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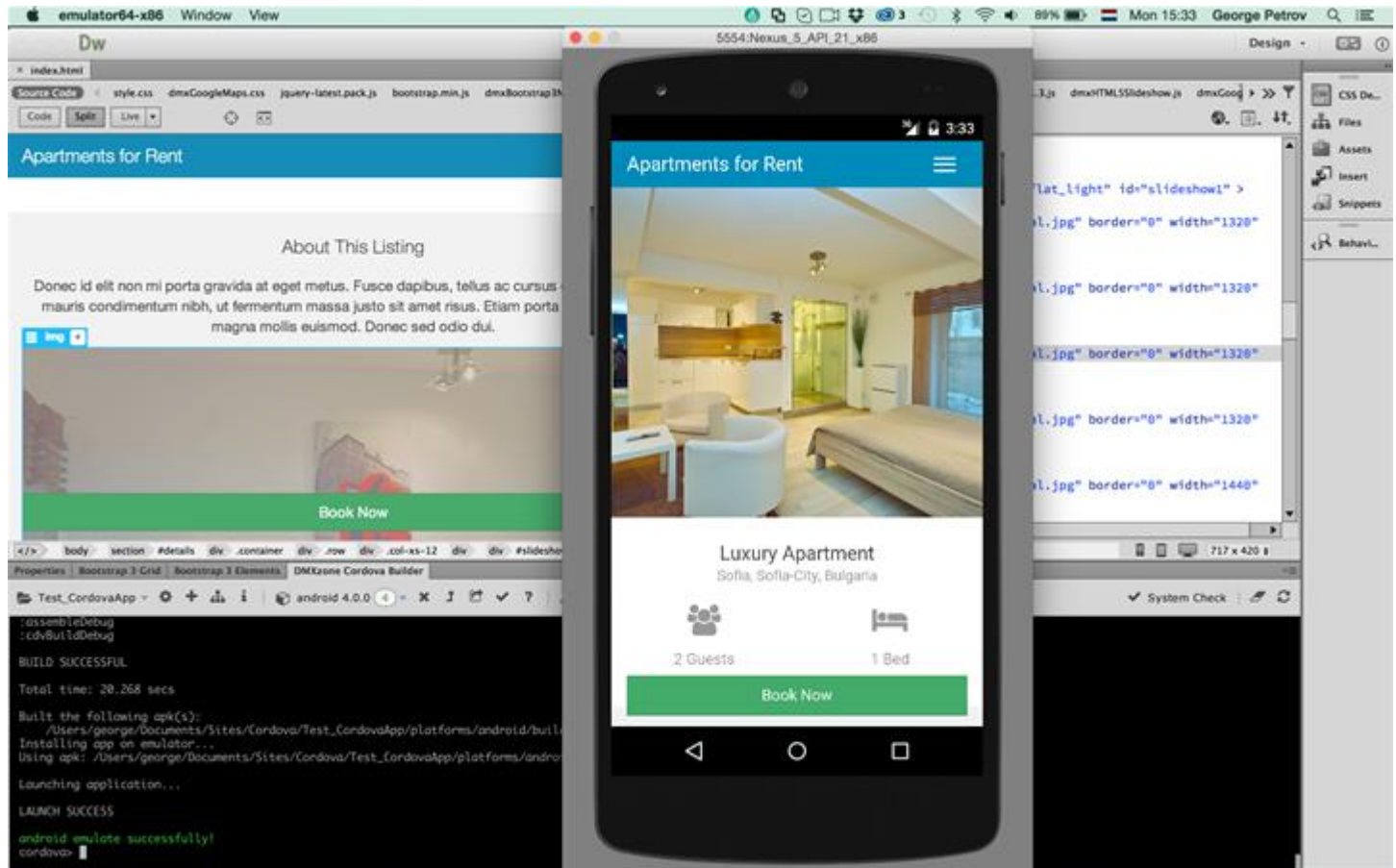
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About DMXzone Cordova Builder

DMXzone Cordova Builder allows you to define, generate and build mobile applications based on Apache Cordova (formerly known as PhoneGap), empower and replace the old deprecated Dreamweaver PhoneGap build. With this awesome tool it's possible to deploy your app build in regular HTML5 and CSS as a mobile app to all of the major mobile platforms like iOS, Android, Windows Phone, BlackBerry 10, Amazon Fire OS, Firefox OS and more. No need for complicated installations and command line wizardry. You can run all the needed commands right from the dedicated floating panel and see all the desired output. Run, build or emulate is a single click away!

Features in Detail

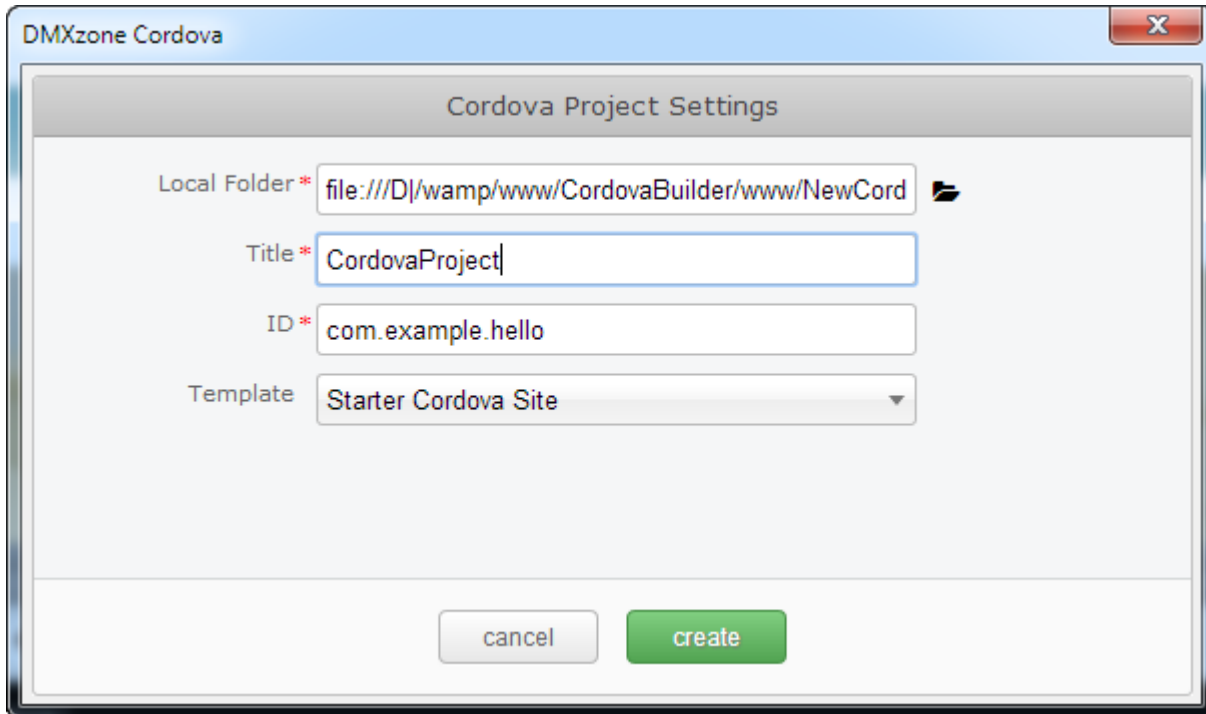
- **Native mobile development with HTML5 and CSS** - Thanks to Apache Cordova, previously known as PhoneGap, it is possible to deploy your app build in regular HTML5 and CSS as a mobile app to all of the major mobile platforms like iOS, Android, Windows Phone, BlackBerry 10, Amazon Fire OS, Firefox OS and more!



- **Build native mobile apps right from within Dreamweaver** - No need for complicated installations and command line wizardry. Now you can run all the needed commands right from the dedicated floating panel and see the desired output. Run, build or emulate is a single click away!



- **Quickly define a Cordova site for your project** - The process is pretty simple as you only need to select a folder for your project, enter a title, an ID, and the DMXzone Cordova Builder will do the rest for you.

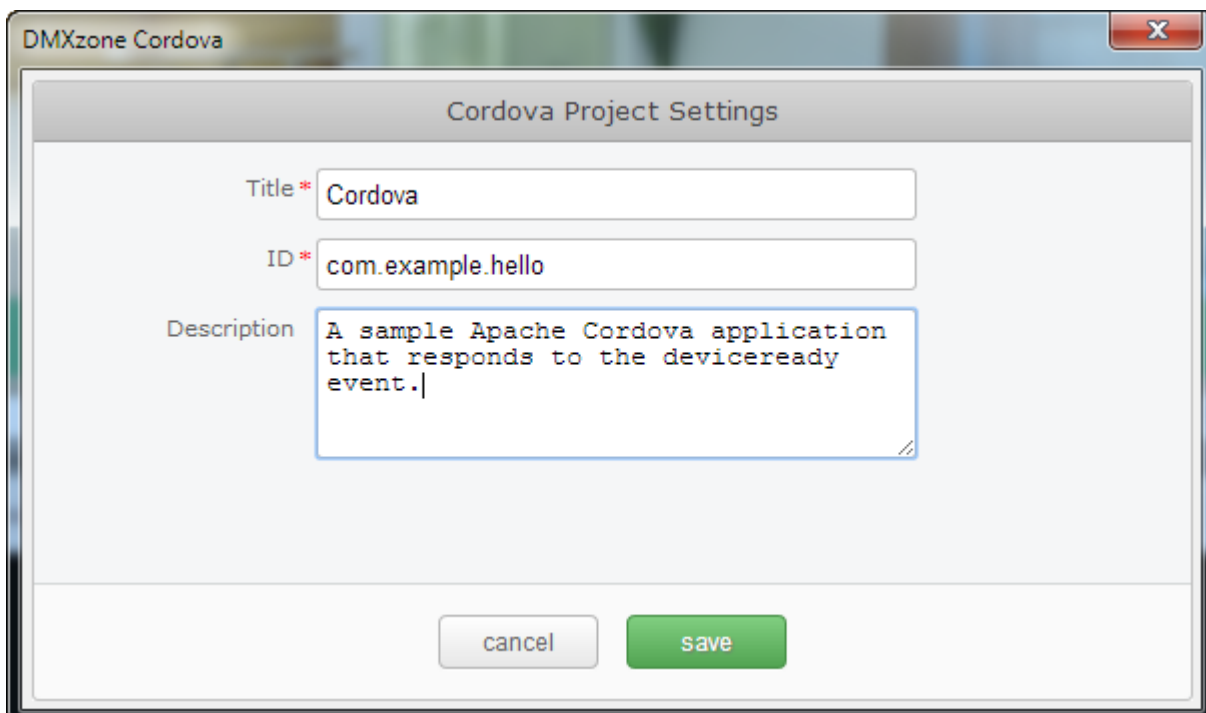


The screenshot shows a dialog box titled "DMXzone Cordova" with a close button (X) in the top right corner. The main content area is titled "Cordova Project Settings" and contains the following fields:

- Local Folder ***: A text input field containing the path `file:///D:/wamp/www/CordovaBuilder/www/NewCord` and a folder selection icon.
- Title ***: A text input field containing `CordovaProject`.
- ID ***: A text input field containing `com.example.hello`.
- Template**: A dropdown menu with `Starter Cordova Site` selected.

At the bottom of the dialog, there are two buttons: a grey "cancel" button and a green "create" button.

- **Edit Cordova site configuration** - With a single click you can edit your title, ID and description for your Cordova site.

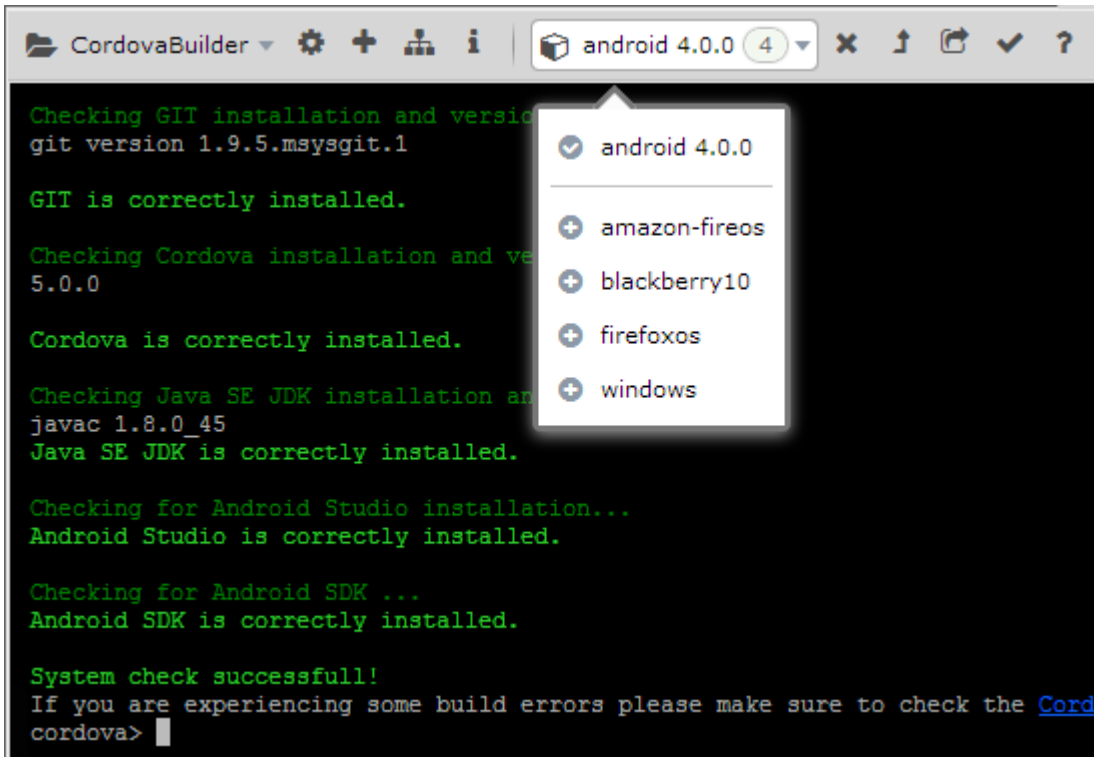


The screenshot shows a dialog box titled "DMXzone Cordova" with a close button (X) in the top right corner. The main content area is titled "Cordova Project Settings" and contains the following fields:

- Title ***: A text input field containing `Cordova`.
- ID ***: A text input field containing `com.example.hello`.
- Description**: A text area containing the text `A sample Apache Cordova application that responds to the deviceready event.|`

At the bottom of the dialog, there are two buttons: a grey "cancel" button and a green "save" button.

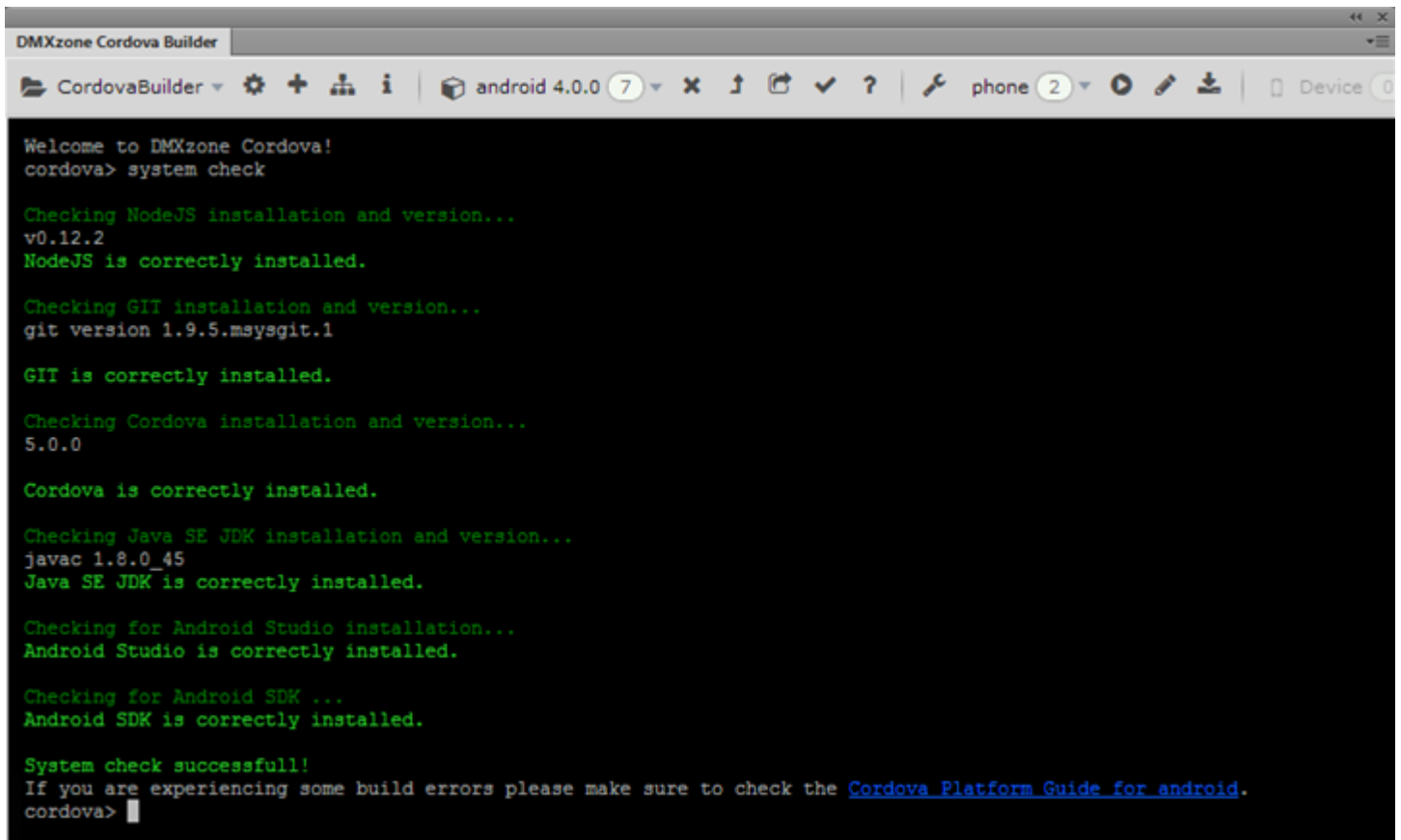
- **Support for all major mobile platforms** - DMXzone Cordova Builder automatically queries the supported platforms and allows you to install the needed components! This way you can concentrate on your app and not on the building tools – they just work!



```
CordovaBuilder [android 4.0.0]
Checking GIT installation and version
git version 1.9.5.msysgit.1
GIT is correctly installed.
Checking Cordova installation and version
5.0.0
Cordova is correctly installed.
Checking Java SE JDK installation and version
javac 1.8.0_45
Java SE JDK is correctly installed.
Checking for Android Studio installation...
Android Studio is correctly installed.
Checking for Android SDK ...
Android SDK is correctly installed.
System check successful!
If you are experiencing some build errors please make sure to check the Cordova
cordova>
```

