

Index

- 1G networks 4
- 2G networks 4–6
- 2.5G networks 4, 6
- 3G networks 6, 16–19
- 4G networks 4

- a (function arguments) prefixes, concepts 120
- ABIs *see* application binary interfaces
- abld 36–8, 56, 127–31, 142–4, 145–9
- abld freeze 37–8, 128–31, 142–9
- abstract classes, C++ concepts 93–4, 98–100
- ActivateL 374–7
- active objects
 - see also* asynchronous functions
 - active scheduler 81–2, 249–75
 - blocks 269, 304–5
 - CActive 82, 249–75
 - cancellations 251–2, 253–4, 260–1, 263–8
 - class creation 251–4, 262–8
 - complexity problems 269–71
 - concepts 69, 249–75, 285–6, 287–92, 300–1, 335–57
 - construction 251–2, 262–8
 - creation 251–4, 262–8
 - CTimer 271–5, 321
 - definition 249
 - examples 262–8, 335–57
 - high-level view 249–50
 - issues 269–71
 - network programming 335–57
 - non-preemptive multitasking model 250–1, 269–71
 - outstanding requests 270–1
 - priorities 260
 - removal 262
 - requestor implementation 253, 262–8
 - servers 303–4, 311–12, 313–21
 - sockets 335–57
 - stray-signal exceptions 269–70
 - thread uses 271–5
 - tips 269–71
 - uses 250–1, 271–5
- active scheduler
 - concepts 81–2, 249–75, 313–21, 335–57
 - customization 257–60
 - definition 249–50, 254
 - detailed workings 255–6
 - error handling 258–60, 269–70
- event-loop pseudo-code 255–6
- examples 262–8, 313–21
- GUI applications 254–3, 269, 342–3, 355–6
- high-level view 249–51
- installation 254–7, 313–21
- leave/trap mechanism 258–9, 262–8, 269–70, 314–21
- starting 254–7, 313–21
- ActivePerl 518 25–6
- Add 214–15, 249–54, 257, 269–70
- AddField 397–401
- AddFirst 214
- AddItemL 397–401
- AddLast 214
- addresses
 - IP (Internet Protocol) 325–6, 331–4, 338–9, 349–53
 - memory 71–2, 293–7
 - MMU 71–2, 74–5, 294–7
 - physical/virtual memory addresses 71–7, 294–7
- AddText 310–21
- AddViewL 52
- Adjust 294–6
- After 119, 251, 269, 271–5, 287–8
- aknapp.h 40–4

- aknappui.h 40–4
- akndoc.h 40–4
- alarms 90
- AlertWin 50–4, 402
- AllFiles 226, 229, 232, 243
- Alloc 181–5
- AllocL 181–3
- AllocLC 110–11, 181–3
- animation plug-ins
 - see also graphics
 - concepts 85–6
- APIs see application programming interfaces
- apparc.lib 128–31
- AppDllUid 56, 369–77
- Append 167–8, 171, 175–7, 179–80, 192–4, 210–13, 340–57
- AppendFill 193–4
- AppendFormat 194
- AppendJustify 193–4
- AppendNum 193–4
- application binary interfaces (ABIs) 133–5
- application engines, concepts 90–1
- application framework
 - see also graphical user interface framework
 - concepts 64–5, 83–5, 359–411
- application processor, concepts 80–1
- application programming interfaces (APIs) 63–4, 77–9, 86–9, 104–14, 117, 143–4, 161–215, 359–411
 - base libraries 63–4
 - BSD socket API 86–9, 323–4, 328–34, 340–1
 - capabilities 129, 131, 160, 220–31
 - data organization classes 165–215
 - platform security 90–1, 217–46
 - sockets 86–9, 323–4, 328–57
 - TCP/IP 323–57
 - types 77–9, 90–1, 104–14
 - User 94–5, 104–14, 115
- application protocols, concepts 90–1
- application services/engines/protocols, concepts 64–5, 90–1
- application views 38–56, 360–5, 367–411
- application-specific cleanups, concepts 107–9
- applications
 - see also executables; processes; software
 - availability 1, 12, 15–16
 - captions 409–11
 - classes 38–56, 365–411
 - communications architecture 86–9
 - components 38–56, 365–411
 - concepts 1–2, 12, 38–56, 83–5, 149–60, 365–411
 - downloads 1, 9–10, 149–50
 - example applications 38–56, 365–411
 - GUI programming 38–56, 359–411
 - header files 39–56, 115–18, 126–31, 141–4, 151–60, 365–411
 - icons 366–7, 409–11
 - installation 23–5, 39–56, 59–1, 149–60, 236–7, 365–411
 - package definition files 39–56, 59–61, 150–60, 365–411
 - platform security 90–1
 - project build files 54–6, 115–18, 119–49, 365–411
 - registration files 48–9, 366–7, 384–5
 - resource files 44–56, 128–31, 141–4, 365–7, 377–411
 - signed applications 30, 60–1, 91, 160, 218–46, 324
 - SimpleEx 38–56, 262–8, 353–6, 365–411
 - source files 49–54, 128–31, 141–4, 365–411
 - TCP/IP applications 323–57
 - third-party suppliers 1, 13–14
 - types 1, 3–4, 12
 - UIDs 38–56, 115–18, 119, 128–31, 135–7, 152–60, 237–8, 239, 367–411
 - view architecture 409
- APP_REGISTRATION_INFO 48–9, 384–5
- apprun.exe 118–19
- arguments, processes 279–81
- Arima U308 27
- ARM 24–6, 59–61, 71–2, 79, 118–19, 124–5, 132–5, 139–40
 - see also CPUs
- ARMV5... 132–5
- ARMV6 132–5
- ARRAY resource 359–60, 390–6
- arrays
 - classes 205–13
 - concepts 166–8, 173–4, 198, 205–13, 378–80, 390–6
 - data-finding method 211
 - descriptors 166–8, 173–4, 198, 206–8
 - dynamic arrays 209–13
 - fixed arrays 205–6
 - inserting/appending data 210–11
 - methods 210–13
 - RArray 209–13
 - sorting method 211–12
 - templates 205–6, 209–13
 - thin templates 205–8
- ASCII 281–2, 332
- assert macros, concepts 114–15
 - _ASSERT_ALWAYS 114–15
 - _ASSERT_DEBUG 114–15
- Assign 185–6
- ASSP 77–9
- asynchronous functions
 - see also active objects; Logon
 - cancellations 251–2, 253–4, 260–1, 263–8
 - concepts 81–2, 247–75, 285–6, 287–92, 300–1, 311–12, 335–57
 - definition 247
 - examples 262–8, 335–57

- high-level view 249–51
- request semaphores 248–75, 300–1
- servers 303–4, 311–12, 313–21, 335–57
- sockets 335–57
- TRequestStatus 247–61, 336–57
- AT&T 6
- audio 4, 8, 227
- automatic network connections, concepts 323–4
- AVKON_CONFIRMATION_QUERY 404
- avkon.lib 56, 128–31
- avkon.rh 44–56, 382, 405
- avkon.rsg 44–56

- BackPtr 200–3
- BackSpace 310–21
- badef.rh 391–2
- badesca.h 207–8
- baf1.lib 207–8
- bandwidth, concepts 3–11
- BARM 146
- Base 294–6
- base classes, TDes... 167–71
- base libraries
 - see also libraries
 - concepts 63–4
- baseband processor, concepts 80–1
- BaseConstructL 372–7
- basic data types, concepts 94–5, 119–20
- batteries 11, 362–5
- Begin 206
- BenQ P30 27
- Berkley Unix see BSD
- bin 151, 231–2, 366–7
- binary data
 - see also descriptors
 - concepts 165–8, 198
 - strings 165–6
- bind 329
- bitmaps 231, 304–5, 365–7, 404–5, 409–11
- BlackBerry 21
- blanket grant notifications, capabilities 222–3
- bld.inf 37–8, 39–56, 126–31, 365–411
 - see also Component Description File
- bldmake 35–8, 56–8, 127–31, 142–4, 145–9, 163–4
- blocks
 - active objects 269, 304–5
 - memory 71–2, 269
- Bluetooth connectivity 1, 9–10, 12, 16–22, 23–4, 64–5, 86–9, 150, 220–1, 334–5
- BMP files 410–11
- Borland C++ Builder 28, 36–7
 - see also Integrated Development Environments
- browsing 3–4, 8–9, 16–22, 323–57
 - see also Internet specifications 16–22
- BSD socket API 86–9, 323–4, 328–34, 340–1
 - see also sockets
 - concepts 323–4, 328–34, 340–1
 - examples 329–34
- bt.prt 86–9
- buffer descriptors
 - see also descriptors; TBuf...
 - concepts 168–70, 173–7, 292–3, 380–3
 - definition 158, 173
- build targets 34–8, 56–61, 124–5, 128–35, 142–9, 153–60, 163–4
 - emulator 132–5
 - native build targets 132–5
 - pre-version 9 SDK build targets 135
- build tools 23–61, 123–60
- buttons 359–411
- BWINS 146
- BYTE 378–80, 406
- C++ 27–30, 71–2, 84–5, 93–122, 166–8, 323–4, 329–57
- basic data types 94–5
- concepts 93–122, 166–8, 323–4, 329–30
- features 93–4
- nonstandard characteristics 94–5
- overload features 93–4, 108–9, 111–13, 279–80
- overview 93–4
- sockets 323–4, 329–57
- STL 94–5
- strings 166–8
- Symbian OS 93–122, 166–8, 323–4, 329–57
- templates 93–4, 109–10, 203–5
- c: drive 70–1, 138–41
 - see also internal flash disk
- C (heap-allocated) classes, concepts 96–100, 120
- CA see certificate authority
- caches 76–7
- CActive 82, 249–75, 305–21
 - see also active objects; client-server...
- CActiveScheduler 249–75, 314–21
 - see also active scheduler
 - concepts 249–51, 252–75
 - methods 249–54, 257, 269, 274–5, 314–21
- CActiveScheduler::Add 249–54
- CActiveScheduler::Start 250–1, 269, 274, 314–21
- CAknApplication 40–56, 368–77
- CAknAppUi 41–56, 265–8, 368–77
- CAknConfirmationNote 405
- CAknDialog 388–405
- CAknDocument 41–56, 368–77
- CAknErrorNote 405
- CAknForm 397–401
- CAknInformationNote 51–4, 405
- CAknListQueryDialog 405
- CAknNumberQueryDialog 405
- CAknProgressDialog 405

