



SyncML Server

Synchronizing Contacts, Calendars & Tasks



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Table of Contents

Abstract	3
About SyncML on MDAemon	3
About Alt-N Technologies	3
SyncML Concepts	4
Keeping Up With Personal Information	4
SyncML Sharing	4
SyncML Systems	5
SyncML Benefits	5
SyncML for MDAemon	6
Synchronization for WorldClient Calendars, Contacts and Tasks	6
Server Configuration	7
Client Configuration	8
SyncML Client Software Sources	8

Abstract

About SyncML on MDAemon

MDaemon comes with a SyncML server for coordinating calendars, contacts, tasks and notes with personal digital assistants (PDAs), cellular phones and other mobile devices.

MDaemon's server complies with the industry-standard SyncML Version 1.1 specification and uses the canonical vCal and vCard formats. Personal devices such as mobile phones, wrist watches, PDAs and iPods can share information through MDAemon if they have compatible SyncML client software.

The MDAemon SyncML server is bi-directional, meaning it both sends and receives updates.

About Alt-N Technologies

Alt-N Technologies delivers innovative, affordable and secure messaging and collaboration solutions used by businesses in over 90 countries and 20 languages worldwide. Headquartered in Grapevine, Texas, Alt-N Technologies's flagship solution, the MDAemon's email server, is a Windows-based, feature-rich platform that is installed in minutes, includes a strong arsenal of security tools and requires minimal administration and maintenance.

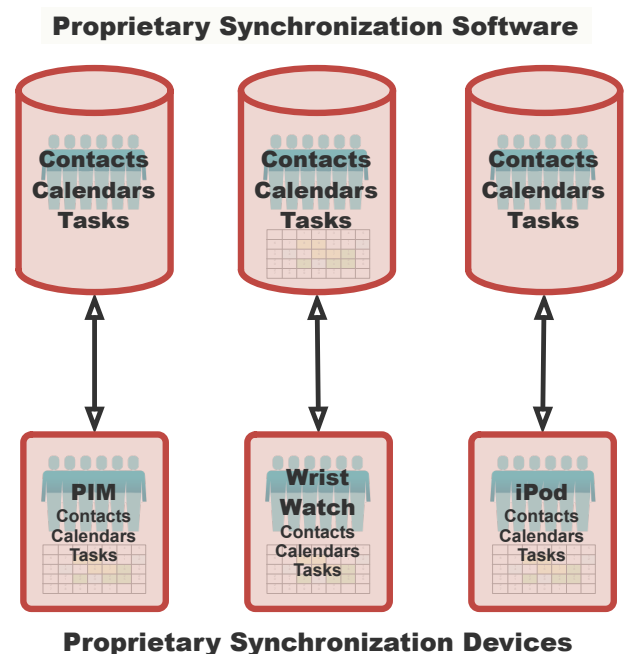
SyncML Concepts

Keeping Up With Personal Information

Personal devices as diverse as mobile phones, wrist watches, PDAs and iPods incorporate technologies for recording, storing and displaying data such as addresses, calendars and tasks. Each of these devices and their supporting software offer some level of convenience when keeping up with personal information. However, many, if not most, are most effective for stand-alone usage because they typically require unique and often propriety technology for capturing and storing information. For example, to update addresses on your PDA you may have to use specialized software from the manufacturer or from a third party developer.

While proprietary methods work for individual usage of a single device, they are less effective if you have multiple devices you want to use or if you want to share you information with other people.

Some of the devices can communicate with others of their same kind. For example, multiple iPods can share information through synchronization software hosted on Windows and Macintosh computers. But this sharing normally does not extend to other devices, such as PDAs and mobile phones.



SyncML Sharing

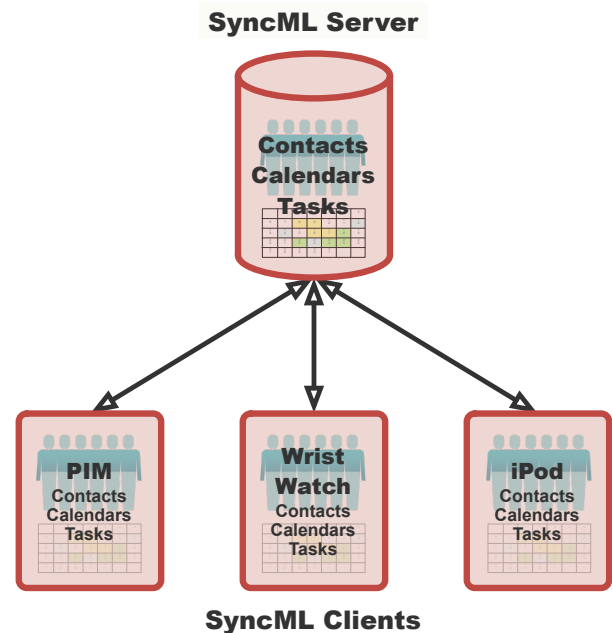
The dominance of proprietary synchronization technologies has held back the development of mobile computing, especially in the area of resource sharing. This lack of common synchronization standards has negatively impacted hardware manufacturers, software developers, service providers and users.

