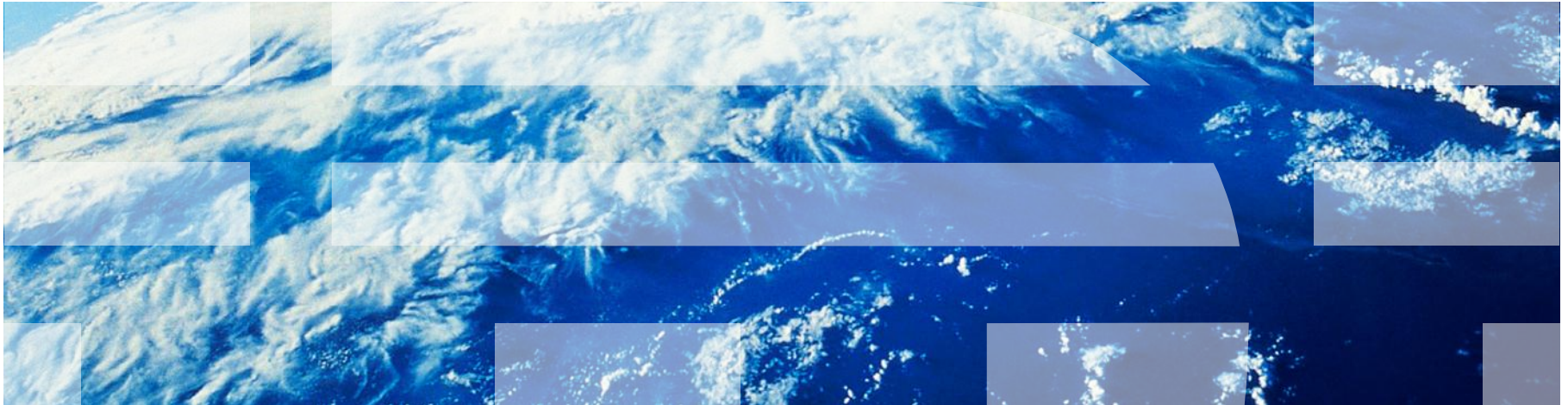


IBM Worklight Foundation V6.2.0 Getting Started

Setting up your BlackBerry 10 development environment



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Agenda

- BlackBerry WebWorks development overview
- Install BlackBerry 10 WebWorks development tools
 - Ripple
 - SDK
 - Simulator
- Get 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 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 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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Install BlackBerry WebWorks Development Tools

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



The screenshot shows the download and installation process for the Ripple emulator. On the left, a download icon is followed by the text "Download the Ripple emulator CRX file." An arrow points down to a Chrome browser icon and a ".crx" file icon, with the text "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 the text "To see further install instructions for the Ripple emulator, have a look here >". On the right, the title "Ripple emulator" is above a blue button that says "Ripple emulator" and "0.9.13 beta (11.2 MB)". Below the button are links for "Release Notes", "System Requirements", and "Checksum (MD5)".

Install BlackBerry WebWorks Development Tools

- Use **BlackBerry WebWorks SDK** to package applications.
- To download and install this SDK, see <https://developer.blackberry.com/html5/download/>.

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?](#)

Install 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 simulator.

And a simulator to test the result





You need VMWare Player to run the Simulator. [You can get it here >](#)

↓




Download the installer and run it.

↓


Start VMWare Player and Open the BlackBerry10Simulator.vmx from where you installed the simulator.

↓



[See more instructions for the BlackBerry 10 Simulator here >](#)

BlackBerry 10 Simulator



BlackBerry 10.2 Simulator
10.2.0.1791 for Windows (743 MB)

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

Install BlackBerry WebWorks Development Tools

For other BlackBerry simulators, see

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

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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 10.0.09 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 \(bin\)](#)

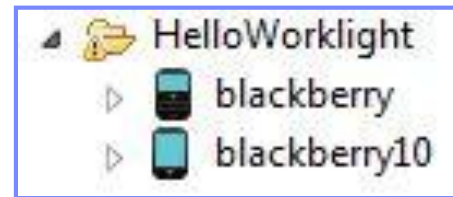


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Get Started With WebWorks

- Worklight® Studio generates a ready-to-use BlackBerry WebWorks project.
- Worklight Studio includes two 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/v2_1/getting_started.html.

Publish Your Applications

- After your application is developed, you can publish it in BlackBerry App World.
- Before publishing your application in BlackBerry App World, you must sign and package it by using the 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/>.
- For more information, see the BlackBerry Developer website at <https://developer.blackberry.com/html5/>.

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