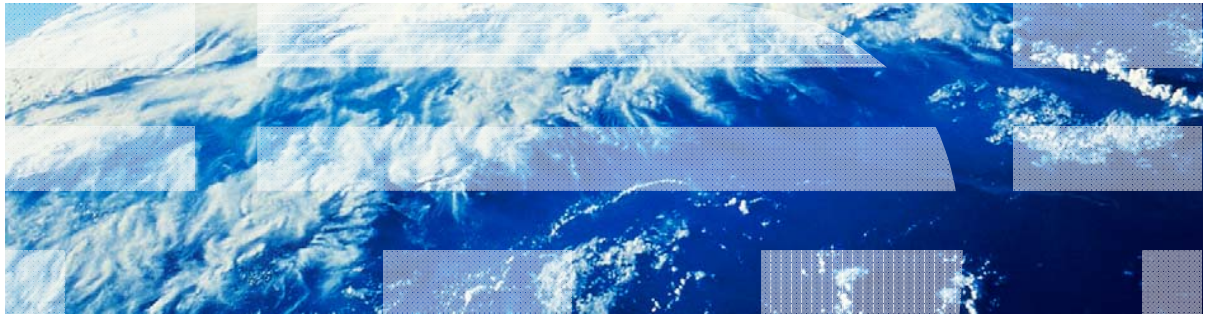


# ***IBM Worklight V6.0.0 Getting Started***

## Previewing your application on iOS



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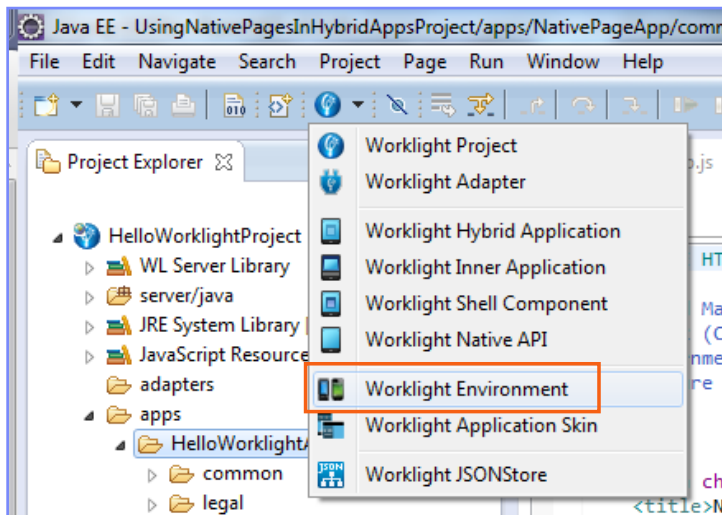
- See <http://www.ibm.com/ibm/us/en/>

# Agenda

- Adding an iOS environment
- Brief review of the iOS environment folder structure
- Previewing your application with the Mobile Browser Simulator
- Transferring your application to Xcode
- Running your application in the iOS simulator
- Running your application on a real device

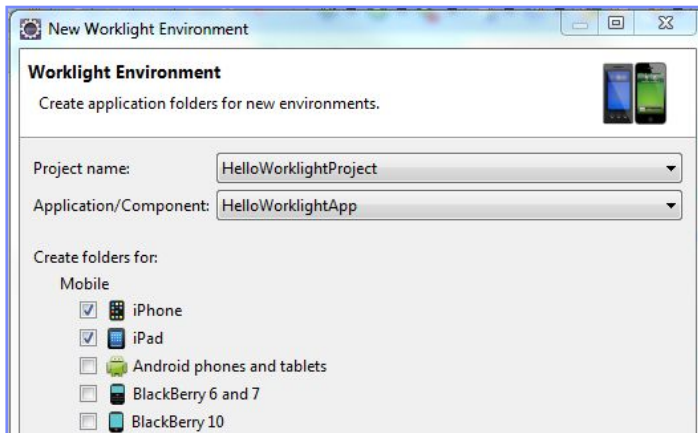
## Adding a new environment

- This module applies to the iPhone and the iPad environments.
- Click the IBM Worklight® icon, and then select **Worklight Environment** to add an environment to your application.



## Adding a New Environment

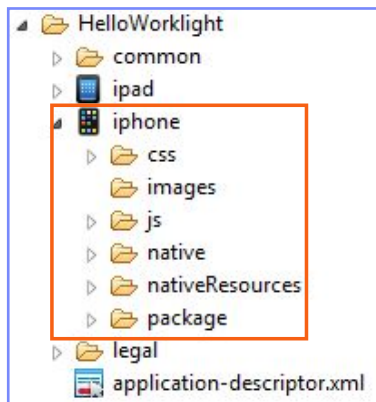
- Select the **iPhone** or **iPad** check box, and then click **Finish**.



- The following slides are specific to the iPhone environment, but apply similarly to the iPad environment.

## *Adding a new environment*

- A new folder named **iphone** is automatically added to your project.

