

## Which\_S60\_SDK\_should\_I\_use?

**Reviewer Approved**



Before selecting the SDK to be used for a particular project you have to consider which features are needed and which phones support them. Then, once the targeted devices set is established one can opt for either using one binary compatible SDK (so that one application build will work on all devices) or build the application with each SDK flavour, in order to add SDK specific features to specific application variants.

The image below shows the list of S60 SDKs and their device coverage.

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S60 1 <sup>st</sup> Edition		7650		
	S60 1 <sup>st</sup> Edition FP1	3650		
		6600		
		3230		
	S60 2 <sup>nd</sup> Edition	6260		
		6620		
	S60 2 <sup>nd</sup> Edition FP1	6670		
		7610		
	S60 2 <sup>nd</sup> Edition FP2	6630		
		6680		
		6681		
		6682		
	S60 2 <sup>nd</sup> Edition FP3	N70		
		N72		
		N90		
Binary break				
S60 3 <sup>rd</sup> Edition		3250		
		5500		
		E50		
		E60		
		E61		
		E61i		
		E62		
		E65		
		E70		
		N71		
		N75		
		N77		
		N80		
		N91		
		N91 8GB		
		N92		
		N93		
		N93i		
	S60 3 <sup>rd</sup> Edition FP1		5700	
			6110	
			6120	
			6121	
			6124	
			6290	
			E51	
			E63	
			E66	
			E71	
			E90	
			N76	
			N81	
			N81 8GB	
			N82	
			N95	
			N95 8GB	
			N95-3	
		S60 3 <sup>rd</sup> Edition FP2		5320
				6210
				6220
			6650	
			N78	
			N79	
		N85		
		N96		

## Which\_S60\_SDK\_should\_I\_use?

Please note that while there is no binary compatibility break between S60 3rd Edition and S60 5th Edition it is very likely that you will have to reconsider your UI design as the touch features introduced by S60 5th Edition cannot be fully exploited by a legacy build.

Note: The S60 3rd Edition MR SDK is commonly used for maximum compatibility.

## Related articles

[S60 SDKs and Plug-ins compatibility](#)