

Previewing your application on Mobile Web and Desktop Browser

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

Overview

In this tutorial the following topics will be covered.

As a pre-requisite, make sure to read the "Previewing your application's web resources" tutorial.

- Mobile Web and Desktop Browser environment specifics
- Preview the application in the Mobile Web Simulator
- Run the application in a physical device

Mobile Web and Desktop Browser environment specifics

An additional file that exists in the Mobile Web and Desktop Browser environments is the worklight.manifest file, which is a cache manifest file that allows for managing and editing the contents of the application cache.

Preview the application in the Mobile Web Simulator

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.

Run the application in a physical device

To get the URL of a mobile web application, click the **Get App URL** link that is next to the **Mobile Web** icon.

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

To provide a shortened URL, your bit.ly account username and password must be provided in worklight.properties.

Enter the shortened URL in your device's mobile browser.





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Mobile Web

Version 1.0

[Get application URL](#)



Preview as Common Resources

Get URL of Mobile Web App

Use these methods to access the mobile web app:

Full URL:

<http://9.148.22.226:10060/HelloWorldProject/apps/services/www/HelloWorld/mobilewebapp/>

Shortened URL:

A bit.ly shortened URL is not available because the bit.ly service is not configured. Add bitly.username :

QR Code:

Right-click to save the image



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