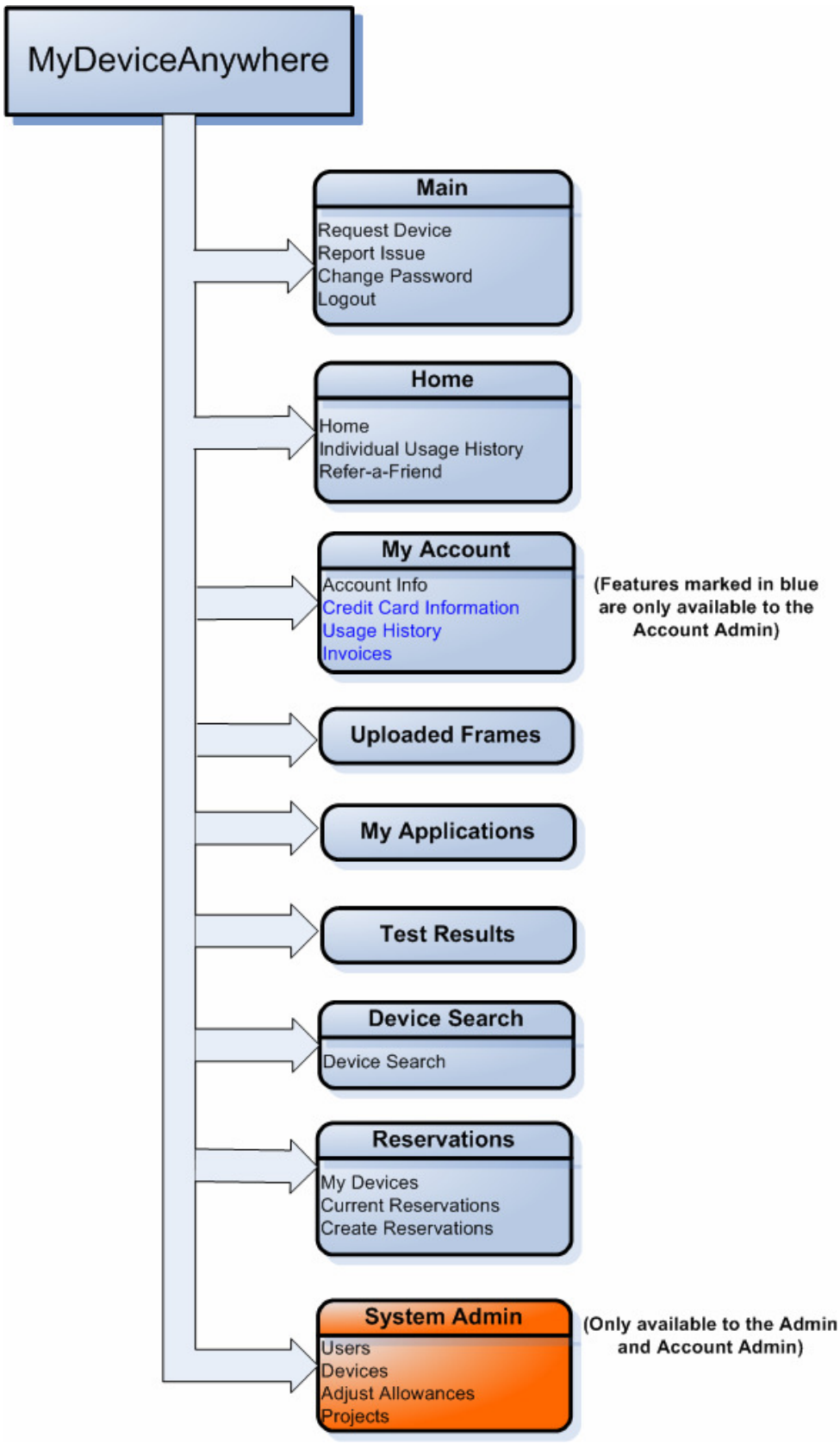

Figure 79: Site Map

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12.3. Main Functionality

On all pages of *MyDeviceAnywhere*, users have access to the following functionality:

Figure 80: Main Functionality

12.3.1. *Request Device*

If users are interested in a device that is not currently offered in *DeviceAnywhere*, they may request it by clicking on this icon.

12.3.2. *Report Issue*

Users may report any issues with devices, the *DeviceAnywhere Studio*, or the website here. All issues are addressed by our 24X5 support team.

12.3.3. *Change Password*

Users may change their password.

12.3.4. *Logout*

Selecting Logout will log you out from *MyDeviceAnywhere*.

12.3.5. *Launch DeviceAnywhere Studio*

Clicking on this button will launch *DeviceAnywhere Studio*.

12.4. Home

On the Home page, users will be able to see their current packages and individual usage for each package. In addition, there is an announcements section, as well as a resources section, which includes links to the most current version of release notes and the user manual. Other links include the DA Forum and the DA Blog.

12.4.1. *Individual Usage History*

Clicking on the Individual Usage History navigation link on the Home page will show users their usage history, by month. Choosing an individual month will show detailed usage by device.

