

F O R U M N O K I A

Carbide.c++ FAQ

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Carbide.c++

NOKIA

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Change history

8 November 2006	Version 1.0	Initial document release
28 November 2006	Version 1.1	Various updates
26 November 2007	Version 1.2	Updates throughout for changes in Carbide.c++ 1.2 and the forthcoming obsolescence of CodeWarrior™ and Carbide.j tools
18 June 2008	Version 1.3	Updates throughout to remove most of the information related to CodeWarrior and to provide information on the new features of Carbide.c++ 1.3
5 December 2008	Version 1.4	Updates throughout to provide information on the new features of Carbide.c++ 2.0

1 Introduction

The Carbide family of tools from Nokia is designed to enable developers to use several mobile technologies to easily and efficiently create a wide variety of mobile software and content. This document answers common questions about the Carbide tools, including questions about the relationship of Carbide.c++ to the Symbian developer community.

The current Carbide development tools are grouped in two categories:

- *Symbian C++ development* — This category includes Carbide.c++, which is developed by Nokia in cooperation with Symbian Ltd for the Symbian developer community. Carbide.c++ supports development of Symbian OS itself; platforms built on Symbian OS, including UIQ, the S60 platform, and Mobile Oriented Applications Platform (MOAP); third-party applications for platforms built on Symbian OS; and software for devices that are based on platforms built on Symbian OS.
- *UI customisation* — This category includes Carbide.ui, a tool for creating themes for S60 and Series 40 devices from Nokia.

This document focuses on the C/C++ tools for the Symbian developer community.

2 General Carbide.c++ questions

This section helps developers understand the nature of the Carbide tools and how they support the Symbian developer community.

2.1 What is the nature of the relationships among Symbian Ltd, Symbian Foundation, and Nokia in terms of C++ development-tool strategy?

Please refer to the Symbian Foundation website (www.symbianfoundation.org) for the latest details on the relationship among Symbian Ltd, Symbian Foundation, and Nokia.

Nokia is committed to developing Carbide.c++ to ensure that developers can create and debug Symbian applications in a single C/C++ integrated development environment (IDE). In addition, Nokia is committed to supplying Carbide.c++, free of charge, to developers wishing to create software for the Symbian Foundation platform.

2.2 What are the Carbide tools?

The Carbide tools are Carbide.c++ for Symbian C++ and C development, and Carbide.ui for device theme creation. The Carbide tools are designed to provide developers with a common interface for interacting with development environment tools when creating Symbian C++ applications and device themes.

2.3 Why was the name Carbide chosen?

The Carbide tools are built using the Eclipse framework as the basis for a set of robust and sturdy tools. Carbide, a very hard material made of carbon and one or more heavy-metals, is used to build very sturdy products and therefore models the approach taken in building these tools on the Eclipse framework.

2.4 Who makes the Carbide tools?

The Carbide development tools are built by Nokia. Nokia is committed to providing Carbide tools for the Symbian Foundation platform and to working with members of the Symbian Foundation to ensure the products fulfil developer needs and remain available free of charge.

2.5 Will these Carbide products be available in an open source format?

Carbide.c++ is released in binary format only. The Eclipse Foundation components upon which Carbide.c++ is based are available as source code under the terms of the Eclipse Public License (EPL).

Nokia has not made an announcement regarding open sourcing the components developed specifically to support Symbian C++ development. These components remain closed source. Additional information will be made available on the Symbian Foundation website (www.symbianfoundation.org) in due course.

In summary, the Eclipse framework is open source; the Carbide.c++ plug-ins are not.

3 Questions about the features of Carbide.c++

3.1 What are the variants of Carbide.c++ development tools?

Carbide.c++ is supplied in three editions:

- Carbide.c++ Developer Edition. This version of Carbide.c++ supports the following key features:
 - New-project wizard and templates.
 - Project import and export.
 - Integrated project builder.
 - Online tutorials.
 - Public and R&D (CustKit) SDK support.
 - Build-target support (WINSCE, GCCCE, ARMv5, and ARMv5_ABIv2).
 - Emulator and application-level on-device debugging.
 - Symbian Data View.
 - Graphical UI designer (S60 and UIQ).
 - Knowledgebase Scanner (subset of CodeScanner).
- Carbide.c++ Professional Edition. This edition adds support for:
 - R&D (manufacturer) devices.
 - System-level on-device debugging (requires a manufacturer-enabled R&D device).
 - Crash Debugger console.
 - Performance Investigator.
 - CodeScanner static analysis.
 - Dependency Explorer.

- Carbide.c++ OEM Edition. This edition adds support for:
 - ROM-based on-device debugging.
 - Kernel debugging.

3.2 Which is the right version of Carbide.c++ for my development work?

All editions of Carbide.c++ are now available free of charge, but it is recommended that developers install the version that most closely matches their needs to avoid cluttering menus with unwanted features. Table 1 illustrates typical users for each edition of Carbide.c++ and the features that attract customers to that edition.

