



**Series 40 Developer Platform 2.0
Software Developer Kit
Version 1.0**

Installation and Configuration Guide

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1

Installing the Series 40 Developer Platform 2.0 SDK

This document describes what you need to know and do to install the Series 40 Developer Platform 2.0 SDK (S40 DP 2.0 SDK) and to configure it for use within an integrated development environment (IDE).

What is the Series 40 Developer Platform 2.0 SDK?

The Series 40 Developer Platform 2.0 SDK is a development tool that lets you preview how wireless content will look and work when it is ultimately deployed to a Nokia mobile handset that complies with the Series 40 Developer Platform 2.0.

The Series 40 Developer Platform 2.0 supports:

Area	Specifics
J2ME	MIDP 2.0 JSR 118
	CLDC 1.1
	JWTI (JSR-185 release 1)
	WMA (JSR-120 version 1.1)
	MMA (JSR-135, MIDI/audio only required)
	BTA (JSR-82)
Browsing	XHTML MP
	UAProf (static)
Messaging	MMS with 3GPP SMIL support
OMA Digital Rights Management 1.0	Not for MIDlets
Device Management	OMA Client Provisioning 1.1
	WAPF/OMA Bootstrapping
Wallet 2.0	

What do you need to install the SDK?

Before installing the SDK, check that you have the minimum hardware and software requirements listed in this section. With these minimum requirements, you can run the SDK as a standalone application. If you plan to use the SDK within an integrated development environment (IDE), make sure you also have the requirements mandated by the IDE.

Hardware requirements

The hardware requirements to run the SDK as a standalone tool are:

Minimum	Recommended
667 MHz Pentium processor	1800Mhz Pentium processor
70 MB of free disk space	70 MB of free disk space
256 MB RAM	512Mb RAM
16 bit color	More than 16 bit color
1024x768 pixel display	More than 1024x768 pixel display
Keyboard and mouse	Keyboard and mouse

If you plan to work with sound (from MIDlets, for instance) you'll also want to have a sound card that has one channel for every SDK instance you run. If you do not have enough channels, SDK instances that you start after you run out of channels will not have sound.

Software requirements

Use one of these operating systems as a minimum software requirement to run the S40 DP 2.0 SDK as a standalone:

- Windows 2000 SP3
- Windows XP Service Pack 1a
- Windows 2000 Chinese Service Pack 3
- Windows XP Professional Chinese Service Pack 1a

You will also need to install a public Java Runtime Environment (JRE) 1.4.1_02 or higher before you install the SDK). [For more information about JRE versions and public location, see If the installer cannot find a JRE ...](#) on page 9.

Acquiring the S40 DP 2.0 SDK and a product serial number

To install the SDK, you'll need:

- The .zip file containing the SDK
- A product serial number that you'll need when you run the installation wizard

At no cost to you, you can get both directly from www.forum.nokia.com. If you are not a registered member of Forum Nokia, you will need to register (also at no cost) before you can download the SDK. Registration involves providing a user name and password and an email address.

Acquiring a serial number before you install

To get a serial number when you download the SDK, click **Request Serial Number** on the same web page as the download link. The product serial number is immediately sent to the email address you provided when you registered with Forum Nokia. You will need this number when you install the product.

Acquiring a serial number while you install

During installation, you can get a serial number by submitting your Forum Nokia username and password through the installation wizard. The serial number is immediately sent to the email address you provided when you registered with Forum Nokia.

If you use this method to get the serial number, make sure you have these two items before you run the installation wizard:

- An active Internet connection while you install the SDK. The installation wizard requests a product serial number from the Forum Nokia web site, which is sent to you through email during the installation. (If you ever need to reinstall the SDK, you don't need an Internet connection. You can enter the product serial number you already have.)
- Proxy Server Information. If you plan to get a serial number while you are running the installation wizard and your computer is on a network that uses a proxy server, obtain from your local network administrator the IP address and port number of the proxy server your system uses for Internet access.

