

**Rachele DiTullio**

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I like the look & feel here!

Catherine Curran Munro November 22, 2012 at 10:50 PM**Sinan Baltacioglu** November 22, 2012 at 10:53 PM

Agreed! I'm a fan of the clean lines and contrasting post button - nice UX

**Catherine Curran Munro** November 22, 2012 at 10:55 PM

Good Evening Sinan! Always online as usual ;-) - are you on your mobile device or at home-desk this evening?

[reply](#) | [report abuse](#)**Sinan Baltacioglu** November 22, 2012 at 11:04 PM

;) tuning in from the home office - I see you're checking out the cool styles and features too. The team has done a great job eh!

Comment on Status: "Customer Self-Service version 3.0 now available! <http://on.fb.me/XGDON3>"**Catherine Curran Munro** November 22, 2012 at 10:33 PM

CSS 3.0 looks super!

Tag(s)

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Catherine Curran Munro

Joined: Joined Nov 6, 2012

Profile Views: 11 views

Profile Updated:

Updated Nov 6, 2012

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Overview

Tags: [mobile](#) [overview](#) [wave](#)

An overview of OpenText Mobile Wave, the Mobile Application Development Platform.

What is OpenText Mobile Wave?



OpenText Mobile Wave is an innovative software platform that enables the creation of high-quality, media-rich apps for all leading mobile devices. All the major smartphones and tablets are supported, including iPhone, iPad, Android, Blackberry, and Windows Mobile (Windows Phone to follow in Wave 4.0).

OpenText Mobile Wave Design Studio offers tools that are used to create mobile apps without the need to invest in specific mobile skills or customized development for each mobile operating system. Our ability to rapidly build application prototypes reduces time to market by accelerating the approval of both application design and functionality. Mobile Wave powers the development and delivery of compelling mobile application experiences that possess a familiar native device look and feel without the cost and timescales associated with the development for each mobile operating environment. By harnessing the benefit of reusable components, customers can eliminate risk and deploy proven mobile solutions swiftly and cost effectively.

Wiki Search

Wiki - Index List

See [full index of all pages](#) or just pages whose title starts with:

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Wiki Page

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Do you have an idea? Share it with us and vote for others ideas

Idea Library Search

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Tag(s)

- [cross-platform idea](#)
- [windows8 wp8](#)

2
 PROMOTE
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Windows Phone 8 Support

Tags: [cross-platform](#) [windows8](#) [wp8](#)

Last modified 11/9/12 at 9:36 AM by [Werner De Jong](#).

Microsoft have recently released Windows Phone 8, a brand-new mobile operating system. Windows Phone 8 has many similarities with Windows 8. A feature that is particularly interesting is Live Tiles. Tiles are links to applications, features, functions and individual items (such as contacts, web pages, applications or media items). Users can add, rearrange, or remove tiles. Tiles are dynamic and update in real time - for example, the tile for an email account would display the number of unread messages or a tile could display a live update of the weather.

Essentially, a Live Tile is the most exciting user interface feature since the release of Apple's iOS.

We must ensure that Wave applications are supported on Windows Phone 8 and its desktop cousin, Windows 8.

Status: In Progress

[0 comment\(s\)](#) | [63 view\(s\)](#)

Showing 1 - 1 of 1 item(s)

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A forum for recording what you like, what does work the way you want it to, successful use cases, and anything else you want to share with the community.

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Topic	Views	Posts	Last Post	Last Post By
Mobile UI Frameworks	3985	1	11/9/12 at 12:11 PM	Werner De Jong
Native, HTML5 or Hybrid?	784	1	11/9/12 at 12:10 PM	Werner De Jong

Showing 1 - 2 of 2 item(s)

10 items per page

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Native, HTML5 or Hybrid?

784 view(s), 1 post(s) since 11/9/12.

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Werner De Jong 11/9/12 at 12:10 PM

Reply



Mobile applications can be developed in a variety of ways.

To publish information to a mobile device, you could create a mobile web page, which means that you are basically reformatting a web page so that it looks good on a mobile device.

Or you could build an entirely native application, which is costly and requires specialist skills, but offers the best user experience.

Or you could create an HTML5 app, using JavaScript, CSS3 and/or a User Interface framework, such as jQuery Mobile, Bootstrap or Sencha Touch. Performance may suffer and you have restricted access to certain device features.

