

# Previewing your application on Mobile Web and Desktop Browser

## 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.

- Mobile Web and Desktop Browser environment specifics
- Preview the application in the Mobile Web Simulator
- Run the application in a physical device

## Mobile Web and Desktop Browser environment specifics

An additional file that exists in the Mobile Web and Desktop Browser environments is the `worklight.manifest` file, which is a cache manifest file that allows for managing and editing the contents of the application cache.

## Preview the application in the Mobile Web Simulator

The desktop browser web page is, in fact, a web page, and thus it is not displayed in the Mobile Browser Simulator. Instead, a new tab opens up and presents the web page.

## Run the application in a physical device

To get the URL of a mobile web application, click the **Get App URL** link that is next to the **Mobile Web** icon.

Copy the regular or shortened URL from the pop-up window, or use the QR code.

To provide a shortened URL, your bit.ly account username and password must be provided in `worklight.properties`.

Enter the shortened URL in your device's mobile browser.





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Mobile Web

Version 1.0

[Get application URL](#)



Preview as Common Resources

#### Get URL of Mobile Web App

Use these methods to access the mobile web app:

Full URL:

<http://9.148.22.226:10060/HelloWorldProject/apps/services/www/HelloWorld/mobilewebapp/>

Shortened URL:

A bit.ly shortened URL is not available because the bit.ly service is not configured. Add bitly.username :

QR Code:

Right-click to save the image



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