



SyncML Implementation Conformance Statement Proforma

Version 1.0

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.



SyncML Initiative

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Revision History

Revision	Date	Comments
1.0	2001-11-02	Finalized for release.



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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 seperately and combined.



2 Product Information

2.1 Device and Contact Information

Device Name & Version	Synthesis Sync Client 1.1
Company	Synthesis AG
Contact Name	Lukas Zeller
Contact Phone	+41 1 440 66 01
Contact Email	luz@synthesis.ch
Transports supported	OBEX [X ¹] WSP [] HTTP [X]
Product is	Client [X] Server []

2.2 Content Formats Supported

NOTE: If a server supports a data type listed below, it must also support the associated content format.

Data Type	Content Format	Supported (Y/N)
Contact	vCard 2.1	Y
	vCard 3.0 (optional)	
Calendar	vCalendar 1.0	Y
	iCalendar 2.0 (optional)	
Memos	text/plain	
Tasks	vTodo 1.0	Y
Email	message/rfc822	
	message/rfc2822	
	Message/rfc2045	

¹ Implementation based on RTK 4.1, works over TCP and IrDA on Win2000 (client and server). No third party OBEX-capable server was available for testing.



3 Client Conformance Tables

3.1 Representation Common Use Elements

Command	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
Archive	MAY	MAY	N	N
Chal	MAY	MUST	N	Y
Cmd	MUST	MUST	Y	Y
CmdID	MUST	MUST	Y	Y
CmdRef	MUST	MUST	Y	Y
Cred	MUST	MUST	Y	Y
Final	MUST	MUST	Y	Y
Lang	MAY	MAY	N	N
LocName	MAY	MAY	Y	Y
LocURI	MUST	MUST	Y	Y
MsgID	MUST	MUST	Y	Y
MsgRef	MUST	MUST	Y	Y
NoResp	MAY	MUST	N	Y
NoResults	MAY	MAY	N	Y
RespURI	MAY	MUST	N	Y
SessionID*	MUST	MUST	Y	Y
SftDel	MAY	MAY	N	N
Source	MUST	MUST	Y	Y
SourceRef	MUST	MUST	Y	Y
Target	MUST	MUST	Y	Y
TargetRef	MUST	MUST	Y	Y
VerDTD	MUST	MUST	Y	Y
VerProto	MUST	MUST	Y	Y

*The maximum length of a SessionID is 4 bytes. Note that a client having an 8 bit incrementing SessionID counter is enough for practical implementations.

3.2 Representation Message container elements

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

3.3 Data description elements

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

3.4 Representation Protocol command elements

Command	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
Add	SHOULD	MUST	Y	Y
Alert	MUST	MUST	Y	Y
Atomic	MAY	MAY	N	N
Copy	MAY	MAY	N	Y
Delete	MUST	MUST	Y	Y
Exec	MAY	MAY	N	N
Get*	SHOULD	MUST	Y	Y
Map	MUST	MAY	Y	N
MapItem	MUST	MAY	Y	N
Put*	MUST	MUST	Y	Y
Replace	MUST	MUST	Y	Y
Result*	MUST	SHOULD	Y	Y
Search	MAY	MAY	N	N
Sequence	MAY	MAY	N	Y
Status	MUST	MUST	Y	Y
Sync	MUST	MUST	Y	Y

*Minimum requirement for a SyncML device is to support Put, Get, and Result when exchanging device information.

3.5 Device Info

Element Type	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
CTCap	MUST	SHOULD	Y	Y
CTType	MUST	MUST	Y	Y
DataStore	MUST	MUST	Y	Y
DataType	MAY	MAY	Y	Y
DevId	MUST	MUST	Y	Y
DevInf	MUST	MUST	Y	Y
DevTyp	MUST	MUST	Y	Y
DisplayName	MAY	MAY	Y	Y
DSMem	SHOULD	MAY	Y	Y
Ext	MAY	MAY	Y	Y
FwV	SHOULD	MAY	Y	Y
HwV	SHOULD	MAY	Y	Y
Man	SHOULD	MAY	Y	Y



MaxGUIDSize	MUST	MUST NOT	Y	N
MaxID	SHOULD	MAY	Y	Y
MaxMem	SHOULD	MAY	Y	Y
Mod	MAY	MAY	Y	Y
OEM	MAY	MAY	Y	Y
ParamName	SHOULD	SHOULD	Y	Y
PropName	MUST	SHOULD	Y	Y
Rx	MAY	MUST	Y	Y
Rx-Pref	MUST	MUST	Y	Y
SharedMem	SHOULD	MAY	Y	N
Size	MAY	MAY	Y	Y
SourceRef	MUST	MUST	Y	Y
SwV	SHOULD	MAY	Y	Y
SyncCap	MUST	MUST	Y	Y
SyncType	MUST	MUST	Y	Y
Tx	MAY	MUST	Y	Y
Tx-Pref	MUST	MUST	Y	Y
ValEnum	MUST	SHOULD	Y	Y
VerCT	MUST	MUST	Y	Y
VerDTD	MUST	MUST	Y	Y
Xnam	MAY	MAY	N	N
Xval	MAY	MAY	N	N

3.6 Meta Info

Element Type	Required of Client		Implemented in Client	
	Sending	Receiving	Sending	Receiving
Anchor	MUST	MUST	Y	Y
EMI	MAY	MAY	N	N
Format	MUST	MUST	Y	Y
FreeID	SHOULD	MAY	Y	Y
FreeMem	SHOULD	MAY	Y	Y
Last	MUST	MUST	Y	Y
Mark	MAY	MAY	N	N
MaxMsgSize	MAY	MUST	Y	Y
Mem	SHOULD	MAY	Y	Y
MetInf	MUST	MUST	Y	Y
Next	MUST	MUST	Y	Y
NextNonce	MAY	MUST	N	Y
SharedMem	SHOULD	MAY	N	N
Size	MAY	MAY	N	N
Type	MUST	MUST	Y	Y
Version	MAY	MAY	N	N



3.7 Protocol

Element Type	Client Requirements	
	Required	Implemented
Support of 'two-way sync'	MUST	Y
Support of 'slow two-way sync'	MUST	Y
Support of 'one-way sync from client only'	MAY	N
Support of 'refresh sync from client only'	MAY	N
Support of 'one-way sync from server only'	MAY	N
Support of 'refresh sync from server only'	MAY	N
Support of 'sync alert'	MAY	N
Support of multiple messages per package	MUST	Y
Support of combined package 1 and 3	MAY	N

3.8 Authentication

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

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

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	Y
"application/vnd.syncml+wbxml"	MUST if no xml	Y



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 0.

NOTE that the tables only indicate the required data.

Method	Requirements	
	Required	Implemented
POST	MUST	Y

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

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

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

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 0. 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	Y
PUT	MUST	Y
CONNECT	MUST	Y
DISCONNECT	MUST	Y

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 0.

NOTE that the tables only indicate the required data.

Method	Requirements	
	Required	Implemented
POST	MUST	



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