Release Bulletin PocketBuilder™ 2.0.4

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2. Product summary

Sybase PocketBuilder™ is a smart-client application development tool for Windows CE platforms. It enables developers to build handheld applications in an object-centric, graphical, desktop environment, and then deploy them to a supported device or emulator.

PocketBuilder version 2.0.4 (Build 940) is compatible with the following desktop platform and operating system configurations:

- Microsoft Windows 2000 with Service Pack 2 or later
- Microsoft Windows XP

The principle runtime platforms for applications that you develop with PocketBuilder are Windows Mobile 5.0 and Windows Mobile 2003 Second Edition (Windows Mobile 2003 SE) on Pocket PC and Smartphone devices. Support is also maintained for PocketPC 2002 and the Windows CE 3.0 platform on Pocket PC devices. “Device and emulator support” on page 4 lists devices and emulators supported by this version.

See “Changed functionality in this version” on page 7 for a description of new features. For a high-level product summary, see *Introduction to PocketBuilder* for PocketBuilder 2.0.

2.1 Version contents

2.1.1 Software used for database connection

PocketBuilder 2.0.4 has been tested with SQL Anywhere Studio® 9.0.1 and 9.0.2. The SQL Anywhere Studio setup includes Adaptive Server® Anywhere (ASA), a transaction-based, relational SQL database for the desktop and for Windows CE platforms. It also includes UltraLite®, a relational database expressly designed for small mobile and embedded devices.

The developer edition of SQL Anywhere Studio 9 is part of the PocketBuilder 2.0 installation. You can download the SQL Anywhere Studio EBFs for Windows CE and Windows x86 (desktop) from the EBF download site at http://downloads.sybase.com/swd/summary.do.

2.1.2 Software used for database synchronization

PocketBuilder is integrated with MobiLink software, which offers two-way database synchronization between a mobile remote database and a central consolidated database. You can install MobiLink from the SQL Anywhere Studio installation program.

2.1.3 Generic skins for the Window painter

The PocketBuilder 2.0.4 setup program installs two generic skin files that you can use in the Window painter to frame the windows you create at design time. The Generic_Phone_Skin.xml file lets you display windows in a generic Smartphone skin, and the Generic_PPC_Skin.xml file lets you display windows in a generic Pocket PC skin. The setup program installs these files in the PocketBuilder Support\IDE_Skins directory. You can select a skin on the General page of the Options dialog box that you open from the Window painter's Design>Options menu. The skins can rotate when you select different orientations or window sizes in the Window painter.

2.2 Deployment and debugging support

2.2.1 Device and emulator support

PocketBuilder includes virtual machines (VMs) for deployment to Windows CE, Pocket PC and Smartphone devices and emulators. The VMs are contained in CAB files that install with PocketBuilder in the *PocketBuilder 2.0\WinCE* directory.

For more information on the available CAB files, see "Installing on a device or emulator" on page 6.

The supported devices include:

- ARM and X-Scale-based devices using the Microsoft Windows CE 2002, Windows Mobile 2003 SE, or the Windows Mobile 5.0 operating system, such as HP iPAQ, Dell Axim, Toshiba e740, and Symbol PPT-8800
- Smartphones using the Windows Mobile 2003 SE or the Windows Mobile 5.0 platforms
- "Bare Windows CE" devices, such as the HP Jornada and the Intermec 700 series bar code scanners

The supported emulators include:

- Windows Mobile 2003 SE and Windows Mobile 5.0 emulators
- Pocket PC 2002 and Pocket PC 2003 emulators

You can download software development kits (SDKs) that include supported emulators from links on the Microsoft Mobile Developer Center at http://msdn.microsoft.com/mobility/downloads/sdks/default.aspx. You can also install the Windows Mobile 5.0 emulators with Microsoft Visual Studio 2005.

2.2.2 Debugging support

Debugging support for PocketBuilder applications is currently available only for the desktop.

3. Special installation instructions

3.1 Installing on the desktop

The PocketBuilder 2.0.4 setup program is packaged in a zip file that you can obtain from the Sybase Web site and save to your hard drive.