- CAknQueryDialog 403–5
- CAknSingleGraphicStyle-ListBox 407
- CAknSingleStyleListBox 407
- CAknTextQueryDialog 404–5
- CAknTimeQueryDialog 405
- CAknView 368–77, 409
- CAknViewAppUi 368–77
- CAknWaitDialog 405
- calendars 9, 90, 360–5
- cameras 3, 16–22, 222, 227
- Cancel 251–2, 260–2, 263–8, 348–57
- capabilities
 - assessment of needs 227–8
 - basic capabilities 220–3
 - blanket grant notifications 222–3
 - categories 220
 - concepts 129, 131, 160, 219–31
 - DLLs 229–31
 - extended capabilities 220, 223–5
 - phone manufacturer capabilities 220, 225–7, 243–4
 - platform security 90–1, 129, 131, 160, 219–32
 - single-shot grant notifications 222–3
 - specification syntax 229–31
 - TCB 90–1, 227, 229, 231–2, 243
- CAPABILITY 129, 131, 160, 220, 229–30, 355
- Capacity 200–3
- CAPTION_AND_ICON_INFO 410–11
- captions 409–11
- Carbide 23, 27–30, 32–8, 46–7, 58, 144, 151, 160, 229–30, 234–5
- CArrayFix... 209–13
- CArrayPtr... 209–13
- case conversions, descriptors 165–6, 191–2, 194–5
- CBA *see* control button array
- CBase 96–100, 107–10, 120, 269
- CBluetoothSocket 221–2
- CBufBase 199–203
- CBufFlat 199–203
- CBufSeq 199–203
- CBufStore 371–7
- CCamera 222
- CCirBuf 214–15
- CCoeControl 40–6, 265–8, 368–77
- CConsoleBase 161–5
- CConsoleBase::Getch 162–5
- CConsoleBase::Printf 162–5
- CContactDatabase 222
- CCountdown 262–8
- CDesC8Array... 206–8
- CDesC16Array... 206–8
- CDesCArray... 207–8
- CDirectFileStore 371–7
- CDMA network protocol 4–5
- CEikApplication 43–56, 368–77
- CEikAppUi 43–56, 368–77
- CEikChoiceList 408
- CEikColumnListBox 407
- CEikComboBox 408–9
- CEikDialog 121, 387–97
- CEikDocument 43–56, 368–77
- CEikEdwin 390–405, 406
- CEikHierarchicalListBox 407
- CEikonEnv 402
- CEikProgressInfo 407
- CEikSetPasswordDialog 403
- CEikTextListBox 407
- CEikTimeDialogSetCity 403
- CEikTimeDialogSetTime 402–3
- cell phones *see* mobile phones
- Cellmania 240–1
- CEmbeddedStore 371–7
- certificate authority (CA) 233, 236
- CFileman 226
- CFileStore 371–7
- char 94–5
- CHARACTER_SET keyword, resource files 378–80
- check boxes 408
- choice lists 406–7, 408
- CHOICELIST 390–6, 408
- chunks
 - see also* RChunk
 - concepts 72–7, 97–8, 293–302
 - creation 72–3, 293–6
 - detailed workings 293–7
 - types 72–3, 97–8, 293–7
- Cingular 3125 20
- circuit-switched voice communication 4–6
 - see also* GSM...
- circular buffers, concepts 214–15
- classes
 - see also* C...; M...; R...; T...
 - active objects 251–4, 262–8
 - applications 38–56, 365–411
 - client–server model 303–21
 - concepts 95–100, 115, 119–20, 165–215, 367–77
 - controls 406
 - descriptors 167–86
 - dialogs 394–6
 - DLLs 115
 - libraries 115–18
 - naming conventions 95–6, 119–20
 - programming basics 95–100
 - Series 60 (S60) 40–56, 367–411
 - sockets 97–100, 304–5, 334–57
 - Symbian OS 95–100, 119–20, 165–215, 367–77
 - templates 204–5
 - types 95–100, 119–20, 165–215
 - UIQ 41–56, 367–411
 - variable names 119–20
- clean 128–31
- CleanClosePushL 180, 184–6
- Cleanup 352–3
- cleanup, exception handling 101–2, 105–14, 162–5
- cleanup stack complexities 107–9

- concepts 105–14, 162–5, 180, 202–3
 - object types 107–10
- CleanupClosePushL 109–10
- CleanupDeletePushL 109–10
- CleanupReleasePushL 109–10
- CleanupStack 106–14, 119–20, 121, 180, 184–6, 202–3, 207–8, 262–8, 273–4, 314–21, 374–7
- CleanupStack::Pop 106–14, 262–8, 315–21, 374–7
- CleanupStack::PopAndDestroy 106–14, 180, 184–6, 202–3, 274, 314–16
- CleanupStack::PushL 106–14, 119–20, 121, 207–8, 262–8, 273–4, 314–21, 374–7
- Clear 396
- client classes, concepts 303–21
- client-side code, sockets 328–34
- client–server model
 - see also* CActive; CServer; CSession; RSessionBase
- active objects 303–4, 311–12, 313–21
- classes 303–21
- concepts 68–70, 83–5, 292–3, 303–21, 326–57
- definition 303–4
- examples 306–21
- implementation 312–21
- message-processing example 316–18
- overview 304–6
- pointers 316–19
- service-invoking methods 310–12, 349–53
- shutdown issues 320–1, 334
- sockets 326–57
- starting 307–10, 313–16
- TCP/IP 326–57
- TextBuffServ example 306–21
- transient servers 320–1
- ClientRect 374–7
- Close 97–100, 109–10, 120, 180, 184–6, 210–13, 263–8, 279–80, 281–2, 294–6, 299, 307–12, 320–1, 335–57
- CnvUtfConverter 199
- code 27–30, 64–5, 70–5, 84–5, 93–122, 323–4
 - see also* threads
- C++ 27–30, 71–2, 84–5, 93–122, 323–4
- chunks 72–3
- critical sections 301
- naming conventions 68, 95–6, 119–21
- shared code 65–8
- start-up code 70–1
- CodeWarrior 36
- collation method, descriptor
 - comparisons 187–90
- colorList 399–401
- combo boxes 408–9
- CommandLine 280–6
- CommDD 226–7, 229, 243
- committed memory 294–7
- communication database,
 - communications architecture 86–9
- communication methods,
 - smartphones 3–11
- communications architecture
 - see also* local device
 - communication features
 - components 86–9
 - concepts 3–11, 16–22, 64–5, 86–90, 323–57
 - overview 86–90
- Communicators (Nokia) 14–20, 27
 - see also* Nokia
- Compare 187–9
- comparisons, descriptors 187–9
- competitors, Symbian OS 13–14, 20–2
- Complete 318
- Component Description File 39–56, 126–31
 - see also* bld.inf
- compound/simple controls,
 - contrasts 393–4
- Compress 200–3
- computers 3, 7–11
 - see also* PCs
- CONE (control environment),
 - concepts 83–5, 377–8
- cone.lib 128–31
- configuration, emulator 31–2, 138–40
- Connect 97–100, 307–10, 335–57
- connection agents,
 - communications architecture 86–9
- connectivity features 1, 9–10, 16–22, 64–5, 86–90, 149–50
 - see also* local device
 - communication features
 - concepts 9–10, 64–5, 86–90, 149–50
 - specifications 16–22
- const 118–19, 172
- constants, naming conventions 120–1
- ConstructL 51–4, 112–13, 251–2, 262–8, 312–21, 372–7, 400
- constructors 51–4, 112–13, 177–80, 251–4, 262–8, 312–21, 348–57, 372–7
- leaves 112–14
- two-phase constructors 112–14
- contact entries 9, 90
- context switches 76–7, 82
- control button array (CBA) 383
- controls
 - classes 406
 - compound/simple contrasts 393–4
 - concepts 83–5, 310–21, 377–8, 390–409
 - drawing controls 41, 52–4
 - GUI controls 405–9
 - header files 405–6
 - implementation options 406
 - libraries 406
 - requirements 406

- conversions, descriptors 165–6, 191–2, 194–7, 199
- Copy 167–8, 175–7, 179–80, 184, 191–2, 194, 198–9, 340–57
- copying data, descriptors 167–8, 175–7, 179–80, 191–2
- Count 206
- CPermanentFileStore 371–7
- CPP files 162–5, 265–8, 365–411
- CPtrC8Array 207–8
- CPtrC16Array 207–8
- CPtrCArray 207–8
- CPUs 24–6, 59–61, 71–2, 77–9, 139–40, 293–6
 - see also ARM...; x86...
- CQikApplication 41–56, 368–77
- CQikAppUi 41–56, 368–77
- CQikDocument 42–56, 368–77
- CQikSimpleDialog 388–405
- CQikViewBase 42–56, 369–77, 409
- CQikZoomDialog 403
- crashes 12, 165–6, 278
- Create 184–6, 279–80, 288–91
- CreateAppUiL 50–2, 369–77
- CreateDocument 369–77
- CreateGlobal 293–302
- CreateLocal 296–7, 299–300
- CreateSession 305–21
- CreateWindowL 374–7
- critical sections, concepts 301
- cryptography 12, 219, 233
- Crystal 15
 - see also Series 80
- CSD network protocol 5, 356–7
 - see also HSCSD...
- CServer
 - concepts 305–21
 - methods 305–21
- CSession 305–21
- CSimpleExApplication 40–56, 262–8, 369–77
- CSimpleExAppUi 43–56, 265–8, 353–6, 372–7
- CSimpleExAppView 43–56, 262–8, 374–7
- CSimpleExDialog 394–6
- CSimpleExDocument 41–56, 369–77
- CSimpleExForm 399–401
- CSR request files, developer certificates 245–6
- CStreamDictionary 371–7
- CStreamStore 371–7
- CSY modules, serial communications server 86–9
- CTelephony 221, 224
- CTextBuffServ 313–21
- CTimer 271–5, 321
- CTrapCleanup::New 107–8
- Current 257
- CWeatherInfo 346–57
- d: drive 71
 - see also removable memory cards
- D suffixes, concepts 121
- data buffers
 - see also descriptors
 - concepts 165–6, 168–215, 292–3
- data chunks
 - see also chunks
 - concepts 72–5
- data collection classes, concepts 213–15
- data input methods 13–22, 78–9, 83–5, 137–41, 303–4, 360–411
 - concepts 13–22, 78–9, 83–5, 137–41, 303–4, 360–411
 - platforms 13–22, 359–411
 - specifications 16–22
- data organization classes, concepts 165–215
- data transfers, concepts 3–11
- data types
 - classes 96–100, 120, 165–215
 - concepts 94–5, 120
- data-caging concepts, platform security 91, 226, 231–2
- database manager 64, 221–2
- debuggers 24–6, 114–15, 127, 137–8, 165–6
 - assert macros 114–15
 - log files 25–6, 141, 263–5
 - Windows development tools 24–6, 127, 137–8
- DEF files 145–9
 - see also freezing
- DEFNAME 146
- Delete 195–6, 200–3
- DeleteField 397–401
- delete trap 107–8
- DeleteCurrentItem 397–401
- Deque 262
- Des 180–6
- descriptors
 - see also HBuf...; RBuf...; TBuf...; TPtr...
 - 8/16 bit conversions 198–9
 - advantages 165–6
 - appending methods 167–8, 171, 175–7, 179–80, 192–4
 - arrays 166–8, 173–4, 198, 206–8
 - binary data 165–8
 - buffer descriptors 168–70, 173–7, 292–3, 380–3
 - case conversions 165–6, 191–2, 194–5
 - class types 167–86
 - comparisons 187–9
 - concepts 165–215, 307
 - conversions 165–6, 191–2, 194–7, 198–9
 - copying data 167–8, 175–7, 179–80, 191–2, 194
 - definitions 165–6, 168, 173, 177, 180–1
 - deletions 195–6
 - examples 166–8
 - exception handling 165–6
 - fill method 192–3
 - formatting data 194
 - heap descriptors 168–70, 180–6, 315–16
 - hierarchy 169–71
 - importance 165–6