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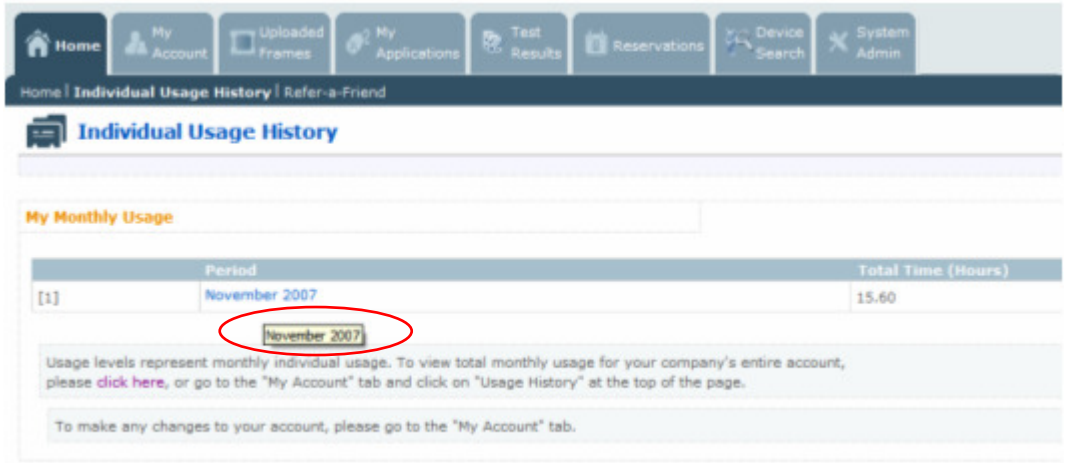
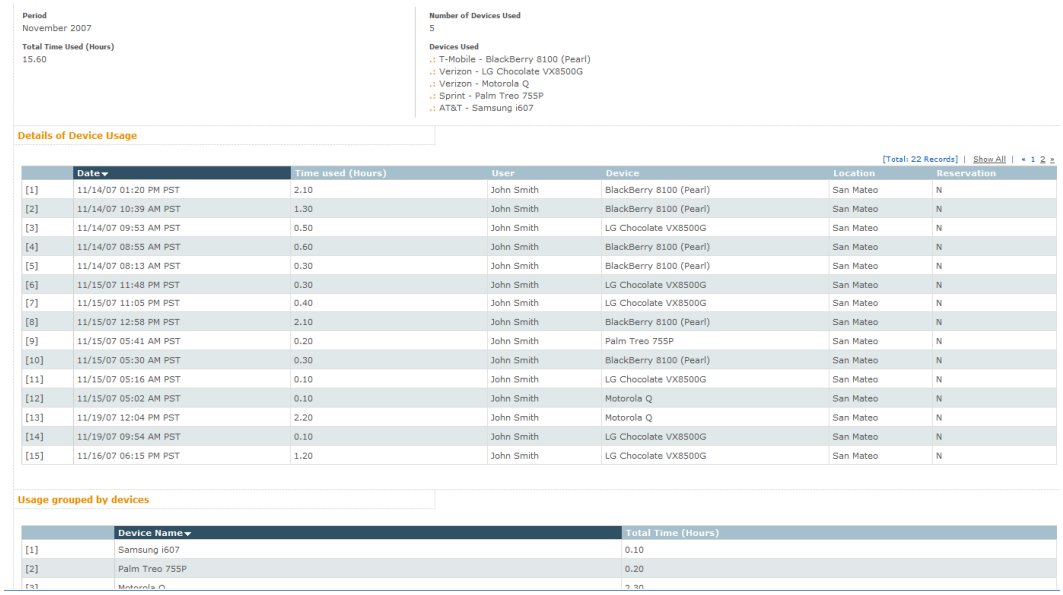


Figure 81: Individual Usage History – Summary



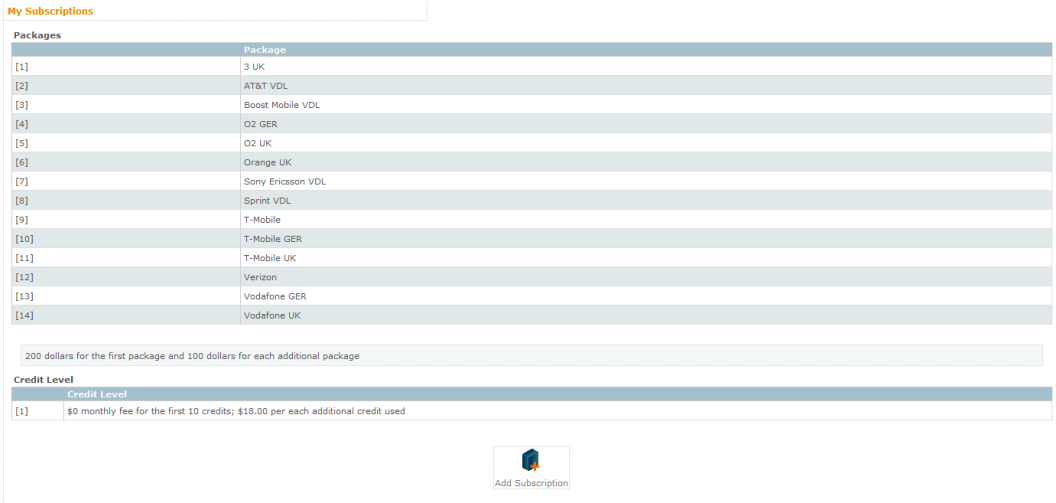
	Date	Time used (Hours)	User	Device	Location	Reservation
[1]	11/14/07 01:20 PM PST	2.10	John Smith	BlackBerry 8100 (Pearl)	San Mateo	N
[2]	11/14/07 10:39 AM PST	1.30	John Smith	BlackBerry 8100 (Pearl)	San Mateo	N
[3]	11/14/07 09:53 AM PST	0.50	John Smith	LG Chocolate VX8500G	San Mateo	N
[4]	11/14/07 08:55 AM PST	0.60	John Smith	BlackBerry 8100 (Pearl)	San Mateo	N
[5]	11/14/07 08:13 AM PST	0.30	John Smith	BlackBerry 8100 (Pearl)	San Mateo	N
[6]	11/15/07 11:48 PM PST	0.30	John Smith	LG Chocolate VX8500G	San Mateo	N
[7]	11/15/07 11:05 PM PST	0.40	John Smith	LG Chocolate VX8500G	San Mateo	N
[8]	11/15/07 12:58 PM PST	2.10	John Smith	BlackBerry 8100 (Pearl)	San Mateo	N
[9]	11/15/07 05:41 AM PST	0.20	John Smith	Palm Treo 755P	San Mateo	N
[10]	11/15/07 05:30 AM PST	0.30	John Smith	BlackBerry 8100 (Pearl)	San Mateo	N
[11]	11/15/07 05:16 AM PST	0.10	John Smith	LG Chocolate VX8500G	San Mateo	N
[12]	11/15/07 05:02 AM PST	0.10	John Smith	Motorola Q	San Mateo	N
[13]	11/19/07 12:04 PM PST	2.20	John Smith	Motorola Q	San Mateo	N
[14]	11/19/07 09:54 AM PST	0.10	John Smith	LG Chocolate VX8500G	San Mateo	N
[15]	11/16/07 06:15 PM PST	1.20	John Smith	LG Chocolate VX8500G	San Mateo	N

