

Using MGMaps library to build MIDlets for BlackBerry platform using BlackBerry's JDE.

Introduction

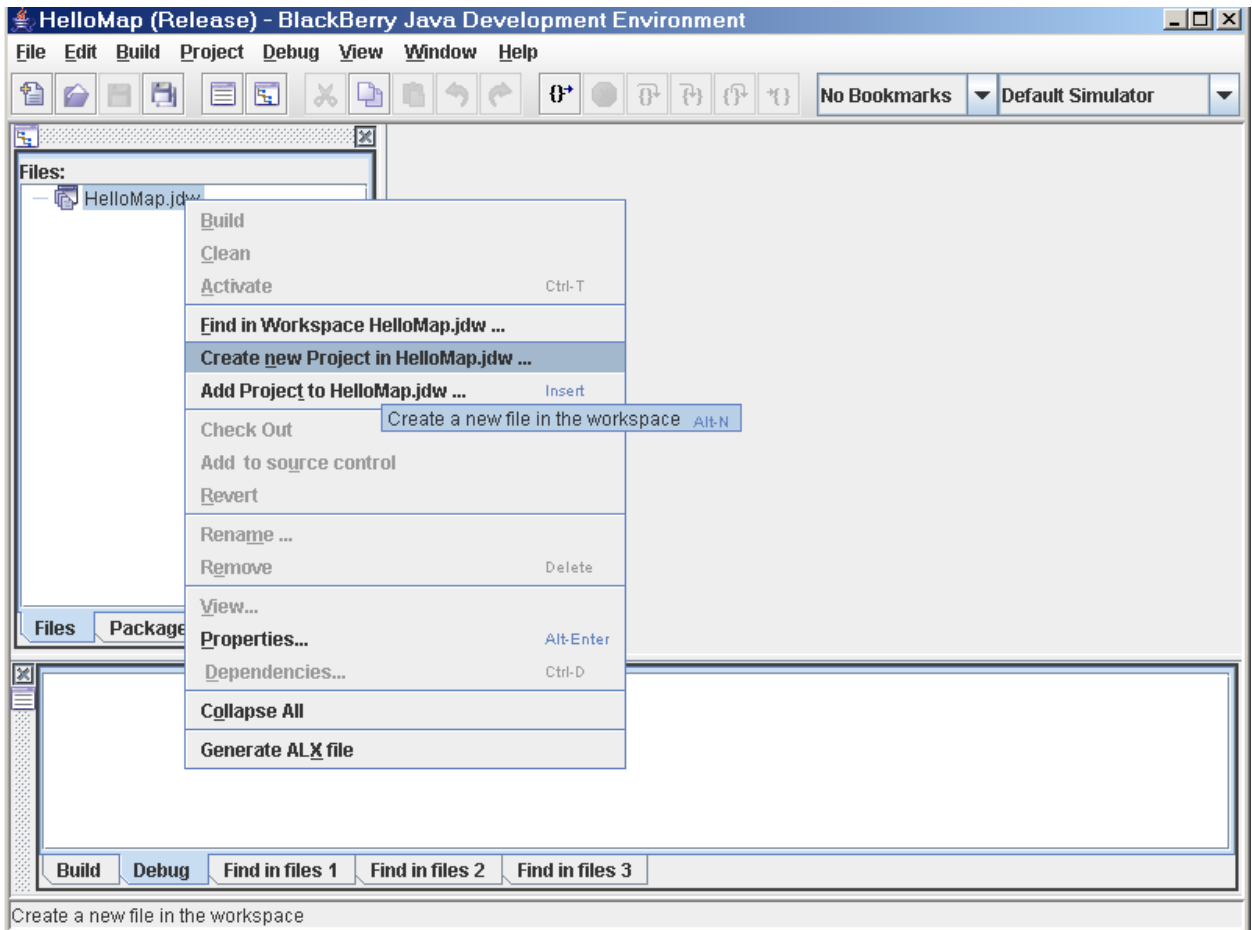
Currently it is possible to use MGMaps library to build **only MIDlet** applications for BlackBerry platform. BlackBerry native applications can't use MGMaps library because MGMaps Lib SDK currently requires `javax.microedition.lcdui.*` package, but BlackBerry UI API (used by BlackBerry native applications) and `javax.microedition.lcdui` API are mutually exclusive.

You can build MIDlets for BlackBerry platform using the same IDE as you would for MIDlets for other platforms and then convert the resulting *.jar file to *.cod file to be used in BlackBerry (using `rapc.exe` tool included in BlackBerry JDE). When converting then in general you need to use the same version of JDE as target platform has, i.e to build MIDlets for BlackBerry 4.2 platform you need BlackBerry 4.2.x JDE. Currently MGMaps library supports only BlackBerry 4.2 and higher platforms. However, in practise also applications built with JDE 4.3 may work fine with OS 4.2, at least if additional API features of 4.3 are not used.

You can also use BlackBerry's own IDE included in JDE package to develop MIDlets for BlackBerry platform. This manual has been written as an example of how to use MGMaps library to build MIDlets using BlackBerry's own IDE (JDE). This applies to all BlackBerry 4.2 and higher platforms.