- lengths 169–98
- memory layouts 174–86
- memory overruns 165–6, 176–7
- methods 186–98
- modifiable/non-modifiable
 - descriptors 169–77, 181–3, 187–98
- modifying methods 191–7
- non-modifying methods 187–98
- NULL-terminated string
 - conversions 196–7
- pointer descriptors 168–70, 177–80, 318–20
- size-setting method 186, 197, 202–3
- sub-strings 188–90
- types 168–215
- wildcard searches 189–90
- destructors 96–100, 107–9, 260–2, 346–57
- DevCertRequest 245–6
- developer certificates 236, 244–6
- Developing Software for Symbian OS (Babin), new edition 1–2
- development tools
 - see also* software development kits; Windows development tools
 - basic pieces 23–5
 - components 23–31, 123–60
 - concepts 2, 23–38, 123–60
 - examples 23–61
 - firing up 31–8
 - needs 23–5
 - overview 23–5, 125–6
 - problems 37–8
 - quick start guide 23–61
 - tools 12, 13–15, 23–61, 123–60
- device contrasts, emulator 139–40
- device drivers
 - concepts 70–1, 77–9, 86–9, 139–40
 - definition 89
 - emulators 139–40
 - ROM 70–1, 138–41
- devices 31–8
- dial-up connections,
 - drawbacks 5
- DIALOG resource 387–405
- dialogs 359–60, 363–5, 387–405
 - classes 394–6
 - creation 387–405
 - launching 396
 - list boxes 406–7
 - resource definition 388–405
 - Series 60 (S60) 364–5, 387–405
 - stock dialogs 401–5
 - UIQ 363, 387–405
- digital signing
 - see also* signed applications
 - concepts 232–3
- dir 36–7
- direct screen access, APIs 85–6
- directories 34–8, 59–61, 123–6, 150–60, 231–2, 303–4
- DiscardFont 374–7, 396
- DiskAdmin 226–7, 229, 243
- DispatchMessageL 316–19
- DLG_LINES 397–406
- DLLs *see* dynamic link libraries
- DMA controller 79
- DNS *see* Domain Name System
- DoCancel 248–9, 251–2, 253–4, 263–8, 346–57
- document classes, applications 38–56, 367–77
- documentation
 - OS requirements 12
 - SDK directories 125–6
- Domain Name System (DNS) 332–4, 349–53
- domain names, IP addresses 332–4, 338–9, 349–53
- Doom network service 327
- downloaded applications 1, 9–10, 16–22, 149–50
- Draw 41, 52–4, 266–8, 374–7, 396
- drawing controls
 - concepts 52–4
 - graphics context (GC) 52–4
 - DrawRect 396
 - DrawText 52–4, 374–7, 396
 - drive letters 70–1
 - DRM capability 226–7, 243
 - DSO files 134–5, 142–3
 - Duplicate 299–300
 - DVB-H 11, 16
 - dynamic arrays
 - see also* arrays
 - concepts 209–13
 - dynamic buffers
 - see also* CBuf . . .
 - area pointers 205–6
 - class diagram 199–200
 - concepts 199–203
 - inserting/deleting data 202–3
 - methods 201–3
 - reading/writing methods 201–3
 - size changes 202–3
 - types 199–200
 - uses 199
 - dynamic link libraries (DLLs)
 - 63–4, 65–8, 78–9, 86–9, 114–18, 141–9
 - capabilities 229–31
 - classes 115
 - concepts 65–8, 78–9, 86–9, 114–18, 141–9, 229–31
 - creation 115–18, 141–4
 - definition 65–6, 115
 - emulator 118–19, 140
 - executables 134–5
 - extension names 68
 - freezing mechanism 144–9
 - GUI applications 66, 118–19
 - MMP files 141–9
 - multiple DLLs 117–18
 - ordinals 143–9
 - programming basics 114–18
 - RLibrary 117–18, 143–4
 - rules 115–18
 - types 65–8, 78–9, 86–9, 114–18
 - DynInitMenuPanelL 397–401

- e: drive 71
 - see also removable memory cards
- E (enumeration members) prefixes, concepts 121
- e32base.h 162–5
- e32cmn.h 124
- e32cons.h 162–5
- e32debug.h 141
- e32des8.h 169–70
- e32des16.h 169–70
- E32Main 119, 163–4, 273–5, 278–86, 314–21, 367–77
 - see also processes
- e32std.h 101, 124, 169–70
- E32USER - CBase 42 349
- E32USER - CBase 46 269
- E32USER - CBase 47 259
- E32USER - CBase 69 163
- EAKnSoftkeyExit 51–4
- Echo network service 326–7
- Eclipse 28–30
 - see also Carbide
- ECOM API, application protocols 67
- edbms.lib 64
- EDGE network protocol 4–5, 6, 17, 323–4
 - see also GSM...
- Edit 397–401
- EditLabel 397–401
- EditCurrentLabel 397–401
- editor controls
 - see also controls
 - concepts 310–21, 397–405, 406, 409–11
- editors, Windows development tools 24–6
- EDWIN 390–405, 406
- efsrv.lib 64
- EIK_APP_INFO 45–56, 380–3
- eikcdlg.lib 403
- eikcore.lib 128–31
- eikon.rh 44–56, 378, 382, 405
- EKA1, concepts 77, 80–1
- EKA2, concepts 77–81
- ELeave 111–13, 117–18, 147–9
- emails 3–4, 8, 12, 16–22, 64–5, 150, 323–4
- embedded SIS files, installation 156
- emulator
 - see also epoc
 - build targets 132–5
 - concepts 24–6, 31–8, 56–8, 118–19, 124–5, 137–41, 164, 286
 - configuration 31–2, 138–40
 - device contrasts 139–40
 - DLLs 118–19, 140
 - EXE files 119
 - fonts 139–40
 - memory capacity 138–9
 - multiple processes 140, 286
 - pixels 139–40
 - platform security 228–9
 - quick test 31–8
 - running 138–9
 - SDK 24–6, 31–8, 124–5, 137–41, 164
 - Series 60 (S60) 24–5, 32–8, 56–8, 138–40
 - static data in DLLs 118–19, 140
 - UIQ 57–8
 - virtual drives 138–41
- encapsulation features, C++ 93–4
- End 206
- enum 121, 373
- ENUM keyword, resource files 378–80
- enumerations, naming conventions 121
- EPOC 12–13, 77
- epoc 31–8, 138–41
 - see also emulator
- EPOC32 93
- epoc32 123–6, 127–31, 138–41, 164, 228
- epoc32/build 124–5, 127–31, 138–41
- epoc32/data/epoc.ini 228–9
- epoc32/data/z 124–5, 138–41, 152–60
- epoc32/include 124, 128–31, 138–41, 278
- epoc32/release 124–5, 127–31, 132–5, 138–41, 142–4, 152–60
- epoc32/tools 124–5
- epoc32/winscw 125–6
- EPOC_DRIVE_D 138–40
- epoc/include 169
- epoc.ini 31–2, 138–41, 228–9
- epocprocesspriority 284–5
- EPOCSTACKSIZE 131
- epocwind.out 275
- EPriority... 290–1
- Ericsson, Symbian ownership 13–14
- Error 258–60
- errors 12, 101–14, 165–6, 257–60, 269–70
 - see also exception...
 - active scheduler 257–60, 269–70
 - assert macros 114–15
 - concepts 101–14, 258–9, 269–70
 - leave/trap mechanism 101–14, 121–2, 180–1, 212–13, 253–4, 258–60, 262–8, 314–21
 - panics 113–14, 163, 168, 285–6, 313–21
 - return codes 101
- ESimpleExCommand 50–4
- Esock 90
- esock.dll 86–9
- ETEL server, communications architecture 86–9, 90
- euser.dll 64, 66, 79
- euser.lib 128–31, 134–5, 278
- EV-DO 5
- event handlers 84–5, 249, 253–4
- events, active objects 82, 247–75, 285–6, 287–92, 300–1
- examples, quick start guide 23–61
- Excel 20–2

- exception handling 94–5, 101–14, 121–2, 165–6, 180–1, 212–13, 253–4, 258–60, 262–8
 - see also* errors
 - assert macros 114–15
 - cleanup 101–2, 105–14, 162–5
 - concepts 101–14, 165–6
 - descriptors 165–6
 - leave/trap mechanism 101–14, 180–1, 212–13, 253–4, 258–60, 262–8, 314–21
 - panics 113–14, 163, 168, 285–6, 313–21
 - programming basics 101–14
 - return codes 101
 - stray-signal exceptions 269–70
- EXE files 65, 68–70, 74–6, 118–19, 128–31, 277–86
 - see also* executables; processes
 - emulator 119
 - programming basics 118–19
 - structure 118–19
- executables 65, 68–70, 74–7, 118–19, 124–5, 149–60, 277–86
 - see also* applications; EXE files; processes
 - concepts 118–19, 124–5, 134–5, 277–86, 288
 - DLLs 134–5
 - epoc32/release 124–5, 127–31, 132–5, 138–41, 142–4, 152–60
 - programming basics 118–19
 - SIS files 23–5, 39–56, 59–61, 149–60, 233–5, 365–411
 - threads 288
- executed-in-place code, concepts 70–7
- ExecuteLD 121, 387–405
- ExitReason 285–6, 289, 291–2
- ExitType 285–6, 291–2
- Expand 200–3
- explicit network connections, concepts 357
- EXPORT_C 115–18, 143–4, 147–9
- exports, libraries 115–18, 141–9
- EXPORTUNFROZEN 116–17, 141–4, 145–9
- extensions, kernel 77–9
- ExternalizeL 371
- F32 90–1
- fax 8
- features, smartphones 1–9
- file server
 - see also* RF... servers
 - concepts 68–70, 303–4
- file system 13–14, 64, 68–70, 90–1, 226–7, 303–4
 - platform security 226–7, 231–2
 - structure 90–1
- FILENULL 155
- FILERUN (FR) 156
- FILETEXT 154–5, 159
- Fill 192–3
- FillZ 192
- Find 188–90, 211
- ‘fire and forget’ protocols 324–5
- firewalls 219
- First 214
- fixed arrays
 - see also* arrays
 - concepts 205–6
- fixed processes, concepts 76–7
- flash memory *see* internal flash disk
- flat dynamic buffers, concepts 199–203, 206–8
- flushing costs, caches 76–7
- _FOFF 210
- folding method, descriptor
 - comparisons 187–90
- font and bitmap server
 - see also* servers
 - concepts 304–5
- fonts 139–40, 231, 304–5, 374–7
- foreign languages, installation support 157–60, 385–7
- FORM 397–401
- Format 194
- format, resource files 253–4
- formatting data, descriptors 194
- forms, Series 60 (S60) 397–401
- Forum Nokia 28–9
- freeware 1, 240–1
- freeze 128–31, 142–9
- freezing
 - concepts 116–17, 141–9
 - DEF files 145–9
 - definition 144–5
 - disabling methods 116–17, 141–4, 145–6, 149
 - enabling methods 145–6
 - importance 144–5
 - libraries 37–8, 115–16, 128–31, 141–9
 - new-function inserts 148–9
 - violated interfaces 149
- FTP network service 326–7
- Function 316–19
- function arguments, naming conventions 120
- function names, conventions 119–21
- games 16–22, 323–4
- GC *see* graphics context
- gcce 59–61, 128, 131–5, 137–8, 143, 147–60
- gdi.lib 129–31
- generations, mobile
 - communications 4–11
- generic build system, SDK 24–6
- GetByAddr 335–57
- GetByName 335–57
- Getch 162–5
- gethostbyname 332, 335
- GetMemoryInfo 283–4
- GetTemperatureL 346–57
- GetText 310–21, 406
- global memory chunks
 - see also* chunks
 - concepts 293–302
- Global Positioning Satellite (GPS) 10–11, 17–18, 225
- global variables, restrictions 118–19, 120
- GNUPoc 30–1

