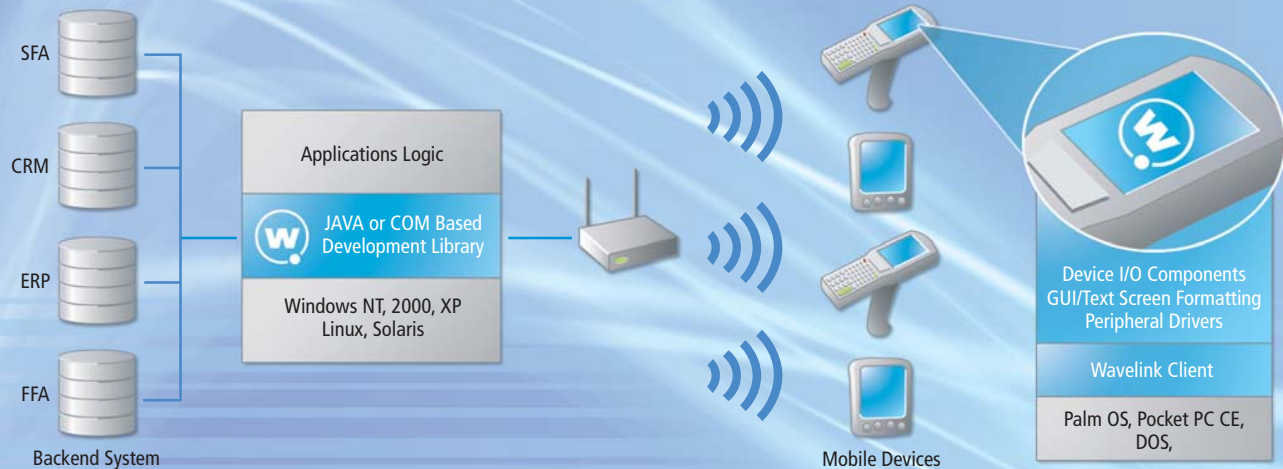


Develop Powerful, Real Time, Commercial Wireless Applications

Wavelink Studio enables JAVA and COM developers to create and deploy powerful server-side enterprise wireless applications utilizing wireless data collection, barcode scanning and RFID devices. Studio is specifically designed to support mission-critical applications that require real-time data for retail store operations, warehouse management, inventory control, factory automation, transportation and logistics.



Speed and Simplify Wireless Application Development

Studio consists of libraries that support JAVA development and COM-based languages such as Visual Basic®, Visual C®, Visual FoxPro®, Delphi™, and PowerBuilder®. Utilizing the methods and objects provided, there is no need to learn another programming language or development environment specific to any wireless device or network. Studio allows you to simply extend your existing skills and code sets for the rapid development of wireless applications. The library consists of nearly 400 methods and objects that you can use to easily create applications that serve every mobile requirement and control the functions of the handheld device.

Become Hardware and Software Independent

Studio provides the freedom to create wireless applications for most mobile devices – from traditional industrial-grade devices and scanners to next generation PDAs – spanning operating platforms from DOS to Palm, and Pocket PC/CE.NET – allowing for smooth migration from legacy to newer devices. Studio takes advantage of the latest RFID technology.

