Funambol Android Sync Client Quick Start Guide

Getting Started

After the download and installation of the **Funambol Sync** client, you'll find a new **Funambol Sync** icon in the applications list; click on it to start the application. When running the application for the first time, you will be prompted with the **Funambol Signup:** enter your phone number (username), choose a password and follow the validation step in order to sign up for a new account on the Funambol server.

If you already have an account you can click on the link on the bottom right hand corner, "Already have an account?" and provide the requested information to login.

The sync client connects to the server to check your credentials. Once authenticated, you will be automatically taken to the main screen.

If you are upgrading from a previous version of the **Funambol Sync** client, you will be directly logged into the main screen of the application.

If you have address books created by other accounts (e.g. Google) on your phone, you will be prompted with a recommendation to import them. All contacts imported will be kept in sync with your **Funambol** account on the server.

Note: the sync client requires an active internet connection; refer to your device's manual to set it up.

Synchronizing Your Data

Your device is now ready for the first synchronization using the default settings. If you wish to edit them, refer to "Changing Your Preferences".

After the first execution of **Funambol Sync**, you'll find a new **Funambol** account type in the address book. This is initially empty and can be populated with contacts by manually inserting/creating, importing from another address book or synchronizing with the server.

During the initial full sync, all data stored on your device will be copied to the server and vice versa.

To start your first synchronization, press **Sync All**. You may sync a single data type only (e.g. Contacts) by clicking on the desired icon.

Important! To replace all data on your device with fresh data from the server and vice versa, refer to "Resetting Your Data".

While the sync is in progress, you will see a spinning icon next to the data type that is being synchronized and also



on the top status bar.

When done, the date and time of the last successful synchronization will be displayed for each data type.

You can interrupt the process by pressing **Cancel Sync** on the bottom of the screen; in that case the status message "Cancelled" will be displayed for the affected data type.

Note: the first time that you run **Funambol Sync**, the synchronization may take a few minutes to complete, depending on the amount of data that is being synchronized and on the network speed.

Hiding The Client

It's possible to hide the **Funambol Sync** by pressing the **Home** button. The sync client will keep running and synchronize data according to your settings (see "<u>Sync</u> Preferences ").

Changing Your Preferences

To change the default synchronization settings, with the sync client's main window open, press the **Menu** button and then click on **Settings...**.

Note: remember to press Save when done.

Choosing Which Data Types To Sync

By default, all data types are enabled for synchronization; you can edit the sync of a data type by selecting the data type and choosing an option from the drop-down menu. The following options are available:

- Do Nothing: disables the synchronization of the selected data type.
- Two-way Sync: available only for Contacts; allows two-way synchronization of data stored on your device and data stored on the server.
- **Upload only**: available only for **Pictures**; allows the transfer of pictures from your phone to the server.

When you create a new contact you can automatically add this to the **Funambol** address book by checking **Always** create new contacts in the **Funambol** address book for **Contacts** under the **Sync** tab.

By default, all new pictures taken after installing the application will be synchronized to the server. To sync pictures on your phone that were added before the application was installed, check the **Include older pictures** checkbox.

Sync Preferences

The **Sync with server** drop-down menu allows you to define when to synchronize your data with the server:

- Manual: you will have to manually initiate each sync with the server (default).
- Scheduled: your device will perform syncs at predefined intervals. When this option is selected, you can also specify the preferred Interval (by default: 15 minutes).



The option **Push client changes to the server**, if checked enables the changes made on your device to be automatically synchronized to the server. This applies to all sources and can be used in **Manual** or **Scheduled** sync mode.

Advanced Topics

Login And Logout

You can disable **Funambol Sync** client by pressing the **Menu** button and clicking on the **Logout** button. Re-enter the application by filling in the required fields and clicking on the **LOGIN** button.

Bandwidth Saver

Check **Enable Bandwidth Saver for media** to automatically sync media via Wi-fi only and reduce both the bandwidth usage of your data plan and the battery consumption of your phone.

Import Contacts

You can import contacts from other address book accounts installed on your device. From the sync client's main screen press the **Menu** button, click on **Settings...**, select the **Advanced** tab and then click on **Import.**

Note: You may import each address book only once.

Logging

You may also configure the logging, this determines which information are tracked in the log. From the **Logging level** drop-down menu, choose one of the following options:

- Disabled: disable logging.
- Error: only record error codes (default).
- · Info: record all synchronization activity.
- Debug: include more details about the error that occurred, including SyncML messages.
- Trace: provide all information regarding the error, including explicit references to the code.

Note: unless you have specific needs keep the default choice.

To see the latest log, press **View Log**. You can also send the sync client's log to **Funambol** for troubleshooting by

pressing Send Log.

Resetting Your Data

The reset operation may be useful if you wish to delete all the data from your device and download a fresh copy from the server, or vice versa.

Important! Before resetting your data, please note that new data on the client or the server not yet synchronized may be permanently lost.

To use this feature, follow these steps:

- From the sync client's main screen press the Menu button, then click on Settings... and select the Advanced tab.
- 2. Click on Start Reset....
- Choose the reset direction: From server to device to delete all data on your device and replace it with a fresh copy from the server, or From device to server to delete data on the server and replace it with data from your device.
- 4. Select the data type that you wish to reset.

All items for the chosen data type(s) will be deleted and replaced with a fresh copy based on the previously selected reset direction.

Sync Errors

The most common errors that may occur are:

- Network error: this message appears if the synchronization process failed due to a connection error. Please try again when the network connection is available.
- Quota exceeded: this message appears when media is not synchronized due to quota restrictions and in general if quota restrictions are exceeded.
- Unexpected error: for unexpected sync errors, status messages "Last sync failed" or "Sync not completed" will be displayed for the affected data types.

Uninstalling The Client

To uninstall **Funambol Sync**, follow these steps:

- Go to your device's Settings... menu and select Applications.
- 2. Open Manage applications.
- Select Funambol Sync from the menu and click Uninstall.
- 4. A pop-up message appears; choose **OK** to continue uninstalling the application.

Note: uninstalling the sync client will DELETE data stored on your device associated to the **Funambol** account.

System Requirements

The **Funambol Android Sync Client** works on Android devices, version 2.x or later.