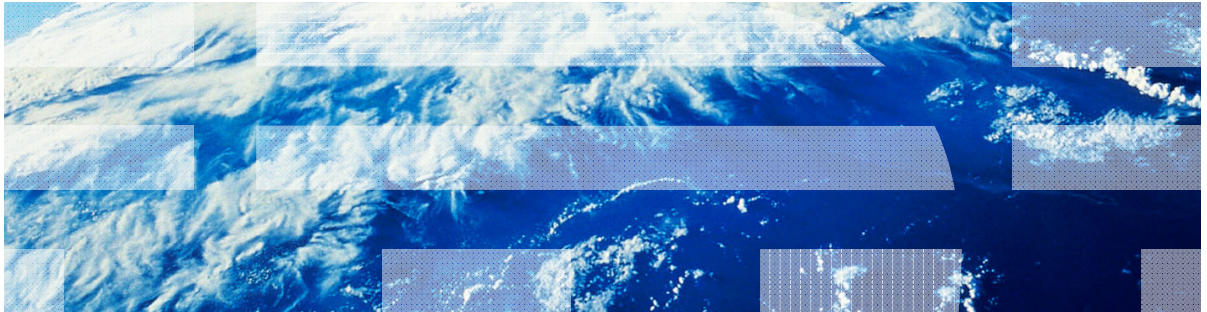


# ***IBM Worklight V5.0.5***

## ***Getting Started***

### **Module 3.4 – Previewing Your Application in Windows Phone 7 Environment**



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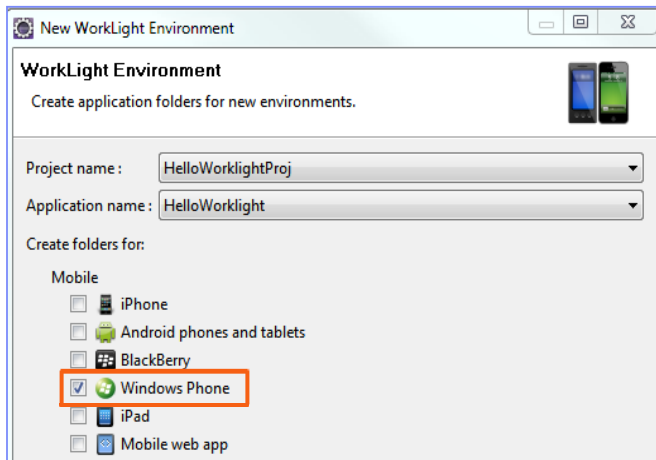
- See <http://www.ibm.com/ibm/us/en/>

# Agenda

- Adding a Windows Phone 7 environment
- Brief review of the Windows Phone 7 environment folder structure
- Transferring your application to Visual Studio
- Running your application in the Windows Phone 7 simulator
- Running your application on a real device

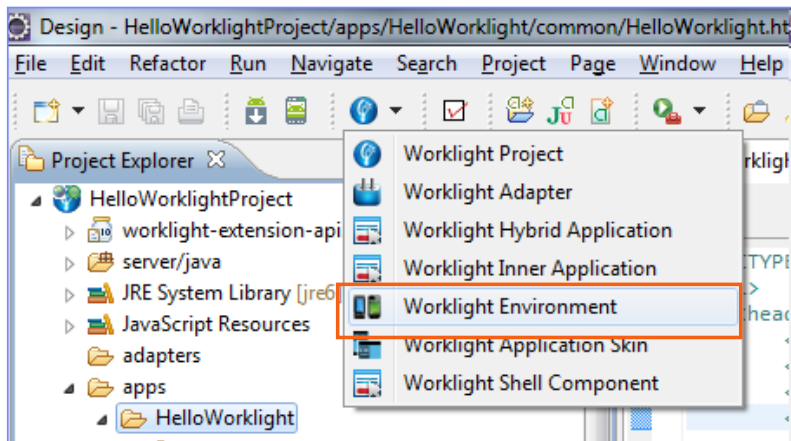
## Adding a Windows Phone 7 Environment

- Select the **Windows Phone** check box, and click **Finish**.