Edition	Typical users	Features
Carbide.c++ Developer Edition	Developers undertaking development of applications for user installation on production phones	Built on Eclipse and the C/C++ Development Tools (CDT) framework For creating, building, deploying, and debugging code using the public S60 3rd Edition or later and UIQ 3.x or later SDKs Graphical UI designer
Carbide.c++ Professional Edition	Developers with access to R&D (prototype) devices or with stringent application-performance requirements	Advanced on-device debugging for system-level development Performance Investigator tool to gather performance data on the phone
Carbide.c++ OEM Edition	Symbian OS, the S60 platform, UIQ, and Mobile Oriented Applications Platform (MOAP) licensees as well as companies creating devices	Embedded-type development Stop-mode debugging, ROM builds, Joint Test Action Group (JTAG) debugger (for example, Lauterbach) integration

Table 1: Details describing typical customers for each of the various editions of Carbide.c++

4 Questions about the availability of Carbide.c++

4.1 Where do I download Carbide.c++ Developer Edition?

Carbide.c++ is available for download from the Carbide.c++ page of the Forum Nokia website (http://www.forum.nokia.com/carbide_cpp). It is anticipated that Carbide.c++ will also be available from the Symbian Foundation website (www.symbianfoundation.org) in the future.

4.2 How much does each edition of Carbide.c++ cost?

All editions of Carbide.c++ are now supplied to developers free of charge. In addition, Forum Nokia is no longer accepting purchase requests for Carbide support or Carbide support renewals.

4.3 What is the status of the services I purchased with my copy of Carbide.c++ Developer Edition, Professional Edition, or OEM Edition?

From now on, all upgrades to Carbide.c++ will be free to all users.

Users who have outstanding support agreements will continue to receive their contracted support until the end of their agreement. Support agreements will, however, not be extended or renewed.

4.4 What happened to the licensing services that were offered through the e-store?

There will no longer be a licence management feature provided in the e-store. This should not affect existing customers who upgrade to Carbide.c++, as all editions are now available free of charge.

Existing customers who choose not to upgrade but still require licence management services should contact license.carbide@nokia.com.

4.5 I recently purchased a copy of Carbide.c++. Will I be offered a refund?

If you purchased a licence for Developer Edition, Professional Edition, or OEM Edition after 15 November 2008, you may be eligible for a full refund. Please contact sales.carbide@nokia.com.

4.6 If the Carbide.c++ Professional and OEM Editions are free, why are they still locked with a software licence utility?

The decision to offer all editions of Carbide.c++ free of charge was taken late in the development of Carbide.c++ 2.0. As a result, the licensing software could not be removed before the release of Carbide.c++ 2.0.

To make all versions of Carbide.c++ 2.0 available free of charge, the product installer is shipped with a free one-year licence for Professional and OEM Editions. This licence expires on 31 December 2009. It is expected that before that date, a version of Carbide.c++ that does not include the licence software will be available and developers will have upgraded to this new version.

4.7 Now that Carbide.c++ is free, is it possible for owners of third-party websites to make the software available for download?

No. However, third-party websites are welcome to add a link to the software download on Forum Nokia.

5 Carbide.c++ support questions

5.1 What support is provided for Carbide.c++?

The several support mechanisms provided to all users of Carbide.c++ are:

- The Carbide.c++ discussion board on the Forum Nokia website. This discussion board is monitored by the Carbide.c++ support team as well as members of the Symbian developer community. The discussion board can be accessed at <http://discussion.forum.nokia.com/forum/forumdisplay.php?f=95>.
- The Forum Nokia Wiki contains detailed information on the use of Carbide.c++. This information is regularly updated by Carbide.c++ users and Forum Nokia support staff. The Wiki also hosts several training videos on how to use the features of Carbide.c++. The Wiki can be accessed at <http://wiki.forum.nokia.com/index.php/Carbide.c%2B%2B>.
- The Carbide.c++ Bugzilla tracking tool enables you to report defects and request enhancements. For more information, see Section 5.3, 'If I find a fault in Carbide.c++, how do I notify the development team?'

5.2 I purchased a licence for Carbide.c++ that included support. Will I continue to receive that support?

If you purchased a support agreement prior to 5 December 2008, you are entitled to the support provided under that agreement. To obtain technical support, e-mail support.carbide@nokia.com. For questions regarding licensing and the management of floating licences for Carbide.c++ 1.x, e-mail license.carbide@nokia.com. For any other enquiries, contact sales.carbide@nokia.com.

5.3 If I find a fault in Carbide.c++, how do I notify the development team?

You can report faults or make enhancement requests from within Carbide.c++. The option to do this is in the **Help** menu. You have to create a free Carbide.c++ Bugzilla account in order to post fault reports and enhancement requests. Such an account is created at <https://xdabug001.ext.nokia.com/bugzilla/>.

5.4 I need to ask someone a few nontechnical questions. Where do I go for help?

The Carbide.c++ discussion board provides an effective way to get answers to your technical questions. However, the discussion board may not be the best way to get answers to nontechnical questions. For answers to nontechnical questions, you can e-mail:

- license.carbide@nokia.com to contact the licence management team, whose members can help you resolve licence problems or move a licence when you replace your development machine.
- sales.carbide@nokia.com to contact the Carbide sales team, whose members will be able to help you evaluate Carbide.c++ during your tool-selection process or answer other business-related questions.

Both e-mail addresses are monitored by the Carbide.c++ team, and you can expect an answer within two business days. Team members are based in various locations around the world. Unfortunately, technical queries sent to these e-mail addresses may not receive a reply.

6 Evaluate this resource

Please spare a moment to help us improve documentation quality and recognise the resources you find most valuable, by [rating this resource](#).