Tools for Mobile Linux: Extending Eclipse into Linux Mobile Devices

Christian Kurzke (Project Lead), e11581@motorola.com
Mauren Brenner (Proposed Committer), wmb058@motorola.com
Fabio Fantato (Proposed Committer), wfr004@motorola.com

Eclipse is a technology platform enabling companies to build industry specific vertical applications on top of it.

Our objective is to provide the building blocks for **developers of native C/C++ applications in the mobile device market**. We intend to extend and leverage related Eclipse technologies such as CDT, DSDP/TM, DSDP/DD, TPTP and others.

Initially we are proposing work in two areas: **emulation of mobile devices** and **simulation of an end-to-end environment where several devices can communicate** among themselves or with back end servers.

Mobile device emulators are important because by using an emulator one can **develop, test, debug and demonstrate applications before having the actual physical device**.

One of the properties of mobile devices is **their ability to interact with other nodes in a network**, such as peer devices, short message servers, multimedia servers, global positioning systems and so on. The most interesting applications are precisely those that involve such interaction. This is why a simulated end-to-end environment is important, as it allows the developer to **test, debug and demonstrate applications without having actual physical devices, servers and other network nodes**.

Initially our objective is to create **the frameworks to support device emulators and the simulated end-to-end environment**. Because of their availability and versatility, Linux-based mobile devices are our starting point, but our tools and frameworks are designed to be as generic as possible.

We are part of the Device Software Development Platform and you are welcome to visit our web site on Eclipse and participate in the project:

http://www.eclipse.org/dsdp/tml