	Device Name	Total Time (Hours)
[1]	Samsung i607	0.10
[2]	Palm Treo 755P	0.20
[3]	Motorola Q	2.30

Figure 82: Individual Usage History – Detail

12.5. *My Account*

My Account lists your accounts current subscriptions, and if you are an Account Admin, allows you to add or change your subscriptions.



	Package
[1]	3 UK
[2]	AT&T VDL
[3]	Boost Mobile VDL
[4]	O2 GER
[5]	O2 UK
[6]	Orange UK
[7]	Sony Ericsson VDL
[8]	Sprint VDL
[9]	T-Mobile
[10]	T-Mobile GER
[11]	T-Mobile UK
[12]	Verizon
[13]	Vodafone GER
[14]	Vodafone UK

	Credit Level
[1]	$0 monthly fee for the first 10 credits; $18.00 per each additional credit used

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Figure 83: My Account

12.5.1. *Credit Card Information*

Clicking on this navigation menu item under the My Account tab will allow Account Admins to edit the credit card on file.

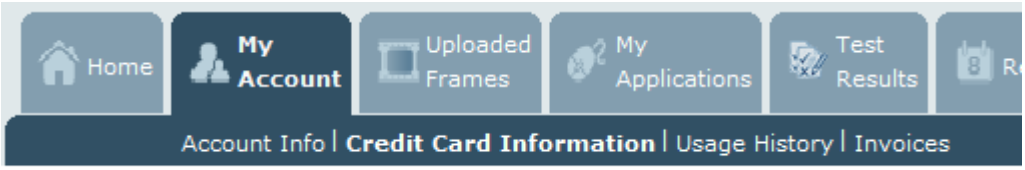

Figure 84: My Account Menu

12.5.2. *Usage History*

Similar to Individual Usage History under the Home tab, this page shows usage history, but of your entire account. Clicking on an individual month will show detailed reports by user and device.

