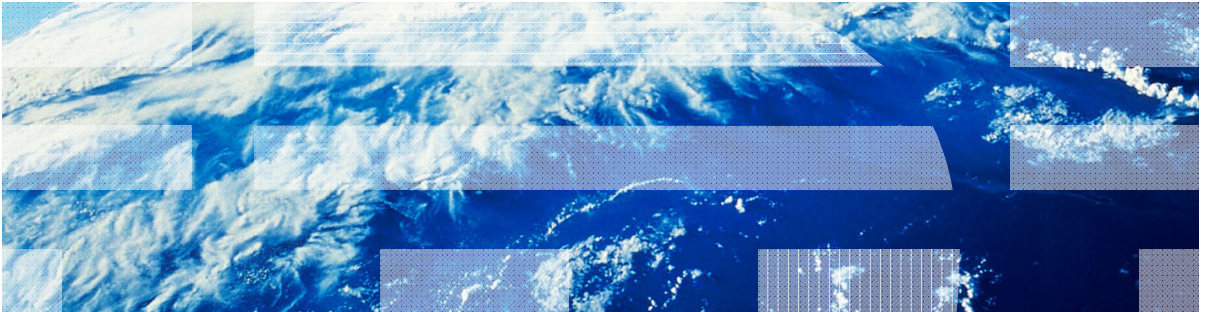


# ***IBM Worklight V5.0.5 Getting Started***

## **Module 19 – Windows Phone 8 Development**



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# Agenda

- Installation
- Development
- Environment-specific images
- Debugging the application
- Deployment

# Installation

- For a detailed explanation, see **Module 2.6 – Setting-up your Windows Phone 8 Development Environment**.

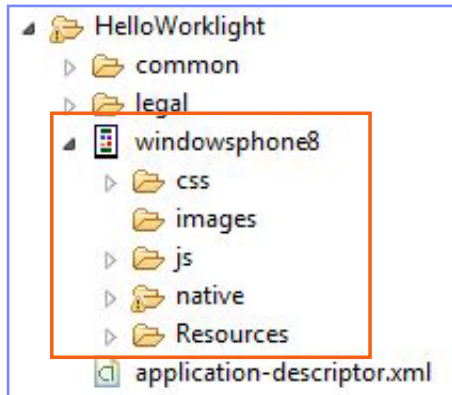


# Agenda

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## Development

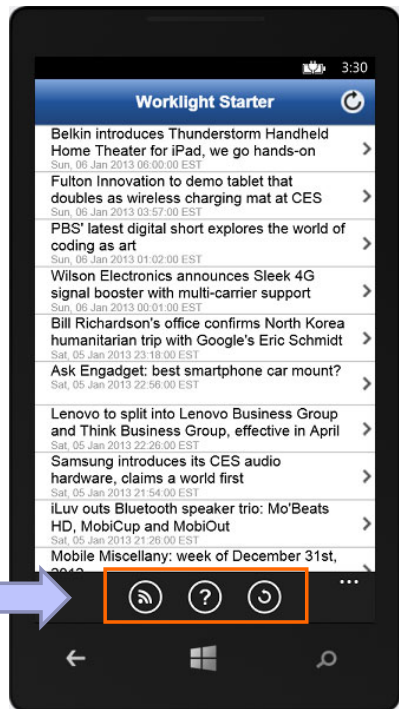
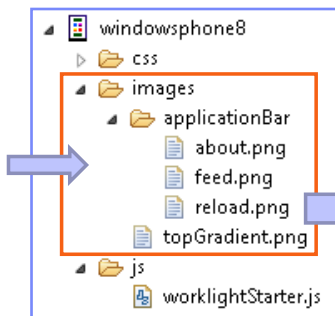
- As with other environments, you do most of Worklight® Windows Phone 8 application development in Worklight Studio.
- In your Windows Phone 8 environment, the files in the **css**, **images** and **js** folders under the **windowsphone8** folder override files with the same file names in the **common** folder.
- If you use a source control management system, see its documentation for further instructions on how to commit your source code to such systems



## Development

- Implementing an application bar requires attention:
  - Because of the Windows Phone 8 platform specifications, when you implement an application bar, you cannot place the icons that the application bar uses in the usual **images/** folder.
  - You must place them in the **images/applicationBar** folder in your Windows Phone 8 environment.

Place environment specific images and Application Bar images in the images folder.



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## ***Environment-specific Images***

- Edit the `SplashScreenImage.jpg` file that is in the **/native** folder to modify the application splash screen.
  - This file must be a .jpg format image with a width of 768 pixels and height of 1280 pixels.
- Edit the `ApplicationIcon.png` file (must be a 100x100 PNG) to modify the application icon that shows in the applications list.
- Edit the `Background.png` file (must be 300x300 PNG) to modify the application tile background that shows in the handset home screen.

