



# mobileFX Studio 7 Installation Guide

## mobileFX Studio 7 Installation Instructions for Windows XP / 7

1.	Upgrading from Previous Versions of mobileFX Studio 7 .....	2
2.	Installing as Administrator .....	3
3.	3rd party SDK Requirements .....	5
4.	Running mobileFX Studio 7 for first time .....	7
5.	mobileFX Studio 7 Login .....	8
6.	SDK Detection .....	9
7.	Runtime Requirements .....	10

## 1. Upgrading from Previous Versions of mobileFX Studio 7

If upgrading from previous version of mobileFX Studio to version 7.0.500, please delete registry key:

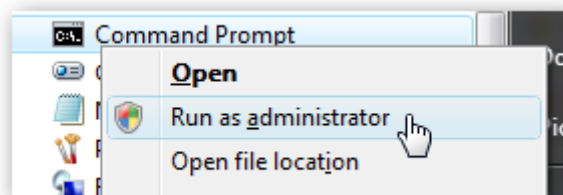
Windows XP/7	HKEY_LOCAL_MACHINE\SOFTWARE\mobileFX
Windows 7 x64	HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\mobileFX

## 2. Installing as Administrator

mobileFX Studio needs to be installed by the **Administrator** account on an English version of Windows XP (32bit) or Windows 7 workstation (32/64bit). By default on Windows operating systems the Administrator account is disabled and users logon with other admin-privileged account, often under the false impression they are logging as Administrator; **However, installing Studio from any account other than the actual "Administrator" will not work.**

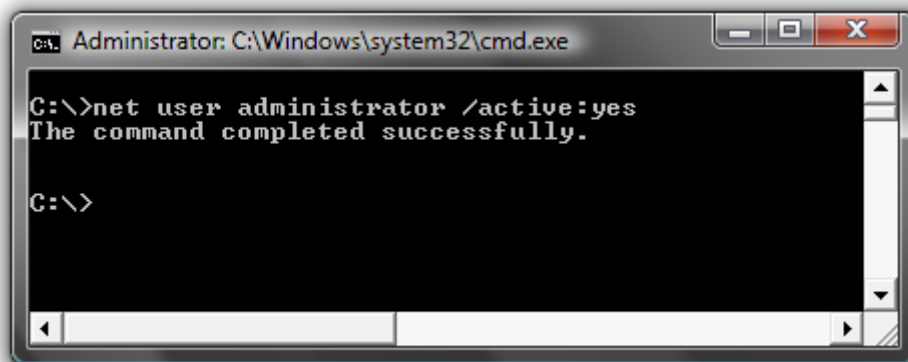
To enable the hidden administrator account please read these instructions:

First you'll need to open a command prompt in administrator mode by right-clicking and choosing "Run as administrator" (or use the Ctrl+Shift+Enter shortcut from the search box)



Now type the following command:

```
net user administrator /active:yes
```



You should see a message that the command completed successfully. Log out, and you'll now see the Administrator account as a choice. (Note that the screenshots are from Vista, but this works on Windows 7)

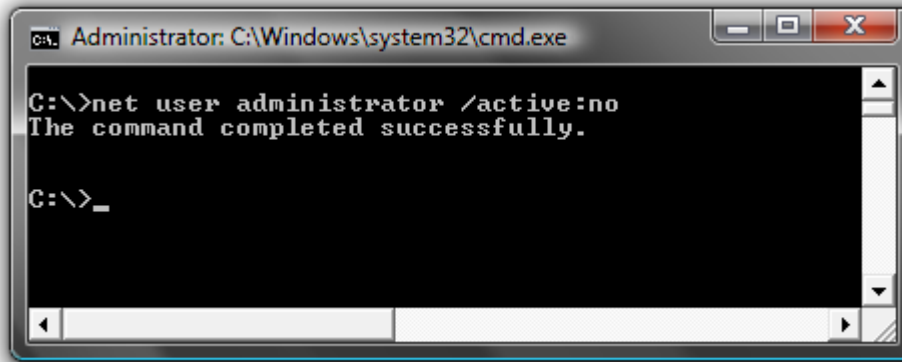


You'll note that there's no password for this account, so if you want to leave it enabled you should change the password.

