

# In App Purchasing for Flash Lite Whitepaper

## Introduction

In App purchasing for Flash Lite enables instant on-device payments from Flash Lite mobile applications using KunerLite Payment plug-in. Seamlessly integrating payment and license management of Tanla License Manager and KunerLite Rapid Application Development Toolkit, In App Purchasing for Flash Lite aims to provide a solid monetization and DRM solution to Flash Lite developers. Using the solution, it's possible to create Try & Buy, periodic & full licenses and subscriptions for Flash Lite mobile applications, besides In-App purchasing business models.



This whitepaper provides an overview of In App purchasing system.

## Usage

In App purchasing Flash Lite is utilized using KunerLite payment plug-in which offers access to Tanla License Manager features from Flash Lite. As any other available KunerLite plug-in, developers are able to make calls within their applications using ActionScript, publish and package their SWF into installation files via KunerLite Wizard.

When plug-in is called during runtime, typically after the launch of the Flash Lite application, the Flash Lite connects via localhost to KunerLite Symbian C++ server, which directs the request to Payment plug-in DLL and the command is executed. Finally the response is returned to Flash Lite with status codes which are described more in details in following sections.

For further information and KunerLite Payment plug-in usage details; please refer to [KunerLite wiki](#).

kuneri®

TANLA  
connecting the dots

## Process

To utilize In App purchasing for Flash Lite, Kunerilite Payment plug-in is requested using a special application form on Kunerilite website. After a pre-monitoring process, applicant information is sent to Tanla and upon confirmation requested party is responded by a success or failure message, with required documents. After signing the agreements (both with Kunerilite & Tanla) and making necessary payments; applicant is provided Kunerilite package and usage instructions.

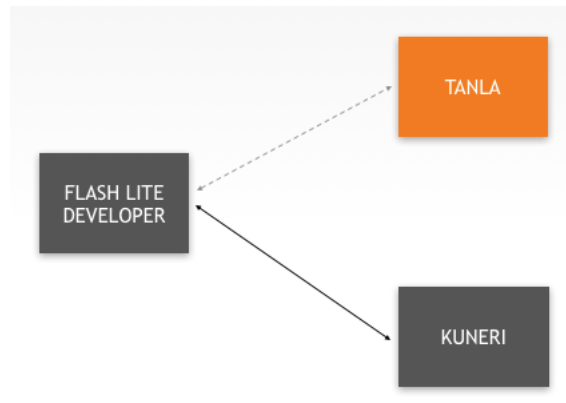


Figure 1 - Agreement structure

Before the 'Plug-in request', applicants are required to allocate and provide separate UID ranges for the plug-in executables. Please refer to [Kunerilite wiki](#) for more information about the plug-in purchase process, or Kunerilite Forums for free public support.



Figure 2 - Process overview

## Operator coverage

In App Purchasing for Flash Lite via SMS is supported in following 29 countries and 113 operators (and counting).

Country	Operator(s)	Country	Operator(s)
Australia (AUD)	Optus Telstra Vodafone	Austria (EUR)	A1 T-Mobile ONE
Belgium (EUR)	Mobistar Base Belgacom	Denmark** (DKK)	TDC Telenor (Sonofon) H3G TeliaSonera MVNO
Egypt (EGP)	Vodafone Egypt EMS - Mobinil Etisalat	Finland** (EUR)	DNA Saunalahti Sonera Elisa TeliaSonera
France** (EUR)	Bouygues Cegetel Orange	Germany** (EUR)	Vodafone D2 E-Plus Mobilfunk O2 T-Mobile Debitel Mobilcom
Hong Kong (HKD)	Hong Kong CSL People Telephone New World PCS Mandarin Comm	Hungary (HUF)	Pannon Vodafone HU T-Mobile HU
India (INR)	Bharti Cellular Bharat Sanchar Nigam MTNL	Ireland (EUR)	Hutchison Vodafone Meteor O2
Malaysia* (MYR)	Celcom Digi	Netherlands (EUR)	KPN T-Mobile Vodafone Telfort (O2) Orange Tele2

In App purchasing for Flash Lite

Country	Operator(s)	Country	Operator(s)
New Zealand (NZD)	Telecom NZ Vodafone	Norway** (NOK)	Tele2 NetworkNorway Ventelo Telenor NetCom
Poland (PLN)	Play Orange PTC Polkomtel	Portugal (EUR)	Vodafone Optimus TMN
Russian Federation (RUR)	New Telephone Co. Megafon Mobile Telesystems Beeline Tele2 SMARTS Motiv Astrahan Yaroslav	Saudi Arabia (SAR)	STC-Jawal Mobily
Singapore (SGD)	Singtel M1 Starhub	South Africa (ZAR)	Vodacom Cell C Mobile Telephone Networks
Spain (EUR)	Movistar Vodafone Orange	Sweden** (SEK)	H3G Tele2 TeliaSonera Telenor
Switzerland** (CHF)	Sunrise Orange Swisscom	Taiwan* (TWD)	Chunghwa FarEasTone Taiwan Cellular
Thailand (THB)	AIS DTAC TrueMove*	United Arab Emirates (AED)	Etisalat Zain
United Kingdom (GBP)	Hutchison O2 Orange T-mobile Vodafone		

## About

### **Tanla License Manager**

The Tanla License Manager (LM) system is based on a seamless integration of license management and on-device payment that makes purchasing of mobile content convenient and uncomplicated for end-users. Tanla License Manager makes it easy for end-users to buy content by following a simple step-by-step process on phone user interface, as the license purchase can be completed only with a couple of clicks on the phone keypad. Tanla License Manager allows software vendors to offer their mobile applications for Try & Buy, where many trials convert to purchases, if the content is satisfying and purchasing is convenient. Via Tanla License Manager the wireless software vendors have possibility to create multiple and flexible end-user licensing options and to ensure revenue flows worldwide.

### **KuneriLite**

KuneriLite is an innovative Rapid Application Development toolkit to extend Adobe Flash Lite capabilities and create thrilling Symbian applications faster, easier and cheaper. It enables Flash Lite developers to go beyond Flash Lite development without any knowledge of Symbian programming. For more information please visit <http://www.kuneriLite.net>

kuneri®

