

Mobile Services

Updated Mobile Technology Mobile/Wireless Product R&D Capability

COP has experience developing and testing a wide range of mobile and wireless applications. And focusing China, home to the world's largest wireless customer base, COP is able to tap a large and rapidly growing pool of wireless engineering talent as well as the huge mobile market.

{tab=Mobile Software Development}

COP's vendor partners have strong expertise developing software applications for different mobile devices.

Programming expertise: Windows CE, Windows Mobile, .NET Compact Framework, Symbian, J2ME, Brew, BlackBerry OS.

Programming languages for mobile devices: C#, C++, Java.

We are experts in developing software for:

- Windows CE and Windows Mobile (Pocket PCs and Smart Phones) - client applications with online and offline functionality and synchronization with server applications through web service interfaces.
- Symbian (Smart phones) - client application, HTTP communication, graphics, device control, parental control, spam filtering and a wide range of utilities software for Symbian enabled phones.
- J2ME (J2ME enabled Smart Phones) - client software, Internet communication, graphics, sound and a wide range of utilities software for J2ME enabled phones.
- BREW (mobile phones) - Client software, Internet, Communication, graphics, sound, access phone book and online games
- BlackBerry OS - Communication, graphics, sound, access phone book and online games
- Flash Lite - Game, Cool consumer application that challenges traditional Mobile Development

Mobile applications that could change your daily life

- Provides mobile employees with remote access to work order details, such as work order location, contact information, symptom diagnostics, required completion date, asset history, salient PM schedules, relevant warranties/service contracts, and special instructions;

- Enables mobile personnel to update work order status in real-time, facilitating excellent communication;
- Provides instant wireless alerts for technicians, including emergencies, new work orders, upcoming appointments, and changed appointments
- Remote access to the corporate KnowledgeBase at the job location, providing valuable customer-defined repair tasks, manufacturer e-manuals and industry best practices;
- Enables instantaneous time-card recording for time worked in the field;
- Permits mobile engineers to record parts used to complete a work order at the job site.

{tab=Flash Lite Development}

The Flash Lite player is rapidly gaining global mobile adoption. COP and its vendor partners have been involved with developing for Flash Lite content since its inception, helping Macromedia to showcase Flash Lite's strengths in the mobile environment. We can also help you create content tailored to overcome the constraints of mobile device development such as limited memory, a small number of available colors, small screen size, and low processor speeds.

At COP, we satisfy consumer demand by creating stunning mobile experiences that are far more immersive than anything else in the industry today. This helps game companies keep their mobile multimedia user experiences fresh and exciting. And COP and its vendor partners achieve all this while paying particular attention to customizing experience for better brand recognition. Plus, we can build interactivity into the user experience for your games with an easy way to purchase. Think of this as game TV spot or infomercial meets cell phone point of purchase.

Best of all, we eliminate need for code and assets for each individual handset. A single source can work for multiple handsets because we develop for screen sizes and processor speeds, not each unique handset. This drastically cuts costs and accelerates time to market.

At the end of the day, after we create your mobile multimedia experiences, you'll have exciting creative, affordable technology and a service you can use to generate revenue right away.

{tab=Mobile Game Porting}

The biggest challenge for mobile game and application developers is the porting and testing. Unlike the other gaming devices, in mobile gaming there are around 650+ devices that support J2ME. Porting to a good number of devices is a must for developers to reach global audience. Together with vendor partners, COP offers a cost effective and high quality porting and testing services for leading mobile companies

Porting:

- J2ME Porting. (Midp 1 and Midp 2)
- Cross platform Porting. (J2ME to Brew and Brew to J2ME)
- Operator specific Porting. (Cingular, Vodafone, T-Mobile, Orange, Rogers, Sprint, FIDO, Nextel, Telus, Rogers, Alltel, etc)
- Flashlite and Symbian Porting.

{tab=Mobile Application Testing}

Each mobile handset released which supports J2ME has a reference emulator for the developer to test his application or a game. But from our past experience in mobile game development, emulators can only be trusted for 10% of assurance. Most leading publishers and developers go for real device testing for their mobile games. COP and its vendor partners offer a cost effective real device testing with OTA support and gives a Quality Assurance (QA) service for mobile game testing.

Our services includes:

- Functionality Testing
- Environmental Testing
- Performance Testing
- OTA Testing

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