Oracle® Fusion Middleware
Developing Oracle ADF Mobile Browser Applications
12c (12.1.3)
E41274-02

December 2015
Documentation for Oracle Application Development Framework (Oracle ADF) developers that describes how to use Oracle JDeveloper to create mobile browser-based applications comprised of Apache MyFaces Trinidad web-client components.
## Preface

Documentation Accessibility ................................................................. vii
Audience ................................................................. vii
Related Documents ................................................................................... vii
Conventions ......................................................................................... vii

## 1 Overview of Oracle ADF Mobile Browser

1.1 About ADF Mobile Browser ............................................................. 1-1
   1.1.1 How ADF Mobile Browser Improves Application Performance ..... 1-1
   1.1.2 About Java Server Faces and the Application Development Framework ..... 1-2
   1.1.3 Developing Mobile Applications Using ADF Mobile Browser ... 1-3
1.2 Supported Mobile Browser Features .................................................. 1-4

## 2 Configuring the ADF Mobile Browser Environment

2.1 About ADF Mobile Browser Application Development ....................... 2-1
2.2 Configuring the ADF Mobile Browser Development Environment ........ 2-2
   2.2.1 How to Create a Mobile Application and Project .................. 2-2
   2.2.2 What Happens When You Create a Mobile Application and Project .... 2-6
2.3 Developing an ADF Mobile Browser Application .................................. 2-7
   2.3.1 How to Develop a Mobile JSF Page ............................................. 2-7
2.4 Testing an ADF Mobile Browser Application ...................................... 2-9
   2.4.1 How to Test ADF Mobile Browser Applications on Simulators .... 2-10
   2.4.2 What You May Need to Know About Browser Settings ....................... 2-11

## 3 Component Support

3.1 About Apache My Faces Trinidad Components .................................. 3-1
   3.1.1 Supported Features ........................................................................ 3-1
   3.1.2 Partial Page Rendering ................................................................. 3-1
   3.1.3 Dialogs .......................................................................................... 3-2
   3.1.4 Rendering Specific to the BlackBerry Browser 4.5 and Earlier Versions ... 3-2
3.2 Input Components ............................................................................. 3-2
   3.2.1 Creating Input Text Fields ................................................................. 3-2
   3.2.2 Creating Lists .................................................................................. 3-3
3.3 Output Components ........................................................................... 3-3
   3.3.1 Displaying Text ................................................................................. 3-3
4 Skinning ADF Mobile Browser Applications

4.1 About ADF Mobile Browser Skinning ................................................................. 4-1
4.2 Implementing ADF Mobile Browser Skinning .................................................... 4-1
4.2.1 Extending the ADF Mobile Skins ................................................................. 4-3
4.3 Applying ADF Mobile Browser Skinning ............................................................ 4-3
4.3.1 Headers ............................................................................................................. 4-3
4.3.1.1 Creating a Title-Only Header ....................................................................... 4-4
4.3.1.2 Creating Headers with Titles and Links ..................................................... 4-4
4.3.2 Table Components .......................................................................................... 4-5
4.3.2.1 Multi-Column Tables ................................................................................ 4-5
4.3.2.2 Adding Images and Primary Details with Links ........................................... 4-7
4.3.2.3 Creating Primary Details with Links ............................................................. 4-9
4.3.2.4 Creating Primary Details Without Links ...................................................... 4-10
4.3.3 Panel List Components ................................................................................... 4-12
4.3.4 PanelFormLayout ............................................................................................ 4-13
4.3.5 Panel Accordion ............................................................................................... 4-15

5 Supporting Basic HTML Mobile Browsers

5.1 About Basic HTML Mobile Browser Support .................................................... 5-1
5.1.1 Requirements for Basic HTML Mobile Browser Support ............................... 5-1
5.2 Developing Applications for Basic HTML Mobile Browsers ............................ 5-1
5.3 Styling Basic HTML Mobile Browsers ................................................................. 5-2

6 Design Guidelines for BlackBerry 4.2 to 4.5

6.1 About BlackBerry Browser Display Behavior ...................................................... 6-1
6.2 Formatting Tables to Prevent Wrapping................................................................. 6-1
6.2.1 How to Prevent Fields from Wrapping in Tables............................................. 6-1
6.3 Formatting Label and Message Panels............................................................... 6-2
6.4 Formatting Column Width.................................................................................. 6-2
6.5 What You May Need to Know About Display Variations on BlackBerry Smartphones 6-2
6.5.1 Changing the Minimum Font Size ................................................................. 6-2
6.5.2 Form Factor Variations................................................................................... 6-3

7 Narrow Screen Support and User Agent Details Support
7.1 Determining Narrow Screen Support................................................................. 7-1
7.1.1 How Trinidad Determines Narrow-Screen Optimization.............................. 7-1
7.2 Determining User Agent Capabilities Using EL Expressions......................... 7-2
7.2.1 How To Determine User Agent Details ......................................................... 7-2
7.2.2 How to Determine Browser Capabilities ....................................................... 7-2

8 Extending ADF Mobile Browser Applications
8.1 Introduction to Extending Applications for E-Mail, Telephony, and Google Maps ....... 8-1
8.2 Integrating an E-Mail Client................................................................................ 8-1
8.2.1 Adding Mail Properties ................................................................................ 8-1
8.3 Integrating Telephony......................................................................................... 8-2
8.4 Integrating Google Maps.................................................................................... 8-2
8.4.1 Programming Driving Directions ............................................................... 8-3
8.4.2 Supporting Google Maps on iPhone............................................................ 8-4
8.5 What You May Need to Know About Page Display Dimensions........................ 8-4
8.5.1 Setting the Viewports for iPhone ................................................................. 8-4
Welcome to Developing Oracle ADF Mobile Browser Applications.

Documentation Accessibility
For information about Oracle's commitment to accessibility, visit the Oracle Accessibility Program website at http://www.oracle.com/pls/topic/lookup?ctx=acc&id=docacc.

Access to Oracle Support
Oracle customers that have purchased support have access to electronic support through My Oracle Support. For information, visit http://www.oracle.com/pls/topic/lookup?ctx=acc&id=info or visit http://www.oracle.com/pls/topic/lookup?ctx=acc&id=trs if you are hearing impaired.

Audience
This document is intended for developers of browser applications for mobile devices.

Related Documents
For more information, see the following related documents:

- Oracle Fusion Middleware Understanding Oracle Application Development Framework
- Developing Applications with Oracle JDeveloper
- Oracle Fusion Middleware Developing Fusion Web Applications with Oracle Application Development Framework
- Oracle Fusion Middleware Developing Web User Interfaces with Oracle ADF Faces
- Oracle Fusion Middleware Administering Oracle ADF Applications
- Oracle JDeveloper 12c Release Notes, included with your JDeveloper 12c installation, and on Oracle Technology Network
- Oracle JDeveloper online help

Conventions
The following text conventions are used in this document:
<table>
<thead>
<tr>
<th>Convention</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>boldface</strong></td>
<td>Boldface type indicates graphical user interface elements associated with an action, or terms defined in text or the glossary.</td>
</tr>
<tr>
<td><em>italic</em></td>
<td>Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.</td>
</tr>
<tr>
<td>monospace</td>
<td>Monospace type indicates commands within a paragraph, URLs, code in examples, text that appears on the screen, or text that you enter.</td>
</tr>
</tbody>
</table>
Overview of Oracle ADF Mobile Browser

This chapter provides an overview of Oracle Application Development Framework Mobile (ADF Mobile) browser.

This chapter includes the following sections:

- Section 1.1, "About ADF Mobile Browser"
- Section 1.2, "Supported Mobile Browser Features"

### 1.1 About ADF Mobile Browser

Oracle Application Development Framework Mobile (ADF Mobile) browser enables you to create browser-based, enterprise mobile applications that adapt to the requirements of the mobile browsers used on different types of smartphones and feature phones. Using ADF Mobile's standards-based framework, you can, for example, create web applications that enable users to approve expense reports, or search corporate contact information using a smartphone. Because ADF Mobile browser provides automatic detection and delivery of content based on both the form factor of the mobile phone itself and the capabilities of its mobile browser, you need only build the application once before you deploy it. In other words, because ADF Mobile browser applications are compatible with many mobile browsers, you do not have to focus on the limitations of any particular mobile browser.

---

**Note:** To learn more about ADF Mobile browser and Oracle's mobile strategy, see the Oracle ADF Mobile browser page on Oracle Technology Network (http://www.oracle.com/technetwork/index.html).

The ADF Mobile browser renderer ensures that contents can be consumed correctly by the target browser. It not only handles variations in browser-specific implementations of HTML, JavaScript, CSS (Cascading Style Sheets), DOM (Document Object Model), and the XMLHttpRequest (XHR) API, but variations in system performance as well. If, for example, a browser does not support the XMLHttpRequest interface and is incapable of posting a partial-page request to a server, ADF Mobile browser enables the application to revert automatically to a full-page submit so that the page functions properly.

### 1.1.1 How ADF Mobile Browser Improves Application Performance

The ADF Mobile browser renderer is optimized to improve performance by minimizing the payload of the web page that is sent over the wireless network to the mobile phone. In mobile environments with high-latency and low-bandwidth wireless
networks, Partial Page Rendering (PPR) is essential in providing an optimal end user experience. For mobile browsers that support AJAX (Asynchronous JavaScript and XML), ADF Mobile browser supports PPR for certain components, which minimizes the amount of data requested from the server and improves application responsiveness. See also Section 3.1.2, "Partial Page Rendering."

**Note:** Although ADF Mobile leverages AJAX features in smartphone browsers, it also degrades gracefully to support plain HTML browsers.

### 1.1.2 About Java Server Faces and the Application Development Framework

Java Server Faces (JSF) is a standard specified by JSR-127 that enables you to create applications using pre-built components that define functionality and behavior. As illustrated in Figure 1–1, JSF provides a Model-View-Controller (MVC) mechanism that simplifies the development of web applications. Its renderkit converts components both to, and from, a specific markup language. The kit’s renderers generate markup that represents components and how they interpret browser requests.

