

# MeeGo Technical Overview

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# Agenda

- An overview of MeeGo
- The MeeGo Architecture and Technologies
- What you can do with it
- Why you want to be involved



# What is MeeGo?

- MeeGo unifies Moblin and Maemo
  - Netbooks, Handsets, Tablets, Media phones, Smart TVs, In-Vehicle Infotainment...
- Full Linux Open Sources Software stack
  - From core OS up to UI libraries and tools
  - Reference user experience and applications
  - Flexibility to support proprietary add-ons
- Standard set of APIs across client devices
- 6 month release cadence
  - Major releases targeted for spring and fall

# MeeGo - Progress So Far



**Feb 15, 2010**

-Project launched



**May 26, 2010**

-MeeGo 1.0 for Netbooks

**July 7, 2010**

-MeeGo 1.0 Update 1 for Netbooks



**June 30, 2010**

-Handset Day 1

**Oct 27, 2010**

-MeeGo 1.1 Final Release

-N900 support phone calls, SMS,  
Video/Audio & browsing

**Great Progress - and We're Just Getting Started!**

<http://meego.com/>

# MeeGo

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## DAY 1

Tweet

HANDSET



### Welcome to MeeGo!

MeeGo's common core supports development for a variety of devices.

  
Netbook

  
Handset

  
In-Vehicle

  
Connected TV

  
Media phone

### MeeGo blog

Latest news from the team



### New releases

Get the official project releases



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## Developers

Developers

▼ MeeGo Architecture

- [Comms Services](#)
- [Internet Services](#)
- [Visual Services](#)
- [Media Services](#)
- [Data Management](#)

▪ [MeeGo Roadmap](#)

▪ [MeeGo UX Design Principles](#)

▼ UI Design Guidelines

- ▼ Handset
  - [Introduction](#)
  - [MeeGo Basics](#)
  - [Designing your Application](#)
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## Developers



### Developers welcome!

MeeGo brings together the best application and platform development tools available. At the heart of development is the MeeGo SDK, including Qt, which provides a full set of consistent, cross-platform APIs.

Your feedback regarding the MeeGo development process is valuable. Please let us know if you have ideas for how we can improve your development experience.

- [MeeGo Architecture](#)
- [MeeGo Developer Story](#)
- [MeeGo API](#)
- [Getting Started](#)