#### **Disable Built-in Administrator Account**

Make sure you are logged on as your regular user account, and then open an administrator mode command prompt as above. Type the following command:

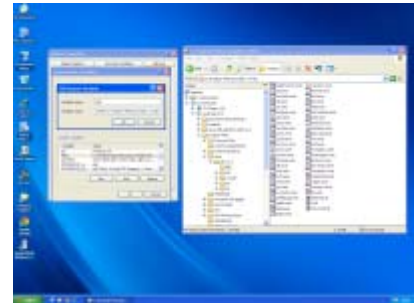
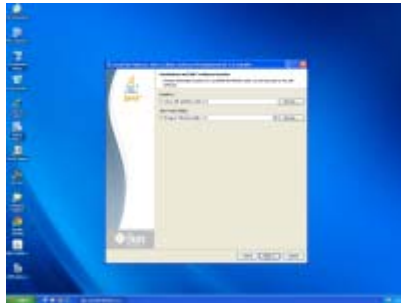
```
net user administrator /active:no
```



The administrator account will now be disabled, and shouldn't show up on the login screen anymore.

### 3. 3rd party SDK Requirements

Prior to mobileFX Studio installation it is well advised to install **Oracle Java JDK 7 (32bit)**, **Sun Wireless Toolkit SDK 3.0** and **Google Chrome Browser**. Those are the minimum runtime requirements and their download links are in the list below.



Straight after you install **Oracle Java JDK** and **Wireless Toolkit SDK**, you need to add their installation paths to your computer's **PATH Environment Variable**.

Assuming the JDK was installed on C:\Program Files (x86)\Java\JDK7, you must append to PATH the following two folders:

```
;C:\Program Files (x86)\Java\JDK7;C:\Program Files (x86)\Java\JDK7\bin
```

Assuming the WTK SDK was installed on C:\Program Files (x86)\Java\WTK3, you must append to PATH the following folders:

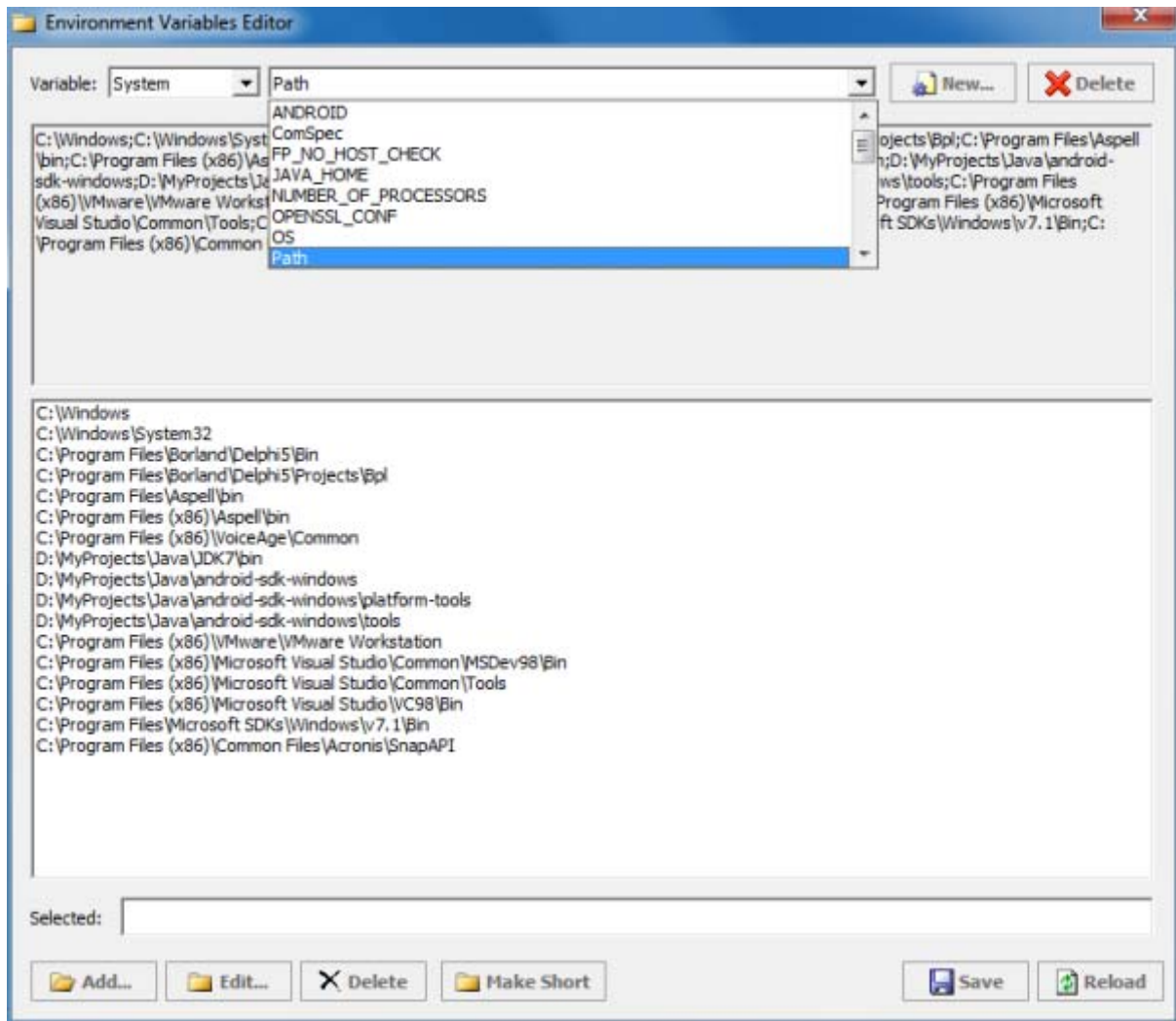
```
;C:\Program Files (x86)\Java\WTK3;C:\Program Files (x86)\Java\WTK3\bin
```