JSF development focuses on components, not markup. Using JSF, you create a JSP page containing JSF component tags. When a user visits this page (through the FacesServlet), JSF uses the renderkit specified by the user’s device to encode the markup to the appropriate output. For example, if the user's device specifies HTML for a desktop browser, then the renderkit's markup encoding results in an HTML page. In addition to rendering appropriate content, JSF supports user interaction.

**Figure 1–1  ADF Mobile Architecture**

Application Development Framework (ADF) is built on the standard JSF technology and provides the following:

- A large component set (because JSF provides only basic components).
- Renderers that support these components in HTML browsers, including a rich renderkit for applications using AJAX technologies.
- Converters, validators, and events.

### 1.1.3 Developing Mobile Applications Using ADF Mobile Browser

Because ADF Mobile browser is built upon the component model of Java Server Faces (JSF), you can quickly develop applications for mobile browsers. Its mobile-specific extensions to JSF enable you to develop mobile applications using the same methodologies for developing JSF applications for the desktop (or tablet), as described in Oracle Fusion Middleware Developing Web User Interfaces with Oracle ADF Faces.

---

**Note:** ADF Mobile browser applications are intended to run on the mobile browsers used by smartphones or feature phones. They are not intended to run on desktop browsers.

---

ADF Mobile browser application development is almost identical to ADF web application development, except that you construct the application's JSF pages from Apache MyFaces Trinidad components. ADF Mobile provides a rich component set by supporting more than 60 Apache MyFaces Trinidad components.

---

**Note:** You cannot use ADF Faces Rich Client components to develop an ADF Mobile browser application. You must use Apache MyFaces Trinidad components.

---

The mobile-optimized style sheets that are automatically included in the ADF Mobile browser project ensure that each of the components render appropriately to the device's browser. You can extend a desktop browser application to run on a smartphone or feature phone by reusing its model and controller layers and assembling a new view layer using the Apache MyFaces Trinidad counterparts to the ADF Faces components. For more information, see Section 2.2, "Configuring the ADF Mobile Browser Development Environment" and Section 4.2, "Implementing ADF Mobile Browser Skinning."

---

**Note:** You can use ADF Faces components to create applications that run in the browsers of recently released smartphones. For browser-based applications that are targeted to older devices and feature phones, use ADF Mobile browser. This guide describes how to build JavaServer pages with Apache Trinidad components. For information on ADF Faces components, see Oracle Fusion Middleware Developing Web User Interfaces with Oracle ADF Faces. For information about supported mobile browsers, see "Certification Information" at http://www.oracle.com/technetwork/developer-tools/jdev/documentation/index.html.

---

1 The Apache MyFaces Trinidad component set is the first-generation set of ADF Faces components that were donated to the Apache Software Foundation.
1.2 Supported Mobile Browser Features

ADF Mobile supports different types of touch-screen user interfaces, such as those used on Android- and iOS-powered smartphones. For the latter, ADF Mobile’s support of Apple standards provides a native iOS user experience. Table 1–1 lists the mobile browsers and features that ADF Mobile supports.

Note: ADF Mobile browser requires HTML and JavaScript support. See Chapter 5, "Supporting Basic HTML Mobile Browsers."

<table>
<thead>
<tr>
<th>Browser</th>
<th>JavaScript Support</th>
<th>CSS Support</th>
<th>PPR Support</th>
</tr>
</thead>
<tbody>
<tr>
<td>Android Webkit</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Apple iPhone Safari</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Blackberry versions 4.2 through 4.5</td>
<td>No</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>BlackBerry version 4.6 and later</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Microsoft Windows Mobile 5</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes (with nuances)</td>
</tr>
<tr>
<td>Microsoft Windows Mobile 6</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Nokia s60 series</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Plain HTML (such as Opera Mini, Opera Mobile and Skyfire)</td>
<td>No</td>
<td>Yes</td>
<td>No</td>
</tr>
</tbody>
</table>
This chapter describes how to configure the ADF Mobile browser development environment, how to create ADF Mobile browser views, and how to build and test applications.

This chapter includes the following sections:

- Section 2.1, "About ADF Mobile Browser Application Development"
- Section 2.2, "Configuring the ADF Mobile Browser Development Environment"
- Section 2.3, "Developing an ADF Mobile Browser Application"
- Section 2.4, "Testing an ADF Mobile Browser Application"

2.1 About ADF Mobile Browser Application Development

An ADF Mobile browser application is an ADF Faces application that is optimized for mobile devices. As such, a mobile browser application can use the model project created for a standard ADF Faces application. Alternatively, you can add the ADF Mobile browser view controller project to an existing ADF faces application. After you create the ADF Mobile browser view controller project, you can construct the mobile browser application from JSF pages built from Apache MyFaces Trinidad components.

To create an ADF Mobile browser application:

- Configure the environment by creating an application and model project.
  
  **Tip:** You can use the business logic components from an existing ADF application.

- Add an ADF Mobile browser view controller project.

- Create an ADF task flow or ADF page flow.
  
  **Note:** ADF task flows used in ADF Mobile browser applications only support whole pages. They do not support page fragments, pop-ups in dialogs, or regions. ADF Mobile browser applications that use the ADF page flow only support the trinidad-simple skin family.

- Add the JSF pages populated with Apache MyFaces Trinidad components.
- Optimize the page layout with ADF Mobile browser skinning.
Test the application on a smartphone or smartphone simulator.

2.2 Configuring the ADF Mobile Browser Development Environment

ADF Mobile browser application development requires a mobile-optimized view controller project.

2.2.1 How to Create a Mobile Application and Project

To configure the environment, first create an ADF Mobile browser application that includes a project with the ADF Mobile browser technology. Note that the project must include the Apache MyFaces Trinidad components that you add explicitly to the project by selecting Trinidad from the list of available technologies presented in the Create Custom Project wizard.

Before you begin:
If needed, create an ADF model project. Otherwise, the ADF Mobile browser application can share a model project with an existing ADF application.

To create the ADF Mobile browser application and the ADF Mobile browser project:
1. Choose File, then New, and then Application.

Figure 2–1 The New Gallery

2. In the New Gallery, select Applications and then choose ADF Fusion Web Application. Click OK.

3. In the Name your application page of the Create ADF Fusion Web Application wizard, enter a name and, if needed, a location for the application in the Directory field, as shown in Figure 2–2.
4. Click Finish.

Selecting **ADF Fusion Web Application** creates the model project used by the mobile view project. Figure 2–3 shows the application’s model and its generated view controller projects that appear in the Applications window.

**Figure 2–3  The Fusion Web Application and its Projects in the Applications Window**

<table>
<thead>
<tr>
<th>Applications</th>
<th>Products</th>
<th>Model</th>
<th>ViewController</th>
</tr>
</thead>
<tbody>
<tr>
<td>adf</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Note:** Do not use the generated view controller project to design the business logic in the model project. Instead, create a mobile view controller project as described in the following steps.

5. Create the mobile view controller project as follows:

a. Choose File, then New, and then Project.

b. Select **Custom Project** and then click OK.

c. In the Create Custom Project wizard, complete the wizard by first entering a name for the project, as shown in Figure 2–4. For example, enter **mvc** (a short name for mobile view controller).

**Tip:** To create a short URL string that is more easily accommodated by the browsers on mobile devices, use lower-case characters and short names for ADF Mobile browser projects and their .jspx pages. See also Section 2.4, “Testing an ADF Mobile Browser Application.”
d. Select the ADF Mobile browser feature for the project by moving ADF Mobile Browser from the Available list to the Selected list.

**Figure 2–4** Selecting the ADF Mobile Browser Technology for an ADF Mobile Browser Project

![Image showing the selection process](image)

Figure 2–4 shows the ADF Mobile Browser feature in the Available window. After you move the ADF Mobile Browser feature to the Selected window, the Java, JSF (JavaServer Faces), JSP and Servlets, and XML technologies are made available to the project and also appear in the Selected window, as shown in Figure 2–5.
e. Select the Apache MyFaces Trinidad components for the project by moving Trinidad from the **Available** list, as shown in **Figure 2–6**, to the **Selected** list.

**Figure 2–6 Adding Apache MyFaces Trinidad Components to the ADF Mobile Browser Project**

f. If the application uses an ADF task flow, add the **ADF Page Flow** feature to the **Selected** window. As shown in **Figure 2–7**, the ADF Page Flow feature adds other technologies, including ADF Faces and ADF Page Flow.
6. Click **Next** to navigate through the Configure Java settings page and then click **Finish**.

### 2.2.2 What Happens When You Create a Mobile Application and Project

As shown in Figure 2–8, the mobile view controller project (mvc) appears in the Applications window within the Fusion web application (adfm).

**Figure 2–8 The Mobile ADF Mobile Browser View Controller Project in the Applications Window**

The creation of the view controller project also results in the creation of the mobile application's page-flow definition file, faces-config.xml. For information on creating a page flow, see "Defining Page Flows" in *Oracle Fusion Middleware Developing Web User Interfaces with Oracle ADF Faces*.

Adding the ADF Mobile Browser and ADF Page Flow technologies to the ADF Mobile custom view project results in the creation of the following ADF skin-related configuration files and style sheets, which ensure that the components render appropriately to the target mobile browser. Table 2–1 describes these files, which are located in the ADF Mobile browser view controller project's Web Content folder.
2.3 Developing an ADF Mobile Browser Application

For mobile browser applications, you develop an application by creating web pages within the web project. Typically, you create a web project within the application to implement a user interface and the ADF Business Components, or an Oracle EclipseLink project, to implement a business layer.

2.3.1 How to Develop a Mobile JSF Page

You develop ADF Mobile browser application pages by first creating a JSF page and then by populating it with the Apache My Faces Trinidad components. Typically, you first create the navigation rules using the `faces-config.xml` file before creating the JSF page for the mobile application.

