



SyncML Implementation Conformance Statement Ericsson Client2

Version 0.5

Abstract

The SyncML Implementation Conformance Statement is designed to be used by vendors to show their level of conformance with SyncML specifications.

Note that if your product can perform as both a client and a server, you will need to fill out both sets of forms.



Consortium

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- Ericsson
- IBM
- Lotus
- Motorola
- Nokia
- Palm, Inc.
- Matsushita Communications Industrial Co.
- Psion
- Starfish Software

Revision History

Revision	Date	Comments
0.1	2000-11-17	1 st pass
0.2	2000-12-14	Incorporate initial comments – such as adding in Protocol SCR, Authentication, and Transport section.
0.3	2001-01-15	Incorporated transport conformance tables.
0.4	2001-02-20	Corrected MIME type.
0.5	2001-03-08	Updated SCR tables to match errata. Updated Copyright.

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Table of Contents

1	Introduction	5
2	Product Information	6
3	Client Conformance Tables.....	7
3.1	Representation Common Use Elements.....	7
3.2	Representation Message container elements.....	7
3.3	Data description elements	7
3.4	Representation Protocol command elements	8
3.5	Device Info	8
3.6	Meta Info.....	9
3.7	Protocol.....	9
3.8	Authentication.....	10
3.9	MIME header types.....	10
4	Transport Conformance.....	11
4.1	HTTP Transport.....	11
4.2	OBEX Transport.....	11
4.3	WSP Transport.....	12
5	References.....	13



1 Introduction

The purpose of this statement is to define a methodology for showing conformance with the SyncML Representation protocol [1], SyncML Sync Protocol [2] and appropriate transport. Vendors filling in this form will mark the items with either YES or NO, indicating whether the items are implemented or not. Mandatory items marked NO MUST have explanatory text.

NOTE: Server must be able to deal with with the two cases or packages 1 & 3 being sent separately and combined.



2 Product Information

Device Name & Version	Ericsson Client 2
Company	Ericsson Mobile Communications AB
Contact Name	Kristian Larsen
Contact Phone	+46703-180601
Contact Email	Kristian.larsen@ecs.ericsson.se
Transports supported	OBEX [<input type="checkbox"/>] WSP [<input checked="" type="checkbox"/>] HTTP [<input type="checkbox"/>]
Product is	Client [<input checked="" type="checkbox"/>] Server [<input type="checkbox"/>]
Datatypes product uses	VCard2.1 and vCalendar 1.0



3 Client Conformance Tables

3.1 Representation Common Use Elements

Command	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
Archive	MAY	MAY	No	No
Chal	MAY	MUST	No	Yes
Cmd	MUST	MUST	Yes	Yes
CmdID	MUST	MUST	Yes	Yes
CmdRef	MUST	MUST	Yes	Yes
Cred	MUST	MUST	Yes	Yes
Final	MUST	MUST	Yes	Yes
Lang	MAY	MAY	No	No
LocName	MAY	MAY	Yes	No
LocURI	MUST	MUST	Yes	Yes
MsgID	MUST	MUST	Yes	Yes
MsgRef	MUST	MUST	Yes	Yes
NoResp	SHOULD	MUST	No	Yes
NoResults	MAY	MAY	No	No
RespURI	MAY	MUST	No	Yes
SessionID	MUST	MUST	Yes	Yes
SftDel	MAY	MAY	No	No
Source	MUST	MUST	Yes	Yes
SourceRef	MUST	MUST	Yes	Yes
Target	MUST	MUST	Yes	Yes
TargetRef	MUST	MUST	Yes	Yes
VerDTD	MUST	MUST	Yes	Yes
VerProto	MUST	MUST	Yes	Yes

3.2 Representation Message container elements

Command	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
SyncML	MUST	MUST	Yes	Yes
SyncHdr	MUST	MUST	Yes	Yes
SyncBody	MUST	MUST	Yes	Yes

3.3 Data description elements

Command	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
Data	MUST	MUST	Yes	Yes
Item	MUST	MUST	Yes	Yes
Meta	MUST	MUST	Yes	Yes



3.4 Representation Protocol command elements

Command	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
Add	SHOULD	MUST	No	Yes
Alert	MUST	MUST	Yes	Yes
Atomic	MAY	MAY	No	No
Copy	MAY	MAY	No	No
Delete	MUST	MUST	Yes	Yes
Exec	MAY	MAY	No	No
Get	SHOULD	MUST	No	Yes
Map	MUST	MAY	Yes	No
MapItem	MUST	MAY	Yes	No
Put	MUST	MUST	Yes	Yes
Replace	MUST	MUST	Yes	Yes
Result	MUST	SHOULD	Yes	No
Search	MAY	MAY	No	No
Sequence	MAY	MAY	No	No
Status	MUST	MUST	Yes	Yes
Sync	MUST	MUST	Yes	Yes