# MeeGo Compliance Overview

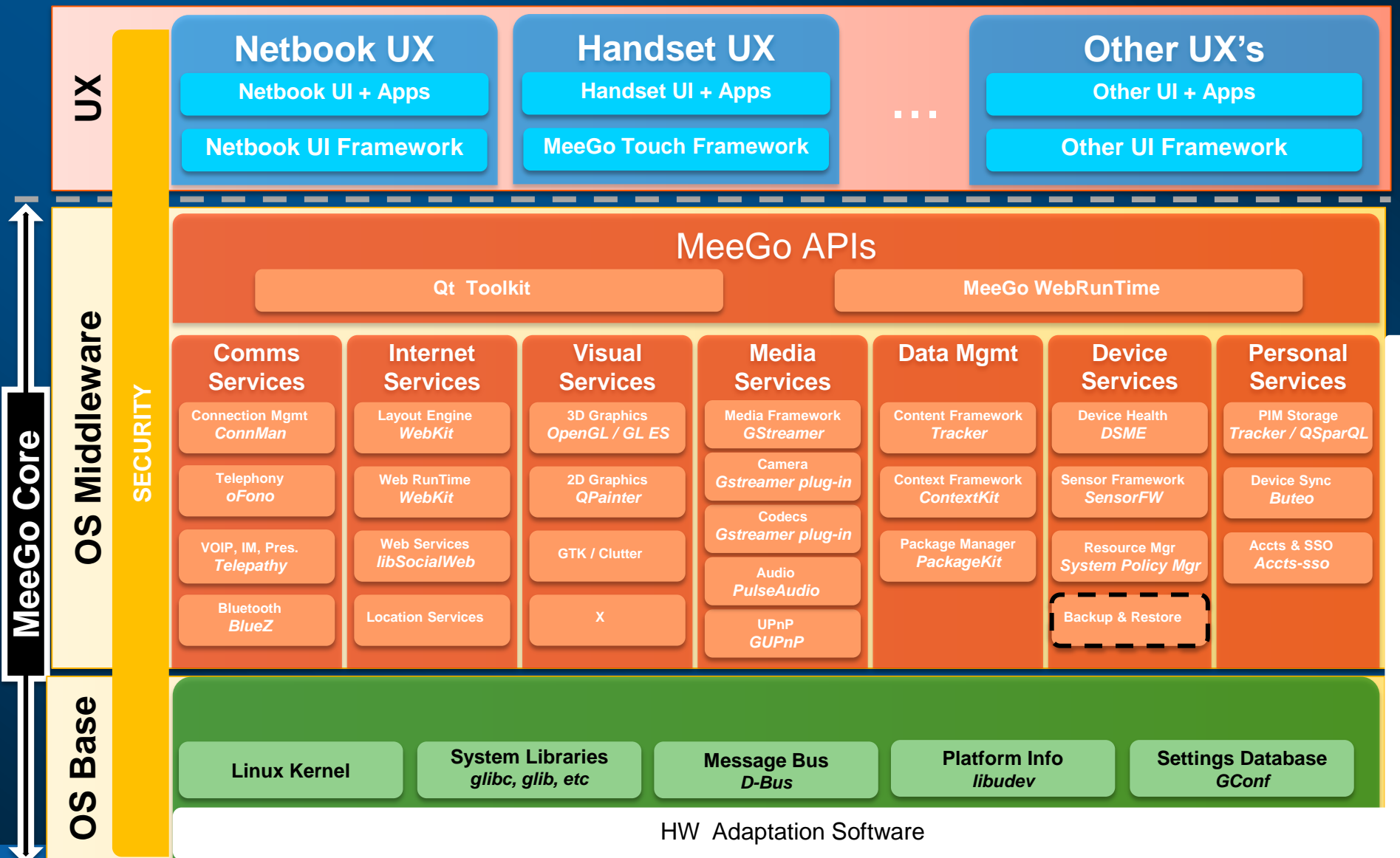
- **Goal of MeeGo Compliance is Application Compatibility between MeeGo devices**
  - All MeeGo devices use the same core software stack
  - Device category profiles describe any category-specific software and hardware requirements
  - Use of reference UX not required for compliance
- **MeeGo compliance spec with test suites to verify compliance**
  - Covers both Applications and Devices / Distributions
  - Use of MeeGo brand granted based on compliance test results
  - Compliance overseen by the MeeGo Technical Steering Group



# What does this mean in practice?

- **A MeeGo-compliant application:**
  - Must have external dependencies that are satisfied by the MeeGo core stack
  - Native apps must be built for one (or more) supported architectures (today ARMv7 and IA)
  - Must be packaged in either RPM (for native apps) or MeeGo WRT packaging (for Web Run Time apps)

