

# “Who Let the Docs Out?”

## Brew MP Web Presence – News Evangelism Article

Interfaces and functionality are only part of the news in Brew Mobile Platform (Brew MP). We’ve also made big changes to our documentation to help you find the answers to your questions more easily.

- You’ll find an entire, searchable [Library](#) section on the Developer Network (DevNet) Web site.
- For each phase of Brew MP app development – from newbie through veteran – you can dive in to four types of documentation, each with its own technical depth.
- Docs now live both locally in the installed SDK and online in the DevNet Library.

It’s our way of giving you better, application-specific, technical information in more formats than ever before, and of making it available wherever you’re working.

### **Going to the Library**

We’ve extended our documentation from the client hard drive to the Library so that, as Brew MP grows, we can continually update and augment it. In other words, you’re no longer tied to releases of the SDK when you want access to the latest technical information about the platform.

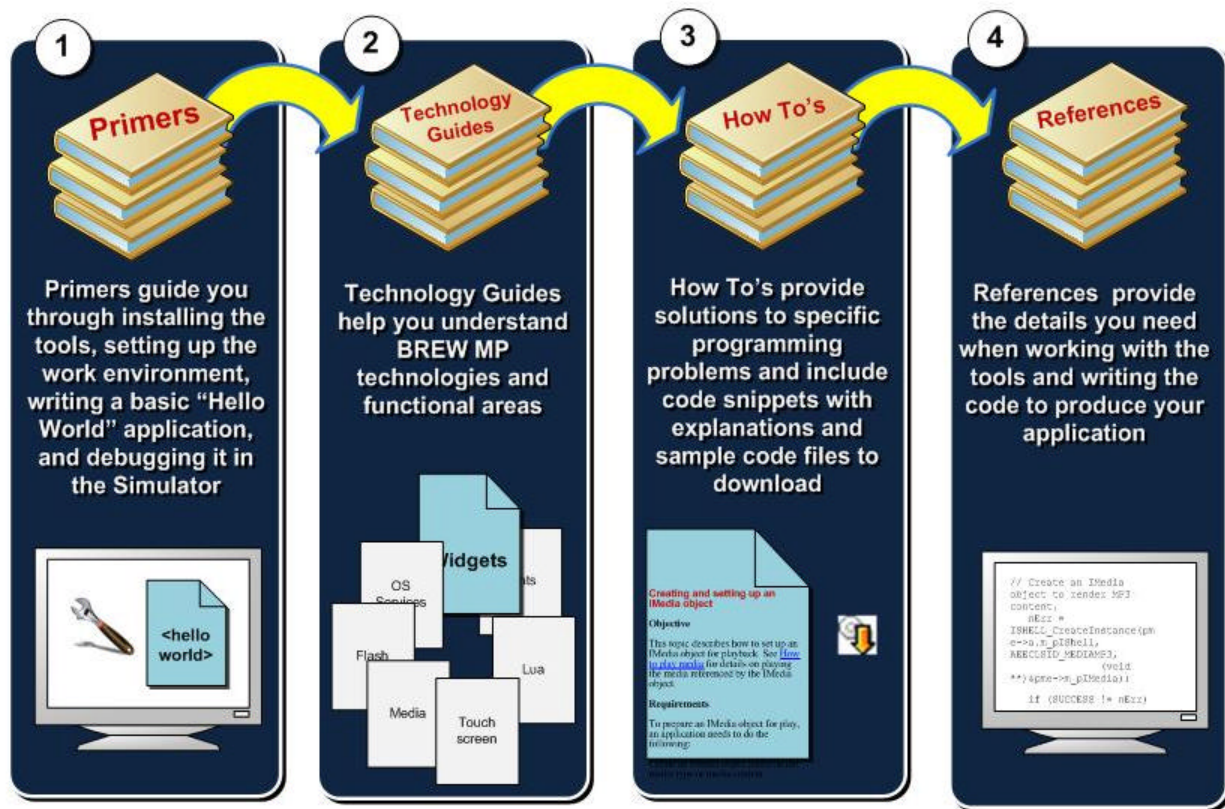
The Library is available to all registered developers and allows filtering by document type, programming language and interface family. You’ll find context-specific Docs & Demos links on the Brew MP Home page, as well as for Partner technologies and the homepages for C/C++, Flash and Trig programming languages. To find what you’re looking for, use the Library-specific full-text search for all Brew MP documents. If there’s a doc or topic that you think is missing from the Brew MP Library, use the “Tell us what you think” links to let us know.

### **Different developers, different document types, lots of sample code**

Brew MP documentation now focuses on three different groups of developers, in ascending order of familiarity with the platform:

- Developers new to Brew MP
- Developers familiar with portions of the platform (for example, connectivity) and new to other areas (gaming)
- Veteran BREW developers who know where to find what they need, down to the interface- and function-level

To suit these different groups, we're supplementing the references we've always provided in the SDK with three new document types – Primers, Technology Guides and How To's – and adding sample code to help you get started everywhere along the learning curve.



*Primers* – To help new developers understand the Brew MP environment and the process of creating a simple application, we've created primers. Each primer focuses first on its respective tools then on code, and is available by download from the Library as a 20- to 30-page document, which most developers can read in 1-2 hours. Primers cover the entire development workflow – for example, to create a Flash application for Brew MP or a C application in Eclipse on Brew MP – from beginning to end, including setup, workflow, tools, coding, building and simulating the application. Each primer has an associated Hello World code sample – like HelloFlash and HelloWidgetApp – installed in the \examples directory of the SDK, so new developers can immediately apply what they learn in the primer.

*Technology Guides* – For newer developers who want more insight into a complex Brew MP technology we offer longer, more detailed Technology Guides, also available by download from the Library. These introduce new concepts and development workflow at a deeper level than that of the primers, including coding, building and simulating for a specific family of Brew MP technologies, such as widgets, fonts or touchscreens. Developers learn how the technologies work and how to integrate them to a Brew MP application.

*How To's* – Experienced developers use How To's after they have become familiar with the process and environment in question, when they're in search of a solution to a clearly defined problem, such as creating a windowed application or programming for devices with extended keyboard functionality. How To's are usually a single page in the Library and include the problem definition, solution description and snippets of code with explanations. These documents may also include a link to an archive containing the sample code file and any related files.

*References* – Veteran developers who know exactly what they're looking for will turn to Brew MP References, which now live in both the installed SDK and the Library. Like a user guide, the Tools Reference describes the function of Simulator, Resource Manager, AppCreator and the other applications in the SDK, and opens when the user selects Help > Contents from the menu of any of the tools. Another set of References (API Reference, Actor Interface Reference, etc.) provides very specific, low-level information about Brew MP functions and interfaces with code samples and explanations. References are installed locally in the SDK build and are also available in the Library for viewing directly on the Web site.

[Visit the Brew MP DevNet Library](#). Now that we've let the docs out and written them to focus on the different experience-levels of developers, try a feature of the Brew Mobile Platform that you've never implemented before and see how easy we've made it.

### **Next Step**

Download and install Brew MP SDK. Run Launcher from menu. Select a "Getting Started" title, or click on Developer Resources Online and select a Primer to run.

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