- GPRS network protocol 4, 5–6, 12, 16–22, 88–9, 323–4, 356–7
see also GSM. . .
- GPS *see* Global Positioning Satellite
- graphical user interface framework (GUI)
see also application framework; Series. . .; UIQ. . .
- active scheduler 254–3, 269, 342–3, 355–6
- anatomy 38–56, 365–7
- application classes 38–56, 365–411
- application programming 38–56, 359–411
- concepts 13–22, 27–30, 38–56, 64–6, 83–5, 118–19, 125–6, 137–8, 161–2, 254–3, 269, 287, 303–4, 342–3, 355–6, 359–411
- controls 83–5, 310–21, 377–8, 397–409
- dialogs 359–60, 363–5, 387–405
- DLLs 66, 118–19
- examples 38–56, 359–411
- icons and captions 366–7, 409–11
- overview 38–56, 83–5, 359–65
- resource files 44–56, 377–411
- servers 303–4
- Symbian OS 13–14, 27–30, 38–56, 64–6, 83–5, 118–19, 125–6, 161–2, 359–411
- types 13–22, 359–65
- view architecture 409
- Windows development tools 27–30
- graphics
animation plug-ins 85–6
direct screen access 85–6
high performance graphics 85–6
- graphics context (GC) 52–4
- GSM network protocol (Global System for Mobile Communication) 4–6, 9, 12, 16–22, 80, 88–9, 323–57
see also EDGE. . .; GPRS. . .
- GUI *see* graphical user interface framework
- handle classes 97–100, 279–86, 287–92, 297–8, 300–1, 318–20
see also RMutex; RProcess; RSemaphore; RThread
- HandleCommandL 50–4, 265–8, 354–6, 372–7, 392–6, 401
- HandleResourceChangeL 373–7
- handles, concepts 96–100
- Handspring Treo 650 21
see also Palm OS
- handwriting recognition 15–17
- Harrison, Richard 409
- HasCapability 318
- HBufC 168–215
see also heap descriptors
- concepts 168–215
- memory layout 181–6
- TBufC 181
- header files
concepts 39–56, 115–18, 126–31, 141–4, 151–60, 365–411
- controls 405–6
- heap chunk, concepts 72–3
- heap classes, concepts 96–100
- heap descriptors
see also descriptors; HBufC. . .; RBuf. . .
- concepts 168–70, 180–6, 315–16
- definition 168, 180–1
- modifications 181–3
- usage of other descriptors 183
- Heath, Craig 219, 227
- help files 231
- hierarchy, descriptor classes 169–71
- high performance graphics 85–6
see also graphics
- home area, virtual memory map 73–7
- hot keys, emulator 138–40
- How Smartphones Work (Northam) 2
- HRH files 39–56, 365–411
- HSCSD network protocol 6, 19
see also CSD. . .
- HSDPA 7
- HTML 8–9, 16–22, 125–6, 323–4, 346–8
- HTTP 64–5, 326–7, 330–4, 339–41, 344–57
- <http://www.wunderground.com>** 346–57
- HVGA 364
- i (member variables) prefixes 119–20
- IAPs *see* Internet Access Points
- icons 366–7, 409–11
- IDEs *see* Integrated Development Environments
- image masks 411
- IMAP accounts 8, 327
see also emails
- IMEI serial numbers 224, 244
- implicit network connections, concepts 357
- import libraries
see also static libraries
- concepts 115–18, 133–5, 142–9
- native builds 133–5
- IMPORT_C 115–18, 143–4, 147–9
- include 385–7
- InfoPrint 119
- InfoWinL 402
- infrared connectivity (IR) 9–10, 16–22, 23–4, 64–5, 87–9, 150, 221–2, 334–5
- inheritance features
C++ 93–4, 98–100
- interface classes 98–100
- Insert 200–3, 210–13

- Install 254-7, 314-21
- installation 23-5, 39-56, 59-1, 149-60, 164, 236-7, 254-7, 313-21, 365-411
 - see also SIS files
 - active scheduler 254-7, 313-21
 - advanced pkg options 154-7
 - concepts 38-56, 149-60, 236-7, 365-411
 - directories 150-1
 - file-specification methods 153-4
 - language support 157-60, 385-7
 - PKG files 39-56, 151-60, 233-5, 240-1, 365-411
 - requisite lines 156-7
 - running executables 156
 - runtime-generated file removal 155
 - text notices 154-5
- install.exe 151
- instant messaging 8, 22, 323-4
- instantiated classes, concepts 94-6, 115, 119-20, 169, 287
- int 94-5
- Integrated Development Environments (IDEs) 23-61, 137-41, 365-7
 - see also Borland...;
 - Metrowerks...; Microsoft...
- concepts 23-7, 56, 137-41, 365-7
- providers 27-30, 36-8, 56
- quick-start examples 23-7, 36-56, 365-7
- selection criteria 28
- inter-thread communications, concepts 77-9, 281-2, 292-7, 318-20
- interface classes
 - concepts 96, 98-100, 119-20
 - example 98-100
 - inheritance features 98-100
- interface freezing see freezing
- internal flash disk
 - see also c: drive; memory... concepts 70-1, 138-41, 149-60
- InternalizeL 371
- Internet 1, 3-4, 7-8, 88-9, 323-57
 - see also browsing; TCP/IP...
- Internet Access Points (IAPs) 88-9, 356-7
- Internet Protocol Suite see TCP/IP
- IP (Internet Protocol) 324-57
 - see also TCP...
 - addresses 325-6, 331-4, 338-9, 349-53
 - concepts 325-57
 - domain names 332-4
 - layering diagram 325
 - port addresses 325-57
- IR see infrared connectivity
- ISPs 5-6
- Java 21, 25-6, 99, 124-5
- Java Runtime Environment 25-6
- jog dial 360
- K (constants) prefixes, naming conventions 120-1
- KDynamicLibraryUid 135-6
- kernel 63-91, 284, 287-92
 - architectural overview 77-9
 - concepts 63-4, 72-9, 284, 287-92
 - definition 63-4, 77
 - EKA2 concepts 77-81
 - executive 78-9
 - extensions 77-9
 - MMU 71-2, 74-5
 - platform security 90-1
 - process priorities 284
 - roles 63-4, 72, 74-5, 77-9
 - server 77-9
 - threads 287-92
 - user library 79
- KErrAlreadyExists 310
- KErrCancel 261
- KErrEof 345
- KErrNoMemory 101, 104-14
- KErrNone 101, 103-4, 147-9, 213, 248-9, 253-4, 260-1, 265-8, 273-5, 281-2, 289, 293-6, 297-8, 302, 309-10, 335-57
- KErrNotFound 101, 188-90, 211, 212, 281-2, 309-10
- KErrNotSupported 309-10, 315-21
- KErrPermissionDenied 220, 227-8
- KExecutableImageUid 135-6
- keys 14-20, 84-5, 138-40, 303-4, 360-411
 - emulator 138-40
 - platforms 360-5
 - virtual keyboards 15-17, 138-40
- Kill 285-6, 291-2
- KQikPenStyle... 382
- KQikSoftkeyStyle... 382
- KRequestPending 248-9, 256, 260-1, 270
- KUIdApp 135-6
- _L 167-8, 171-3, 181-2
- L suffixes, concepts 105-14, 119-20, 121
- LAF see Look and Feel
- Landmark messaging 327
- LANG keyword, resource files 386-7
- LANGUAGE keyword, resource files 385-6
- language support
 - installation 157-60, 385-7
 - MMP files 385-7
 - resource files 385-7
- LANs see Local Area Networks
- laptops 3
- Last 214
- LBS see Location Based Services
- LBUF 391-6
- LC functions, concepts 110-13, 121
- Leave 101-14, 212-13, 279-80

- leave/trap mechanism
 - active scheduler 258–9, 262–8, 269–70, 314–21
 - concepts 101–14, 121, 162–5, 180–1, 212–13, 253–4, 258–60, 262–8, 314–21
 - constructors 112–14
 - object creation 110–13
- Left 190
- Length 170–1, 206
- Lenovo 14, 26
- LG 14–15, 364
- LIB files 128–31, 134–5, 138–41, 142–3
- libraries 12–13, 24–6, 63–4, 65–8, 78–9, 83–5, 114–18, 128–31, 141–9, 275, 278, 355–6, 403
 - see also dynamic link...; middleware
 - application protocols 90–1
 - base libraries 63–4
 - classes 115–18
 - concepts 24–6, 63–5, 78–9, 83–5, 114–18, 141–9
 - CONE 84–5
 - controls 406
 - freezing 37–8, 115–16, 128–31, 141–9
 - OS requirements 12
 - programming basics 114–18
 - SDK 24–6, 141–9
 - types 65–8, 79, 83–5, 114–18
 - UIKON 83–5
 - user library 79
- LIBRARY 128–31, 142–4, 275, 278, 355–6, 403
- linked lists
 - see also TDb1Que
 - concepts 214
- Linux 21–2, 31, 64–5, 231, 247
- list boxes 359–65, 406–7
- LISTBOX 406–7
- LIT 167–8, 171–80, 187–99, 201–3, 212, 272–5, 278–82, 293–6, 297–8, 308–12
- LLINK 379–80, 391–6, 406–7
- Load 144
- loading methods, polymorphic
 - DLLs 144
- Local Area Networks (LANs) 89, 323
- local device communication
 - features
 - see also connectivity features
 - concepts 9–10, 64–5, 86–9
- local memory chunks
 - see also chunks
 - concepts 296–7
- local semaphores
 - see also semaphores
 - concepts 299–300
- LOCALISABLE_APP_INFO 410
- localization, resource files 366–7, 385–7, 409–11
- LocalServices 221–3
- Location 221–3, 228
- Location Based Services (LBS) 10–11
- log files 25–6, 141
- log servers 90
- Logon 285–6, 292
 - see also asynchronous functions
- long 94–5, 378–80
- Look and Feel (LAF), concepts 83–5
- Lookup 144
- LowerCase 165–6, 194–5
- LTEXT resource files 378–80
- M (mixin) classes, concepts 96, 98–100, 120
- MACRO 130–1
- macros
 - assert macros 114–15
 - naming conventions 121
 - string literals 166–8, 171–2
- Maemo 22
- make 125–6
- makefiles, build system overview 125–6
- makekeys 234–5
- MakeName 166–8
- makesis 59–61, 150–60
- malicious software 217–19
- manufacturers 12–15
 - see also individual manufacturers
- Match 189–90
- MBM files 410–11
- MegabytesOfFreeMemory 138–40
- member variables, naming
 - conventions 119–20
- memory 11–12, 16–22, 63–4, 65, 70–7, 138–41, 149–60, 174–86, 293–7
 - see also Random Access...; Read Only...
 - addresses 71–2, 293–7
 - blocks 71–2, 269
 - capacity specifications 16–22, 70–1, 138–9
 - chunks 72–7, 97–8, 293–7
 - committed memory 294–7
 - concepts 70–7, 138–41, 174–86, 293–7
 - descriptors 174–86
 - emulator configuration 138–41
 - frugal requirements 11–12
 - organization 71–7
 - orphaned memory 105–6
 - out-of-memory situations 12, 239
 - overflow problems 165–6, 176–7
 - physical/virtual memory
 - addresses 71–7, 294–7
 - processes 72–7, 292–7
 - shared memory 65–8, 114–18, 292–7
 - types 70–3
- memory cards see removable memory cards
- memory leaks 105–6, 163–4, 184
- Memory Management Unit (MMU)
 - concepts 71–7, 286
 - page tables 73–7, 294–7
 - protection role 71–2, 76
- memory maps, concepts 71–7, 286, 294–7
- menu/softkey items, resource files 44–56, 380–405

