

NOKIA STORE CONTENT GUIDELINES

Version 1.3 — November 25, 2011

Table of contents

1	Inappropriate content	1
1.1	Age and region	2
1.2	Violence, hate, and harmful activities	2
1.3	Nudity and sexuality	3
1.4	Religion and politics	3
1.5	Gambling	3
1.6	Social networking	3
1.7	Intellectual property	4
1.8	Privacy and disclosure	4
1.9	Billing	4
1.10	Promotions	4
2	Technical requirements	5
2.1	All content	5
2.2	Applications	6
2.2.1	All applications	6
2.2.2	Java applications	7
2.2.3	Symbian applications	8
2.2.4	Qt applications	8
2.2.5	Flash Lite applications	8
2.2.6	WRT applications	9
2.2.7	Maemo applications	9
2.2.8	MeeGo applications	9
2.3	Application features	10
2.4	Audio	11
2.5	Video	11
2.6	Themes	11
2.7	Wallpapers	11
2.8	Country and operator restrictions	11

PURPOSE

These Content Guidelines apply when publishing content to Nokia Store. They include information with regard to:

- what Nokia considers to be inappropriate content
- technical requirements for different content types

For more information about:

- how often Nokia updates these guidelines, and the grace period after which content must adhere to newly published guidelines, go to:

<http://support.publish.nokia.com/?p=64>

- how to use the Publish Nokia web site, and the process by which Nokia reviews submitted content, go to:

<http://support.publish.nokia.com/>

1 INAPPROPRIATE CONTENT

Inappropriate content guidelines apply to all aspects of your content, including:

- the content name, description, key words, icons, and screen shots you provide for Nokia Store
- the content user interface, both the visual as well as audio components

- the media files (themes, wallpapers, video) images, text, and audio
- all content items that can be downloaded or are accessible through the application, including in-app purchase items, advertising, or advanced gaming levels

1.1 Age and region

- 1.1.1 Content must be suitable for anyone aged 13 or older. For example, games that have been rated higher by ESRB, PEGI, etc. cannot be published in Nokia Store.
- 1.1.2 Exceptions to section 1.1.1 are described in this document. They include adult content such as Gambling (described in section 1.5) and Social networking (described in section 1.6). This content must have for anyone under the age of 18, as appropriate, parental controls and child protection tools (for example, a user login name and password) to guard against access by underage end users.
- 1.1.3 Do not distribute potentially offensive content to countries that are sensitive to such content. Examples of potentially offensive content are:

- 1.1.3.1 Models wearing skimpy clothing or in sexually suggestive poses
- 1.1.3.2 Religious content and content for religious holidays
- 1.1.3.3 Gambling, simulated gambling, or casino-themed content
- 1.1.3.4 Alcohol and drinking
- 1.1.3.5 Bathroom humour

Countries that may be sensitive regarding certain potentially offensive content are:

- 1.1.3.6 Europe — Albania
- 1.1.3.7 Europe East (Asia West) — Azerbaijan, Kazakhstan, Kyrgyzstan, Tajikistan, Turkmenistan, Uzbekistan
- 1.1.3.8 Asia East — Bangladesh, Brunei, China, Hong Kong, Indonesia, Macau, Malaysia, Pakistan
- 1.1.3.9 Middle East and Africa — Afghanistan, Algeria, Bahrain, Burkina Faso, Chad, Comoros, Djibouti, Egypt, Eritrea, Gambia, Guinea, Iran, Iraq, Jordan, Kuwait, Lebanon, Libya, Maldives, Mali, Mauritania, Morocco, Niger, Nigeria, Oman, Palestine, Qatar, Saudi Arabia, Senegal, Sierra Leone, Somalia, Sudan, Syria, Tunisia, United Arab Emirates, and Yemen

