
S60 Platform: Identification Codes

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S60 platform

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Change history

September 18, 2002	Version 1.0	Document added into Forum Nokia
September 26, 2002	Version 1.1	Correction to Product ID number and some instructions added
December 8, 2003	Version 1.2	Updates to include S60 2nd Edition
July 8, 2004	Version 1.3	Machine UIDs added
May 4, 2006	Version 1.4	Major update with structural changes. Updated to include S60 2nd and 3rd Edition IDs.

1. Introduction

Devices based on the S60 platform have a built-in mechanism to warn users attempting to install incompatible software: either a non-S60-based application or an S60-based application targeted at a newer platform release than the release of the device into which the application is being installed. Incompatibility could also be an issue when S60-based applications that are built only for a particular S60 device model are being installed on a different S60 device model. An example of an application that is incompatible with a device model is a camera application that is being installed into a device that does not have a camera.

This document describes how application developers should handle the compatibility of C++ applications at installation time, using S60 identification codes (Platform IDs and Product IDs). Usage of the identification codes is also illustrated. A list of currently supported IDs of S60 devices is included in Appendix A.

In addition, a separate concept for detecting the device identity at run time, Machine UID, is briefly described.

2. Identification codes

An identification code is a special identifier sequence (**id-sequence**) that can be used to identify a platform release or to identify a specific device model, known as a Platform ID or a Product ID, respectively.

The Platform ID is defined for each S60 platform release (Editions and Feature Packs). Thus, if a new feature is supported by a certain S60 platform release and onwards, the Platform ID of that specific release can be used to ensure the installation of an application into compatible devices, provided that there is no binary break between platform releases.

The Product ID is defined for each S60 device. Similarly to the Platform ID, installing an application into a device where it would not run optimally or at all can be prevented. A typical use case would be, for example, that an application uses a specific software or hardware feature supported by one or few devices only, and the application would not work in a desired way or at all in any other device. Thus, it would be necessary to control that the application should not be installed into incompatible devices. However, the use cases for a Product ID should be rare for devices' software feature dependence, since S60 C++ APIs are commonly targeted at multiple platform versions.

The Platform IDs of each S60 platform release and the product-specific IDs for each S60 device are listed in Table 1 and Table 2.

All installation packages of S60 applications should contain the id-sequence in order to facilitate smooth installation of the software. If the id-sequence is not found or the id-sequence is not recognized by a device (for example, the id-sequence refers to a newer platform release than the release supported by the device), the user will get a notification about the potential incompatibility. Depending on the platform release, the installation process can be continued, but at the risk of application functionality failure.

3. Syntax of defining identification codes

The identification code is specified as a requisite in the installation package file (.pkg). The syntax of defining identification codes is slightly different between S60 3rd Edition and S60 1st/2nd Edition.

3.1 Syntax in S60 3rd Edition and later

The identifier sequence line is added right after the line of the installation package header, with the ID embraced by square brackets:

```
#{"MyApplication"}, (0x20000001), 1, 0, 0
[0x101F7961], 0, 0, 0, {"Series60ProductID"}
```

In the example above, the Platform ID of S60 3rd Edition is used. The Product IDs of S60 3rd Edition devices are used in a similar way.

The Platform and Product IDs of S60 3rd Edition devices and newer are listed in Table 2 in Appendix A.



Note: From S60 3rd Edition onwards, the ID must be defined in square brackets because the platform dependency is considered a hardware dependency. If parentheses (dependency to a software component) are used, installation will fail with an "Application not compatible" error.

3.2 Syntax in S60 1st and 2nd Editions

In S60 1st and 2nd Editions, the identifier sequence line is also added right after the line of the installation package header, but with the ID embraced by parentheses:

```
#{"MyApplication"}, (0x10000001), 1, 0, 0
; Platform ID for S60 2nd Edition
(0x101F7960), 0, 0, 0, {" Series60ProductID"}
```

In the example above, the Platform ID of S60 2nd Edition is used. The Product IDs of S60 1st and 2nd Edition devices are used in a similar way.

The Platform and Product IDs of S60 1st and 2nd Edition devices are listed in Table 1 in Appendix A.

4. Considerations on using Platform IDs and Product IDs

4.1 Applications supporting multiple platform releases

S60 C++ APIs are commonly targeted at multiple platform versions. Thus, it is worthwhile to design the application for multiple platform releases. Choosing the correct Platform ID helps in declaring the compatibility of each application build.

The general rule is that you should use the Platform ID of the first compatible S60 platform release to provide smooth installation on that and all subsequent platform releases (provided that there is no binary break between platform releases).

4.1.1 S60 3rd Edition and later

Because of a full binary break in S60 3rd Edition, applications built for earlier platform versions are not compatible with it. In addition, the changed format of the installation package prevents from installing incompatible applications. Thus, applications targeted to run on S60 3rd Edition or newer devices should always have a Platform ID of S60 3rd Edition (or newer if required).

The identifier for applications that are designed for S60 3rd Edition is `0x101F7961`. These applications can be installed on S60 3rd Edition and newer devices.