You must install PocketBuilder 2.0.4 on top of an existing installation of PocketBuilder 2.0, 2.0.1, 2.0.2, or 2.0.3. For information on installing PocketBuilder 2.0, see the *Installation Guide* for PocketBuilder 2.0. Use the following procedure to install PocketBuilder 2.0.4:

❖ **Installing PocketBuilder 2.0.4 on the desktop**

1 Go to the Sybase product download site at http://www.sybase.com/downloads

2 Click the EBFs/Maintenance link under the list of downloads.

If you are not logged in to MySybase, a login page will display. The login page includes a Sign Me Up button link to open a MySybase account if you do not already have one. In some cases, you are required to click Yes in a Securities Alert dialog box to continue to the download page after you log in. The EBFs/Maintenance download page displays a list of Sybase product families.

3 Click PocketBuilder in the list of Sybase product families.

4 Click PocketBuilder 2.0.4 (940) EBF Release.

5 Select the I Agree check box and click Continue on the license agreement page.

6 Click the *PocketBuilder204_940.ZIP* file in the File list.

7 Click Save in the File Download dialog box, then select a directory on your hard drive where you want to save the zip file and click Save.

8 Extract the *PocketBuilder204_940.ZIP* file to a temporary directory.

The extracted files include the setup program file, *Setup.exe*.

9 Run the *Setup.exe* file.

10 Select Install and click Next.

The setup program installs (or reinstalls) PocketBuilder 2.0.4.

11 Click Finish.

12 (Optional) Delete all the files you extracted to the temporary directory in Step 8.

3.2 Installing on a device or emulator

If you do not install PocketBuilder directly to a Pocket PC or Smartphone device when you run the setup program, you can manually copy and run CAB files that are installed in the *PocketBuilder 2.0\WinCE* directory.

The setup program places the following CAB files in the *PocketBuilder 2.0\WinCE* directory, overwriting earlier versions of the CAB files if necessary:

- *PocketBuilder_Signed.ARM.CAB* for Windows Mobile 5.0 Pocket PC devices and emulators
- *PocketBuilder.ARM.CAB* for Pocket PC 2002 or 2003 devices or Windows Mobile 5.0 devices and emulators
- *PocketBuilder.X86.CAB* for Pocket PC 2002 or 2003 emulators
- *SP_PocketBuilder.ARM.CAB* for Smartphone Windows Mobile 2003 devices or Windows Mobile 5.0 emulators for the Smartphone
- *SP_PocketBuilder.X86.CAB* for Smartphone Windows Mobile 2003 emulators
- *BW_PocketBuilder.ARM.CAB* for WinCE 3.x and 4.x, and WinCE .NET devices
- *BW_PocketBuilder.X86.CAB* for WinCE 3.x and 4.x, and WinCE .NET emulators

To manually install PocketBuilder 2.0.4 to a device or emulator, you must copy the appropriate CAB file to the device or emulator, then run the CAB file.

Using the Start menu
Instead of copying and running a setup-generated CAB file, you can use Start menu items (Start>Programs>PocketBuilder 2.0>Setup PocketPC or Start>Programs>PocketBuilder 2.0>Setup Smartphone) for installing PocketBuilder to a handheld device or emulator.

4. Changed functionality in this version

4.1 Contemporary look for UI menus and toolbars

PocketBuilder 2.0.4 changes PocketBuilder menus and toolbars to a flat style. The new look is available at design time only. This design change has no effect on product functionality in the development environment or in applications that you develop with PocketBuilder.

You can also display title bars on cascading menus by selecting the Display Title Bar on Menus check box on the General page of the System Options dialog box. If you select this check box, you will see vertical title bar bands alongside cascading lower level menu items the next time you start a PowerBuilder session. To remove the vertical title bar bands, you must clear the check box and restart PowerBuilder.

4.2 Multiple Orientation Painter for windows

About the Multiple Orientation Painter

PocketBuilder 2.0.4 includes a Multiple Orientation Painter (MOP) view manager. From the Window painter, you can select the View>Runtime MOP Views>MOPView Manager menu item to create multiple views for each PocketBuilder window.

The MOPView Manager can create only views that are based on the types of devices supported by PocketBuilder and the screen orientations available for these devices. When device users switch screen orientations (WM 2003 Second Edition or higher), the corresponding view for the current orientation displays automatically.

When screen orientations do not have a corresponding view
If you do not create a specific view for the selected orientation, the last view saved in the Window painter is displayed at runtime. In this case, the objects in the window do not necessarily display in optimal sizes and positions for the user-selected orientation.

