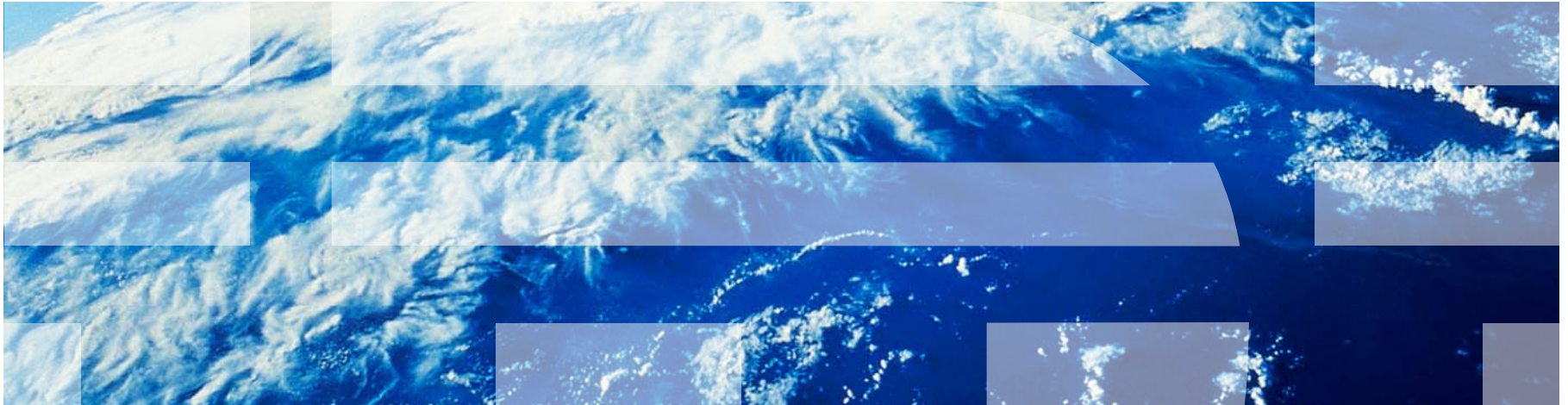


# ***IBM Worklight V6.1.0 Getting Started***

## **Previewing your application on iOS**



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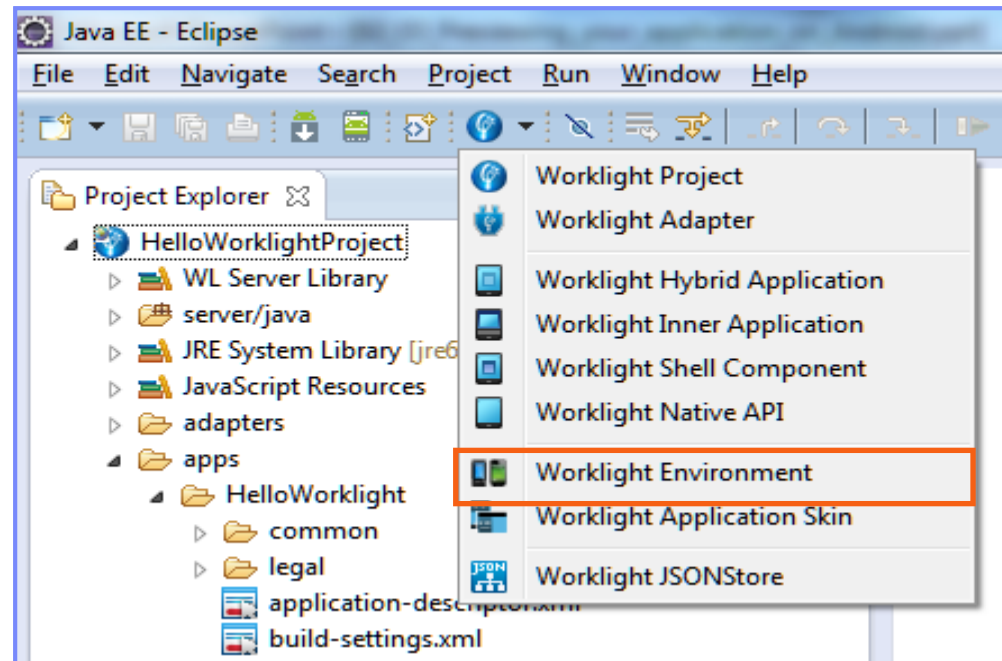
- See <http://www.ibm.com/ibm/us/en/>