# MeeGo Architecture



# MeeGo UX for Netbook and Handset

UX

Netbook UI + Apps

Netbook UI Framework

Handset UX

Handset UI + Apps

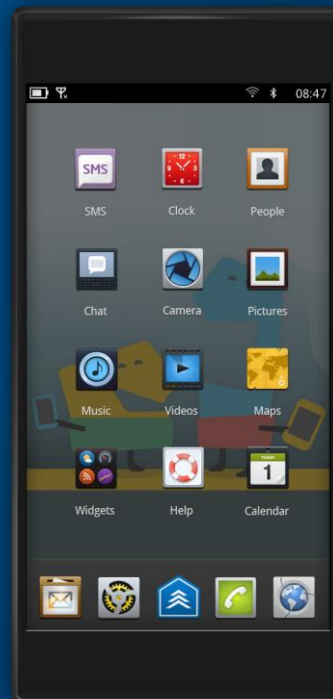
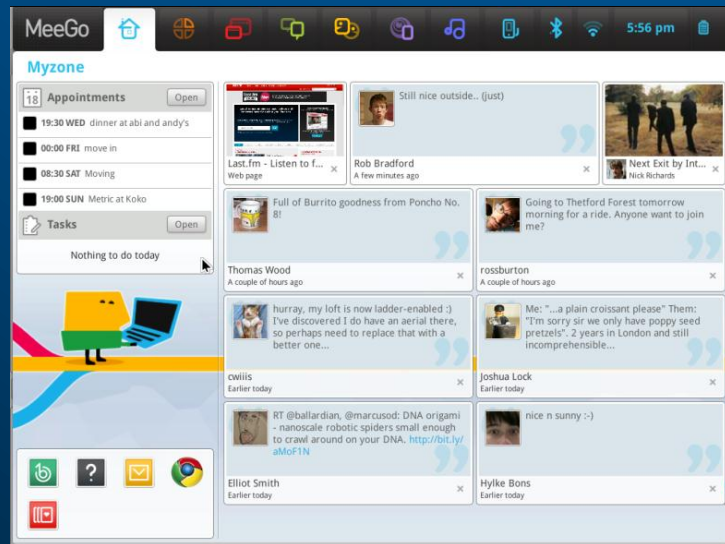
MeeGo Touch Framework

...