- ✓ android 4.0.0
- + amazon-fireos
- + blackberry10
- + firefoxos
- + windows

- **Automatic system requirements checks and component installation** - Do you have all the required components, SDK's and building tools installed? DMXzone Cordova Builder checks for that before allowing you to install a specific platform, informs you which components are missing and installs them for you or provides you with clear instructions and links how to download and install those yourself. This way your computer is directly ready for cross platform mobile development!



```
DMXzone Cordova Builder
CordovaBuilder [android 4.0.0] [phone 2] Device
Welcome to DMXzone Cordova!
cordova> system check

Checking NodeJS installation and version...
v0.12.2
NodeJS is correctly installed.

Checking GIT installation and version...
git version 1.9.5.msysgit.1
GIT is correctly installed.

Checking Cordova installation and version...
5.0.0
Cordova is correctly installed.

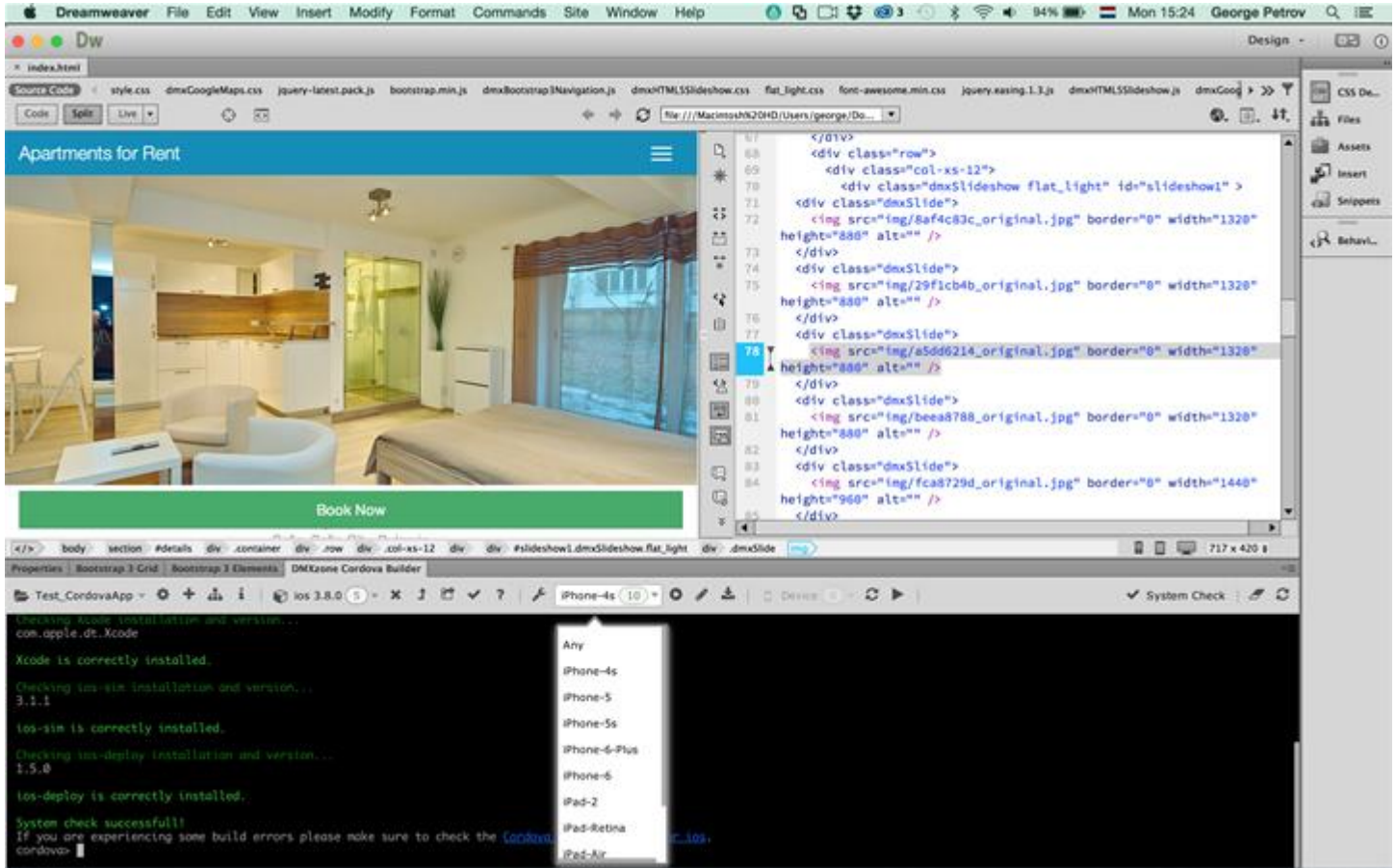
Checking Java SE JDK installation and version...
javac 1.8.0_45
Java SE JDK is correctly installed.

Checking for Android Studio installation...
Android Studio is correctly installed.

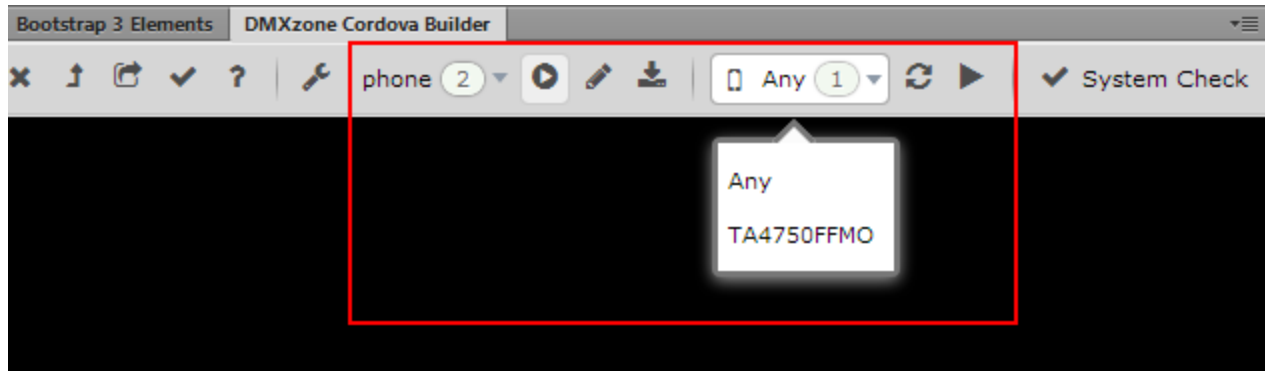
Checking for Android SDK ...
Android SDK is correctly installed.

System check successfull!
If you are experiencing some build errors please make sure to check the Cordova Platform Guide for android.
cordova>
```

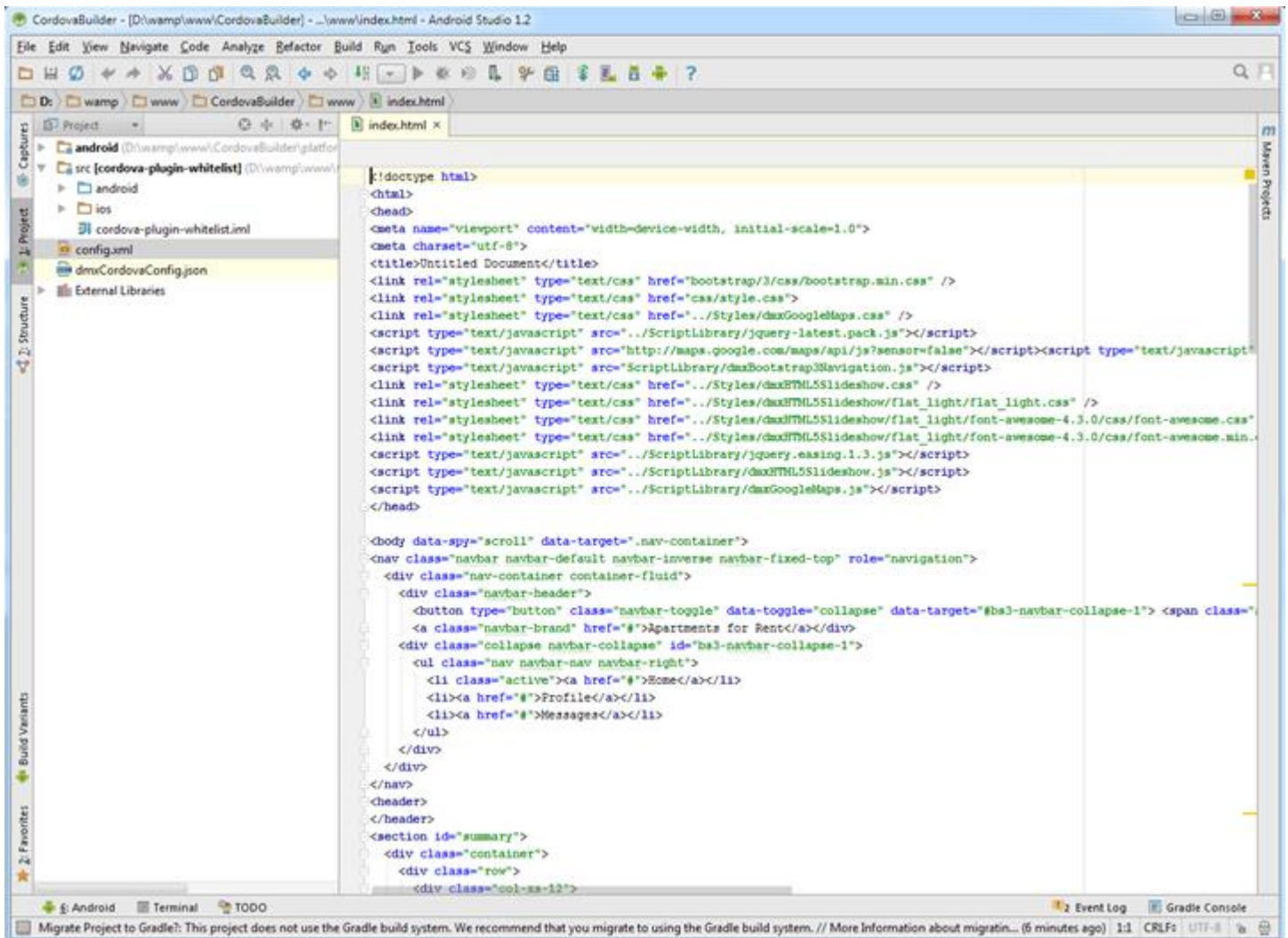
- **List and choose available emulators for the selected platform-** You can choose between many emulators with different screen sizes. Each emulator can be selected from the target to run on list.



- **List and choose from the connected devices to run your app on** - Open your app directly in the desired platform emulator, or run it on the connected device. From the handy toolbar you can choose directly to build a project and run it on a specific emulator or on your connected device!



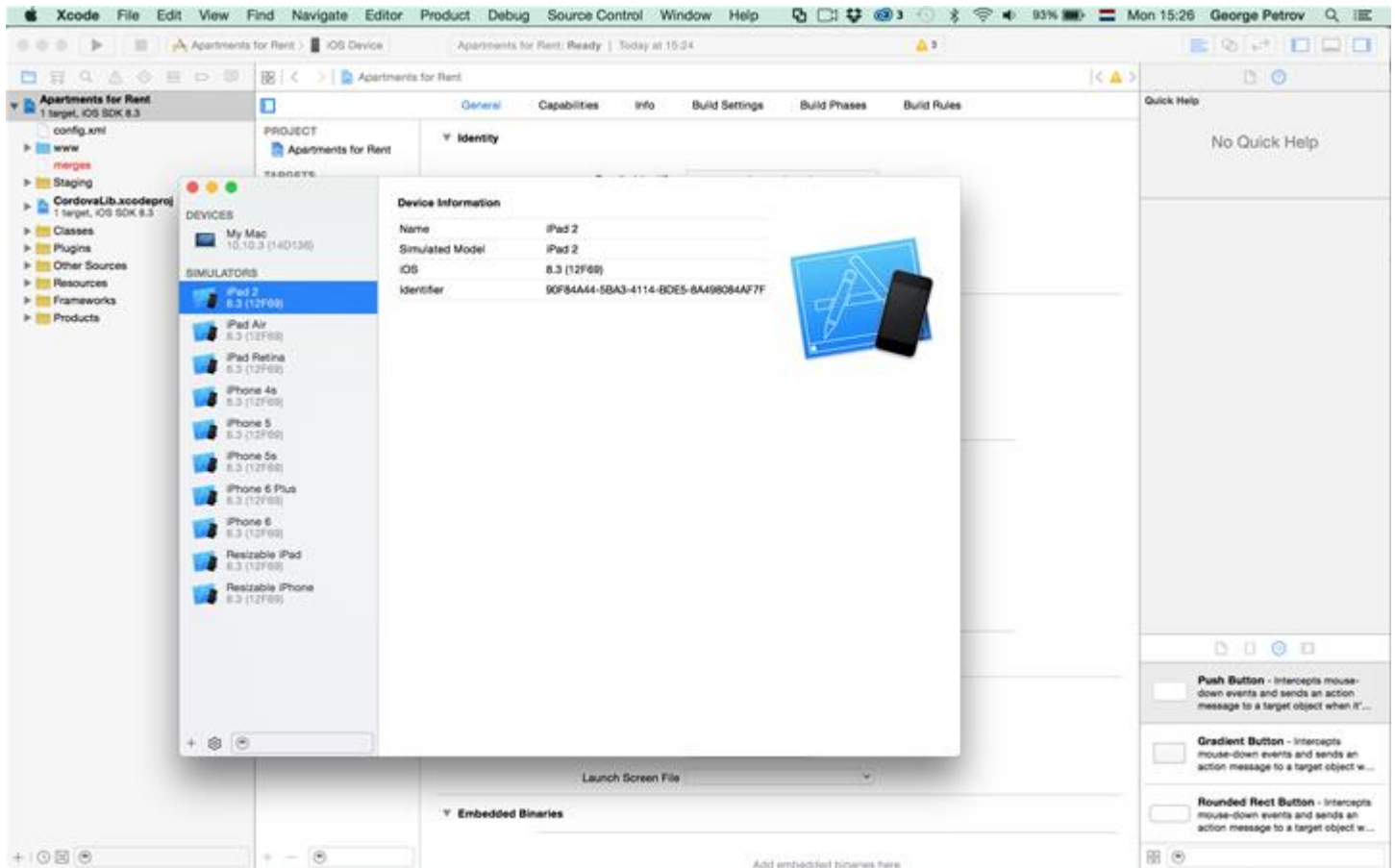
- **Maintain your project in the platform native development studios** - Once you choose to install the desired platform to work on, you can easily open the generated project in the platform dedicated development tool, like Xcode for iOS, Visual Studio for Windows and Windows Phone or Android Studio for Android. From there you can do more things like publishing to their native app stores.
 - Android Studio for Android



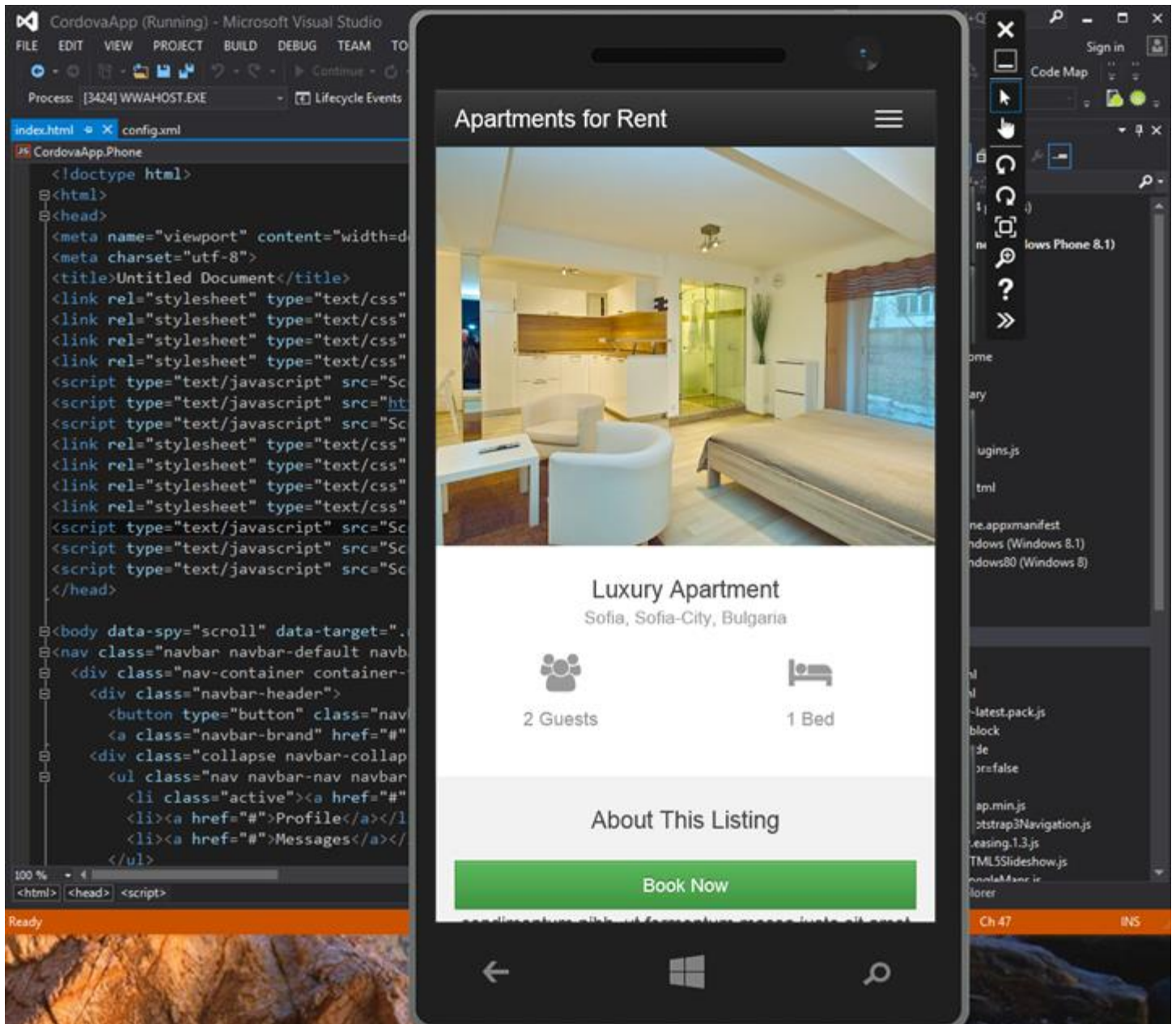
```
!doctype html>
<html>
<head>
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<meta charset="utf-8">
<title>Untitled Document</title>
<link rel="stylesheet" type="text/css" href="bootstrap/3/css/bootstrap.min.css" />
<link rel="stylesheet" type="text/css" href="css/style.css">
<link rel="stylesheet" type="text/css" href="..Styles/dmxGoogleMaps.css" />
<script type="text/javascript" src="..ScriptLibrary/jquery-latest.pack.js"></script>
<script type="text/javascript" src="http://maps.google.com/maps/api/js?sensor=false"></script><script type="text/javascript">
<script type="text/javascript" src="ScriptLibrary/dmxBootstrapNavigation.js"></script>
<link rel="stylesheet" type="text/css" href="..Styles/dmxHTML5Slideshow.css" />
<link rel="stylesheet" type="text/css" href="..Styles/dmxHTML5Slideshow/flat_light/flat_light.css" />
<link rel="stylesheet" type="text/css" href="..Styles/dmxHTML5Slideshow/flat_light/font-awesome-4.3.0/css/font-awesome.css">
<link rel="stylesheet" type="text/css" href="..Styles/dmxHTML5Slideshow/flat_light/font-awesome-4.3.0/css/font-awesome.min..">
<script type="text/javascript" src="..ScriptLibrary/jquery.easing.1.3.js"></script>
<script type="text/javascript" src="..ScriptLibrary/dmxHTML5Slideshow.js"></script>
<script type="text/javascript" src="..ScriptLibrary/dmxGoogleMaps.js"></script>
</head>

<body data-spy="scroll" data-target=".nav-container">
<nav class="navbar navbar-default navbar-inverse navbar-fixed-top" role="navigation">
<div class="nav-container container-fluid">
<div class="navbar-header">
<button type="button" class="navbar-toggle" data-toggle="collapse" data-target="#bs3-navbar-collapse-1"> <span class="
<a class="navbar-brand" href="#">Apartments for Rent</a></div>
<div class="collapse navbar-collapse" id="bs3-navbar-collapse-1">
<ul class="nav navbar-nav navbar-right">
<li class="active"><a href="#">Home</a></li>
<li><a href="#">Profile</a></li>
<li><a href="#">Messages</a></li>
</ul>
</div>
</div>
</nav>
<header>
</header>
<section id="summary">
<div class="container">
<div class="row">
<div class="col-xs-12">
```

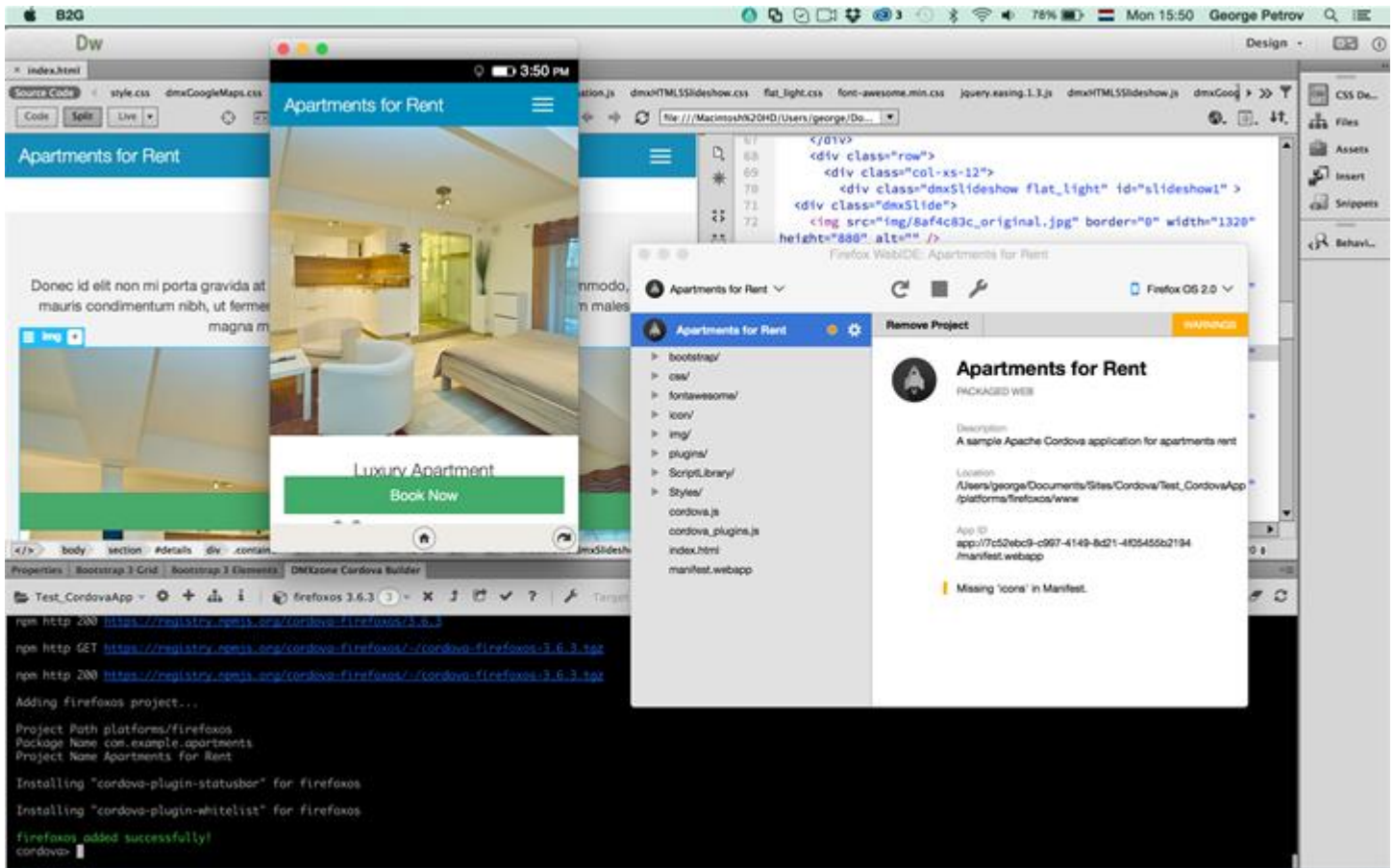
- o Xcode for iOS



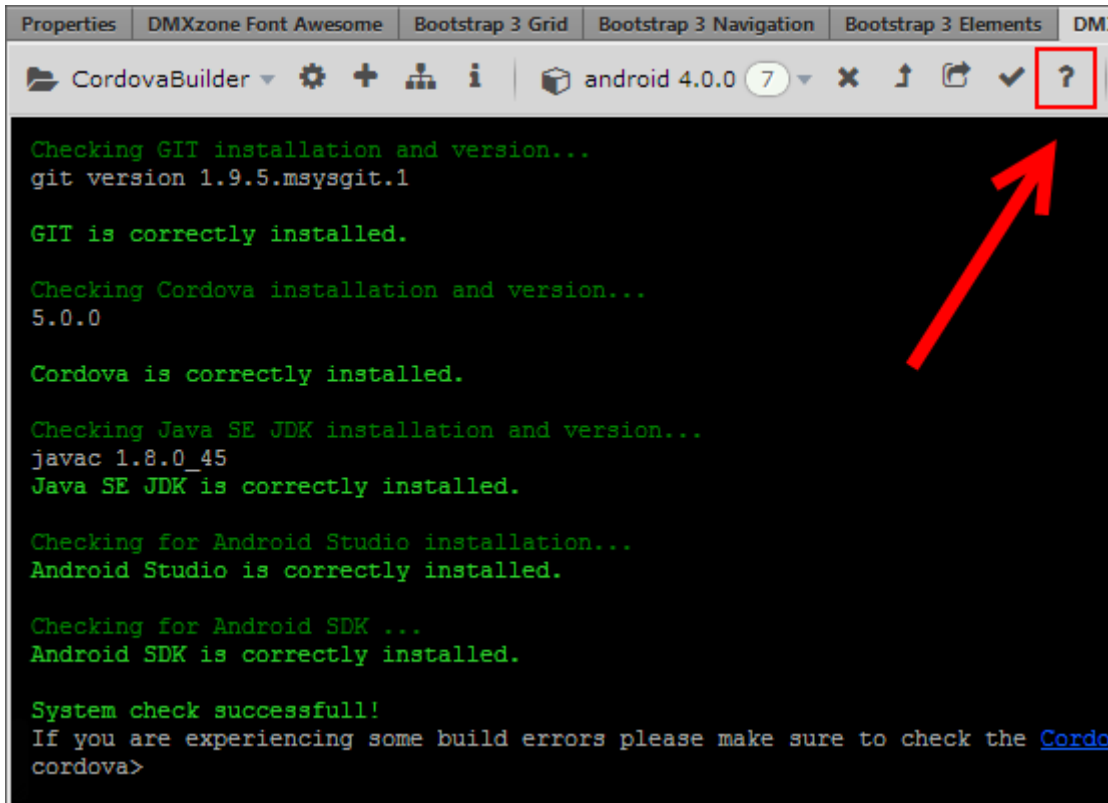
- Visual Studio for Windows



- Firefox WebIDE for FirefoxOS



- **Easy access to the platform guide** - If you need additional information about the platform you're developing for, with a simple mouse click you'll be redirected to the platform page.