To address the issues of sharing data among multiple users using various devices, industry leaders worked together to create the SyncML Initiative in February 2000. The resulting SyncML is a data and software protocol used to format and transfer data between otherwise proprietary devices. While each device can have its own proprietary format for storage, it must have a common protocol for information synchronization to be SyncML compatible.

SyncML Systems

A SyncML system consists of a server for centralized data storage and mobile clients. A server might be a desktop computer running server software or an email server such as MDAemon with integrated SyncML support. Example clients consist of PDAs, mobile phones and data wrist watches, all with SyncML synchronization compatibility. Multiple clients can share information through one server.

Information can be added, changed and deleted on the server or on the client or on both. In some systems, synchronization is one way from the server to the client. Other systems allow two-way synchronization where the server and the client software work together to determine the most recently updated data to use when synchronizing.



SyncML Benefits

SyncML is the most widely used industry standard and offers several benefits:

- Operation on both wired and wireless networks.
- Compatibility with many common communications technologies including HTTP, Wireless Session Protocol (WSP), Bluetooth, SMTP and TCP/IP, plus some proprietary communication systems.
- Support of common data formats such as vCard, vCalendar, iCalendar and email.
- Efficient use of storage and memory with small performance requirements for mobile devices.

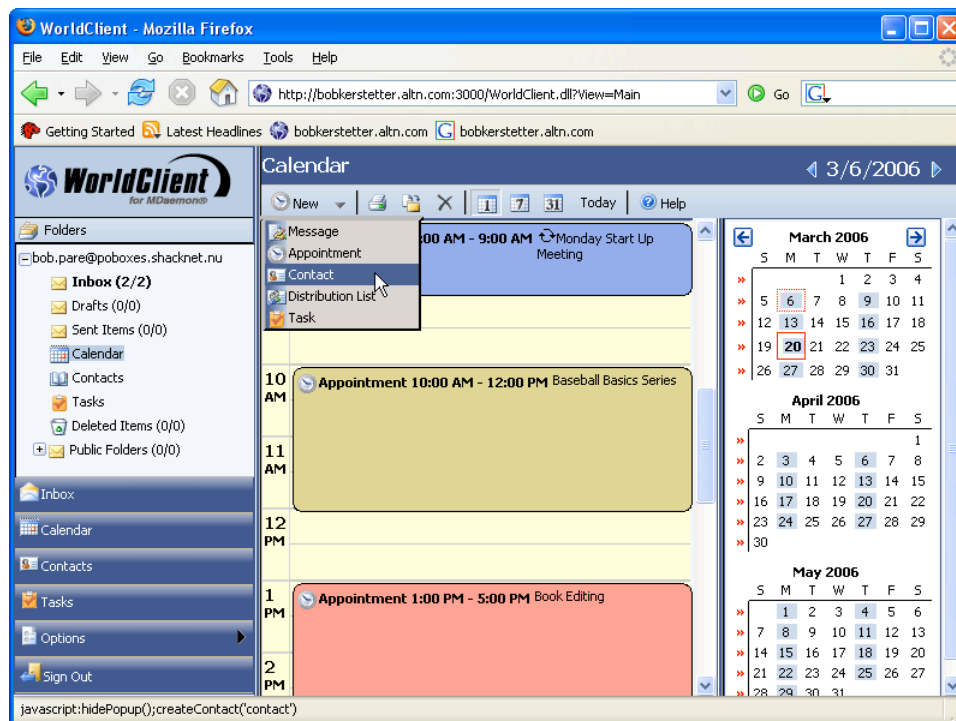
MDaemon's SyncML server complies with the industry standards and provides for efficient two-way synchronization.

SyncML for MDAemon

Synchronization for WorldClient Calendars, Contacts and Tasks

On MDAemon 9.0 and newer, the built-in SyncML capability is part of the WorldClient web mail server.

WorldClient supplies professional-quality and budget-minded groupware functions for enterprises with or without IT personnel. Part of these groupware functions are for creating and managing contacts, calendars and tasks. The SyncML server synchronizes this information with SyncML compatible clients.