1.2 Violence, hate, and harmful activities

- 1.2.1 Content must not include or promote intense or frequent violence.
- 1.2.2 Content must not degrade, intimidate, incite violence against, or encourage prejudicial action against people based on their age, gender, race, ethnicity, national origin, religion, sexual orientation, disability, region, or geographic location.
- 1.2.3 Content must not promote hate speech against people.
- 1.2.4 Content must not exploit children, for example, through online grooming.
- 1.2.5 Content must not use obscene or swear words. In audio, these words must be completely removed; they cannot just be partially obscured. On the other hand, excessive bleeping or word removal must not be used. In live content such as newsfeeds or blogs, these words must be visually obscured by using asterisks between the first and last letters.
- 1.2.6 Content must not glamorise or encourage illegal, dangerous, or harmful activities.
- 1.2.7 Content must not glamorise or encourage alcohol, tobacco, or drug use.
- 1.2.8 Content must not include distressing content, for example, cruelty to animals.
- 1.2.9 Content must not include content related to body functions such as vomit, urine, and feces.

1.3 Nudity and sexuality

- 1.3.1 Content must not contain nudity, specifically, sexual organs, sexual body parts, and see-through images revealing any of these. Potential exceptions are historical works of art, medical content, and educational material.
- 1.3.2 Content must not contain sexually explicit material, specifically, sexual acts, functions, or behaviour. This includes sexual touching, extremely passionate kissing, sexual violence, abusive sexual activity, and degrading sexual activities. Also, content must not include any content likely to encourage interest in any of these.
- 1.3.3 Content must not contain any sexually suggestive modelling images. Also, content must not display labels referring to sexual organs, sexual body parts, sexual orientation, or sexual behaviour over modelling images.
- 1.3.4 Content must not contain or promote pornography.
- 1.3.5 Content must not promote prostitution.

1.4 Religion and politics

- 1.4.1 Content must not disparage or demean any religion, religious leader, belief system, government, or politician.
- 1.4.2 Content that criticizes or depicts politicians or religious leaders in a humorous manner must be in accordance with the law in the countries in which the content is distributed.
- 1.4.3 Content must not include political propaganda.

1.5 Gambling

- 1.5.1 Content must not promote gambling. Potential exceptions are national lotteries and sports betting.
- 1.5.2 Content must guard against access by underage end users.
 - 1.5.2.1 In your content description for Nokia Store, you must make it clear that your content cannot be used by end users under 18 years of age. Do not put end users under such specific age in the position where they pay for and download content only to find that they cannot use it.
 - 1.5.2.2 Content must use a registration process to check the age of the end user.
 - 1.5.2.3 Content must provide parental controls and child protection tools (for example, a user login name and password) to guard against access by underage end users.

1.6 Social networking

- 1.6.1 Content providing romance-themed social networking or chatting must guard against access by underage users. Romance-themed content includes those with dating or flirting themes.
 - 1.6.1.1 In your content description for Nokia Store, you must make it clear that your content cannot be used by end users under 18 years of age. Do not put end users under such specific age in the position where they pay for and download content only to find that they cannot use it.
 - 1.6.1.2 Content must use a registration process to check the age of the end user.
 - 1.6.1.3 Content must provide parental controls and child protection tools (for example, a user login name and password) to guard against access by underage end users.
- 1.6.2 Social networking or chatting content must provide end users with a visible and easily accessible [Report Abuse](#) option. Indicate clearly how you will respond to complaints.
- 1.6.3 Social networking or chatting content must provide end users with an option for blocking abusive or inappropriate users.

1.7 Intellectual property

- 1.7.1 Content must not include any copyrighted material that you are not authorized to distribute.
- 1.7.2 Content must not use the Ovi or Nokia logos or fonts without a written permission by Nokia.

1.8 Privacy and disclosure

- 1.8.1 Content must collect registration information from end users only if the information is required to use the content, for example, to log into an existing user account on a web server.
- 1.8.2 Content must comply with the local privacy laws regulating the use of personally identifiable information.
- 1.8.3 If end users need additional hardware, computer software, or device files to use your content, you must state this in your content description in Nokia Store.
- 1.8.4 Content must not force end users to register for an activation code before they can use already purchased content.
- 1.8.5 Content must not force end users to send an SMS message to activate the application.