- MENU_BAR 45–56, 383
- MENU_ITEM 45–56, 383, 408
- menu_pane 45–56
- menus 44–56, 359–411
- MENU_TITLE 45–56, 383
- messages, client–server model 303–21
- messaging, smartphones 7–8, 16–22, 64–5, 323–4, 356
- Metrowerks 28, 36–7
 - see also Integrated Development Environments
- Microsoft 13–14, 20–1, 28–30, 36–7, 125–7
 - see also Integrated Development Environments; Windows
- Mobile Smartphone OS 13–14, 20–1, 233–4
- Smartphone OS 13–14, 20–1
- Visual Studio 28–30
- Mid 190
- middleware
 - see also libraries
 - concepts 12, 64–5
- Mixin 98–100
- MMC storage media 16–22, 71
 - see also removable memory cards; storage media
- MMF 90–1
- MMP files 38, 39–56, 116–18, 119, 126–31, 134–5, 141–9, 160, 163–4, 220, 227–31, 236–7, 275, 278–86, 355–6, 365–411
 - see also project...
 - concepts 39–56, 126–31, 141–9, 160, 163–4, 220, 227–31, 236–7, 275, 278–86, 355–6, 365–411
- DLLs 141–9
- language definitions 385–7
- processes 278–86, 365–411
- MMS see Multimedia Messaging Service
- MMU see Memory Management Unit
- mobile phones
 - see also smartphones
 - concepts 1–22, 359–60
 - generations 4–11
 - hardware limitations 359–60
 - historical background 2–3, 11
 - network protocols 3–11, 12, 16–22, 88–9, 323–57
 - PDA's 3–4, 7, 9–10, 20–2
 - platform security 90–1
 - specifications 16–22
- mobile TV 11
- modem features 10
- modifying methods, descriptors 191–7
- MotoDev 30
- Motorola
 - see also UIQ
 - A920/A925 6, 15
 - A1000 15
 - A1200 22
 - MOTORIZR Z8 15, 27, 360
 - Q 20
- multi-homing features 89
- Multimedia Messaging Service (MMS) 8, 12, 16–22, 64–5, 89, 239
- multimedia support, Symbian OS 13–14, 227, 323–4
- MultiMediaDD 226–7, 229, 243
- multipage dialogs, see also dialogs
- multiple DLLs, concepts 117–18
- multiple inheritance features, C++ 93–4, 98–100
- multiple processes 140, 277–86, 321
 - see also processes
- multiple threads 64–5, 82, 140, 277–8, 286–92
- multitasking aspects, Symbian OS 13–14, 64–5, 140, 250–1
- music players 3
- mutexes
 - see also synchronization
 - concepts 77–9, 97–8, 300–1
- mvccsym2 126
- NAME keyword, resource files 377–9
- naming conventions 68, 95–6, 119–21
- nanokernel, concepts 78, 79, 81
- native build targets 132–5
- NEC 22
- network connections, concepts 356–7
- network interface manager (NIFMAN), communications architecture 86–9
- network programming
 - see also sockets; TCP...
 - active objects 335–57
 - concepts 323–57
- network protocols
 - concepts 3–11, 12, 16–22, 86–9, 227, 323–4, 356–7
 - specifications 16–22
- network services, well-known server-side port addresses 326–7
- NetworkControl 226–9, 230–1, 243
- NetworkServices 221–3, 324, 355–6
- New 96, 111–13, 117–18, 120, 180–1
- NewApplication 49–54, 367–77
- NewL 112–13, 120, 148–9, 200–3, 251–4, 263–8, 306–21, 346–57, 374–7
- NewLC 30, 112–13, 120, 181, 266–8, 272–5, 313–21, 374–7
- NewMyPoly 117–18
- NewSessionL 306–21
- Next 282–4
- NIF files 88–9
- NIFMAN see network interface manager
- nmake 125–6
- NOCOMPRESS (NC) 152–60
- Nokia 13–15, 26–7, 123–60
 - see also S60...
 - 3230 26
 - 3600/3650 14, 26–7
 - 3620/3660 26–7
 - 5500 364
 - 6121 classic 14
 - 6260 26

- Nokia (*continued*)
 - 6600 6, 26
 - 6630 26
 - 6670 26
 - 6680/6681/6682 14, 26
 - 7610 14
 - 9210 15
 - 9290 6, 15
 - 9300i 15, 18–19
 - 9500 Communicator 15, 27
 - E61i 14, 26, 222–3, 364
 - E65 26
 - E90 Communicator 14–15, 19, 364
 - N-Gage 26–7
 - N70 26–7
 - N76 14–15
 - N77 11, 26
 - N90 26–7
 - N91 71
 - N92 11
 - N93 14–15
 - N95 14–15, 17–18, 24, 26, 70, 364
 - N800 22
 - SDK 26–7, 38–56, 123–60
 - Symbian ownership 13–14
- non-modifying methods, descriptors 187–98
- non-preemptive multitasking
 - model, active objects 250–1, 269–71
- nostrictdef 146
- Nucleus 80
- NULL 110–13, 156–7, 172, 191–2, 196–7, 289, 375–7
- object types, cleanup stack 107–14
- object-oriented operating systems 12–13, 94–5
- OEM hardware 13–14, 76, 78–9, 83–5
- OkToExitL 401
- OnStarting 257–8
- OnStopping 257–8
- Open 97–100, 113–14, 281–3, 286, 289–90, 299–300, 337–57
- ‘open’ aspects, Symbian OS phones 1
- OpenFileL 371–7
- OpenGlobal 299–300
- operating systems 1, 11–15, 30–1
 - see also* Symbian OS
 - BlackBerry 21
 - competitors 13–14, 20–2
 - historical background 11–15
 - Linux 21–2, 31, 64–5
 - Microsoft Mobile Smartphone OS 13–14, 20–1, 233–4
 - Palm OS 21, 64–5
 - requirements 11–12
 - resource-limitations 11–12
 - robustness needs 11–12
- option buttons 408
- Order 211
- ordinal function references 143–9
- orphaned memory, dangers 105–6
- OSE 80
- OSs *see* operating systems
- out-of-memory situations 12, 94–5, 101, 239
- OutputWebPage 330–57
- overload features, C++ 93–4, 108–9, 111–13, 279–80
- overrun problems, memory 165–6, 176–7
- owning manufacturers, Symbian OS 13–14
- package definition files 39–56, 59–61, 150–60, 365–411
 - see also* PKG files
- packets
 - see also* GPRS...; HSDPA...; UMTS...
 - concepts 5–7, 323–57
 - TCP/IP 323–57
- page tables, MMU 73–7, 294–7
- Palm OS 21, 64–5
- Panasonic 14, 22
 - Symbian ownership 13–14
 - X700 26–7
 - X800 26–7
- Panic 113–14, 163, 284–5, 313–21
- panics
 - concepts 113–14, 163, 168, 284–6, 313–21
 - examples 113–14, 163, 313–21
 - SDK list 113–14
- passwords 60–1, 403
- PCs 3, 7–11, 16–22, 24–6, 31–8, 56–8, 118–19, 124–5, 137–41
 - see also* Windows
 - emulator 24–6, 31–8, 56–8, 118–19, 124–5, 137–41, 286
 - installation 149–50
- PDAs 1, 3–4, 7, 9–10, 20–2
- PDF files 125–6
- PE files 118–19
- Pearl design 14
 - see also* Series 60
- pens 15–17, 382
 - see also* touch screens
- performance issues
 - context switches 76–7, 82
 - switched processes 76–7, 82
- Perl scripts 124–5
- permissions, platform security 90–1
- personality, concepts 81
- PETTRAN 118–19
- phone manufacturer capabilities 220, 225–7, 243–4
- physical memory addresses, concepts 71–7, 294–7
- pictures 3, 8, 11, 16–22
- ping 350
- P.I.P.S. 330
- pixels 139–40, 409–11
- PKG files 39–56, 59–61, 150–60, 233–5, 240–1, 365–411
 - see also* package definition files
 - advanced pkg options 154–7

- concepts 39–56, 59–61, 150–60, 233–5, 240–1, 365–411
- installation 39–56, 151–60, 233–5, 240–1, 365–411
- language support 157–60, 386–7
- PKI *see* Public Key Infrastructure
- platform security
 - see also* signed applications; Symbian Signed
 - capabilities 90–1, 129, 131, 160, 219–32
 - concepts 2, 71–2, 76, 90–1, 217–46
 - data-caging concepts 91, 226, 231–2
 - developer certificates 236, 244–6
 - emulator 228–9
 - exclusions 218–19
 - goals 217–18
 - malicious software 217–19
 - MMU 71–2, 76
 - permissions 90–1
 - SID 129, 131, 232, 237–8
 - trust principle 218
- platforms, Symbian OS 13–22, 153–60, 359–65
- PlatSecDiagnostics 229
- PlatSecDisableCaps 228–9
- PlatSecEnforcement 228–9
- plug-in DLLs
 - see also* dynamic link libraries
 - concepts 66–9, 85–6, 115–18, 135–6
- Pocket PC OS 20–1
- pointer descriptors
 - see also* descriptors; `TPtr...`
 - concepts 168–70, 177–80, 318–20
 - definition 168, 177
- polymorphic DLLs
 - see also* dynamic link libraries; plug-in...
 - concepts 66–8, 86–90, 115–18, 135–6
 - loading methods 144
 - virtual declarations 66–7
- Pop 106–14, 202–3, 262–8, 315–21, 374–7
- pop-up fields 364–5, 398–401
- POP3 accounts 8, 326–7
 - see also* emails
- PopAndDestroy 106–14, 180, 184–6, 202–3, 274, 314–16
- port addresses
 - concepts 325–57
 - IP (Internet Protocol) 325–57
 - well-known server-side addresses 326–7
- POSIX 64, 330
- PowerMgmt 224–5
- PPP module 88–9
- pre-emptive multithreading, concepts 65, 247, 250–1
- pre-version 9 SDK build targets 135
- prefixes, naming conventions 95–6, 119–20
- PreLayoutDynInitL 394–401
- printf 161–5, 188, 194
- priorities
 - active objects 260
 - processes 284
 - threads 290–1
- Priority 284–5
- private data, data-caging concepts 91, 226, 231–2
- private directory 151–60, 227, 231–2
- private keys 233–5, 246
- PRJ_PLATFORMS 131–2
- processes
 - see also* applications
 - arguments 279–81
 - chunks 293–7
 - code chunks 73–4
 - concepts 64–5, 72–9, 277–86, 292–7
 - critical sections 301
 - definition 65, 277–8
 - E32Main 119, 163–4, 278–86, 367–77
 - end-signaling method 285–6
 - examples 278
 - fixed processes 76–7
 - inter-process communications 77–9, 281–2, 292–7
 - launching method 278–80, 289
 - memory 72–7, 292–7
 - MMP files 278–86, 365–411
 - multiple processes 140, 277–86, 321
 - names 281–3
 - performance issues 76–7
 - platform security 2, 71–2, 76, 90–1
 - priorities 284
 - processes-running queries 282–3
 - protection 71–2, 76
 - Rendezvous 301–2, 310
 - RProcess 97–100, 119, 279–86, 292–7, 301–2, 309–10
 - running 279–80, 289
 - shared memory 292–7
 - status checks 285–6
 - switched processes 73–7, 82, 286
 - terminations 284–5
 - virtual memory map 73–7, 286
 - wildcard searches 282
- programming basics 93–122, 247–75, 323–57, 359–411
 - asynchronous functions 247–75
 - basic data types 94–5
 - C++ in Symbian OS 93–4, 102–3
 - descriptors 165–215, 292–3, 307
 - DLLs 114–18
 - exception handling 101–14
 - executables 118–19
 - GUI applications 38–56, 359–411
 - libraries 114–18
 - naming conventions 68, 95–6, 119–21
 - Symbian OS classes 95–100
 - TCP/IP applications 323–57
 - progress bars 407
 - PROGRESSINFO 407

