



Bluegiga Case Study mobileFX Studio



mobileFX™ Studio

Wireless Application Development Suite

mobileFX™ Studio is an Integrated Development Environment (IDE) and a powerful Rapid Prototyping Tool with which you can design or rebrand highly Interactive Proximity Marketing Mobile Applications, On Device Portals (ODP), Games and Advergams, and deploy them to Bluegiga Bluetooth Hotspots.

In mobileFX™ Studio we encapsulated reusable, domain-specific source code and features into Framework Packages. Each Framework Package, when referenced by a Project, automatically enables certain features; for example there are frameworks for sending SMS messages, interconnecting mobileFX™ Applications using Bluetooth® and many more. Certain Framework Packages classify the entire wireless application - those frameworks are called Engines. Such Engines are mobileFX™ ODP Engine, 2D Scrolling Platform Game Engine, and others. We have introduced the concept of Variants. Each Variant represents a configuration-set that at pre-compilation-time affects code re-generation in the source code of each referenced Framework. A single project can have as many Variants as it is required in order to maximize device coverage and compatibility. Finally, mobileFX™ Studio is equipped with Pre-Compiler system that automatically identifies areas of source code in the referenced Frameworks that need or don't need to be compiled, depending on the settings of each Variant.

mobileFX™ Studio Applications Types



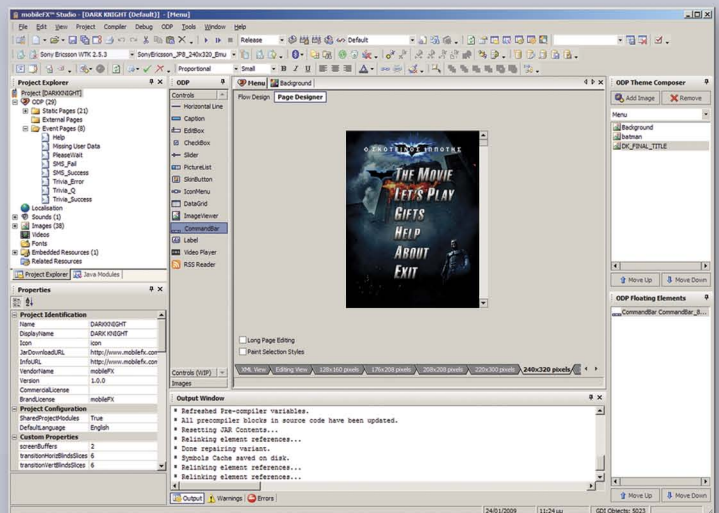
On Device Portals



Games / Advergams



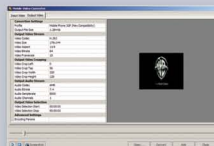
Applications & Services



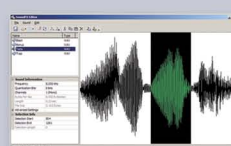
mobileFX™ Studio Plugins



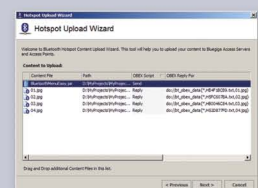
2D DataMatrix Generator



Mobile Video Converter



Sound Editor & Converter



Bluegiga Hotspot Upload Wizard