1.9 Billing

- 1.9.1 Content must use only the billing system provided by Nokia to generate income for Nokia Store content. All fees that you generate for Nokia Store content must be processed by Nokia. This applies to in-app purchases within content.
- 1.9.2 Content must not bill end users through another system, for example, a monthly subscription, premium SMS payments, billing through network operators, or a Try-and-Buy program that redirects to an external web site.

1.10 Promotions

- 1.10.1 Content must not promote Nokia competitors' content stores, content store fronts, products, or services. Content must not promote a store front that promotes or offers upgrades to other products.
- 1.10.2 Content must not be updated outside of Nokia Store. Content must not contain any re-directs to other store fronts that are not part of Nokia Store. Exceptions include data downloads (for example, a dictionary app can download new language libraries).
- 1.10.3 Content must not promote or link to web sites that contain illegal or inappropriate material.
- 1.10.4 Content must not promote adult web sites or content that is not suitable for a young audience, for example, pornography, dating services, adult products, gambling, alcohol, and cigarettes.
- 1.10.5 Content must not promote religion, politics, easy-money businesses, multi-level marketing, pyramid schemes, illegal charities, etc.
- 1.10.6 If you promote an NC-17 or R-rated movie through a wallpaper, trailer video, or other content, such promotional content must not include any of the forbidden content described in this document.

2.1 All content

2.1.1 All content files must be of the correct format, under maximum allowed file size, and use the correct file name length:

Content type	File formats	Maximum file size	File name length (alphanumeric characters)
Java application	.jad + .jar	S40 – 2 MB S60 – 350 MB	5-48
Qt based application	.sis .sisx (Symbian) .deb (Maemo)	350 MB	5-48
Symbian application	.sis .sisx	350 MB	5-48
Series 40 web application	.wgt	500 KB	5-48
MeeGo, Maemo application	.deb	500 MB	5-100
Flash Lite application	.sis .sisx .wgz (Symbian^3, S60) .nfl (Series 40)	350 MB .nfl (2 MB)	5-48
Web RunTime (WRT) widget	.wgz	2 MB	5-48
Theme	.sis .nth .deb	5 MB	5-48
Audio	.mid .mp3 .mp4 .aac .amr .wav .mp2 .wma	35 MB	5-48
Ringtone	.mid .mp3 .aac .amr .wav .mp2 .wma	35 MB	5-48
Video	.3gp .mp4 .3g2 .wmv .asf .avi	35 MB	5-50
Wallpaper	.jpg .png .gif .deb	1 MB	3-46

2.1.2 The content file name must allow the end user to easily identify the content, for example, by using text instead of numbers.

2.1.3 Content must not be duplicated in Nokia Store. For example, the same content file must not be uploaded under different display names or with different descriptions.

2.1.4 Requirement removed.

2.1.5 The content must install properly:

2.1.5.1 The content must install correctly on all available media drives.

2.1.5.2 The install process must allow the end user to choose the drive on which to install the content.

2.1.5.3 After installation, a non-default icon must be displayed in the device menu to allow end users to launch the content. For plug-ins and codecs, the icon must launch a message that describes how to use the content, for example, a message instructing the end user to start a media player application to play media files with a codec.

2.1.5.4 The end user must be able to uninstall or remove the content from the device.

2.1.5.4.1 When an application is uninstalled, all audio, video, and graphics must be removed and must not be detectable in the device Gallery application.