To install the SDK for use with supporting applications

In addition to using the SDK as a standalone tool, you can use the SDK within an integrated development environment (IDE). S40 DP 2.0 SDK has been tested with these IDEs but may work with other IDEs as well:

- Nokia Mobile Internet Toolkit 4.1.
- Adobe GoLive CS (directly and through NDS for MMS 1.1)
- NDS for MMS 1.1
- Nokia Developer's Suite for the Java 2 Platform Micro Edition 2.0 (NDS for J2ME tool, standalone installation)
- Nokia Developer's Suite for the Java 2 Platform Micro Edition 2.1 (NDS for J2ME) tool, standalone installation
- JBuilder 9 (Personal, Professional, or Enterprise editions) with or without NDS for J2ME.
- JBuilder X (Personal, Professional, or Enterprise editions) with or without NDS for J2ME.
- Sun J2ME Wireless Toolkit 2.1 application environment
- Sun One Studio 5.0 Mobile Edition application environment (with or without NDS from J2ME integration)

Installing the S40 DP 2.0 SDK for use with J2MEWTK

If you plan to use the SDK with J2ME Wireless Toolkit, install the SDK after you install J2MEWTK. Optionally, to facilitate the integration of the SDK with J2MEWTK, you can first install NDS for J2ME and then the SDK.

Installing the S40 DP 2.0 SDK for use with JBuilder

You can install the SDK before or after you install JBuilder.

Using NDS for J2ME to facilitate SDK integration

Optionally, you can install NDS for J2ME before installing the S40 DP 2.0 SDK to facilitate integration with:

- JBuilder
- Sun One Studio

Running the installation wizard

To install S40 DP 2.0 SDK:

1 Make sure:

- Your system meets the hardware and software requirements. See [What do you need to install the SDK?](#) on page 4.
- You have installed supported applications in the correct order so the applications can find the SDK. See [To install the SDK for use with supporting applications](#) on page 6.
- You have acquired a product serial number or have the necessary information to get it during installation. See [Acquiring the S40 DP 2.0 SDK and a product serial number](#) on page 5.

2 Double-click the .zip file you downloaded to unzip it.

3 Double-click the file `install.exe`. The installation wizard begins to run.

Caution: Do not cancel the wizard after you click **Install**. If you decide you do not want to install the product, let the installation complete and then uninstall the product. This approach prevents the product from being partially installed in a way that an uninstaller cannot automatically remove

Launching S40 DP 2.0 SDK

You can launch the SDK as a standalone application or within an IDE.

Launching the SDK as a standalone application

To launch the SDK standalone from the Windows GUI, select:

Start menu>Programs>Nokia Developer Tools>DP 2.0 SDKs>Series 40>S40 DP 2.0 SDK 1.0

Launching the SDK within an IDE

You'll need to configure some IDEs to recognize the SDK as a supported device before you can launch the SDK from within the IDE interface. For this information, see:

- The documentation for your IDE
- [Configuring for Browser and Message Content Development](#) on page 11
- [Configuring for MIDP Development](#) on page 15

Adding additional languages for SDK menus

The SDK is installed with the capability to display its menus in these languages:

- English
- German
- Turkish
- Spanish
- French
- Italian
- Dutch
- Portuguese

You can also display the SDK menus in these other languages by adding World Languages to the SDK. The World Languages are freely available from www.forum.nokia.com on the same page from which you download the S40 DP 2.0 SDK. Install the World Languages after you install the SDK by unpacking the World Languages ZIP file and double-clicking `install.exe`. You do not need a serial number to install the World Languages.

Uninstalling the S40 DP 2.0 SDK

To uninstall the SDK, select:

Start menu>Settings>Control Panel>Add/Remove Programs>Series 40 Developer Platform 20 SDK

Uninstalling the SDK automatically uninstalls the World Languages, if you added them. You cannot uninstall the World Languages separately.

Troubleshooting

Under some conditions, the installation process might stop. This section covers some solutions should this happen.

If the installer freezes ...

On some personal computers, the installer might freeze and prevent the installation from being completed. To work around this problem, adjust the hardware acceleration setting: Right click on

the desktop and select Properties. Then select **Settings>Advanced>Troubleshooting**. Set the acceleration to Disable all but basic accelerations.