If you have installed **Android SDK** for contributing to our work in progress, you need to add a new Environment Variable called **ANDROID** and set it to Android SDK root folder and append to PATH variable the Android SDK root folder and subfolders platform-tools, platforms and tools. Assuming the Android SDK was installed on C:\Program Files (x86)\Java\android-sdk-windows, you must add variable **ANDROID** and set it to C:\Program Files (x86)\Java\android-sdk-windows and append to PATH the following folders (**by replacing %ANDROID%**)

```
;%ANDROID%\platform-tools;%ANDROID%\platforms;%ANDROID%\tools
```

mobileFX Studio is using open source **Spell Checker ASpell** for live-spell-checking as you type. To save you the trouble ASpell runtimes are installed by Studio setup to C:\Program Files\Aspell, but you will need to locate, download and install the dictionaries you want to use yourself. Assuming ASpell installed C:\Program Files\Aspell, you must append to PATH the following two folders:

```
;C:\Program Files\Aspell;C:\Program Files\Aspell\bin
```

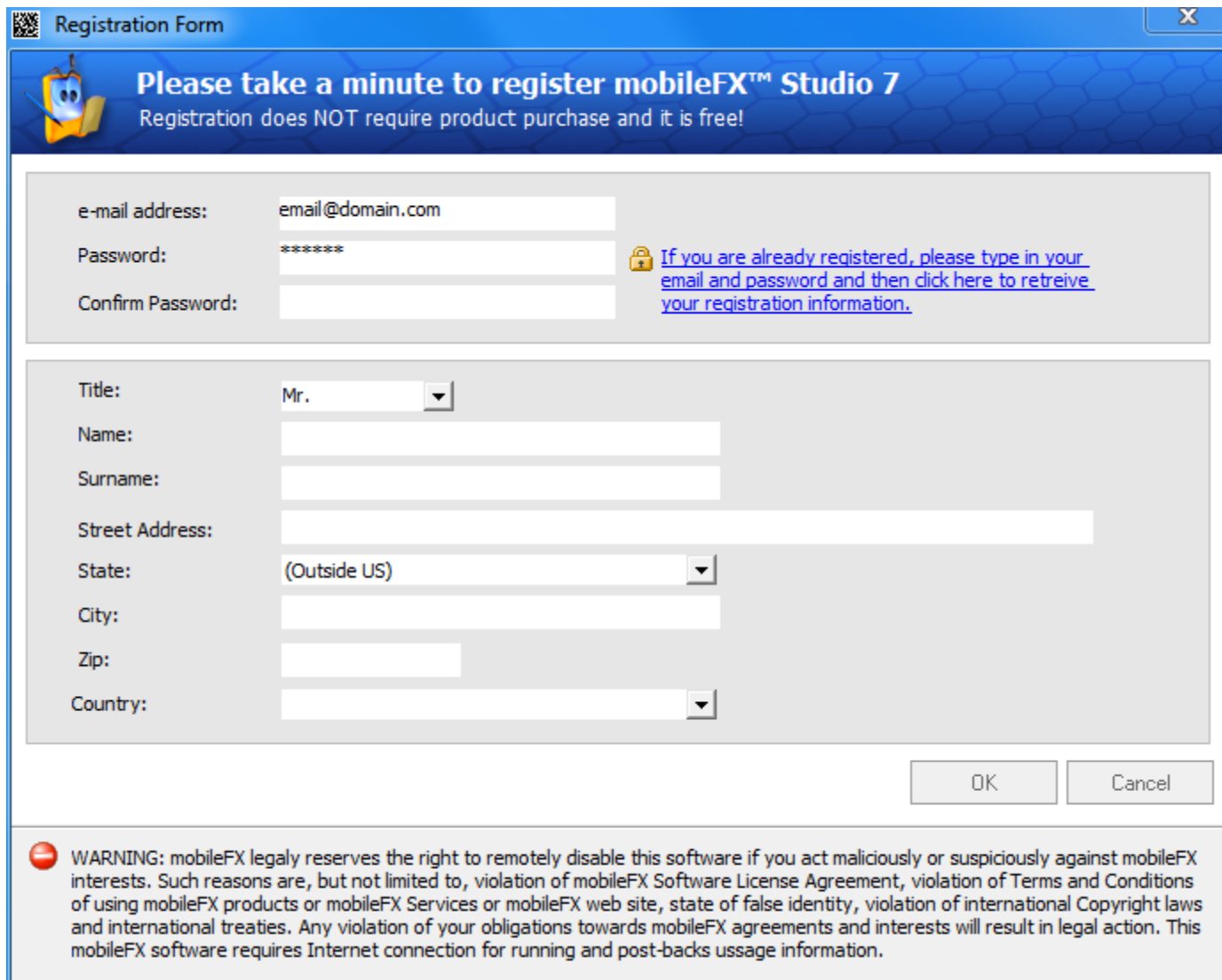


To properly set your PATH you can use **mobileFX Environment Variables Editor** which will also examine if your path contains missing folders and let you re-arrange it. After editing environment variables you must either logoff or reboot your computer.

**A list of SDK compatible with mobileFX Studio can be found here:**

- To compile native Java applications you will need to setup [Oracle Java JDK 7 \(32bit\)](#).
- To compile Webkit HTML5/CSS3 web applications you will need to setup [Google Chrome](#).
- To compile native Apple iPhone applications you will need a [PhoneGap Build Service](#) account.
- To compile native J2ME applications you will need to setup [Sun Wireless Toolkit SDK 3.0](#).  
(Note that Sun WTK SDK 2.5 is no longer supported - use [SonyEricsson SDK 2.5](#) instead)
- (Optional) To debug NOKIA S40 and S60 applications you will need to setup [NOKIA Java SDK](#).
- (Optional) To debug Sony Ericsson JP7/8 applications you will need to setup [Sony Ericsson SDK](#).
- (Optional) To compile native RIM applications you will need to setup [BlackBerry JDE](#).
- (Work in Progress) To compile native Android applications you will need [Google Android SKD](#).

