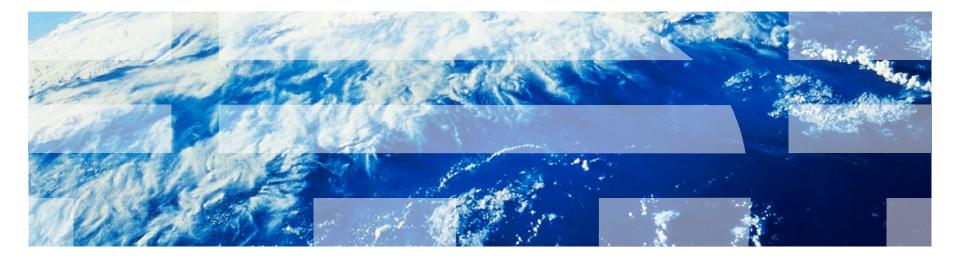


#### IBM Worklight Foundation V6.2.0 Getting Started

**Previewing your application on BlackBerry 10** 





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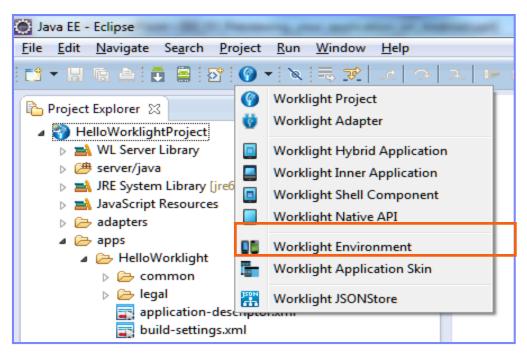
## Agenda

- Adding a BlackBerry 10 environment
- Review of the BlackBerry 10 environment folder structure
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#### Adding a BlackBerry 10 environment

- You must define a WEBWORKS\_HOME environment variable. The value of this variable must be the path to your WebWorks SDK.
- Create your Worklight BlackBerry 10 application.
- Click the Worklight® icon, and select Worklight Environment to add an environment to your application.





# Adding a BlackBerry 10 environment - continued

- Select the BlackBerry 10 check box, and then click Finish.
- A blackberry10 folder is automatically added.

New Worklight Environ	nent	
Worklight Environment		
Project name:	HelloWorklightProject	<b></b>
Application/Component:	HelloWorklight	<b>▼</b>
BlackBerry 6	) ione 8 desktop and tablets app	
?	<u>F</u> inish	Cancel



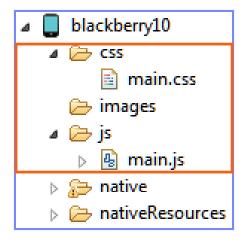
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#### Review of the BlackBerry 10 environment folder structure

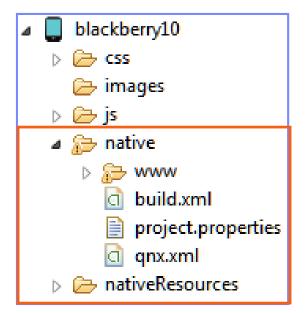
- The BlackBerry 10 environment includes the following folders:
  - css The properties that are specified here override the CSS files from the common folder.
  - images BlackBerry-specific images can be added here. If an image with the same file name exists in the common folder, it is overwritten in the BlackBerry application.
  - js Contains JavaScript<sup>™</sup> that can extend and, if required, override JavaScript from the common folder.





# Review of the BlackBerry 10 environment folder structure - continued

- The native folder contains automatically generated BlackBerry app code that is ready to be packaged.
  - The CSS, HTML, and js files in the native/www folder are regenerated every time that the application is built, so any changes made to these files are lost.
- The nativeResources folder contains resources that are used by the native code.





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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 then 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 continued

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

age: /HelloWorklightProject/apps/services/preview/HelloWorklight/blackberry	Go / Refresh	Open Simple Preview	Add Device 🔻	Scale All Devices:	100% 👻 🛛 🔚	Enable Useragent Switching
ova					Skin 🔻 🖉	飜   台 Rotate   X
evice						
vents						
ccelerometer						
attery				Hello V	Vorklight	
amera						
apture						
ompass						
ontacts						
le						
eolocation						
etwork						



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#### Previewing your application on the BlackBerry Ripple Emulator

- Click Open Simple Preview.
- Make sure to enable the Ripple plug-in in Chrome.

page: /HelloWorklightProject/apps/services/preview/HelloWorklight/blackberry1	Go / Refr sh Open Simple Preview	Add Duvice 👻   Scale All Devices: 100% 👻   📃 Enable User	igent Switching
tova		Skin 👻 🖉 🕌 🏭 🖴 Ro	tate 2
levice			
vents			
ccelerometer			
lattery		Hello Worklight	
Camera			
Capture			
Compass			
Contacts			
ile			
eolocation			
letwork			



# Previewing your application on the BlackBerry Ripple Emulator - continued

 Click the ripple icon on the right top bar of your browser, and click Enable to view the selected application in Ripple.

