Previewing your application on BlackBerry 10

Overview

Prerequisite: Make sure to read Previewing the web resources of your application (../../helloworld/previewing-applications-web-resources/).

This tutorial covers the following topics.

- Previewing the application in the BlackBerry Ripple Emulator
- Running the application in a physical device or simulator

Previewing the application in the BlackBerry Ripple Emulator

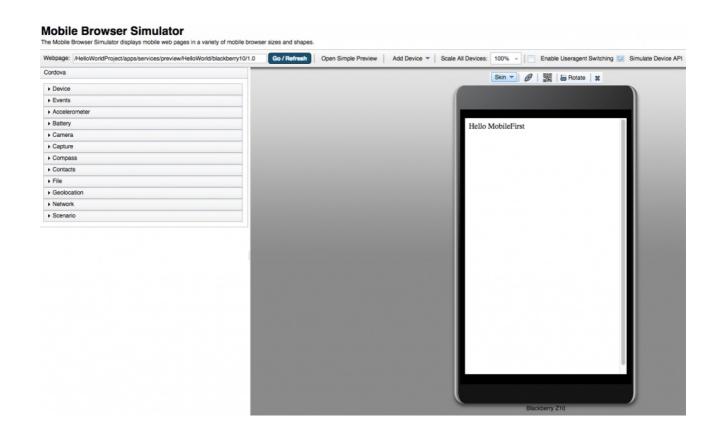
Prerequisite: To be able to preview the application in the Ripple Emulator, you must first install Ripple. Ripple is a Chrome extension that can be downloaded and installed from the Chrome Web Store. After Ripple is installed, follow these steps.

CLI

From a terminal window, use the mfp console command to open MobileFirst Console.

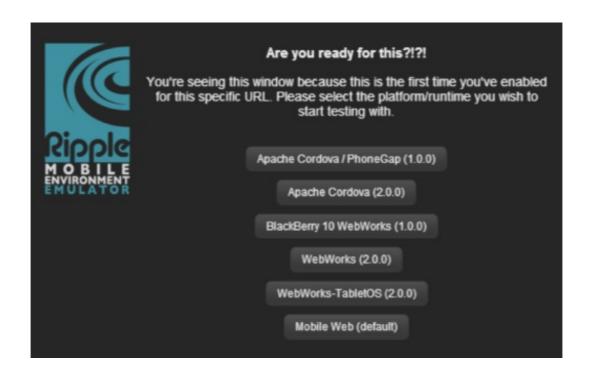
MobileFirst Studio

1. To preview the BlackBerry environment from the MobileFirst Operations Console, click the **eye** icon and then click **Open Simple Preview**.



2. Enable Ripple by clicking **Enable** from the extension menu in Chrome.

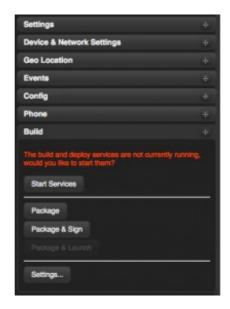
3. If you get the following screen, select **BlackBerry 10 WebWorks (1.0.0)** to proceed with previewing the application.



The page autorefreshes and the environment web resources are displayed in the Ripple Emulator.

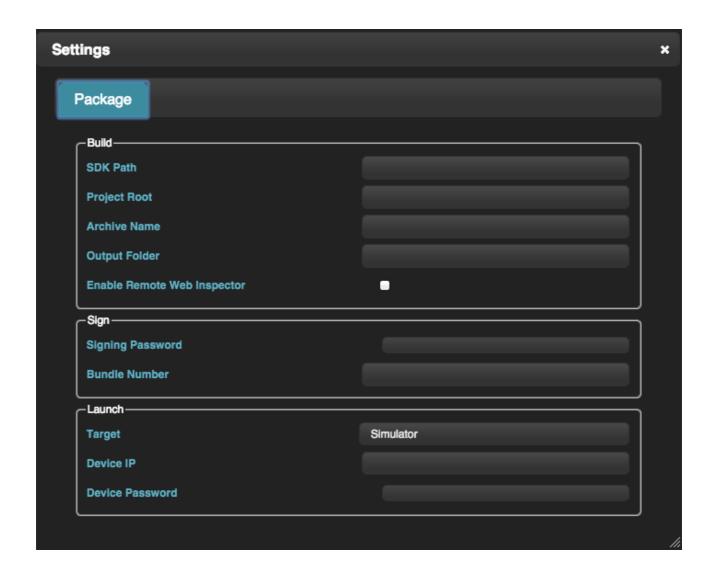


Running the application in a physical device or simulator



Prerequisite: Before proceeding, you must have the BlackBerry WebWorks SDK installed. For more information, see Setting up your BlackBerry 10 development environment (../../setting-up-your-development-environment/setting-blackberry-10-development-environment/).

- 1. In Ripple, on the right menu, click **Build**, and then click the **Settings...** button at the bottom.
- 2. Enter the following package settings.



SDK Path: The path where BlackBerry WebWorks SDK is installed.

Project root: The root folder of your project. To find the root folder, right-click the native folder in your Eclipse blackberry environment and select **Properties**.

Archive Name: The name for your archive.

Output Folder: The folder where to output the application. Specify a folder outside your project.

Signing Password: Sign your app with a BlackBerry 10 developer certificate to run it on a BlackBerry 10 handset. Specify your certificate password here. Signing is NOT required to run the application in the BlackBerry 10 Simulator.

Launch: You can find the Device IP address from the BlackBerry Desktop Manager or in the device settings.

- 3. After the package settings are defined, open the Ripple menu in Chrome and click **start services**.
- 4. Select one of the Packaging options.