



## DeviceAnywhere Special Announcement: Release 4.2

December 8th, 2008

Dear DeviceAnywhere User,

We are pleased to announce the release of DeviceAnywhere 4.2! Included in this email is a list of all of the new features available with this release and a brief description of their functionality.

The focus of DeviceAnywhere 4.2 was to address as many of the issues and requests that were raised by our customers as possible. We hope you will find your DeviceAnywhere experience significantly improved with 4.2.

If you have any questions about these features, please don't hesitate to contact us at [DAsupport@deviceanywhere.com](mailto:DAsupport@deviceanywhere.com). And if there are additional features or functionalities you would like to see supported in DeviceAnywhere, let us know by sending an email to [features@deviceanywhere.com](mailto:features@deviceanywhere.com). Lastly, for a complete list of all changes and updates in 4.2, you can view the release notes [here](#).

### DeviceAnywhere Features

#### DeviceAnywhere Studio Load-time Improvement

This was the most-requested feature! Our timed results are averaging about 1 minute. Load time depends on a number of parameters such as your network connection, so actual results may vary, but all customers should see a marked improvement.

We improved the launch time by caching more device information, as well as allowing DeviceAnywhere Studio to be available before all devices updates are loaded. Thus, depending on how many packages and devices you have access to, not all devices may be available immediately upon launch. Note: the very first time you launch DeviceAnywhere Studio after 4.2 is deployed, launch time will take longer, as all of the files will need to be updated.

#### Wake Device

One other common issue raised by customers was that it was difficult to know if a device was off, on and locked, or on and asleep. In some cases, a device seemed unresponsive, when in fact a certain key sequence was required to activate it.

In this release, our system detects when multiple key presses are entered, but no resulting screen update is generated. When this happens, a hint pops up, asking if you want to wake or restart the device. Note: not all devices have available wake up key sequences. When the Wake option is available, you should try waking the device before restarting it, as restarts can take some time. The Wake (if available) and the Restart options can also be found in the Device menu, under Access Device.

#### Wait for Device Improvements

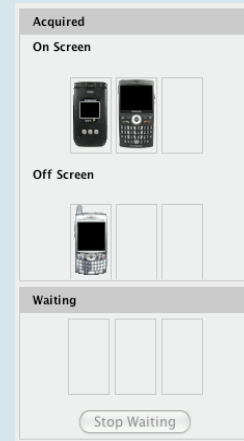
Waiting for devices just got a lot easier. Improvements include:

1. Two wait options: 1) automatically acquire the device once available, or 2) receive a notification that the device is available with a 3-minute timeout for you to decide whether you still want it. This way, you are not paying for time on a device that you unknowingly acquired while you were getting a cup of coffee!
2. The ability to wait for up to 3 devices, with no impact on the number of devices you have acquired

## Use More Than 2 Device at Once

This request came from some of our chat or messaging application customers, whose test scenarios often require more than 2 devices. With 4.2, now you can acquire as many devices as you like. Up to 5 devices can be on-screen at once, and an additional 5 can be available to you off-screen. In addition, a minimize-able panel shown to the right allows you to view all acquired, acquired but off-screen, and wait-listed devices.

You can also organize devices as needed in this panel, by dragging and dropping to change their positions, e.g. from off-screen to on screen, or from position 5 to position 1. You can even drag phone icons from the device panel on to the device canvas.



## Clean-up Script Availability

DeviceAnywhere makes every effort to include cleanup scripts for all devices which delete messages, call history, applications, bookmarks, URL history, and also reset the wallpaper. However, because of certain device characteristics or capabilities, not every type of cleanup script can be implemented on every device. As a result, our customers don't always know if the device they are using will be cleaned, and what will be cleaned.

With 4.2, the list of available cleanup scripts is now accessible for each device within DeviceAnywhere Studio. Just click on the new broom icon to view available scripts. In addition, you can execute any of the scripts on demand. However, there is no requirement to do so; we will continue to automatically clean every device with the available cleanup scripts upon release of the device.

## Increased Video Buffer

DeviceAnywhere Studio now stores more of your past device activity: up to 15 minutes of device screen video! This video can be accessed through the Tivo-type controls available under the device.

## DeviceAnywhere Pro Features

### DeviceAnywhere Pro Trial Example Scripts and Documentation

Some of our DeviceAnywhere Pro trial customers have requested access to more reference test scripts. Now, our DeviceAnywhere Pro trial includes 5 hours of time and free access to a special package of devices, with over 40 example scripts written and executable against the devices in the package. In addition, the new DeviceAnywhere Pro – Best Practices Examples document has been published as a companion document to the DeviceAnywhere Pro – Basic Scripting Tutorial. The Best Practices document takes you through the example scripts that we have provided, and includes advanced script logic and examples as well.

If you've already trialed DeviceAnywhere Pro, but would like to check it out again with these new resources, just contact your sales representative or send an email to [DAsales@deviceanywhere.com](mailto:DAsales@deviceanywhere.com) indicating your interest in the new and improved Pro trial.

### Find and Touch

This new script command available in DeviceAnywhere Pro is used in writing scripts for touchscreen devices. One challenge of scripting for touchscreen devices is that if the touchscreen icons move, your script may select the wrong path. FindAndTouch enables you to take a snapshot of the touchscreen icon that you want to select, and wherever the icon appears on the screen, the system will find it and select it!

### Robust Text Recognition

The DeviceAnywhere Pro ABBYY text recognition capabilities have been augmented to include a contrast feature. This feature is useful when text is on a variable or colored background. The contrast can be increased, so that text close to the background color can more easily be recognized.

### Half-priced Usage Over the Weekend – Next 2 Months

Any device sessions that start and end between 5PM PST on Fridays and 5PM PST on Sundays will be billed at half price, starting December 1st, and continuing through January 31st!

You will see a resulting credit on your January bill (for December usage) and your February bill (for January usage). Note that this applies to overage usage only, so if you are on a 10 hour plan, any hours used over the weekend above the 10 hours will receive a ½ price credit. This should be especially useful for DeviceAnywhere Pro customers who wish to schedule a battery of tests to run unattended over the weekend. But, of course, DeviceAnywhere customers who would like to manually use the system over the weekend will receive this benefit as well!

#### Useful Links

[DeviceAnywhere.com](#) | [DA Forum](#) | [DA Blog](#) | [Contact Us](#)

#### Privacy policy

DeviceAnywhere does not share users' information with any outside agency. To review our privacy policy, [click here](#)

DeviceAnywhere by Mobile Complete | Copyright © **Mobile Complete, Inc.**

1730 South Amphlett Blvd., Suite 300 | San Mateo, CA 94402