



TECH SPECS : Games

1. What's in the final package

Basically a Java Application for mobiles allways consists of a JAD file, holding setup configuration and information about the JAR file containing the actual application data.

Every J2ME Application comes in a couple of different versions each for one (or more) so called "Java Families". A Java Family allways stands for a couple of handsets of one brand and with one particular screen resolution (and sharing other identical internal features).

Those families are commonly called something like "NOKS60_1" , "NOKS60_2" ,... This short notation allways consists of some identifier (commonly first letter of brand and sometimes a chipset feature), an underscore and a running number. Excel sheets are provided which assign the actual handsets to the single families.

Sometimes (especially with older games) you may encounter families like "NOKS60_1_2_3" – this means that one and the same JAD / JAR pair fits for more than one compatibility family (so "NOKS60_1_2_3 corresponds to "NOKS60_1 & NOKS60_2 & NOKS60_3).

In addition you will find various promotion material, depending on how old the game is this may range from simple screenshots to HiRes Images and Video Clips.

REMARK: For every game in this offer you will find a demo version, noted as NOKS60 compatible. This is not 100% correct, in our notation it's either the NOKS60_3 or NOKS60_2 version. This should be compatible to NOKIA 6600, 7610, 6620, 6260, 6670, 3230, N72. For older applications you may try NOKIA 3650, NGage, 3660, 3620, 3600, Ngage QD, 6638. Anyway the application should run with the emulator which is downloadable for free from Nokia homepage. The resolution of this demo version is 176x208 pixel.

2. Handset Compatibility

A sheet with our current handset database will be in the final package, this sheet shows which handset uses which content format (and therefore which handset is capable of using this kind of content in the first place...)