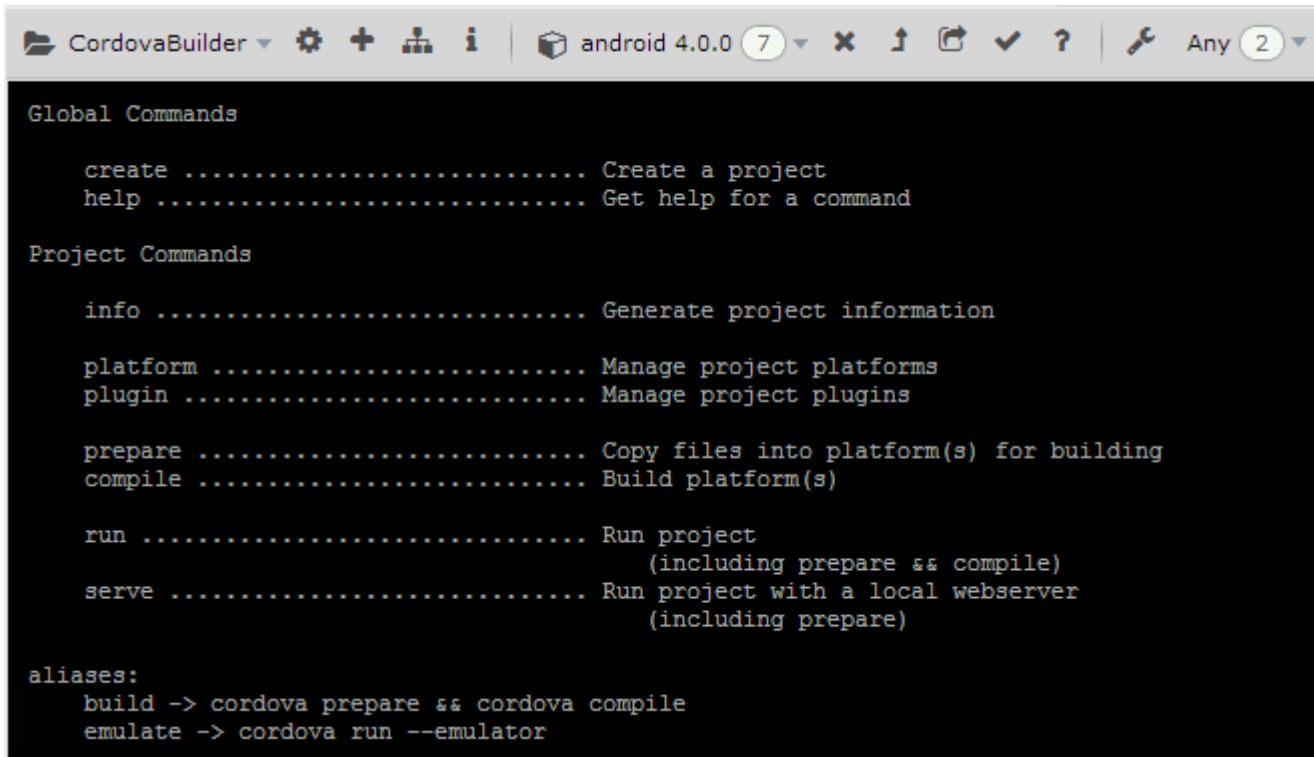


```
Properties | DMXzone Font Awesome | Bootstrap 3 Grid | Bootstrap 3 Navigation | Bootstrap 3 Elements | DMXzone
CordovaBuilder | [Icons] | android 4.0.0 (7) | [Icons] | [?]
Checking GIT installation and version...
git version 1.9.5.msysgit.1
GIT is correctly installed.
Checking Cordova installation and version...
5.0.0
Cordova is correctly installed.
Checking Java SE JDK installation and version...
javac 1.8.0_45
Java SE JDK is correctly installed.
Checking for Android Studio installation...
Android Studio is correctly installed.
Checking for Android SDK ...
Android SDK is correctly installed.
System check successfull!
If you are experiencig some build errors please make sure to check the Cordova
cordova>
```

- **Intelligent actions toolbar** - The toolbar of the DMXzone Cordova Builder provides you with shortcuts to most common actions like adding platforms, running emulators, building and more. We call it intelligent because it shows you actions that only apply to the currently selected platform and hides actions that do not apply. This way you know what is available directly. And if you still want to enter some commands by yourself you can, just read on about the DMXzone Cordova Builder integrated shell.



- **Smart Cordova command line shell at your disposal** - If you like to enter some of the Cordova commands by hand you can do so directly in Dreamweaver. Just type the required Cordova CLI command in the DMXzone Cordova Builder command shell. You can type any Cordova command you wish – just omit the first word “cordova”. You can find a list of available commands at the Cordova Command-Line Interface guide or just type “help”



```
CordovaBuilder | android 4.0.0 | Any 2

Global Commands

  create ..... Create a project
  help ..... Get help for a command

Project Commands

  info ..... Generate project information

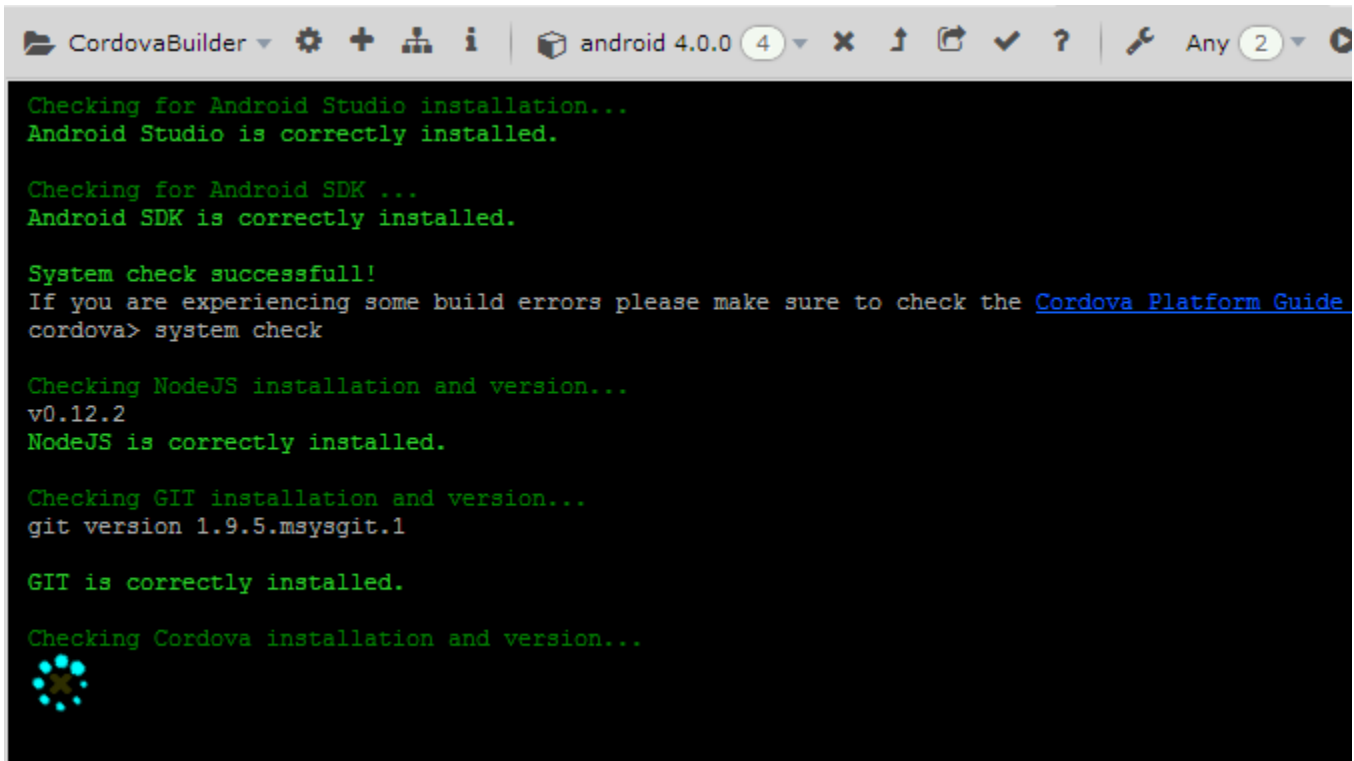
  platform ..... Manage project platforms
  plugin ..... Manage project plugins

  prepare ..... Copy files into platform(s) for building
  compile ..... Build platform(s)

  run ..... Run project
              (including prepare && compile)
  serve ..... Run project with a local webserver
              (including prepare)

aliases:
  build -> cordova prepare && cordova compile
  emulate -> cordova run --emulator
```

- **Progress and color coding at the DMXzone Cordova Builder shell** - When you run Cordova commands you will see a nice progress circle that you can even cancel if you want to stop the process. Also full color coding is supported so you will see various messages in different colors depending on their status.



```
CordovaBuilder | android 4.0.0 | Any 2
Checking for Android Studio installation...
Android Studio is correctly installed.


Checking for Android SDK ...
Android SDK is correctly installed.

System check successfull!
If you are experiencing some build errors please make sure to check the Cordova Platform Guide
cordova> system check

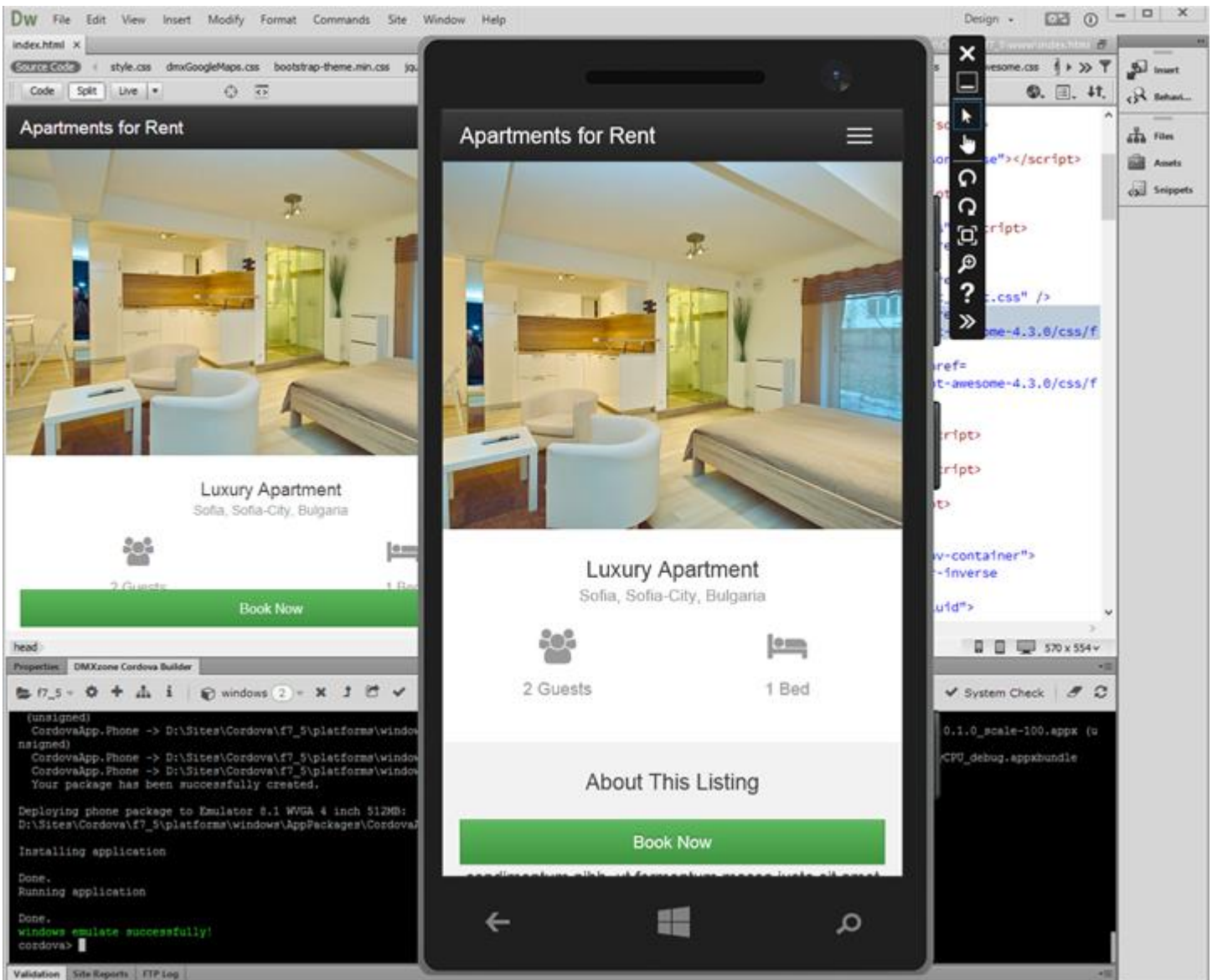
Checking NodeJS installation and version...
v0.12.2
NodeJS is correctly installed.

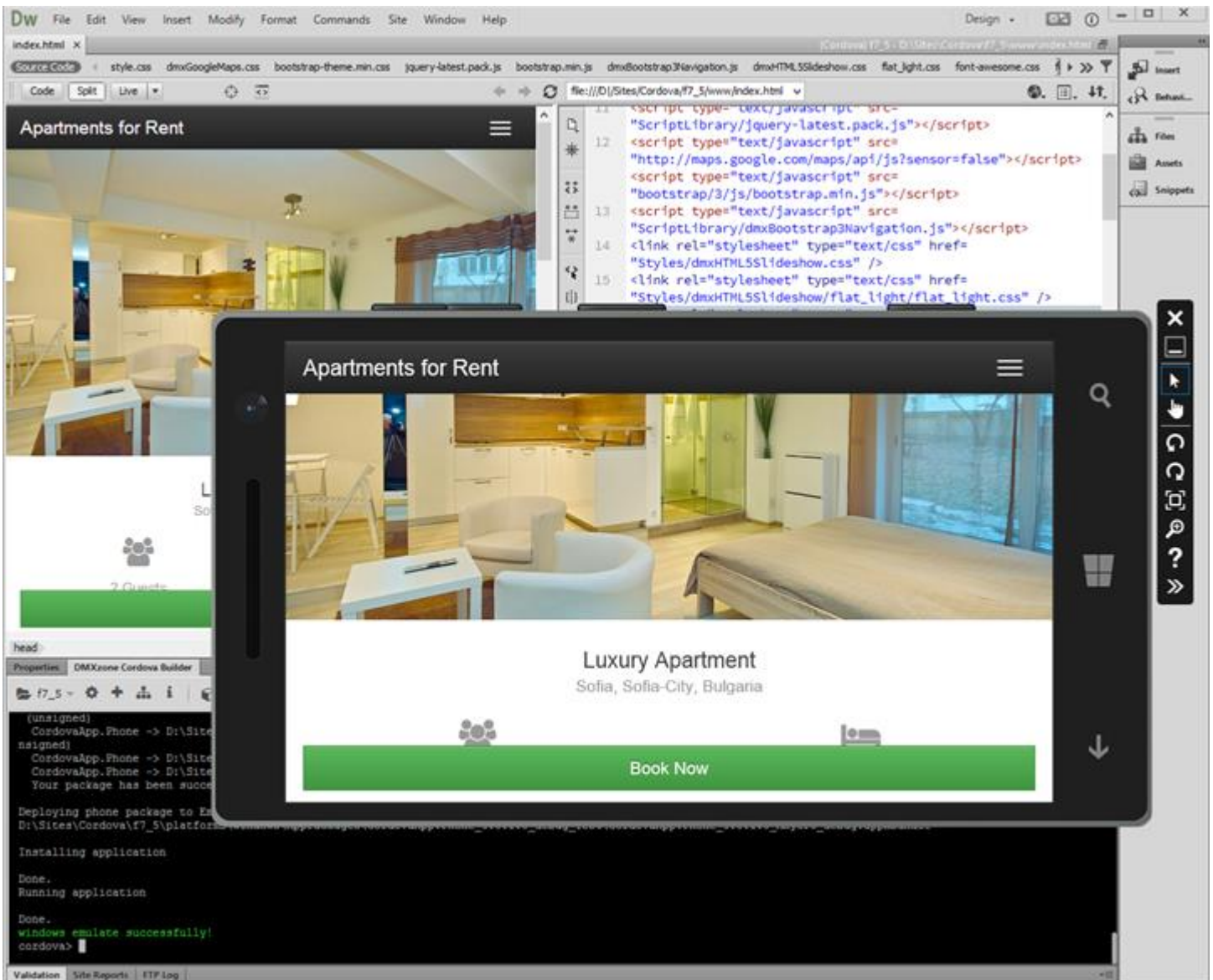
Checking GIT installation and version...
git version 1.9.5.msysgit.1

GIT is correctly installed.

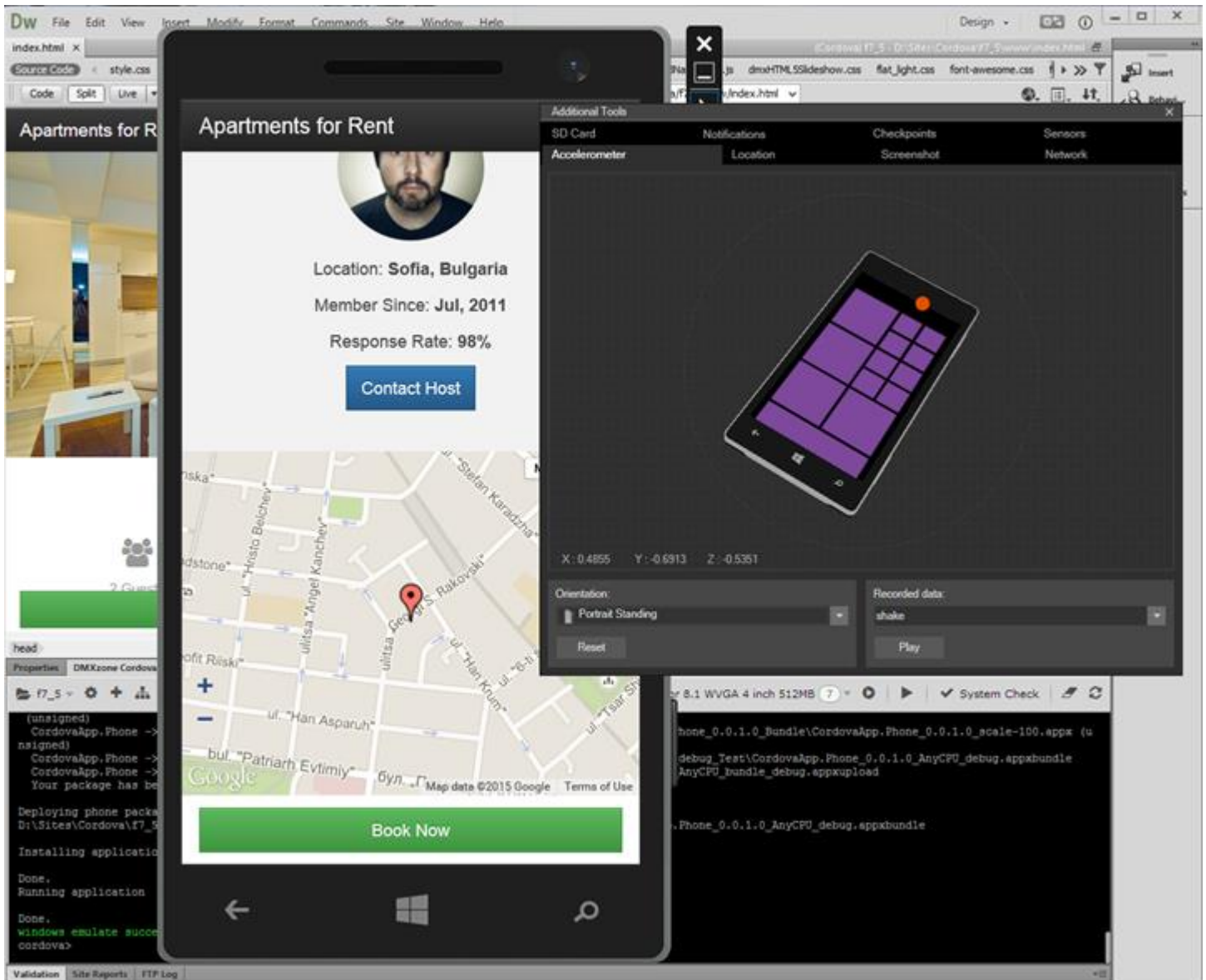
Checking Cordova installation and version...