**To create a mobile JSF page:**

1. Select the mobile view controller project in the Applications window, then select **New** and then **Page**.

2. Enter a name for the JSF page in the Create JSF Page dialog, as shown in **Figure 2–9**. If needed, enter a directory location for the page. You can select either **Facelets** or **JSP XML**.

---

**Table 2–1  Skinning-Related Artifacts**

<table>
<thead>
<tr>
<th>Skinning File</th>
<th>Location</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mobile.css</td>
<td>Styles node of the mobile view controller project</td>
<td>Used for basic HTML browsers and browsers used in older versions of smartphones. See also Section 4.2, &quot;Implementing ADF Mobile Browser Skinning.&quot;</td>
</tr>
<tr>
<td>richmobile.css</td>
<td>Styles node of the mobile view controller project</td>
<td>Used for smartphones, such as those powered by iOS or BlackBerry. See also Section 4.2, &quot;Implementing ADF Mobile Browser Skinning.&quot;</td>
</tr>
</tbody>
</table>
3. From the Components window, select Trinidad, as shown in Figure 2–10, and then create the page using the Apache MyFaces Trinidad components. To optimize the display of these components, refer to the styles and patterns described in Chapter 4, “Skinning ADF Mobile Browser Applications.” Figure 2–10 illustrates applying the af_m_toolbar style class to the tr:panelHeader component, which renders the page header as a toolbar-like element on smartphones.
2.4 Testing an ADF Mobile Browser Application

You can test an ADF Mobile browser application on a smartphone, a smartphone simulator, or a desktop browser. Testing on an actual smartphone or simulator provides more accurate results than does testing on a desktop browser.

Testing an ADF Mobile browser application with a desktop browser produces only approximate results because it provides a fairly uniform testing environment; in desktop browsers, web pages appear and behave similarly and business logic executes identically. Testing an application on an actual smartphone, however, produces more accurate results, because the capabilities of mobile browsers may cause controls to behave differently than they do on a desktop browser. Mobile browsers, which are usually smaller than desktop browsers, render pages differently because web servers optimize the look and feel by generating mobile browser-specific pages.

Testing ADF Mobile browser applications directly on smartphones has limitations as well, in that you may not have access to all of the devices that you must test. Furthermore, firewalls can complicate testing, as many mobile devices can access only the internet and cannot reach development environments behind firewalls. In such cases, smartphone simulators provide an alternative testing method. For example, to test applications on BlackBerry smartphone simulators or Windows Mobile device emulators (shown in Figure 2–11 and Figure 2–13, respectively), download smartphone simulators from the RIM developer site (http://us.blackberry.com) and device emulators from the Microsoft developer site (http://www.microsoft.com). You must then configure them and connect them to the web server. For information on

Figure 2–11  Testing an ADF Mobile Browser Application on a BlackBerry Smartphone Simulator

2.4.1 How to Test ADF Mobile Browser Applications on Simulators

After you test an application on a desktop browser, you can then test it on a simulator. You can use the URL displayed in the desktop browser, but if it uses the localhost IP address (127.0.0.1), you must change it to the network IP address of your computer.

**Tip:** To obtain the network IP address, use the `ipconfig` command interface on Windows systems and the `ifconfig` command on Linux/UNIX systems.
For example, to test an application using a Windows Mobile 6 emulator, change the address from the desktop’s localhost IP address (127.0.0.1, shown in Figure 2–12) to that of the computer’s network IP address (192.0.2.253, shown in Figure 2–13).

In addition, you must remove the session specification that follows the page name. The page name is typically appended with either .jspx or .jsp. In Figure 2–12, the page name, home, is appended with .jspx.

In general, you debug an application by repeating cycles of code and then by testing the application. When you test an application that has been modified, you must do one or both of the following:

- Refresh the page.
- Clear the browser’s cache.

**Tip:** Because the URL does not change if you develop the same application, you are not required to enter it again.

### 2.4.2 What You May Need to Know About Browser Settings

Viewing ADF Mobile browser applications properly requires adjustments to the browser settings for Windows Mobile and BlackBerry browsers.
Microsoft Windows Mobile 5 and 6, Microsoft Pocket Internet Explorer
For optimal viewing, select the Fit to Screen view (accessed by selecting Menu, View and then Fit to Screen).

Note: Selecting the One Column view option results in layout problems. Do not select this option.

BlackBerry Browser 4.n
ADF Mobile browser only works if JavaScript support is enabled. To ensure that JavaScript support is enabled:

1. Select Options and then Browser Configuration.
2. Ensure that the following tables are selected:
   - Support JavaScript
   - Allow JavaScript Popup
   - Support HTML Tables
This chapter describes the Apache MyFaces Trinidad components that are supported by ADF Mobile browser.

This chapter includes the following sections:

- Section 3.1, "About Apache My Faces Trinidad Components"
- Section 3.2, "Input Components"
- Section 3.3, "Output Components"
- Section 3.4, "Layout Components"
- Section 3.5, "Navigation Components"
- Section 3.6, "Data Visualization (Graphs and Gauges)"
- Section 3.7, "Tables and Trees"
- Section 3.8, "Generating HTML <meta> Tags"
- Section 3.9, "Unsupported Components and Attributes"

3.1 About Apache My Faces Trinidad Components

ADF Mobile browser supports more than 60 of the Apache MyFaces Trinidad components, enabling you to build applications with a rich component set that renders appropriately to the screens of mobile devices. For more information, refer to the Apache MyFaces Trinidad site (http://myfaces.apache.org/trinidad/).

3.1.1 Supported Features

ADF Mobile browser supports the following renderer-specific features:

- Partial Page Rendering
- Dialogs

3.1.2 Partial Page Rendering

The high-latency and low-bandwidth of networks in mobile environments decrease application responsiveness for mobile users. Screens refresh slowly, diminishing the mobile user experience. ADF Mobile browser’s support of Partial Page Rendering (PPR) compensates for the negative impact that slow connections have on screen updates by minimizing the amount of data requested from the server; using PPR, mobile device screen updates do not require a full refresh. Browsers that do not support AJAX (Asynchronous JavaScript and XML) use full-page rendering instead of
PPR. For example, a page submission on basic HTML browsers (which do not support JavaScript) results in the refresh of a full page.

---

**Note:** Browsers for BlackBerry 4.5 (and earlier versions) do not support PPR. Specifying the `autosubmit` attribute on certain form-related components results in the submission of the page after the user exits the field. A full, not partial, refresh of the page then follows.

---

### 3.1.3 Dialogs

ADF Mobile browser supports dialogs, pages used by applications to obtain user input. Because mobile browsers cannot open a new window that contains a dialog (a pop-up window), they present dialogs as new pages within the main browser window after they automatically preserve the state of the current page.

### 3.1.4 Rendering Specific to the BlackBerry Browser 4.5 and Earlier Versions

On browsers for BlackBerry 4.5 and earlier versions, the bullets in a list sublevel (such as those in a `tr:panelList` component) appear large and are not indented. BlackBerry’s table handling may affect complex layouts, as its browser does not allow horizontal scrolling. Instead, it wraps a table row onto multiple display lines which may disturb the layout. For more information, see Chapter 6, "Design Guidelines for BlackBerry 4.2 to 4.5."

### 3.2 Input Components

ADF Mobile browser supports input text fields and lists, core components that support user input.

#### 3.2.1 Creating Input Text Fields

You can create input fields using the following components:

- `tr:inputColor`
- `tr:inputDate`
- `tr:inputHidden`
- `tr:inputText`

---

**Note:** Mobile browsers do not support an inline `chooseColor` or a color dialog for the `tr:inputColor` component.

---

**Note:** Basic HTML browsers do not support the `autosubmit` attribute of the `tr:inputText` component.

---

**Note:** Trinidad optimizes the `tr:inputText` component for narrow-screen devices (that is, devices with screen width measuring less than 240 pixels). For more information see Chapter 7, "Narrow Screen Support and User Agent Details Support."
3.2.2 Creating Lists

You can create lists using the following components:

- tr:panelChoice
- tr:panelList
- tr:selectBooleanCheckBox
- tr:selectBooleanRadio
- tr:selectItem

---

**Note:** Mobile browsers do not support the disabled attribute for the tr:selectItem component.

---

- tr:selectManyCheckBox
- tr:selectManyListBox
- tr:selectOneChoice
- tr:selectOneListBox
- tr:selectOneRadio
- tr:resetButton

---

**Note:** Basic HTML browsers do not support the autosubmit attribute for the tr:resetButton component.

---

3.3 Output Components

ADF Mobile browser uses the Apache MyFacesTrinidad core components that support output on mobile device applications. These components include those for displaying text and images and also components for displaying, or hiding, text.

3.3.1 Displaying Text

The following components enable you to display text:

- tr:iterator
- tr:message
- tr:messages

---

**Note:** Component-specific messages do not display on a mobile browser in the same manner as they do in a desktop browser. Instead, they display in the region where the message component (tr:message or tr:messages) is placed on the web page.

---

- tr:outputDocument
- tr:outputForwarded
- tr:outputLabel
- tr:outputText
3.3.2 Displaying Images

The following components enable you to display images:

- tr:icon
- tr:image
- tr:panelTip

3.3.3 Showing (or Hiding) Components

The following components enable showing or hiding items:

- tr:panelAccordion

  **Note:** Mobile browsers only support a full-page update; they do not support the partialTriggers attribute of the tr:panelAccordion component.

- tr:panelTabbed

  **Note:** To conserve space within mobile browsers, the renderer intentionally prevents the display of tab bars on both the top and bottom of the tr:panelTabbed component. Valid values for the attribute positions are top and bottom. If both is specified, then the renderer displays the tabs on top.

- tr:showDetail

  **Note:** For the tr:showDetail component, the disclosure arrow does not display; the [+] and [-] symbols display instead.