If the installer cannot find a JRE ...

If the installer does not find the Java Runtime Environment (JRE) it requires, it stops the installation and posts a message. At this time, check the version number and location of the JRE you are using. Make sure that:

- The JRE version you have is 1.4.1_02 or greater.
- The JRE is public - that is, the location of the JRE is in a directory outside the private Java 2 SDK. The Nokia SDK will not run without the public JRE.

By default, the Java 2 SDK installs both a private and a public Java 2 Runtime Environment. Make sure you accept this default because the Nokia SDK requires the public JRE.

The Java 2 SDK requires the private JRE to run the tools included with the Java 2 SDK. The private copy of the JRE has no registry settings and is contained entirely in a JRE directory whose location is known only to the Java 2 SDK.

The public JRE:

- Can be used by other Java applications, such as a Nokia SDK
- Is contained outside the Java 2 SDK (typically `C:\Program Files\Java\j2re1.4.2`)
- Is registered in the Windows registry (`HKEY_LOCAL_MACHINE\SOFTWARE\JavaSoft`)
- Can be removed using Add/Remove Programs
- Might (or not) be registered with browsers
- Has `java.exe` and `javaw.exe` copied to the Windows system directory, making the JRE the default system Java platform

Most of the time, the JRE is routinely installed publicly and privately. Occasionally, an application or a user will install only the private JRE. If the public JRE was suppressed during an installation, you can install a public JRE by doing the following on Windows NT (Service Pack 6a), or Windows 2000 (Service Pack 3), or Windows XP (Service Pack 1a):

- 1 Select **Start>Settings>Control Panel** and double-click **Add/Remove Programs**.
- 2 Select **Java 2 SDK, SE v1.4.2** and click **Change**.
- 3 In the wizard that appears, select **Modify**.
- 4 In the Custom Setup wizard page, set **Public Java Runtime Environment to This feature will be installed on local hard drive**.
- 5 Follow the rest of the steps in the wizard.

What's next?

If you plan to work within an integrated development environment (IDE), you'll need to configure some of the supporting applications to work with the SDK. To prepare an IDE in which to create:

- Browser and message content - web content designed to be displayed on a mobile phone such as DRM, MMS, Push SI/SL messages, WML, and XHTML content - see [Configuring for Browser and Message Content Development](#) on page 11.
- MIDP MIDlets - (JAD and JAR files) games or applications that can be downloaded from the Internet and used on a mobile phone. See [Configuring for MIDP Development](#) on page 15.

Or you can see the *Series 40 Developer Platform 2.0 SDK User's Guide* for information about using the SDK. This manual is located in the installation directory of the SDK. It's in PDF format, so you'll need Adobe Acrobat Reader to open it. Adobe Acrobat reader is freely available from www.adobe.com.

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Configuring for Browser and Message Content Development

You can work more efficiently by creating an integrated development environment (IDE) where you can develop content in an application and directly display it on the SDK. Some applications automatically detect the SDK as a device. You'll need to configure other applications to recognize the SDK before you can use the SDK from within the application's interface.

For detailed information about step-by-step installation instructions, see the documentation of the supporting application. This chapter provides only a general overview of what you need to do about configuring these content authoring applications for use with the S40 DP 2.0 SDK:

- Adobe GoLive with Nokia Developer's Suite for MMS (NDS for MMS) for message development
- Adobe GoLive with the WML module for WML and XHTML browsing.

Configuring the SDK for use with NMIT

NMIT 4.1 automatically find the SDK and each configures itself to use it.

Configuring NDS for MMS to use the SDK

NDS for MMS 1.1 automatically finds the SDK and configures itself to use it.

Configuring Adobe GoLive to display MMS messages on the SDK

If you are planning to send MMS messages to the SDK while using Adobe GoLive, you'll need to install Nokia Developer's Suite for MMS (NDS for MMS) after you install Adobe GoLive. NDS for MMS is automatically configured to run with the SDK within Adobe GoLive. You do not need to configure it manually. NDS for MMS adds a **Nokia Tools** menu to the Adobe GoLive menu bar. Under this menu, you'll see the option, **Create/Send MMS Messages**, which starts NDS for MMS.