2.1.5.5 The end user must not be required to re-start the device after installation.

2.1.6 The content must display properly:

2.1.6.1 Graphics and animations must be clear and fully displayed on the screen. They must not be overlapping,

- cut off, or corrupted.
- 2.1.6.2 Text must be fully displayed and have enough sharpness and contrast to be read clearly.
- 2.1.7 The content must operate properly:
 - 2.1.7.1 The content features and functionality must perform as intended for each target device.
 - 2.1.7.2 The content must provide its full functionality on all screen resolutions and orientations.
 - 2.1.7.3 The content must not crash, freeze, or adversely affect the device operation.
 - 2.1.7.4 For touch-and-type devices that have both a touch screen as well as a mechanical keypad the content must respond to touch screen inputs or, if the touch screen is not enabled, display instructions to use the keypad.
- 2.1.8 The content must be secure:
 - 2.1.8.1 When an end user enters a password, the content must display each letter briefly, then hide it (for example, with a *).
 - 2.1.8.2 The content must not store passwords or other sensitive data on the device without end user consent.
 - 2.1.8.3 The content must not initiate or send phone calls or SMS/MMS messages without end user consent.
 - 2.1.8.4 The content must not initiate or send GPS co-ordinates without end user consent.
 - 2.1.8.5 The content must not initiate a network connection without end user consent.
 - 2.1.8.6 If the content uses PIM to synchronise phone data with external applications (for example, a web-based mail server or PC-based contact list):
 - 2.1.8.6.1 The content must not destroy any data (for example, remove contact information) without end user consent.
 - 2.1.8.6.2 The content must gracefully handle cases where the external application rejects a PIM request.
 - 2.1.8.7 The content must not contain malware: viruses, worms, spyware, rootkits, etc.
- 2.1.9 The description of the content must accurately match the features and functionality of the content file.

2.2 Applications

- 2.2.1 All applications
 - 2.2.1.1 The application must display properly:
 - 2.2.1.1.1 The application must use the display area to its full extent on all screens.
 - 2.2.1.1.2 An application that responds to orientation (portrait or landscape) switch events must adjust its display accordingly, continue to operate correctly, and redraw the screen properly without prolonged or severe distortion.
 - 2.2.1.2 The application must operate properly:
 - 2.2.1.2.1 When the application is in focus as the foreground application, the device must be able to accept incoming communications such as phone calls, SMS text, and email. End users must be able to hear phone call ringtones and SMS or email alerts.
 - 2.2.1.2.2 Upon losing focus, the application must enter a suspended state in the background. Audio from the application must also be suspended if applicable. For applications like games where immediate end user interaction is required, the application must prompt the end user with an option to continue. The application can continue automatically from the point at which it was suspended when regaining focus.

- 2.2.1.2.3 When the application is suspended to the background, the end user must be able to use all the services of the device.
- 2.2.1.2.4 If the application makes connections to external services, for example, a web content server, the services must be ready and operational so that they can be tested. Any information required to test the services (for example, user logins) must be provided in the [Additional documentation](#) submitted to Nokia Publish.
- 2.2.1.2.5 The application must be energy efficient. It must not significantly drain the device battery when the device is in an idle state or is not actively used.
- 2.2.1.2.6 If the application contains links, the links must be fully working.
- 2.2.1.3 Applications for touch screen devices must meet the following requirements:
 - 2.2.1.3.1 All features of the application must be accessible from the touch screen.
 - 2.2.1.3.2 The generic virtual keypad, used to scroll the screen display, must be switched off by default.
 - 2.2.1.3.3 The application must use the full screen area, and be fully usable without having to use the generic virtual keypad. You can incorporate your own custom keypad or joystick design into the application.
- 2.2.1.4 The application identification number (App ID) issued by Nokia Publish must be used as follows:
 - 2.2.1.4.1 The App ID must remain the same for all versions of the same application, including localised versions.
 - 2.2.1.4.2 The App ID must be different for distinct product variants of the application such as paid and free versions.
 - 2.2.1.4.3 The version number of the application must be incremented for each new release.
- 2.2.2 **Java applications**
 - 2.2.2.1 The application must meet the Unified Testing Criteria for quality.
 - 2.2.2.2 The application must be signed by Nokia or another trusted foundation such as Java Verified, Verisign, or Thawte.
 - 2.2.2.3 If you are submitting an unsigned or self-signed application for Nokia to sign (or submitting a signed application and will later ask Nokia to sign it when its current certificate expires), you must provide in Nokia Publish:
 - 2.2.2.3.1 A completed Java Application Information form. The permissions declared in this form must match those in the Java Application Descriptor (JAD) file and Java Archive (JAR) manifest file.
 - 2.2.2.3.2 A flow diagram for your application to enable testing (for example, the navigation of all operational flows, display of all screens, activation of main features, triggering of main events, etc.).
 - 2.2.2.4 The MIDlet Vendor information encoded in your package file must not contain the name Nokia. It should also not use a default name like Vendor or Vendor-EN, or be blank.
 - 2.2.2.5 The MIDlet-Jar-URL parameter must refer to the same path where the JAD file is located.
 - 2.2.2.6 The MIDlet-Name parameter in the JAD file must use only the characters A-Z, a-z, and 0-9. The name can contain spaces but must not, for example, contain a colon, semicolon, or apostrophe.
 - 2.2.2.7 The JAD file cannot contain a key with an empty value.
 - 2.2.2.8 Metadata in the JAD file must use ASCII characters only.
 - 2.2.2.9 The MIDlet Name, Vendor, and Version information listed in the JAD manifest and the JAR manifest must match.