Available view types

The following table indicates the screen sizes of the six available view types in the MOPView Manager:

View type	Screen size in pixels
PDA Portrait	240 x 320 (QVGA)
PDA Landscape	320 x 240 (QVGA)
Smartphone Portrait	176 x 220
Smartphone Square	220 x 220
VGA Portrait	480 x 640
VGA Landscape	640 x 480

Each view type you add in the MOPView Manager becomes a specific view defined for the current window in the Window painter. To add a view, you select a view type in the rightmost list box of the manager, then click Add. You can delete a specific view by selecting it in the leftmost list box, and then clicking Delete. You click OK to save your view selections. The last view you select before clicking OK becomes the current view.

Changing views at runtime and design time

Views you add in the MOPView Manager are automatically listed as menu items in the View>Runtime MOP Views menu. At design time, you can toggle between different views or between a view and no view by selecting these menu items. The current view is listed in the Runtime MOP Views submenu with a check mark beside it.

You can also change views by selecting an item from the IDE Window Size drop-down list on the General page of a window's Properties view. Selecting "Unconstrained" or changing the size of the window in the Layout view or on the Other page of the Properties view can take you out of all specific views defined for the current window. Response windows are the only window types that do not need to conform to a specific screen size on the handheld device.

Property specificity

For a window with multiple views, the position (x and y) and dimension (width and height) properties of the window and its controls are view-specific. All other window and control properties are window-specific—that is, they apply to all of the defined window views.

The source code in the PKL file includes only the last position and dimension properties saved in the Window painter for the window and its controls. Therefore, when you export a window with MOP views, the MOP views are not included in the exported code. The exported code contains only the most recent position and dimension properties from the original window.

When you copy or inherit from a window, however, the copied or inherited window retains all the MOP views set in the original window. You can also move a window from one PKL to another without losing its MOP views.

Since MOP views are not saved in the source code, they are also not saved when you check them into source control using the integrated PocketBuilder source control functionality. However, MOP views are saved when you check the PKL into an external source control system.

4.3 MOP Views for User Objects and DataWindows

The User Object and DataWindow painters also include a MOPView Manager. You can use the View>Runtime MOP Views>MOPViewManager menu item in the User Object or DataWindow painter to create multiple views for a custom visual user object or a DataWindow—with the same orientations available to PocketBuilder windows.

For more information on the available views, see Multiple Orientation Painter for windows.

When you open a window containing a user object or DataWindow at runtime, PocketBuilder automatically selects the view of the user object or DataWindow that correlates with the current view of the window.

When screen orientations do not have a corresponding view
If you do not create a specific view for the selected orientation, the last view saved in the painter is displayed at runtime. In this case, the objects in the DataWindow or visual user object do not necessarily display with optimal sizes and positions for the user-selected orientation.

Property specificity

For a DataWindow with multiple views, the position (x and y) and dimension (width and height) properties of the DataWindow and its column, text, and control objects are view-specific. However, the height properties of the DataWindow bands are not affected. The position and dimension properties of a visual user object are also view-specific. All other properties are specific to the DataWindow or visual user object—that is, they apply to all of its defined views.

The source code in the PKL file includes only the last position and dimension properties saved in the DataWindow or user object painter for the DataWindow, visual user object, or the controls on those objects.

4.4 Support for bypassing the printer setup dialog box

PocketBuilder 2.0.4 adds an overloaded syntax for the PrintSetupPrinter PowerScript function. The overloaded syntax lets you program an application to bypass a printer setup dialog box when a user prints application data. As noted for other PocketBuilder print functions, you must install the FieldSoftware PrinterCE SDK to enable printing from a handheld device or emulator.

The overloaded PrintSetupPrinter syntax is:

```
PrintSetupPrinter ( Ipaddr, path, type, port, rate)
```

The function returns an integer with a value of 1 for success and -1 if an error occurs. The arguments for the overloaded syntax are described in the following table:

Argument	Description
Ipaddr	A string setting the IP address of a networked printer. If you use the path name instead of an IP address, you should enter an empty string for this argument.
path	A string for the network path of a host PC with a shared printer. If you use the IP address instead of a network path, you should enter an empty string for this argument.
type	A long value specifying the printer type. For example, you specify a a Hewlett-Packard PCL-compatible laser printer with a value of 5. Printer types and their corresponding values are specified in the FieldSoftware *PrinterCE Developer's Guide*.

