

## Submission of Applications and Games via XML (Hi3G Denmark & Sweden Edit.)

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This document describes how to submit your applications and games via XML instead of using the upload & assignment process via SYNAPSY's producer Web interface.

### I. Basics:

1. Discovery channels of Hi3G are multilingual ones. This means that you need to submit content in the following languages:
  - o English (default)
  - o Danish
  - o Swedish
2. In the case your content itself cannot be provided in Swedish or Danish, please submit at least such packages containing English; content descriptions have to be delivered in all three languages though.
3. The following content types/ extensions are currently supported:
  - o .jad/jar (JavaME)
  - o .sis/ .six (Symbian)
  - o .cab (Windows Mobile)
  - o .cod (BlackBerry)
  - o .apk (Android)
  - o .wgz (Nokia WRT)
  - o .thm (and other Theme types)
4. Preview images you should submit will be used for all discovery channels of Hi3G (WAP, WEB, ODP) and will be automatically resized by our system if required
5. You can always monitor your submissions in your dedicated Producer Web Interface (<http://producer.mcms.synapsy.net>) by logging in with username and password provided by SYNAPSY.

This document is related to the XML file „**contents.xml**“ that you should have received with this document. It is mandatory that you use the encoding type UTF-8.

### II. Into this XML you are packaging:

1. **content id:** unique ID provided for a certain application or game by the content provider (YOUR ID; e.g. asset-id). This ID is required for later updates to a certain content title of the content provider. This ID mustn't be changed. (fyi: when sending backfills of a certain game/ app and using another content id than the one used with your initial submission, the system cannot detect that it's the same game/ app title but a new/ another one!)

2. **category:** the ones provided in the system of Hi3G (can also be seen in your producer web interface) – at present there are the following categories that you have to use:

- Applications
  - Business
  - Communications
  - Entertainment
  - Fun
  - Health & Fitness
  - Multimedia
  - Navigation
  - News
  - Personalisation
  - Social Networking
  - Sports
  - Travel
  - Utilities
  - Weather
  - Widgets
  
- Games
  - 2-in-1 Packs
  - Action
  - Boardgames (**this category is NEW**)
  - Casino
  - Classics
  - Film & TV
  - HD-Games
  - Jump & Run
  - Lifestyle (**this category is NEW**)
  - Logic (**this category has been CLOSED; don't use this anymore!**)
  - Motion Control (**this category has been CLOSED; don't use this anymore!**)
  - Puzzles
  - Racing
  - Sales
  - Simulator (**this category has been CLOSED; don't use this anymore!**)
  - Sport
  - Strategy

In the contents.xml please embed category names like this:

```
<category>Applications / Business</category>
```

```
<category>Games / Action</category>
```

```
<category>Games / Racing</category>
```

**IMPORTANT: Please assign only ONE category to a single Application or Game. Assignment to alternative categories will be handled by the channel managers themselves.**

3. **onlineConnectionRequired:** please indicate if your content requires an online connection or not by using the variables "yes" or "no"
4. **title EN/ title DA/ title SV:** your game title – **can** be different in default (EN), Danish (DA) or Swedish (SV); please take care that it does not exceed 64 characters
5. **description:** your SHORT game description (teaser) - in default (EN), Danish (DA) and Swedish (SV) language - please take care that it does not exceed 128 characters (**IMPORTANT:** only providing all 3 languages your submission can be activated in Hi3G's discovery channels!)
6. **longdescription:** your LONG game description - in default (EN), Danish (DA) and Swedish (SV) language – please take care that it does not exceed 512 characters (**IMPORTANT:** only providing all 3 languages your submission can be activated in Hi3G's discovery channels!)
7. **previews (it's MANDATORY to provide ALL listed ones!):**
  - id="1": splash-screen; 240x320px; .jpg
  - id="2": in-game screen 1; 240x320px; .jpg
  - id="3": in-game screen 2; 240x320px; .jpg
  - id="4": in-game screen 3; 240x320px; .jpg
  - id="5": banner 1; 480x120px; .jpg
  - id="6": banner 2; 480x145px; .jpg
  - id="7": banner 3; 480x219px; .jpg
  - id="8": banner 4; 480x339px; .jpg
  - id="9": icon; 100x100px; .jpg
8. **files:** file-id: one handset per file - one file for multiple handsets possible
  - a. **correct example - one file for more than one handset:**

```
<file id="Nokia N95" jad="game/s60.jad">content/s60.jar</file>
<file id="Nokia N95-8GB" jad="game/s60.jad">content/s60.jar</file>
```
  - b. **incorrect example:**

```
<file id="Nokia N95" jad="content/nokiaN95.jad">content/nokiaN95.jar</file>
<file id="Nokia N95" jad="content/s60.jad">content/s60.jar</file>
```
9. **Show multiple handsets/ handset-file-assignments in XML:** just add additional file id's: e.g.:
 

```
<file id="Nokia 6680" jad="content-directory-name/nokia_6680_content-name.jad">
content-directory-name/nokia_6680_content-name.jar</file>
<file id="Nokia N95" jad="content-directory-name/nokia_N95_content-name.jad">
content-directory-name/nokia_N95_content-name.jar</file>
```

- 10. Submit language specific builds for each supported language:** In case of single language builds you want to provide please pack submit them in the following way:

```
<file id="Nokia N95">
  <en jad="content-directory-name/en_nokia_N95_content-name.jad">content-directory-
name/en_nokia_N95_content-name.jar</en>
  <da jad="content-directory-name/da_nokia_N95_content-name.jad">content-directory-
name/da_nokia_N95_content-name.jar</da>
  <sv jad="content-directory-name/sv_nokia_N95_content-name.jad">content-directory-
name/sv_nokia_N95_content-name.jar</sv>
</file>
```

- 11. Handset naming conventions:** Please try to use handset naming like “Vendor Model” e.g. “Nokia 6680” or “Sony-Ericsson K800i” (vendor separated from model by space). Starting with your first submission your handsets names will be matched with the handset names in handset repository of SYNAPSY.  
**!!!To keep already matched handsets for your future submissions, don't change your naming conventions from one submission to the next one!!!**

- 12.** In case you would like to provide more than one application or game, please package all of them into one XML instead of providing a single XML for each game.

### III. Submission Packaging:

please provide a .zip archive - e.g.:

content-provider-name.submission.01.2009.zip

in the .zip:

- contents.xml

--content-directory-name (this is a folder)

---nokia\_N95\_content-name.jad

---nokia\_N95\_content-name.jar

---htc\_T7272\_content-name.cab

---nokia\_5800XpressMusic\_content-name.sis

For sure you can also use your own folder & file names or embed additional folders into your package – as long as you mention them correctly within the contents.xml

**Meta-data (image previews/ banners as well as text descriptions as mentioned above have to be embedded into the .zip as well) – please refer to the example contents.xml coming with this guideline that also mentions how to embed such builds that does not carry descriptor files like .jad (e.g. .cab, .sis, .sisx) or multi-file packages for BlackBerry devices (.cod; for this, all required .cod files need to be embedded into a .zip archive instead of listing each single one in the contents.xml)**



#### **IV. Submission Process:**

Your submissions need to be uploaded to an FTP server provided by SYNAPSY. Access data will be provided separately.

#### **V. Support**

If you need support, please send your questions to [cpHi3G@synapsy.com](mailto:cpHi3G@synapsy.com).