

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 Conosle.

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.



MobileFirst Operations Console

Runtimes

HelloWorldProject

HelloWorldProject > HelloWorld

HelloWorld

Common Resources Android Blackberry 10 iPad iPhone **Mobile Web Application** Windows 8 Universal

Windows Phone 8 Universal Windows Phone Silverlight 8

Mobile Web Application

Status: Active Security Test: Default

Version: 1.0

Build Time: Jun 29, 2015, 3:34 PM

<http://9.148.225.140:10080/HelloWorldProject/apps/services/www/HelloWorld/mobilewebapp/>

A bit.ly shortened URL is not available, because the bit.ly service is not configured. Add bitly.username and bitly.apikey credentials to worklight.properties file.

