Access Cloud-based Devices with deviceBridge™

deviceBridge from Mobile Labs gives mobile app and web developers and testers all the benefits of a secure, high-performance, high-availability mobile device cloud.

Changing the Game for Device Access

deviceBridge breaks the bonds and limitations of only having one or at most a few mobile devices attached to a workstation by USB cable. deviceBridge instead creates a "virtual USB cable" that connects real mobile devices in the deviceConnect™ mobile device cloud to (among others):

- Apple's Xcode IDE for real-time iOS app code check out, unit testing, debugging, crash log reporting, and Apple's UI automation
- Android Studio for real-time app code check out, unit testing, debugging, and more
- Safari and Chrome development tools for mobile website debugging
- Automation tools like Eggplant, Tricentis Tosca and TestGrid
- Build servers used in DevOps processes
- Most other tools that communicate with tethered devices by USB connection using Apple's usbmux or Android's adb server

Your Whole World Just Opened Up!

Now whole new classes of users can have their pick of any device in the deviceConnect cloud. Instead of being limited to just those devices he or she physically possesses, an engineer can choose from dozens of devices. Devices that remain attached to the engineer's workstation can still be used; deviceBridge/deviceConnect devices are added to the local inventory, and an engineer can choose any of them.

Drop the Simulators and Cut the Cord

Once the virtual connection is made, using a deviceConnect real mobile device through deviceBridge is functionally the same as using a device physically attached to the engineer's workstation. For example, Apple's Xcode shows the device as attached to the user's machine and available for development and testing, even though the device is being accessed remotely.

deviceBridge also eliminates the need to account for the host of limitations and incompatibilities of mobile device simulators because, with deviceConnect, real mobile devices are readily available.

deviceConnect reduces or eliminates the need to manually share devices. Collaboration among teams is facilitated through screen sharing, making it possible in real time for engineers in multiple geographies to see what is happening with an app or a device. Using Xcode or Android Studio, developers can connect to cloud-based devices to run interactive debug sessions or to view crash logs to assist in problem determination.

If you're a mobile app or mobile web developer, an automation engineer faced with automating web or native apps, and are using tools like Xcode, Android Studio, or some open-source automation frameworks that don't offer device cloud benefits, cut the cord! With deviceBridge and deviceConnect, you'll quickly have all the benefits of a secure, high-availability device cloud.

For more information, please visit **www.mobilelabsinc.com**

Code and Test Faster and Better

Developer productivity is greatly enhanced because checkout and debugging can be quickly performed on a much wider variety of devices – and the instant device access provided by deviceConnect reduces or eliminate waits. Because more types of real devices are readily available, developers are no longer limited by the few devices they have in hand and can find more device incompatibilities earlier in the process instead of relying on QA or users.

Other benefits of deviceConnect with deviceBridge include:

- Mobile device cloud inventory and availability information
- A real-time view of and ability to operate the remote device on the engineer's screen using the deviceConnect viewer
- Real-time mobile device performance information
- Secure, Active Directory authentication
- Device reservations
- Usage and audit reports and data