Or you could create a hybrid native/HTML5 app, using Apache Cordova (PhoneGap) to enhance the integration with the device OS and hardware and deliver an improved (compared to pure HTML5) user experience.

We would love to know your views with regard to this. What is your view on support for hybrid vs. native and web applications?

Tags: [cordova](#) [html5](#) [hybrid](#) [native](#) [phonegap](#)

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Steven Tan has joined the community

November 27, 2012 at 9:03 AM



Tomorrow, it's the first presentation with a preview of OpenText...

Werner De Jong November 27, 2012 at 8:54 AM

Tomorrow, it's the first presentation with a preview of OpenText Mobile Wave 4.0!

[comment](#) | [report abuse](#)



Greg Butler has joined the community

November 23, 2012 at 2:17 PM



Sergio Falcone has joined the community

November 22, 2012 at 9:07 AM



Wiki Page: "Deployment Examples" was modified

Werner De Jong November 22, 2012 at 5:20 AM

Current OpenText Mobile Wave customers.

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Description

Welcome to the Mobile community, entirely dedicated to OpenText Mobile Wave. Wave is the software and infrastructure to develop and deliver mobile, content driven, applications. Join this community to learn more about installing and using Wave to create your mobile app. You can share your experiences, ideas and code-samples in the discussion forums, and provide input to or simply stay up-to-date with the developments around Wave.

Administrator:

Werner De Jong
wdejong@opentext.com

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Herb Watkins
1 day ago

Joyce Hostyn
1 day ago

Jessica Sundstroem
1 day ago

Debra Louison-Lavoy
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Blog

Tags: [apps](#) [development](#) [mobile](#) [news](#) [opinion](#) [wave](#)

Find out more about the developments around Mobile Wave and the mobile marketplace as a whole. The postings on this site solely reflect the personal views of each author and do not necessarily represent the views, positions, strategies or opinions of OpenText or OpenText management. OpenText reserves the right to remove content deemed inappropriate.

Developing OpenText Events LIVE! - The Secret of Going Mobile (behind the scenes) - Part 2



By [Werner De Jong](#)

Published 11/9/12 at 8:07 AM

★★★★★ 0 comment(s) | 76 view(s) | 0 edit(s)

Simon Harvey, CEO of Demodia LLC, the content marketing, marketing automation and demand generation agency, continues his post about creating the OpenText Events LIVE! app using OpenText Mobile Wave. (Part 2 of 2)

[Read full article...](#)

Developing OpenText Events LIVE! - The Secret of Going Mobile (up front) - Part 1



By [Werner De Jong](#)

Published 11/9/12 at 7:40 AM

★★★★★ 0 comment(s) | 114 view(s) | 0 edit(s)

Simon Harvey, CEO of Demodia LLC, the content marketing, marketing automation and demand generation agency, writes about creating the OpenText Events LIVE! app using OpenText Mobile Wave. (Part 1 of 2)

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The Future of Wave



By [Werner De Jong](#)

Published 11/7/12 at 6:35 AM

★★★★★ 0 comment(s) | 69 view(s) | 0 edit(s)

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Ideas

Idea Library in Mobile. Posted by [Werner De Jong](#) on Nov 9, 2012

Do you have an idea? Share it with us and vote for others ideas



Profile blog

Blog in Werner De Jong's Profile. Posted by [Werner De Jong](#) on Nov 12, 2012

[Profile blog Desc](#)



Mobile UI Frameworks

Post / Topic (Forum) in Mobile. Posted by [Werner De Jong](#) on Nov 9, 2012



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Wiki Page in Mobile. Posted by [Werner De Jong](#) on Nov 12, 2012

Tutorials for helping you on your way developing cross-platform mobile applications using OpenText Mobile Wave.



FAQ

Wiki in Mobile. Posted by [Werner De Jong](#) on Nov 8, 2012

OpenText enables mobile content creation, development and delivery of Web Experience Management AND Enterprise Content Management systems across all leading mobile devices including smartphone and tab...



Overview

Wiki in Mobile. Posted by [Werner De Jong](#) on Nov 9, 2012

An overview of OpenText Mobile Wave, the Mobile Application Development Platform.



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Discussion in Mobile. Posted by [Werner De Jong](#) on Nov 16, 2012

A forum for recording what you like, what does work the way you want it to, successful use cases, and anything else you want to share with the community.

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