- tr:showDetailHeader

  **Note:** For the tr:showDetailHeader component, the disclosure arrow does not appear on mobile browsers.

- tr:showDetailItem

  **Note:** For the tr:showDetailItem component, the disclosure arrow does not appear on mobile browsers its flex attribute is not supported.

3.4 Layout Components

The layout components supported by ADF Mobile browser include those for managing the page itself (such as tr:document and tr:form) as well as components for laying out the sections of a page, such as tr:group, tr:panelFormLayout, and tr:panelGroupLayout.
3.4.1 Managing the Page

The following components enable you to manage the page:

- `tr:document`
- `tr:form`

---

**Note:** ADF Mobile browser does not support the `defaultCommand` attribute of the `tr:form` component.

---

- `tr:page`

---

**Note:** ADF Mobile browser does not support the `tr:page` facet of the `tr:page` component.

3.4.2 Laying Out Sections of the Page

The following ADF Faces core tags support page layout for mobile device applications:

- `tr:group`
- `tr:panelBorderLayout`

---

**Note:** Only the `top` and `bottom` facets are supported for the `tr:panelBorderLayout` component. ADF Mobile browser does not support the following facets:

- `left`
- `right`
- `start`
- `end`
- `innerLeft`
- `innerRight`
- `innerStart`
- `innerEnd`

The `tr:panelBorderLayout` component does not render if you use any of these unsupported facets.

---

- `tr:panelBox`
- `tr:panelFormLayout`
- `tr:panelGroupLayout`
- `tr:panelHeader`
- `tr:panelHorizontalLayout`

---

**Note:** ADF Mobile browser does not support the `halign=end` attribute definition for the `tr:panelHorizontalLayout` component.
Navigation Components

■ tr:panelLabelAndMessage

Note:  Trinidad optimizes the tr:panelLabelAndMessage component for narrow-screen devices (that is, devices with a screen width measuring less than 240 pixels). For more information see Section 7.1, "Determining Narrow Screen Support."

■ tr:panelPage

■ tr:panelPageHeader

Note:  ADF Mobile browser only supports the following facets of the tr:panelPageHeader component:

■ branding
■ brandingApp
■ navigation1
■ navigation2

■ tr:panelRadio

Note:  Trinidad optimizes the tr:panelRadio component for narrow-screen devices (that is, devices with a screen width measuring less than 240 pixels). For more information see Section 7.1, "Determining Narrow Screen Support."

■ tr:panelCaptionGroup

3.4.3 Inserting Spaces

The following components control the space allocation on pages:

■ tr:separator
■ tr:spacer
■ tr:subform

3.5 Navigation Components

ADF Mobile browser supports such components as buttons, links, and breadcrumbs that enable users to navigate to other pages of the application, or to external locations.

3.5.1 Creating Buttons

ADF Mobile browser supports the following button types:

■ tr:commandButton
3.5.2 Creating Links

ADF Mobile browser supports the following components for creating hyper-links:

- **tr:commandLink**

  **Note:** Because the `tr:commandLink` component renders as an input element in basic mobile HTML browsers, its child components cannot render. For more information on input elements in basic mobile HTML browsers, see Section 5.2, "Developing Applications for Basic HTML Mobile Browsers."

- **tr:goLink**

  See Chapter 8, "Extending ADF Mobile Browser Applications" for information on how to use the `tr:goLink` component to integrate e-mail, telephony, and Google maps into an application.

3.5.3 Navigation Components

ADF Mobile browser supports the following navigation components:

- **tr:breadcrumbs**

  **Note:** Trinidad optimizes the `tr:breadcrumbs` component for narrow-screen devices (that is, devices with a screen width measuring less than 240 pixels). For more information see Chapter 7.1, "Determining Narrow Screen Support."

- **tr:commandNavigationItem**

  **Note:** `tr:commandNavigationItem` does not render when you set the `disabled` attribute to `true` for the following:

  - `tr:selectOneListBox`
  - `tr:selectOneChoice`
  - `tr:processChoiceBar`
  - `tr:navigationPane with hint, "choice"`
  - `tr:selectRangeChoiceBar`
3.6 Data Visualization (Graphs and Gauges)

ADF Mobile browser supports data visualization tools (DVTs), described in the "Creating Databound ADF Data Visualization Components" section in Oracle Fusion Middleware Developing Fusion Web Applications with Oracle Application Development Framework.

ADF Mobile browser supports the following types of graphs:

- area
- bar
- bar (horizontal)
- bubble
- combination (horizontal bar and line)
- funnel
Data Visualization (Graphs and Gauges)

- line
- pareto
- pie
- radar
- scatter/polar
- spark
- stock

ADF Mobile browser supports the following types of gauges:
- dial
- status meter
- status meter (vertical)
- LED

Because Oracle JDeveloper incorporates DVTs, you can quickly add graphs and gauges. To add these components to an application, first move a data control into the editor window using a drag-and-drop operation and then select Trinidad Gauges or Trinidad Graphs from the context menu. For example, Figure 3–1 illustrates the context menu that appears when you drag a collection into the editor.

**Figure 3–1  Creating a DVT by Dragging and Dropping a Data Control**

After you select either the Trinidad Graphs or Trinidad Gauges options, the DVT wizard appears and opens to the Component Gallery page, shown in Figure 3–2. You select the DVT type from this page.

**Note:** ADF Mobile browser supports only static graphs and gauges, which are rendered as PNG images. Any mobile device that supports this image format can display graphs and gauges.
3.7 Tables and Trees

ADF Mobile browser applications can display structured data in the rows and columns of a table or hierarchically in and trees.

3.7.1 Creating Tables

ADF Mobile browser supports tables comprised of the following components:

- **tr:table**

  **Note:** ADF Mobile browser does not support the allDetailsEnabled attribute for the tr:table component; this attribute is always set to false.

- **tr:column**

  **Note:** When you nest tr:column tags to create column groups, the header facets do not render for the column groups.

Creating a single-column table optimizes how tables display on mobile devices.

3.7.2 Creating Trees

ADF Mobile browser supports the tr:tree component.
3.8 Generating HTML <meta> Tags

The <meta> tag designates how pages display within a browser. Example 3–1 illustrates examples of <meta> tag usage that include setting an application to display in full-screen mode and setting the viewport width for such devices as the Apple iPhone and iPad. This example also includes a <meta> tag used to designate how a page reloads after a given number of sections.

**Example 3–1 Using the <meta> Tag to Set Page Behavior**

```html
<meta name="viewport" content="width=device-width, user-scalable=no">
<meta name="apple-mobile-web-app-capable" content="yes">
<meta http-equiv="refresh" content="2;url=./test/index.jspx">
```

For more information on the use of the <meta> tag in applications running on Apple devices, see the descriptions of the Apple-specific meta tag keys in the “Supported Meta Tags” section of Safari HTML Reference, which is available through the iOS Developer Library (http://developer.apple.com/library/ios/navigation/).

3.8.1 Using <trh:meta> to Generate HTML <meta> Tags

The <trh:meta> component tag generates an HTML <meta> tag. Example 3–2 shows using this component to:

- Configure the viewport dimensions on mobile devices.
- Disable user resizing of the viewport on mobile devices.
- Enable the home screen bookmark of the web page to launch it in its own process rather than in Safari on iOS devices.
- Configure the page to navigate to another page after two seconds.

**Example 3–2 Using <trh:meta> to Generate Several HTML <meta> Tags**

```html
<af:document ...>
  <f:facet name="metaContainer">
    <trh:meta id="metaContainer">
      <trh:meta name="viewport" content="width=device-width, user-scalable=no"/>
      <trh:meta name="apple-mobile-web-app-capable" content="yes"/>
      <trh:meta type="httpEquiv" name="refresh" content="2;url=./test/index.jspx"/>
    </trh:meta>
  </f:facet>
</af:document>
```

3.8.1.1 About Default Viewport Size on Mobile Devices

Web pages commonly have a hard-coded width that leaves white space on both sides of the page. While this does not interfere with pages displaying on desktop browsers,
it can make the same pages appear too small on mobile devices. In addition, the
display of the page controls can be too small for a user's finger tips as well, forcing the
users to zoom in to interact with the page. Operating systems for Apple (iOS), Google
(Android), and Microsoft (Windows Phone 7) assume a standard viewport width and
render the page to fit the smaller screens, thereby causing this scaling to occur when
web pages display on mobile devices.

To enable a page to display properly at the native resolution of a mobile device, you
can specify the viewport dimension using the viewport meta key within the
<trh:meta> tag, as illustrated in Example 3–3.

**Example 3–3  Setting the Viewport Dimensions**

```xml
<af:document ...>
  <f:facet name="metaContainer">
    <trh:meta name="viewport"
      content="width=device-width"/>
  </f:facet>
  ...
</af:document>
```

You can set a specific numeric value for pixels for the width property of the viewport
meta key or you can use the device-width constant as shown in Example 3–3. On
Apple (iOS) systems, the value set for the page's width in both the portrait and
landscape orientations is the same (that is, for the landscape width, the Safari browser
uses the value set for the portrait width).

---

**Note:** The pixels on high-resolution displays, such as Retina on
iPhone 4, do not have a one-to-one match to pixels on a
lower-resolution devices such as iPhone 3GS. Despite this, the number
of pixels defined for the width property for an iPhone 3GS equates to
the same physical length on the iPhone 4, even though the iPhone 4
has more display pixels.

---

## 3.9 Unsupported Components and Attributes

ADF Mobile browser does not support some Apache MyFaces Trinidad components or
certain component attributes.

### 3.9.1 Unsupported Components

ADF Mobile browser does not support the following components:

- tr:chart
- tr:chooseColor
- tr:chooseDate
- tr:inputFile
- tr:inputListOFVariables
- tr:inputNumberSpinbox
- tr:legend
- tr:media
- tr:navigationTree
3.9.2 Unsupported Attributes

ADF Mobile browser does not support the following attributes on any Apache MyFaces Trinidad component.

