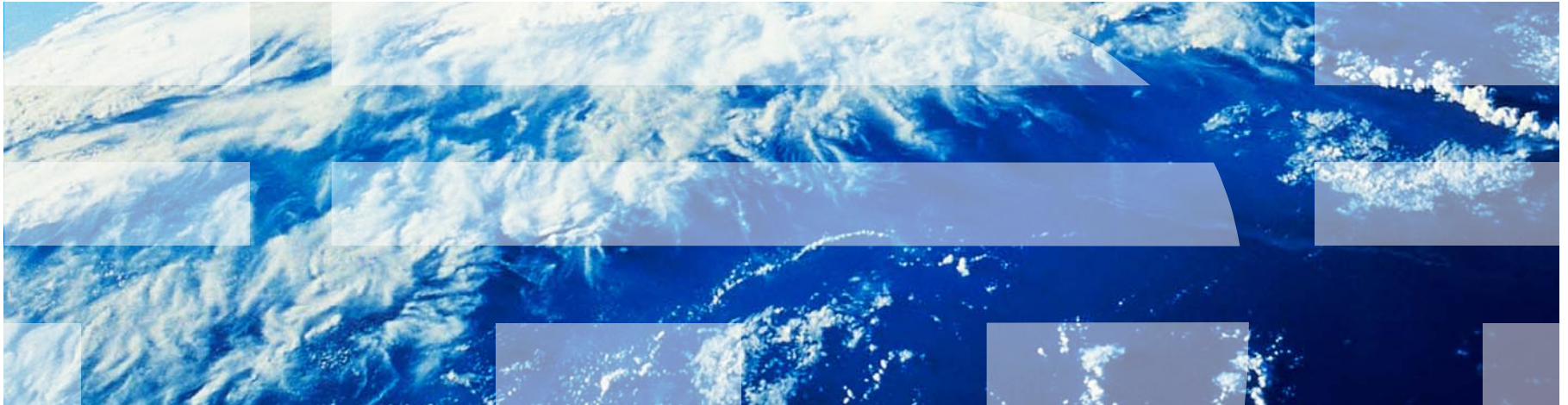


IBM Worklight V6.1.0 Getting Started

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

- The BlackBerry WebWorks application development lifecycle consists of the following steps:
 - Developing the app web code using the IDE of your choice
 - Previewing and debugging the app in the BlackBerry Ripple tool
 - Using the 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/bbos/html5/download/> to download and install it.



The screenshot shows the download and installation process for the Ripple emulator. On the left, a diagram illustrates the steps: a download icon leads to the text 'Download the Ripple emulator CRX file.', which then points to a Chrome browser icon and a '.crx' file icon. Text next to the icons says: 'Open your Google Chrome browser and go to **Tools > Extensions**. Then drag **ripple_ui.crx** into the Google Chrome Extensions window.' Below this is an information icon and a link: 'To see further install instructions for the Ripple emulator, have a look here >'. On the right, the 'Ripple emulator' download button is shown, with the version '0.9.13 beta (11.2 MB)' and links for 'Release Notes', 'System Requirements', and 'Checksum (MD5)'.

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 <http://developer.blackberry.com/bbos/html5/downloads/> 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 | BBM | 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 \(bin\)](#)

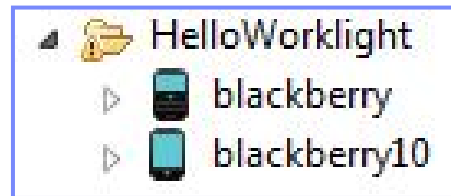
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Getting Started With WebWorks

- 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/bbos/html5/documentation/what_is_a_webworks_app_1845471_11.html

Getting Started With WebWorks

- **Important note:** Blackberry 6 and 7 hybrid mobile application performance might not be on par with the latest BlackBerry 10 OS due to older embedded browser technologies and hardware. It is recommended to use prototypes to validate that applications meet performance targets on Blackberry 6 and 7. When advanced performance is needed, native development should be preferred.

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/bbos/html5/sampleapps/>
- You can find more information on the BlackBerry Developer website at <https://developer.blackberry.com/bbos/html5/>

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