2.2.3 Symbian applications

- 2.2.3.1 The application must meet the Symbian Signed Test Criteria for quality.
- 2.2.3.2 The application, including all embedded .sis(x) files, must be signed, using either Express or Certified Signing. Signing must be done by Nokia (which offers Express Signing only) or another trusted foundation.
- 2.2.3.3 If you are submitting an unsigned or self-signed application for Nokia to sign (or submitting an Express-signed application and will later ask Nokia to sign it when its current certificate expires):
 - 2.2.3.3.1 The application must not use the following capabilities: AllFiles, DRM, TCB, CommDD, DiskAdmin, NetworkControl, or MultimediaDD. Nokia uses Express Signed, which does not support these capabilities.
 - 2.2.3.3.2 The application must be packaged with a Nokia-supplied UID if it has never been signed. No other UIDs are accepted.
- 2.2.3.4 The Vendor_Name encoded in your package file must not contain the name Nokia. It should also not use a default name like Vendor or Vendor-EN, or be blank.
- 2.2.3.5 There must be a unique Secure ID in the header of the executable launch file. You cannot have multiple files with same Secure ID.
- 2.2.3.6 The primary UID, which is encoded in the executable launch file, must match the one that you enter in Nokia Publish. The primary UID in the launch executable must also match the application .sis(x) UID.
- 2.2.3.7 An application being distributed to S60 1st and 2nd Edition devices should not use Nokia-supplied UIDs. These devices do not support Nokia Store and do not need to be signed.
- 2.2.3.8 Binary file names for .sis(x) files must not include spaces and not more than one period.

2.2.4 Qt applications

- 2.2.4.1 The application must be targeted for devices that support both Nokia Store as well as Qt applications.
- 2.2.4.2 For Symbian applications:
 - 2.2.4.2.1 The application must be packaged using the latest Nokia Smart Installer, to ensure that the latest Qt DLLs are installed.
 - 2.2.4.2.2 The application must meet all the requirements under *section 2.2.3 Symbian applications*.
 - 2.2.4.2.3 The UID for the outer (Qt wrapper) .sis(x) must always be `0x2002CCCC`.
- 2.2.4.3 For Maemo applications:
 - 2.2.4.3.1 The application must be targeted for Maemo 5 devices.
 - 2.2.4.3.2 The application must meet all the requirements under *section 2.2.7 Maemo applications*
- 2.2.4.4 For MeeGo applications:
 - 2.2.4.4.1 The application must be targeted for MeeGo devices.
 - 2.2.4.4.2 The application must meet all the requirements under *section 2.2.8 MeeGo applications*.

