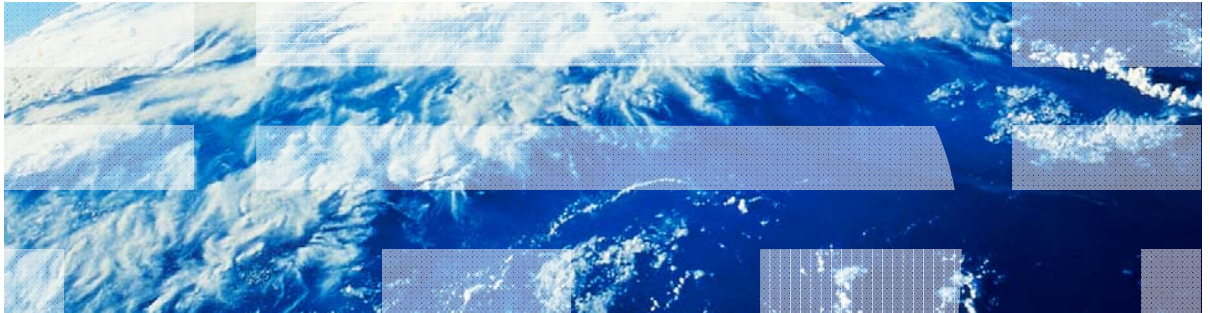


IBM Worklight V5.0.6 Getting Started

Setting up your BlackBerry 10 development environment



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Agenda

- BlackBerry WebWorks development overview
- Installing BlackBerry 10 WebWorks development tools
 - Ripple
 - SDK
 - Simulator
- Getting started with WebWorks
 - Design and develop apps
 - Publish your application

BlackBerry WebWorks Development Overview

- BlackBerry WebWorks application development lifecycle consists of the following steps:
 - Developing the app web code by using the IDE of your choice
 - Previewing and debugging the app in the BlackBerry Ripple tool
 - Using WebWorks SDK to package the app web code
 - Running the application on a BlackBerry SmartPhone / Tablet Simulator or handset device
 - Signing and deploying the application to BlackBerry App World

BlackBerry WebWorks Development Overview

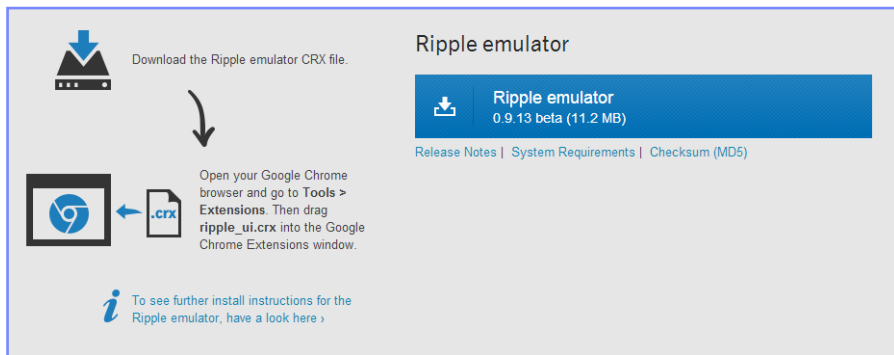
- BlackBerry WebWorks SDK requires a 32-bit Java™ Development Kit (JDK), version 1.6 or later, to be installed on the development host.
- To create a BlackBerry 10 application, first define the **WEBWORKS_HOME** environment variable.
 - The value of this variable must be the path to your WebWorks SDK.

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Installing BlackBerry WebWorks Development Tools

- **Ripple** emulator is a Google Chrome browser extension for previewing your WebWorks application before packaging.
- See <https://developer.blackberry.com/html5/download/> to download and install it.




The screenshot shows a webpage for downloading the Ripple emulator. On the left, there is a diagram with a download icon and a Chrome browser icon. An arrow points from the download icon to the Chrome icon. Below the Chrome icon is a .crx file icon. Text instructions describe the steps: downloading the CRX file, opening Chrome, going to Tools > Extensions, and dragging the ripple_ui.crx file into the Chrome Extensions window. A link for further instructions is provided at the bottom left.

