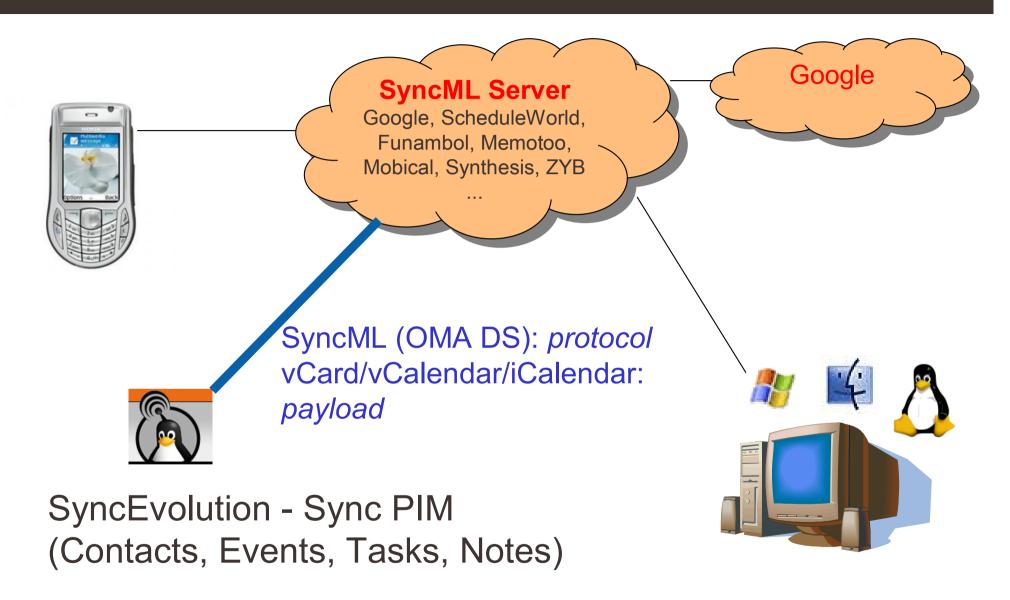




Patrick Ohly

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## Over The Air Sync



# History "The Missing Link"

- SyncEvolution: spare time project for >3 years, full-time since 2009
- So far: SyncML client for
  - Evolution/Moblin
  - iPhone+Mac OS X (need maintainer)
  - Maemo (Ove Kaaven: Maemo 5)
  - KDE (under development)
- More to come in 1.0: direct synchronization

## Synthesis

- Swiss company with >10y experience with SyncML, owned by the two main developers
- Synthesis SyncML Engine:
  - C++ implementation of client and server, data merging and conversion
  - LGPL 2.1+3.0

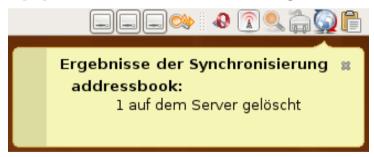
#### Next Steps

- 1.0 release: beta available, release end of March/beginning of April
- Beyond 1.0:
  - Device database ("config templates")
  - Support more local backends, including adaptors for other protocols (need contributors!)
  - Local sync between backends

#### Usage

Command line:

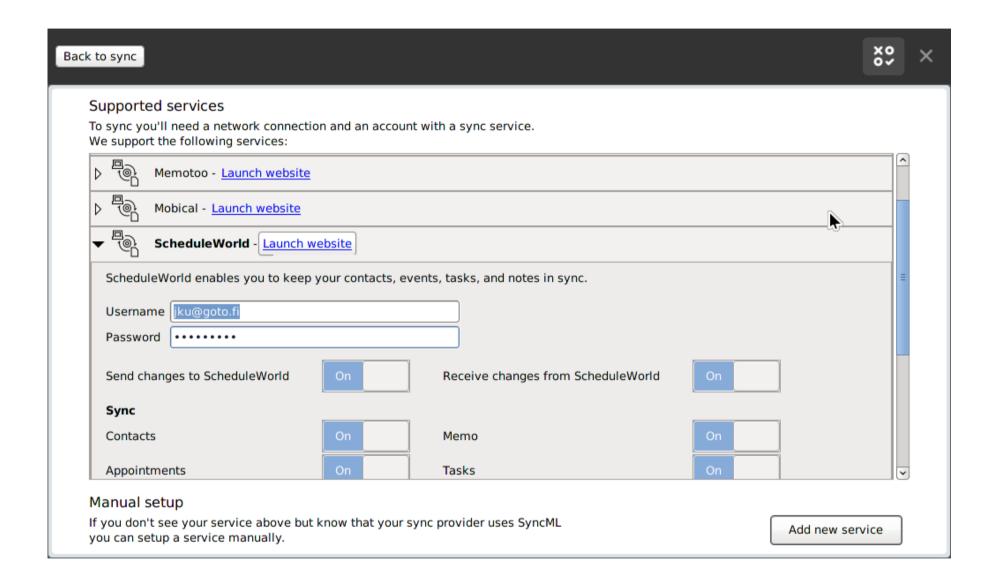
Applet: Genesis, by Frederik Elwert



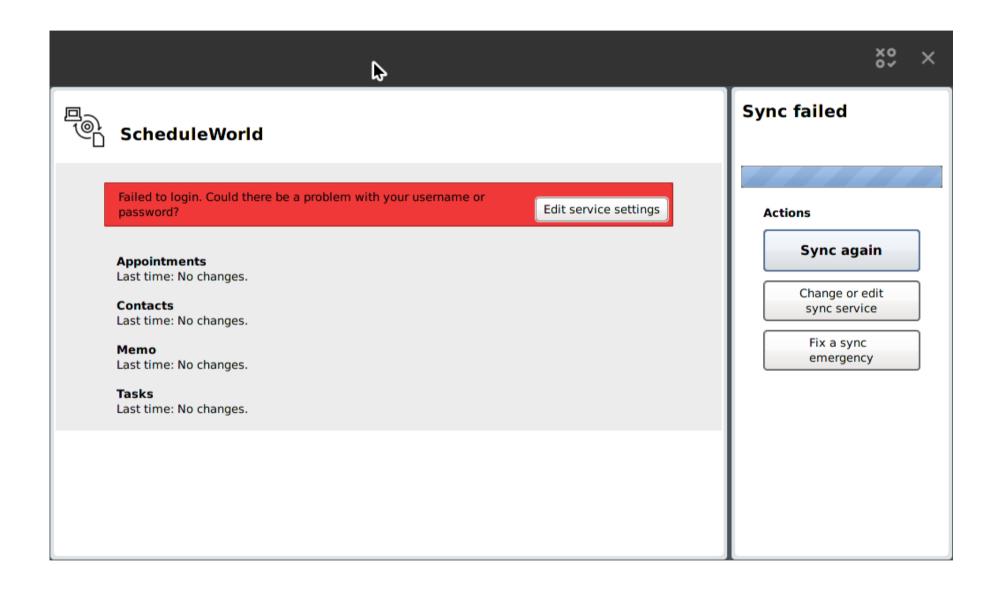
GTK GUI ("sync-ui")