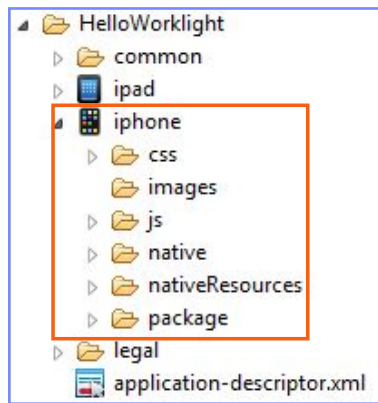


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## Review of the iOS environment folder structure 1

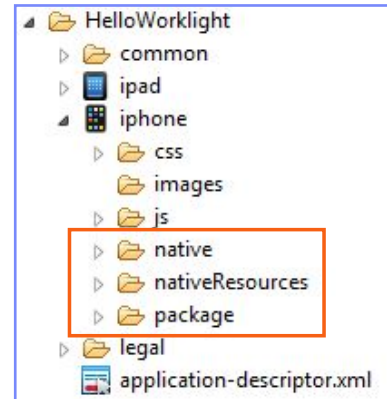
- The iphone environment includes the following folders:
  - **css** – The properties that are specified in this folder override the CSS files from the **common** folder.
  - **images** – iOS-specific images can be added in this folder. If images with the same file name exist in the **common** folder, they are overwritten in the iOS application.
  - **js** – JavaScript that can extend, and override if required, JavaScript from the **common** folder.





## Review of the iOS Environment folder structure 2

- The **native** folder under the **iphone** folder contains automatically generated iPhone app code.
  - Files in the **native/www** folder are regenerated each time the application is built, so any changes made to these files are lost.
- The **nativeResources** folder under the **iphone** folder contains resources that are used by the native code.
- The **package** folder under the **iphone folder** contains a packaged, or compressed application.

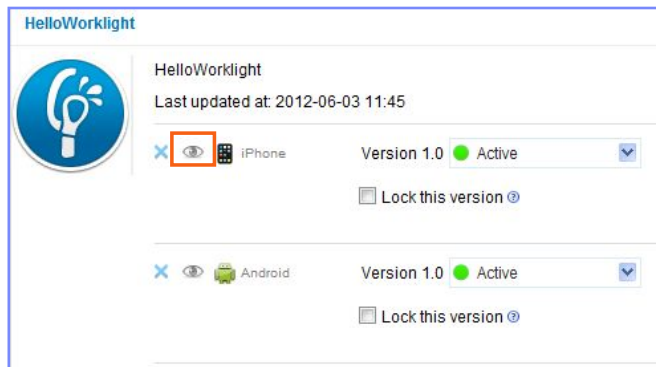


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## ***Previewing your application with the Mobile Browser Simulator***

- When your application is built and deployed in Worklight Studio, you can preview it in the Mobile Browser Simulator.
- Right-click the project and then Open Worklight Console, or browse to the Worklight Console, and then click the preview icon beside the environment for which you want to preview your app.



## Previewing your application with the Mobile Browser Simulator

- The Mobile Browser Simulator (MBS) can be used to emulate Cordova or preview your application with different device skins.
- *Limitation:* With the Mobile Browser Simulator, to preview an application that contains security tests that rely on the device (such as auto-provisioning or authenticity), you must temporarily change the security tests so that they do not use the device identification.

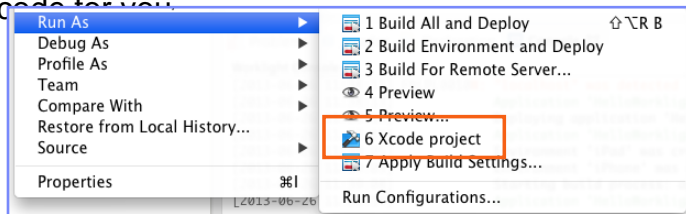


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## Transferring your application to Xcode

- The Eclipse IDE does not support iOS application development, therefore your application needs to be transferred to Xcode, the Apple native IDE.
- If you are running a Mac version of Eclipse, right-click the iPhone or iPad project and select **Run As > Xcode project**. The IBM Worklight plug-in automatically opens Xcode for you.

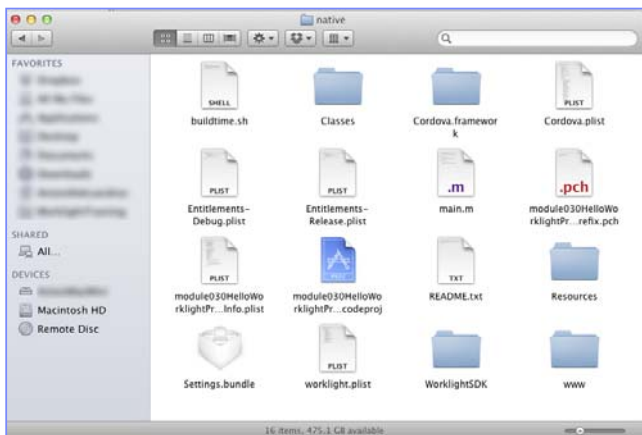


- As an alternative you can manually open an Xcode project from your application native folder.
- If you are running a Windows version of Eclipse, copy and extract the archive file that is generated in the **package** folder to the required destination on your Mac.