#### 4. Running mobileFX Studio 7 for first time



Registration Form

Please take a minute to register mobileFX™ Studio 7  
Registration does NOT require product purchase and it is free!

e-mail address: email@domain.com

Password: \*\*\*\*\*

Confirm Password:

If you are already registered, please type in your email and password and then click here to retrieve your registration information.

Title: Mr.

Name:

Surname:

Street Address:

State: (Outside US)

City:

Zip:

Country:

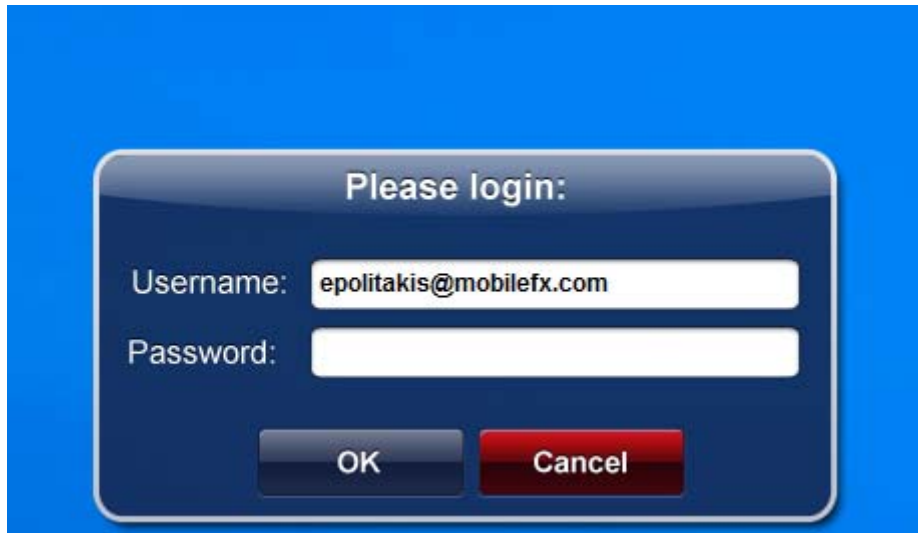
OK Cancel

**WARNING:** mobileFX legally reserves the right to remotely disable this software if you act maliciously or suspiciously against mobileFX interests. Such reasons are, but not limited to, violation of mobileFX Software License Agreement, violation of Terms and Conditions of using mobileFX products or mobileFX Services or mobileFX web site, state of false identity, violation of international Copyright laws and international treaties. Any violation of your obligations towards mobileFX agreements and interests will result in legal action. This mobileFX software requires Internet connection for running and post-backs usage information.

When you run mobileFX Studio 7 for the first time it will popup a Registration Form. Please enter your details in ENGLISH (ASCII) and click OK to register.

If you already have a mobileFX User Account, just type your email address and your password and click the Hyperlink to look-up your existing registration information from our database.

