

ADOBE® DEVICE CENTRAL CS3

DESIGN, PREVIEW, AND TEST

ENGAGING MOBILE CONTENT



Adobe Device Central CS3 is available as a component of:

- Adobe Creative Suite 3 Design Premium
- Adobe Creative Suite 3 Design Standard
- Adobe Creative Suite 3 Web Premium
- Adobe Creative Suite 3 Web Standard
- Adobe Creative Suite 3 Production Premium
- Adobe Creative Suite 3 Master Collection
- Adobe Flash® CS3 Professional
- Adobe Photoshop® CS3
- Adobe Photoshop® CS3 Extended
- Adobe Illustrator® CS3
- Adobe Dreamweaver® CS3
- Adobe Premiere Pro® CS3
- Adobe After Effects® CS3

Easily test and optimize rich, compelling content for a wide range of mobile phones and consumer electronic devices.

Introduction

Adobe Device Central CS3 software, an all-new integrated component of the Adobe Creative Suite® 3 family, is designed to boost the efficiency and productivity of creative professionals and mobile developers who design dynamic and engaging content for mobile phones and consumer electronic devices. A regularly updated library of device profiles, combined with intelligent integration between Device Central CS3 and the other components of Adobe Creative Suite 3 software, simplifies the mobile authoring process and makes it a snap to preview designs and test mobile content on the desktop.

With Adobe Device Central CS3, you can:

Work more efficiently and productively—Device Central CS3 has all the tools you need to help you preview and test engaging mobile content for a wide range of devices and across different media formats (including Flash Lite™, bitmap, web, and video). Quickly browse or search the built-in device library for specs on target devices, group frequently used devices in custom sets for quick access, and use enhanced Flash Lite emulation to preview and test your content on the desktop before loading it on the actual device for final testing.

Streamline your mobile authoring workflow—Device Central CS3 is fully integrated with other Creative Suite 3 components to help you accelerate the mobile authoring process. Easily start new mobile projects in Adobe Flash CS3 Professional, Adobe Photoshop CS3, and Adobe Illustrator CS3 software, and then switch to Device Central CS3 to specify target devices. Preview, test, and optimize your content by quickly toggling back and forth between Creative Suite 3 components and the testing environment in Device Central CS3.

Simplify mobile content creation—Device Central CS3 reduces the complexity of creating mobile content by helping designers and developers better understand the fragmented mobile-device landscape. Use the built-in device library for at-a-glance details on the capabilities, constraints, and features of individual devices. Device Central CS3 also makes it easy to stay on top of new mobile device releases through regular, free updates that provide the same functionality as the built-in device profiles. Show your work to colleagues and clients by displaying mobile designs using the device skins in Device Central CS3.

Top features of Adobe Device Central CS3

Every feature in Device Central is designed to boost the efficiency and productivity of creative professionals and mobile developers who design engaging content for mobile phones and other consumer electronic devices.

Expansive library of mobile device profiles

Get detailed information on each device, including screen size, navigation type, supported content types and settings, sound availability, network options, and more. View two or more devices side by side to compare features, settings, and screen size when designing content for multiple devices. Quickly find the device you're looking for: perform dynamic searches to find devices by manufacturer, specify device parameters to narrow the list of available profiles, or browse devices by supported content type (such as standalone Flash Lite player, wallpaper, browser, screen saver, and more). Group device profiles by carrier or display size, and create custom device sets for quick access to profiles for particular projects or favorite devices. Creating groups of similar devices also makes it easy to author content for all devices in the same group at once.

Smart testing environment

Preview and test the appearance, performance, and behavior of your mobile media content in the context of mobile device skins, right on the desktop, as shown in the image below. Try different file formats for your content and simulate various display conditions on a mobile phone, such as timeout of the backlight or sunlight hitting the screen. Then switch back to your authoring environment, adjust your content, and test again. Go even further with Flash Lite content—change the device settings and status indicators such as volume, time, date, and battery levels. Estimate how much memory your content consumes and gauge its responsiveness under different network situations and varying signal strength before transferring it to the target device for final testing.



Preview and test mobile content in the context of mobile device skins

Enhanced Flash Lite device emulation

Use the keypad within an emulated mobile device skin to interact with your Flash Lite content as you would on an actual device, and test that it works as expected. Calibrate your desktop system to emulate the mobile Flash Lite player in your desktop environment in

The Windows version of Adobe Device Central CS3 requires Microsoft® Windows® Vista™ or Windows XP.

The Mac version of Adobe Device Central CS3 requires Mac OS X running on an Intel® or PowerPC® processor.

Expected Ship Date

Second Quarter 2007

order to gauge your content's performance on the more limited capabilities of a mobile device. Analyze memory spikes and simulate various device states, lighting effects, and network conditions to obtain detailed feedback on your content's likely performance and memory consumption on the target device. Device Central CS3 also displays debugging messages to help you troubleshoot problems with your mobile content. Use all this feedback to optimize your content for the targeted device.

Regular device profile updates

Keep up to date with free and regularly published device profile updates on new devices from around the world. Initially, updates will include profiles for mobile devices that Adobe has certified for Flash Lite. New device profiles can be downloaded automatically through the Adobe Update Manager or by visiting www.adobe.com, and then added to the Device Central CS3 device library. For more information on mobile devices certified for Flash Lite, please go to www.adobe.com/mobile/supported_devices.

Intelligent integration with Creative Suite components

Start a new mobile project in Flash, Photoshop, or Illustrator, and then quickly switch to Device Central to specify your target devices and other relevant settings. Alternatively, start a new Flash, Photoshop, or Illustrator mobile document from within Device Central CS3 and then create your mobile design in one or more of these authoring environments. Iteratively preview and fine-tune your mobile content by quickly moving back and forth between Device Central CS3 and your preferred Creative Suite components. A consistent user experience, shared menus and functionality, and persistent mobile device sets help you focus on your project instead of the user interface when working on mobile content in Adobe Creative Suite 3 components, including After Effects CS3, Dreamweaver CS3, Adobe Premiere Pro CS3, and Bridge CS3 software.

About Adobe Systems Incorporated

Adobe is the world's leading provider of software solutions to create, manage, and deliver high-impact, reliable digital content. For more information, visit www.adobe.com.

For more information about

Adobe Creative Suite 3 software, see:

- Adobe Creative Suite 3 Web Premium What's New
- Adobe Creative Suite 3 Design Premium What's New
- Adobe Creative Suite 3 Production Premium What's New

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