



Capabilities

Develop mission-critical real-time wireless applications

Leverage existing programming skills and code sets

Support multiple device types and operating systems

Support robust workflow driven applications

Develop Powerful, Real Time, Commercial Wireless Applications

Wavelink Studio COM enables developers to create and deploy powerful server-side enterprise wireless applications in Window-based environments. Studio COM is specifically designed to support mission-critical applications that require real-time data for retail store operations, warehouse management, inventory control, factory automation, transportation and logistics.

Speed and Simplify Wireless Application Development

Studio COM consists of libraries that support COM-based languages such as Visual Basic®, Visual C®, Visual FoxPro®, Delphi™, and PowerBuilder®. Utilizing the methods and objects provided, there is no need to learn another programming language or development environment specific to wireless devices or networks. This allows you to simply extend your existing skills and code sets for the rapid development of wireless applications. The library consists of nearly 400 methods and objects that you can use to easily create applications that serve every mobile requirement and control the functions of the handheld device.

Become Hardware and Software Independent

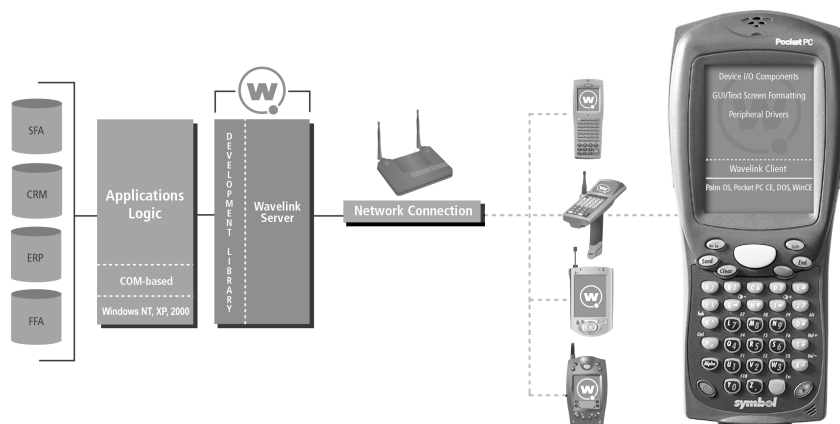
Studio COM provides the freedom to create wireless applications for most mobile devices – from traditional industrial-grade devices and scanners to next generation PDAs – spanning operating platforms from DOS to Palm, and Pocket PC/Windows CE -- allowing for smooth migration from legacy to newer devices.

Support robust workflow-driven enterprise-class applications

Studio COM has been specifically designed to create applications that meet the work flow-driven requirements of today's enterprise environments. With it's unique event-driven architecture, Studio COM lets you develop intuitive applications that "walk" mobile workers easily through required workflow steps. Your business processes are improved while individual mobile worker productivity is increased.

Run Applications Directly from Host Server to Mobile Devices

Wavelink Studio uses an advanced thin client-server architecture to run applications directly from the host server to the mobile device. Revisions to the wireless applications are made server-side, eliminating the need to update each individual device on the network.





Product Components

Wavelink Development Library

Used for COM or OLE-based Dynamic Link Library integration of wireless networks and devices, using object-oriented languages such as Visual Basic, and Visual C++.

Wavelink Server

Executes application software on the host platform.

Wavelink Server Administrator

Utilities for network security and configuration, and for managing a Wavelink Server locally and/or remotely.

Wavelink Program Manager

Manages and deploys application software and access privileges.

Remote Startup Utility

Allows remote administration, including starting or resetting Wavelink servers from miles—or even countries—away.

Wavelink Client

Fully utilizes unique hand-held technologies in front-end application functions. Virtual client simulates wireless devices without the presence of an actual wireless network.



System Requirements

- Operating Environments Supported:
 - Windows XP
 - Windows 2000
 - Windows NT 4.0 (or higher)
 - Windows 95/98
- TCP/IP network protocol stack
- 486DX2 processor or better (Pentium 133 or higher recommended)
- CD-ROM drive
- 10-12 MB available disk space (20-50 MB recommended)

Note: System requirements do not account for application size and total number of users. Both could require additional system RAM and hard disk space.

Features	Benefits/Description
Client-Server Architecture	Thin-client technology allows for efficient network communications, maximizes individual wireless packets while minimizing network traffic, and provides access to all device features for rich application design.
Host-driven applications	Applications can be developed and driven right from the host system server. This supports immediate revisions from a single location.
Development Library	Allows developers to use Visual Basic, Visual C++, Visual FoxPro, and other COM based languages to create custom wireless applications natively.
Real-Time Performance	Helps assure that all information communicated between applications and all wireless devices is accurate, current, and always at hand.
Single user to Application	Simplifies programming and improves individual relationship run-time performance. Applications can be designed with only a single user in mind rather than multiple users competing for common resources.
Local or Remote	Multiple Wavelink servers can be administered with greater flexibility and ease-of use.
Virtual Client	Applications can be tested or demonstrated directly from a computer desktop without the use of the actual wireless terminal.



www.wavelink.com

11332 NE 122nd Way, Suite 300
Kirkland, WA 98034 USA
1.888.697.WAVE