```


- **Support for Windows universal apps targeting both Windows 8.1 and Windows Phone 8.1** - Now you can just choose to build Windows Apps! No need to define separately for which Windows – it is all Universal! So your app targets both Windows 8.1 and Windows Phone 8.1. You can selected from the dropdown menu which emulator and Windows version you want to try your app on. Note to run the Windows 8 Emulators a Windows 8 Pro is required and Hyper-V enabled.

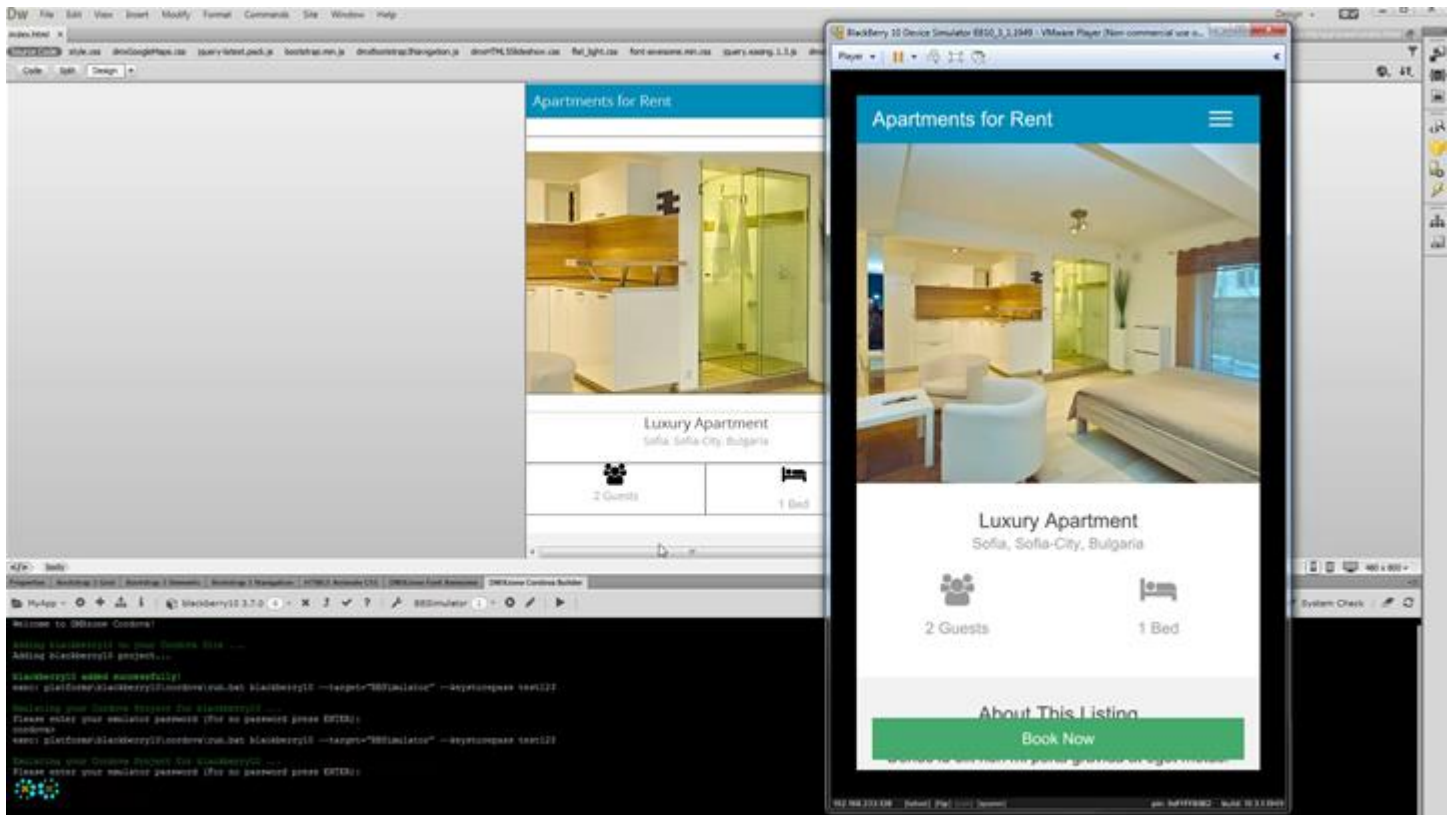




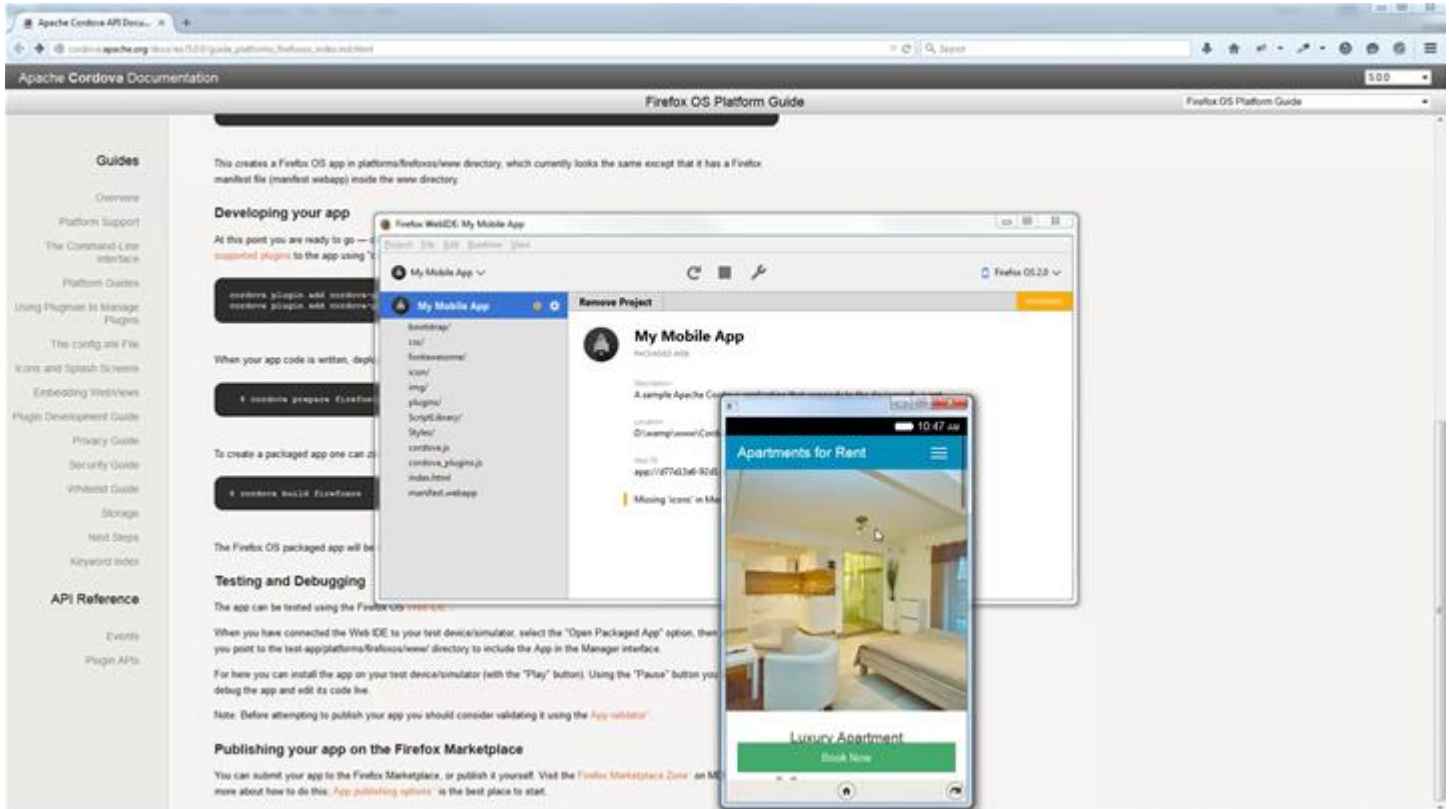
- Automatic web content switching for Windows apps** - Normally Windows 8.1 and Windows Phone 8.1 apps are very much restricted in the so called local context. This prevents you from accessing any additional web resources like Google Maps, running Ajax or loading some webfonts. DMXzone Cordova Builder automatically converts your app so it runs in Web Context and have all the access you need. This will be the default with Windows 10 but we deliver you this freedom for Windows 8.1 and Windows Phone 8.1 as well!



- Full Support for BlackBerry 10 and its simulator** - Now you can try your app on the latest BlackBerry 10 simulator! Just install it and run it with the VMWare player. You can define targets with the BlackBerry WebWorks UI and those will be automatically detected by the DMXzone Cordova Builder so you can deploy your app directly in the BlackBerry simulator. Note that if you are on Windows 8 Pro – make sure Hyper-V is off otherwise VMWare Player won't run.



- **Full Support for Firefox OS and its simulator** - You can try your app on the latest Firefox OS simulator! Just open Firefox WebIDE and run it.



Before you begin

Make sure to setup your site in Dreamweaver first before creating a page. If you don't know how to do that please [read this](#).

Installing the extension

Read the tutorial at <http://www.dmxzone.com/go/4671/how-to-install-extensions-from-dmxzone/>

Login, download the product, and look up your serial at <http://www.dmxzone.com/user/products>

Get the latest DMXzone Extension Manager at <http://www.dmxzone.com/go/22670/dmxzone-extension-manager-for-dreamweaver>

Open DMXzone Extension Manager and go to your Purchased products tab and click install. If you have a subscription, the extension is to be found and installed in the Explore tab.

Get the latest extension manager from Adobe at http://www.adobe.com/exchange/em_download/

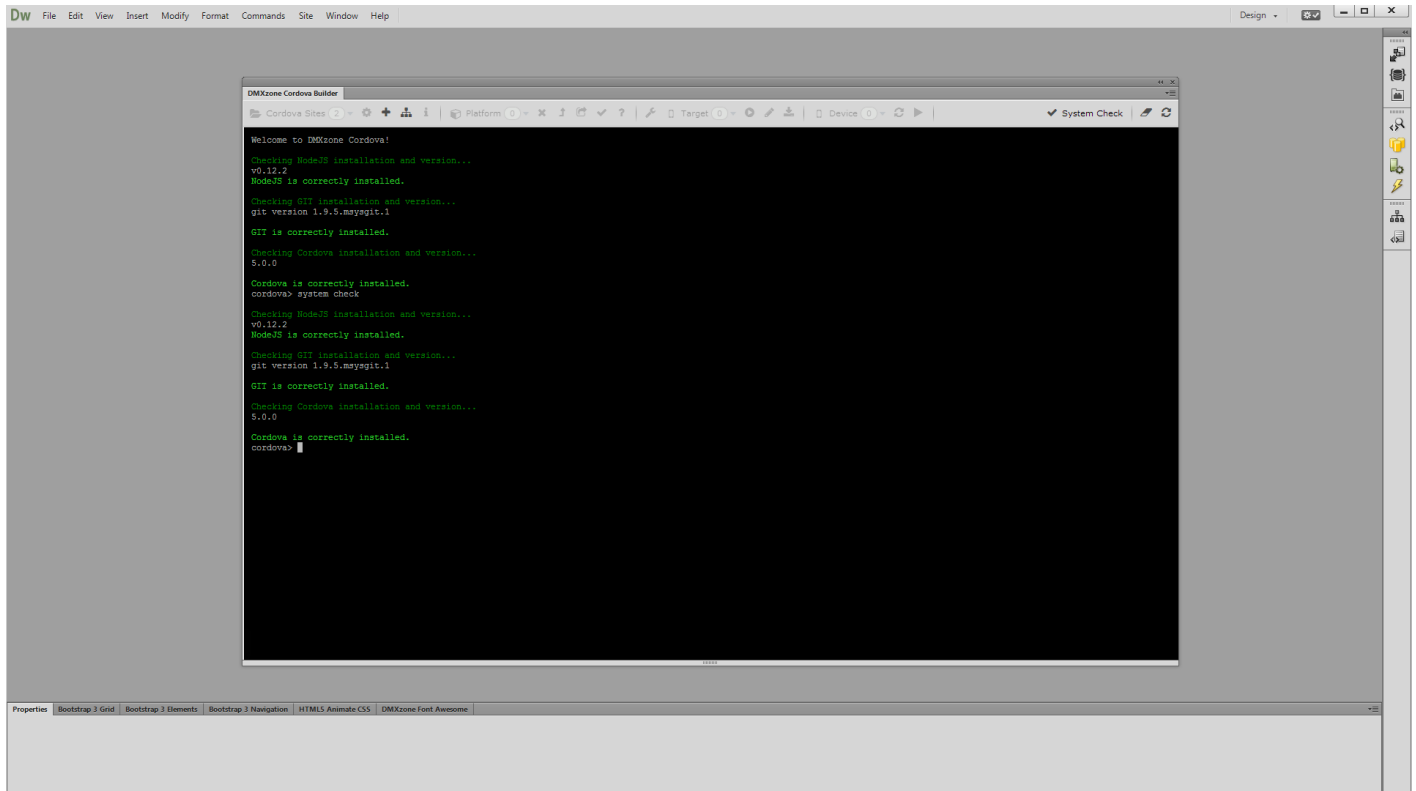
Open the .zxp file if you're using Dreamweaver CC or the .mxp file for Dreamweaver CS+ with Adobe Extension manager and install the extension.

If you experience any problems contact our Live Support!

The Basics: Setting Up your System for DMXzone Cordova Builder

In this tutorial we will show you how to install all the components, required to use [DMXzone Cordova Builder](#)

*You can also check out the [video](#).

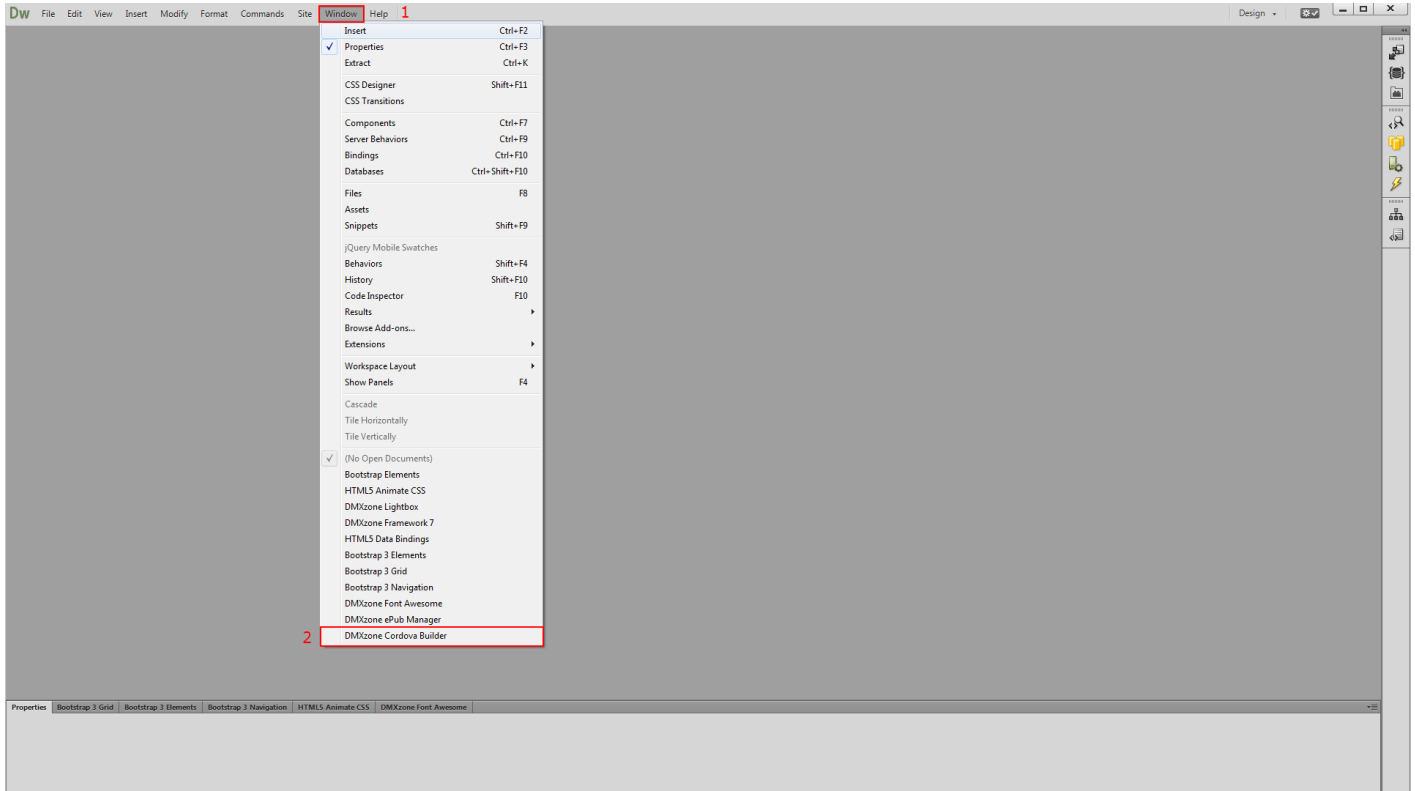


```
DMXzone Cordova Builder
Cordova Sites
Platform
Target
Device
System Check

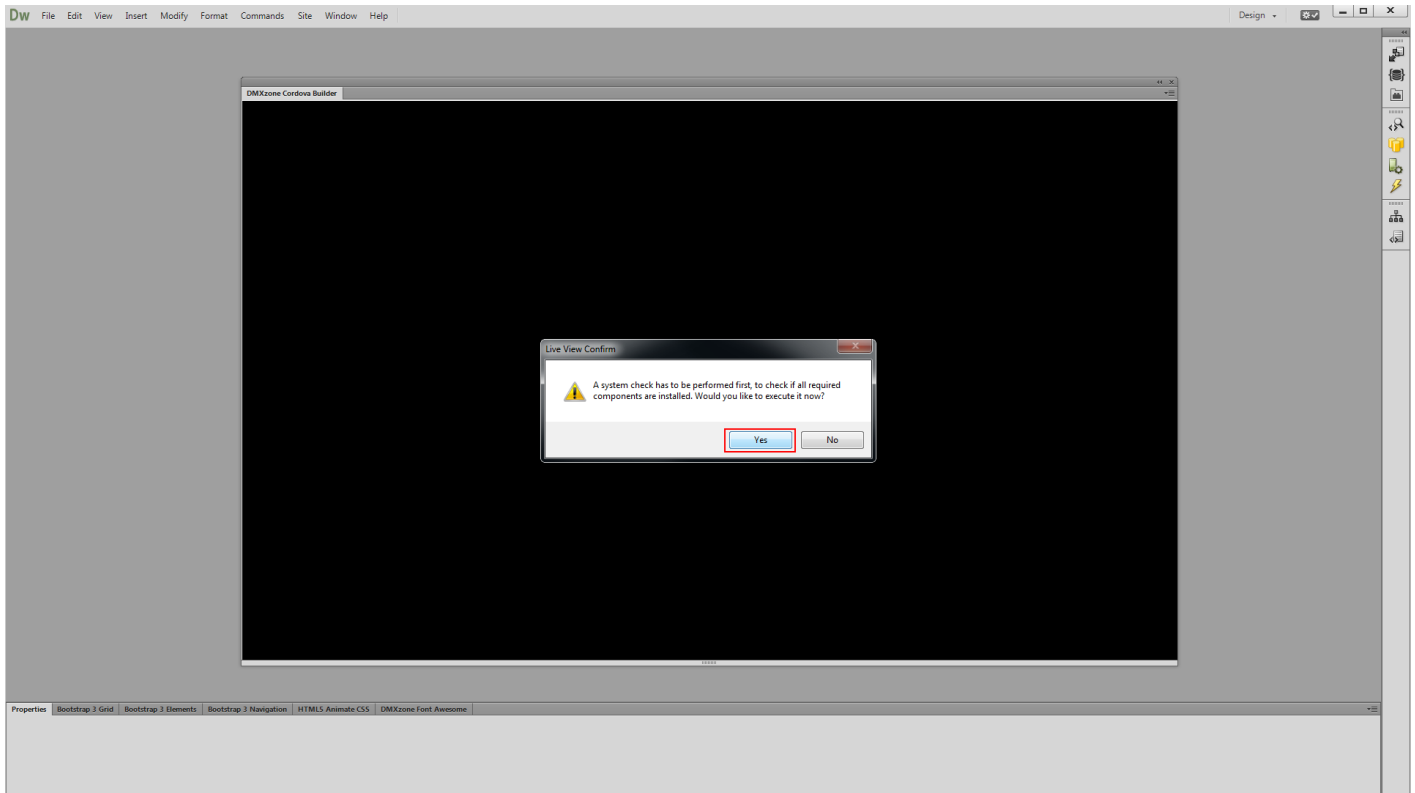
Welcome to DMXzone Cordova!
Checking NodeJS installation and version...
v0.12.2
NodeJS is correctly installed.
Checking GIT installation and version...
git version 1.9.5.mayagit.1
GIT is correctly installed.
Checking Cordova installation and version...
5.0.0
Cordova is correctly installed.
cordova> system check
Checking NodeJS installation and version...
v0.12.2
NodeJS is correctly installed.
Checking GIT installation and version...
git version 1.9.5.mayagit.1
GIT is correctly installed.
Checking Cordova installation and version...
5.0.0
Cordova is correctly installed.
cordova>
```


