



Quick Start Guide Symbian v1.1

Prerequisites

- We recommend using the Carbide 2.0 development environment but there is also a plugin for Visual Studio available.
- S60 3rd edition Feature Pack 1 SDK installed.
- Unifeye SDK PC or Unifeye Design (recommended)

Getting Started

1. Copy the *.dso file from
C:\Program Files\metaio\Unifeye SDK Mobile 1.1\SDK_Symbian\bin
to *[SymbianSDKDirectory]\9.2\S60_3rd_FP1\Epoc32\release\armv5\lib*
2. Copy SDK_Symbian to a path without whitespaces (e.g. C:\SDK_SYMBIAN)
3. Next we add the example project to Carbide by selecting
File → import → Symbian OS bld.inf → next
4. Select the *bld.inf* in
...\Unifeye SDK Mobile 1.1\SDK_Symbian\ UnifeyeSDKMobile_Example\group
5. In *Build Configuration* select *Phone Debug / Release* for *GCCE*.
6. In the *MMP selection dialog* select *next*.
7. The default folder in the *Project Properties dialog* will be *SDK_Symbian*.
Confirm with *finish*.
8. Now you can build the example application.

Further Reading

A general overview of the SDK can be found in the *Unifeye SDK Mobile User Manual*.

The supplied source files of the example application show a basic usage of the *Unifeye SDK Mobile*.

For more information have a look at the code documentation in *Start Menu* → *Unifeye SDK Mobile* → *Documentation* → *Code Documentation* or directly at the *AS_ArMobileSystem.h* header file.