Argument	Description
port	A long value specifying the printer port. Examples of values for different ports are: 0 for COM1, 9 for a shared printer on a host PC, 10 for a printer with its own IP address. Available ports and their corresponding values are specified in the FieldSoftware *PrinterCE Developer's Guide*.
rate	A long value specifying the baud rate. You can select the following values for available baud rates: • 0 for 4800 baud or for networked printers • 1 for 9600 baud printers • 2 for 19200 baud printers • 3 for 34800 baud printers • 4 for 57600 baud printers • 5 for 115200 baud printers

Although you must enter string values for the first two arguments of PrintSetupPrinter, one of these arguments should take an empty string (" ") for a value. You can enter either an IP address for the printer you want to set up or a complete network path to the printer, but you should not enter values for both.

If you use the *Ipaddr* argument to specify the printer, you would typically use a value of 10 for the *port* argument. If you use the *path* argument to specify the printer, you would typically enter a value of 9 for the *port* argument.

The original syntax of PrintSetupPrinter does not have any arguments and is used in PowerBuilder applications to force display of the printer setup dialog box. Although you can call PrintSetupPrinter without any arguments in PocketBuilder, doing so does not change the current printer setup or display the printer setup dialog box.

4.5 Runtime menu modification for WM 5 platforms

PocketBuilder uses two different menu styles. The following table describes the available menu styles:

Menu style	Description
Modern	Menu style for all Smartphone devices. This style can also be displayed on Pocket PC devices with the WM 5 operating system. In this style, the top-level menu displays as two adjoining buttons, with button labels corresponding to the menu item names. For Smartphones, menus using this style must have exactly two top-level menu items. (You can omit a label for one of the top-level menu items if you want text to display for only one of the menu buttons.) For Pocket PC devices, the menus can have either one or two top-level menu items.
Legacy	Style used for Pocket PC devices with platforms older than WM 5. You can use up to six top-level menu items. The menus display as on the desktop, except that they are arranged at the bottom of an open window instead of the top. This style is also displayed on Pocket PC devices using the WM 5 platform when a menu contains more than two top-level menu items.

Microsoft Windows Mobile 5.0 (WM 5) is designed to facilitate one-handed operation of devices that use this platform. To support this design goal, Microsoft recommends using a maximum of two top-level menu items in all WM 5 applications. Although this is not yet a requirement for Pocket PC devices, it has been and continues to be a requirement for Smartphone devices.

At runtime, the PocketBuilder VM determines whether the operating system platform is WM 5. If it is, and the application that you deploy opens a window with a menu containing one or two top-level menu items, PocketBuilder changes the menu design to the style used by menus on Smartphone devices—that is, the top-level menu displays as two adjoining buttons, with labels corresponding to the menu item names.

If, however, a window you open on a WM 5 Pocket PC uses a menu with more than two top-level menu items, the menu style remains the same as the menu style on Pocket PC devices that do not use the WM 5 platform. After a menu with this legacy style displays, all menus in the same application display with the legacy style, even if they have only one or two top-level menu items.

4.6 Deployment to WM 5 emulators

You can deploy applications that you build with PocketBuilder 2.0.4 to WM 5 emulators. After you connect and "cradle" a WM 5 emulator to the desktop through ActiveSync, you can deploy applications to the emulator directly from the Project painter or the Enhanced CAB Generation tool—in the same way as you would to a Pocket PC or Smartphone device. You do not use the Windows CE File Viewer to copy application files as you would for the x86 (Pocket PC 2002 and Windows Mobile 2003) emulators.

4.7 Support for WM 5 GPS devices

PocketBuilder 2.0.4 adds support for GPS devices that use the WM 5 platform. You can use the SerialGPS object to interface with a WM 5 GPS device that has a serial port connection. Instead of the SerialGPS object, you can instantiate the GPS base class to interface directly with GPS devices using the WM 5 platform. To use the GPS base class with WM 5 GPS devices, you must set the ConfigParams property to "driver=WMNative".