- accessKey
- shortDesc (tooltip)
This chapter describes skinning for ADF Mobile browser applications.

This chapter includes the following sections:

- Section 4.1, "About ADF Mobile Browser Skinning"
- Section 4.2, "Implementing ADF Mobile Browser Skinning"
- Section 4.3, "Applying ADF Mobile Browser Skinning"

### 4.1 About ADF Mobile Browser Skinning

Skinning enables a page to display consistently on a variety of devices through the automatic delivery of device-dependent style sheets. These style sheets enable the optimal display of pages that share the same page definitions on various mobile browsers. Within these style sheets, which enable you to set the look and feel of an application, you not only tailor a component to a specific browser by setting its size, location, and appearance, but you also specify the types of browsers in which components can be displayed or hidden.

---

**Note:** Browsers must support the Cascading Style Sheet (CSS) syntax.

---

### 4.2 Implementing ADF Mobile Browser Skinning

As noted in Section 2.2.2, "What Happens When You Create a Mobile Application and Project," JDeveloper creates two mobile-specific style sheets, `mobile.css` and `richmobile.css` within the ADF Mobile browser-specific view controller project, as shown in Figure 4–1.
Implementing ADF Mobile Browser Skinning

### Figure 4–1 CSS Files in the ADF Mobile Browser Project

![CSS Files in the ADF Mobile Browser Project](image)

Table 4–1 lists the skinning files provided to ADF Mobile pages.

#### Table 4–1 The ADF Mobile Browser Skins

<table>
<thead>
<tr>
<th>CSS File</th>
<th>Skin Family</th>
<th>Use</th>
</tr>
</thead>
<tbody>
<tr>
<td>mobile.css</td>
<td>mobile</td>
<td>Used for basic HTML browsers. This family is used for rendering on Windows Mobile and BlackBerry, Version 4.6 and higher. See Chapter 5, &quot;Supporting Basic HTML Mobile Browsers.&quot;</td>
</tr>
<tr>
<td>richmobile.css</td>
<td>richmobile</td>
<td>Used for smartphone browsers that use the Webkit rendering engine. The Nokia S60 and also iOS- and Android-powered devices use these browsers.</td>
</tr>
</tbody>
</table>

Creating an ADF Mobile browser view controller project populates the `<skin-family>` element of the `trinidad-config.xml` file with the following EL expression that selects the renderkit appropriate to the browser's user agent.

```xml
#{requestContext.agent.type == 'desktop'? 'richmobile': 'mobile'}
```

The ADF Mobile browser framework then applies the style defined for the renderkit. This expression, which is shown in Example 4–1, must be added to the `trinidad-config.xml` file to enable ADF Mobile browser applications to use the mobile and richmobile skin families.

**Note:** Ensure that the `trinidad-config.xml` file includes this statement.

#### Example 4–1 The Skin Family Selection Logic within Trinidad-config.xml

```xml
<?xml version="1.0" encoding="windows-1252"?>
<trinidad-config xmlns="http://myfaces.apache.org/trinidad/config">
  <skin-family>#{requestContext.agent.type == 'desktop'? 'richmobile': 'mobile'}</skin-family>
</trinidad-config>
```

The `trinidad-skins.xml` file, shown in Example 4–2, defines the default skin families that are applied using the EL expression.

#### Example 4–2 trinidad-skins.xml Populated with ADF Mobile browser `<skin>` Definitions

```xml
<?xml version="1.0" encoding="windows-1252"?>
```
4.2.1 Extending the ADF Mobile Skins

You can configure the trinidad-config.xml file and the trinidad-skins.xml file to call CSS files other than richmobile.css and mobile.css. You can also modify the richmobile.css and mobile.css files to render to a specific mobile device or platform using at-rules.

To add mobile features to a non-mobile project:

1. Create a skin. This includes creating the trinidad-skins.xml file within the WEB-INF node of the ADF Mobile browser view project.
2. Create a style sheet.
3. Set the skin family in the trinidad-config.xml file (located in the WEB-INF node).

For more information, see "Create a Skin—An Overview" in Development Guidelines for Apache MyFaces Trinidad (http://myfaces.apache.org/trinidad/devguide/skinning.html).

Skin families in Apache MyFaces Trinidad are associated with a renderkit and a unique CSS file. Because Trinidad uses the desktop renderkit for Webkit-based mobile browsers and the PDA renderkit for all other mobile browsers, you can support all mobile browsers by creating two skin families, both of which reference one of these renderkits and a CSS file. Use the @agent and @platform selector rules to enable rendering based on the browser’s name, version, or platform. For more information, see “Skinning CSS Features” in Development Guidelines for Apache MyFaces Trinidad (http://myfaces.apache.org/trinidad/devguide/skinning.html).

4.3 Applying ADF Mobile Browser Skinning

Although CSS styles are applied automatically for many components, you can optimize the rendering of a component by defining its styleClass attribute.

4.3.1 Headers

Augmenting the <tr:panelHeader> component with the styleClass attribute enables the application to display title-only headers, as well as headers with both a title and links.
4.3.1.1 Creating a Title-Only Header

To create a title-only header, add `styleClass="af_m_toolbar"` to the `<tr:panelHeader>` component, as illustrated in Example 4–3.

Example 4–3  Adding Attributes to Create a Title-Only Header

```
<tr:panelHeader styleClass="af_m_toolbar" text="Welcome"/>
```

Figure 4–2 shows how this ADF Mobile browser attribute creates a title-only header on an Apple iPhone.

Figure 4–2  A Title-Only Header on the Apple iPhone

Table 4–2 lists examples of how title-only headers display on Windows Mobile devices, BlackBerry smartphones, and the Nokia Webkit.

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td><img src="example.png" alt="Welcome" /></td>
</tr>
<tr>
<td>Windows Mobile</td>
<td><img src="example.png" alt="Welcome" /></td>
</tr>
<tr>
<td>Nokia Webkit</td>
<td><img src="example.png" alt="Welcome" /></td>
</tr>
<tr>
<td>BlackBerry 4.2</td>
<td><img src="example.png" alt="Welcome" /></td>
</tr>
</tbody>
</table>

4.3.1.2 Creating Headers with Titles and Links

As illustrated in Figure 4–3, you can add links and a title within a header. Figure 4–3 shows such a header as it displays in on the Apple iPhone.

Figure 4–3  Title and Links Within a Header on Apple iPhone

As described in Section 4.3.1.1, "Creating a Title-Only Header," you define the title for the header (in Figure 4–3, a title called Transfer) by adding `styleClass="af_m_toolbar"` within the `<tr:panelHeader>` element. The links are defined as buttons (`styleClass="af_m_backButton"` and `styleClass="af_m_button"`, respectively) within the child `<tr:commandLink>` element as illustrated in Example 4–4. In Example 4–4, the `<tr:panelHeader>` element includes these attributes (in bold).

Example 4–4  Adding Titles and Links to Headers

```
<tr:panelHeader styleClass="af_m_toolbar"
    text="Transfer"/>
```
Applying ADF Mobile Browser Skinning

4.3.2 Table Components

Using the `styleClass` attribute enables table components within ADF Mobile browser application to render appropriately on various browsers.

4.3.2.1 Multi-Column Tables

Unlike panel headers, which require that you include the `styleClass` attribute to apply the style appropriately on the target platform, the table column headers do not require any attributes. Instead, you use the `<tr:columns>` component described in Section 3.7.1, “Creating Tables.” Figure 4–4 illustrates how column headers render on the Apple iPhone.

**Figure 4–4  Column Headers and Cells on Apple iPhone**

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td><img src="image" alt="Example" /></td>
</tr>
<tr>
<td>Windows Mobile</td>
<td><img src="image" alt="Example" /></td>
</tr>
<tr>
<td>Nokia Webkit</td>
<td><img src="image" alt="Example" /></td>
</tr>
<tr>
<td>BlackBerry 4.2</td>
<td><img src="image" alt="Example" /></td>
</tr>
</tbody>
</table>
Example 4–5 illustrates how to define the `<tr:columns>` element (in bold).

**Example 4–5  Creating Column Headers**

```xml
<tr:table var='row'/>
  <tr:column headerText="LastName">
    <tr:outputText value="#{row.bindings.LastName.inputValue}"/>
  </tr:column>
  <tr:column headerText="FirstName">
    <tr:outputText value="#{row.bindings.FirstName.inputValue}"/>
  </tr:column>
  <tr:column headerText="Phone">
    <tr:outputText value="#{row.bindings.Phone.inputValue}"/></tr:column>
</tr:table>
```

Table 4–4 shows examples of how column headers display on Windows Mobile devices, the Nokia Webkit, and BlackBerry smartphones.

**Table 4–4  Column Headers on Various Platforms**

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Windows Mobile</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Nokia Webkit</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Table 4–4  Column Headers on Various Platforms**

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Windows Mobile</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Nokia Webkit</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---
4.3.2.2 Adding Images and Primary Details with Links

Figure 4–5 demonstrates creating the links and details within a table using the styleClass values af_m_listingLink and af_m_listingDetails.

Table 4–4 (Cont.) Column Headers on Various Platforms

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.2</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FirstName</th>
<th>LastName</th>
<th>Phone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nathan</td>
<td>Chan</td>
<td>650-555-0134</td>
</tr>
<tr>
<td>Frank</td>
<td>Davis</td>
<td>650-555-0186</td>
</tr>
<tr>
<td>Alok</td>
<td>Gupta</td>
<td>650-555-0188</td>
</tr>
<tr>
<td>Louis</td>
<td>Robert</td>
<td>650-555-0145</td>
</tr>
</tbody>
</table>

Figure 4–5 Images, Links and Details as Rendered on the Apple iPhone

As illustrated in Example 4–6, you create these features by adding a <tr:panelGroupLayout> component as a child of a <tr:column> component. You then add the styleClass="af_m_listingLink" and styleClass="af_m_listingDetails" attributes to the panelGroupLayout's <tr:commandLink> and <tr:outputText> subcomponents. See Chapter 3, "Component Support" for information on the tr:panelGroupLayout, tr:commandLink, and tr:outputText.