Support Robust Workflow-Driven Enterprise-Class Applications

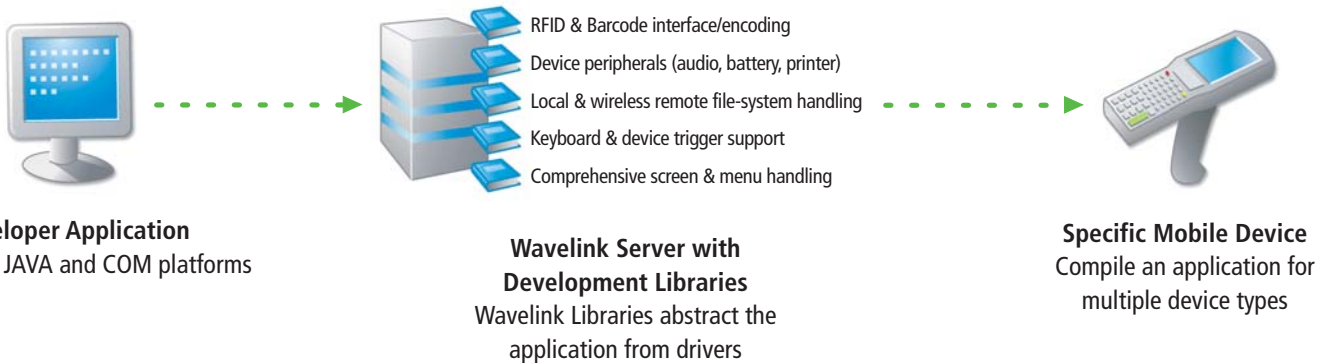
Studio has been specifically designed to create applications that meet the work flow-driven requirements of today's enterprise environments. With its unique event-driven architecture, Studio lets you develop intuitive applications that "walk" mobile workers easily through required workflow steps. Your business processes are improved while individual mobile worker productivity is increased.

Run Applications Directly from Host Server to Mobile Devices

Wavelink Studio uses an advanced thin client-server architecture to run applications directly from the host server to the mobile device. Revisions to wireless applications are made server-side, eliminating the need to update each individual device on the network.



Studio enables mobile application developers to create mobile applications for multiple device types, eliminating the need to create separate applications.



Key Features

Client-Server Architecture - Thin-client technology allows for efficient network communications, maximizes individual wireless packets while minimizing network traffic, and provides access to all device features for rich application design.

Host-Driven Applications - Applications can be developed and driven right from the host system server. This supports immediate revisions from a single location.

Development Library - Allows developers to use JAVA, Visual Basic, Visual C++, Visual FoxPro, and other languages to create custom wireless applications natively.

Real-Time Performance - Helps assure that all information communicated between applications and all wireless devices is accurate, current, and always at hand.

Leverage Existing Code Sets - Studio consists of libraries that support JAVA development and COM-based languages such as Visual Basic®, Visual C®, Visual FoxPro®, Delphi™, and PowerBuilder®.

Support Multiple Devices and Operating Systems - Freedom to create wireless applications for most mobile devices – from traditional industrial-grade devices and scanners to next generation PDAs – spanning operating platforms from DOS to Palm, and Pocket PC/CE.NET.

Single User to Application - Simplifies programming and improves individual relationship run-time performance. Applications can be designed with only a single user in mind rather than multiple users competing for common resources.

Local or Remote - Multiple Wavelink servers can be administered with greater flexibility and ease-of use.

Virtual Client - Applications can be tested or demonstrated directly from a computer desktop without the use of the actual wireless terminal.

Product Components

Wavelink Development Library - Used for JAVA and COM Library integration of wireless networks and devices, using object-oriented languages such as JAVA, Visual Basic, and Visual C++.

Wavelink Server - Executes application software on the host platform.

Wavelink Server Administrator - Utilities for network security and configuration, and for managing a Wavelink Server locally and/or remotely.

Wavelink Program Manager - Manages and deploy application software and access privileges.

Remote Startup Utility - Allows remote administration, including starting or resetting Wavelink servers from miles—or even countries—away.

Wavelink Client - Fully utilizes unique hand-held technologies in front-end application functions. Virtual client simulates wireless devices without the presence of an actual wireless network.

System Requirements

- Operating Environments Supported:
 - Windows XP
 - Windows 2000
 - Windows NT 4.0
 - Solaris
 - Linux
- 486DX2 processor or better (Pentium 133 or higher recommended)
- CD-ROM drive
- 10-12 MB available disk space (20-50 MB recommended)
- TCP/IP network protocol stack

Note: System requirements do not account for application size and total number of users. Both could require additional system RAM and hard disk space.



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