4.8 Support for Intermec bar code scanners

PocketBuilder 2.0.4 adds support for the CN2 and 700 series Intermec bar code scanners. The native IntermecBarCode object implements all the methods of the BarCode base class. It has the following additional properties and functions:

Property or function	Description
ConfigParams property	Not yet defined for Intermec devices. It is reserved for future use.
EnableScanner function	Enables or disables the laser scanner.
GetCommand and SetCommand functions	Reads or sets raw low level commands. These functions are provided for expert users only. If you enter incorrect values in function arguments, you might need to reset your Intermec device. These functions provide a direct interface to the Intermec Scanner Control Protocol (ISCP) command API.
SetDataLED and SetReadLED functions	Use with devices that have LED screens to provide user feedback.

4.9 Support for UltraLite 9.0.2

In the version of UltraLite installed with SQL Anywhere Studio 9.0.2, the lowercase `-s` parameter defines a database schema for a new database, but earlier versions required an uppercase `-S`. Because PocketBuilder keeps in step with the latest database versions, the Database painter utility for creating an UltraLite database automatically inserts the parameter `-s` in front of the database schema before it creates the database. This works for UltraLite 9.0.2, but if you do not want to install the 9.0.2 EBF, you must change this parameter to `-S` and run the database creation script from a command line.

Even without the 9.0.2 EBF, you can still use the Database painter UI to obtain the UltraLite database creation script. After you run the utility to create an UltraLite base and it fails, the script used by the utility displays in the Output view in PocketBuilder. You can copy this script, modify the `-s` parameter, and run the script from a command line.

4.10 Fixed issues in PocketBuilder 2.0.4

The current release of PocketBuilder resolves multiple issues discovered in earlier releases.

For information about fixed change requests (CRs) in this release, see the fix list HTML file contained in the *PK204_940.ZIP* file you download from the PocketBuilder download site at http://downloads.sybase.com. The fix list HTML file is also available from the PocketBuilder download site as a separate file.

5. Known problems

5.1 Emulator issues

5.1.1 Default shutdown of Pocket PC or Smartphone emulators

By default, when you shut down an x86 (Pocket PC 2002 or Windows Mobile 2003) emulator, the emulator does not save its state. If you do not save the emulator state, you lose any files you exported to the emulator prior to the shutdown, including the PocketBuilder VM.

To avoid this, you must select Save Emulator State after you click the Emulator>Shut Down menu item. If you shut down the emulator without saving its state, you need to re-export the CAB file with the PocketBuilder VM to the Windows directory on the emulator, then run the CAB file again.

The Windows Mobile 5.0 emulators prompt you to save the emulator state when you exit the emulator.

5.1.2 Default memory configuration on emulators

If you run ASA applications on the Pocket PC 2002 emulator, you must change the default memory configuration. You can increase the memory available to the emulator by increasing the Memory value for the following registry key:

```
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows CE Tool\
Platform Manager\
{F384D888-F9AA-11D1-BB9E-00A0C9C9CCEE}\
{DE9660AC-85D3-4C63-A6AF-46A3B3B83737}\
{F384D894-F9AA-11D1-BB9E-00A0C9C9CCEE}\
{67C8D913-F0CF-486A-8CF0-CE7D116225E8}
```

There is a similar, but different, setting for the Pocket PC 2003 emulator. Sybase recommends that you increase this value from 16MB to 64MB.

For WM 5 emulators, you can increase the memory by starting the emulator from a command line with the *memsize* switch. For these emulators, Sybase recommends that you increase the memory size from 64MB to 128MB.

5.2 PocketBuilder issues

5.2.1 Display idiosyncracies on VGA devices and emulators

The Windows CE operating system acts as though a VGA screen has the same dimensions as a QVGA screen, using the greater resolution to provide a higher quality picture and font definition rather than to increase the screen surface area. Although the PocketBuilder Window painter lets you set a window surface size for VGA screens in portrait (480 x 640 pixels) and landscape (640 x 480 pixels) orientations, it displays the full physical screen size for the extra resolution, in a manner consistent with the desktop dots-per-inch setting.

This results in certain display issues, with controls and fonts occupying a larger area of the display screen at runtime than at design time. When a DataWindow control is not completely visible on the screen, you might not be able to see a vertical or horizontal scroll bar if the number of rows or columns exceeds the screen display capability.