Other UX's

Other UI + Apps

Other UI Framework



# MeeGo Component Projects



Segment  
Specific  
User  
Experiences



Connection  
Manager for  
data  
connectivity



Telephony  
Framework



Cloud-device  
sync of PIM  
Data



Integrated  
Social  
Networking



Application  
Development  
Environment



Improved  
Power  
Management



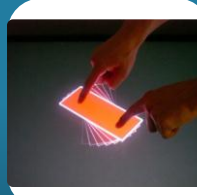
Fastboot &  
Shutdown  
Optimization



Support for  
Multiple  
Multimedia  
Framework



International-  
ization with UI  
guidelines



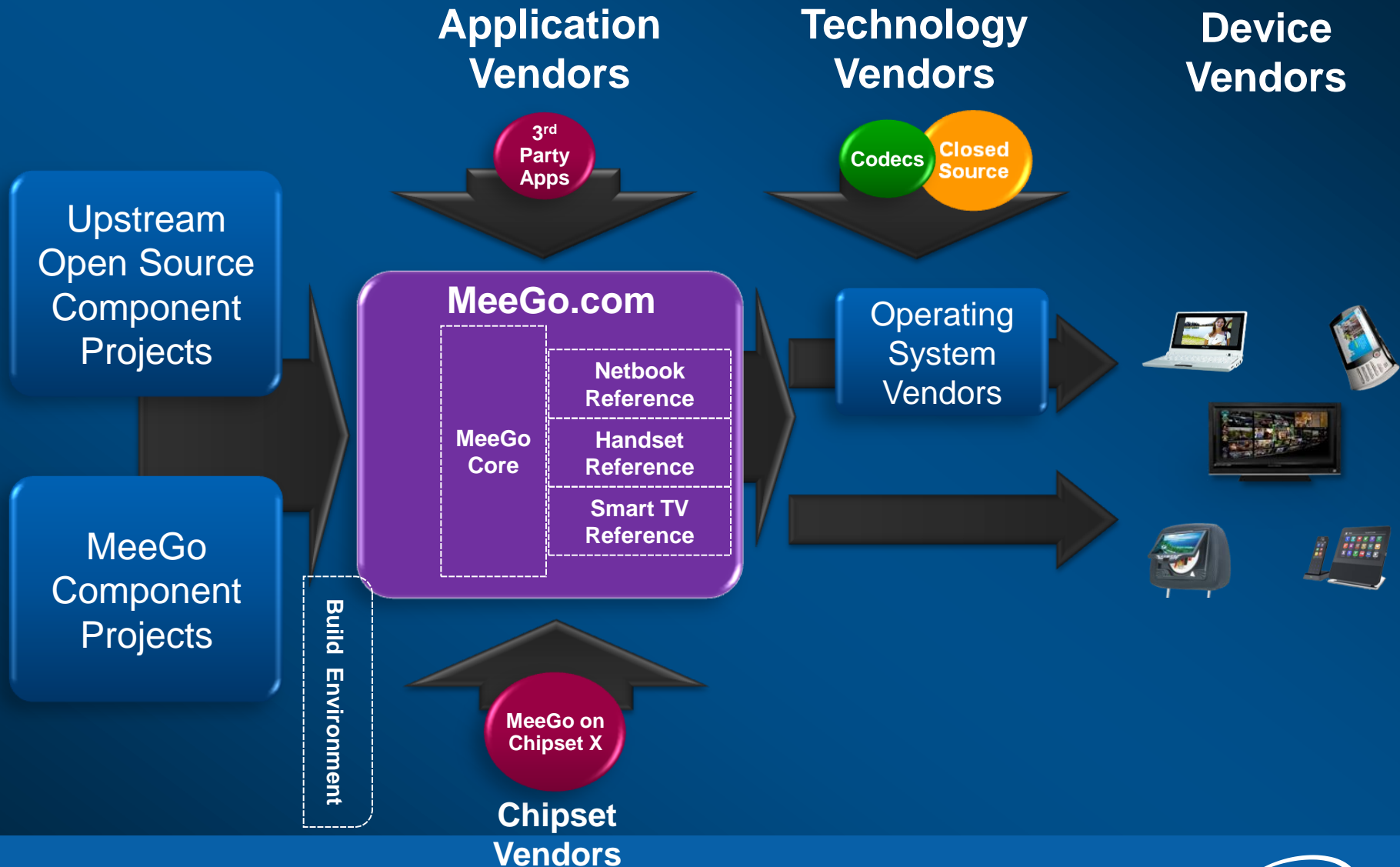
Gesture &  
MultiTouch  
Framework



Sensor  
Framework

Note: Some features listed may be segment-specific

# Overall MeeGo Platform Ecosystem



# What is the MeeGo SDK?

**MeeGo SDK allows developers to write, compile and debug applications using a MeeGo image.**

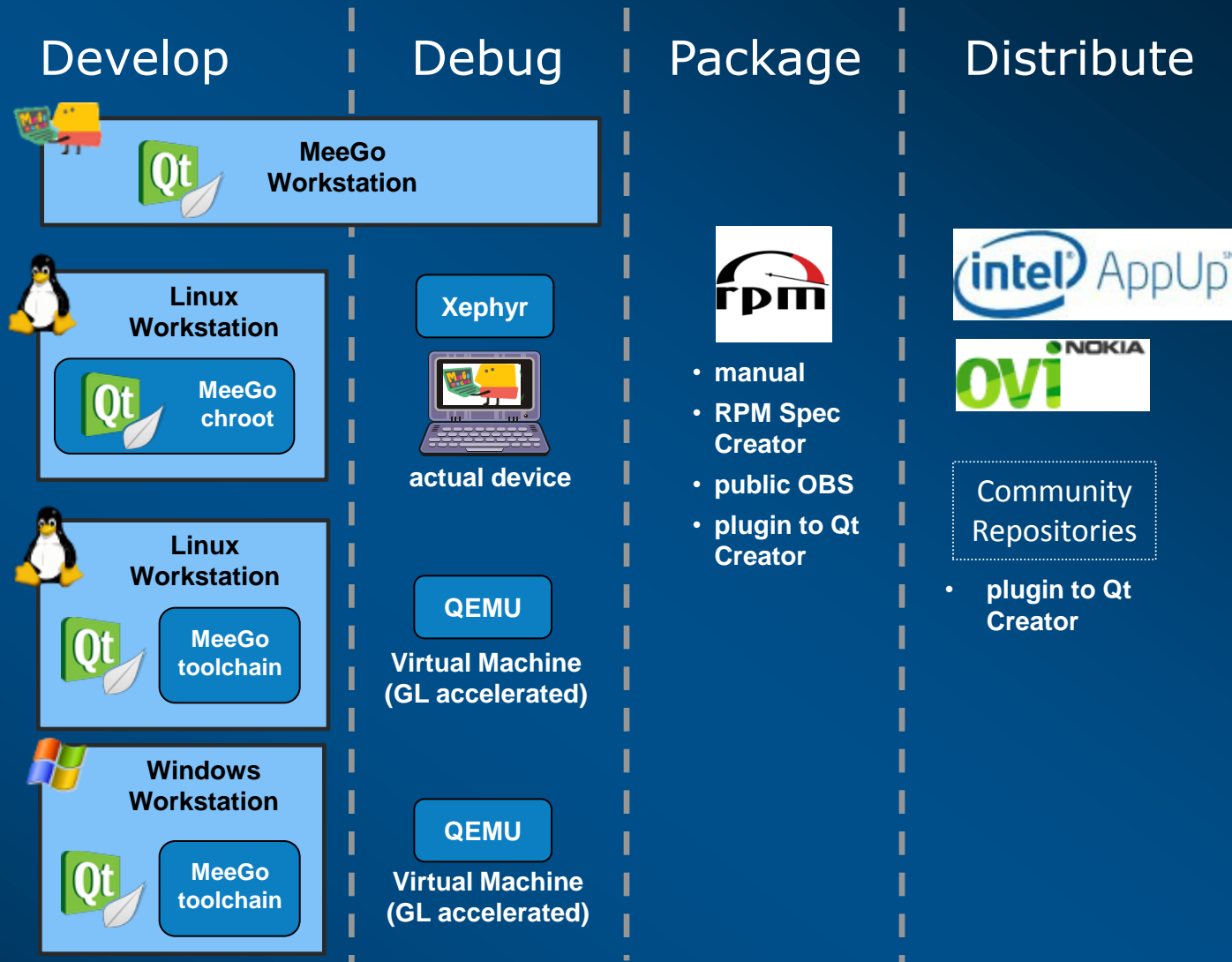
## **MeeGo SDK contains:**

- MeeGo Core API -- Includes middleware libraries
- Qt and QtMobility
- MeeGo Touch Framework
- MeeGo Web Runtime (WRT)
- UI Guidelines for Apps