Configuring Adobe GoLive to display WML and XHTML content on the SDK

By default, the WML module for content authoring is not accessible unless you add the module in Adobe GoLive preferences before you configure Adobe GoLive to recognize the SDK as a browser.

To configure Adobe GoLive so you can create a new WML file using a standard WML template:

- 1 Select **Edit>Preferences**.
- 2 On the right panel, select **Modules**.
- 3 On the left panel, navigate to the bottom of the list to the **Extend Scripts** folder and check **WML**.
- 4 Click **OK**.

Now you can create a new WML file by selecting **File>New Special>WML Deck**.

To add S40 DP 2.0 SDK as a recognized browser to Adobe GoLive:

- 1 Select **Edit>Preferences**.
- 2 On the right panel, select **Browser**.
- 3 Click **Add**. The **Choose Browser** dialog box appears.
- 4 In the **Choose Browser** dialog box, navigate to the location of the SDK executable file (C:\Nokia\Devices\Nokia_S40_DP20_SDK_1_0\bin\S40_DP20.exe) and click **OK**.

Now you can display a WML or XHTML file within GoLive's content editor on the SDK by selecting **File>Preview In>S40_DP20.exe**.

What's next?

You can begin to use the S40 DP 2.0 SDK. See the *Series 40 Developer Platform 2.0 SDK User's Guide* for information about using the SDK. For late-breaking information, see the release notes. Both documents are located in the installation directory of the SDK. You can also download the documents from www.forum.nokia.com. The manual is in PDF format, so you'll need Adobe Acrobat Reader to open it. Adobe Acrobat reader is freely available from www.adobe.com.

3

Configuring for MIDP Development

You can work more efficiently by creating an integrated development environment (IDE) where you can develop content in an application and directly display it on the SDK. Some applications automatically detect the SDK as a device. You'll need to configure other applications to recognize the SDK before you can start the SDK from within the application's interface.

For detailed information about step-by-step installation instructions, see the documentation of the supporting application. This chapter provides only a general overview of what you need to do to configure these MIDP development applications to use the S40 DP 2.0 SDK:

- Borland JBuilder 9 and X
- Nokia Developer's Suite for J2ME through Borland JBuilder with MobileSet
- Sun One Studio, Mobile Edition

Configuring JBuilder to use the S40 DP 2.0 SDK

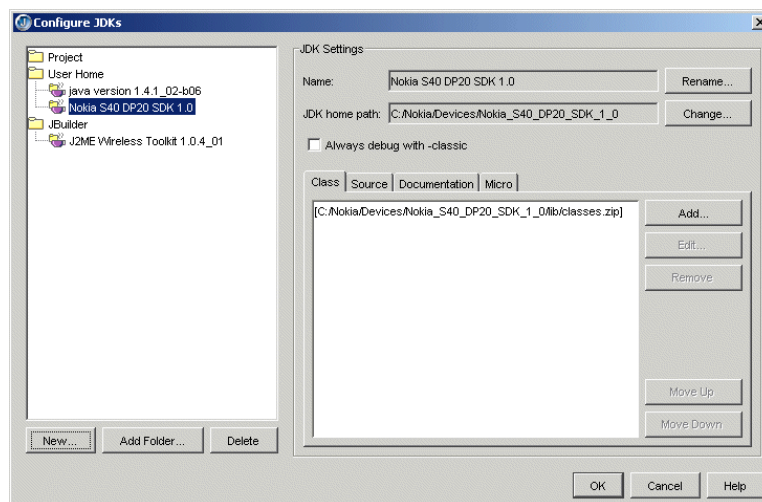
You can use the S40 DP 2.0 SDK as a Java Developer's Kit (JDK) and as the default device in a JBuilder project. You might notice differences in the look of the JBuilder interface, depending on the version of JBuilder you are using, but the procedure works identically.

If you are using JBuilder 9 or earlier, first read [If you use JBuilder 9 and earlier to run MIDlets on the S40 DP 2.0 SDK](#) on page 19.

