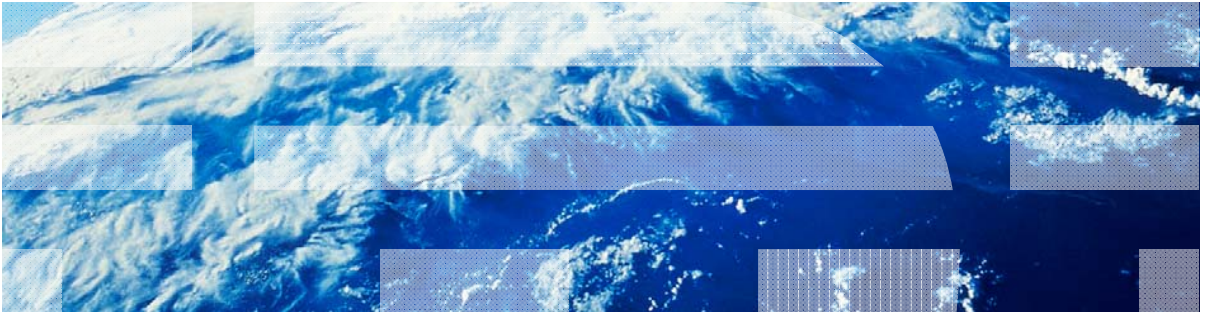


# ***IBM Worklight V6.0.0 Getting Started***

## **Setting up your BlackBerry 6 and 7 development environment**



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# Agenda

- BlackBerry WebWorks development overview
- Installing BlackBerry 6,7 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 SDK requires a 32-bit Java™ Development Kit (JDK), version 1.6 or later, to be installed on the development host.

## ***BlackBerry WebWorks Development Overview***

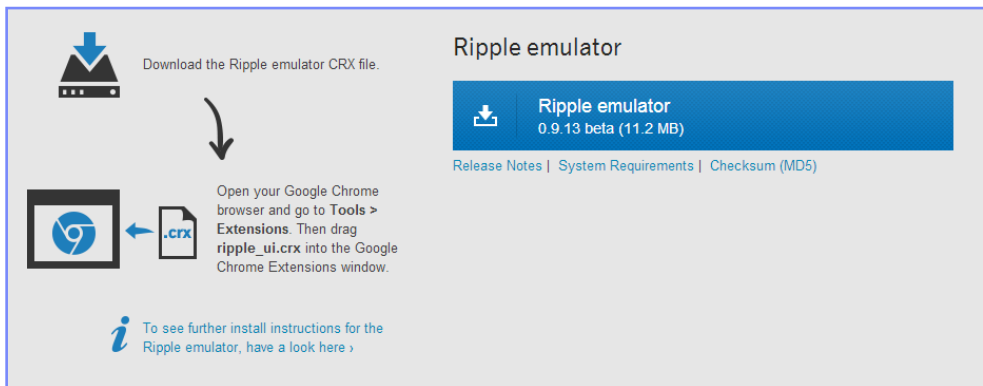
- Make sure that your BlackBerry WebWorks SDK and your Java™ Development Kit (JDK) **are installed in a path that includes no spaces!**  
(do not use “Program Files” or any other path that contains spaces).

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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 image shows a composite of two parts. On the left, a diagram illustrates the installation process: a download icon with a blue arrow pointing down to a folder icon, followed by the text 'Download the Ripple emulator CRX file.' A curved arrow points from this text to a Chrome browser icon and a document icon labeled '.crx'. Below this is the text: 'Open your Google Chrome browser and go to Tools > Extensions. Then drag ripple\_ui.crx into the Google Chrome Extensions window.' At the bottom left is an information icon and the text: 'To see further install instructions for the Ripple emulator, have a look here >'. On the right, a screenshot of the Chrome Web Store listing for 'Ripple emulator' is shown. The listing has a blue header with a download icon, the text 'Ripple emulator', and '0.9.13 beta (11.2 MB)'. Below the header are links for 'Release Notes', 'System Requirements', and '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.

You also need the SDK to package your app

First you need the Java JDK.  
You can get it here >

Download the installer.

Double-click the installer file and follow the instructions.

For more instructions about the WebWorks SDK for Smartphones, go here >

### WebWorks SDK

BlackBerry WebWorks SDK for Smartphones  
2.3.1 for Windows (294 MB)


Release Notes | System Requirements | 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.

And a Simulator to test the result



[You can get the simulator for BlackBerry smartphones running BlackBerry 7 or earlier here >](#)



Do you have a BlackBerry Smartphone?  
[Register for signing keys here >](#)

# Installing BlackBerry WebWorks Development Tools

For other Blackberry simulators, see

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

**BlackBerry**    Devices    RBM    Apps    Software    Support    Where to Buy    Business    Communities

Home > Sites > Developers > Resources >

## 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)

**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

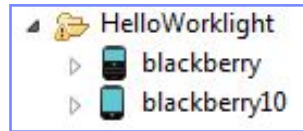
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## Getting Started With WebWorks

- 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](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 BlackBerry App World.
- Prior to publishing your application in 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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