4.1.2 S60 1st and 2nd Editions

Applications targeted to run on all S60 1st and 2nd Edition devices should use the Platform ID of S60 1st Edition (v0.9) (`0x101F6F88`).

Applications designed to run only on S60 2nd Edition devices should use the Platform ID of S60 2nd Edition (`0x101F7960`). Such applications should then be possible to install smoothly on all S60 2nd Edition devices (including all Feature Packs).

Similarly, should the application only run on S60 2nd Edition, Feature Pack 2 and Feature Pack 3, the Platform ID of S60 2nd Edition, Feature Pack 2 (`0x10200BAB`) should be used.

4.2 Device-specific applications

4.2.1 Devices based on S60 3rd Edition and later

From S60 3rd Edition onwards, it is possible to define multiple Product IDs in the same .pkg file, to indicate support for multiple devices:

```
#{"DeviceSpecificApp"}, (0x20000001), 1, 0, 0
[0x10275218], 0, 0, 0, {"Nokia N71 ID"}
[0x200005F9], 0, 0, 0, {"Nokia N80 ID"}
```

An application with the sequence lines above installs to the two devices without warnings. The application will also install to any other compatible S60 3rd Edition

(or newer) device but the installer will provide the user with a warning message: "Application not compatible with phone. Continue anyway?"



Note: Product IDs and S60 3rd Edition Platform ID should not be used together in a .pkg file if the application is meant to support only a subset of 3rd Edition devices. If the Platform ID is defined, the application will install to any device supporting that platform, without displaying a compatibility warning.

4.2.2 Devices based on S60 1st or 2nd Edition

In S60 1st and 2nd Editions, the Platform ID is always required but you may combine it with one — and only one — Product ID:

```
#{"DeviceSpecificApp"}, (0x10000001), 1, 0, 0
(0x10200BAB), 0, 0, 0, {"Series60ProductID"}
(0x101F7964), 0, 0, 0, {"Nokia6630ProductID"}
```



Note: If multiple Product IDs are defined, the installation will fail. If the Platform ID is missing, a compatibility warning is displayed during installation.

5. Detecting the device at run time with Machine UID

In addition to the identification codes, Machine UIDs are available for S60 C++ applications. An application can at **run time** find out the Machine UID to identify the device, and then optimize the available features to best suit the capabilities of the device running the application.

The Machine UID can be retrieved by calling the `HAL::Get` function in the source code:

```
#include <hal.h> // link against hal.lib

TInt uid;
HAL::Get(HAL::EMachineUid, uid);
```

Note that in newer S60 devices (from S60 2nd Edition, Feature Pack 3 onwards) the Machine UID is usually the same as the Product ID. All supported Machine UIDs are listed in Table 1 and Table 2.

Appendix A. Supported IDs in S60 devices

Platform	Device	Platform ID	Product ID	Machine UID
S60 1st Edition (0.9):		0x101F6F88		
	Nokia 7650		0x101F6F87	0x101F4FC3
S60 1st Edition, FP1 (1.2):		0x101F8202		
	Nokia 3650		0x101F7962	0x101F466A
	Nokia 3660		N/A	0x101F466A
	Sendo-X		N/A	0x101FA031
	Siemens SX-1		0x101F9071	0x101F9071
S60 2nd Edition:		0x101F7960		
	Nokia 6600		0x101F7963	0x101FB3DD
S60 2nd Edition, FP1:		0x101F9115		
	Nokia 3230		0x10200F97	0x10200F97
	Nokia 6260		0x101FB3F4	0x101FB3F4
	Nokia 6620		0x1020216B	0x101F3EE3
	Nokia 6670		0x101FD5DC	0x101FB3F3
	Nokia 7610		0x101FD5DB	0x101FB3F3
S60 2nd Edition, FP2:		0x10200BAB		
	Nokia 6630		0x101F7964	0x101FBB55
	Nokia 6680		0x102078D1	0x10200F99
	Nokia 6681		0x102078D0	0x10200F9C
	Nokia 6682		0x102078CF	0x10200F9B
S60 2nd Edition, FP3:		0x102032BD		
	Nokia N70		0x10200F9A	0x10200F9A
	Nokia N90		0x10200F98	0x10200F98
Other:				
	Nokia N-Gage™		0x101F8A64	0x101F8C19
	Nokia N-Gage™ QD		N/A	0x101FB2B1

Table 1: Supported IDs of S60 1st and 2nd Edition devices and Nokia N-Gage™ game decks

Platform	Device	Platform ID	Product ID	Machine UID
S60 3rd Edition:		0x101F7961		
	Nokia 3250		0x200005F8	0x200005F8
	Nokia E60		0x20001856	0x20001856
	Nokia E61		0x20001858	0x20001858
	Nokia E70		0x20001857	0x20001857
	Nokia N71		0x200005FF	0x200005FF
	Nokia N73		0x200005FB	0x200005FB
	Nokia N80		0x200005F9	0x200005F9
	Nokia N91		0x200005FC	0x200005FC
	Nokia N92		0x200005FA	0x200005FA
S60 3rd Edition, FP1:		0x102032BE		

Table 2: Supported IDs of S60 3rd Edition devices

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