Configuring JBuilder to recognize the SDK as a JDK

To configure JBuilder to recognize the SDK as an installed JDK:

- 1 In the JBuilder main window, choose **Tools>Configure JDKs**. The Configure JDKs window appears.
- 2 Click **New** in the Configure JDKs window to start the New JDK Wizard.
- 3 In the New JDK Wizard, do this:
 - In **Existing JDK home path**, enter the SDK's installation directory.
 - In **Name for this JDK**, enter a name by which you want JBuilder to refer to the SDK - for example, S40 DP 2.0 SDK. (The default entry is S40 DP 2.0 SDK 1.0. If field is not editable, check that you have MobileSet installed or that you are working with a version of JBuilder that supports J2ME.)
 - Click **OK** to close the New JDK Wizard.
- 4 The Configure JDK window now lists the SDK on the left panel:

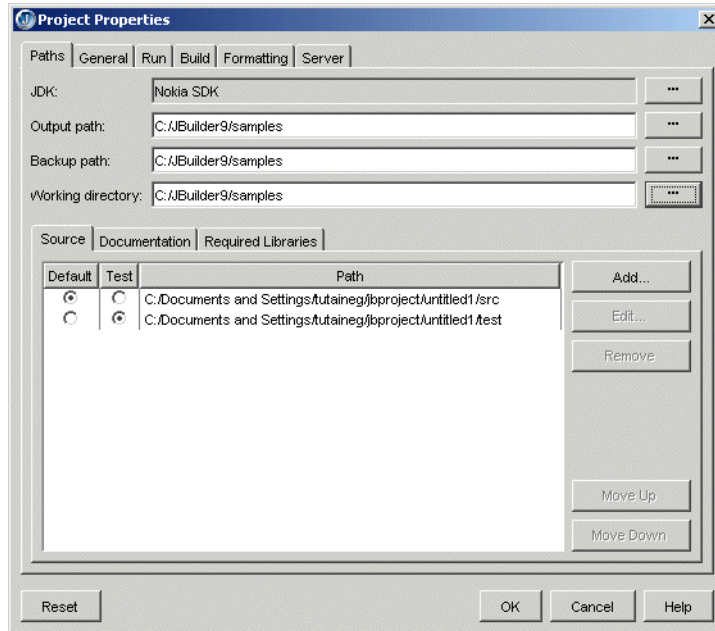


- 5 Click **OK** to close the Configure JDK window.

Configuring a JBuilder project to use the S40 DP 2.0 SDK

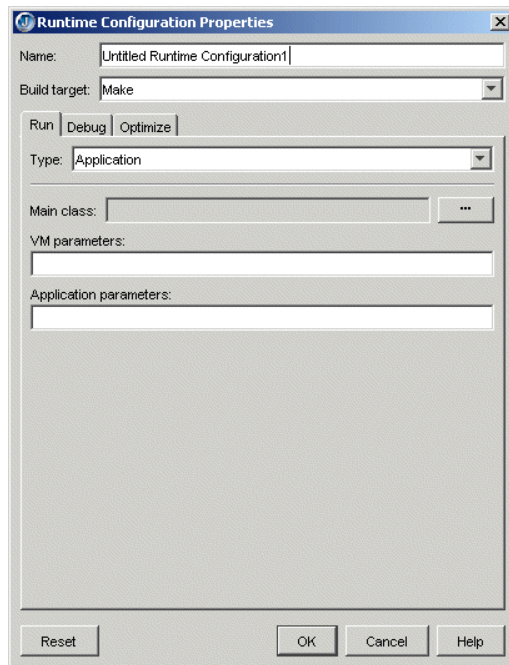
To configure a JBuilder project to use the SDK:

- 1 From the left panel of the JBuilder main window, choose the project you created and select **Projects>Project Properties** to display its properties. The Project Properties window appears:

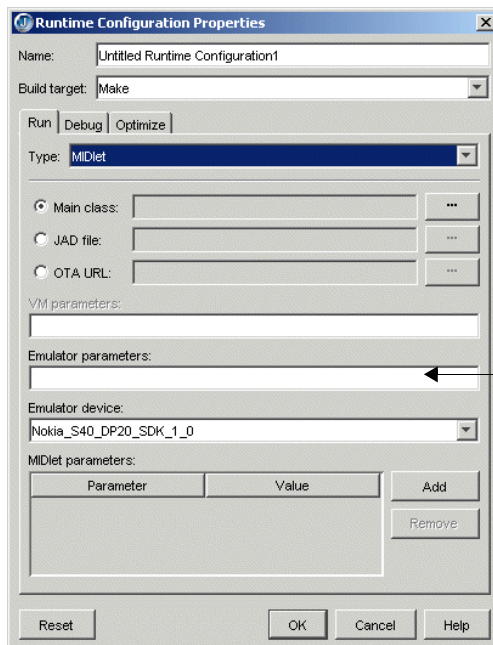


- 2 In the Project Properties window, click the **Paths** tab and in the **JDK** field, select the Nokia SDK as the SDK to be used for this project.
- 3 Click the **Run** tab in the Project Properties window and create a runtime configuration for the project.

- 4 Click **New**. The Runtime Configuration Properties window appears:



- 5 In the Runtime Configuration Properties window, under **Type**, select **MIDlet** to configure the runtime parameters you want to use when a MIDlet runs on the S40 DP 2.0 SDK. The Runtime Configuration Properties window changes to look like this:



You can enter command line options here. See *Running the SDK From the Command Line* in the *Series 40 Developer Platform 2.0 SDK User's Guide*.

- 6 With the Runtime Configuration Properties window set to MIDlets, do one of the following:
 - Click the button adjacent to **Main class** to display the **Choose Main class to run** window. In this window, navigate to the location of the files of your main class. Click **OK**.
 - Click the button adjacent to **JAD file** to display the **Choose JAD file to run** window. In this window, navigate to the location of the JAD file for your MIDlet. Click **OK**.
- 7 Click **OK** to close the Runtime Configuration Properties window.
- 8 Click **OK** to close the Project Properties window.
- 9 In the JBuilder main window, select **Run>Project** to load and execute the MIDlet on the SDK.

If you use JBuilder 9 and earlier to run MIDlets on the S40 DP 2.0 SDK

You'll need to implement this workaround to build and debug MIDlets that run on SDKs supporting CLDC 1.1 when you use versions of JBuilder 9 and JBuilder 8 Enterprise, which do not support CLDC 1.1. The workaround involves reconfiguring your project to use a `build.xml` file that compensates for lack of CLDC 1.1 support.

The `build.xml` file is shipped with the SDK and is located in the directory `<Nokia S40DP20 home>\examples\build`.

Add `build.xml` file to the JBuilder project (.jpx) directory

To add the `build.xml` file to the JBuilder project:

- 1 Use Window Explorer to manually copy the `build.xml` file from the `<Nokia S40DP20 home>\examples\build` directory to the MIDlet project root directory.
- 2 In JBuilder, right-click on the project name. From the menu that appears, select **Add File/Package/Class**.
- 3 In the window that appears, select the `build.xml` file from the MIDlet project root directory.

An Apache Ant utility icon appears in the project window when the `build.xml` file becomes part of your project.

Modify the project

Modify the project so that it uses the `build.xml` file to build the MIDlet instead of the default JBuilder build rules:

- 1 Choose **Project/Project Properties**.
- 2 Click the **Run** tab.

- 3 Click **Edit**. The Runtime Configuration Properties window appears.
- 4 Under **Build Target**, select **make (build.xml)**.
- 5 Click **OK** to close the Runtime Configuration Properties window.
- 6 Click **OK** to close the Project Properties window.

To run and debug your MIDlet do one of the following in the JBuilder main window:

- Select **Run>Run Project**.
- Select **Run>Debug Project**.

You can also right-click on the **build.xml** file in the project and select **Make** from the menu.

This workaround does not work with **Project>Make Project** or **Project>Rebuild Project**.