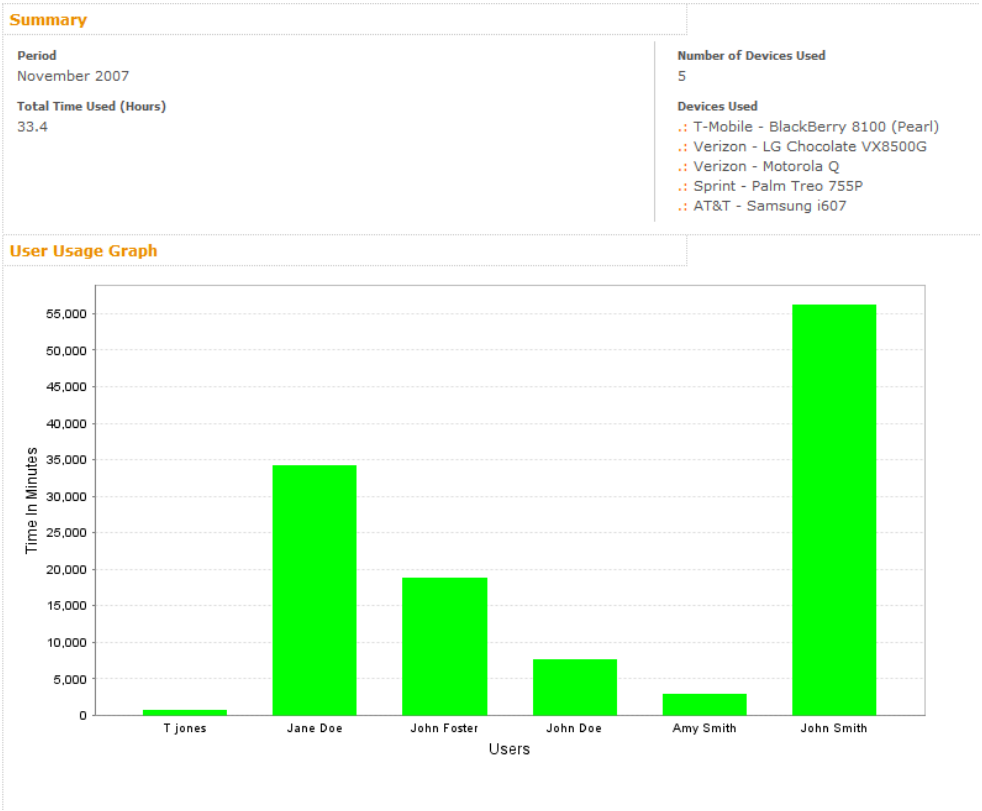

Figure 85: Detailed Account Usage by User

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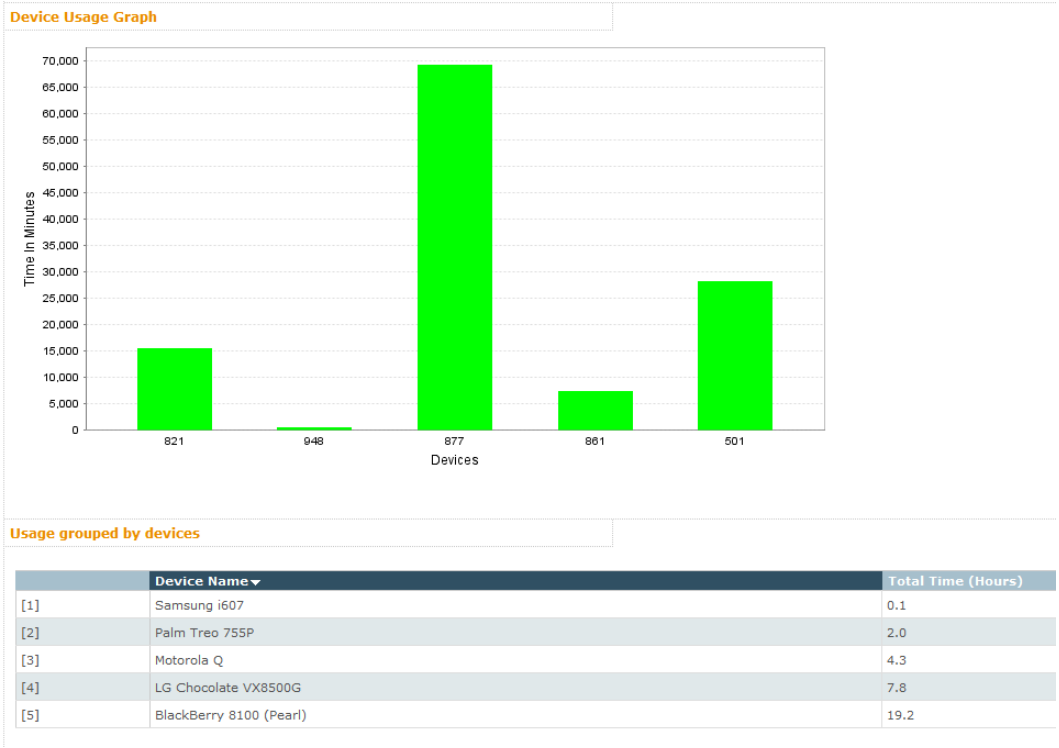

	Device Name	Total Time (Hours)
[1]	Samsung i607	0.1
[2]	Palm Treo 755P	2.0
[3]	Motorola Q	4.3
[4]	LG Chocolate VX8500G	7.8
[5]	BlackBerry 8100 (Pearl)	19.2

Figure 86: Detailed Account Usage by Device Detail

12.5.3. *Invoices*

Account administrators will be able to view their monthly invoices by clicking on this menu item.

12.6. Uploaded Frames

Users may use the Uploaded Frames section to share and collaborate with other users. The main page will show the list of framesets that you have uploaded.

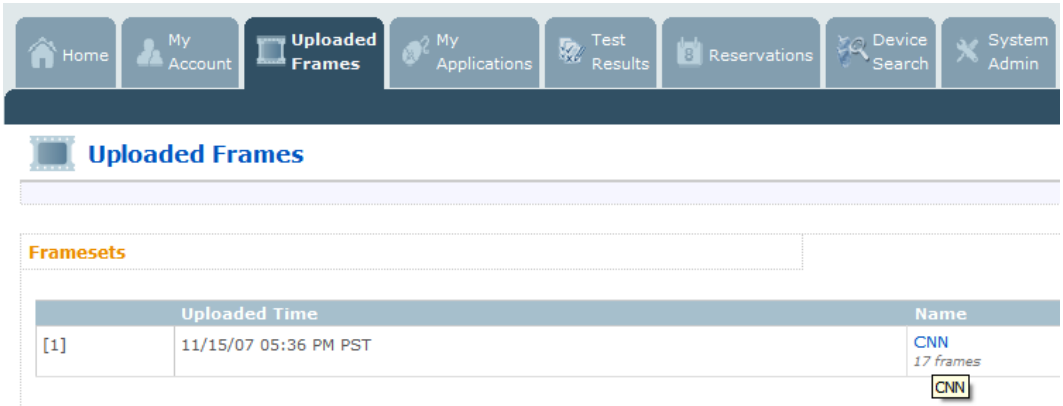

Figure 87: Uploaded Frames

To view frameset details (i.e. individual frames and keystrokes) click on the frame name. On this page you will be able to:

- View Individual Frames: Details the actual frames and their associated key presses.

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- Make Comments: Users may add their comments to the framesets. The comments are maintained in a comment history table displayed at the end of the page.
- Email Results: Allows results to be emailed to users. Emails to users that are part of your *DeviceAnywhere* account will include a link to the Uploaded Frames page; they will be required to log in and can then view the results and use the other *MyDeviceAnywhere* functionality. Emails to users who are not on your *DeviceAnywhere* account or to non-users will contain a link that will only show the specific framesets you have sent.

