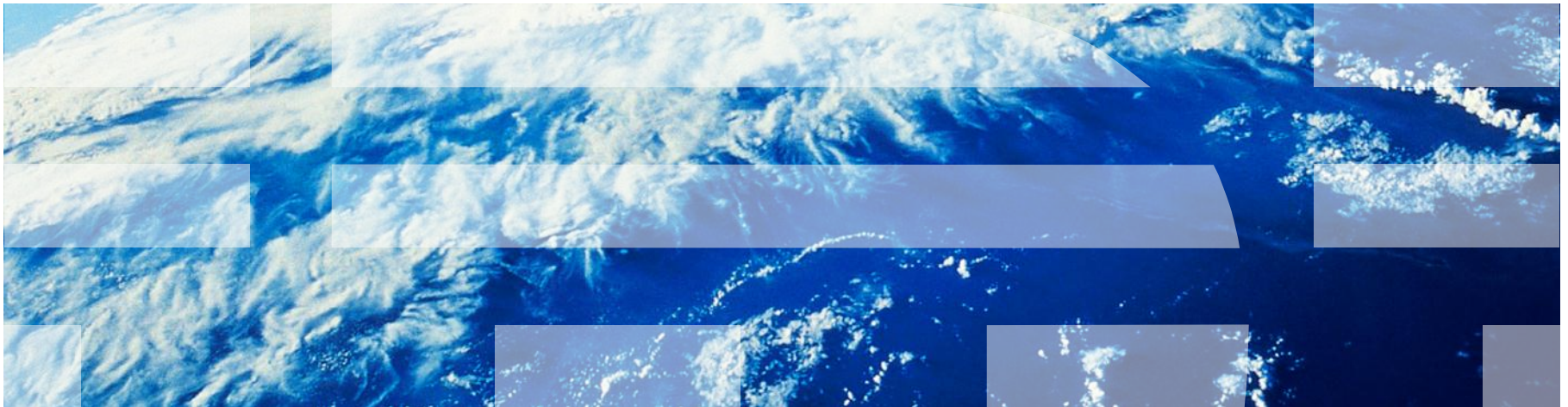


IBM Worklight Foundation V6.2.0 Getting Started

Creating your first Native WP8 Worklight application



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For more information

- For more information about developing native Windows Phone 8 applications, see the Worklight user documentation topic: "Developing native applications for Windows Phone 8"

Agenda

- **Creating a Worklight native API**
- Creating and configuring a Windows Phone 8 native application

Creating a Worklight native API (1 of 4)

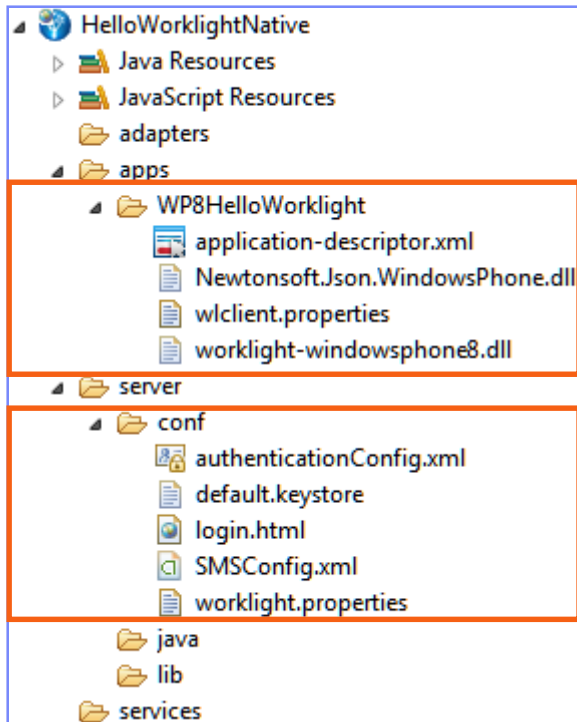
- IBM Worklight® Foundation provides the ability for native Windows Phone 8 applications to communicate with a Worklight Server by using the Worklight native API library.
- To serve a native Windows Phone 8 application, the Worklight Server must be aware of it.
- You can find the Worklight native API folder in the application folder of your Worklight project.
- The Worklight native API folder contains a native API library and configuration file that you must copy to your native Windows Phone 8 project.
- The native application contains the `application-descriptor.xml` file, where you can configure the application metadata.
- In this module, you learn how to create a Worklight native API.
- In the following modules, you learn how to use its components in your native Windows Phone 8 application.

Creating a Worklight native API (2 of 4)

1. In Worklight Studio, create a Worklight project, and add a Worklight Native API.
2. In the **New Worklight Native API** dialog, enter your application name, and select **WindowsPhone8** for the **Environment** field.
3. Right-click the **Worklight native app** folder and select **Run As > Deploy Native API**.
 - This action is required in order for the Worklight Server to recognize the application if it attempts to connect to the server, similar to Hybrid applications.

Creating a Worklight native API (3 of 4)

- The Worklight native API contains several components:



The `worklight-windowsphone8.dll` file is a Worklight API library that you must copy to your native WP8 project.

