

Setting up your BlackBerry 10 development environment

fork and edit tutorial (<https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/7.0/setting-up-your-development-environment/setting-blackberry-10-development-environment.html>) | report issue (<https://github.ibm.com/MFPSamples/DevCenter/issues/new>)

Overview

Prerequisite: If you intend to use IBM MobileFirst Studio to develop your application, read tutorial *Setting up your IBM MobileFirst development environment* first.

Before you start to develop, deploy, and test your BlackBerry applications, set up the BlackBerry development environment. This initial setup includes installing the BlackBerry SDK and BlackBerry Simulator.

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.

BlackBerry 10 development tools

BlackBerry SDK

The BlackBerry SDK is used to package applications.

To download and install this SDK, visit <http://developer.blackberry.com/html5/downloads/> (<http://developer.blackberry.com/html5/downloads/>).



The screenshot shows the 'Get started with the SDK' section of the BlackBerry 10 WebWorks SDK download page. It features a diagram with a download icon and the text 'Download the installer.' followed by a double-click icon and the text 'Double-click the installer file and follow the instructions.' Below this is a link for more instructions. On the right, there is a yellow box for 'BlackBerry 10 WebWorks SDK 2.1 2.1.0.13 for Mac OS X (43.9 MB)' with links for 'Release Notes', 'Requirements', 'Checksum (MD5)', 'Windows', and 'Linux'. A note at the bottom right mentions a known issue with Java for Mac OS X.

Get started with the SDK

Download the installer.

Double-click the installer file and follow the instructions.

For more instructions about the BlackBerry 10 WebWorks SDK, go [here](#).

BlackBerry 10 WebWorks SDK

BlackBerry 10 WebWorks SDK 2.1
2.1.0.13 for Mac OS X (43.9 MB)

[Release Notes](#) | [Requirements](#) | [Checksum \(MD5\)](#) | [Windows](#) | [Linux](#)

Note: A known issue with Java for Mac OS X may cause issues when installing. For more information and a solution, see [here](#) (10.6 only) or [here](#) (10.7, 10.8+).

BlackBerry Simulator

Use the BlackBerry Simulator to preview and debug your application in a simulated device environment. Download the simulator that is relevant to your development environment.

For a list of simulators, visit <http://us.blackberry.com/sites/developers/resources/simulators.html> (<http://us.blackberry.com/sites/developers/resources/simulators.html>).



WebWorks development

For more information about the BlackBerry WebWorks development process, see the Getting Started section of the BlackBerry documentation (https://developer.blackberry.com/html5/documentation/v2_1/getting_started.html).

Important note: With BlackBerry 6 and 7, the performance of hybrid mobile applications might not be on par with the latest BlackBerry 10 OS, because of older embedded browser technologies and hardware. You might want to use prototypes to validate that applications meet performance targets on BlackBerry 6 and 7. When advanced performance is needed, native development is preferred.

Creating a new BlackBerry 10 project

When you create a new BlackBerry 10 project, the project structure is different depending on whether you use WebWorks SDK 1.x or WebWorks SDK 2.x. Make sure that your WEBWORKS_HOME environment variable is set to the WebWorks SDK that you use.

Migrating a BlackBerry10 Webworks 1.x project to Webworks 2.x

To make a BlackBerry 10 WebWorks 1.x project work with WebWorks SDK 2.x, follow these instructions:

1. Set the WEBWORKS_HOME environment variable to the WebWorks SDK 2.x folder.
2. Create a new MobileFirst project and MobileFirst application. Add the Blackberry10 environment to it. This creates a Blackberry10 native folder with a WebWorks SDK 2.x project structure.
3. Replace the `{new project}/{new app}/blackberry10/native/www` folder with the `{old app}/blackberry10/native/www` folder of the old project (which has a Blackberry10 native folder with a WebWorks SDK 1.0 project structure).
4. Replace the `{new project}/{new app}/blackberry10/css`, `{new app}/blackberry10/images`, `{new app}/blackberry10/js`, and `{new_app}/common` folders with the corresponding folders from the old project.
5. Modify the `{new project}/{new`

app}/blackberry10/native/www/webresources/default/index.html file as follows:

1. Remove the `<script>` tag pair which encloses the `webworks.js` file name.
2. Change `src="worklight/cordova.js"` to `src="../../cordova.js"`.

This will point to

`{new project}/{new`

`app}/blackberry10/native/platforms/blackberry10/www/cordova.js`.

- Remove the unnecessary files and folders from `{new project}/{new app}/blackberry10`:
 - Delete chrome, ext-qnx and config.xml from the `native/www` folder.
 - Delete Plugins, cordova.js, cordova_plugin.js from the `native/www/webresources/default/worklight/` folder.
- Reapply the custom changes that you have made to the `config.xml` file.