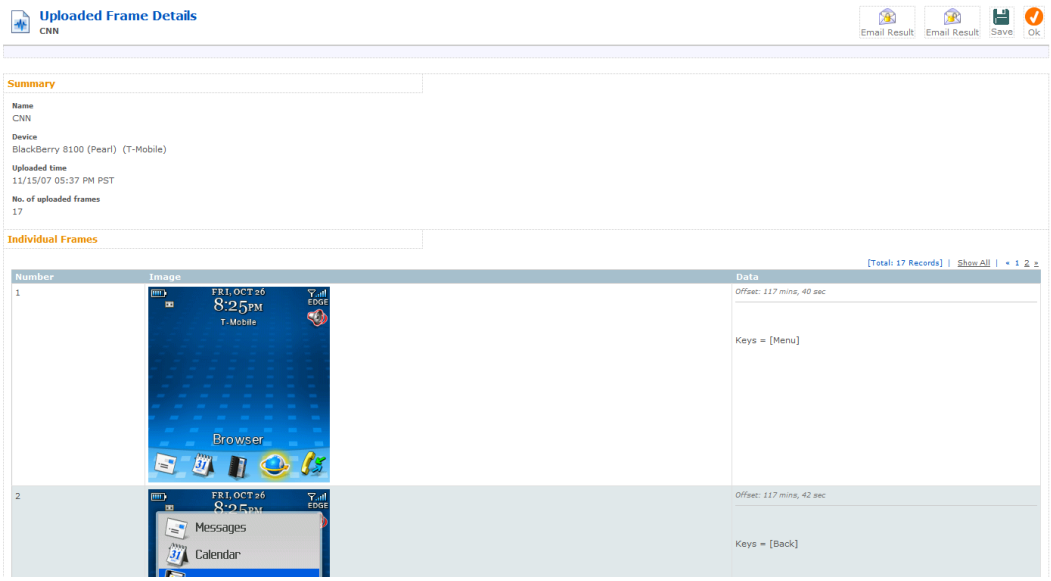

Figure 88: Uploaded Frames Details Page

12.7. My Applications

Users may use My Applications to store applications that they want to later upload to DeviceAnywhere devices. This functionality is described in detail in Section 10.1 above.

12.8. Test Results

Scripts that are run (through Record and Playback) generate Result sets that are accessible through *MyDeviceAnywhere*. Each test result is a step-by-step Web view of what happened during the test run. Web-based access to test results allows you to view results and provides helpful sharing features.

Test results are structured as follows:

i. Each run generates a Resultset, consisting of one or more individual results.
ii. Each result corresponds to a combination of one script and one device.
iii. Each result is comprised of a series of result steps that present a visual view of what happened during that test run.

The Test Results page displays a list of all the test results in the system, for all projects to which you have access. Note that test results for projects you do not have access to will not be shown here.

You can sort the list of test results based on various test attributes, and you can navigate pages by clicking on the page numbers in the top-right corner. When you

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click on a particular Resultset name, you will drill-down to a view showing details of that Resultset, including a list of the results contained in that Resultset.

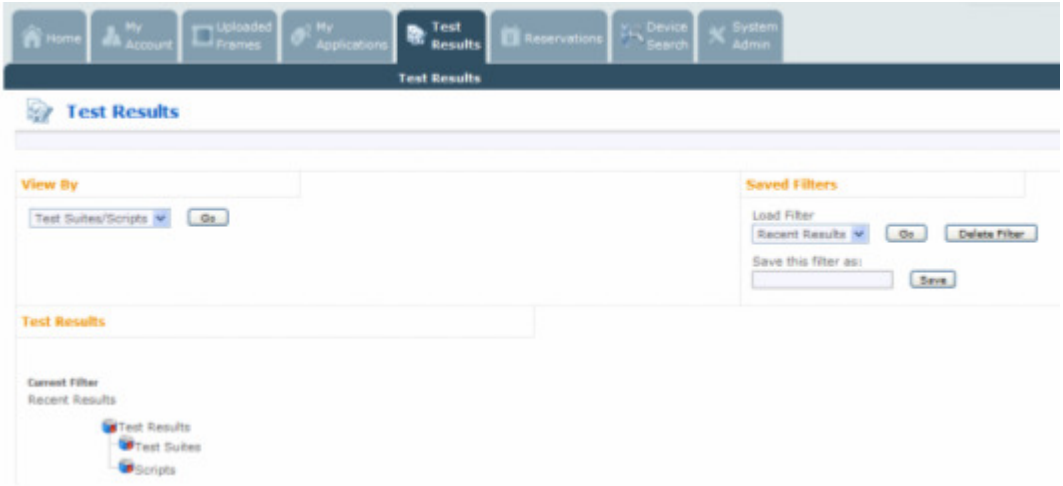

Figure 89: Test Results

12.9. Reservations

Reservations allow you to reserve mobile devices for usage at requested days and times. Reservations can be made up to 2 weeks in advance, and for up to a one hour slot.

If another user is using the reserved device at the time that the reservation starts, they will be warned above the upcoming reservation 5 minutes before the reserved time. At the reserved time, the device will automatically be released and the reserver will be notified that the device is available for them.

Devices can be reserved through the Reservation tab in *MyDeviceAnywhere*. To reserve a device, select Create Reservation from the Reservation menu.

