

Adobe® Flash® Lite™ 2.1 Open OS FAQ

1. What is the news?

Adobe has announced that the Flash Lite 2.1 will be available for download from Adobe's website for the following Open OS platforms: Symbian™, Microsoft's Windows Mobile®, and QUALCOMM's BREW® solution. Developers worldwide can download the Flash Lite 2.1 standalone player for free on these platforms, and use a single development tool to create content and applications for a broad range of devices.

2. How many operating systems does Flash Lite support?

Adobe has currently ported Flash Lite 2.1 to many real-time operating systems, including Symbian S60 v2/v3, QUALCOMM's BREW 2.x/3.x and Microsoft Windows Mobile 5.

3. Does Flash Lite 2.1 support Linux?

Flash Lite 2.1 can be ported to many real-time operating systems including Linux®. We are not offering a downloadable version of Flash Lite 2.1 on Linux at this time.

4. When and where can a developer download the free Flash Lite 2.1 player?

- Flash Lite 2.1 for BREW: [available today](#)
- Flash Lite 2.1 for Symbian: [available today](#)
- Flash Lite 2.1 for Windows Mobile: [available today](#)

5. Why have you moved to supporting open operating systems?

Flash Lite has always supported open operating systems. The open OS category is one of the fastest growing among all mobile phone shipments. By porting the Flash Lite player to open platforms, Adobe broadens the addressable market for Flash-enabled handsets, and enables developers to download and test applications on their devices, even if they don't already have Flash Lite embedded. End users whose devices don't already have Flash Lite embedded can also download the standalone player from Adobe.com and enjoy Flash Lite content.

6. How much does the Flash Lite 2.1 player cost for developers?

The Flash Lite 2.1 standalone player will be available to developers for free.

7. Are the Flash Lite 2 and Flash Lite 1.1 players still available for developers?

No. As of December 5, 2006 Adobe will be offering the Flash Lite 2.1 standalone player for free. Flash Lite 2.1 is backwards compatible with Flash Lite 2 and Flash Lite 1.1 content, enabling developers to create rich content for a variety of handsets worldwide.

8. Why did you cut the price?

Previous developer releases of Flash Lite cost \$10 (USD). With the goal of making Flash Lite 2.1 more broadly available across platforms, and in order to align our pricing with other Flash® player offerings available for download (e.g. Flash Player for the desktop), we have revised this policy.

9. Can a developer distribute Flash Lite 2.1?

Developers can build and sell their content to end users; they do not have the right to distribute the player. Developers can point their end users to the Adobe website to download the Flash Lite 2.1 standalone player, if the player isn't already installed on their device.

10. How does an end user get the Flash Lite 2.1 player?

End users that do not have Flash Lite 2.1 already installed on their phone can get the standalone player from the Adobe Mobile Developer Center. [Click here](#) to find out if your phone has Flash Lite.

11. Are the Flash Lite 2.1 players IMEI locked?

No, the Flash Lite 2.1 standalone players are not IMEI locked. Developers are not allowed to distribute the standalone player. Any device that requires the standalone player should get its own copy from Adobe.com.

12. Where do I get additional information about Flash Lite?

[Click here](#) for additional information on Flash Lite. [Click here](#) for additional information on Flash Lite for BREW.

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