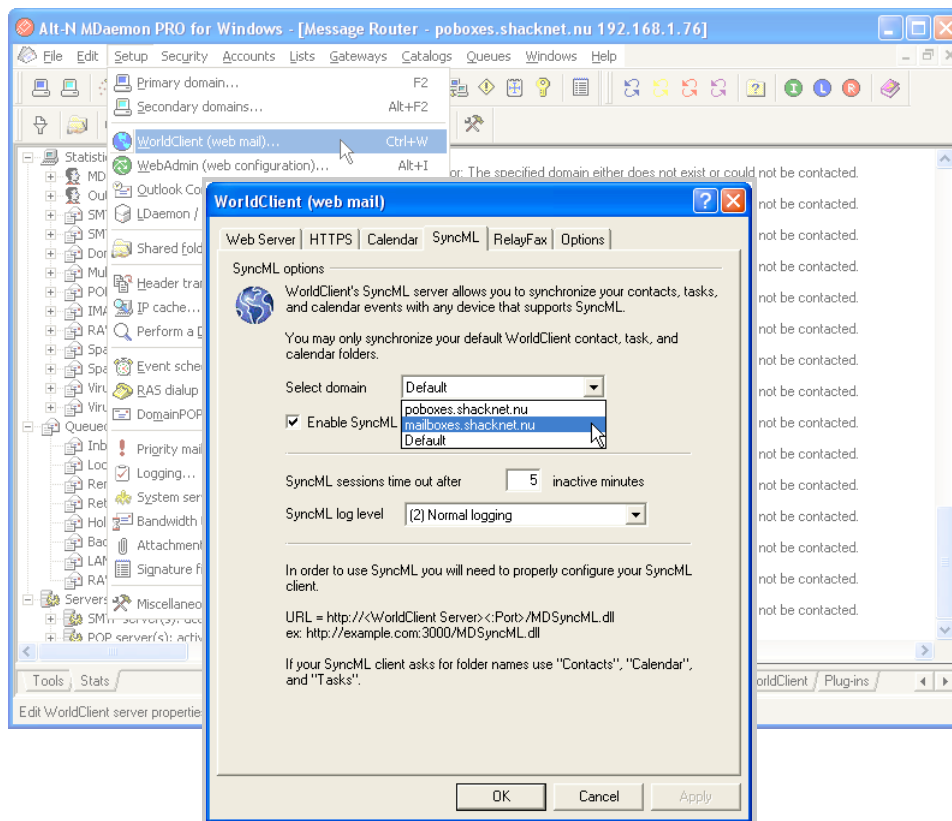
WorldClient's SyncML server is compliant with the SyncML Version 1.1 specification. The server uses the canonical vCal and vCard formats for data synchronization. The MDAemon SyncML server is bi-directional, so it can synchronize changes made in both the client and server.

In two-way synchronization, the client and server exchange information about any modifications to each others' data. After the client initiates the exchange, the server synchronizes and unifies the server data by comparing it to the data on the client. The server sends its modified data to the client for updating. Once it has updated its database, the client sends back to the server some required mapping information.

Server Configuration

The MDAemon server has one configuration dialog for SyncML. You access this dialog by using the “Setup > WorldClient (web mail)” command and then selecting the “SyncML” tab.

You can configure default settings for all domains. You can also configure SyncML separately for the primary domain and each secondary domain.



The configuration options are:

Select domain: Select the domain to configure. Select “Default” to configure options for any domain that does not have a specific configuration.

Enable SyncML server: Activate this option to start the SyncML server for the selected domain or the Default configuration.

SyncML sessions time out after: Enter the number of minutes of inactivity before canceling the session.

SyncML log level: Enter the logging level. This is an advanced option. You can set the log for very detailed or "Debug" logging, no logging, or several options between. Normal logging is a good place to start.

When you are done configuring the SyncML server, use the “OK” button to exit.

Client Configuration

The exact client configuration depends on the mobile device you are configuring.

Generally speaking, configure your client to look for the SyncML server at a URL similar to this:

URL = `http://servername:portnumber/MDSyncML.dll`

Example:

URL = `http://poboxes.shacknet.nu:3000/MDSyncML.dll`

If your client asks for folder names use “Contacts,” “Calendar” and “Tasks”.

SyncML Client Software Sources

SyncML client software is available for many mobile devices from their developers. Both commercial and open source products are available.

You can find resources online by searching one of the online search engines.

Resources to help you find client software are:

Open Mobile Alliance: OMA is the standards development organization for SyncML and other protocols. On their web site you can find lists of the major companies working on SyncML. The work of the SyncML Initiative is being continued through the Data Synchronization working group.

<http://www.openmobilealliance.org/>

Sync4j/Funambol: MDaemon SyncML supports the open source clients available through the Sync4j/Funambol Project.

<http://www.funambol.com/opensource/>

Synthesis AG: Commercial clients for many devices.

<http://www.synthesis.ch/>