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Nokia Releases SDK 2.0

Provides tools for developing connected mobile games in Java technology

SNAP Mobile has just announced its latest Software Development Kit (**SDK 2.0**). After several years of market deployment and continuous technology based on developer feedback, the SNAP Mobile SDK 2.0 has evolved to make game development even more intuitive with a simpler API, faster emulation and testing tools. The SDK is free of charge and available through Forum Nokia, the largest mobile development community worldwide with 3.4 million registered members. The SNAP Mobile SDK 2.0 provides tools for creating connected mobile games for a broad range of **Nokia** and non-Nokia devices that comply with Mobile Information Device Profile (MIDP) 2.0 and Connected Limited Device Configuration (CLDC) 1.1. The SDK includes the SNAP Mobile Client API libraries, an Emulation Environment application, a handset and network compatibility test tool, and sample applications and documentation that can be accessed from any Java Integrated Developer Environment (IDE). The latest SNAP Mobile **SDK** is a significant step forward for Nokia with a new object-oriented API and improved UI framework that makes it more accessible for Java game developers to build games with online community functionality, such as in-game user registration and log-in, unique user identification, multiplayer and massively multiplayer gaming with opponent matchmaking and player rankings, Instant Messaging and contact list building. Additionally, the **SDK** strives to make it easier for developers to program because it requires fewer API calls to the server, especially in terms of error handling, and has reduced compliance testing from approximately two hours to one hour. With a combined operator network and handset compatibility test, developers can see what their game does in relation to specific local requirements. Developers attending the 2008 JavaOne conference are encouraged to visit the **Nokia** booth to find out more about Nokia's Java technology and SNAP Mobile or its SDK 2.0.