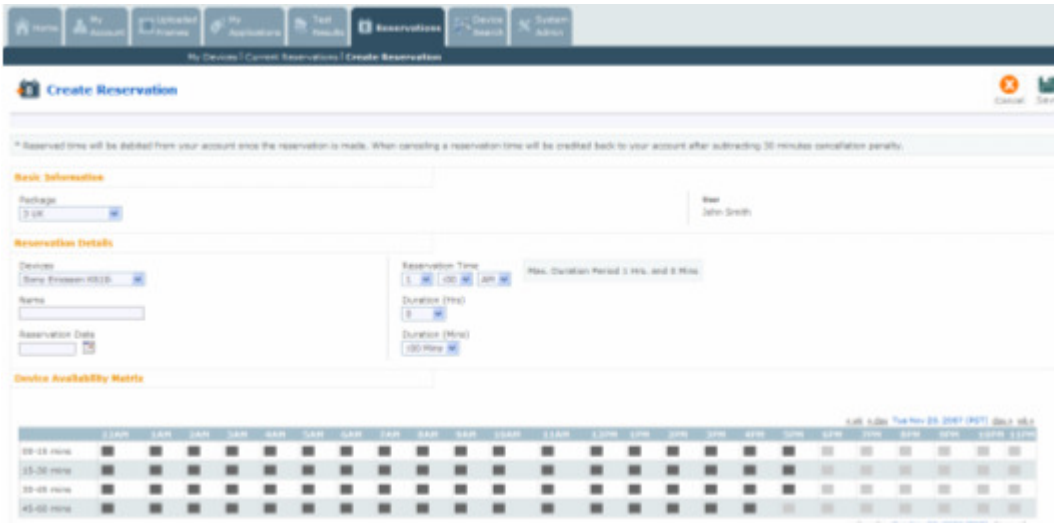

Figure 90: Create Reservations

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To make a reservation, choose the package and device you want to reserve, and then choose the reservation time. The Device Availability Matrix will show you what times are available for the device.

You can view your reservations through the Current Reservations menu.

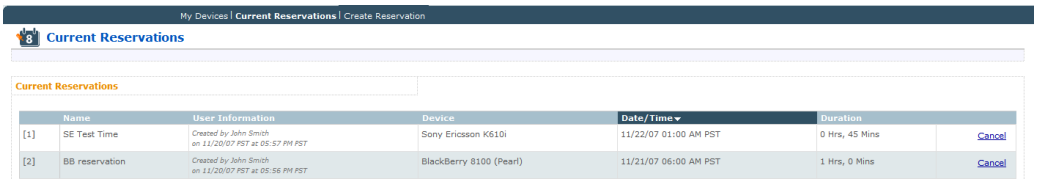

Figure 91: Current Reservations

12.10. Device Search

Device Search in *MyDeviceAnywhere* is new in 4.0. This tab allows users to search for devices by package, manufacturer, and model, similar to the Device Search page on the DeviceAnywhere.com website. Additionally, the Device Search inside *MyDeviceAnywhere* allows users to export their search results to an excel file.

Users may view devices both without icons (which results in faster search results) and with icons.

