

Previewing your application on Mobile Web and Desktop Browser

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.

- Mobile Web and Desktop Browser environment specifics
- Previewing the application in the Mobile Web Simulator
- Running the application in a physical device

Mobile Web and Desktop Browser environment specifics

The Mobile Web and Desktop Browser environments have an additional file, `worklight.manifest`, which is a cache manifest file that allows you to manage and edit the contents of the application cache.



Previewing the application in the Mobile Web Simulator

CLI

From a terminal window, use the `mfp console` command to open MobileFirst Console.

MobileFirst Studio

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.

Running the application in a physical device

To get the URL of a mobile web application:

1. Browse to the **Mobile Web Application** environment in the MobileFirst Operations Console (`../../hello-world/mobilefirst-console/`).

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

To provide a shortened URL, provide your `bit.ly` account username and password in the `worklight.properties` file.

3. Enter the shortened URL in the mobile browser of your device.



The screenshot displays the MobileFirst Operations Console interface. The top navigation bar includes 'MobileFirst Operations Console', 'Analytics Console', and 'Hello, admin'. The left sidebar shows 'Runtimes' with 'HelloWorldProject' selected. The main content area is titled 'HelloWorldProject > HelloWorld' and includes a 'Delete application' button. Below this, the 'HelloWorld' application is shown with various platform tabs: 'Common Resources', 'Android', 'Blackberry 10', 'iPad', 'iPhone', 'Mobile Web Application' (selected), and 'Windows 8 Universal'. A sub-tab for 'Windows Phone 8 Silverlight 8' is also visible. The 'Mobile Web Application' section displays the application's status as 'Active', version '1.0', and build time 'Jun 29, 2015, 3:34 PM'. A red box highlights a message stating that a bit.ly shortened URL is not available due to missing configuration, and it provides a QR code and a long URL: `http://9.148.225.140:10080/HelloWorldProject/apps/services/www/HelloWorld/mobilewebapp/`.