For more information about Apple Xcode, see the Apple iOS Dev Center website.

## Transferring Your Application to Xcode

- Inside the extracted folder, you can find a fully compatible native Xcode application.



- Worklight supports XCode 4.5 or above.

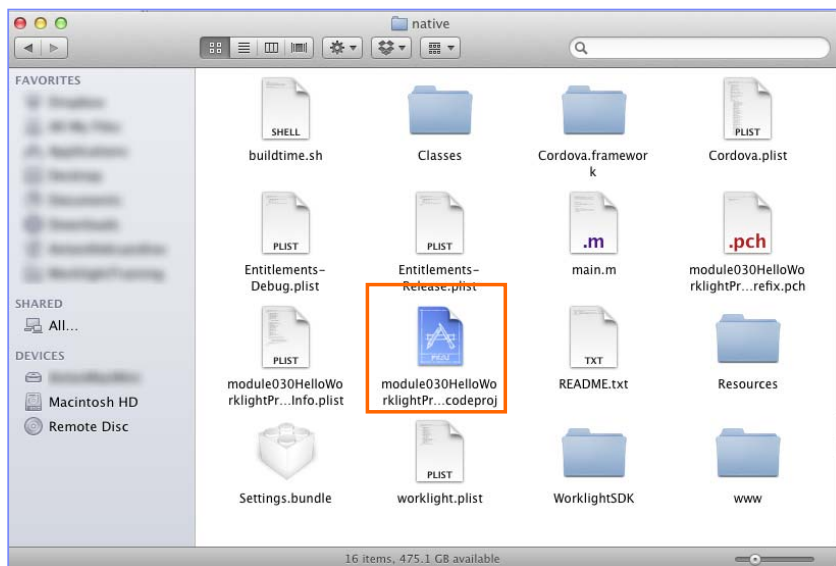
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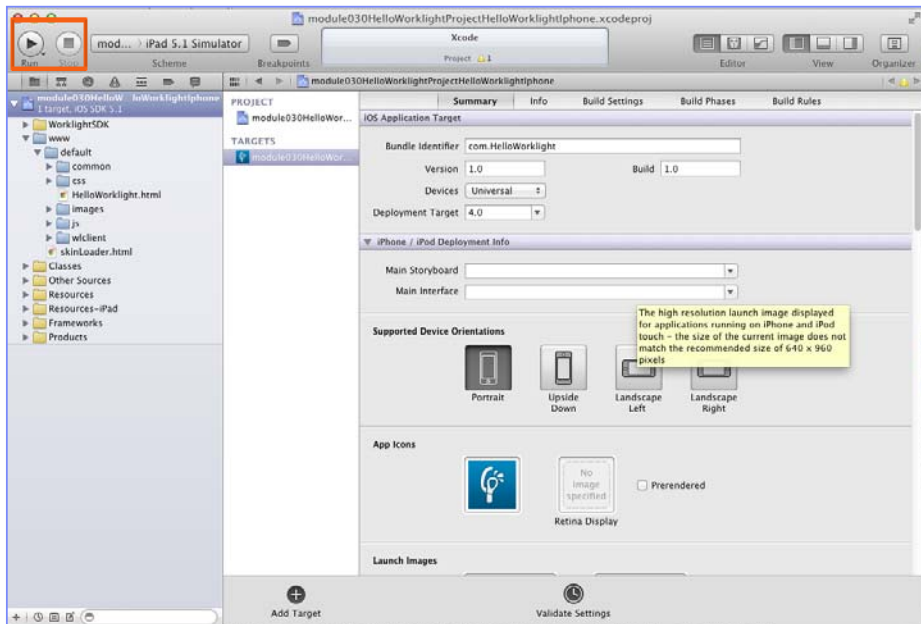
## Running your app in the iOS simulator

- If you transferred your app from Windows, double-click the project file to open it in the Xcode IDE.



## Running your app in the iOS simulator 2

- Click **Run** to preview your application in the iOS simulator.



## ***Running Your App in the iOS Simulator***

- You created your first iPhone application.



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## ***Running your app on a real device***

- To deploy an iOS application to a real device, you need to enroll to the Apple iOS Developer Program and install a provisioning profile onto Xcode and your iOS device.
- For more information, see the Apple iOS Dev Center website.

## Exercise

- Exercise
  - Use the HelloWorklight application that you created earlier.
  - Add an iPhone environment to it.
  - Build and deploy your application to the Worklight Server.
  - Transfer your application to Xcode.
  - Run your app in the iPhone simulator.



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