# Agenda

- Adding an iOS environment
- Review of the iOS environment folder structure
- Previewing your application with the Mobile Browser Simulator
- Transferring your application to Xcode
- Running your application in the iOS Simulator
- Running your application on a real device

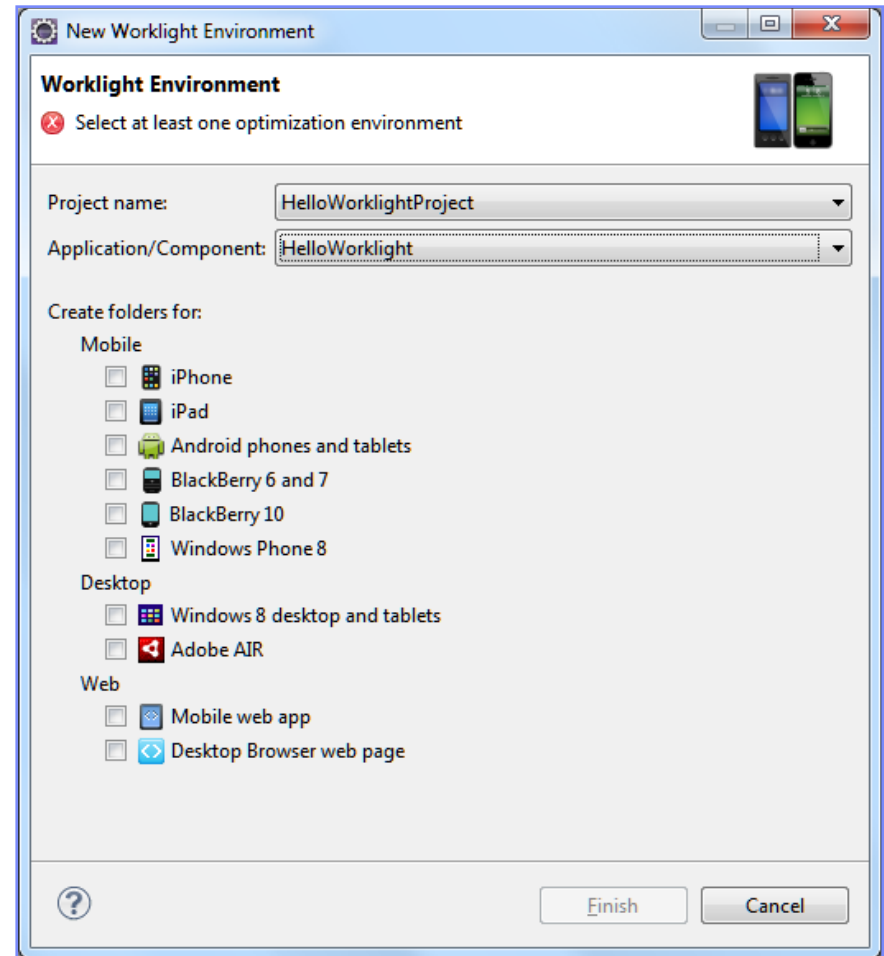
## Adding an iOS environment

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



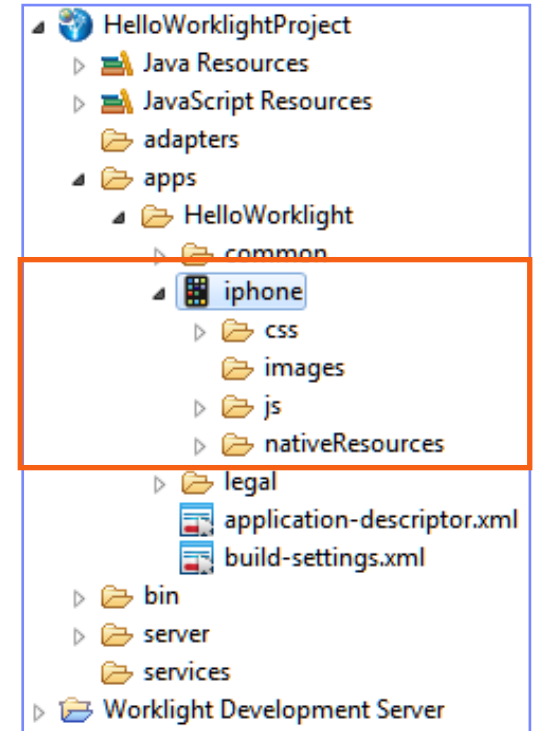
## Adding an iOS environment

- Select the **iPhone** or **iPad** check box, and then click **Finish**.
- The following slides are specific to the iPhone environment, but apply similarly to the iPad environment.