- project build files, concepts
 - 54–6, 115–18, 126–60
- project definitions 54–6,
 - 115–18, 119, 126–31,
 - 141–9, 163–4, 278–86,
 - 385–7
 - see also* MMP files
 - concepts 126–31, 141–9,
 - 278–86
 - definition 126–7
 - DLLs 141–9
- project management tools,
 - Windows development tools
 24–6
- protection
 - MMU role 71–2, 76
 - processes 71–2, 76
 - semaphores 298–9
- protocol 330–1
- protocol modules
 - see also* Bluetooth...;
 - infrared...; TCP/IP
 - communications architecture
 86–9, 323–57
- protocols, interface classes
 - 98–100
- ProtServ 224–5
- proxy servers, WAP 8
- PRT files 86–9
- Psion 12–13
- Ptr 196–7, 200–3
- PtrZ 196–7
- Public Key Infrastructure (PKI)
 - 233
- public keys 233–5, 246
- Publisher Ids 236, 241–3
- publisher option, Symbian Signed
 - 240–3
- push email 21
- PushL 106–14, 119–20, 121,
- 207–8, 262–8, 273–4,
- 314–21, 374–7

- qikapplication.h 41–4
- qikappui.h 41–4
- QIK_COMMAND 46–56, 382,
- 392–405
- QIK_COMMAND_LIST 46–56,
- 382, 392–6

- QikCommand.rh 45–56
- QIK_CONTAINER... 392–6
- QIK_CONTROL 390–6
- QIK_CONTROL_COLLECTION
 - 389–96
- qikctl.lib 56
- QIK_DIALOG 388–405
- qikdlh.lib 403
- qikdocument.h 41–4
- qikon.rh 45–56
- QIK_SLOT_CONTENT 393–6
- QIK_SYSTEM_BUILDING_BLOCK
 - 393–6
- QIK_VIEW 46–56, 380–3
- QIK_VIEW_CONFIGURATIONS
 - 45–56, 375–7, 380–3
- QIK_VIEW_PAGES 46–56,
- 380–3, 394–6
- Quartz 15
 - see also* UIQ
- QueryWinL 402
- quick start guide, Symbian OS
 - development environment
 23–61
- QVGA 360–4
- QWERTY keyboards 18–19, 362,
- 364

- R (resource) classes, concepts
 - 96–100, 109, 120, 279
- radio 3–11, 64–5
- radio buttons 408
- Random Access Memory (RAM)
 - see also* memory...
 - capacity specifications 70–1
 - concepts 70–1, 74–5, 294–7
- RArray 209–13
- R_AVKON_SOFTKEYS_OK
 - _CANCEL 404
- R_AVKON_SOFTKEYS_OPTIONS
 - _EXIT 44–56, 383
- R_AVKON_SOFTKEYS_YES_NO
 - 403
- RBuF 168–70, 180, 184–6
 - see also* heap descriptors
- RChunk 72, 293–7
 - see also* chunks
- RConnection 221–3, 227, 357
- RCriticalSection 301
- RDebug 141, 273–5
- Read 97–100, 200–3, 292–7
- Read Only Memory (ROM) 11,
- 70–7, 124–5, 138–41, 217
- see also* memory; z: drive
- capacity specifications 70–1
- concepts 70–7, 124–5, 138–9
- executed-in-place code 70–7
- ReadDeviceData 224–5,
- 230–1
- ReadL 318–20
- ReadUserData 221–3, 230–1
- real-time operating system (RTOS)
 - 80–1
- ReAlloc 181–3
- reallyclean 128
- RecvFrom 340–1, 344–5
- RecvOneOrMore 340–1,
- 345–57
- reference platforms, Symbian OS
 - 13–15, 359–65
- registration files 48–9, 366–7,
- 384–5
- relocated data, concepts 73–7
- removable memory cards
 - see also* memory...
 - concepts 71
 - MMC storage media 16–22, 71
- Remove 212, 215
- Rendezvous 301–2, 310
- Replace 257
- request semaphores, asynchronous
 - functions 248–75, 300–1
- requisite lines, installation 156–7
- Research in Motion (RIM) 21
 - see also* BlackBerry
- Reset 200–3, 206, 212, 310–21
- Resize 200–3
- resource classes
 - concepts 96–100, 120
 - example 97–8
- resource directory 151, 231–2
- resource files
 - see also* RSS files
 - concepts 44–56, 128–31,
 - 141–4, 365–7, 377–411
 - definition 46, 377–8
 - format 253–4

- language support 385–7
 - localization 366–7, 385–7, 409–11
 - registration files 48–9, 366–7, 384–5
 - SimpleEx example 380–3
 - string-reading tips 386–7
 - RESOURCE keyword, resource files 378–80, 405–6
 - resource-limitations, smartphones 11–12
 - RestoreL 370–7
 - Resume 279–81, 288–91
 - return codes, errors 101
 - RFile 69–70, 97–100, 109–10, 113–14, 115, 303–4
 - see also file server
 - RFs 226–7, 232, 303–4
 - see also file server
 - RHandleBase 299–300, 307–10
 - RHandleBase::Duplicate 299–300
 - RHostResolver 335–57
 - see also sockets
 - Right 190
 - RIM see Research in Motion
 - RLibrary 117–18, 144
 - see also dynamic link libraries
 - RLS files 385–7, 388–9, 411
 - RMessage 305–21
 - RMutex 301
 - robustness needs, smartphones 11–12
 - ROM see Read Only Memory
 - root certificates, Symbian Signed 236–7
 - RPointerArray 209–13
 - RProcess 97–100, 119, 224, 279–86, 292–7, 301–2, 309–10
 - see also processes
 - RProcess::Create 279–80
 - RProcess::Logon 285–6
 - RSC files 366–7, 386–7
 - RSemaphore 97–100, 297–302
 - RSessionBase 304–21, 335
 - see also client–server... concepts 304–21, 335
 - methods 304–6, 320–1
 - r_SimpleEx_dialog 398–401
 - r_SimpleEx_form 398–401
 - r_SimpleEx_menu 45–56
 - RSocket 97–100, 115, 304–5, 335–57
 - see also sockets
 - RSocketServ 335–57
 - see also sockets
 - RSS files 39–56, 164, 365–7, 377–411
 - see also resource files
 - RSS_SIGNATURE resource 45–56, 380–3
 - RTextBuff 307–10
 - RThread 97–100, 247, 254–3, 287–97, 301–2
 - see also threads
 - RThread::Create 288–91
 - RThread::Kill 291–2
 - RThread::Logon 292
 - RThread::Open 289–90
 - RTimer 260–1, 262–8, 271–2
 - RTOS see real-time operating system
 - run area, virtual memory map 73–7, 286
 - RUNBOTH (RB) 156
 - RunConsoleL 163–4
 - RunDlgLD 395–6, 402–5
 - RunError 251–2, 253–4, 258–9
 - RUNINSTALL (RI) 156
 - RunL 82, 249–75, 292, 304–5, 311–12, 342–57
 - see also active scheduler
 - concepts 249–75, 304–5, 311–12, 342–57
 - implementation 253, 262–8, 346–57
 - RUNREMOVE (RR) 156
 - RUNWAITEND (RW) 156
 - RVCT compiler 132–5
 - S60 14–20, 29–30, 31–56, 83–5, 113–14, 138–40, 151–60, 353–6, 359–416
 - see also CAkn...
 - characteristics 363–5
 - classes 40–56, 367–411
 - control structures 405–9
 - data input 364–5, 387–8, 397–405
 - dialogs 364–5, 387–405
 - editions 14–15
 - emulator 24–5, 32–8, 56–8, 138–40
 - forms 397–401
 - GUI architecture 14–20, 38–56, 83–5, 359–411
 - header file 39–44, 151–60
 - icons and captions 409–11
 - package file 59–61, 151–60
 - panics 113–14
 - project build file 54–6, 128–31
 - quick-start development
 - examples 24–7, 35–56
 - resource file 44–56, 128–31, 387–405
 - screens 363–5
 - SDK 26–7, 35–56, 123–60
 - stock dialogs 401–5
 - view class 52–4, 374–7, 409
- S60Doc 126
 - S60Ex 125
 - Samsung 13–15, 20, 22, 364
 - Blackjack 20
 - SGH-i400 15, 364
 - SGH-i520 364
 - Symbian ownership 13–14
 - sandbox see run area
 - Save 397–401
 - SaveFormDataL 397–401
 - Scalable Vector Graphics Tiny (SVG-T) 366, 410–11
 - screens 13–22, 83–5, 137–8, 303–4, 359–411
 - see also graphical user interface framework
 - concepts 13–22, 83–5, 137–8, 303–4, 359–411
 - platforms 13–22, 359–65
 - Series 60 (S60) 363–5
 - specifications 16–22
 - UIQ 360–3
 - SD memory cards 17, 71

