

# Previewing your application on Windows Phone 8

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

**Prerequisite:** Make sure to read [Previewing the web resources of your application](#) ([../../hello-world/previewing-applications-web-resources/](#)).

This tutorial covers the following topics.

- Opening the Visual Studio project in Visual Studio Express 2012
- Previewing the application in the Windows Phone 8 Emulator
- Running the application in a physical device

## Opening the Visual Studio project in Visual Studio Express 2012

### CLI

If you are not using MobileFirst Studio's Eclipse plug-in, use Visual Studio and navigate to the application folder in order to open it.

### MobileFirst Studio

You can open the Visual Studio project from the native folder in one of the following ways:

- Right-click the `windowsphone8\native\.csproj` file and select **Open**.
- As an alternative, you can manually open the `.csproj` file within Microsoft Visual Studio. Click **Open Project** on the left menu and navigate to the project folder.
- If you are running Eclipse in Windows 8, you can also right-click the Windows Phone 8 project file and select **Run As > Visual Studio project**. The MobileFirst Studio plug-in then builds and deploys the application to MobileFirst Server and automatically opens the project in Visual Studio.



## Previewing the application in the Windows Phone 8 Emulator

1. In Visual Studio, make sure that both **Windows Phone 8 Emulator** and the x86 platform are selected.



2. Click the green play button (or press **F5**) to start your application in debug mode.  
To start your application without debug mode, press **Ctrl + F5** or change **Debug** to **Release** in the drop-down list.



## Running the application in a physical device

1. Make sure that **Device** is selected in the toolbar instead of the Windows Phone 8 Emulator.
2. Make sure that your device is connected and is not in sleep mode.
3. Click the green play button (or press **F5**) to start your application in debug mode.
4. Click the transparent play button to start your application without debug mode (or press **Ctrl + F5**).