BlackBerry 10 WebWorks - Web launcher manual

Introduction

The BlackBerry WebWorks web launcher can be used to create webclips for BlackBerry 10 that can be deployed through the BlackBerry Enterprise Service 10 to BlackBerry 10 devices.

This allows IT administrators to publish internal web site as an icon on the device and have it open in the work browser by default.

Little to know developer knowledge is needed to be able to create these webclips.

Preparation

1) Install WebWorks 2.0 Gold or higher from BlackBerry http://developer.blackberry.com/html5/download/ http://developer.blackberry.com/html5/documentation/v2_0/setting_up_your_tools.html

2) Setup singing

After having downloaded and installed the WebWorks 2.0 Gold+ tools, ensure you also have setup signing properly to be able to create deployable applications. Check the following document to ensure you setup signing properly:

http://bizblog.blackberry.com/2014/01/blackberry-signing-in-the-enterprise/

3) Download the WebWorks WebLauncher project from GitHub found here: https://github.com/blackberry/BES10-WebWorks

Creating a Web Launcher

Step 1)

Launch WebWorks and on the start screen create a new project. Use the following information:

- Project ID: <reverse dns package name> Use a reverse DNS format to uniquely identify this web launcher (e.g. com.mycompany.weblauncher.bb10.homepage)
- Project name: <Project Name> (e.g. Home Page)
- Project Path: <Project Path> (e.g. /Users/<yourname>/WebWorks Projects/HomePage)

Create Project

PROJECT ID				
com.mycompany.weblauncher.bb10.homepage				
PROJECT NAME				
Home Page				
PROJECT PATH				
/Users/DennisReumer/WebWorks Projects/HomePage				
CREATE				

Step 2)

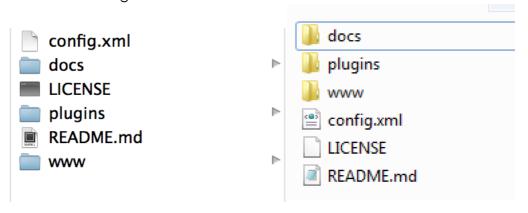
Navigate to the plugins tab after creating the project and add the "com.blackberry.app" plugin to the project.

com.yourcompany.weblauncher.bb10.home Plugins

Plugin Name or URL:		
com.blackberry.app		
ADD PLUGIN		

Click here to find available plugins on cordova.io

Copy over the contents of the directory of the WebWorks web launcher (see file list below) source code from Github to the Project Path directory; overwrite all existing files and directories.



Step 4)

Have a square icon available (in PNG format, minimum size 114x114 pixels) Rename the icon file to: logo.png

Copy it to the "/<extracted path>/www/img/" and overwrite any existing file.

Step 5)

Return to the WebWorks GUI interface. Switch one time between the plugin and the Configuration tab pull in the updated information. Return back to the configuration tab.

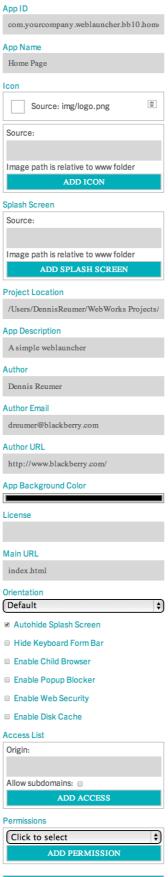
Update the fields in the configuration screen with your information and then press the save button.

- App ID: <reverse dns package name> (The same as you used before)
- App Name: <App Name> (e.g. Home Page)
- Icon: [i]; This should now reflect your own icon. If not try switching again between the plugins tab and Configuration tab.
- Splash Screen: <> (Leave empty)
- Project Location: /Users/<yourname>/WebWorks/.... (Leave as is)
- App description: "" (Provide your own App description, this is useful to identify the App in the BlackBerry World for Work and BES admin console).
- Author: [] (Provide your own Author name)
- Author email: [<e.g. support email address of the company>]
 (Provide an email address, for example your default support email address)

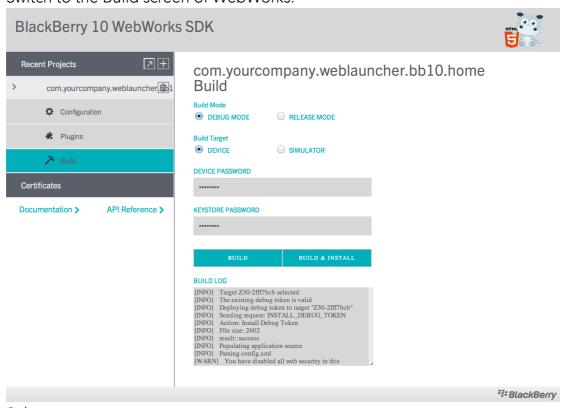
- Author URL: <your to be launched URL> !IMPORTANT! here fill in the full url you would like this web launcher to launch (e.g. http://www.blackberry.com/)
- App Background color: [<black>] (Leave as is)
- License: [<empty>] (Leave as is)
- Main URL: index.html (Leave as is)
- Orientation: [<Default>] (Leave as is)
 - o [V] Autohide splash screen
 - o [] Hide Keyboard Form Bar
 - o [] Enable Child Browser
 - o [] Enable Popup Blocker
 - o [] Enable Web Security
 - o [] Enable Disk Cache
- Access List
 - Origin: [<empty>] (Leave empty)
 - o Allow subdomains [] (Leave unchecked)
- Permissions: (Leave as is)

(See example on the next page)

com.yourcompany.weblauncher.bb10.home Configuration



Step 6)
Switch to the Build screen of WebWorks.



Select:

- Release Mode
- Device (if the device is connected through USB and in Development mode)
- Press Build and Install to test. To test in the Work Perimeter, switch to the work perimeter before using the Build and install option.

To deploy through the BES server:

Get the bb10app.bar file from "WebWorks Projects/<your project>/platforms/blackbery10/build/device/bb10app.bar" and upload it to the BES.

NOTE: Always ensure the App ID is unique!! Otherwise it will be seen as either an update or replacement of an existing app with the same ID.