- SDKs *see* software development kits
- Secure Identifier (SID), platform security 129, 131, 232, 237–8
- SECUREID 129, 131, 151, 232, 238
- security issues *see* platform security
- segmented dynamic buffers, concepts 199–203, 206–8
- self-certification procedures, Symbian Signed 243
- self-signed applications 234–7, 324
 - see also* signed...
- semaphores
 - see also* synchronization
 - asynchronous functions 248–75, 300–1
 - concepts 77–9, 82, 97–100, 248–9, 297–302
 - creation 299–300
 - opening 299–300
 - protection uses 298–9
 - Symbian OS 300–1
 - uses 248–9, 298–9, 300–1
- Send 306–21, 339–57
- Sendo X 26–7
- SendReceive 306–21
- SendTo 340–1
- serial cable connection 9
- serial communications server, communications architecture 86–9
- Series 60 *see* S60 (S60) 14–20, 29–30, 32–56, 83–5, 113–14, 138–40, 151–60, 353–6, 359–411
- Series 80 (Nokia) 15, 18–19, 22, 26–7, 364
- servers
 - see also* file...; font and bitmap...; socket...; window...
 - active objects 303–4, 311–12, 313–21
 - asynchronous functions 303–4, 311–12, 313–21, 335–57
 - client–server model 68–70, 83–5, 292–3, 303–21, 326–7
 - concepts 68–70, 83–5, 292–3, 303–21
 - definition 303–4
 - ETEL server 86–9, 90
 - examples 306–21
 - execution flow 68–70, 303–4
 - GUI 303–4
 - implementation 312–21
 - kernel server 77–9
 - message-processing example 316–18
 - pointers 316–19
 - serial communications server 86–9
 - service-invoking methods 310–12, 349–53
 - shutdown issues 320–1, 334
 - sockets 86–9, 97–100, 115, 304–5, 323–4, 326–57
 - starting 307–10, 313–16
 - TCP/IP 326–57
 - TextBufServ example 306–21
 - transient servers 320–1
 - types 68–9, 77–9, 83–5, 303–4
 - window server 83–5, 303–4
- servers-side code, sockets 328–57
- ServiceError 318
- ServiceL 306–21
- sessions, client–server model 304–21
- SetActive 253–7, 263–8, 270–5, 311–12, 349–57
- SetAddress 338–57
- SetArrayL 408
- SetItemDimmed 401
- SetLength 197, 215
- SetMax 197
- SetPenColor 396
- SetPort 338–57
- SetPriority 284, 290–1
- SetRect 374–7
- SetReserveL 200–3
- SetState 408
- SetTextL 406
- SetType 282–3
- shared code, concepts 65–8
- shared memory, concepts 65–8, 114–18, 292–7
- Sharp 22
- Short Messaging Service (SMS) 7–8, 12, 16–22, 64–5, 220–1, 239, 356
- SHUTDOWNAPPS (SH) 152–60
- SID *see* Secure Identifier
- Siemens 14–15
 - SX1 26–7
 - Symbian ownership 13–14
- Signal 298–302
 - see also* synchronization
- signed applications 30, 60–1, 91, 160, 218–46, 324
 - see also* platform security
 - concepts 232–46
 - developer certificates 236, 244–6
 - DLLs 233–4, 239
 - freeware option 240–1
 - installation issues 236–7
 - publisher option 240–3
 - SIS files 233–5, 239–46
 - trusted/untrusted certificates 235–6
 - types of signing 234–7
 - UIDs/SIDs 237–8
- signsis 160, 234–5, 242, 246
- SIM *see* Subscriber Identification Module
- simple/compound controls, contrasts 393–4
- SimpleEx 38–56, 58, 151–60, 262–8, 353–6, 365–411
 - active objects example 262–8, 353–6
 - class-hierarchy diagrams 42–4
 - Draw 374–7
 - overview 39–40
- SimpleEx_app.cpp 49–50, 56
- SimpleEx.cpp 49–50
- SimpleEx_Doc.cpp 50–2
- SimpleEx.hrh 45–56, 382
- SimpleEx.mmp 54–6, 128–31, 385–7

- SimpleEx.pkg 59–61
- SimpleEx_reg.rss 48–56
- SimpleEx.rss 44–56, 380–3
- SimpleEx.sis 60–1
- SimpleEx_UI.cpp 50–2, 265–8
- SimpleEx_View.cpp 52–4, 267–8, 374–7
- single-shot grant notifications, capabilities 222–3
- SIS files 23–5, 39–56, 59–61, 149–60, 233–5, 239–46, 365–411
 - see *also* installation
 - concepts 23–5, 39–56, 59–61, 149–60, 239–41, 365–411
 - creation 150–1
 - embedded sis files 156
 - language support 157–60, 386–7
 - signed applications 233–5, 239–46
- SISAPP 153–60
- SISX files 59–61
- Size 171, 200–3
- smartphones
 - see *also* mobile phones
 - benefits 2–3
 - browsing 3–4, 8–9, 16–22
 - communication methods 3–11
 - concepts 1–22, 359–60
 - connectivity features 1, 9–10, 16–22, 64–5, 86–90
 - features 1–9
 - hardware limitations 359–60
 - historical background 2–3, 11
 - LBS 10–11
 - manufacturers 12–15
 - messaging 7–8, 16–22, 64–5, 323–4, 356
 - network protocols 3–11, 12, 16–22, 88–9, 323–57
 - operating systems 1, 11–15
 - PDA's 3–4, 7, 9–10, 20–2
 - resource-limitations 11–12
 - robustness needs 11–12
- SMS see Short Messaging Service
- socket 330–1, 337
- sockets
 - see *also* RSocket servers; TCP/IP
 - active objects 335–57
 - asynchronous functions 335–57
 - BSD socket 86–9, 323–4, 328–34
 - C++ 323–4, 329–57
 - classes 97–100, 115, 304–5, 334–57
 - client-side code 328–34
 - communications architecture 86–9
 - concepts 86–9, 97–100, 115, 304–5, 323–4, 326–57
 - connection 332–4, 335–57
 - creation 328–34, 337–57
 - destination addresses 338–9
 - examples 329–57
 - network programming 326–57
 - receiving data 333–4, 340–1, 344–5
 - remote web servers 339–40
 - sending data 333–4, 339–40, 344–57
 - servers-side code 328–34
 - shutdown issues 334
 - Symbian OS API 334–57
 - TCP/IP applications 323–57
 - weather-information example 345–57
- softkey items 360–3
 - resource files 44–56, 380–405
- software
 - see *also* applications; development...
 - C++ 27–30, 71–2, 84–5, 93–122, 166–8, 323–4, 329–57
 - developer prospects 1, 12
 - titles available 1, 12
- software development kits (SDKs) 2, 13–15, 23–61, 113–14, 123–60, 164, 409–10
 - see *also* development tools
 - build flow 39–56, 126–31
 - components 24–5, 123–60
 - concepts 2, 13–15, 23–7, 123–60, 164
 - directory structure 123–6
 - documentation directories 125–6
 - examples 26–7, 34–56, 123–60
 - getting 25–6
 - problems 37–8
- Sony Ericsson
 - Developer World 30
 - M600i 15, 27
 - P1i 15, 27
 - P800 15, 27
 - P900 15, 27
 - P990i 15, 16–17, 27, 70, 360
 - platform security 225–6
 - Symbian ownership 13–14
 - W950i 15, 27
 - W960i 15, 360
- Sort 211
- SOURCE 116–18, 119, 128–31, 141–4, 275, 278, 411
- source files, concepts 49–54, 128–31, 141–4, 365–411
- SOURCEPATH 116–18, 119, 128–31, 141–4, 275, 278, 411
- special handshakes, TCP 326
- specifications, mobile phones 16–22
- sprintf 194
- src directory 49–50, 54
- stack and heap chunk, concepts 72–3
- Standard Template Library (STL) 94–5
- Start 250–1, 254–7, 269, 273–4, 314–21
- START RESOURCE 129, 130, 411
- start-up code, ROM 70–1
- StartBackground 273–5
- StartL 306–21
- StartRunning 272–5
- StartServer 309–10, 313–16
- StartThreadL 287–8
- State 408

- state machines, active objects 342–56
- static data chunks, concepts 73–7
- static interface DLLs
 - see also* dynamic link libraries
 - concepts 66–8, 114–18
- static libraries
 - see also* import libraries
 - concepts 65–8, 114–18
 - creation 115
- status bars 360–5
- status checks, processes 285–6
- STL *see* Standard Template Library
- stock dialogs
 - see also* dialogs
 - concepts 401–5
- Stop 227, 254–7, 262–8, 269
- storage media 16–22, 71
 - see also* MMC. . .; removable memory cards
 - specifications 16–22
- StoreL 370–7
- stray-signal panics, active objects 269–70
- strcmp 187
- streaming media 323–4
- Streaming Media network service 327
- string literals, concepts 166–8, 171–2
- strings
 - see also* descriptors
 - binary data 165–6
 - concepts 165–8, 385–7
- STRUCT keyword, resource files 379–83, 391–6, 406–7
- sub-strings, descriptors 188–90
- Subscriber Identification Module (SIM) 5, 356
- suffixes, naming conventions 105–14, 121
- SurroundingsDD 224–5
- SVG-T *see* Scalable Vector Graphics Tiny
- SwEvent 224–5
- SWInstall 90–1
- switched processes, concepts 73–7, 82, 286
- symbian 123
- Symbian Developer Network 29–30
- Symbian Ltd 1, 12–15
 - see also* UIQ Technology AB
- Symbian OS
 - see also* operating systems; smartphones; sockets
 - application engines/ services/protocols 90–1
 - architecture 63–91, 409
 - basic data types 94–5
 - C++ concepts 93–122, 166–8, 323–4, 329–57
 - classes 95–100, 119–20, 165–215, 367–77
 - client–server model, concepts 68–70, 83–5, 292–3, 303–21
 - communications architecture 3–11, 16–22, 64–5, 86–90, 323–57
 - competitors 13–14, 20–2
 - components 63–4
 - concepts 1, 12–22, 23–31, 63–91
 - controls 405–9
 - development tools 2, 23–61, 123–60
 - DLLs 65–8, 78–9, 86–9, 114–18, 141–4
 - emulator 24–6, 31–8, 56–8, 118–19, 124–5, 126–31, 137–41, 286
 - Essential Booklets 30
 - flexible architecture 13–15
 - GUI architecture 13–14, 27–30, 38–56, 64–6, 83–5, 118–19, 125–6, 161–2, 303–4, 359–411
 - high performance graphics 85–6
 - historical background 12–15, 93–4
 - kernel 63–4, 72–9
 - memory 70–7
 - multitasking aspects 13–14, 64–5, 140, 250–1
 - naming conventions 68, 95–6, 119–21
 - network connections 356–7
 - ‘open’ aspects 1
 - overview 1–2, 13–15
 - owning manufacturers 13–14
 - phone specifications 16–22
 - platform security 2, 71–2, 76, 90–1, 217–46
 - platforms 13–22, 153–60, 359–65
 - programming basics 93–122
 - quick start guide 23–61
 - reference platforms 13–15, 359–65
 - sales 2
 - SDKs 2, 13–15, 23–61, 123–60, 164
 - semaphores 300–1
 - Socket API 334–57
 - statistics 2
 - TCP/IP 13–14, 64–5, 86–9, 323–57
 - templates 203–5
 - text console 161–5, 271
 - v6.0 26–7
 - v6.1 26, 35–6
 - v7.0 26–7, 31, 35, 89
 - v8.1 26, 77
 - v9.1 26–7, 225
 - v9.2 2, 26–7, 35–6, 66, 68, 89, 90, 118–19, 132, 135, 151, 153, 217, 236, 286
- Symbian OS C++ for Mobile Phones Volume 3* (Harrison) 409
- Symbian OS Platform Security* (Heath) 219, 227
- Symbian Signed 30, 60–1, 91, 218–46
 - see also* platform security
 - background information 238
 - basic capabilities 223
 - concepts 218–46
 - developer certificates 236, 244–6
 - extended capabilities 224–5
 - freeware option 240–1
 - official logo 238

- phone manufacturer capabilities
 - 220, 225–7, 243–4
- procedures 233, 236–7, 238–43
- process options 240–1
- Publisher Ids 236, 241–3
- publisher option 240–3
- root certificates 236–7
- self-certification procedures
 - 243
- submission procedures 242
- successful completion 243
- tests 238–43
- Symbian_Base 35–8
- synchronization
 - see also* critical sections;
 - mutexes; semaphores
 - concepts 297–302
 - threads 297–302
- synchronous functions, concepts
 - 247–8
- SynML, application protocols
 - 64–5
- sys directory 226, 231–2
- SYSTEMINCLUDE 116–17, 119, 128–31, 141–4, 275, 278