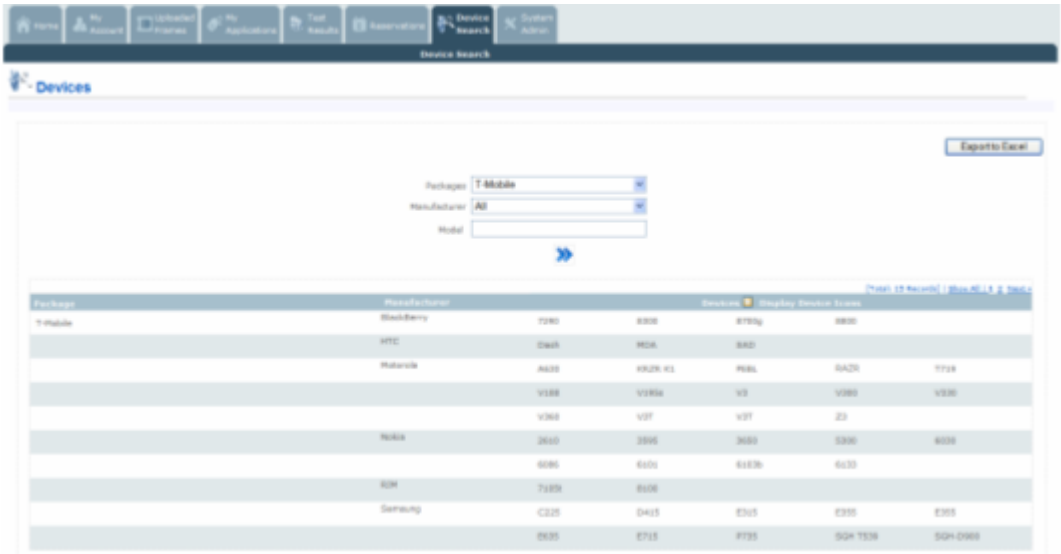

Figure 92: Device Search Results, No Icons

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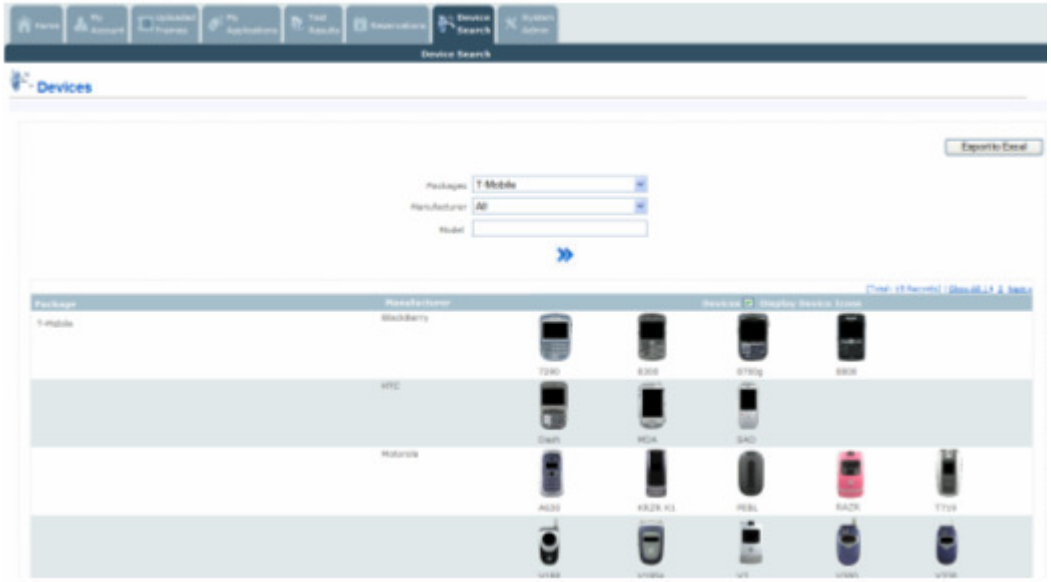

Figure 93: Device Search Results, with Icons

Additionally, users may now search across all packages for a specific device model; the results will list the packages which contain that model. In the below example, the Motorola K1 search results are shown.

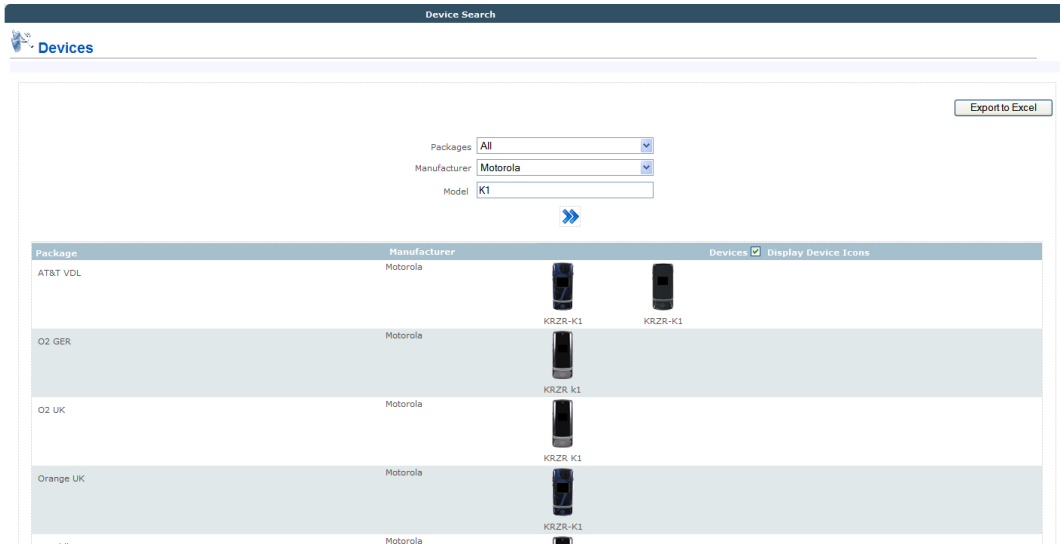

Figure 94: Specific Model Search

12.11. System Admin

System Admin contains views for the administration of users, devices and projects. Only Admins and System Admins have access to this tab.

12.11.1. *Users*

This tab shows all users on your account. From this screen, you can add new users, add user groups, and send messages to users.

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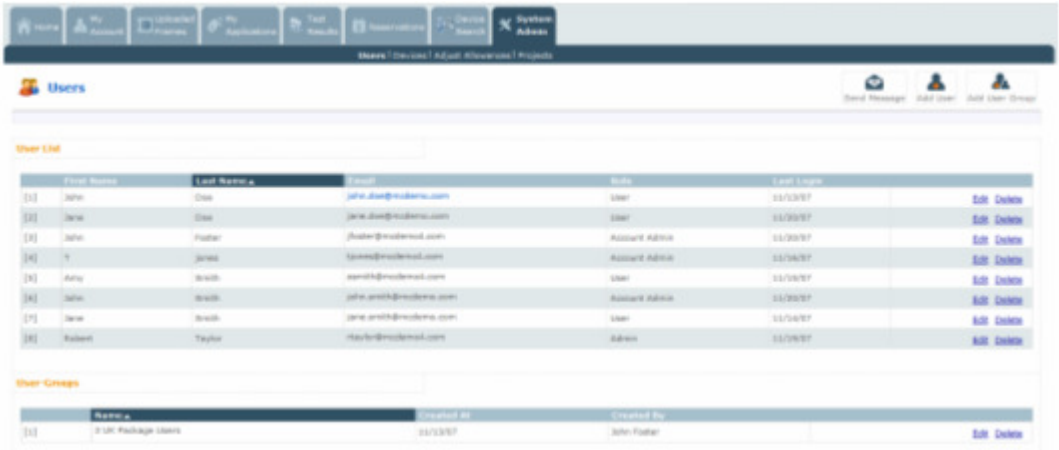

Figure 95: System Admin, Users

Clicking on Add User takes you to the Add User screen. When adding a user, you must choose a Role. The options are User, Admin, or Account Admin.

Account Admins are the highest level of user, with access to all *MyDeviceAnywhere* functionality. Only Account Admins may make changes to the account, including adding or changing subscriptions and editing credit card information.