## Adding a new environment - continued

- A new folder named **iphone** is automatically added to your project.

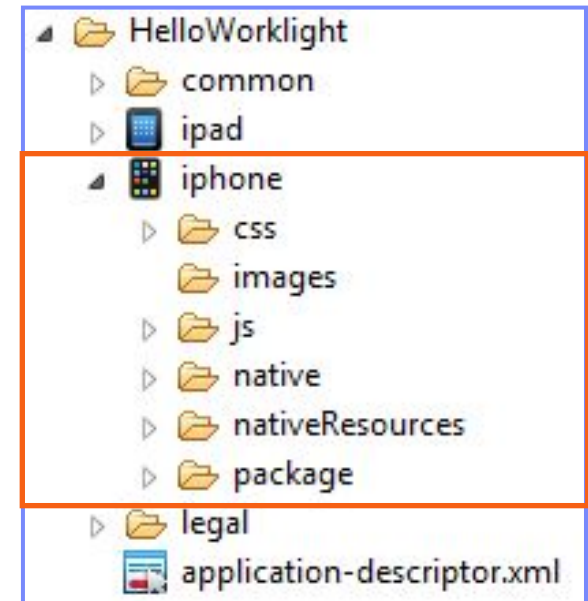


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## Review of the iOS environment folder structure

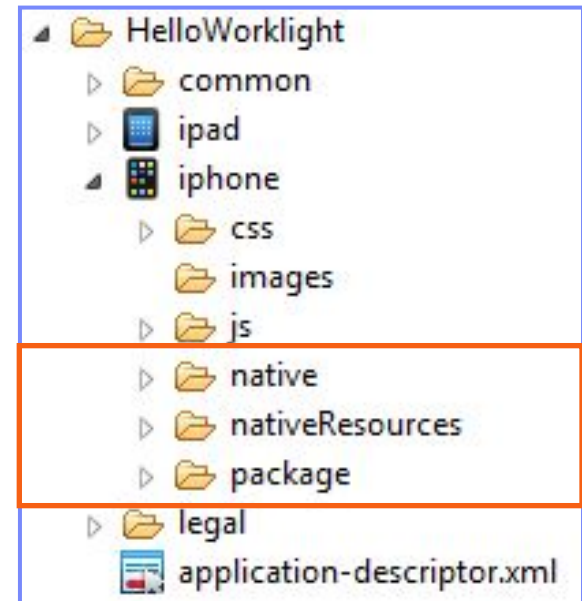
- The iPhone environment includes the following folders:
  - **css** – The properties that are specified in this folder override the CSS files from the **common** folder.
  - **images** – iOS-specific images can be added in this folder. If images with the same file name exist in the **common** folder, they are overwritten in the iOS application.
  - **js** – Contains JavaScript™ that can extend, and override if required, JavaScript from the **common** folder.





