

Setting up your BlackBerry 10 development environment

fork and edit tutorial (<https://github.ibm.com/MFPSamples/DevCenter/tree/master/tutorials/en/foundation/6.3/setting-up-your-development-environment/setting-blackberry-10-development-environment.html>) | report issue (<https://github.ibm.com/MFPSamples/DevCenter/issues/new>)

Overview

Pre-requisite: if you intend on using IBM MobileFirst Studio to develop your application, please read the Setting up your IBM MobileFirst development environment tutorial before proceeding.

Before starting to develop, deploy and test your BlackBerry applications, several steps are required for setting up the BlackBerry development environment. These include: installing the BlackBerry SDK and BlackBerry Simulator.

BlackBerry WebWorks SDK requires a 32-bit Java™ Development Kit (JDK), version 1.6 or later, to be installed on the development host.

To create a BlackBerry 10 application, first define the WEBWORKS_HOME environment variable. The value of this variable must be the path to your WebWorks SDK.

BlackBerry 10 development tools

BlackBerry SDK

The BlackBerry SDK is used to package applications.

To download and install this SDK, visit <http://developer.blackberry.com/html5/downloads/> (<http://developer.blackberry.com/html5/downloads/>).

The screenshot shows the 'Get started with the SDK' section of the BlackBerry 10 WebWorks SDK download page. It features a diagram with two steps: 'Download the installer.' (represented by a download icon) and 'Double-click the installer file and follow the instructions.' (represented by a folder icon). To the right, the title 'BlackBerry 10 WebWorks SDK' is followed by a yellow box containing 'BlackBerry 10 WebWorks SDK 2.1' and '2.1.0.13 for Mac OS X (43.9 MB)'. Below this, links for 'Release Notes', 'Requirements', 'Checksum (MD5)', 'Windows', and 'Linux' are provided. A 'Note' at the bottom mentions a known issue with Java for Mac OS X.

Get started with the SDK

Download the installer.

Double-click the installer file and follow the instructions.

For more instructions about the BlackBerry 10 WebWorks SDK, go [here](#).

BlackBerry 10 WebWorks SDK

BlackBerry 10 WebWorks SDK 2.1
2.1.0.13 for Mac OS X (43.9 MB)

[Release Notes](#) | [Requirements](#) | [Checksum \(MD5\)](#) | [Windows](#) | [Linux](#)

Note: A known issue with Java for Mac OS X may cause issues when installing. For more information and a solution, see [here](#) (10.6 only) or [here](#) (10.7, 10.8+).

BlackBerry Simulator

The BlackBerry Simulator is used to preview and debug your application in a simulated device environment. Download the simulator that is relevant to your development environment.

For a list of simulators, visit <http://us.blackberry.com/sites/developers/resources/simulators.html> (<http://us.blackberry.com/sites/developers/resources/simulators.html>).

And a simulator to test the result



You need VMWare Fusion to run the Simulator. [You can get it here](#) >



Download the installer and run it.



Open a Finder window and go to the folder where you installed the simulator and double-click the BlackBerry10Simulator-BB10_n_nn file to start the simulator.



See more instructions for the BlackBerry 10 Simulator [here](#) >

BlackBerry 10 Simulator

**BlackBerry 10.3.0 Simulator**
10.3.0.698 for Mac OS X (982 MB)

[Release notes](#) | [Requirements](#) | [Checksum \(MD5\)](#) | [Windows](#) | [Linux](#)

[Need a different version of the simulator?](#)

WebWorks development

For more information about the BlackBerry WebWorks development process, see the Getting Started section of the BlackBerry documentation (https://developer.blackberry.com/html5/documentation/v2_1/getting_started.html).

Important note: BlackBerry 6 and 7 hybrid mobile application performance might not be on par with the latest BlackBerry 10 OS due to older embedded browser technologies and hardware. You might want to use prototypes to validate that applications meet performance targets on BlackBerry 6 and 7. When advanced performance is needed, native development is preferred.