

Previewing your application on Windows 8

fork and edit tutorial (<https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/#fork-destination-box>) | report issue (<https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/issues/new>)

Overview

Prerequisite: Make sure to read [Previewing the web resources of your application \(../../hello-world/previewing-applications-web-resources/\)](#).

This tutorial covers the following topics.

- Opening the Visual Studio project in Visual Studio Express 2012
- Previewing the application in the Windows 8 Emulator
- Running the application in a physical device

Opening the Visual Studio project in Visual Studio Express 2012

CLI

If you are not using MobileFirst Studio Eclipse plug-in, use Visual Studio and navigate to the application folder in order to open the project.

MobileFirst Studio

You can open a Visual Studio project from the native folder in one of the following ways:

- Right-click the `.jsproj` file and select **Open**.
- As an alternative, you can manually open the `.jsproj` 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 8 project file and select **Run As > Visual Studio project**. Visual Studio opens.



Previewing the application in the Windows 8 Emulator

1. In Visual Studio, make sure that **Windows 8 Simulator** is selected:



2. 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.



Running the application in a physical device

1. Make sure that **Device** is selected.
2. Make sure that your device is connected and is not in sleep mode.
3. Click the green play button (or press **F5**) to start your application in debug mode.
4. Click the transparent play button to start your application without debug mode (or press **Ctrl + F5**).