3.5 Device Info

Element Type	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
CTCap	MUST	SHOULD	Yes	Yes
CTType	MUST	MUST	Yes	Yes
DataStore	MUST	MUST	Yes	Yes
DataType	MAY	MAY	No	No
DevId	MUST	MUST	Yes	Yes
DevInf	MUST	MUST	Yes	Yes
DevTyp	MUST	MUST	Yes	Yes
DisplayName	MAY	MAY	No	No
DSMem	SHOULD	MAY	Yes	No
Ext	MAY	MAY	No	No
<i>FreeID (Move to MetaInfo)</i>	<i>MUST</i>	<i>MAY</i>	<i>N/A</i>	<i>N/A</i>
<i>FreeMem (Move to Meta Info)</i>	<i>MUST</i>	<i>MAY</i>	<i>N/A</i>	<i>N/A</i>
FwV	SHOULD	MAY	No	No
HwV	SHOULD	MAY	Yes	No
Man	SHOULD	MAY	Yes	No
MaxGUIDSize	MUST	MUST NOT	Yes	No
MaxID	SHOULD	MAY	Yes	No
MaxMem	SHOULD	MAY	No	No
Mod	MAY	MAY	No	No
OEM	MAY	MAY	No	No
ParamName	SHOULD	SHOULD	Yes	No
PropName	MUST	SHOULD	Yes	Yes
Rx	MAY	MUST	Yes	Yes



Rx-Pref	MUST	MUST	Yes	Yes
SharedMem	SHOULD	MUST	No	Yes
Size	MAY	MAY	No	No
SourceRef	MUST	MUST	Yes	Yes
SwV	SHOULD	MAY	Yes	No
SyncCap	MUST	MUST	Yes	Yes
SyncType	MUST	MUST	Yes	Yes
Tx	MAY	MUST	No	Yes
Tx-Pref	MUST	MUST	Yes	Yes
ValEnum	MUST	SHOULD	Yes	Yes
VerCT	MUST	MUST	Yes	Yes
Xnam	MAY	MAY	No	No
Xval	MAY	MAY	No	No

3.6 Meta Info

Element Type	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
Anchor	MUST	MUST	Yes	Yes
Format	MUST	MUST	Yes	Yes
Last	MUST	MUST	Yes	Yes
Mark	MAY	MAY	No	No
MaxMsgSize	MAY	MUST	Yes	Yes
MetInf	MUST	MUST	Yes	Yes
Next	MUST	MUST	Yes	Yes
NextNonce	MUST	MUST	No	Yes
Size	MAY	MAY	No	No
Type	MUST	MUST	Yes	Yes
Version	MAY	MAY	No	No

3.7 Protocol

Element Type	Client Requirements	
	Required	Implemented
Support of 'two-way sync'	MUST	Yes
Support of 'slow two-way sync'	MUST	Yes
Support of 'one-way sync from client only'	MAY	No
Support of 'refresh sync from client only'	MAY	No
Support of 'one-way sync from server only'	MAY	No
Support of 'refresh sync from server only'	MAY	No
Support of 'sync alert'	MAY	No
Support of multiple messages per package	MUST	Yes
Support of combined package 1 and 3	MAY	No



3.8 Authentication

Note that authentication is only required for SyncHdr, optional for datastore.

TODO: build this up to have separate levels (SyncHdr, datastore, etc).

Authentication Type	Client Requirements	
	Required	Implemented
Basic (name and password)	MUST	Yes
MD5	MUST	Yes

3.9 MIME header types

NOTE: the client MUST support one of the two MIME header types.

MIME Header Type	Client Requirements	
	Required	Implemented
"application/vnd.syncml+xml"	MUST if no wbxml	No
"application/vnd.syncml+wbxml"	MUST if no xml	Yes



4 Transport Conformance

4.1 HTTP Transport

Vendors should fill this section out ONLY if their product uses the HTTP Transport. The specification for HTTP Transport is fully described in [4].

NOTE that the tables only indicate the required data.

Method	Requirements	
	Required	Implemented
POST	MUST	

General Headers	Requirements	
	Required	Implemented
Cache-Control: no-store, private	MUST	
Transfer-Encoding: chunked	MUST	

Request Headers	Requirements	
	Required	Implemented
Accept	MUST	
Accept-Charset	MUST	
Authorization	MUST	
Proxy-Authorization	MUST if a proxy client	
User-Agent	MUST	

Response Headers	Requirements	
	Required	Implemented
Authentication-Info	MUST	
Proxy-Authenticate	MUST if proxy client	
WWW-Authenticate	MUST	

4.2 OBEX Transport

Vendors should fill this section out ONLY if their product uses the OBEX Transport. The specification for OBEX Transport is fully described in [6]. Note that these definitions of client and server are the OBEX definition, not the SyncML definition.

NOTE that the tables only indicate the required data.

Method	OBEX Server Requirements	
	Required	Implemented
GET	MUST	



PUT	MUST	
CONNECT	MUST	
DISCONNECT	MUST	
ABORT	MUST	

Method	OBEX Client Requirements	
	Required	Implemented
GET	MUST	
PUT	MUST	
CONNECT	MUST	
DISCONNECT	MUST	

4.3 WSP Transport

Vendors should fill this section out ONLY if their product uses the WSP Transport. The specification for WSP Transport is fully described in [7].

NOTE that the tables only indicate the required data.

TBD.



5 References

- [1] SyncML Representation Protocol Specification
- [2] SyncML Sync Protocol
- [3] Meta Information Specification and DTD
- [4] Device Information Specification and DTD
- [5] SyncML HTTP Binding
- [6] SyncML OBEX Binding
- [7] SyncML WSP Binding