How to do it

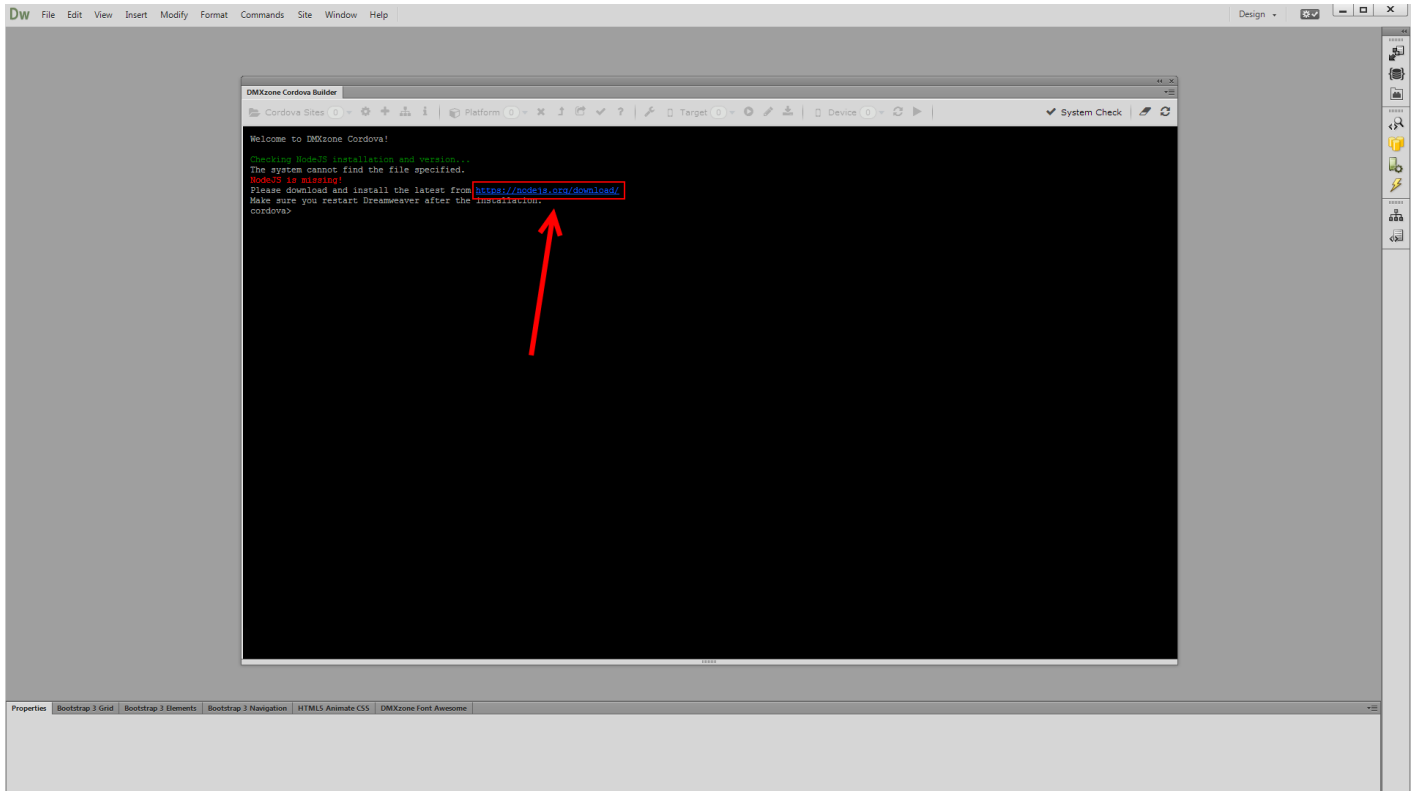
1. From the **window menu (1)** we open the **DMXzone Cordova Builder panel (2)**.



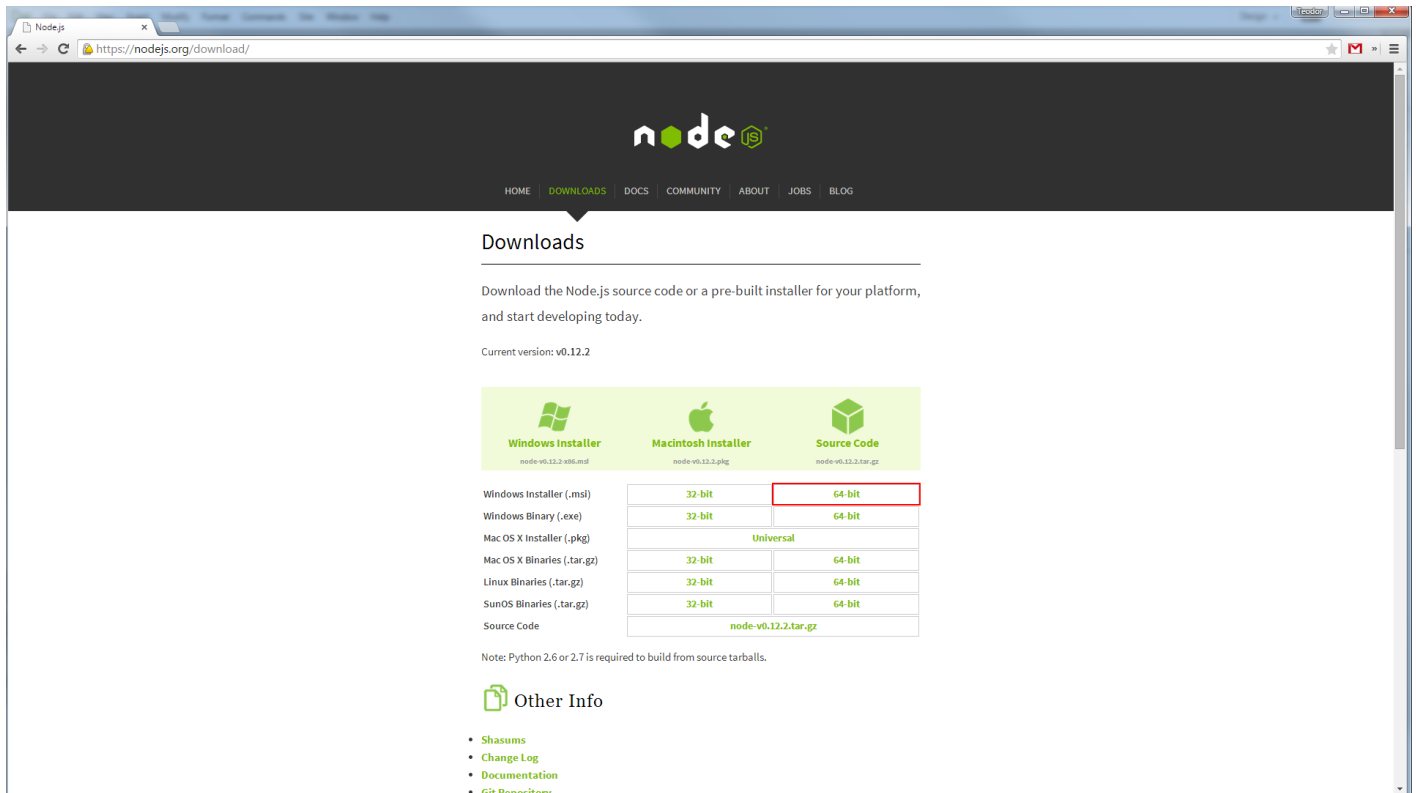
2. When you open DMXzone Cordova Builder for the first time a message explaining that a system check is required appears. Click "yes" so the system check can be executed..



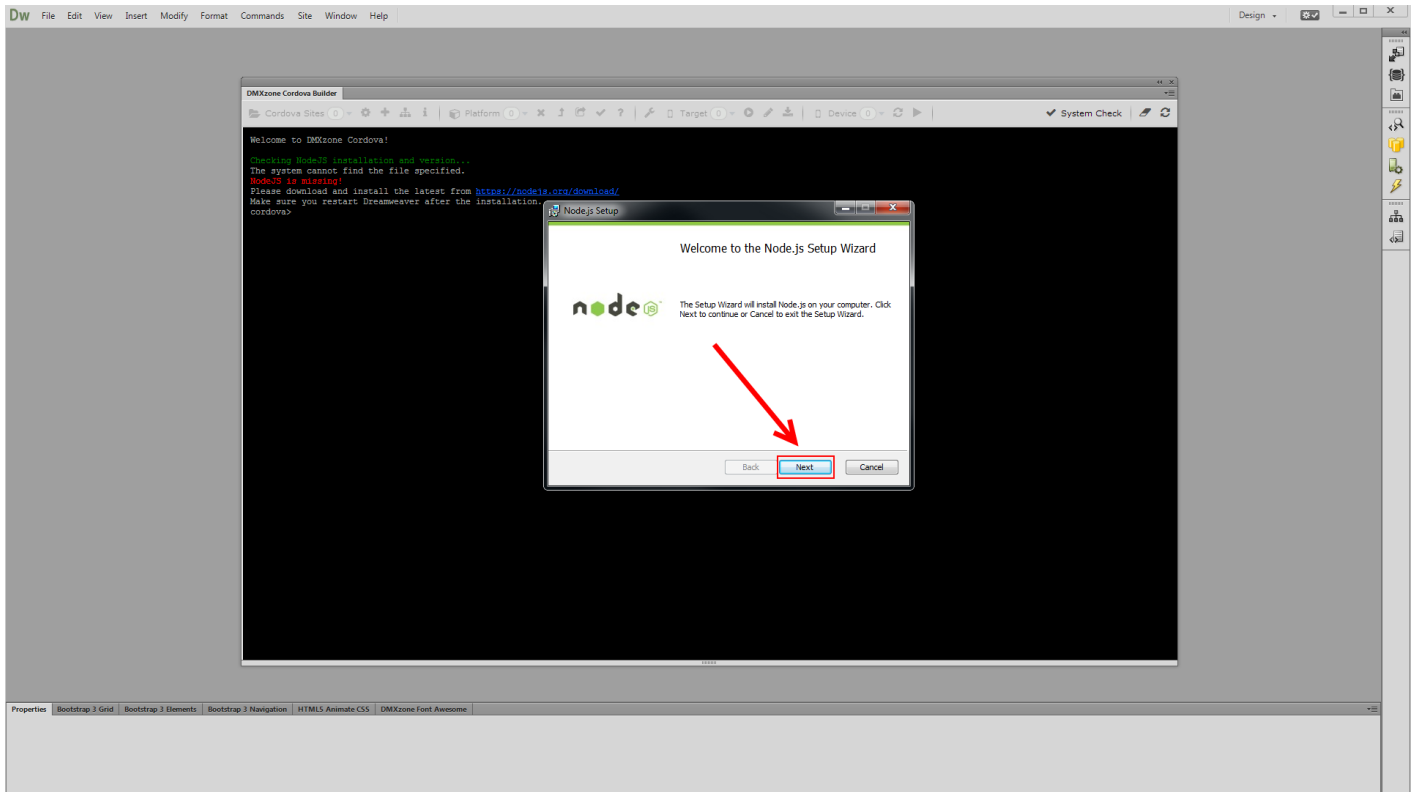
- For this tutorial we didn't install Node JS so you can see what to do when a component is missing. After the system check one of the required components is not installed - Node JS. You can see that **a link to the latest version** is provided in the DMXzone Cordova Builder console. Click it in order to download Node JS.



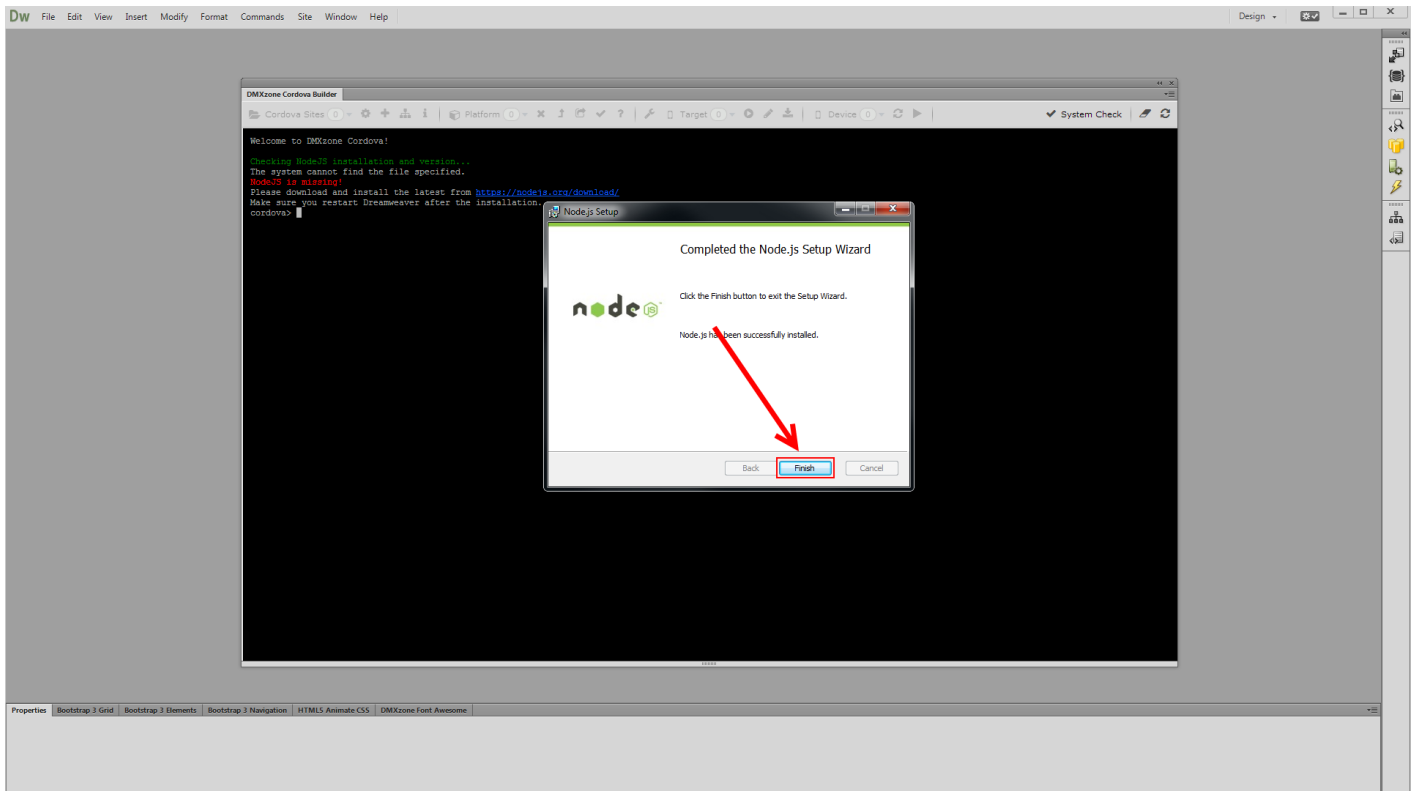
- On the Node JS download page **select the installer version** that matches your operating system. We are using a 64bit version of Windows so we select the Node JS installer to match it.



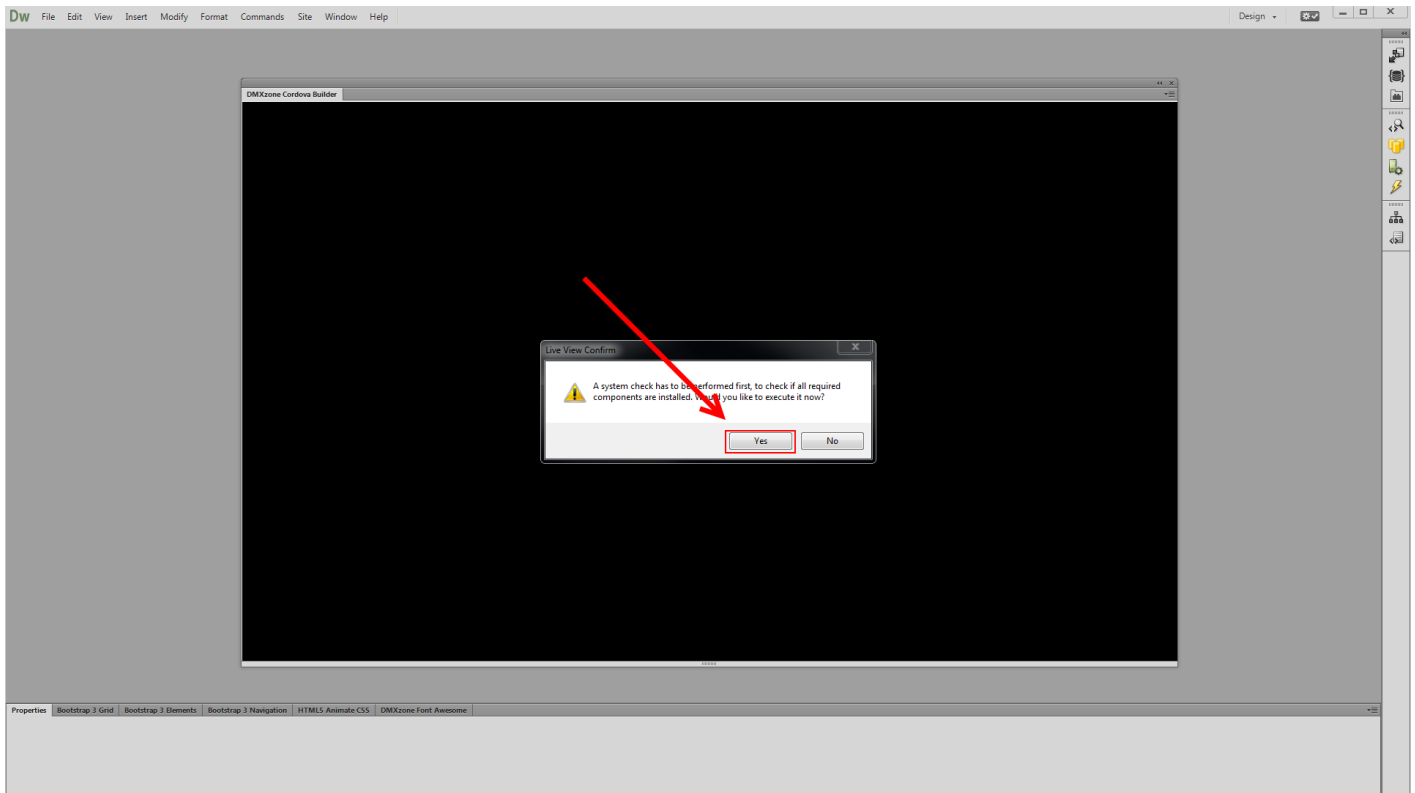
5. Run the Node JS installer and the installation Wizard will appear. Click **next**.



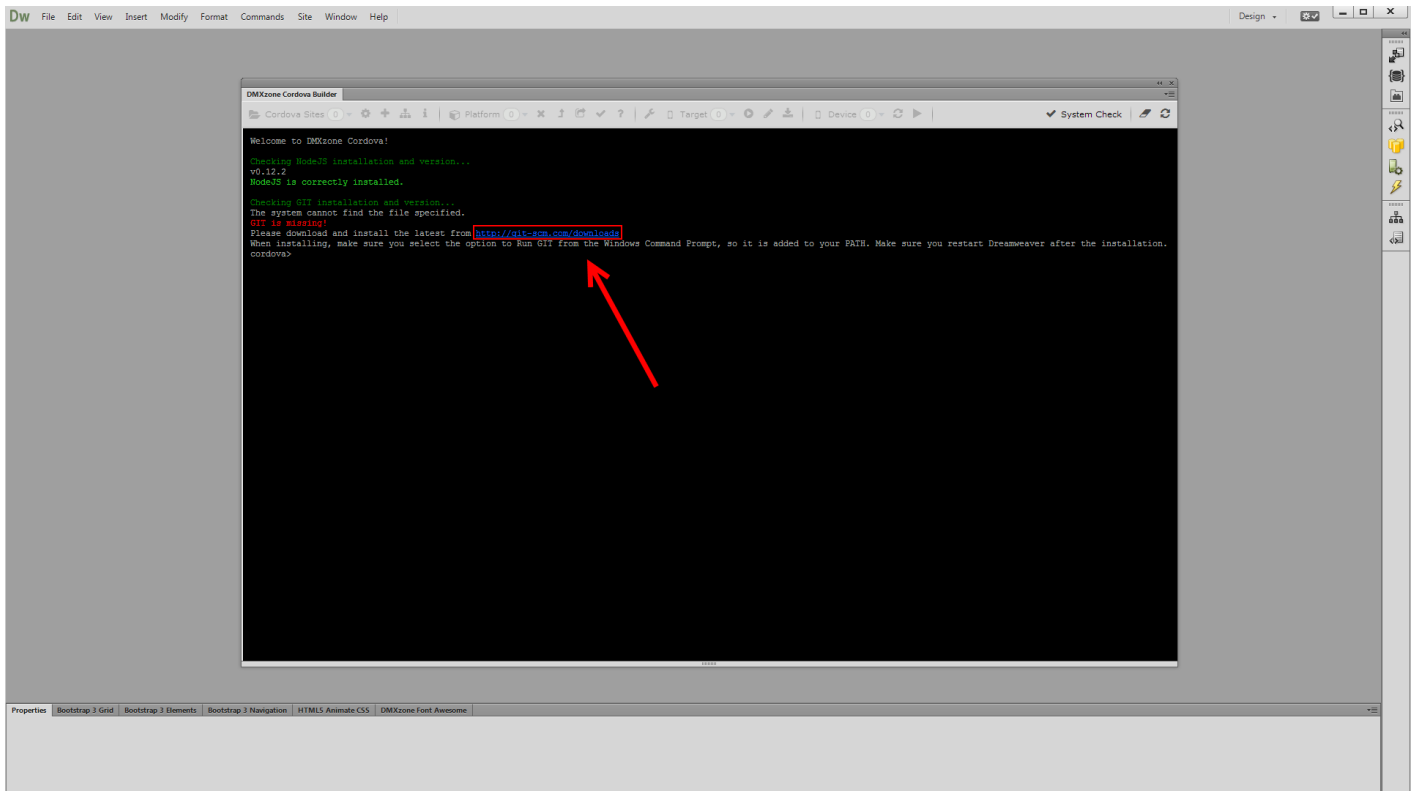
- Go through the installation wizard, using the default settings. No changes in the setup settings are required. Click the **finish button** when the installation is completed.