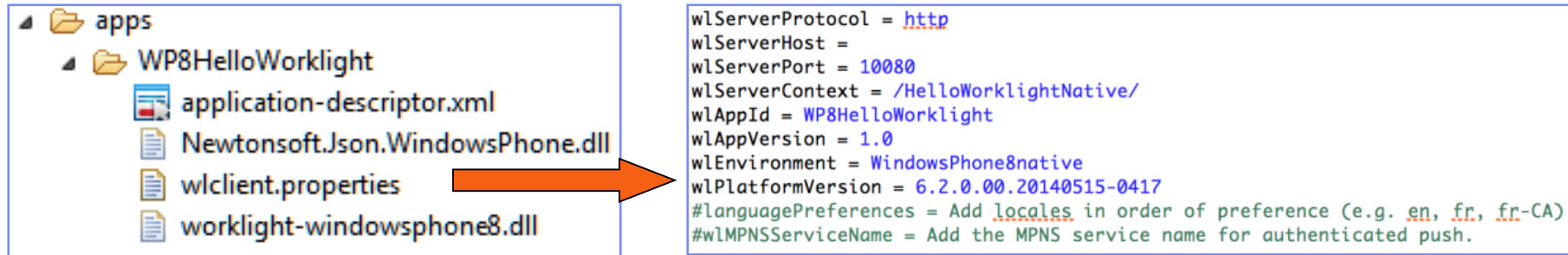
You use the `application-descriptor.xml` file to define application metadata and to configure security settings that the Worklight Server enforces.

The `wlclient.properties` file contains connectivity settings that a native Windows Phone 8 application uses. You must copy this file to your native Windows Phone 8 project.

Like with any Worklight project, you create the server configuration by modifying the files that are in the `server\conf` folder.


Creating a Worklight native API (4 of 4)

- Edit the `wlclient.properties` file that holds the server configuration:



apps

- WP8HelloWorklight
 - application-descriptor.xml
 - Newtonsoft.Json.WindowsPhone8.dll
 - wlclient.properties
 - worklight-windowsphone8.dll



```

wlServerProtocol = http
wlServerHost =
wlServerPort = 10080
wlServerContext = /HelloWorklightNative/
wlAppId = WP8HelloWorklight
wlAppVersion = 1.0
wlEnvironment = WindowsPhone8native
wlPlatformVersion = 6.2.0.00.20140515-0417
#languagePreferences = Add locales in order of preference (e.g. en, fr, fr-CA)
#wlMPNSServiceName = Add the MPNS service name for authenticated push.
          
```

- `wlServerProtocol` – The communication protocol to the Worklight Server, which is either `http` or `https`.
- `wlServerHost` – The hostname of the Worklight Server.
- `wlServerPort` – The port of the Worklight Server.
- `wlServerContext` – The context root path of the application on the Worklight Server.
- `wlAppId` – The application ID as defined in the `application-descriptor.xml` file.
- `wlAppVersion` – The application version.
- `wlEnvironment` – The target environment of the native application (“WindowsPhone8native”).
- `wlPlatformVersion` – The Worklight Studio version.
- `languagePreferences` – List of preferred locales.

Agenda

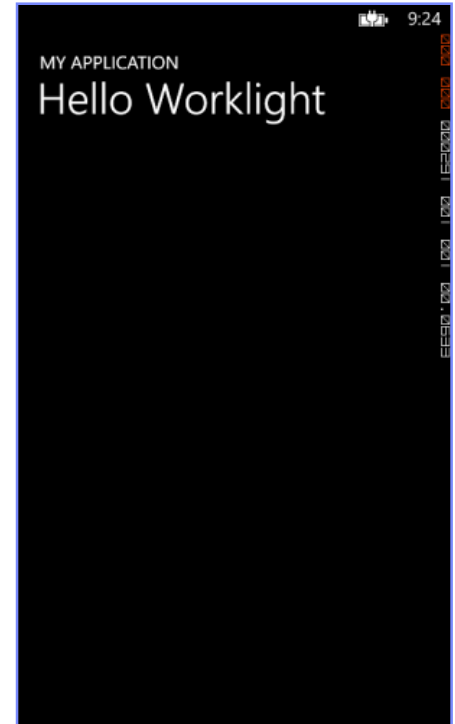
- Creating a Worklight native API
- Creating and configuring a Windows Phone 8 native application

Creating and configuring a Windows Phone 8 native application

- Create a Windows Phone App project or use an existing one.
- Add as a reference the files `worklight-windowsphone8.dll` and `Newtonsoft.Json.WindowsPhone.dll`
- Copy the `wlclient.properties` file to the root of the native project
- In Visual Studio, open the `wlclient.properties`'s **Properties** window
 - Set the **Copy to Output Directory** option to **Copy always**
- Add the following capabilities to the `WMAppManifest.xml` file:
 - `ID_CAP_NETWORKING`
 - `ID_CAP_IDENTITY_DEVICE`

Creating and configuring a Windows Phone 8 native application

- After you run the application in Visual Studio, the final result will be a native application that contains the Worklight API library.
- In the next training module, Native Worklight API will be implemented and demonstrated.
- A sample project with pre-defined Worklight API library is supplied for this training module.



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