## Review of the iOS Environment folder structure - continued

- The **native** folder under the **iphone** folder contains automatically generated iPhone app code.
  - Files in the **native/www** folder are regenerated each time the application is built, so any changes made to these files are lost.
  - The **nativeResources** folder under the **iphone** folder contains resources that are used by the native code.
  - The **package** folder under the **iphone** folder contains a packaged, or compressed, copy of the built application.

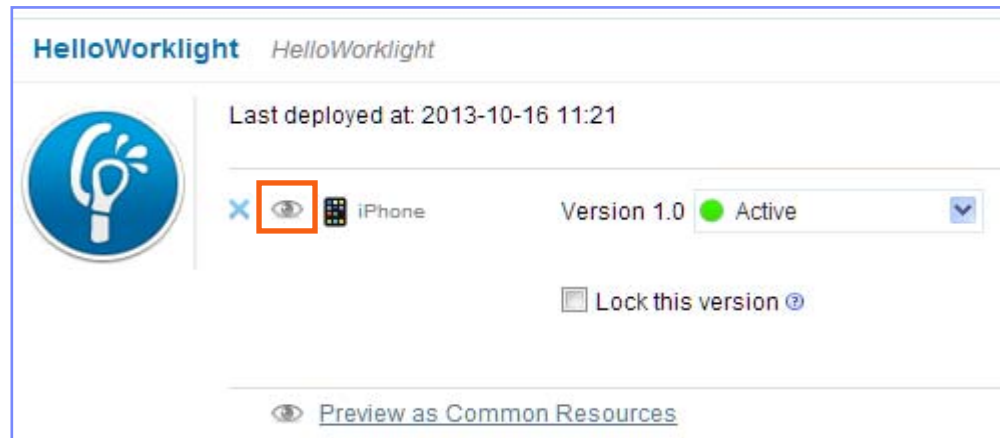


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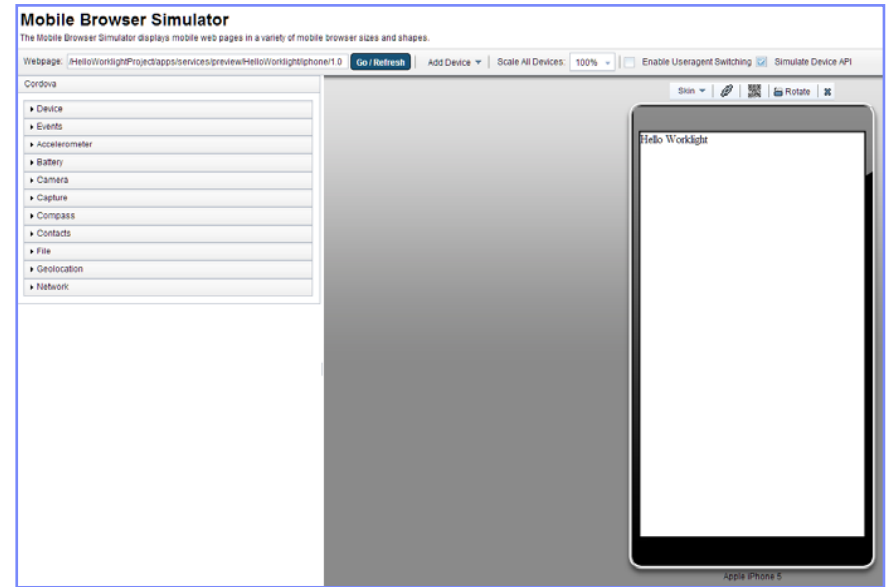
## Previewing your application with the Mobile Browser Simulator

- Once your application is built and deployed in Worklight Studio, you can preview it in the Mobile Browser Simulator.
- Right-click the project and select **Open Worklight Console**, or browse to the Worklight Console, and then click the preview icon beside the environment name.



