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Manuals, Mobile Applications

Introduction

This document contains guidelines on how to develop applications for mobile devices using **Aware IM**. It assumes that the reader is familiar with how to develop non-mobile **Aware IM** web applications.

Mobile devices are different from regular web applications driven by standard browsers in that the real estate available for the applications is strictly limited (unless you are using tablets) and there is no support for the mouse – the user operates an application using his fingers instead.

Starting from version 7.0 all **Aware IM** features available for desktop applications are also available for mobile applications and the other way around. However, because of the restrictions of mobile applications mentioned above the developer is more likely to use certain **Aware IM** features only on mobile devices and other features – only on desktop. This document contains guidelines on which features should be used on mobile devices.

Note that by mobile devices we primarily mean mobile phones. Tablets have sufficient real estate and quite often applications developed for desktops will work as is on tablets. However, you can also develop a tablet-specific variation of your application if you like.

Starting from version 5.9 **Aware IM** supports all popular mobile devices

1. Apple iOS family of mobile devices – iPhone, iPad and iPod Touch
2. Google Android family of mobile devices
3. Windows phone
4. Blackberry devices
5. Symbian family devices