



(Unique Identifier)

UID is 32 bit number that is unique.

## Purpose of the UIDs

Each Symbian C++ application is identified by some unique identifiers, also known as UIDs.

UID in the .mmp file:

**UID 0x100039CE 0X10008ACE**

## Types of UIDs

There are basically three type of UIDs

- UID1

UID1 identifies the application type. The UID1 is set implicitly by the entry TARGETTYPE app in the .mmp file. UID1 allow to distinguish between the various type of symbian executables, for example .exe (system executable that are NOT GUI but, usually, servers), .app (these really are DLL, and are required for GUI application), and others (like .tsy, device drivers for telephony).

- UID2

The UID2 distinguish between objects having the same UID1. In practice, for the very common case of a .app GUI application you use the value 0x100039CE, that identifies a "polimorphic dll", the special type of library used in this case.

- UID3

Most important and variable is the UID3, that distinguish between objects having the same UID1 and UID2. This is very important, since it allows you to distinguish between the various GUI application in the phone menu.

## Getting UIDs

You have to obtain an UID for your application asking for them to Symbian. This is a very simple process:

## UID

just send an email to [uid@symbiandevnet.com](mailto:uid@symbiandevnet.com).

It is also possible to acquire an UID through [Symbian Signed Portal](#). Simply log in using your username and password, go to 'My Symbian Signed' tab, and choose UIDs from the menu, and than choose 'Request' and fill the required fields in the form.

However for development you do not have to require an UID to Symbian: each UID3 in the range 0x01000000 to 0x0ffffff is available for development. Just do not redistribuite any application using these UIDs.

For detailed explanation of UIDs see:

[http://www.symbian.com/developer/techlib/v8.1adocs/doc\\_source/n1032a/BuildTools/UsingUids.guide.html](http://www.symbian.com/developer/techlib/v8.1adocs/doc_source/n1032a/BuildTools/UsingUids.guide.html)

<http://newlc.com/Requesting-an-UID-for-your.html>

UIDs

UID CheckSum