

# Previewing your application on Mobile Web and Desktop Browser

fork and edit tutorial (<https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/7.0/hello-world/previewing-application-mobile-web-desktop-browser.html>) | report issue (<https://github.ibm.com/MFPSamples/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.

- 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.

The screenshot shows 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 a 'HelloWorld' sub-header. A horizontal menu lists various environments: 'Common Resources', 'Android', 'Blackberry 10', 'iPad', 'iPhone', 'Mobile Web Application' (which is selected and highlighted), 'Windows 8 Universal', 'Windows Phone 8 Universal', and 'Windows Phone Silverlight 8'. Under the 'Mobile Web Application' tab, there is a 'Mobile Web Application' icon and a status section. The status section shows 'Status: Active' (with a green dot), 'Version: 1.0', and 'Build Time: Jun 29, 2015, 3:34 PM'. Below the status section, a URL is displayed: 'http://9.148.225.140:10080/HelloWorldProject/apps/services/www/HelloWorld/mobilewebapp/'. A message follows: '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.' A QR code is also present, which likely encodes the provided URL.