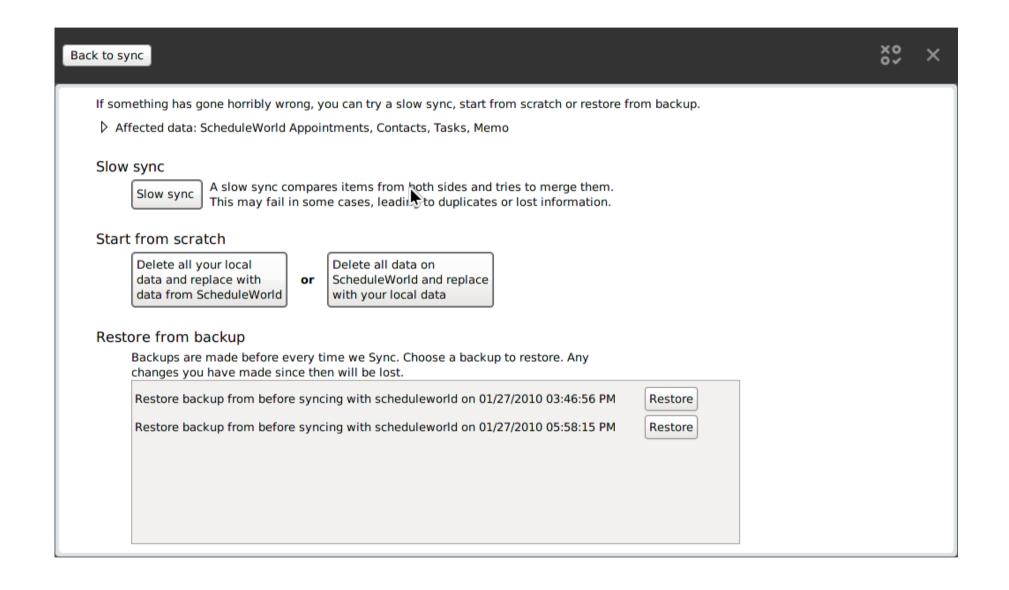
### Sync-UI: Setup



## Sync-UI: Houston, we've got a problem.



## Sync-UI: We've got a solution.



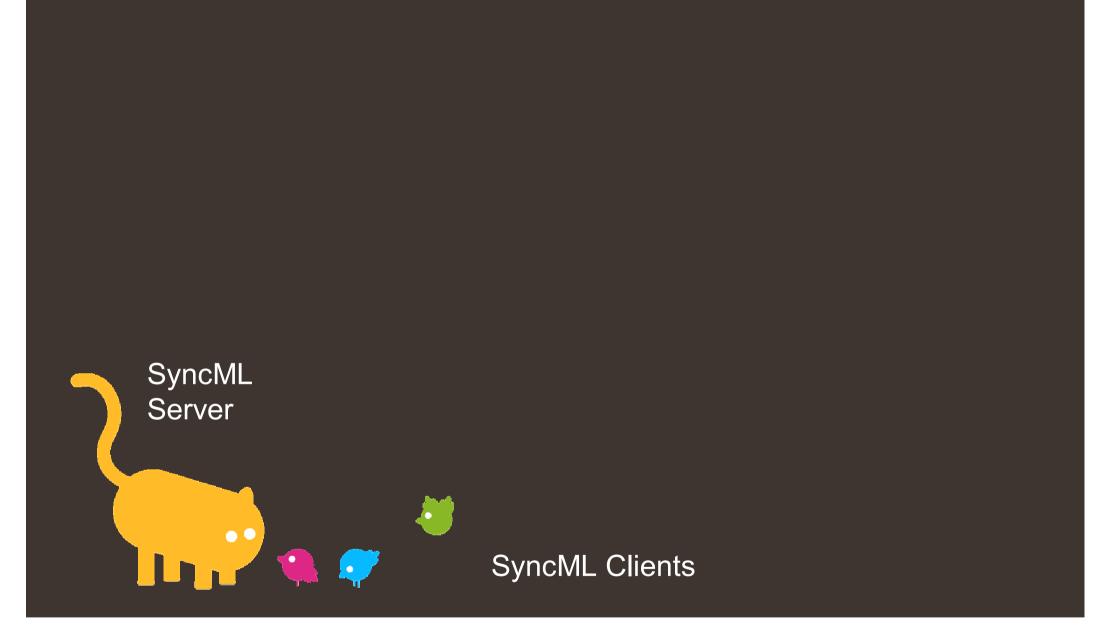


http://syncevolution.org

Cross-desktop devroom, Sunday 15:15-16:00



Getting Involved



PIM Sync Challenges: It can eat your data?!

#### PIM Sync + Interoperability Challenges

- 1.No globally unique ID.
- 2. Different representation of data.
- 3.Offline updates allowed: what is the most recent data?
- 4. Must support standard formats, including legacy ones (vCalendar).
- 5. Must work with limited knowledge about peers (capabilities, behavior).

## SyncML as Protocol

- "slow sync" client sends all items, server compares, sends updates back
- "normal sync" exchange of updates
- Resilient suspend&resume (voluntarily or due to loss of connection), resend messages
- Device Capability description