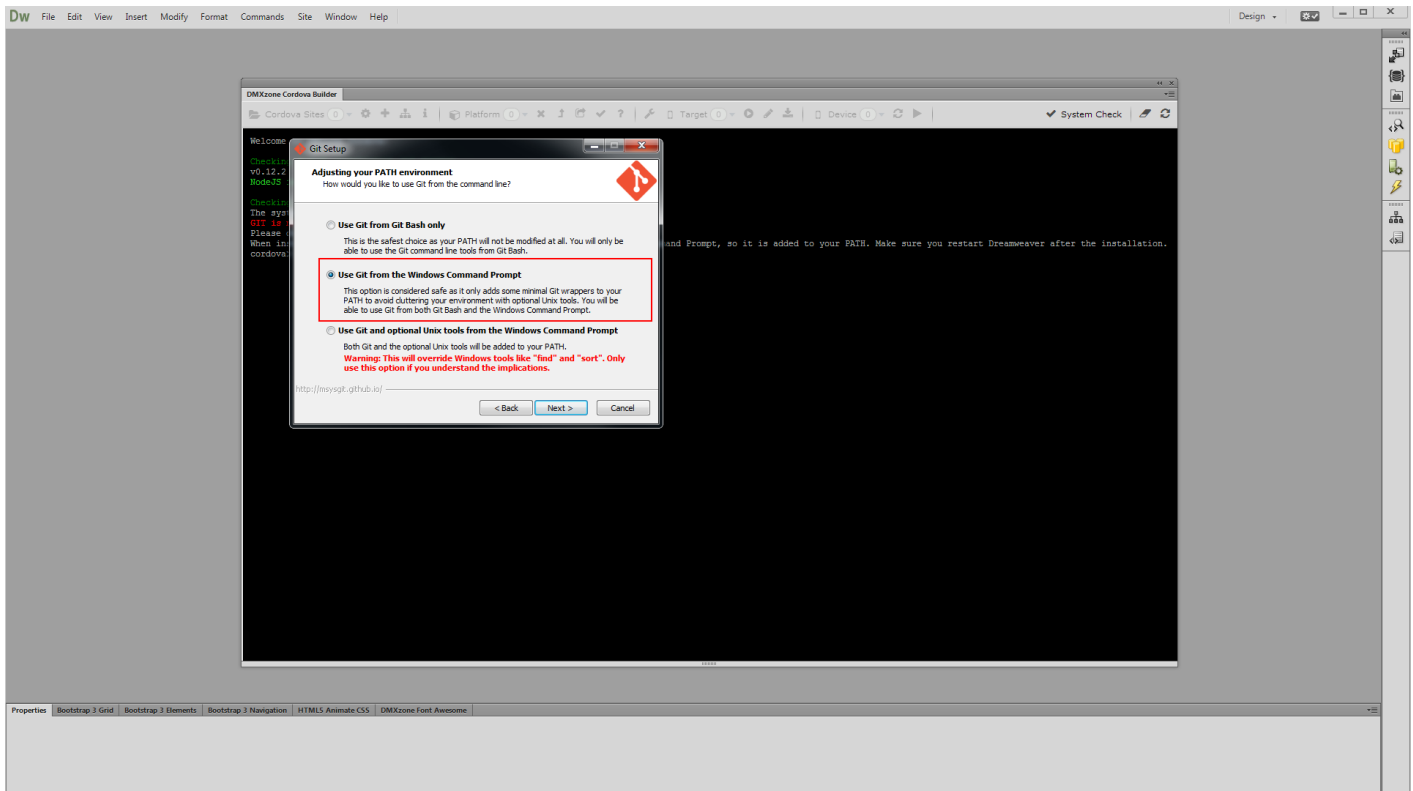
- Now, we need to restart Dreamweaver. When you restart your Dreamweaver the same system check dialog will appear. **Select yes** to run the system check.



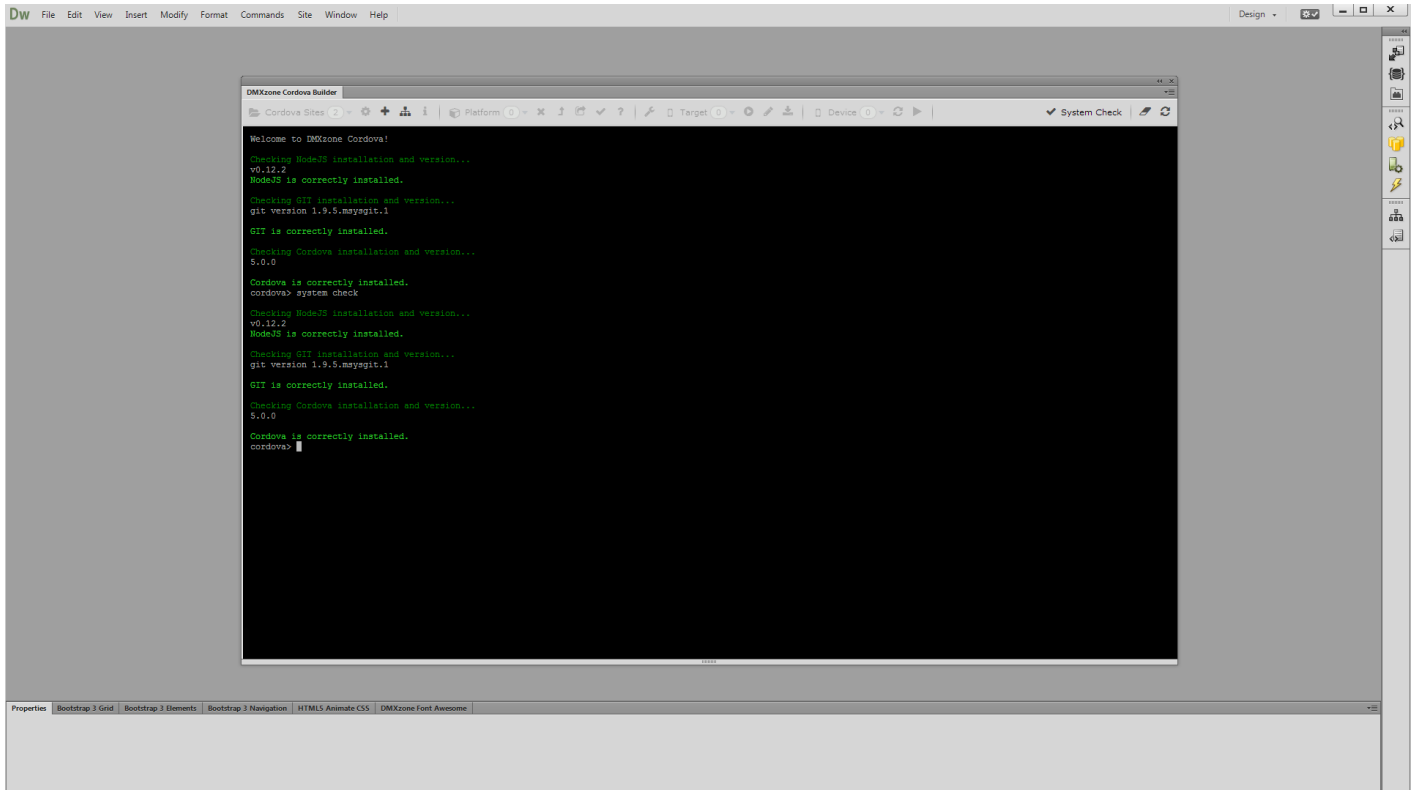
- You can see that Node JS is correctly installed but the GIT component is missing. Click on the **download link** that is provided in the DMXzone Cordova Builder console.



9. We use the default settings for the Git components. Make sure to select the following option in the PATH Environment setup: **Use GIT from the Windows Command Prompt.**



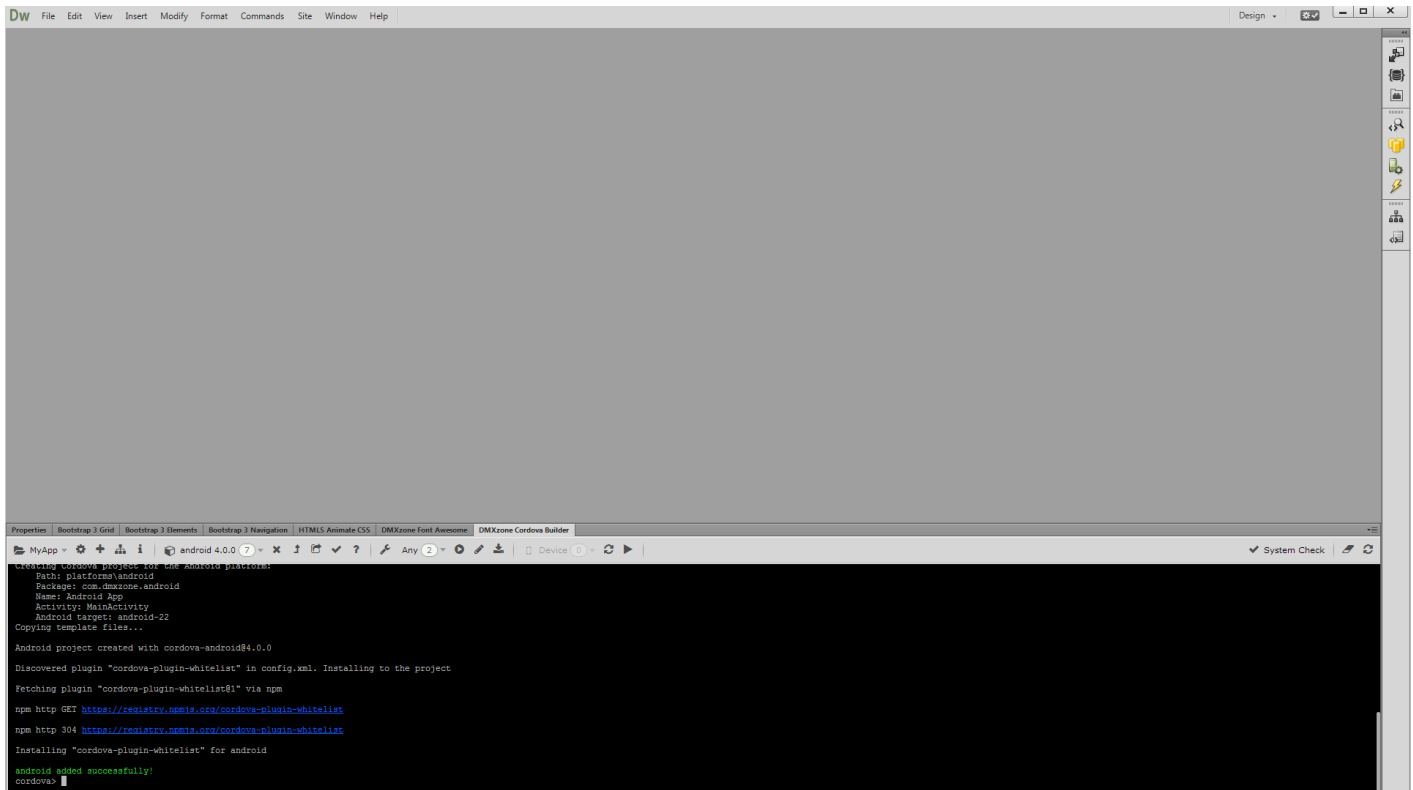
10. Once you install Git, restart Dreamweaver again. Again, the system check dialog will appear. Allow it to run. Now you can see that all of the required components are properly installed. That's how easy it is to check your system and install the components, required in order to use DMXzone Cordova Builder.



Advanced: Setting up a Cordova site for Android

In this tutorial we will show you how to setup a Cordova site for Android.

*You can also check out the [video](#).



```
Dw File Edit View Insert Modify Format Commands Site Window Help Design - [Icons] X
```

```
Properties | Bootstrap 3 Grid | Bootstrap 3 Elements | Bootstrap 3 Navigation | HTML5 Animate CSS | DMXzone Font Awesome | DMXzone Cordova Builder
```

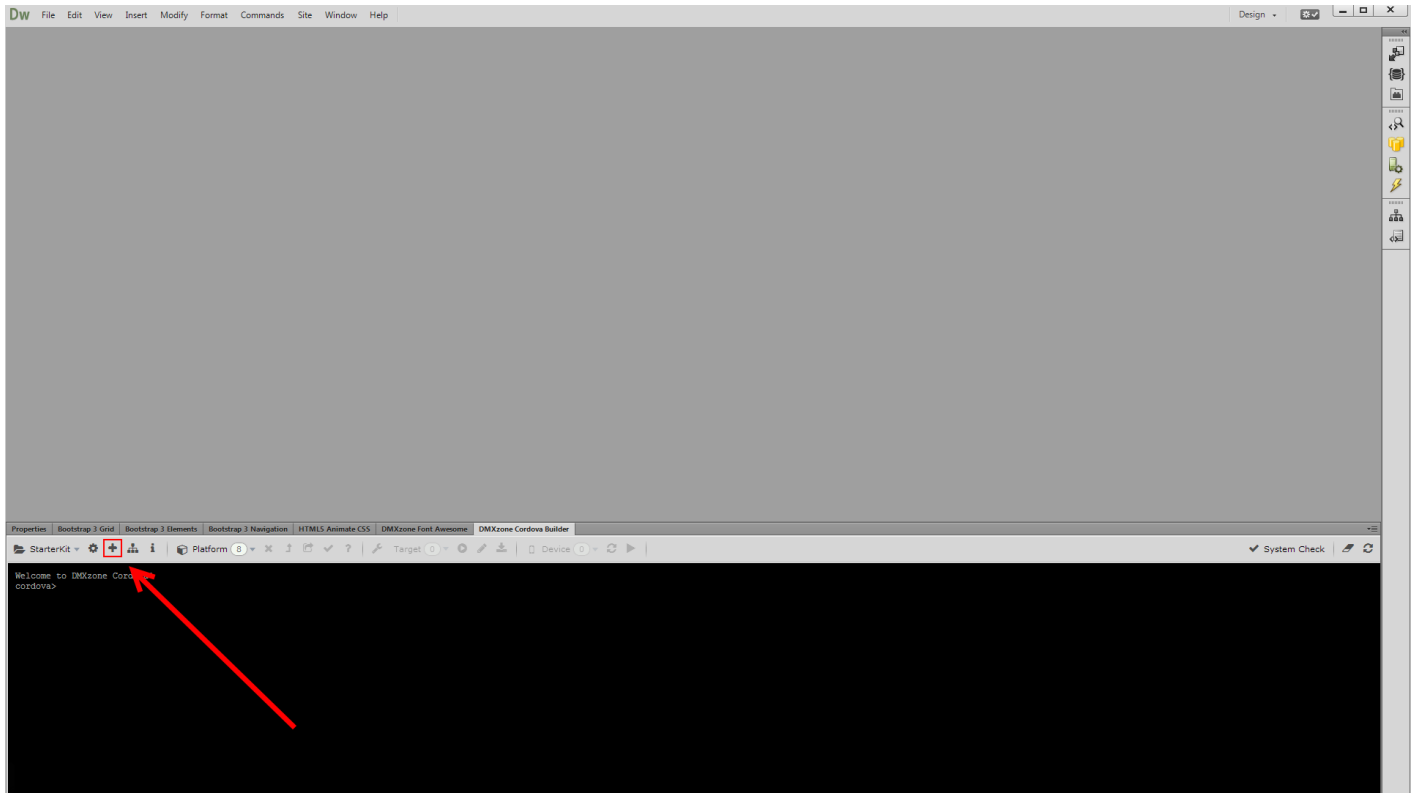
```
MyApp + [Icons] android 4.0.0 [Icons] Any 2 [Icons] Device [Icons] System Check [Icons]
```

```
creating cordova project for the android platform:
  Path: platform\android
  Package: com.dmxzone.android
  Name: Android App
  Activity: MainActivity
  Android target: android-22
  Copying template files...

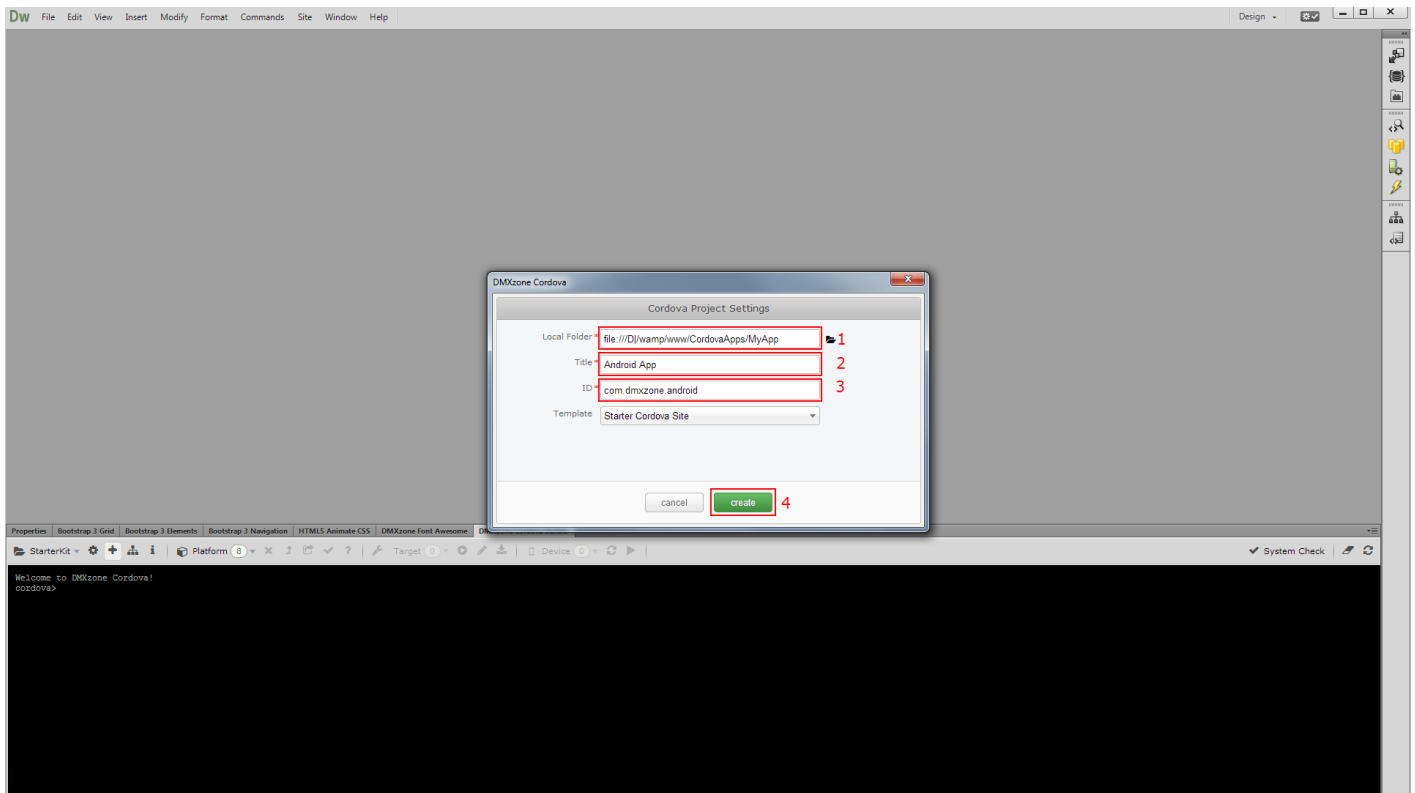
Android project created with cordova-android@4.0.0
Discovered plugin "cordova-plugin-whitelist" in config.xml. Installing to the project
Fetching plugin "cordova-plugin-whitelist" via npm
npm http GET https://registry.npmjs.org/cordova-plugin-whitelist
npm http 304 https://registry.npmjs.org/cordova-plugin-whitelist
Installing "cordova-plugin-whitelist" for android
android added successfully!
cordova>
```

