

Sync4j

Sync4j Java GUI Client Example

January 2005

Change History

Date	Author	Description	Rev #
01/01/05		Original version	
01/03/05	Harrie	Applying the template, additional improvements	

Table of Contents

1. Introduction.....	4
2. Installation and Configuration.....	5
2.1. Installation.....	5
2.1.1. Windows.....	5
2.2. Configuration.....	6
3. Synchronization.....	8
3.1. Synchronization.....	8
3.2. Managing Contact items.....	8
3.3. Managing Calendar items.....	8

1. Introduction

The primary goal of the Sync4j Java GUI Client Example is to demonstrate SyncML based synchronization of PIM (contact and calendar) data with the Sync4j Server. The allows you to synchronize with the server and make changes to the PIM data in order to see how the complete synchronization works.

Secondly the application can be used as an example of Sync4j based clients and usage of the Sync4j Java API J2SE. For this you need to review the code that is available open-source under a combined GPL and commercial license.

2. Installation and Configuration

This section provides the instruction to install and configure the software. In case you have installed the Sync4j Server bundle this client is already installed with.

The Java GUI can be installed in two ways. The first ones is the combined installation with the Sync4j Server bundle. In that case this section is not needed and is referred to the QuickStart for the bundle. In case you have choosen a stand-alone installation of the Java GUI client the installation procedure is provided below.

2.1. Installation

2.1.1. Windows

The stand-alone installation does not include a Java RunTime Environment. Therefore, you must have installed this before on your system. For installation instructions of the JRE is referred to the documentation of the JRE.

1. Download sync4j-javagui-client-<version>.exe from www.sync4j.org
2. Execute the downloaded binary and it will install it.
3. The Sync4j Java GUI Client Example can be started from the deskop with
'Start'
-> **'Programs'**
-> **'Sync4j'**
-> **'Clients'**
-> **'GUI Client'**.

A separate (dos) window will remain open to allow the display of synchronization logs and the application interface should look aspresented in figure 1.

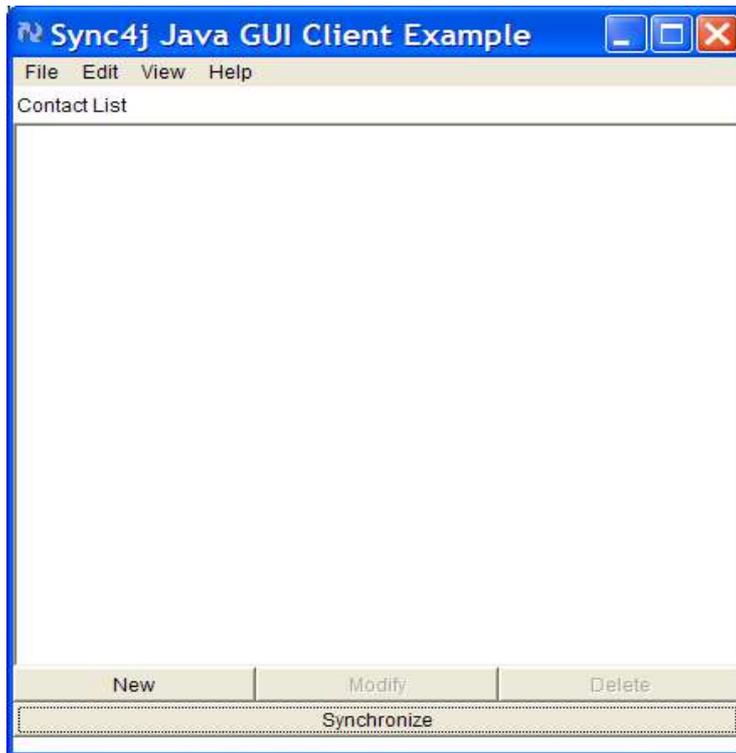


Figure 1 - Sync4j Java GUI Client Example at startup

2.2. Configuration

The application defaults would work directly with a default installation of the Sync4j Server. If you have made changes to the default installation or you need to access another Sync4j Server this section provides the instructions on how to change the GUI Client.

For configuration changes select **'File' -> 'Configure'** from the menu to get the configuration panel.

<i>parameter</i>	<i>value</i>
SyncServer URL	the URL of your SyncServer installation (default is http://localhost:8080/sync4j/sync)
Username	the username to be logged in the SyncServer (default is guest)
Password	the password for the user to be logged in the SyncServer (default is guest)
Remote address book	the address book path on the server (default is scard)
Remote calendar	the calendar path on the server (default is scal)
Synchronizing address book	if checked, the address book will be synchronized (default is checked)
Synchronizing calendar	if checked, the calendar items will be synchronized (default is checked)
Device id	the identifier of the device (default is sc-pim-demo)

<i>parameter</i>	<i>value</i>
Message type	the format of the message sent to the server. XML is the basic format. WBXML is used to send binary data or compress the message (most phones use WBXML). You can put XML if you are testing the server and you want to verify the messages exchanged between the client and the server in a more readable form. Use WBXML for better performance.
Log level	the level of the log shown in the GUI Client log window. The available levels are: <ul style="list-style-type: none">• none: no log• info: information log is shown (default)• debug: low level information is shown. Used for debug purposes.

3. Synchronization

This section will provide you information on how to synchronize the contacts and calendar data in the GUI Client with the Sync4j Server.

3.1. Synchronization

The following steps indicate how to synchronize the data of the GUI Client with the server.

- Push the '**Synchronize**' button at the bottom of the interface.
The same can be achieved by selecting '**File**' -> '**Synchronize**' from the menu.
The main window will provide the information: 'Setting up SyncManager' and 'Synchronizing' while the log window will display all the operations performed by the GUI Client step-by-step and based on the log-level provide.
- Push the the '**OK**' button if the main windows presents the message 'Done'. The synchronization has been performed.
- The Contact List, just synchronized with the server, will be visualized.

3.2. Managing Contact items

To visualize the contacts stored on the client, select '**View**' -> '**Contact List**' from the menu.

A new contact can be made by clicking on the '**New**' button at the bottom of the interface or by selecting '**Edit**' -> '**New Contact**' from the menu.

A contact can be deleted by first selecting the contact with a **single-click** and than pushing the '**Delete**' button at the bottom of the interface.

A contact can be modified by first selecting the contact with a **single-click** and than pushing the '**Delete**' button at the bottom of the interface, or by selecting the contact with a **double-click**.

You can select the information to modify by pressing on General, Personal and Business. Once you are satisfied with your changes, you can apply them by pushing the '**OK**' button. If you would like to discard the changes push the '**Cancel**' button.

3.3. Managing Calendar items

To visualize the calendar items stored on the client, select '**View**' -> '**Calendar List**' from the menu.

A new calendar item can be made by clicking on the '**New**' button at the bottom of the interface or by selecting '**Edit**' -> '**New Contact**' from the menu.

A calendar item can be deleted by first selecting it with a **single-click** and than pushing the '**Delete**' button at the bottom of the interface.

A calendar item can be modified by first selecting it with a **single-click** and then pushing the '**Delete**' button at the bottom of the interface, or by selecting it with a **double-click**.

Once you are satisfied with your changes, you can apply them by pushing the '**OK**' button. If you would like to discard the changes push the '**Cancel**' button.