



IMPRONTO FAQ

Who uses Rococo's products?

Rococo's Bluetooth Simulator and Developer Kit are ideal for application developers creating Bluetooth applications, phone equipment manufacturers, OEMs, platform vendors (VM vendors and stack vendors) and for universities doing research and development around Bluetooth technology.

Who are Rococo's product customers?

Organisations including Motorola, Siemens VDO, Ericsson, Vodafone, France Telecom, Nokia and Panasonic are using Rococo products to develop Bluetooth applications, bringing wireless technology to market faster and easier, and saving time and money in the process.

What are the benefits of using Rococo's products?

Rococo Simulator and Rococo Developer Kit simplify testing, reduce application development time and lower development costs. Rococo's products use a standards-based, patented technology that has been tried and tested by some of the largest and most innovative organizations in the wireless industry, including Ericsson, Nokia, Motorola and others.

IMPRONTO SIMULATOR

What is Impronto Simulator?

Impronto Simulator lets developers develop, test and configure mobile applications in a Bluetooth-simulated environment without purchasing costly hardware and Bluetooth stacks.

How does Impronto Simulator work?

When an application runs on Impronto Simulator, the VStack (or virtual Bluetooth stack) processes all Bluetooth calls, routing them to the VStack of the appropriate device. The Discovery Daemon allows devices to locate one another; the Manager GUI helps developers monitor the behaviour of simulated devices and networks; the Event Logger logs API calls and Bluetooth events and the Device Editor is used to configure virtual devices. See architecture diagram

Is Impronto Simulator 100% Java?

Impronto Simulator is 100% Java and supports any standard Java environment, J2SE and J2ME.

What platforms does Impronto Simulator support?

Impronto Simulator runs on any platform that supports Java 2 Platform, Standard Edition (J2SE). It has been tested on Windows and Linux. You may develop either J2SE or J2ME Java Bluetooth applications using Impronto Simulator. J2SE applications may run on any J2SE platform and connect to Impronto Simulator. J2ME applications may run and connect to the Simulator using Sun Microsystem's Wireless Toolkit (v 1.0.4) or ME4SE (see <http://www.me4se.org>). You may also run your J2ME applications in other J2ME emulators if they support the loading of classes into system packages (this is required as Impronto Simulator includes an implementation of javax.bluetooth).



Is Impronto Simulator free for academic non-commercial use?

No, Impronto Simulator is a commercial product that may be purchased from Rococo Software (see <http://www.rococosoft.com>). Only the Impronto Developer Kit for Linux is available free for academic non-commercial use.

Do I need a particular Bluetooth stack or Bluetooth hardware to use Impronto Simulator?

No, Impronto Simulator provides a full emulation of the Java APIs for Bluetooth Wireless Technology (JABWT) in software. You can develop and test your JABWT applications without the need for Bluetooth hardware or a Bluetooth stack.

IMPRONTO SOFTWARE DEVELOPER KIT

What Is Impronto DK?

Impronto is a development framework that makes it easy to create Bluetooth applications. Impronto DK hides device dependencies and communication protocols behind standard Java APIs while still providing developers with power and flexibility.

What standards does Impronto DK support?

Impronto DK supports the standard Java APIs for Bluetooth Wireless Technology (JABWT).

Is Impronto DK 100% pure Java?

Impronto DK is pure Java with the exception of the 'C' component of the Native Call-out Framework used to interface with Bluetooth stacks that expose 'C' APIs.

Is it possible to port Impronto applications between different types of devices?

Yes. Since Impronto DK runs on the J2ME platform, an Impronto application will run on any device that supports J2ME and has a supported Bluetooth stack.

What platforms does Impronto DK support?

Impronto DK is available for Linux and for PalmOS™. The Impronto DK for Linux supports Java 2 Platform, Standard Edition (J2SE™) and Java 2 Platform, Micro Edition (J2ME™) via the ME4SE framework (see <http://www.me4se.org>). It is built using the BlueZ Bluetooth Stack. The Impronto DK for PalmOS™ supports Java2 Platform, Micro Edition (J2ME™) and is built using the Palm Bluetooth APIs. Note that Impronto DK for PalmOS™ supports PalmOS 4.x. It does not currently support the PalmOS 5.x platform. For more information on these platforms, visit http://www.rococosoft.com/blue_dk.html

What hardware has Impronto DK for Linux been tested on?

Impronto DK for Linux will work with any hardware that is supported by BlueZ. Our testing has been carried out using Bluetooth Compact Flash cards from Anycom and Socket in the Sharp Zaurus C700 series and SL-5500, as well as the TDK Bluetooth USB dongle connected to a Linux x86 Redhat machine.

What hardware has Impronto DK for PalmOS™ been tested on?

Palm m500, m505, m515 with Palm Bluetooth SDIO card and Sony Clie T625C, T615C with Sony Bluetooth Memory Stick.