How to do it

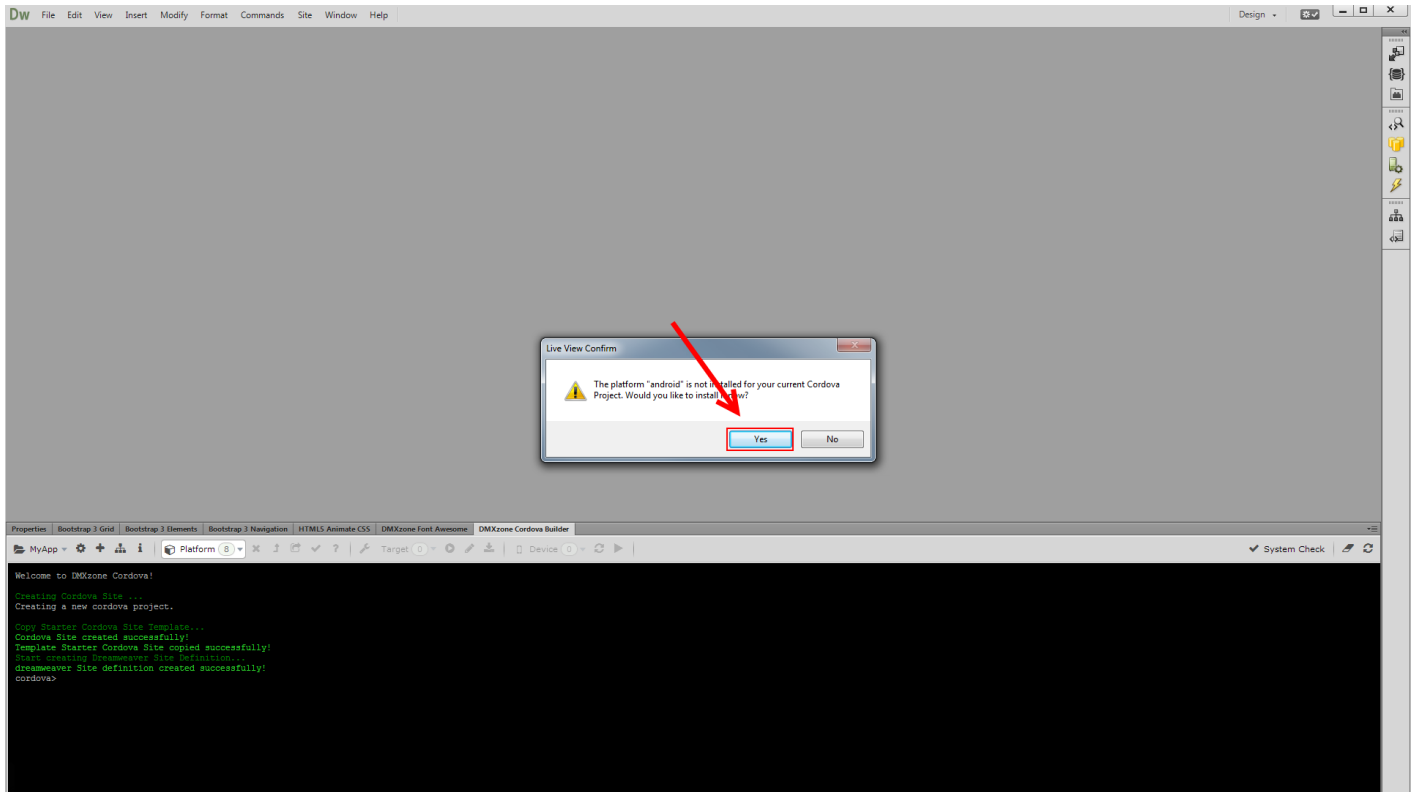
1. First, click “**define new Cordova site**” button.



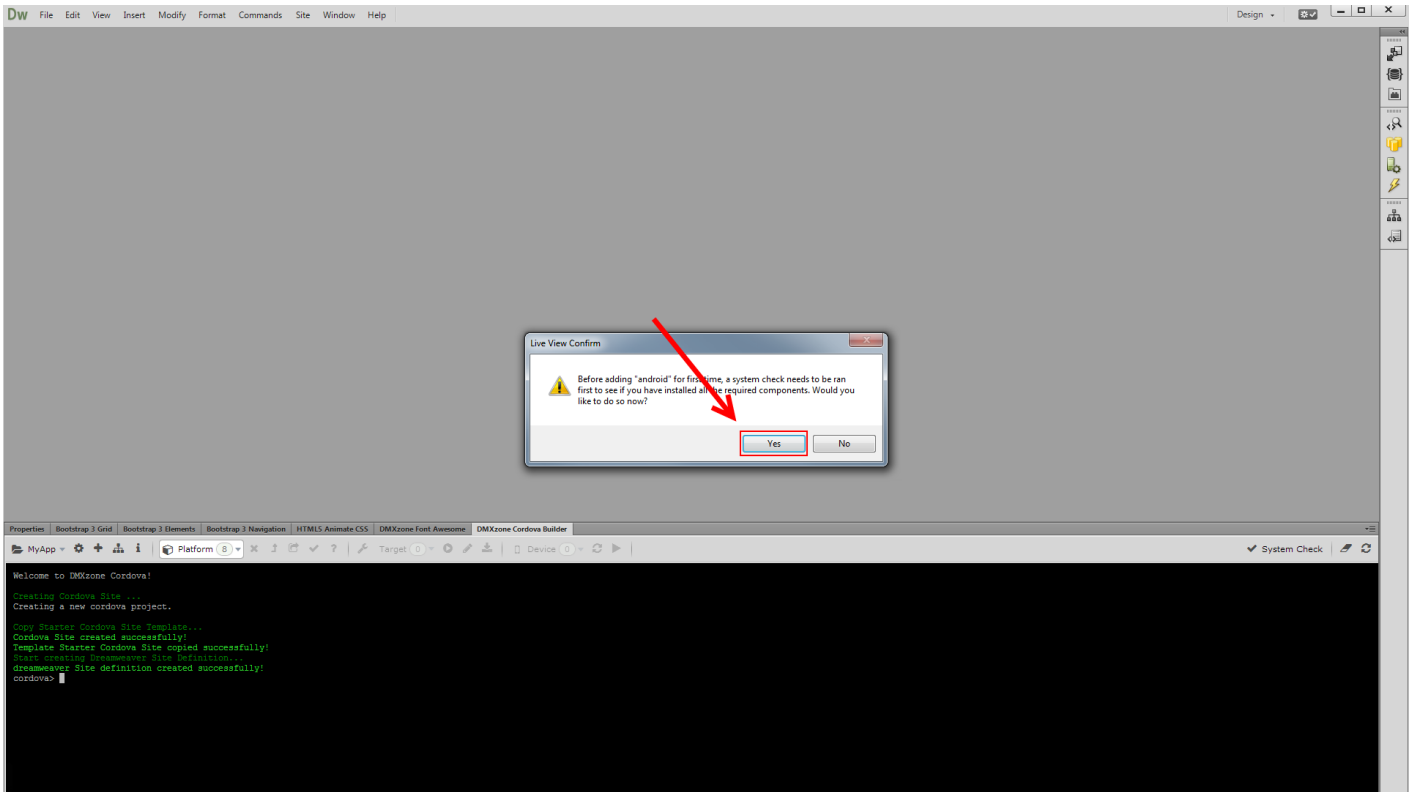
2. Select a **local folder** for your project (1), enter a **title** (2), **project ID** (3) and click the **create button** (4).



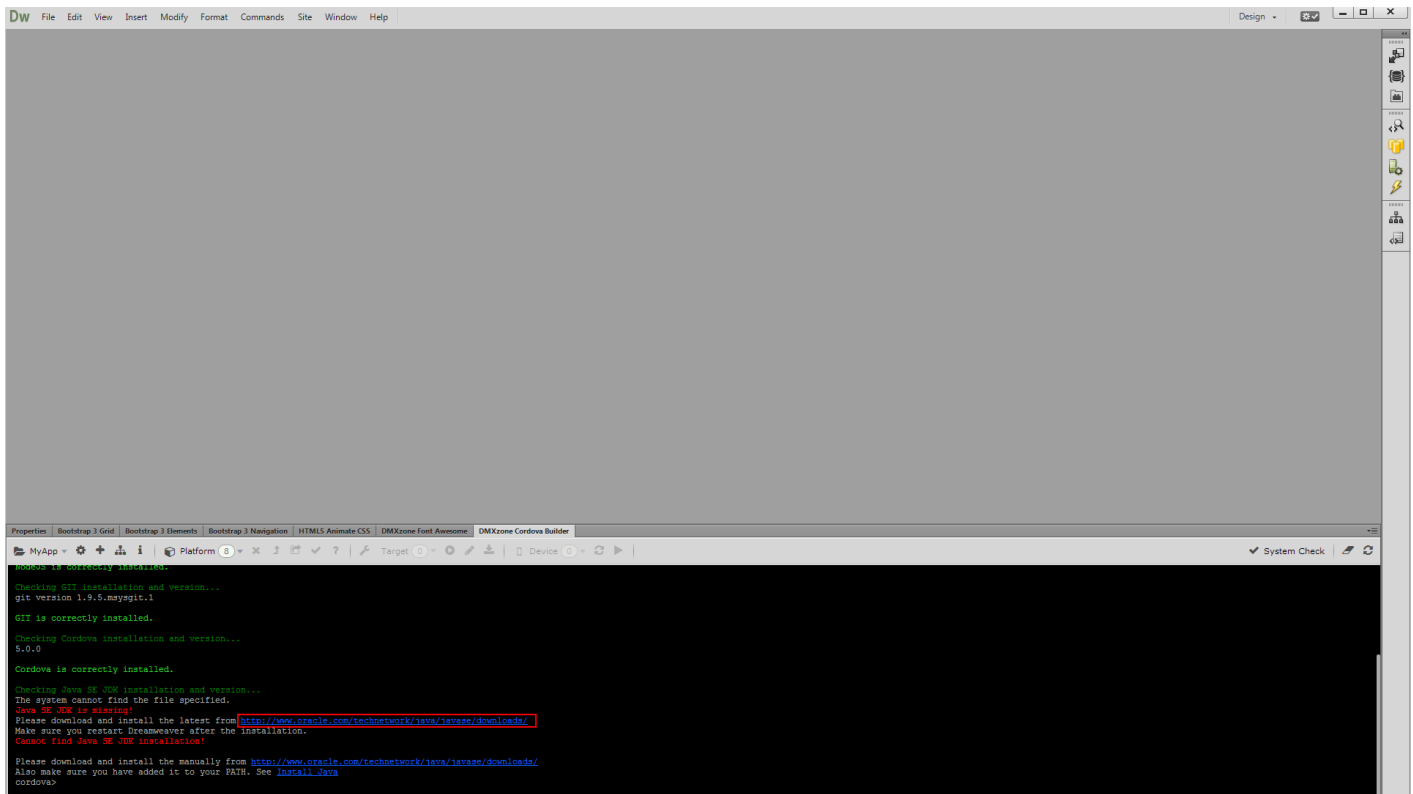
4. A dialog, saying that Android is not installed for the current Cordova Project appears. **Click yes.**



5. A system check needs to be performed. Select **yes** in order to run it.



- The JAVA SE JDK component is not installed. Follow the link in order to **download and install it**.



The screenshot shows the DMXzone Cordova Builder application window. The main area is a dark console displaying the following text:

```
cordova is correctly installed.
Checking GIT installation and version...
git version 1.9.5.maygit.1
GIT is correctly installed.
Checking Cordova installation and version...
5.0.0
Cordova is correctly installed.
Checking Java SE JDK installation and version...
The system cannot find the file specified.
Java SE JDK is missing!
Please download and install the latest from http://www.oracle.com/technetwork/java/javase/downloads/.
Make sure you restart Dreamweaver after the installation.
Cannot find Java SE JDK installation!
Please download and install the manually from http://www.oracle.com/technetwork/java/javase/downloads/.
Also make sure you have added it to your PATH. See Install Java
cordova>
```

7. Click the **Java Platform JDK download button** and download the **proper version** for your operating system.

Java SE Development Kit 8 Downloads

Thank you for downloading this release of the Java™ Platform, Standard Edition Development Kit (JDK™). The JDK is a development environment for building applications, applets, and components using the Java programming language.

The JDK includes tools useful for developing and testing programs written in the Java programming language and running on the Java platform.

See also:

- Java Developer Newsletter (tick the checkbox under Subscription Center > Oracle Technology News)
- Java Developer Day hands-on workshops (free) and other events
- Java Magazine

JDK MD5 Checksum

Looking for JDK 8 on ARM?
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Java SE Development Kit 8u45

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Thank you for accepting the Oracle Binary Code License Agreement for Java SE; you may now download this software.

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| Mac OS X x64 | 221.98 MB | jdk-8u45-macosx-x64.dmg |
| Solaris SPARC 64-bit (SVR4 package) | 131.73 MB | jdk-8u45-solaris-sparcv9.tar.Z |
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| Solaris x64 | 95.98 MB | jdk-8u45-solaris-x64.tar.gz |
| Windows x86 | 175.98 MB | jdk-8u45-windows-i586.exe |
| Windows x64 | 180.44 MB | jdk-8u45-windows-x64.exe |

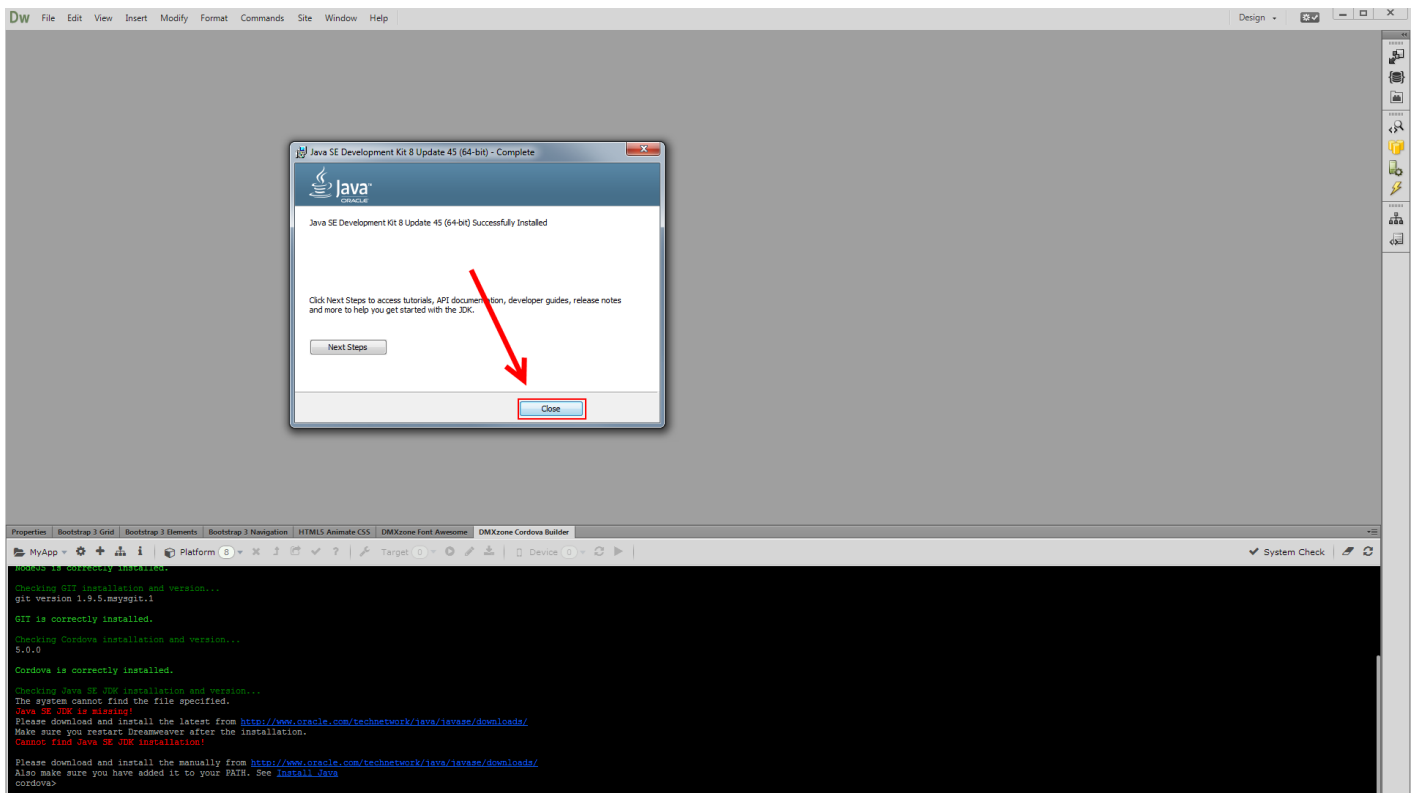
Java SE Development Kit 8u45 Demos and Samples Downloads

You must accept the Oracle BSD License. to download this software.

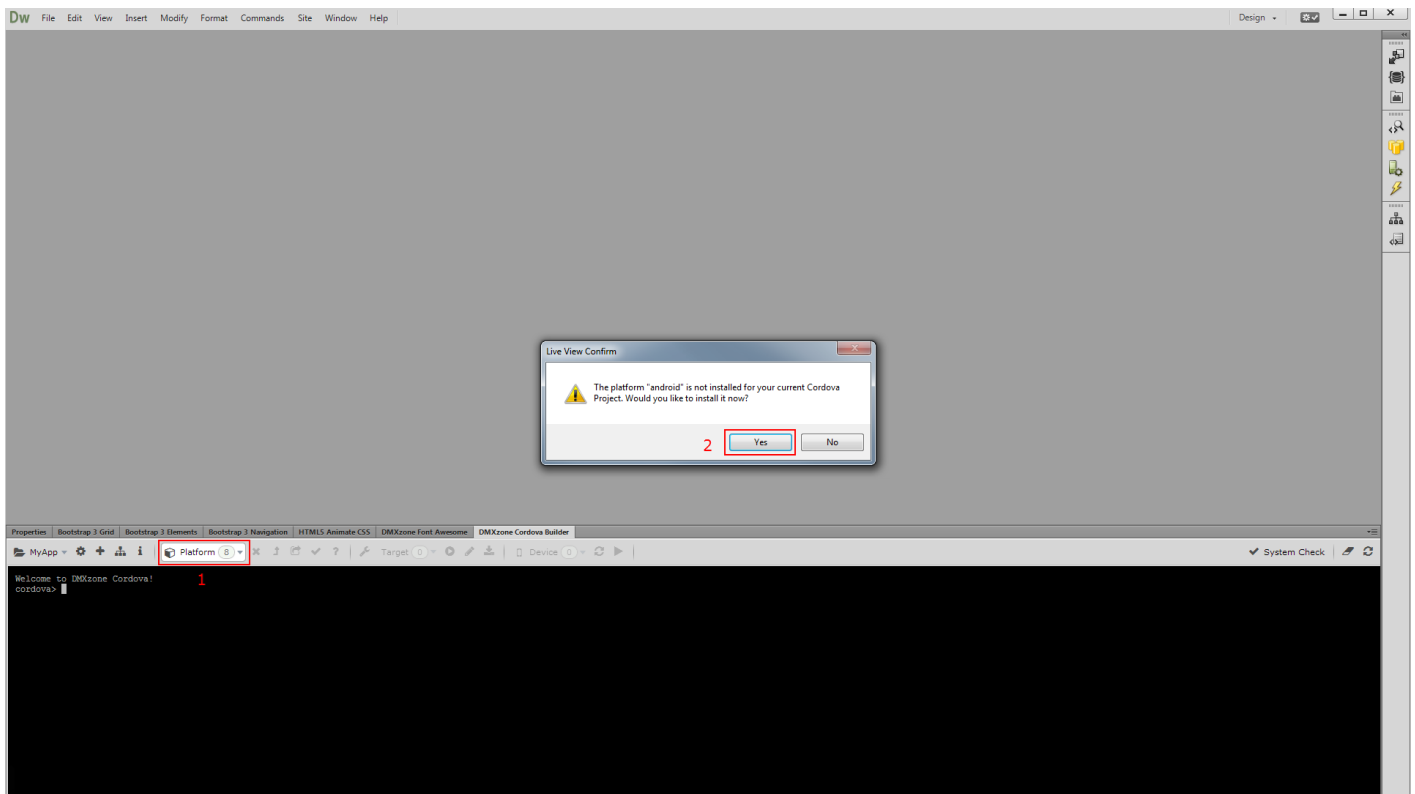
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| Linux x86 | 52.41 MB | jdk-8u45-linux-i586-demos.rpm |
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| Linux x64 | 52.45 MB | jdk-8u45-linux-x64-demos.rpm |
| Linux x64 | 52.33 MB | jdk-8u45-linux-x64-demos.tar.gz |
| Mac OS X | 52.8 MB | jdk-8u45-macosx-i686-demos.zip |
| Solaris SPARC 64-bit | 13.59 MB | jdk-8u45-solaris-sparcv9-demos.tar.Z |
| Solaris x64 | 9.31 MB | jdk-8u45-solaris-sparcv9-demos.tar.gz |
| Solaris x64 | 13.59 MB | jdk-8u45-solaris-x64-demos.tar.Z |
| Solaris x64 | 9.27 MB | jdk-8u45-solaris-x64-demos.tar.gz |
| Windows x86 | 53.9 MB | jdk-8u45-windows-i586-demos.zip |

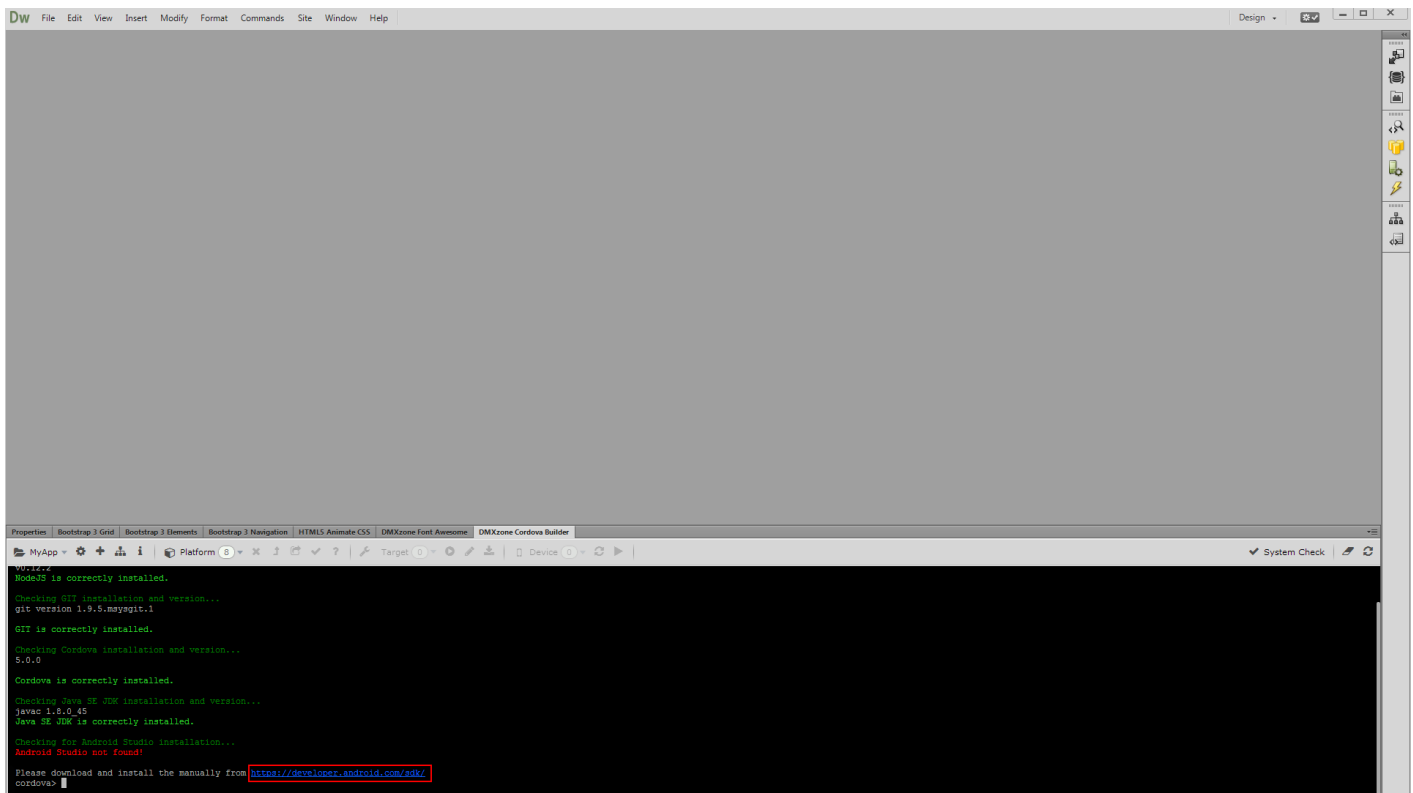
- Run the installer when the download finishes. We leave the default settings and the default installation folder. Close the installed when the installation ends and restart Dreamweaver.