## Previewing your application with the Mobile Browser Simulator

- The Mobile Browser Simulator (MBS) can be used to emulate Cordova or preview your application with different device skins.
  - *Limitation:*
    - With the Mobile Browser Simulator, to preview an application that contains security tests that rely on the device (such as auto-provisioning or authenticity), you must temporarily change the security tests so that they do not use the device identification.

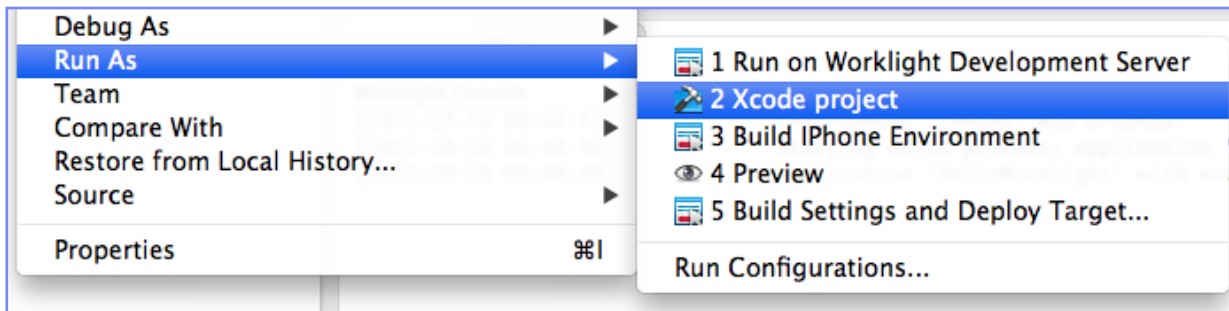


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## Transferring your application to Xcode

- The Eclipse IDE does not support iOS application development, therefore your application needs to be transferred to Xcode, the Apple native IDE.
- If you are running a Mac version of Eclipse, right-click the iPhone or iPad environment folder and select **Run As > Xcode project**. The IBM Worklight plug-in automatically opens Xcode for you.

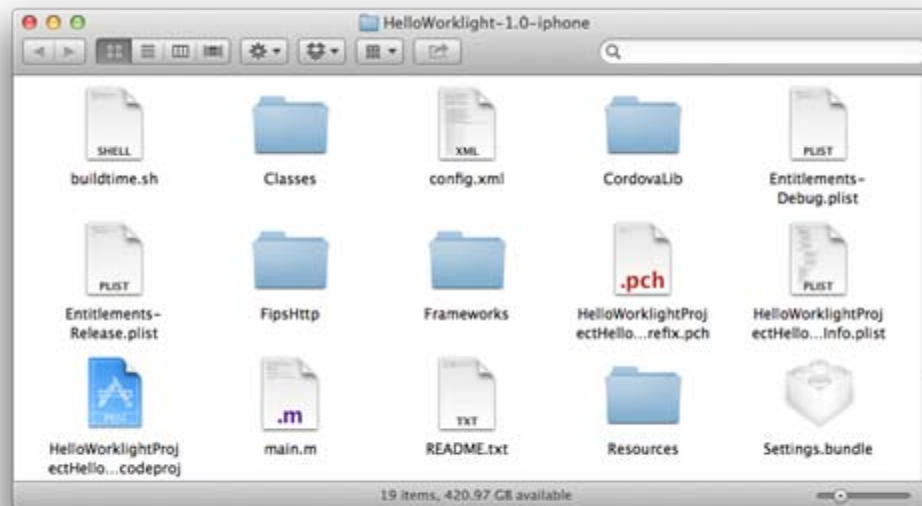


- As an alternative you can manually open an Xcode project from your application **native** folder.
- If you are running a Windows™ version of Eclipse, copy and extract the archive file that is generated in the **package** folder to the required destination on your Mac.