# MeeGo Development Story (SDK)

## Features

- Cross-OS
- Full VM
- Any graphics device
- Device emulation
- Better packaging support
- Integration with Qt Creator





# Roadmap



**MeeGo v1.0  
Netbooks**



**MeeGo v1.1  
Handset  
Netbook, Tablet  
Media Phones**

**MeeGo v1.2  
Smart TV**

MeeGo Public  
Community Releases

**MeeGo Development**

4Q'09

1Q'10

2Q'10

3Q'10

4Q'10

1Q'11

OCT

NOV

DEC

JAN

FEB

MAR

APR

MAY

JUN

JUL

AUG

SEP

OCT

NOV

DEC

JAN

FEB

MAR

APR

**MeeGo Project Release Cadence: Every 6mo.**

# References

- Architecture: <http://meego.com/developers/meego-architecture>
- SDK download: [http://wiki.meego.com/Getting\\_started\\_with\\_the\\_MeeGo\\_SDK\\_for\\_Linux](http://wiki.meego.com/Getting_started_with_the_MeeGo_SDK_for_Linux)
- MeeGo API: <http://meego.com/developers/meego-api>
- Developer Guides: [http://wiki.meego.com/Developer\\_Guide](http://wiki.meego.com/Developer_Guide)
- compliance specs and tools can be found at MeeGo.com: <http://wiki.meego.com/Quality/Compliance#Specification>

# Thank You!

## Q&A?

# Backup