Example 4–6 Adding Links with Details

```xml
<tr:table horizontalGridVisible="false" var='row' width='100%'>
  <tr:column>
    <tr:image source='${row.bindings.TypeIconUrl.inputValue}'/>
  </tr:column>
  <tr:column inlineStyle="width:100%;">
    <tr:panelGroupLayout layout="vertical">
      <tr:commandLink text='${row.bindings.DescShort.inputValue}' action='detail'
```

BlackBerry 4.2
Table 4-5 shows examples of how images, links, and details display on Windows Mobile devices, the Nokia Webkit, and BlackBerry smartphones.

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td><img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /></td>
</tr>
<tr>
<td></td>
<td><img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /></td>
</tr>
<tr>
<td>Windows Mobile</td>
<td><img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /></td>
</tr>
<tr>
<td></td>
<td><img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /></td>
</tr>
<tr>
<td>Nokia Webkit</td>
<td><img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /></td>
</tr>
<tr>
<td></td>
<td><img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /></td>
</tr>
<tr>
<td>BlackBerry 4.2</td>
<td><img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /></td>
</tr>
<tr>
<td></td>
<td><img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /> <img src="Image.png" alt="Image" /></td>
</tr>
</tbody>
</table>
4.3.2.3 Creating Primary Details with Links

Figure 4–6 illustrates how to create primary details and links within a table.

![Image of a table with links and details]

**Figure 4–6 Primary Details with Links as Rendered on Apple iPhone**

Similar to adding the primary links and details with images described in Section 4.3.2.2, "Adding Images and Primary Details with Links," you create these features by adding a `<tr:panelGroupLayout>` component as a child of a `<tr:column>` component. As illustrated in Example 4–7, you then add the `styleClass="af_m_listingLink"` and `styleClass="af_m_listingDetails"` attributes to the `panelGroupLayout`'s `<tr:commandLink>` and `<tr:outputText>` subcomponents. See Chapter 3, "Component Support" for information on the `<tr:panelGroupLayout>`, `<tr:commandLink>`, and `<tr:outputText>`.

**Example 4–7 Primary Details and Links**

```xml
<tr:table horizontalGridVisible="false"
         var="row"
         width="100%">
    <tr:column>
        <tr:panelGroupLayout layout="vertical">
            <tr:commandLink text="#{row.bindings.Email.inputValue}" styleClass="af_m_listingLink">
            </tr:commandLink>
            <tr:outputText value="#{row.bindings.FirstName.inputValue}" styleClass="af_m_listingDetails"/>
        </tr:panelGroupLayout>
    </tr:column>
</tr:table>
```

Table 4–6 shows examples of how links and details display on Windows Mobile devices, the Nokia Webkit, and BlackBerry smartphones.

**Table 4–6 Images and Links on Various Platforms**

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td><img src="image" alt="Example of BlackBerry 4.6" /></td>
</tr>
</tbody>
</table>
4.3.2.4 Creating Primary Details Without Links

As illustrated in Figure 4–7, af_m_listingPrimaryDetails and af_m_listingDetails style classes enable you to create details that do not function as links; their behavior is different from the primary details described in Section 4.3.2.2, "Adding Images and Primary Details with Links."

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows Mobile</td>
<td><img src="image" alt="Table" /></td>
</tr>
<tr>
<td>Nokia Webkit</td>
<td><img src="image" alt="Table" /></td>
</tr>
<tr>
<td>BlackBerry 4.2</td>
<td><img src="image" alt="Table" /></td>
</tr>
</tbody>
</table>
Figure 4–7  Primary Details without Links on Apple iPhone

As illustrated in Example 4–8, you create non-linking primary details by adding `styleClass="af_m_listingPrimaryDetails"` and `styleClass="af_m_listingDetails"` to the `<tr:outputText>` element. This element is a child of the `<tr:panelGroupLayout>` element (which is itself a child of the `<tr:column>` element).

**Example 4–8  Adding Non-Linking Primary Details**

```xml
<tr:table horizontalGridVisible="false"
var="row"
width="100%">
  <tr:column>
    <tr:panelGroupLayout layout="vertical">
      <tr:outputText value="#{row.bindings.Amount.inputValue}"
        styleClass="af_m_listingPrimaryDetails">
      </tr:outputText>
      <tr:outputText value="#{row.bindings.FromAccountName.inputValue}"
        styleClass="af_m_listingDetails"/>
    </tr:panelGroupLayout>
  </tr:column>
</tr:table>
```

Table 4–7 shows examples of how non-linking details display on Windows Mobile devices, the Nokia Webkit, and BlackBerry smartphones.

**Table 4–7  Non-Linking Details on Various Platforms**

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td>$586.6 on 2008-12-09</td>
</tr>
<tr>
<td></td>
<td>From Credit To Saving</td>
</tr>
<tr>
<td></td>
<td>$53.9 on 2008-12-09</td>
</tr>
<tr>
<td></td>
<td>From Saving To Checking</td>
</tr>
<tr>
<td></td>
<td>$263.31 on 2008-12-09</td>
</tr>
<tr>
<td></td>
<td>From Checking To Loc</td>
</tr>
<tr>
<td>Windows Mobile</td>
<td>$836.94 on 2008-12-09</td>
</tr>
<tr>
<td></td>
<td>From Mortgage To Credit</td>
</tr>
<tr>
<td></td>
<td>$663.39 on 2008-12-09</td>
</tr>
<tr>
<td></td>
<td>From Saving To Checking</td>
</tr>
<tr>
<td></td>
<td>$588.92 on 2008-12-09</td>
</tr>
<tr>
<td></td>
<td>From Credit To Saving</td>
</tr>
</tbody>
</table>
4.3.3 Panel List Components

Defining the value of the styleClass as af_m_panelBase within the <tr:panelGroupLayout> component applies padding to the <tr:panelList> components, as shown in Figure 4–8.

**Figure 4–8  Rendering Padding on an Apple iPhone**

As illustrated in Example 4–9, you do not have to include a styleClass attribute in the child <tr:panelList> component. For more information on using <tr:panelList> and <tr:panelGroupLayout>, see Section 3.2.2, "Creating Lists" and Section 3.4, "Layout Components," respectively.

**Example 4–9  Adding Padding to panelList Components**

```xml
<tr:panelGroupLayout styleClass="af_m_panelBase">
    <tr:panelList>
        <tr:commandLink text="Welcome" action="welcome"/>
        <tr:commandLink text="Branch" action="branch"/>
    </tr:panelList>
</tr:panelGroupLayout>
```

Table 4–8 shows examples of padding in the <tr:panelList> component on Windows Mobile devices, the Nokia Webkit, and BlackBerry smartphones.
4.3.4 PanelFormLayout

Defining the value of the styleClass attribute as af_m_panelBase within the <tr:panelGroupLayout> component applies padding to the child <tr:panelFormLayout> components, as shown in Figure 4–9.

**Figure 4–9** Padding Rendered in panelFormLayout on Apple iPhone

As illustrated in Example 4–10, you do not need to add styleClass to the <tr:panelFormLayout> component.

**Example 4–10** Applying Padding to the PanelFormLayout Component

```xml
<tr:panelGroupLayout styleClass="af_m_panelBase">
  <tr:panelFormLayout labelWidth="35%" fieldWidth="65%">
    <tr:selectOneChoice value="#{transferBean.transferFromAccount}" label="From:" showRequired="false">
      <f:selectItems value="#{bindings.AccountView1.items}"/>
    </tr:selectOneChoice>
  </tr:panelFormLayout>
</tr:panelGroupLayout>
```

---

**Table 4–8 Padding Applied to <tr:panelList> on Various Platforms**

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td><img src="image" alt="Padding Applied to BlackBerry 4.6" /></td>
</tr>
<tr>
<td>Windows Mobile</td>
<td><img src="image" alt="Padding Applied to Windows Mobile" /></td>
</tr>
<tr>
<td>Nokia Webkit</td>
<td><img src="image" alt="Padding Applied to Nokia Webkit" /></td>
</tr>
<tr>
<td>BlackBerry 4.2</td>
<td><img src="image" alt="Padding Applied to BlackBerry 4.2" /></td>
</tr>
</tbody>
</table>
Table 4–9 shows examples of padding in the <tr:panelList> component on Windows Mobile devices, the Nokia Webkit, and BlackBerry smartphones.

**Table 4–9  Padding Applied to <tr:panelFormLayout> Component on Various Platforms**

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td><img src="example_blackberry.png" alt="Example Image" /></td>
</tr>
<tr>
<td>Windows Mobile</td>
<td><img src="example_windows.png" alt="Example Image" /></td>
</tr>
</tbody>
</table>
### 4.3.5 Panel Accordion

Defining the value of the `styleClass` attribute as `af_m_panelBase` within the `<tr:panelGroupLayout>` component applies padding to its `<tr:panelAccordion>` component, as shown in Figure 4–10.

**Figure 4–10  Padding Applied to the Panel Accordion on Apple iPhone**

As illustrated in Example 4–11, you do not need to add the `styleClass` attribute to the `<tr:panelAccordion>` component.

**Example 4–11  Applying Padding to the `<tr:panelAccordion>` Component**

```xml
<tr:panelGroupLayout styleClass="af_m_panelBase">
    <tr:panelAccordion discloseMany="true">
        <tr:showDetailItem text="Name" disclosed="true">
            <tr:panelFormLayout fieldWidth="70%" labelWidth="30%">
                <!-- ... -->
            </tr:panelFormLayout>
            <!-- ... -->
        </tr:showDetailItem>
    </tr:panelAccordion>
</tr:panelGroupLayout>
```

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nokia Webkit</td>
<td><img src="image" alt="Nokia Webkit Padding" /></td>
</tr>
<tr>
<td>BlackBerry 4.2</td>
<td><img src="image" alt="Blackberry 4.2 Padding" /></td>
</tr>
</tbody>
</table>
Example 4–10 shows examples of padding in the `<tr:panelAccordion>` component on Windows Mobile devices, the Nokia Webkit, and BlackBerry smartphones.

