Previewing your application on iOS

Overview

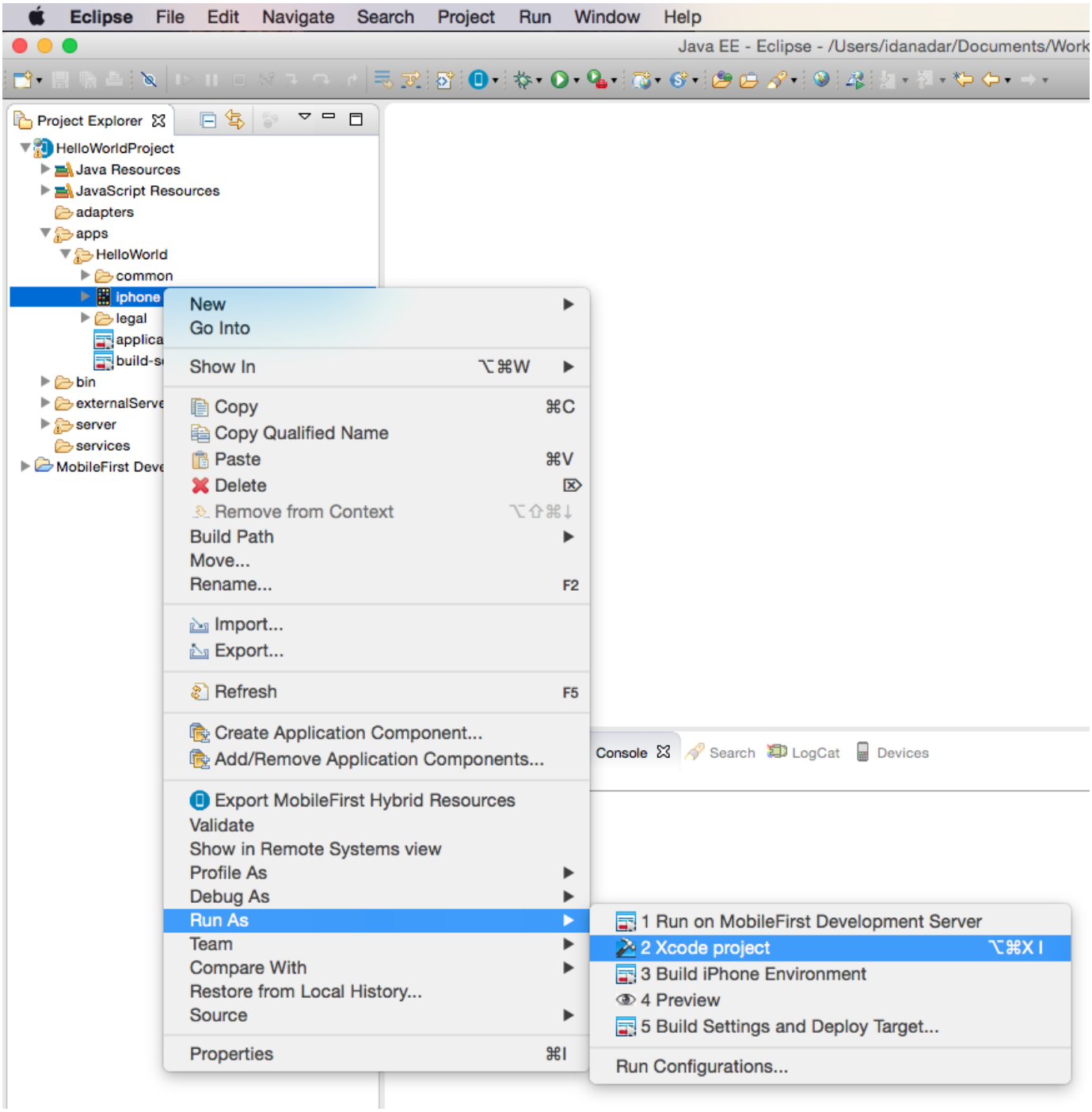
In this tutorial the following topics are covered.
As a pre-requisite, make sure to read the "Previewing your application's web resources" tutorial.

- Open the Xcode project in Xcode
- Preview the application in the iOS Simulator
- Run the application in a physical device

Opening the Xcode project in Xcode

The Eclipse IDE *does not support* iOS application development. Therefore, the application must be transferred to Xcode, the Apple native IDE.

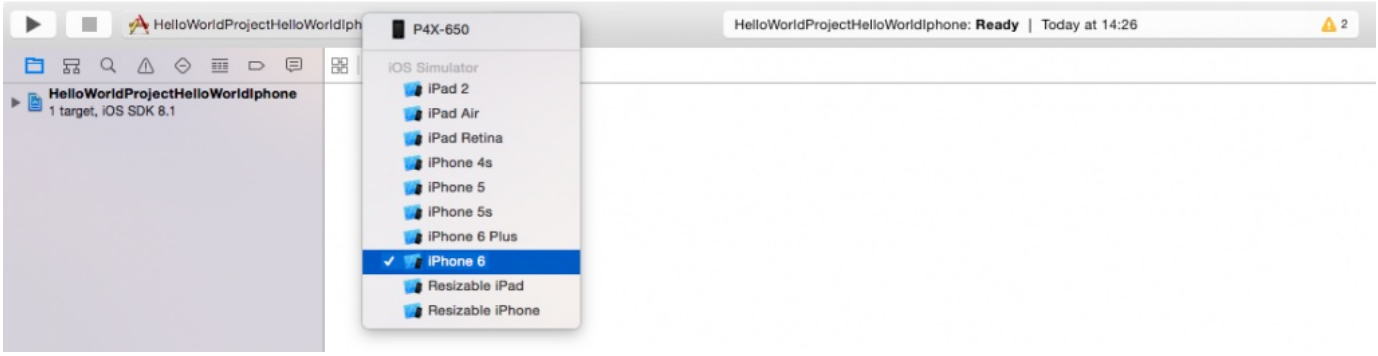
If you are running a Mac version of Eclipse, right-click the iPhone or iPad environment folder and select **Run As > Xcode project**. The MobileFirst Studio plug-in builds and deploys the application as well as opens the Xcode project in Xcode.



As an alternative you can manually open an Xcode project from your application native folder.
If you are running a Windows™ version of Eclipse, manually compress the native folder and copy it to your Mac machine. The native folder represents a fully compatible native Xcode project.

Preview the application in the iOS Simulator

After opening the generated Xcode project in Xcode, select a simulator type and click **Play**.



Run the application in a physical device

To deploy an iOS application to a real device, you must enroll to the Apple iOS Developer Program and install a provisioning profile onto Xcode and your iOS device.

For more information, see the Apple iOS Dev Center website.

After the above has been set-up, select the device and click **Play**.