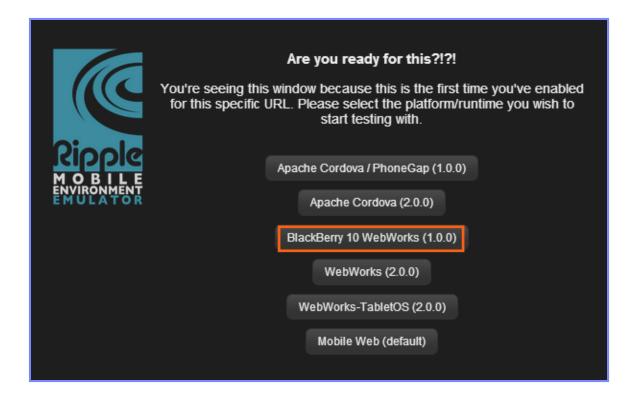
Devices + + v		Settings +
BlackBerry 10 Dev Alpha		Device & Network Settings
Orientation		Geo Location 🕂
		Events ÷
Platforms +		Config ÷
Platform BlackBerry 10 WebWorks		Build +
Version 10.0		The build and deploy services are not currently running, would you like to start them?
Change Platform		Start Services
Information		Package
Platform: BlackBerry 10 WebWorks Device: BlackBerry 10 Dev Alpha		Package & Sign
OS: BlackBerry 10.06.99	U Worklight Starter O	Package & Launch
Manufacturer: Research In Motion Screen: 768x1280	CTIA and MobileCon merging in 2014, forming 'super mobile show' Wed. 02 Jan 2013 05 00 00 EBT	Settings
Density: 355 PPI	Nokia to lock down access to Navifirm and early firmware images later this month	Seminys
User Agent: Mozilla/5.0 (BB10, Touch) AppleWebK8537.1+ (KHTML, like Gecko)	Wed, 02 Jan 2013 04:10:00 EST	
Version/10.0.0.1337 Mobile Safari/537.1+	WatchESPN sports streaming reaches Amazon Kindle Fire tablets Wes, 62 Jan 2013 00 157 >	
Accelerometer +	Samsung will showcase its Smart TV Evolution Kit at CES 2013 Wex, 62 Jan 2013 0104-00 EST	
Invoke +	Tobii REX brings Gaze eye-tracking tech to any Windows 8 machine Wed, 62 Jan 2013 00 01:00 651	
	LG readies Whisen air conditioner with its own NFC-aware mobile app, direct voice recognition Tue, 01, Jan 2013 22:32:00 EST	
	Open webOS ported to the Nexus 7, gives us the Touchpad Go that might have been (video) Tue. 81 Jan 2013 22:21 08 E8T	
	LG 55-inch OLED TV available for pre-order in Korea this week, ready to ship next month Tue, 01 Jan 2013 18-40 00 EST	
	The Daily Roundup for 1.1.2013 Tue. 01 are 2013 19:00:00 EBT	
	GigaOM: Intel Media TV service won't launch at CES, but it is coming soon Twe 01 are 2013 16 54:00 EST	

<b>Ripple Mission Control</b>
This is the Ripple control panel, where you can enable and disable Ripple for the current page URL and all pages contained within it.
Enable
Disable
<b>Ripple Services</b>
Here you can start and stop the Ripple services. The services will give you the ability to build, sign, and deploy your BlackBerry WebWorks application as well as provide you with a local web server on port 9910
Start Ripple Services
Auto start services everytime Chrome is launched
Ripple services are now running on <u>http://locathost-9910</u>
New to Ripple? Hit up the <u>Main Documentation</u> to get started.



# Previewing your application on the BlackBerry Ripple Emulator - continued

 If you get the following screen, choose BlackBerry 10 WebWorks (1.0.0) to proceed with previewing the application.





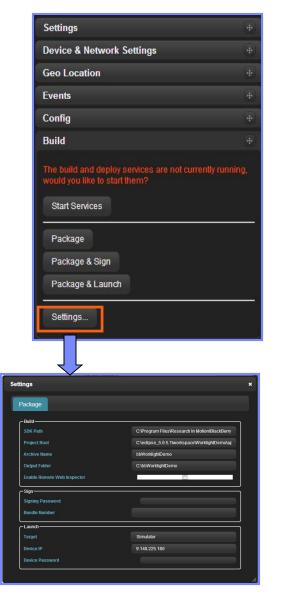
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#### Packaging your application

- You must have BlackBerry WebWorks SDK installed to package an application for a simulator or mobile device.
- In BlackBerry Ripple, at the bottom of the right menu, select Settings.





