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Does Your Mobile Speak JavaFXTM?

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History

- > Full MSA in WTK2.5.2
- > JavaFX Mobile started in early 08
- > Demo phone on J1 08
- > MWC 09 Announced OEM Partners

Language and the bytecode

- > JavaFX runs on Java 1.6 VM
- > Bytecode translation tool for CLDC
- > Bytecode-level optimizations
- > Runtime support for most of the 1.6 language features

Graphics

Scenegraph and pipelines

- > Rendering pipeline abstraction
- > Software / OpenVG / OpenGL ports
- > JavaFX Scenegraph
- > UI Controls

Multimedia

- > Cross-platform media codec support
- > Platform specific codecs available
- > Audio effects
- > Video view part of the scenegraph

Web services

- > HTTP Request/Response
- > XML/JSON Parser
- > ATOM/RSS Support
- > Shared implementation

Designer vs. developer

Content format and tools

- > Plugins for designer tools
- > Cross platform FXD content format
- > Simple workflow

DEMO

Truly eye-popping



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Thank You

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