Download the Ripple emulator CRX file.

Open your Google Chrome browser and go to **Tools > Extensions**. Then drag **ripple_ui.crx** into the Google Chrome Extensions window.

To see further install instructions for the Ripple emulator, [have a look here >](#)

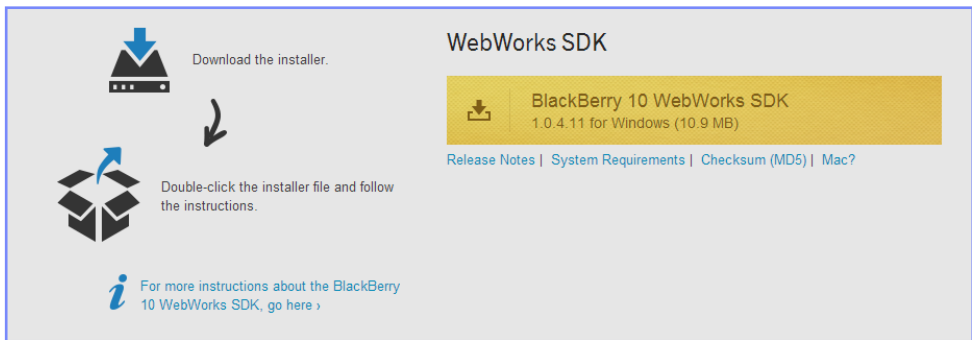
Ripple emulator

 **Ripple emulator**
0.9.13 beta (11.2 MB)

[Release Notes](#) | [System Requirements](#) | [Checksum \(MD5\)](#)

Installing BlackBerry WebWorks Development Tools

- Use **BlackBerry Smartphone SDK** to package applications.
- See <https://developer.blackberry.com/html5/download/> to download and install it.



The screenshot displays the BlackBerry WebWorks SDK download page. On the left, there are two instructions: 'Download the installer.' with a download icon, and 'Double-click the installer file and follow the instructions.' with an open box icon. Below these is a link for more instructions. On the right, the 'WebWorks SDK' section features a yellow download button for 'BlackBerry 10 WebWorks SDK 1.0.4.11 for Windows (10.9 MB)'. Below the button are links for 'Release Notes', 'System Requirements', 'Checksum (MD5)', and 'Mac?'.

Download the installer.

Double-click the installer file and follow the instructions.

For more instructions about the BlackBerry 10 WebWorks SDK, go here >

WebWorks SDK

BlackBerry 10 WebWorks SDK
1.0.4.11 for Windows (10.9 MB)

[Release Notes](#) | [System Requirements](#) | [Checksum \(MD5\)](#) | [Mac?](#)

Installing BlackBerry WebWorks Development Tools

- Use **BlackBerry Simulator** to preview and debug your application in a simulated device environment.
- Download the simulator that is relevant to your development environment. For the BlackBerry 10 environment, download the BlackBerry 10 Dev Alpha simulator.

And a simulator to test the result

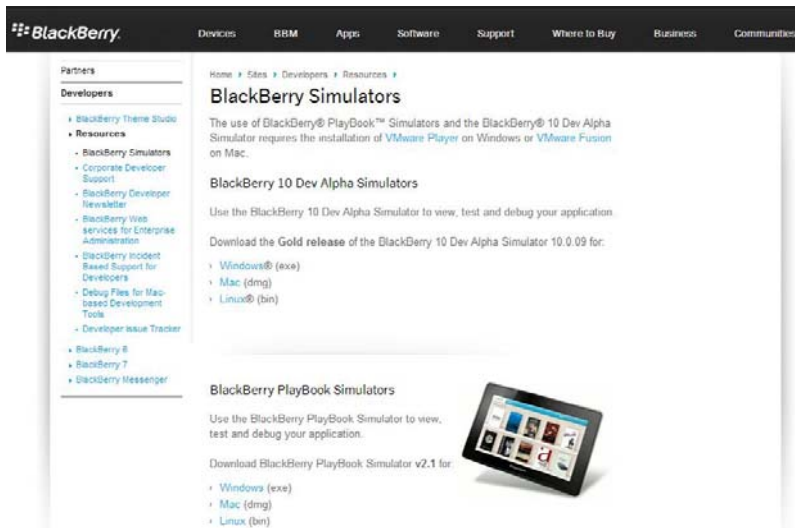
The screenshot shows a web page with the following content:

- Flowchart (Left):**
 - Step 1: A blue triangle icon with 'VM' and text: "You need VMWare Player to run the Simulator. You can get it here >".
 - Step 2: A download icon with text: "Download the installer and run it."
 - Step 3: A VMware Player icon and a file icon labeled '.vmtx' with text: "Start VMWare Player and Open the BlackBerry10Simulator.vmx from where you installed the simulator."
- Download Section (Right):**
 - Section title: "BlackBerry 10 Dev Alpha Simulator"
 - Download button: "BlackBerry 10 Dev Alpha Simulator 10.0.09 for Windows (491 MB)"
 - Links: "Release Notes | System Requirements | Mac?"
- Additional Information (Bottom Right):**
 - Icon of a smartphone.
 - Text: "Do you have a Dev Alpha Device? Register for signing keys here >".
- Footer (Bottom Left):**
 - Info icon and text: "See more instructions for the BlackBerry Smartphone Simulator here >".

Installing BlackBerry WebWorks Development Tools

For other Blackberry simulators, see

<http://us.blackberry.com/sites/developers/resources/simulators.html>



The screenshot shows the BlackBerry Developers website. The top navigation bar includes links for Devices, RBM, Apps, Software, Support, Where to Buy, Business, and Communities. The main content area is titled "BlackBerry Simulators" and contains the following information:

- Partners**
- Developers**
 - BlackBerry Theme Studio
 - Resources**
 - BlackBerry Simulators
 - Corporate Developer Support
 - BlackBerry Developer Newsletter
 - BlackBerry Web Services for Enterprise Administration
 - BlackBerry Incident Based Support for Developers
 - Debug Files for Mac-based Development Tools
 - Developer Issue Tracker
 - BlackBerry 8
 - BlackBerry 7
 - BlackBerry Messenger

BlackBerry Simulators

The use of BlackBerry® PlayBook™ Simulators and the BlackBerry® 10 Dev Alpha Simulator requires the installation of [VMware Player](#) on Windows or [VMware Fusion](#) on Mac.

BlackBerry 10 Dev Alpha Simulators

Use the BlackBerry 10 Dev Alpha Simulator to view, test and debug your application.

Download the **Gold release** of the BlackBerry 10 Dev Alpha Simulator 10.0.0.09 for:


- Windows® (exe)
- Mac (dmg)
- Linux® (bin)

BlackBerry PlayBook Simulators

Use the BlackBerry PlayBook Simulator to view, test and debug your application.

Download BlackBerry PlayBook Simulator v2.1 for:

- Windows (exe)
- Mac (dmg)
- Linux (bin)

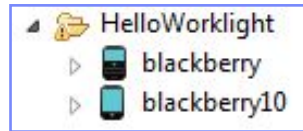


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Getting Started With WebWorks

- Worklight® Studio generates a ready-to-use BlackBerry WebWorks project.
- Worklight® Studio includes 2 separate environments for Blackberry:
 - BlackBerry 6 and 7
 - BlackBerry 10



- For more information about the BlackBerry WebWorks development process, see the Getting Started section of BlackBerry documentation at https://developer.blackberry.com/html5/documentation/what_is_a_webworks_app_1845471_11.html

Publishing Your Applications

- After your application is developed, you can publish it in the BlackBerry App World.
- Prior to publishing your application in the BlackBerry App World, you must sign and package it by using BlackBerry SmartPhone SDK.
- BlackBerry provides samples and tutorials that you can use as a starting point in WebWorks development
 - See <https://developer.blackberry.com/html5/sampleapps/>
- You can find more information on the BlackBerry Developer website at <https://developer.blackberry.com/html5/>

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