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlackBerry 4.6</td>
<td><img src="image" alt="Example BlackBerry 4.6" /></td>
</tr>
<tr>
<td>Windows Mobile</td>
<td><img src="image" alt="Example Windows Mobile" /></td>
</tr>
</tbody>
</table>
Table 4–10  (Cont.) `<tr:panelAccordion> on Various Platforms

<table>
<thead>
<tr>
<th>Platform</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nokia Webkit</td>
<td><img src="image" alt="Nokia Webkit Example" /></td>
</tr>
<tr>
<td>BlackBerry 4.2</td>
<td><img src="image" alt="Blackberry 4.2 Example" /></td>
</tr>
</tbody>
</table>
This chapter describes ADF Mobile browser's support for basic HTML mobile browsers.

This chapter includes the following sections:

- Section 5.1, "About Basic HTML Mobile Browser Support"
- Section 5.2, "Developing Applications for Basic HTML Mobile Browsers"
- Section 5.3, "Styling Basic HTML Mobile Browsers"

### 5.1 About Basic HTML Mobile Browser Support

Because basic HTML browsers for mobile devices do not support JavaScript, they are less robust than the other browsers supported by ADF Mobile browser, such as those for BlackBerry smartphones or the Apple iPhone. Aside from the browsers listed in Section 1.2, "Supported Mobile Browser Features," ADF Mobile browser considers most common browsers as basic HTML mobile browsers. (ADF Mobile browser may not recognize certain mobile browsers, however.)

#### 5.1.1 Requirements for Basic HTML Mobile Browser Support

The minimum requirement for ADF Mobile browser's support is XHTML Basic, or the XHTML Mobile Profile that includes WAP2. However, ADF Mobile browser does not support the WAP1 browsers that do not support either XHTML Basic or the XHTML Mobile Profile.

---

**Note:** ADF Mobile browser does not support the WAP1 browsers that do not support either XHTML Basic or the XHTML Mobile Profile.

---

### 5.2 Developing Applications for Basic HTML Mobile Browsers

Because the ADF Mobile browser serves pages to mobile browsers that are appropriate to a browser's capabilities or limitations, you do not have to create user interfaces that are specific to basic HTML mobile browsers. However, the absence of JavaScript support by these browsers limits the functionality of certain HTML elements.

- Basic HTML mobile browsers do not support the `autosubmit` attribute. Add a submit button to the form only if the form submission responds to a component's autosubmit feature. For composite components with built-in autosubmit features, ADF Mobile browser adds a submit button to enable users to submit the form.
- Basic HTML mobile browsers do not support form-submitting links. All submitting elements are rendered as buttons. Basic HTML mobile browsers do not
support the child components of such input elements. As a consequence, the child components of the \texttt{tr:commandLink} component cannot render in a basic HTML mobile browser. For more information on \texttt{tr:commandLink}, see Section 3.5.2, "Creating Links."

5.3 Styling Basic HTML Mobile Browsers

ADF Mobile browser provides basic CSS support for basic HTML mobile browsers. Although most of these browsers support CSS, ADF Mobile browser applications can even run on the browsers that do not support CSS. In these cases, however, the user interface may be difficult to use. As a precaution, you should test the ADF Mobile browser application on as many browsers as possible.
This chapter describes how to accommodate the behavior of BlackBerry browsers 4.2 to 4.5.

This chapter includes the following sections:

- Section 6.1, "About BlackBerry Browser Display Behavior"
- Section 6.2, "Formatting Tables to Prevent Wrapping"
- Section 6.3, "Formatting Label and Message Panels"
- Section 6.4, "Formatting Column Width"
- Section 6.5, "What You May Need to Know About Display Variations on BlackBerry Smartphones"

6.1 About BlackBerry Browser Display Behavior

The BlackBerry browser behaves differently than other browsers in that it does not display pages using horizontal scrolling. Instead, it fits a page to the width of the screen.

6.2 Formatting Tables to Prevent Wrapping

Because browsers wrap long words between fields, avoid long words on lines that contain multiple fields when formatting tables.

Note: Within this chapter, a word refers to a series of characters. In this context, a word does not include white space.

Because the default mode of the BlackBerry browser limits the browser width to that of the physical screen, any field that cannot fit within a line is displayed on the next line. If the intent of an application is to display multiple elements in one line, then you must ensure that the total width of the fields are within the width of the browser. Like other browsers, the BlackBerry browser wraps multiple lines when needed. The column width cannot be reduced beyond the size of the longest word in the field.

6.2.1 How to Prevent Fields from Wrapping in Tables

To prevent fields from wrapping, ensure that the total of the size attribute values in a table’s row satisfies the following formula when all of the fields in a row are input fields.
3 * Number of columns + the Sum of the size attributes in all columns <= X, when X=48

In general, field sizes in table columns should satisfy the following formula:

\[ 3 \times \text{Number of Columns} + \sum \text{size attributes in all input field columns} + \sum \text{number of characters in longest words in all output field columns} \leq X, \text{ when } X=48 \]

If the field still wraps, decrease the value of X until it fits.

6.3 Formatting Label and Message Panels

To preserve the intended programming flexibility, nowrap attributes are supported and inserted when they are explicitly programmed for the Trinidad component. You may encounter problems if you add nowrap to a component definition when you program pages.

6.4 Formatting Column Width

When formatting columns, set the percentage width specification for both the label and the field in the tr:panelFormLayout component so that the total width is 100%.

6.5 What You May Need to Know About Display Variations on BlackBerry Smartphones

The same application can display differently on different devices because of such factors as:

- Changing the Minimum Font Size
- Form Factor Variations

6.5.1 Changing the Minimum Font Size

Changing the minimum font size through user preferences affects the formatting ability of the ADF Mobile browser renderer. For example, input fields and their corresponding labels align properly when the font is set to its default size of 6 pt., as shown in Figure 6–1.

*Figure 6–1  Application Display Using the Default Font Size of 6 pt.*

Increasing the font size to 10 pt., however, disrupts the display by shifting the input fields beneath their corresponding labels. As a result, the page is difficult to read. Figure 6–2 shows a page that is too large for the display screen.
6.5.2 Form Factor Variations

Differing screen sizes can affect display. Even if the font size is at the default of 6 pt. (illustrated in Figure 6–1), the same application appears differently on other devices. In Figure 6–3, the input fields barely fit the device’s screen, even though they are easily accommodated on other devices running the same application, as shown in Figure 6–1.

In addition, input fields may display properly on the screen of one device, but may appear crowded on the screen of another type of device.

Figure 6–4 shows an application whose table cells are not wide enough to accommodate the text, causing it to wrap.
This chapter describes how the Trinidad infrastructure determines narrow screen support and how it uses EL expressions to expose user agent details.

This chapter includes the following sections:

- Section 7.1, "Determining Narrow Screen Support"
- Section 7.2, "Determining User Agent Capabilities Using EL Expressions"

### 7.1 Determining Narrow Screen Support

Mobile devices have a wide range of screen widths. As a result, the UI components of a web application may render properly on a device with a screen width measuring 240 pixels, but not align correctly when the application runs on a device that has a screen width of only 100 pixels. In such a situation, Trinidad optimizes its rendering for narrow-screen devices. Trinidad considers any device with a screen width of less than 240 pixels as a narrow screen and optimizes the rendering for the following components accordingly:

- tr:breadcrumbs
- tr:inputText
- tr:navigationPane
- tr:panelFormLayout
- tr:panelLabelAndMessage
- tr:processChoiceBar
- tr:selectRangeChoiceBar

### 7.1.1 How Trinidad Determines Narrow-Screen Optimization

Because Trinidad only considers a device with a screen width that measures less than 240 pixels as a narrow screen, it does not consider iPods (Safari browsers) or BlackBerry smartphones (BlackBerry browsers), which usually have screens that are greater than 240 pixels, as such. For a Windows Mobile browser, Trinidad determines the screen width from the UA-pixels request header and only applies narrow screen optimization if the screen-width is less than 240 pixels. For all other user agents, however, Trinidad optimizes its rendering for a narrow screen device.
7.2 Determining User Agent Capabilities Using EL Expressions

Trinidad exposes a requesting user agent's details using the EL expression, 
#{requestContext.agent}, which returns an agent object that describes the
requesting user agent. By adding the detail name or capability name properties to this
expression, you enable Trinidad to return details that include the user agent's name,
version, platform, the version of the platform, the model (which is applicable only to
BlackBerry), and the browser's support for JavaScript and PPR (Partial Page
Rendering). For information on exposing user agent details, see Section 7.2.1, "How To
Determine User Agent Details." For information on determining browser capabilities,
see Section 7.2.2, "How to Determine Browser Capabilities."

7.2.1 How To Determine User Agent Details

When Trinidad receives a request, it parses user agent strings for a variety of user
agent details (listed in Table 7–1) that include type, the name and version of the agent,
and the agent's platform name and platform version. Trinidad uses the EL expression
#{requestContext.agent.<detail-name>} to expose these details. For example, to
retrieve the category appropriate to the user agent type (that is, desktop for a desktop
browser, or PDA for mobile browsers), Trinidad uses the type detail in the EL
expression as follows:

#{requestContext.agent.type}

---

**Note:** Trinidad may return a null value for such details as
PlatformName and PlatformVersion if it cannot parse them from the
user agent string.