Configuring JBuilder to use the SDK with J2ME Wireless Toolkit

J2ME Wireless Toolkit (J2MEWTK) is automatically installed when you install JBuilder.

To configure the SDK with J2MEWTK so the SDK will appear in J2MEWTK's list of supplied emulators, install the SDK in this directory:

```
<JBuilder-install-directory>\J2mewtk\wtklib\devices
```

If you have already installed the SDK but not into this directory, you can copy the entire SDK directory structure into `<JBuilder-install-directory>\J2mewtk\wtklib\devices`.

To make the SDK the active device emulator within J2ME Wireless Toolkit:

- 1 In the JBuilder main window, choose **Tools>Configure JDKs**.
- 2 Select **J2ME Wireless Toolkit** in the left panel and click the **Micro** tab in the right panel. The SDK appears as an option under **Target Device**:
- 3 Select the SDK from **Target Device** to make it active.
- 4 Click **OK**.

Configuring the SDK with NDS for J2ME through JBuilder

Make sure you chose the **Borland JBuilder Integration** option when you installed NDS for J2ME.

To configure the SDK with NDS for J2ME through JBuilder:

- 1 In the JBuilder main window, choose **Tools>Nokia Developer's Suite for J2ME>Configure Emulators**.
- 2 Click **Add**.
- 3 In the **Open** dialog box that appears, navigate to the SDK's configuration file:
 - For NDS for J2ME 2.0, select this file:
`<Nokia S40DP20 home>\Nokia_S40_DP20_SDK_1_0.xml`.
 - For NDS for J2ME 2.1, select the home directory of the SDK:
`S40DP20 home>`

- 4 Click **Open**.
- 5 In the **Configure Emulators** window, check that the SDK name appears in the Emulator list.
- 6 Click **Close**.

Configuring the SDK with NDS for J2ME 2.0 or 2.1

To configure the SDK with NDS for J2ME:

- 1 In the NDS for J2ME main window, click the **Configure Emulators** icon.
- 2 Click **Add**.
- 3 In the **Open** dialog box that appears, navigate to the SDK's configuration file:
 - For NDS for J2ME 2.0, select this file:
<Nokia S40DP20 home>\Nokia_S40_DP20_SDK_1_0.xml.
 - For NDS for J2ME 2.1, select the home directory of the SDK:
S40DP20 home>
- 4 Click **Open**.
- 5 In the **Configure Emulators** window, check that the SDK name appears in the Emulator list.
- 6 Click **Close**.

Configuring the S40 DP 2.0 SDK with Sun One Studio

To configure the S40 DP 2.0 SDK for use with Sun One Studio:

- 1 In Sun One Studio, click the **Runtime** tab at the bottom of the Explorer panel.
- 2 Right click on the **Device Emulator Registry** node and choose **Add Emulator**.
- 3 The Add Emulator window appears. Click **Browse** and navigate to the SDK's home directory (typically, c:\nokia\devices\Nokia_S40_DP20_SDK_1_0) and click **Open**.
- 4 In the **Detected Emulator Type** field, make sure **Standard UEI Emulator** is selected, and click **Next**. The window is updated with read-only SDK configuration information.
- 5 Click **Next**. The window is updated with Emulator Details.
- 6 Select the S40 DP 2.0 SDK as an emulator device by checking its box.
- 7 Click **Finish**. The Add Emulator window closes. You have added the SDK to the IDE.

To select the S40 DP 2.0 SDK as the default SDK:

- 1 Click on **Device Emulator Registry** to open it.

- 2 Select the S40 DP 2.0 SDK from the list of installed emulators.
- 3 Right-click on the S40 DP 2.0 SDK and select **Set As Default**.

What's next?

You can begin to use the S40 DP 2.0 SDK. See the *Series 40 Developer Platform 2.0 SDK User's Guide* for information about using the SDK. For late-breaking information, see the release notes. Both documents are located in the installation directory of the SDK. You can also download the documents from www.forum.nokia.com. The manual is in PDF format, so you'll need Adobe Acrobat Reader to open it. Adobe Acrobat reader is freely available from www.adobe.com.

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