

The Challenges of Mobile Application Development

Developing and validating mobile applications is difficult, inefficient, and costly. Content developers must test their applications across a broad selection of handsets, with different operating systems, screen sizes, memory and processing capabilities. But devices are often difficult to obtain, and content validation requires manual (and thus error-prone) processes. Mobile Complete's DeviceAnywhere™ service provides developers with a straight forward solution to the challenges of developing and testing mobile applications.

Real Devices in Live Global Networks

DeviceAnywhere™, a revolutionary service from Mobile Complete, provides developers real-time interaction with real devices connected to live global networks. Built on Mobile Complete's innovative device interaction technology, Direct-To-Device™, DeviceAnywhere empowers users to connect to and interact with mobile devices located even thousands of miles away - over the Internet. Developers simply log into our system, choose from the hundreds of devices and the networks currently supported, and start testing. DeviceAnywhere enables users to remotely press device buttons, view LCD displays, listen to ringers and

speakers, connect/disconnect batteries and play videos, all from the comfort of their own desktop. With DeviceAnywhere, users have complete 'virtual' access to all interfaces of a device, similar to having that device physically in their hands.

DeviceAnywhere Features and Benefits

Immediately access hundreds of handsets: Mobile Complete has deployed over 350 handsets in the US and Europe, covering over a dozen different handset providers. We have the capabilities and experience to support any handset, and are continually updating our system with the newest devices.

Enable remote development: Have an offshore development team? Want to enter a market where you have no physical presence? DeviceAnywhere handsets can be accessed from any location. There is no longer any need to travel; as long as you have an internet connection, you have access to DeviceAnywhere!

Test any application: Video, gaming, WAP, wallpaper, music and ringtone, messaging, mobile marketing, LBS, and other types of content companies use DeviceAnywhere to test their applications. Because DeviceAnywhere utilizes direct connections to the input/output of live handsets, there are no limitations on what can be tested. Applications, whether they are network-based, client-based, or even proprietary can be tested from the user's point of view; anything that can be done with a physical device in your hand can be done through DeviceAnywhere.



Improve development processes:

Development teams can access real handsets earlier in the development cycle, porting teams can efficiently test code across a variety of devices, and QA teams can generate test records, including all actions (key presses, touch screen taps) and results (screens, audio output).

Facilitate information sharing:

DeviceAnywhere provides tools for sharing information and viewing real-time results.

- A test engineer could, for example, find an issue, and share the error screen with the engineer who developed the application
- Users can share real-time views of the device screens; the same test engineer can show the error being generated to the developer in real time

Test interaction between multiple devices:

With DeviceAnywhere, users can interact with multiple devices concurrently, regardless of where the devices are located. Imagine testing a peer-to-peer application between a device located in San Francisco, and a device located in London – all from the convenience of your desktop.

Direct-to-Device Technology At Work

- Proprietary software allows the remote control and operation of the DeviceAnywhere devices directly from the user's PC



- Electrical connections provide access to all hardware controls (keys, camera, open/close flip phone, touch screen, data cables, etc.)
- Outputs include video and audio streams, backlight, and vibration
- Direct-to-Device means no simulation or emulation; all results are real screens or sounds from real handsets
- DeviceAnywhere supports any handset, OEM, OS, platform, and network

Mobile Complete Developer Suite

Access to any device in any network is just the beginning; automation and monitoring functionality will also be available through our service in Q2 2007. For more information about these additional features, please see our Test and Monitor product brochure, or visit us at MobileComplete.com.

For a free trial of DeviceAnywhere, visit us at DeviceAnywhere.com.

About Mobile Complete

Mobile Complete's products fuel the mobile content industry by enabling content developers and aggregators, services providers, handset manufacturers, and testing labs to validate actual end-to-end user performance. Our complete product portfolio includes solutions for:

Enterprises: DeviceAnywhere, LiveTest™, LiveMonitor™

Developers: DeviceAnywhere, Test and Monitor

Partners: Virtual Developer Labs



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