---

<table>
<thead>
<tr>
<th>Detail Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>type</td>
<td>Identifies a user agent type. For desktop and mobile browsers, the values are desktop and PDA, respectively. Because Safari provides all desktop browser features when it runs in a mobile device, the agent object exposes this detail as a desktop type.</td>
</tr>
<tr>
<td>agentName</td>
<td>The name of the agent</td>
</tr>
<tr>
<td>agentVersion</td>
<td>The version of the agent</td>
</tr>
<tr>
<td>platformName</td>
<td>The platform on which the agent runs</td>
</tr>
<tr>
<td>platformVersion</td>
<td>The version of the platform on which the agent runs</td>
</tr>
<tr>
<td>hardwareMakeModel</td>
<td>The model of the mobile device</td>
</tr>
</tbody>
</table>

7.2.2 How to Determine Browser Capabilities

Trinidad sends its response to a user agent's request based on the capabilities it assigns
to a user agent. These capabilities include a user agent's support for JavaScript and
PPR. Some of these capabilities (listed in Table 7–2) are exposed through the EL
expression #{requestContext.agent.capabilities}.

Use the EL expression #{requestContext.agent.capabilities.<capability-name>}
to determine the specific capability assigned to a user agent by Trinidad. For example,
to determine whether Trinidad assigns JavaScript capability to a user agent, use the
following EL expression:

#{requestContext.agent.capabilities.scriptingSpeed!='none'}
<table>
<thead>
<tr>
<th>Capability Name</th>
<th>Detail</th>
</tr>
</thead>
<tbody>
<tr>
<td>narrowScreen</td>
<td>Indicates whether Trinidad optimizes its rendering for a narrow-screen device. It returns true (a boolean type) if Trinidad optimizes its rendering for a narrow-screen device.</td>
</tr>
<tr>
<td>scriptingSpeed</td>
<td>Indicates JavaScript support for a user agent. Returns none (a String type) if the user agent does not support JavaScript.</td>
</tr>
<tr>
<td>partialRendering</td>
<td>Indicates PPR support for a user agent. Returns true (a boolean type) if the browser supports PPR.</td>
</tr>
</tbody>
</table>
This chapter describes how to add e-mail, telephony, and Google Maps functionality to ADF Mobile browser applications.

This chapter includes the following sections:

- Section 8.1, "Introduction to Extending Applications for E-Mail, Telephony, and Google Maps"
- Section 8.2, "Integrating an E-Mail Client"
- Section 8.3, "Integrating Telephony"
- Section 8.4, "Integrating Google Maps"
- Section 8.5, "What You May Need to Know About Page Display Dimensions"

### 8.1 Introduction to Extending Applications for E-Mail, Telephony, and Google Maps

In addition to using the style sheets described in Chapter 4, "Skinning ADF Mobile Browser Applications", you can further tailor an ADF Mobile browser application to include support for e-mail, telephony, and Google Maps by defining the `tr:goButton` and `tr:goLink` components with EL (Expression Language) expressions.

### 8.2 Integrating an E-Mail Client

To invoke an e-mail application from a web application:

1. Use either the `tr:goButton` or the `tr:goLink` components.
2. Prepend the `mailto:` protocol in an HTML link.
3. Set the `destination` property to the HTML link (represented as the Expression Language statement `#{sessionScope.empDetails.Email}` in Example 8–1).

**Example 8–1  Integrating the iPhone E-Mail Client Using the mailto: Protocol**

```html
<tr:goLink styleClass="messageText"
    text="#{sessionScope.empDetails.Email}"
    destination="mailto:#{sessionScope.empDetails.Email}"/>
```

### 8.2.1 Adding Mail Properties

The `mailto:` protocol enables you to add the mail properties that are listed in Table 8–1.
To specify these properties, append the e-mail address with question mark (?) as illustrated by \#(sessionScope.empDetails.Email)? in **Example 8–2** and then add the properties, separating each with an ampersand (&).

**Example 8–2  Adding E-Mail Properties**

```xml
<tr:goLink styleClass="messageText"
text="\#(sessionScope.empDetails.Email)"
destination="mailto:\#(sessionScope.empDetails.Email)?subject=hello &cc=myboss@oracle.com &bcc=me@oracle.com &body=good morning!"/>
```

8.3 Integrating Telephony

To invoke a call dialog box for a phone number:

1. Use either the `tr:goButton` or the `tr:goLink` component.
2. Prepend the phone number with the `tel:` protocol.
   
   **Note:** The phone number must support the portion of the RFC 2806 protocol ([http://www.ietf.org/rfc/rfc2806.txt](http://www.ietf.org/rfc/rfc2806.txt)) which enables you to add pauses or dial extensions after an end user dials the primary phone number. Because Apple does not specify which portions of RFC 2086 that it supports, you must test each portion.

3. Set the `destination` property to the telephone number (represented as the EL expression, `#{sessionScope.empDetails.PhoneNumber}` in **Example 8–3**).

**Example 8–3  Enabling the Call Dialog Box**

```xml
<tr:goLink styleClass="messageText"
text="\#(sessionScope.empDetails.PhoneNumber)"
destination="tel:\#(sessionScope.empDetails.PhoneNumber)="/>
```

8.4 Integrating Google Maps

To create a link that displays a map that shows the data available in the application, specify the `destination` property of the `tr:goLink` component as follows:

1. Use either the `tr:goButton` or the `tr:goLink` component.
2. Define destination= as the URL of Google Maps.
   (destination=http://maps.google.com/maps, as illustrated in Example 8–4.)

3. To search for a location, append the Google Maps URL with ?q=.

4. Define q= using the address string of the target location. This value can be a full street address, a city, landmark, or any item that Google Maps can search for and locate. If multiple items are found, Google Maps drops multiple pins automatically.

   **Note:** The address described in the text string must be well-formatted and include commas between words. For the destination string, replace spaces with plus sign (+) characters.

Example 8–4 illustrates how to define the tr:goLink component to invoke a Google Maps application and then drop a pin on 200 Oracle Parkway.

**Example 8–4  Specifying Locations in Google Maps**

<tr:goLink styleClass="messageAddrText"
    text="200 Oracle Parkway, Redwood City, CA, USA"
    destination="http://maps.google.com/maps?q=200+Oracle+Parkway,+Redwood+City,+CA,+USA"/>

Example 8–5 illustrates specifying a location using an address represented by EL expressions.

**Example 8–5  Specifying Locations in Google Maps Using EL Expressions**

<tr:goLink styleClass="messageAddrText"
    text="#{sessionScope.empDetails.StreetAddress},
          #{sessionScope.empDetails.City},
          #{sessionScope.empDetails.StateProvince},
          #{sessionScope.empDetails.CountryName}"
    destination="http://maps.google.com/maps?q=#{sessionScope.empDetails.StreetAddress},
          +#{sessionScope.empDetails.City},
          +#{sessionScope.empDetails.StateProvince},
          +#{sessionScope.empDetails.CountryName}"/>

You must join each EL expression in the address string with a plus sign (+), as illustrated in Example 8–5. Do not include spaces between the EL expressions.

### 8.4.1 Programming Driving Directions

Google Maps also supports driving directions. Modify the string following the question mark (?) in the Google Maps URL with the starting and destination addresses (saddr=<starting_address>&daddr=<destination_address>). Using this format, the directions from Oracle headquarters at 200 Oracle Parkway in Redwood City, California, to 1 Telegraph Hill in San Francisco, California, are as follows:

http://maps.google.com/maps?
   saddr=200+Oracle+Parkway,+Redwood+City,+CA,+USA
   &daddr=1+Telegraph+Hill,+San+Francisco,+CA,+USA

   **Note:** Apple and Google have not yet published other APIs.
8.4.2 Supporting Google Maps on iPhone

iPhone Safari supports both Google Maps and YouTube applications in that it automatically intercepts certain URL calls and invokes a native application rather than opening the URL for the target web site. For example, when a user clicks an HTML link to Google Maps (http://maps.google.com), Safari invokes a native Google Maps application rather than navigating to the Google Maps web site. Because the native Google maps application accepts URL parameters supported by maps.google.com, users can specify a location and drop a pin.

8.5 What You May Need to Know About Page Display Dimensions

To control the correct zoom ratio, add a viewport meta tag in the header of a page. The viewport is a device-specific meta tag used to ensure that a page displays at the correct scale. Example 8–6, illustrates setting the viewports for both iPhones and BlackBerry smartphones. For more information on the viewport, see iOS Human Interface Guidelines, available from the iOS Developer Library (http://developer.apple.com/library/ios/navigation/).

Example 8–6 Setting Viewports

```html
<trh:head title="Online Banking Demo">
  <meta http-equiv="Content-Type" content="text/html; charset=windows-1252" />
  <f:verbatim rendered="# {requestContext.agent.skinFamilyType eq 'blackberry'}">
    <meta name="viewport" content="width=device-width; height=device-height; initial-scale=1.0; maximum-scale=1.0; user-scalable=0;"/>
  </f:verbatim>
  <f:verbatim rendered="# {requestContext.agent.skinFamilyType eq 'iphonewebkit'}">
    <meta name="viewport" content="width=device-width; initial-scale=1.0; maximum-scale=1.0; user-scalable=0;"/>
  </f:verbatim>
</trh:head>
```

Note: Versions 4.6 and later of BlackBerry support the HandheldFriendly meta tag which is similar to viewport. Include the following line in the header to enable the page to scale appropriately:

```html
<meta name="HandheldFriendly" content="True"/>
```

8.5.1 Setting the Viewports for iPhone

While some mobile browser applications may display correctly on desktop Safari browsers, they may not scale not correctly for the smaller screen of the iPhone and may appear too large. As a result, the iPhone shrinks pages until they are too small to read. The following line from Example 8–6, illustrates how to set the iPhone viewport specifications in the <head> element to ensure that applications display properly on iPhones.
<f:verbatim rendered="#{requestContext.agent.skinFamilyType eq 'iphonewebkit')">
<meta name="viewport"
    content="width=device-width;
    initial-scale=1.0;
    maximum-scale=1.0;
    user-scalable=0;"/>