Admins (and Account Admins) may create new users, projects (used for managing Record and Playback scripts), and edit allowances.

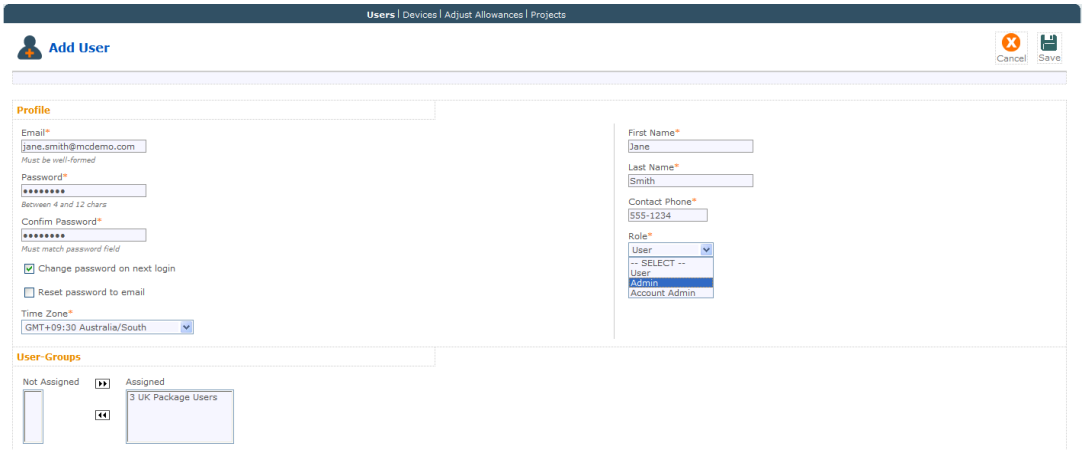

Figure 96: Add User

12.11.2. *Devices*

Through this tab, you may view all devices in your packages to see which are in use and who is using them, and you may view and create reservations. For more information on creating reservations, see Section 12.9.

12.11.3. *Adjust Allowances*

Allowances are monthly limits that you place on the hours of device usage certain users are allowed. Note that once a user has reached their monthly allowance limit, they will not be able to access devices for the remainder of the month.

On the Adjust Allowances screen, choose Edit. From the following screen (shown below) you may adjust users' allowances by changing the hours and minutes in the Policy column.

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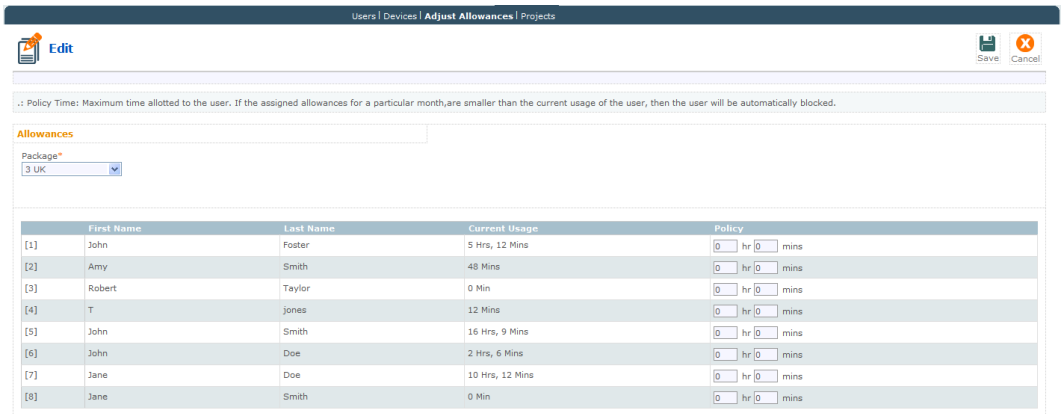

Figure 97: Allowances, Edit Allowances

12.11.4. *Projects*

Projects help you organize scripts (see Section 11.3). In addition, projects may be assigned to specific users, so that Admins may limit access to certain projects if desired.

To create a new project, select Add Project. You will be required to provide a project name, and to assign users to the project.

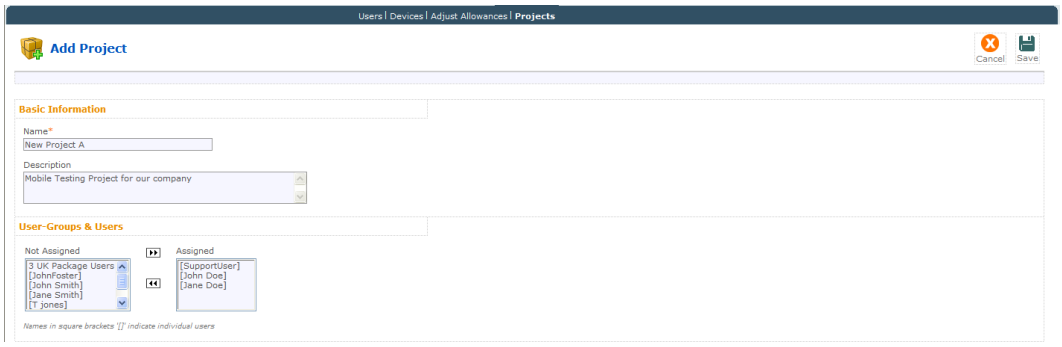

Figure 98: Add Project

13. Contact Information

If you have any questions about how to use any of the *DeviceAnywhere* features, or have an issue to report, please contact us at DASupport@deviceanywhere.com.

For questions about additional products, your account, invoices or pricing policies, please contact DASales@deviceanywhere.com.

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