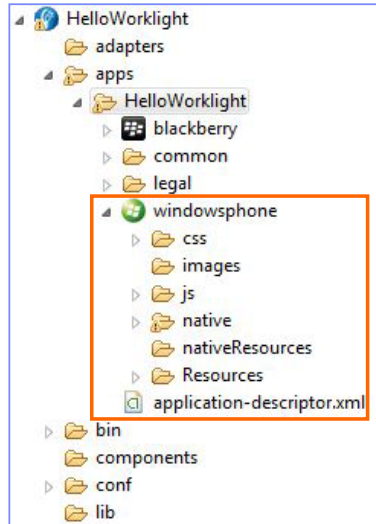
## Adding a New Environment

- This module also applies to the iPad environment.
- Click the IBM Worklight® icon and select **Worklight Environment** to add an environment to your application.



## Adding a Windows Phone 7 Environment

- A new **windowsphone** folder is added to your project.
- IMPORTANT
  - After a new environment is added, you must Build and Deploy your application to generate a Windows Phone 7 project.

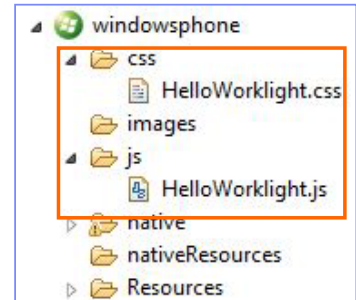


## Agenda

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## Review of Windows Phone 7 Environment Folder Structure

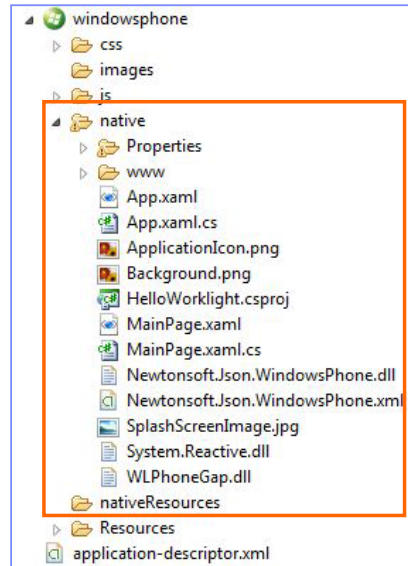
- The windowsphone environment includes the following folders:
  - **css** – The properties that are specified here override the CSS files from the **common** folder.
  - **images** – environment-specific images can be added here. If an image with the same file name exists in the **common** folder, it is overwritten in the Windows Phone application.
  - **js** – JavaScript that can extend, and override if required, JavaScript from the **common** folder.





## Review of Windows Phone 7 Environment Folder Structure

- The **native** folder under **windowsphone** contains automatically generated Windows Phone 7 app code.
  - Files in **native/www** are regenerated every time the application is built, so any changes made to these files are lost.
- The **nativeResources** folder under **windowsphone** contains resources that are used by the native code.
- The **native** folder contains an application file that is called `<appName>.csproj`

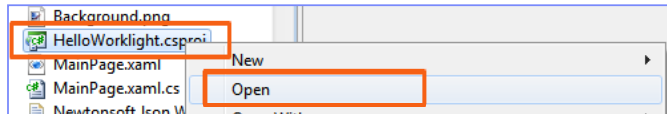


## Agenda

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## Opening Your Application in Visual Studio

- The Eclipse IDE does not support Windows Phone 7 application development. You must transfer your app to Visual Studio – the Microsoft native IDE.
- To open a Visual Studio project from the **native/www** folder, right-click the .csproj file and select **Open**.



- Microsoft Visual Studio for Windows Phone opens your project.
- Alternatively, you can manually open the .csproj file within Microsoft Visual Studio. Click **File > Open project** and navigate to the project folder.