To work around this problem, you can call the ScreenDisplayZoom function. If you set the zoom factor to 50%, the sizes of controls and fonts on VGA devices and emulators at runtime match their pixel sizes at design time. Otherwise, you can use a QVGA screen size at design time, even when you deploy your applications to a VGA device or emulator. The windows automatically resize to fit the runtime screen dimensions, and the runtime controls retain the sizes that you set for them at design time. [CR 416842]

5.2.2 Enabling Manual Result Set with a Stored Procedure data source

During the creation of a DataWindow using the Stored Procedure data source, selecting the Manual Result Set option in the Select Stored Procedure wizard page produces a wizard page that is blank except for an unlabeled command button on the top left corner of the page. Clicking Next on this blank wizard page can cause the wizard to fail or PocketBuilder to crash. [CR 380430]

5.2.3 Selecting functions in Profiling Class View tool

Selecting a function in the Profiling Class View tool when the function script exceeds approximately 1000 characters (Windows 2000) or 1800 characters (Windows XP) can cause PocketBuilder to crash. After viewing a function in the Profiling Class View tool, modifying or adding a comment to the same function in the Function painter and attempting to save the modified function can also cause PocketBuilder to crash. [CR 380153 and CR 380154]

5.2.4 Creating a DataWindow with QuickSelect data source and a new database

Creating a new DataWindow using the Quick Select data source and a newly created ASA database causes the DataWindow creation wizard to fail. The error message indicates a syntax error or access violation. [CR 380151]

5.2.5 Deleting a custom visual object associated with a tab control

If you insert a custom visual object on a tab control and subsequently delete the window containing the tab control, you must restart PocketBuilder before you can successfully delete the custom visual object. If you attempt to delete the custom visual object without restarting PocketBuilder, an error message indicates that the custom visual object or one of its descendants is open in another painter—even if no painters are open at the time. [CR 370801]

5.2.6 DialingDirectory object functions

The UpdateEntry function currently works for a SIM directory only, not for a POOM directory. The AddEntry function is not currently implemented for either a SIM or a POOM directory. [CR 371011]

5.2.7 Smartphone CAB files do not include DLL for ODBC connections

Because Smartphone applications typically use UltraLite, the CAB files you generate from the Project painter for deploying applications to a Smartphone device or emulator do not include the *PKODB20.DLL* file required for ODBC database connections. If you use an ODBC connection to an ASA database in an application, you must manually copy the *PKODB20.DLL* file or use the Enhanced CAB Generation tool to create the CAB file.

If you create the CAB file with the Project painter, you can copy the *PKODB20.DLL* file from the PocketBuilder 2.0\WinCE\sparm directory to the Smartphone device where you deploy your application, or from the PocketBuilder 2.0\WinCE\spx86 directory to a Smartphone emulator. If you use the Enhanced CAB Generation tool, you must select the Include PocketBuilder Support DLLs check box on the PocketBuilder Options tab page.

UltraLite connections do not require the *PKODB20.DLL* file. The *PKUL20.DLL* file required for UltraLite connections is included automatically in the CAB files you generate from the Project painter. [CR 371146]

5.2.8 Calling a deeply recursive function can cause a stack overflow

The Windows CE platform does not have any built-in protection to manage memory during calls to recursive functions (functions that call themselves). Calls to deeply recursive functions can cause the operating system to crash due to stack overflow. [CR 322465]

5.2.9 Writing to a file with the SetProfileString function

You can write to a file with the SetProfileString function, but only if the file name you pass in the first function argument refers to a file that already exists and is a valid Unicode file. A valid Unicode file must have at least one character written to the file.

The following code sample uses regular file functions to create a valid Unicode file by adding a comment to the top of the file:

```
integer li_file
```

```
integer li_ret
li_file = FileOpen(gs_FileName,  LineMode!,  Write!, &
    LockWrite!,  Replace!)
li_ret = FileWrite( li_file, "; my comment" )
FileClose(li_file)
```

The ProfileInt and ProfileString functions also require references to valid Unicode files. [CR 328631]

5.2.10 Restarting a debugging session

When you debug an application for the second time in the same PocketBuilder session, certain actions, such as changing a watch variable, can cause PocketBuilder to crash. You can avoid crashes by closing and restarting PocketBuilder before running the debugger a second time. [CR 325369]

6. Product compatibilities

6.1 SQL Anywhere Studio

PocketBuilder 2.0.4 has been tested with Sybase SQL Anywhere Studio 9.0.1 and 9.0.2; however, you can use Sybase SQL Anywhere Studio 8.0.2 Build 4229 or later for database and MobiLink integration support. UltraLite support is available only with version 9 or later.