C Build		
SDK Path	C:\Program Files\Research In Motion\BlackBerry	Path where
Project Root	C:\eclipse_5.0.5.1\workspace\WorklightDemo\ar	
Archive Name	bbWorklightDemo	BlackBerry
Output Folder	C:\bbWorklightDemo	WebWorks SDK
Enable Remote Web Inspector		installed
Sign		
Signing Password		
Bundle Number		
CLaunch		
- Launch	Simulator	



ttings	×	
Package		
C-Build		
SDK Path	C:\Program Files\Research In Motion\BlackBerry	The rest folder of w
Project Root	C:\eclipse_5.0.5.1\workspace\WorklightDemo\ar	The root folder of yo
Archive Name	bbWorklightDemo	project.
Output Folder	C:\bbWorklightDemo	
Enable Remote Web Inspector		
Signing Password		
Bundle Number		
CLaunch		
Target	Simulator	
Device IP	9.148.225.180	
Device Password		



ttings	type filter text	Resource	\$\$ ▼ \$
Packa Build- SDK P	Resource Run/Debug Settings	Type: Folder	ghtStarter/blackberry10/native/www orklightStarter\apps\worklightStarter\blackberry10\native\www
Projec		Read only	
Archiv		Derived	To find the root folder,
Outpu		Text file encoding	right-click the
Enable		<ul> <li>Inherited from container (UTF-8)</li> <li>Other: UTF-8</li> </ul>	native/www folder in
- Sign -			your Eclipse
Signin			
Bundl			blackberry10 folder
-Launc			and select <b>Properties</b> .
Targe			
Device			Restore Defaults Apply
Device	(?)		OK Cancel



Package		
C Build		
SDK Path	C:\Program Files\Research In Motion\BlackBerry	
Project Root	C:\eclipse_5.0.5.1\workspace\WorklightDemo\ap	The name for your
Archive Name	bbWorklightDemo	
Output Folder	C:\bbWorklightDemo	archive, and the fold
Enable Remote Web Inspector		where to output the
		application
Signing Password		
Bundle Number		Specify a folder
Target	Simulator	outside your project.
Device IP	9.148.225.180	
Device Password		



Complete the following fields:

Package	
-Build	
SDK Path	C:\Program Files\Research In Motion\BlackBerry
Project Root	C:\eclipse_5.0.5.1\workspace\WorklightDemo\ar
Archive Name	bbWorklightDemo
Output Folder	C:\bbWorklightDemo
Enable Remote Web Inspector	
-Sign	
Signing Password	
Bundle Number	
-Launch	
Target	Simulator
Device IP	9.148.225.180
Device Password	

Sign you app with a BlackBerry 10 developer certificate to run it on a BlackBerry 10 handset. Specify your certificate password here.

Signing is NOT required to run the application in the BlackBerry 10 Simulator.



Complete the following fields:

ackage	
- Build	
SDK Path	C:\Program Files\Research In Motion\BlackBerry
Project Root	C:\eclipse_5.0.5.1\workspace\WorklightDemo\ar
Archive Name	bbWorklightDemo
Output Folder	C:\bbWorklightDemo
Enable Remote Web Inspector	
-Sign	
Signing Password	
Bundle Number	
-Launch	
Target	Simulator
Device IP	9.148.225.180
Device Password	

Select your target: device or simulator.

Then, enter the device IP and password.

The Device IP address can be found by using either the BlackBerry Desktop Manager, or in the device settings.



- Before you package the application, click Start Services.
- Package your application.
- At the end of the packaging process, you receive indication about the process success or failure.
- For more information about application packaging, see the BlackBerry Developer website.

Settings	+
Device & Network Settings	
Geo Location	
Events	
Config	
Build	
would you like to start them? Start Services Package Package & Sign	
Package & Launch	
Settings	



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#### Run application on a BlackBerry Simulator / handsets

- To load and run your packaged application on a simulator or device, open a command prompt and navigate to the dependencies\tools\bin folder under your BlackBerry 10 SDK folder.
- Use the following command to load and run your application:

blackberry-deploy -installApp -password
<simulator password> -device <simulator
IP address> -package <BAR file path>

Use the following command to remove your application:

blackberry-deploy -uninstallApp -device
<IP\_address> -package <bar file name> password <device password>





#### Run application with Cordova Ant tool

- Worklight BlackBerry 10 application supports Cordova Ant tool to package and run your application.
- After you build your Worklight application, open the project.properties file under the \native directory and edit it as follows:
  - To run on a device:
    - qnx.device.ip = <Device IP>
    - qnx.device.password = <Device password>
    - qnx.device.pin = <Device PIN number>
    - qnx.sigtool.password = <BlackBerry 10 Code Signing Password>
  - To run on a simulator:
    - qnx.sim.ip = <simulator IP>
    - qnx.sim.password = <simulator password>
- To get a BlackBerry 10 Code Signing keys, see

https://www.blackberry.com/SignedKeys/codesigning.html



#### Run application with Cordova Ant tool - continued

- To run an application on a device or a simulator, use the following Cordova ant scripts:
  - ant qnx debug-device
  - ant qnx load-device
  - ant qnx debug-simulator
  - ant qnx load-simulator



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