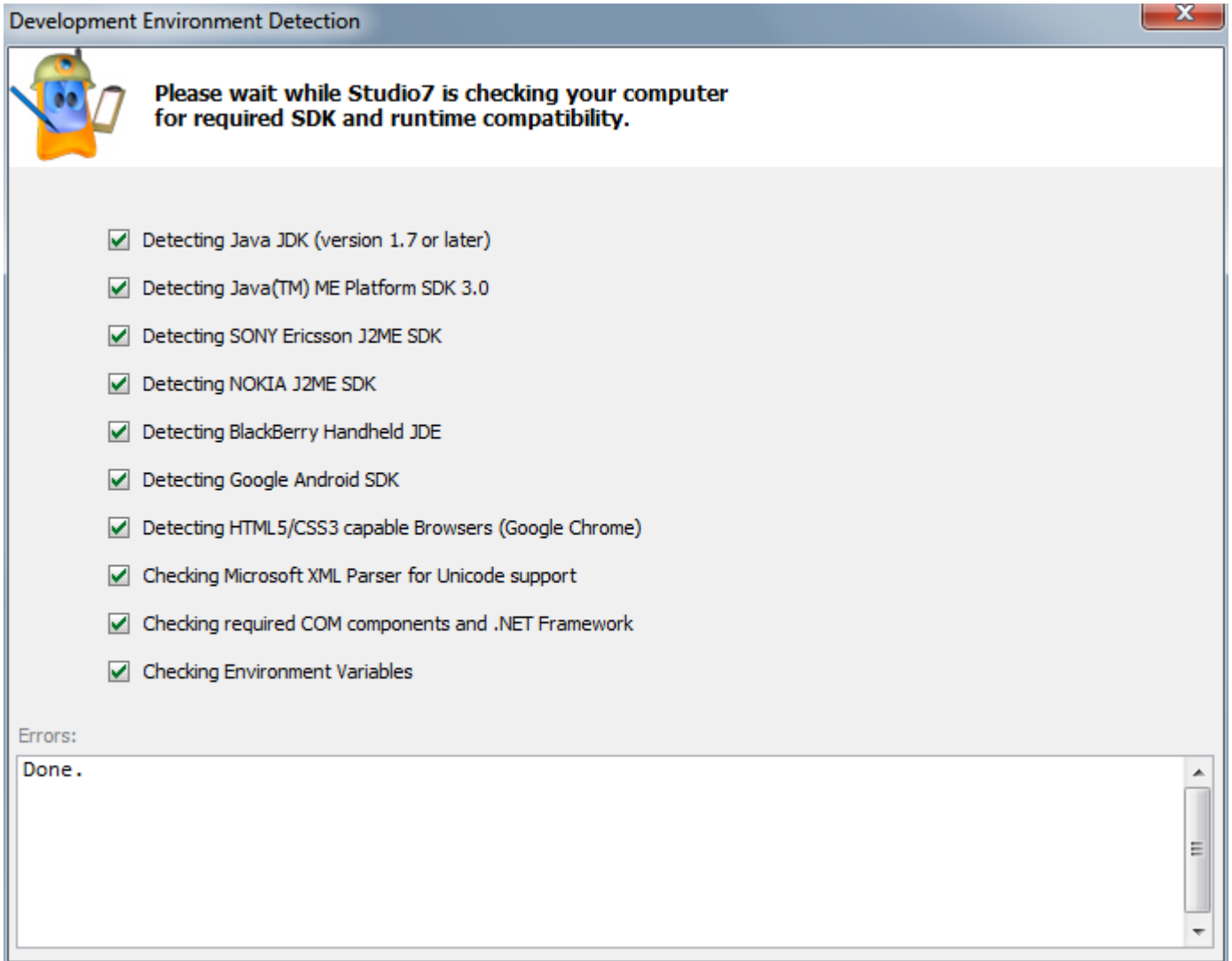
## 5. mobileFX Studio 7 Login



Every time mobileFX Studio 7 starts it show a login screen. You must type your username and your password and hit Enter.

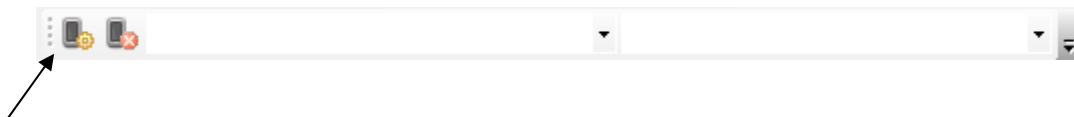
NOTE: On some XP computers buttons OK and Cancel cannot be clicked; instead press Enter or Escape.

## 6. SDK Detection



mobileFX Studio 7 when it first runs it will attempt to automatically detect the SDKs installed on your computer.

If you later install additional SDK you can refresh the list by clicking **Auto Configure JDK and Emulators** button from the main toolbar.



## 7. Runtime Requirements

mobileFX Studio relies on Microsoft C++ 2008, Microsoft XML Parser v3+, Microsoft Scripting Runtime v5.6+ and Microsoft ActiveX Data Access Objects v2.7+. Normally on Windows XP and Windows 7 those runtimes already exist. If your computer is missing them you should download and install the English version of those components.

We have tested the installation of mobileFX Studio on clean / fresh Windows XP SP3 and Windows 7 x64 operating systems following these instructions and it worked every time.