2.2.5 Flash Lite applications

- 2.2.5.1 When end users install the application, the application must not (prompt end users to) install Adobe Flash or Flash Lite Player.
- 2.2.5.2 For Symbian^3 and S60 devices, the application must be packaged as a .sis(x) or .wgz file. A .sis(x) file must meet all the Symbian requirements under *section 2.2.3 Symbian applications*.
- 2.2.5.3 For Series 40 devices, the application must be packaged as an .nfl file. The application does not need to

be signed.

- 2.2.5.4 Do not use the Adobe Mobile Packager Tool to package .sis(x) files.
- 2.2.5.5 Do not submit a standalone .swf Flash file.
- 2.2.5.6 Do not package a .swf Flash file as a .sis(x), .wgz, or .nfl file, to be used as an animated wallpaper or screen saver.
- 2.2.5.7 The application must use a version of Flash Lite that is compatible with the version on a device.

2.2.6 WRT applications

- 2.2.6.1 The optional Identifier field in the package config.xml file must contain a value.
- 2.2.6.2 The end user must be able to add or remove the content widget in the device home screen.

2.2.7 Maemo applications

- 2.2.7.1 The package file name must include the application name followed by a three-digit version number, for example, myapplication_1_0_1.deb.
- 2.2.7.2 The control file in the Debian package must include the parameter Section: user/hidden.
- 2.2.7.3 The application must use the opt folder in the ext3 partition.
- 2.2.7.4 The application must launch in two seconds or less.
- 2.2.7.5 The end user must be able to return to the dashboard in two clicks from anywhere within the application.

2.2.8 MeeGo applications

- 2.2.8.1 The package file name must include the application name followed by a three-digit version number. The name must start with an alphanumeric character and letters must be lower case only, for example, myapplication_1.0.1.deb. Note that the name of the file may include an underscore but the actual version number must be separated by periods. Only the following characters are allowed: (0-9), (+), (-) (.), and ().
- 2.2.8.2 The application version displayed in the installation prompt must match the application version displayed in the file name.
- 2.2.8.3 The application should not interfere with the Swipe UI. If the application uses complex gestures and interactions that interfere with the Swipe feature, then Swipe can be disabled. Swipe must be re-enabled during any paused state. A clear visual reference must always be given whenever Swipe is available.
- 2.2.8.4 The application must not change the functioning of the Lock screen feature, and must gracefully handle any interruption caused by the Lock screen.
- 2.2.8.5 If the application uses the auto-start feature to launch when the device is turned on, the application must include an option to disable/enable the auto-start feature.
- 2.2.8.6 For VoIP applications, emergency calls must be routed over GSM/CDMA. Emergency calls must have priority and must not be interrupted.
- 2.2.8.7 The application must not require additional downloads from external repositories.
- 2.2.8.8 The control file must include the following fields: Package, Version, Section, Architecture, Maintainer, and Description.
- 2.2.8.9 The Harmattan SDK version used to package the app files must be beta2 or higher.
- 2.2.8.10 Binaries and other files needed to run the application must be stored under the /opt/<package_name> sub-directory, where <package_name> is the name of the application's main package.

2.3 Application features

2.3.1 In-App Purchase

2.3.1.1 In-app purchase content must adhere to all the guidelines described under section 1 *Inappropriate content*.

2.3.1.2 The following in-app content is not permitted:

2.3.1.2.1 Tickets to real-world events.

2.3.1.2.2 Physical goods, such as pizza.

2.3.1.2.3 Physical merchandise in online auctions.

2.3.1.2.4 Purchases that Nokia's Quality Assurance (QA) team cannot verify at the time of submission, such as loyalty points or prepayments for future releases.