For more information about Apple Xcode, see the Apple iOS Dev Center website.

## Transferring your application to Xcode - continued

- Inside the extracted folder, you can find a fully compatible native Xcode application.



- IBM Worklight supports XCode 5.0 or above.

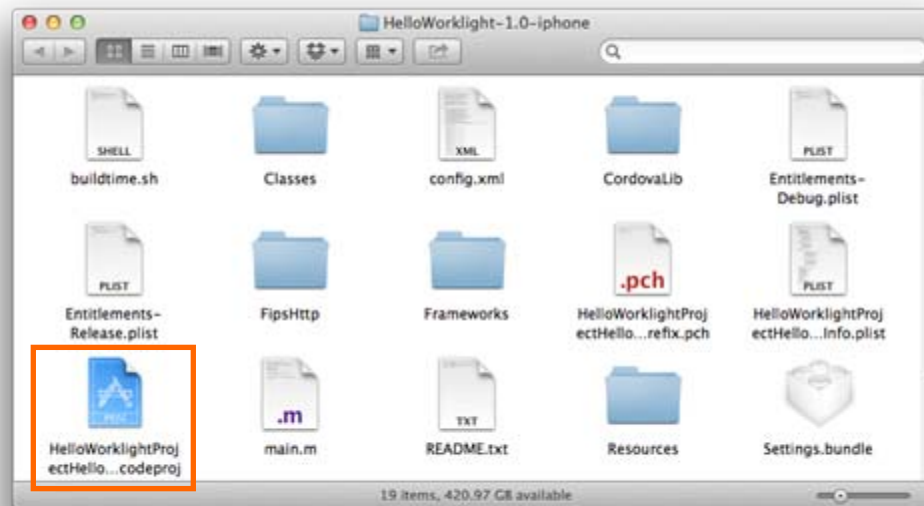
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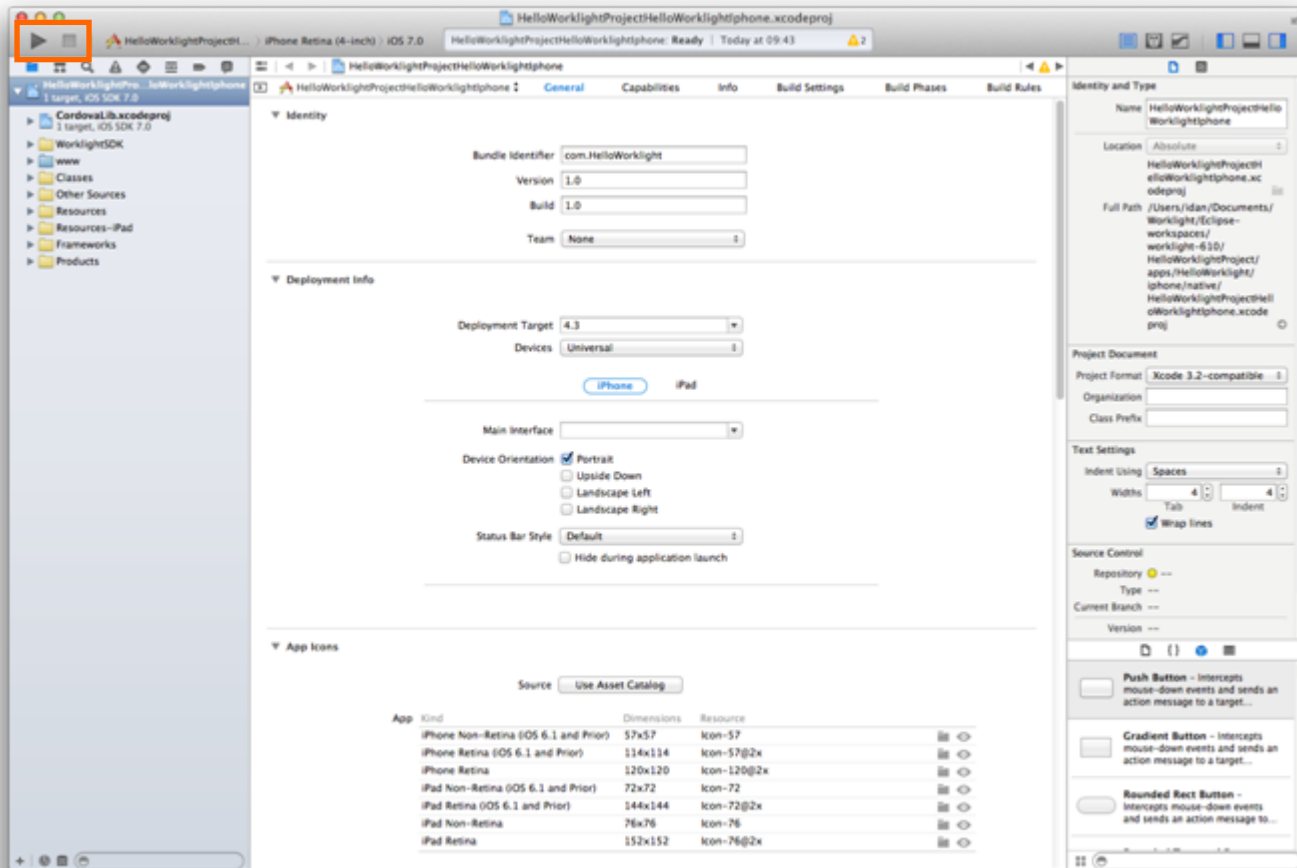
## Running your app in the iOS Simulator