## ***Environment-specific Images***

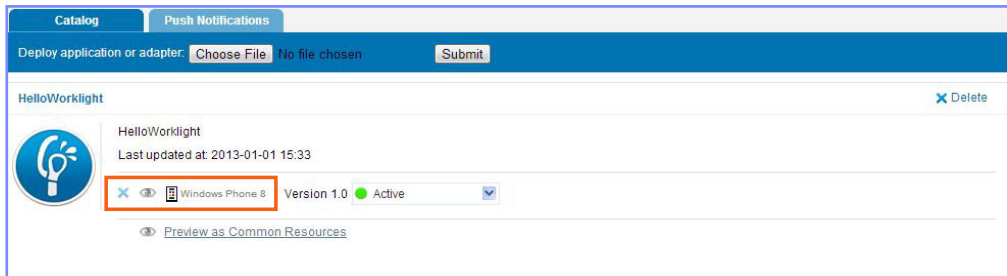
- Application Bar icon images should be 100x100 pixels and have a white foreground on a transparent background using an alpha channel.
  - The Application Bar will colorize the icon according to the current style settings. Using colored icons can result in an unpredictable display.
- Images that are sized in dimensions other than the recommended ones are scaled to fit and can potentially lower the overall image quality of the Application Bar Icon.
- The circle that is displayed on each icon button is drawn by the Application Bar – do not include it in the source image.

## Agenda

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- **Debugging the application**
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## Debugging the Application

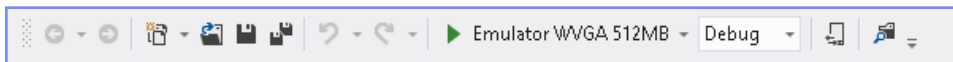
- Phase 1 – testing the application in your browser
- With the Worklight Console, you can preview the Windows Phone 8 application in a web browser



- Your Windows Phone 8 app resources are previewed in the browser, and you can then debug the application by using the tools that the browser offers.
  - For example; Firebug, Developer toolbar, or Console

## Debugging the Application

- Phase 2 – Testing on a Windows Phone 8 emulator  
(can be done only on a computer that runs on Windows 8 OS)
- Open your application by using Visual Studio 2012 for Windows Phone.
- Select an emulator and Debug mode.



- Preview your application in an emulator.
- While you browse, debug the information in the Visual Studio output.

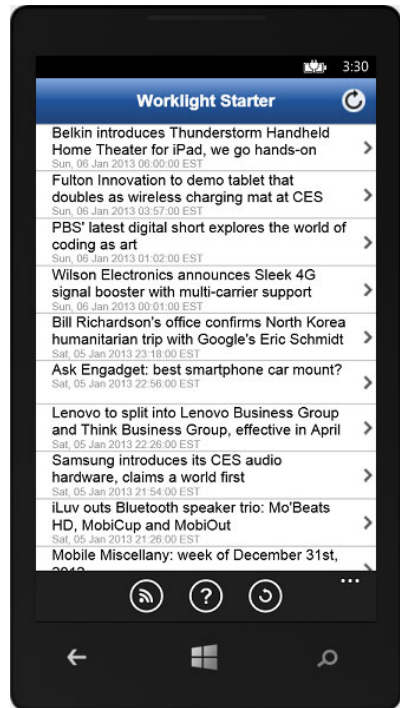
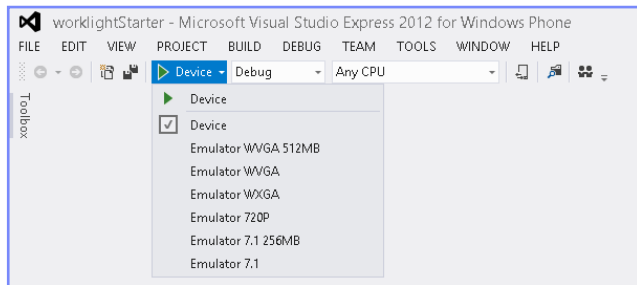
 A screenshot of the Visual Studio Output window. The title bar says 'Output' and the dropdown menu shows 'Debug'. The text in the window is as follows:
 

```

'taskhost.exe' (Managed): Loaded 'Microsoft.Devices.Sensors.dll'
INFO: wlclient init started
INFO: CookieMgr read cookies: {"WL_PERSISTENT_COOKIE": "735b1299-8fae-4fbb-9917-73e593d7dbd6"}
INFO: Request [http://192.168.1.34:8080/apps/services/api/EncryptedCacheDemo/windowsphone/0/authentication]
INFO: Storing cookies: ({"WL_PERSISTENT_COOKIE": "735b1299-8fae-4fbb-9917-73e593d7dbd6"})
INFO: Storing cookies: ({"WL_PERSISTENT_COOKIE": "735b1299-8fae-4fbb-9917-73e593d7dbd6"})
INFO: response [http://192.168.1.34:8080/apps/services/api/EncryptedCacheDemo/windowsphone/0/authentication]
{"success": "success"}
INFO: Request [http://192.168.1.34:8080/apps/services/api/EncryptedCacheDemo/windowsphone/0/init]
INFO: response [http://192.168.1.34:8080/apps/services/api/EncryptedCacheDemo/windowsphone/0/init] success:
{"userPrefs": {}, "gadgetProps": {"WLCLIENT_TIMEOUT_IN_MILLIS": 30000, "LANGUAGE": null, "DOWNLOAD_APP_LINK": "http:
INFO: before: app init onSuccess
INFO: >> EncryptedCacheDemo >> initialize
  
```

# Debugging the Application

- To run the application on a Windows Phone 8 device, connect your device and run the application by using Visual Studio Express 2012 for Windows Phone.
- Select the “Device” mode to run on the device.



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## Deployment

- You must be a registered WindowsPhone Developer to submit your applications to the Windows Phone Marketplace.
- Registration can be done at Microsoft App Hub.
  - See <http://create.msdn.com>
- When you have registered, you must assemble the prerequisites for your application certification by Microsoft and submit your application for review.
- For more information about the Windows Phone Marketplace application deployment, see the Microsoft MSDN Library website (search for *Windows Phone Marketplace developing*).



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