6.2 ActiveSync software

Microsoft ActiveSync is required for transferring applications to your mobile device and to recent emulators. For Windows Mobile 2002 or 2003-based devices, ActiveSync 3.8 is available as a free download on the Microsoft Web site at http://www.microsoft.com/windowsmobile/downloads/activesync38.mspx. For Windows Mobile 2005-based devices and emulators, you can download ActiveSync 4.1 from the Microsoft Web site at http://www.microsoft.com/windowsmobile/downloads/activesync41.mspx.

7. Documentation updates

7.1 PocketBuilder 2.0.4 collection

PocketBuilder documentation is available on the Sybase InfoCenter Web site at http://infocenter.sybase.com/help/index.jsp. Except for this Release Bulletin, none of the books in the PocketBuilder 2.0.4 collection has been updated from the previous release.

All books will be updated with the next major version of PocketBuilder.

7.2 Online Help for PocketBuilder 2.0.4

Updated online Help for PocketBuilder 2.0.4 is included in the download ZIP file.

8. Migration information

Migration of a Pocket PowerBuilder 1.x application occurs automatically when you open the application in PocketBuilder 2.0.4. No migration is required for PocketBuilder 2.0, 2.0.1, 2.0.2, or 2.0.3 applications.

8.1 Conversion of PowerBuilder applications

You can use the Import Pocket to CE wizard to convert an existing PowerBuilder 7, 8, 9, or 10 application to a PocketBuilder 2.0.4 application. For more information, see Appendix B in the PocketBuilder *User's Guide*.

9. Technical support

Each Sybase installation that has purchased a support contract has one or more designated people who are authorized to contact Sybase Technical Support. If you have any questions about this installation or if you need assistance during the installation process, ask the designated person to contact Sybase Technical Support or the Sybase subsidiary in your area.

10. Other sources of information

Use the Sybase Getting Started CD, the SyBooks™ CD, and the Technical Library Product Manuals Web site to learn more about your product.

- The Getting Started CD contains release bulletins and installation guides in PDF format and may also contain other documents or updated information not included on the SyBooks CD. It is included with your software. To read or print documents on the Getting Started CD you need Adobe Acrobat Reader, which is downloadable at no charge from the Adobe Web site, using a link provided on the CD.
- The SyBooks CD contains product manuals and is included with your software. The Eclipse-based SyBooks browser allows you to access technical information about your product in an easy-to-use format.
- The Technical Library Product Manuals Web site is an HTML version of the SyBooks CD that you can access using a standard Web browser. In addition to product manuals, you will find links to the Technical Documents Web site (replacement for the Tech Info Library), the Solved Cases page, and Sybase newsgroups.

  To access the Technical Library Product Manuals Web site, go to Product Manuals at http://www.sybase.com/support/manuals/.

10.1 Sybase certifications on the Web

Technical documentation at the Sybase Web site is updated frequently.

❖ **Finding the latest information on product certifications**

1. Point your Web browser to Technical Documents at http://www.sybase.com/support/techdocs/.
2. Select Products from the navigation bar on the left.
3. Select a product name from the product list and click Go.
4. Select the Certification Report filter, specify a time frame, and click Go.
5. Click a Certification Report title to display the report.

❖ **Creating a personalized view of the Sybase Web site (including support pages)**

Set up a MySybase profile. MySybase is a free service that allows you to create a personalized view of Sybase Web pages.

1 Point your Web browser to Technical Documents at http://www.sybase.com/support/techdocs/.

2 Click MySybase and create a MySybase profile.

10.2 Sybase EBFs and software maintenance

❖ **Finding the latest information on EBFs and software maintenance**

1 Point your Web browser to the Sybase Support Page at http://www.sybase.com/support.

2 Select EBFs/Maintenance. If prompted, enter your MySybase user name and password.

3 Select a product.

4 Specify a time frame and click Go. A list of EBF/Maintenance releases is displayed.

Padlock icons indicate that you do not have download authorization for certain EBF/Maintenance releases because you are not registered as a Technical Support Contact. If you have not registered, but have valid information provided by your Sybase representative or through your support contract, click Edit Roles to add the “Technical Support Contact” role to your MySybase profile.

5 Click the Info icon to display the EBF/Maintenance report, or click the product description to download the software.