- T (data type) classes, concepts
 - 96–100, 109–10, 120
- T-Mobile 356
- tabs 360–5
- TAny 95, 107–9, 204–5
- TARGET 55–6, 116–17, 119, 128–31, 141–4, 275, 278
- TARGETPATH 128–31, 278, 385, 411
- TARGETTYPE 55–6, 116–17, 128–31, 141–4, 275, 278
- TBool 95, 255–6
- TBuf 167–208, 263–8, 335–57, 380–3
 - see also* buffer descriptors
 - concepts 167–208, 380–3
 - memory layout 174
- TBufBase 169–71
- TBufC 167–208
 - see also* buffer descriptors
 - concepts 167–208
- HBufC 181
 - memory layout 176–7
- TBufCBase 169–71
- tbufferserver.h 312
- TC TrustCenter 233, 236, 241–3
- TCB *see* Trusted Computing Base
- TCE *see* Trusted Computing Environment
- TChar 95, 96, 192–3
- TCleanupItem 109–10
- TCP (Transmission Control Protocol) 323–57
- TCP/IP
 - see also* sockets
 - applications 323–57
 - client–server model 326–57
 - concepts 323–57
 - introduction 324–6
 - layering diagram 325
 - network connections 356–7
 - network programming
 - 323–57
 - protocols 324–6
 - Symbian OS 13–14, 64–5, 86–9, 323–57
 - virtual connections 326–57
- tcPIP6.prt 86–9
- TDbQueue 214
 - see also* linked lists
- TDbQueueLink 214
- TDes base class 169–71, 177, 187–98
- TDesC base class 167–73, 176–7, 187–98
 - see also* base classes;
 - descriptors
- Techview 15
- telephony server *see* ETEL server
- Telnet network service 326–7, 346–8
- template 204–5
- templates
 - arrays 205–6, 209–13
 - C++ 93–4, 109–10, 203–5
 - concepts 203–8, 209–13
- terminations
 - processes 284–5
 - threads 291–2
- text 52–4, 154–5, 159, 374–7
- TEXT... 154–5, 159
- text console, concepts 161–5, 271
- text notices, installation 154–5
- textbuffclient.h 307
- textbuff.h 313
- TextBuffServ 306–21
- TFindChunk 295–6
- TFindHandleBase 282–3
- TFindProcess 282–3, 295–6
- TFindSemaphore 299–300
- TFindThread 290, 295–6
- TFixedArray 205–6, 209–13
- thin templates 205–8
- third-party suppliers 1, 13–14, 16
- threads
 - see also* RThread
 - active objects 249–75, 300–1
 - cautionary uses 287
 - chunks 293–7
 - client–server model 303–21
 - concepts 64–5, 74–5, 77–9, 97–8, 277–8, 286–97
 - creation 287–92
 - definition 65
 - end-signaling method 292
 - executables 288
 - inter-thread communications
 - 77–9, 281–2, 292–7, 318–20
 - multiple threads 65, 82, 140, 277–8, 286–92
 - opening methods 289–90
 - pre-emptive multithreading 65, 247, 250–1
 - priorities 290–1
 - Rendezvous 301–2, 310
 - running 287–9
 - starting 287–9
 - synchronization 297–302
 - terminations 291–2
 - throw/catch exception C++ feature
 - 94–5, 102–3
- THUMB instruction set 135
- TIdentifyRelation 211
- timers, concepts 77–9
- TInt types 94–6, 104, 111–13, 204–5, 212–13, 214–15, 272, 282, 293–6, 297–9

- title bars 360–3
- TitleFont 374–7
- TLeave 111–13
- TLinearOrder 211, 213
- TLitC 171–2
- tool bars 359–411
- touch screens 15–17, 360–5
 - see also* pens
- TProcessId 281–2
- TProcessPriority 284
- TPtr
 - see also* pointer descriptors
 - concepts 168–215
 - memory layout 177–80
- TPtrC
 - see also* pointer descriptors
 - concepts 169–215
 - memory layout 177–80
- training, OS requirements 12
- transcoding features, WAP 8
- TRAP 101–14, 163
- trap mechanism, concepts
 - 101–14, 121, 162–5, 180–1,
 - 212–13, 253–4, 258–60,
 - 262–8, 314–21
- TRAPD 104–14, 314–21
- TReal types 95
- TRequestStatus 247–61,
 - 285–6, 336–57
 - see also* asynchronous functions
- TRes 169–71
- TrimAll 195–6
- TrimLeft 195–6
- TrimRight 195–6
- trust principle, platform security
 - 218
- Trusted Computing Base (TCB)
 - 90–1, 227, 229, 231–2, 243
- Trusted Computing Environment (TCE) 90–1
- trusted/untrusted certificates,
 - concepts 235–6
- TrustedUI 224–5
- TSocketAddr 341
- TSY files 88–9
- TSY modules, ETEL server 86–9
- TText types 95–6
- TTime 402–3
- TUint types 94–5, 191–2, 198,
 - 201–3
- TVersion 308–10
- TVwsViewId 54
- two-phase constructors, concepts
 - 112–14
- two-processor smartphone model
 - 80–1
- typedefs 95, 204–5
- UART 88–9
- UDEB 124–41, 164
- UDP (User Datagram Protocol)
 - 324–57
 - see also* sockets
 - client–server model 326–7
 - concepts 324–6
 - layering diagram 325
- _UHEAP_MARK 163–4
- _UHEAP_MARKEND 163–4
- UI *see* user interfaces
- UI classes, applications 38–56,
 - 365–411
- UI control framework *see* CONE
- UID 48–9, 116–18, 119,
 - 128–31, 141–4, 275, 282
- UID1 135–7, 141–4
- UID2 48–9, 135–7
- UID3 135–7, 151
- UIDs *see* unique identifiers
- UIKON, concepts 83–5
- uikon.rh 405
- UIQ 15–17, 26–7, 36–7, 38–56,
 - 83–5, 153–60, 353–6,
 - 359–411
 - see also* CQik. . . ; Motorola;
 - Sony Ericsson
 - characteristics 360–3
 - classes 41–56, 367–411
 - concepts 360–3
 - control structures 405–9
 - data input 362–3,
 - 387–405
- dialogs 363, 387–405
- emulator 57–8
- GUI architecture 15–17,
 - 38–56, 83–5, 359–411
- header file 41–4, 153–60
- package file 59–61, 153–60
- paper metaphor 362–3
- project build file 55–6
- quick-start development
 - examples 26–7, 36–7,
 - 38–56
- resource file 44–56, 387–405
- screens 360–3
- SDK 26–7, 36–7, 38–56, 123,
 - 125–60
- stock dialogs 401–3
- versions 15
- view architecture 409
- view class 53–4, 374–7, 409
- UIQ Developer Community 30
- UIQ Technology AB 15
 - see also* Symbian Ltd
- UIQ3SDK 123, 126
- UIQExamples 36–7, 125–6
- UMTS network protocol 6–7, 16
- Unicode 95, 165–6, 169–70,
 - 198–9, 378–80
- unique identifiers (UIDs) 38–56,
 - 116–18, 119, 128–31,
 - 135–7, 152–60, 237–8, 239,
 - 367–411
 - concepts 38–56, 128–31,
 - 135–7, 152–60, 237–8,
 - 368–77
 - getting 136–7
 - SIS files 152–60
 - vendor ID 137
- Unix 231, 247
- unsigned applications 234
 - see also* signed. . .
- UpperCase 194–5
- UREL 59–61, 124–38,
 - 152–60
- URLs 8
- USB connectivity 1, 9, 16–22,
 - 23–4, 64–5, 226, 334–5

- UseFont 374–7, 396
- User 94–5, 104–14, 115
- user interfaces (UI)
 - see also graphical. . .; Series. . .; UIQ. . .
 - classes 38–56, 365–411
 - concepts 13–22, 38–56, 83–5, 137–8, 359–411
 - customization 83–5
 - OS requirements 12, 13–15, 83–5, 359–65
 - specifications 16–22
 - types 13–22, 359–65
- user library, concepts 78–9
- User::After 119, 251, 269, 271–5, 287–8
- User::AllocLC 110–11
- user.dll 161
- UserEnvironment 222, 230–1
- USERINCLUDE 116–17, 119, 128–31, 141–4, 275, 278
- User::InfoPrint 119, 287–8
- User::Leave 103–14, 212–13, 262–8, 279–81, 287
- User::LeaveIfError 104–14, 212–13, 262–8, 279–81, 287, 316–19
- User::LeaveIfNull 104–14
- User::LeaveNoMemory 104–14
- User::Locked. . . 301
- User::Panic 113–14, 313–21
- User::PrintInfo 173
- User::QueryVersion-Supported 309–10, 315–21
- User::WaitForRequest 248–9, 258–61, 270, 286, 292, 310, 335–57
- UTF-8 198–9, 378

- variables
 - global variables 118–19, 120
 - naming conventions 120
- vendor ID, concepts 137

- Verizon Wireless network 5
- Version 308–10
- VGA screens 15–17, 360–3
- video 4, 8, 11, 16–22
- video conferencing 4
- view architecture, concepts 409
- view classes 38–56, 360–5, 368–411
- ViewConstructFrom-ResourceL 54
- ViewId 54, 375–7
- virtual buttons, emulator 138–40
- virtual connections, TCP/IP 326–57
- virtual declarations, polymorphic DLLs 66–7
- virtual drives, emulator 138–41
- virtual functions 93–4, 98–100, 107–8, 117–18
- virtual keyboards 15–17, 138–40
- virtual memory addresses
 - concepts 71–7
 - memory map 73–7, 286
- VirtualKey 138–40
- viruses 218–19
- voice transfers 3–4
- voice-over-IP 17
- void data type 95, 257–8
- VPN 219
- VRTX 80

- W-CDMA technology 7
- w32.dll 83–4
- Wait 256–8, 260–1, 270, 298–302
 - see also synchronization
- WaitForRequest 248–9, 256–7, 258–61, 270, 286, 292, 310, 335–57
- WAP browsers 8–9, 16–22, 24, 150, 323–4
- web browsing see browsing
- Wi-Fi 7, 16–22
- Wi-Fi network protocol 221, 226, 323–4, 357

- wildcard searches
 - descriptors 189–90
 - processes 282
- Win32 development tools 23–61
- window server
 - see also servers
 - animation plug-ins 85–6
 - concepts 83–5, 303–4
- Windows 20–2, 23–61, 64–5, 118–19, 124–5, 137–41, 286
 - see also Microsoft
 - 2000 23–4
 - CE 20–1
 - development package (Win32) 23–61
 - emulator 24–6, 31–8, 56–8, 118–19, 124–5, 137–41, 286
 - Mobile family 13, 20–1, 233–4
 - Vista 23
 - XP 23–4
- Windows development tools 23–61, 137–41
 - see also development tools
 - components 24–6
 - concepts 24–6, 34–8, 137–41
 - debuggers 24–6, 127, 137–8
 - examples 34–56
 - getting 27–30
 - monopoly situation 30–1
 - problems 37–8
 - providers 27–30
 - quick test 34–8
- WindowTitle 138–40
- wins 36–8, 124–5
- winsb 37, 124–5
- winscw 28–30, 36–8, 56–8, 124–5, 127–35, 147–9, 163–4
- WLAN 89, 323
- WML 8
- Word 20

- WORD resource files 378–80,
391–6, 406–7
- World Wide Web 324
see also browsing; Internet
- wrapper classes 109–10, 117,
310–12, 405
- Write 97–100, 200–3
- WriteDeviceData 224–5,
230–1, 318
- WriteL 319
- WriteUserData 222
- WServ 90–1
- wunderground.com 346–57
- x86-based Windows binaries 28,
139–40
- xHTML 8
- z: drive
see also Read Only Memory
concepts 70–1, 124–5,
138–41
- Zero 197
- ZeroTerminate 196–7