

Previewing your application on Windows Phone 8

fork and edit tutorial (<https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/6.3/hello-world/previewing-application-windows-phone-8.html>) | report issue (<https://github.ibm.com/MFPSamples/DevCenter/issues/new>)

Overview

In this tutorial the following topics will be covered.

As a pre-requisite, make sure to read the "Previewing your application's web resources" tutorial.

- Opening the Visual Studio project in Visual Studio Express 2012
- Preview the application in the Windows Phone 8 Emulator
- Run the application in a physical device

Opening the Visual Studio project in Visual Studio Express 2012

To open a Visual Studio project from the native folder, right-click the `windowsphone8\native\` .csproj file and then select Open.

As an alternative, you can manually open the .csproj file within Microsoft Visual Studio.

Click Open Project on the left menu and navigate to the project folder.

If you are running Eclipse in Windows 8, you can also right-click the Windows Phone 8 project file and select **Run As > Visual Studio project**. The MobileFirst Studio plug-in will then build & deploy the application to MobileFirst Server and automatically open the project in Visual Studio.



Preview the application in the Windows Phone 8 Emulator

In Visual Studio, make sure that **Windows Phone 8 Emulator** is selected as well as the x86 platform:



Click the green play button (or press **F5**) to start your application in debug mode.
To start your application without debug mode, press **Ctrl + F5** or change **Debug** to **Release** in the dropdown list.



Run the application in a physical device

Make sure that **Device** is selected in the toolbar instead of the Windows Phone 8 emulator

Make sure that your device is connected and is not in sleep mode.

Click the green play button (or press **F5**) to start your application in debug mode.
Click the transparent play button to start your application without debug mode (or press **Ctrl + F5**).