2.3.1.3 In-app purchase apps must target these devices only:

2.3.1.3.1 Qt apps – Symbian^3

2.3.1.3.2 Java apps – S40

2.3.1.4 The application package file must have the following file:

2.3.1.4.1 Qt and native Symbian: <drive>:\private\[UID]\IAP_VARIANTID.txt

2.3.1.4.2 Java:<project-root>\<resource-folder>\IAP_VARIANTID.txt

2.3.1.5 For Qt and native Symbian applications:

2.3.1.5.1 The application must include the following Symbian platform security (PlatSec) capabilities:

2.3.1.5.1.1 NetworkServices

2.3.1.5.1.2 ReadDeviceData

2.3.1.5.1.3 WriteDeviceData

2.3.1.6 For Qt applications:

2.3.1.6.1 The following Qt versions are supported:

2.3.1.6.1.1 Qt version 4.6.3 and all subsequent official releases.

2.3.1.6.1.2 Qt Mobility version 1.0.2 and all subsequent official releases.

2.3.1.6.2 The Qt application's .pro file must define a dependency on the IAP client API library:

```
Symbian: {
    "(0x200345c8),0, 1, 1, {"IAP"}"
}
```

2.3.2 DRM 2.0

2.3.2.1 DRM 2.0 can be applied only to:

2.3.2.1.1 Paid content.

2.3.2.1.2 Paid in-app purchase content.

2.3.2.2 All DRM protected files must be read using the Symbian Content Access Framework (CAF) Agent API; other APIs must not directly access DRM protected files.

2.3.2.3 All asset files to be encrypted must be placed in the following project folder structure:

2.3.2.3.1 Qt and native Symbian: <drive>:\private\<UID>\drm\data\

2.3.2.3.2 Java: <project_root>\<resource-folder>\drm\data

2.3.2.4 If the application includes in-app purchases, all in-app purchase files must be placed in the following

folder structure:

- 2.3.2.4.1 Qt and native Symbian: <drive>:\private\<UID>\drm\data\resourceid_XXXXXX\
- 2.3.2.4.2 Java: <project root>\<resource-folder>\drm\data\resourceid_XXXXXX
where XXXXXX is the in-app ID provided by Nokia Publish.

2.4 Audio

- 2.4.1 Audio content containing music or ringtones must have the following:
 - bit rate — minimum 128 kb/s
 - audio sample rate — minimum 44 kHz
- 2.4.2 Audio content with little or no music (spoken word, podcasts, audio books) must have the following:
 - bit rate — minimum 16 kb/s
 - audio sample rate — minimum 24 kHz
- 2.4.3 Audio must not be corrupted, for example, must not stop unexpectedly at any point.
- 2.4.4 Audio must not include entire music tracks. Only short (less than 30-second) samples are allowed.

2.5 Video

- 2.5.1 The actions and focus of the video must be clearly viewable.
- 2.5.2 If text is a focus of the video, the text must be clearly readable, for example, have sufficient sharpness and contrast.
- 2.5.3 The audio and video must not stop unexpectedly at any point.
- 2.5.4 The audio must be synchronized with the video for its entire duration.

2.6 Themes

- 2.6.1 Graphics must be clear and fully displayed on the screen. They must not be overlapping, cut off, or corrupted.
- 2.6.2 Text must be fully displayed and have enough sharpness and contrast to be read clearly.
- 2.6.3 Themes must be packaged using the latest Carbide UI Theme plug-in.
- 2.6.4 Themes packaged as .sis(x) files must meet all the requirements under *section 2.2.3 Symbian applications*.

2.7 Wallpapers

- 2.7.1 Graphics must be clear and fully displayed on the screen. They must not be overlapping, cut off, or corrupted.
- 2.7.2 Text must be fully displayed and have enough sharpness and contrast to be read clearly.
- 2.7.3 The wallpaper ratio must be identical to the screen ratio of the target device.
- 2.7.4 The wallpaper resolution for N9 devices must be 480 x 854 pixels.

2.8 Country and operator restrictions

Content must adhere to any additional restrictions provided for countries and operators at:

<http://support.publish.nokia.com/?p=64>