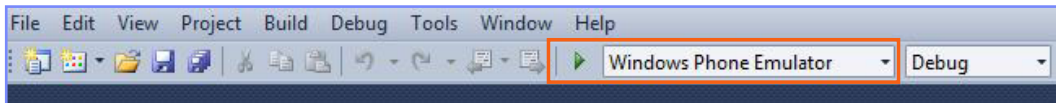
For more information about Microsoft Visual Studio for Windows Phone, see <http://www.microsoft.com/express/Phone/>

## Agenda

- Adding a Windows Phone 7 environment
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## Running Your App in Windows Phone 7 Simulator

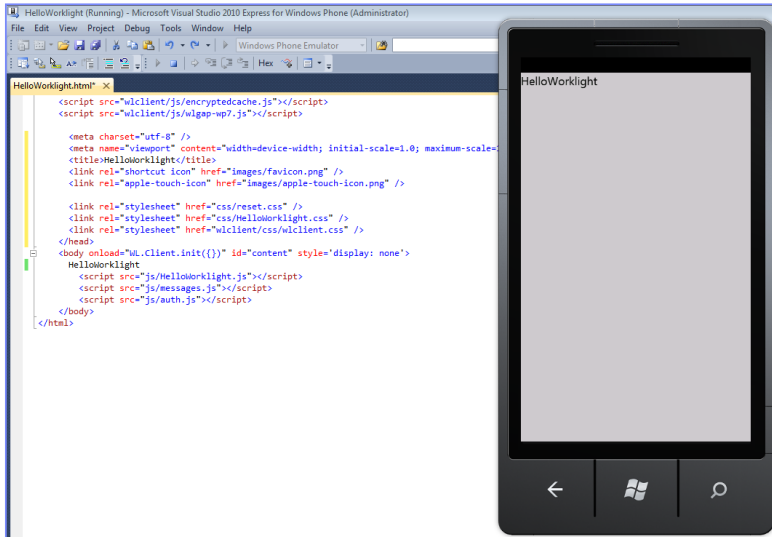
- Make sure that **Windows Phone 7 Emulator** is selected.



- Click the green arrow (or press **F5**) to start your application in debug mode.
- To start your application without debug mode, press **Ctrl + F5**.

# Running Your App in Windows Phone 7 Simulator

- You created your first Windows Phone 7 application.

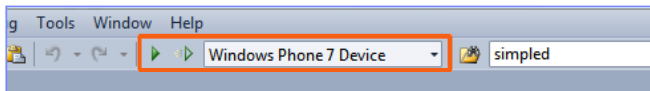


## Agenda

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## Running Your App On a Real Device

- Make sure that **Windows Phone 7 Device** is selected.

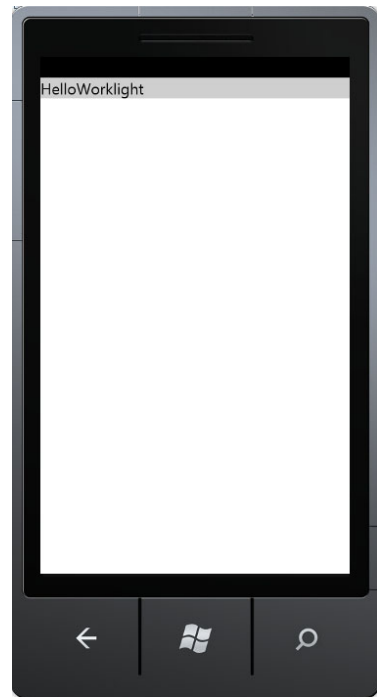


- Make sure that your Windows Phone 7 device is connected and is NOT in sleep mode.
- Click the green arrow (or press **F5**) to start your application in debug mode.
- Click the transparent arrow to start your application (or press **Ctrl + F5**) without debug mode.



## Exercise

- Exercise:
  - Use the HelloWorklight application that you created earlier.
  - Add a Windows Phone environment to it.
  - Build and deploy your application to the Worklight Server.
  - Transfer your application to Visual Studio.
  - Run your application in the Windows Phone 7 emulator.



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