

Application Authenticity Protection in Hybrid applications

This is a continuation of the Application Authenticity Protection (../) tutorial.

application-descriptor.xml

Add the *securityTest* attribute to the relevant environment element. For example:

```
<iphone bundleId="com.worklight.MyBankApp" applicationId="MyBankApp" securityTest="customTests" version="1.0">
```

Next, specific environment modifications are required as well.

iOS

To enable application authenticity protection check for the iPhone/iPad environment, specify the following in *application-descriptor.xml*:

Specifying the bundleId and applicationId

1. Specify the `bundleId` of the application exactly as it was defined in the **Apple Developer portal**.



It can be added either in the Application Description Design view:



Or in the Application Descriptor Source view:

```
<iphone bundleId="com.worklight.MyBankApp" version="1.0">
```

- Specify the applicationId value. The Application Id value must match the value of the application id property, which is located in the native\worklight.plist file. It can be added either in the Application Description Design view:



Or in the Application Descriptor Source view:

```
<iphone bundleId="com.worklight.MyBankApp" applicationId="MyBankApp" securityTest="customTests" version="1.0">
```

- In Xcode, verify that the following value exists in the **Other Linker Flags** field: `-ObjC`

Android

To enable application authenticity protection check for the Android Hybrid environment:

- Extract the public signing key of the certificate that is used to sign application bundle (.apk file).
 - If building the application for distribution (production), extract the public key from the certificate that is used to sign the production ready application.
 - If building an application in the development environment, the default public key that is supplied by the Android SDK can be used. The development certificate can be found in a keystore that

is in a `{user-home}/.android/debug.keystore` file.

- The public signing key can be extracted either manually or by using the wizard that MobileFirst Studio provides.

To use the wizard:

- Right-click the Android environment folder and select **Extract public signing key**.
- Specify the location and the password of a keystore file, and click **Load Keystore**.
- The default password for **debug.keystore** is "android".
- Set the **Key alias** and click **Next**.
- A dialog opens that displays the public key.
- After you click **Finish**, the public key is automatically pasted to the relevant section of the *application-descriptor.xml* file.



2. Add the Application package name by using the Application Descriptor Editor (design view):



3. Take the Application package name value from the package attribute of the *manifest* node in the **AndroidManifest.xml**.

If you decide to change the value to another, verify that you change it in both locations. You can also directly edit **application-descriptor.xml** and add a *packageName*:

```

<android version="1.0">
  <worklightSettings include="false"/>
  <security>
    <encryptWebResources enabled="false"/>
    <testWebResourcesChecksum enabled="false" ignoreFileExtensions="png, jpg, jpeg, gif,
mp4, mp3"/>
    <publicSigningKey>MIGff ...</publicSigningKey>
    <packageName>com.MyBankApp</packageName>
  </security>
</android>

```

Windows Phone 8

To enable application authenticity check for the Windows Phone 8 Hybrid environment, several modifications to the `application-descriptor.xml` file are needed:

1. In the Application Descriptor Design view, supply the `applicationId` and `productId` in the Windows Phone 8 Security section:



2. The `productId` value can be found in `native\PropertiesWMAAppManifest.xml`.
3. The `applicationId` value must match the value of the `span style="font-family:courier-new">wlAppld` property, which can be found in the `span style="font-family:courier-new">native\wlclient.properties` file.

These values can also be supplied in the Application Descriptor Source view. For example:

```
<windowsPhone8 version="1.0">
  <uuid>b5542877-7afe-4edc-a817-5341b5027633</uuid>
  <security>
    <productId>fca81480-7b4a-4ed0-b387-078e8fa0c3d5</productId>
  >
    <applicationId>HelloWorld</applicationId>
  </security>
</windowsPhone8>
```