Step-by-step guide

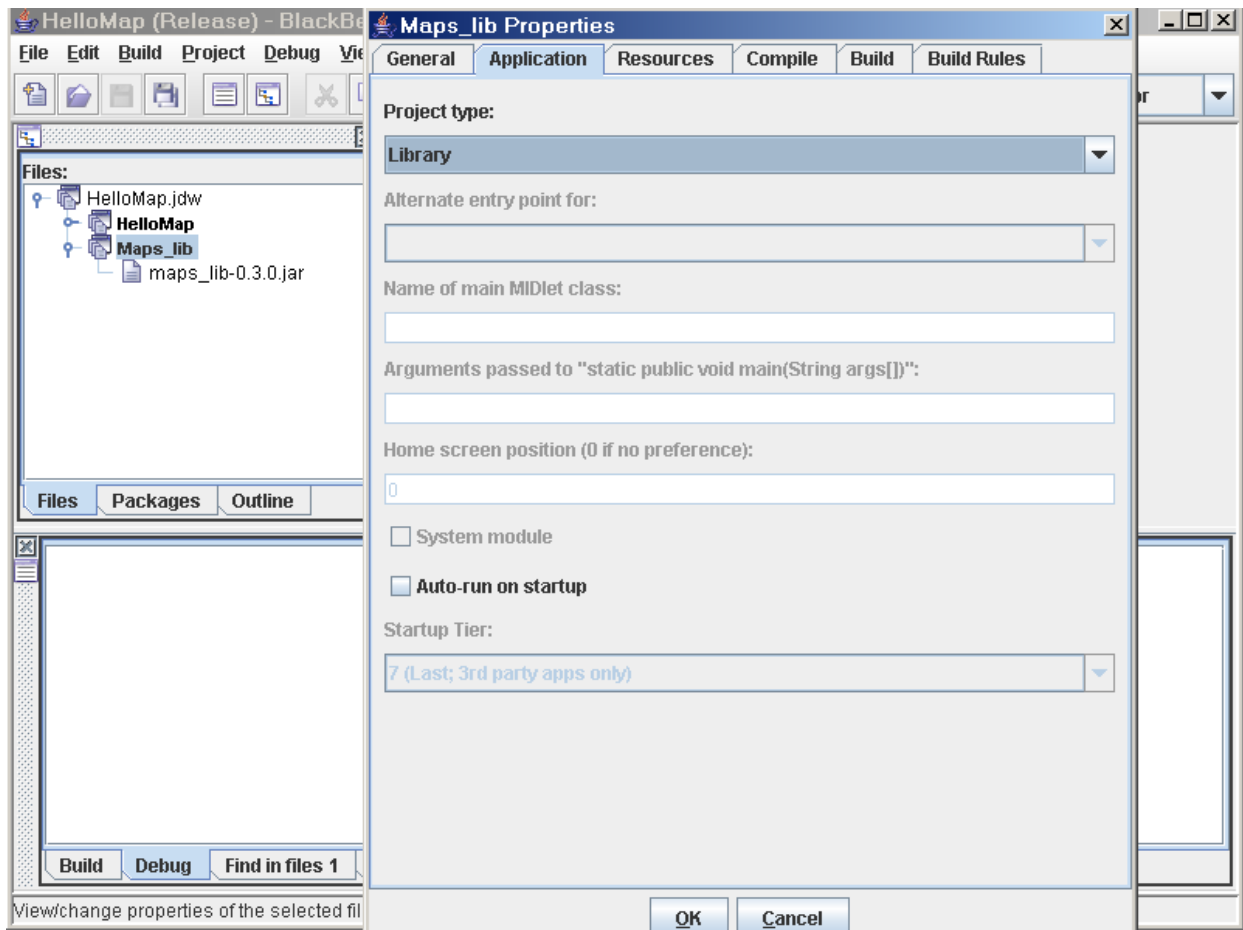
1. In BlackBerry JDE IDE choose *File->New Workspace* and create a new workspace (choose the folder and name) for your project.
2. When workspace is created, create a new project to the workspace -> right click on the workspace name and choose „*Create new Project in <project name>.jdw*”.



- Repeat step 2 and create another project in your workspace for MGMaps library. Copy MGMaps library JAR („maps_lib_<version_nr>.jar”) to workspace. You may have to preverify it before, for that use preverify.exe command from BlackBerry_JDE_HOME\bin folder, i.e:

```
"C:\Program Files\Research In Motion\BlackBerry JDE 4.2.1\bin\preverify.exe" -classpath "C:\Program Files\Research In Motion\BlackBerry JDE 4.2.1\lib\net_rim_api.jar" maps_lib_0-3-0.jar
```

- Right click on library project and choose „Add file to Project”. Choose „All Files” and point to „maps_lib_<version_nr>.jar” file. Jar file is added to project.
- Right click on „maps_lib” project and choose „Properties”. In „Application” tab choose „Project type” as „Library”.



6. Make your own project dependant on maps_lib project: right click on your own project name and choose „Project Dependencies” and under tab „Depends on” make a checked mark into „maps_lib” check box.
7. Create source and resource files for your project – right click on project name and choose „Add File to Project” to add already existing source/resource files or choose „Create new File in Project” to create new source files. The files in created project can use maps_lib classes and methods, since the project is dependant on maps_lib. For further instructions on how to use MGMaps library to develop MIDlets use „MGMaps Lib developer’s Guide” and take a look at demo applications.
8. Set correct properties for your own project („Project type”, „Name of the main MIDlet class”, „Title”, „Vendor”, „Version”, „Description” etc).
9. Build all projects. Load resulting COD-files to BlackBerry device and launch application. It will build your MIDlet and MGMaps library into separate COD files. For installing several COD files via OTA using only one JAD add extra RIM-COD-URL-<nr> and RIM-COD-Size-<nr> parameters into your MIDlet’s JAD file referring to MGMaps Library COD file.