- If you transferred your app from Windows, double-click the project file to open it in the Xcode IDE.



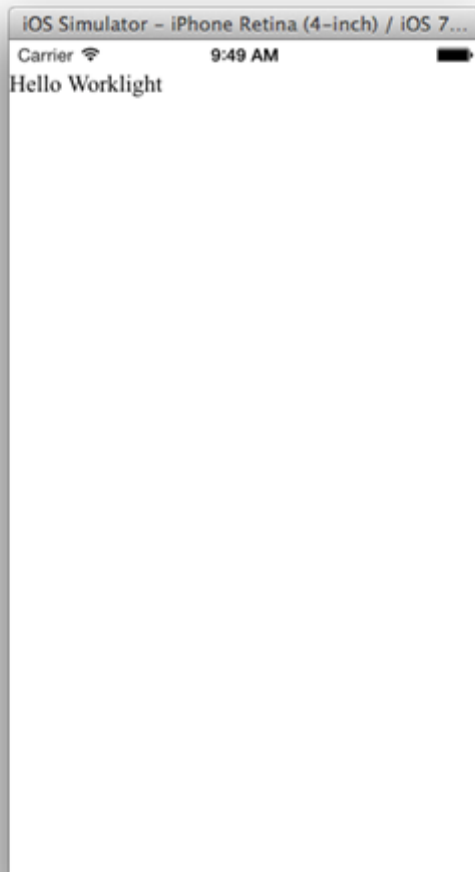
# Running your app in the iOS Simulator - continued

- Click the **Play** button to preview your application in the iOS Simulator.



## ***Running Your App in the iOS Simulator - continued***

- Congratulations! You've created your first iPhone application.



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## ***Running your app on a real device***

- To deploy an iOS application to a real device, you need to enroll to the Apple iOS Developer Program and install a provisioning profile onto Xcode and your iOS device.
  
- For more information, see the Apple iOS Dev Center website.

## Exercise

Use the HelloWorklight application that you created earlier

- Add an iPhone environment to it
- Build and deploy your application to the Worklight Development Server
- Transfer your application to Xcode
- Run your app in the iPhone simulator



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