9. When you restart Dreamweaver select **android in the platform dropdown (1)**. The same dialogs, asking if you want to install the android platform and if you want to perform a system check appears. **Select yes** for both of them **(2)**.



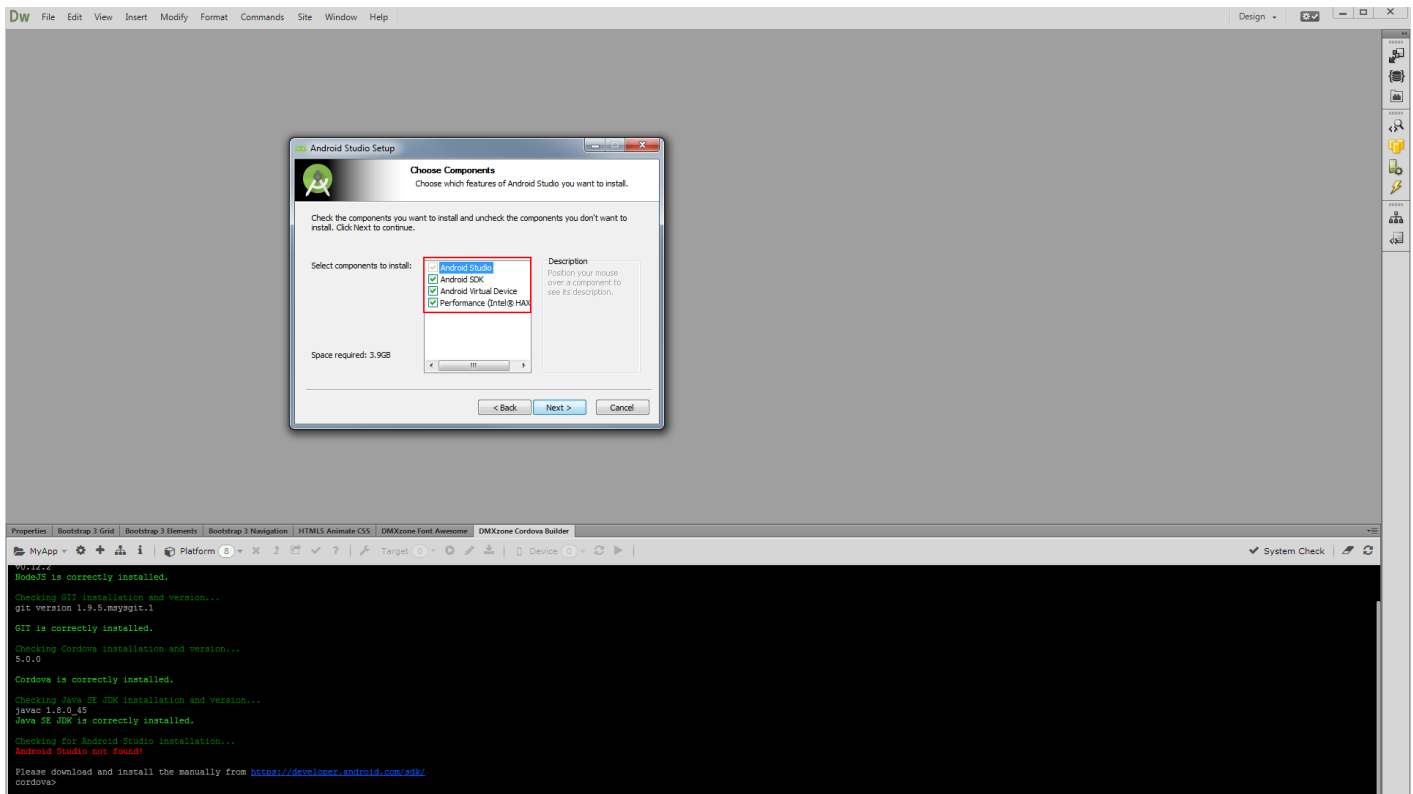
10. You can see that the JAVA SE JDK is now correctly installed but the Android Studio is missing. Follow the link in order to install it.



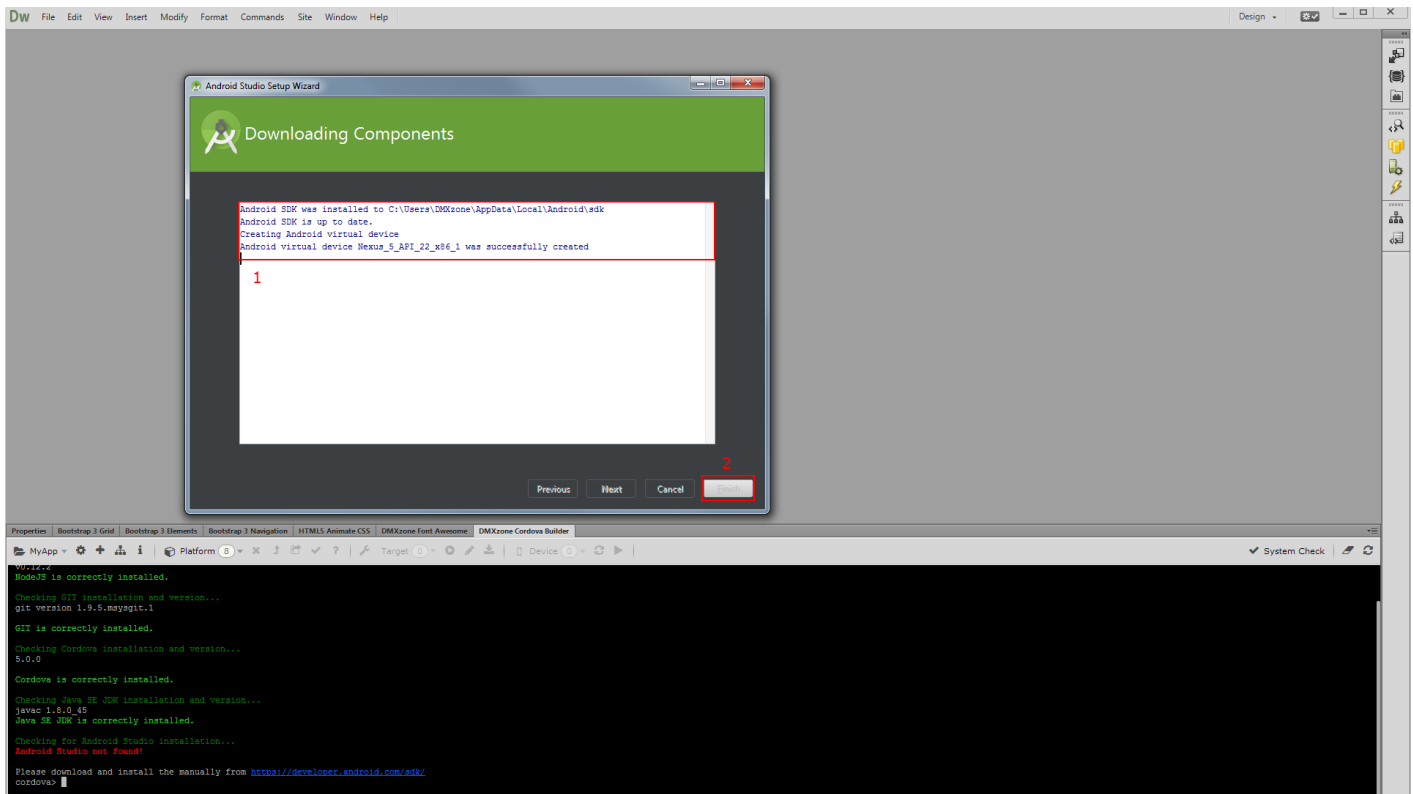
```
Dw File Edit View Insert Modify Format Commands Site Window Help Design 99% [X] [Y] [Z] [AA] [AB] [AC] [AD] [AE] [AF] [AG] [AH] [AI] [AJ] [AK] [AL] [AM] [AN] [AO] [AP] [AQ] [AR] [AS] [AT] [AU] [AV] [AW] [AX] [AY] [AZ] [BA] [BB] [BC] [BD] [BE] [BF] [BG] [BH] [BI] [BJ] [BK] [BL] [BM] [BN] [BO] [BP] [BQ] [BR] [BS] [BT] [BU] [BV] [BW] [BX] [BY] [BZ] [CA] [CB] [CC] [CD] [CE] [CF] [CG] [CH] [CI] [CJ] [CK] [CL] [CM] [CN] [CO] [CP] [CQ] [CR] [CS] [CT] [CU] [CV] [CW] [CX] [CY] [CZ] [DA] [DB] [DC] [DD] [DE] [DF] [DG] [DH] [DI] [DJ] [DK] [DL] [DM] [DN] [DO] [DP] [DQ] [DR] [DS] [DT] [DU] [DV] [DW] [DX] [DY] [DZ] [EA] [EB] [EC] [ED] [EE] [EF] [EG] [EH] [EI] [EJ] [EK] [EL] [EM] [EN] [EO] [EP] [EQ] [ER] [ES] [ET] [EU] [EV] [EW] [EX] [EY] [EZ] [FA] [FB] [FC] [FD] [FE] [FF] [FG] [FH] [FI] [FJ] [FK] [FL] [FM] [FN] [FO] [FP] [FQ] [FR] [FS] [FT] [FU] [FV] [FW] [FX] [FY] [FZ] [GA] [GB] [GC] [GD] [GE] [GF] [GG] [GH] [GI] [GJ] [GK] [GL] [GM] [GN] [GO] [GP] [GQ] [GR] [GS] [GT] [GU] [GV] [GW] [GX] [GY] [GZ] [HA] [HB] [HC] [HD] [HE] [HF] [HG] [HH] [HI] [HJ] [HK] [HL] [HM] [HN] [HO] [HP] [HQ] [HR] [HS] [HT] [HU] [HV] [HW] [HX] [HY] [HZ] [IA] [IB] [IC] [ID] [IE] [IF] [IG] [IH] [II] [IJ] [IK] [IL] [IM] [IN] [IO] [IP] [IQ] [IR] [IS] [IT] [IU] [IV] [IW] [IX] [IY] [IZ] [JA] [JB] [JC] [JD] [JE] [JF] [JG] [JH] [JI] [JJ] [JK] [JL] [JM] [JN] [JO] [JP] [JQ] [JR] [JS] [JT] [JU] [JV] [JW] [JX] [JY] [JZ] [KA] [KB] [KC] [KD] [KE] [KF] [KG] [KH] [KI] [KJ] [KK] [KL] [KM] [KN] [KO] [KP] [KQ] [KR] [KS] [KT] [KU] [KV] [KW] [KX] [KY] [KZ] [LA] [LB] [LC] [LD] [LE] [LF] [LG] [LH] [LI] [LJ] [LK] [LL] [LM] [LN] [LO] [LP] [LQ] [LR] [LS] [LT] [LU] [LV] [LW] [LX] [LY] [LZ] [MA] [MB] [MC] [MD] [ME] [MF] [MG] [MH] [MI] [MJ] [MK] [ML] [MM] [MN] [MO] [MP] [MQ] [MR] [MS] [MT] [MU] [MV] [MW] [MX] [MY] [MZ] [NA] [NB] [NC] [ND] [NE] [NF] [NG] [NH] [NI] [NJ] [NK] [NL] [NM] [NN] [NO] [NP] [NQ] [NR] [NS] [NT] [NU] [NV] [NW] [NX] [NY] [NZ] [OA] [OB] [OC] [OD] [OE] [OF] [OG] [OH] [OI] [OJ] [OK] [OL] [OM] [ON] [OO] [OP] [OQ] [OR] [OS] [OT] [OU] [OV] [OW] [OX] [OY] [OZ] [PA] [PB] [PC] [PD] [PE] [PF] [PG] [PH] [PI] [PJ] [PK] [PL] [PM] [PN] [PO] [PP] [PQ] [PR] [PS] [PT] [PU] [PV] [PW] [PX] [PY] [PZ] [QA] [QB] [QC] [QD] [QE] [QF] [QG] [QH] [QI] [QJ] [QK] [QL] [QM] [QN] [QO] [QP] [QQ] [QR] [QS] [QT] [QU] [QV] [QW] [QX] [QY] [QZ] [RA] [RB] [RC] [RD] [RE] [RF] [RG] [RH] [RI] [RJ] [RK] [RL] [RM] [RN] [RO] [RP] [RQ] [RR] [RS] [RT] [RU] [RV] [RW] [RX] [RY] [RZ] [SA] [SB] [SC] [SD] [SE] [SF] [SG] [SH] [SI] [SJ] [SK] [SL] [SM] [SN] [SO] [SP] [SQ] [SR] [SS] [ST] [SU] [SV] [SW] [SX] [SY] [SZ] [TA] [TB] [TC] [TD] [TE] [TF] [TG] [TH] [TI] [TJ] [TK] [TL] [TM] [TN] [TO] [TP] [TQ] [TR] [TS] [TT] [TU] [TV] [TW] [TX] [TY] [TZ] [UA] [UB] [UC] [UD] [UE] [UF] [UG] [UH] [UI] [UJ] [UK] [UL] [UM] [UN] [UO] [UP] [UQ] [UR] [US] [UT] [UU] [UV] [UW] [UX] [UY] [UZ] [VA] [VB] [VC] [VD] [VE] [VF] [VG] [VH] [VI] [VJ] [VK] [VL] [VM] [VN] [VO] [VP] [VQ] [VR] [VS] [VT] [VU] [VV] [VW] [VX] [VY] [VZ] [WA] [WB] [WC] [WD] [WE] [WF] [WG] [WH] [WI] [WJ] [WK] [WL] [WM] [WN] [WO] [WP] [WQ] [WR] [WS] [WT] [WU] [WV] [WW] [WX] [WY] [WZ] [XA] [XB] [XC] [XD] [XE] [XF] [XG] [XH] [XI] [XJ] [XK] [XL] [XM] [XN] [XO] [XP] [XQ] [XR] [XS] [XT] [XU] [XV] [XW] [XX] [XY] [XZ] [YA] [YB] [YC] [YD] [YE] [YF] [YG] [YH] [YI] [YJ] [YK] [YL] [YM] [YN] [YO] [YP] [YQ] [YR] [YS] [YT] [YU] [YV] [YW] [YX] [YY] [YZ] [ZA] [ZB] [ZC] [ZD] [ZE] [ZF] [ZG] [ZH] [ZI] [ZJ] [ZK] [ZL] [ZM] [ZN] [ZO] [ZP] [ZQ] [ZR] [ZS] [ZT] [ZU] [ZV] [ZW] [ZX] [ZY] [ZZ]
```

```
MyApp Platform Target Device System Check  
cordova@CordovaBuilder:~$ cordova system check  
Node.js is correctly installed.  
Checking Git installation and version...  
git version 1.9.5.mayqgit.1  
Git is correctly installed.  
Checking Cordova installation and version...  
3.0.0  
Cordova is correctly installed.  
Checking Java SE JDK installation and version...  
javac 1.8.0_45  
Java SE JDK is correctly installed.  
Checking for Android Studio installation...  
Android Studio not found!  
Please download and install the manually from https://www.dmxzone.com/android-studio.  
cordova@CordovaBuilder:~$
```

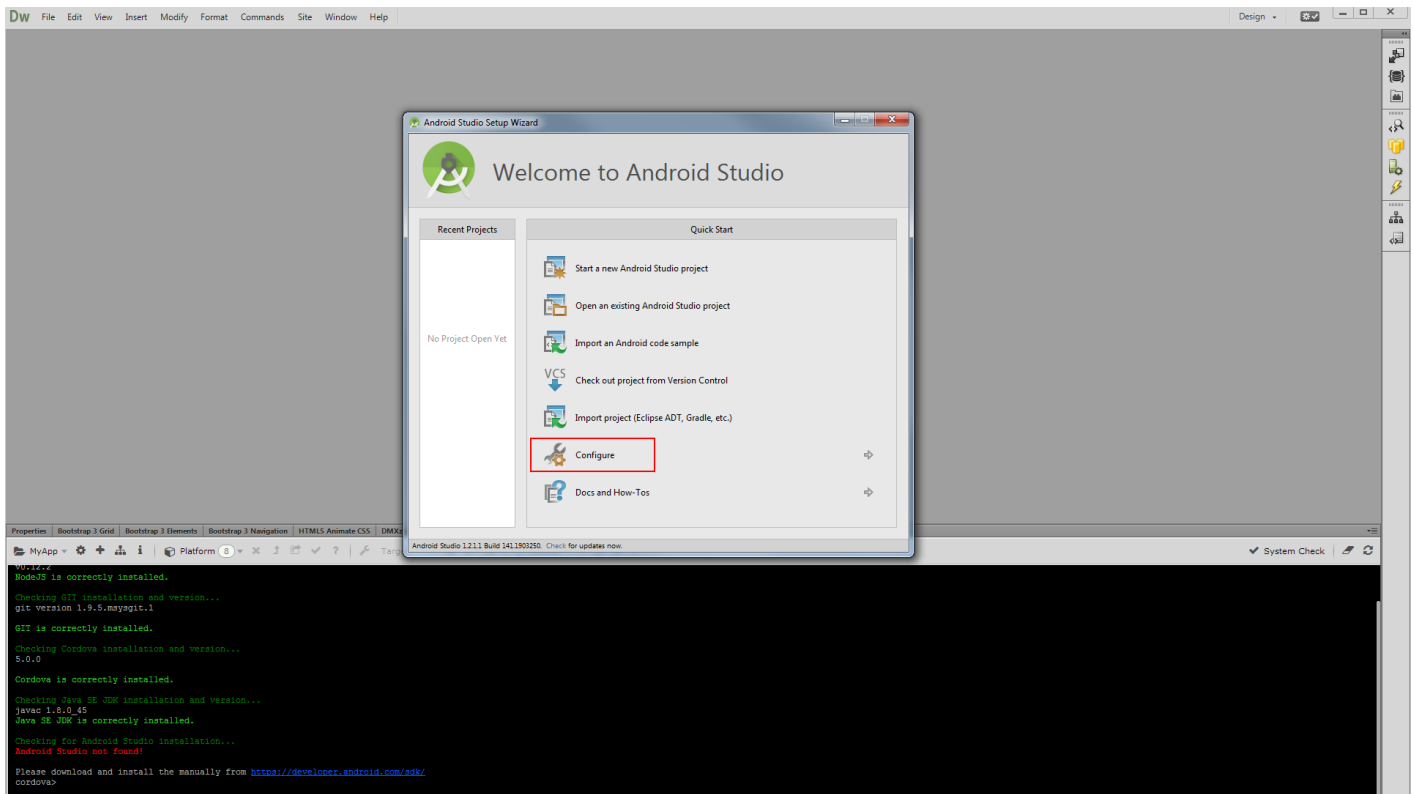
11. In the installation wizard, make sure that **all components are selected**.



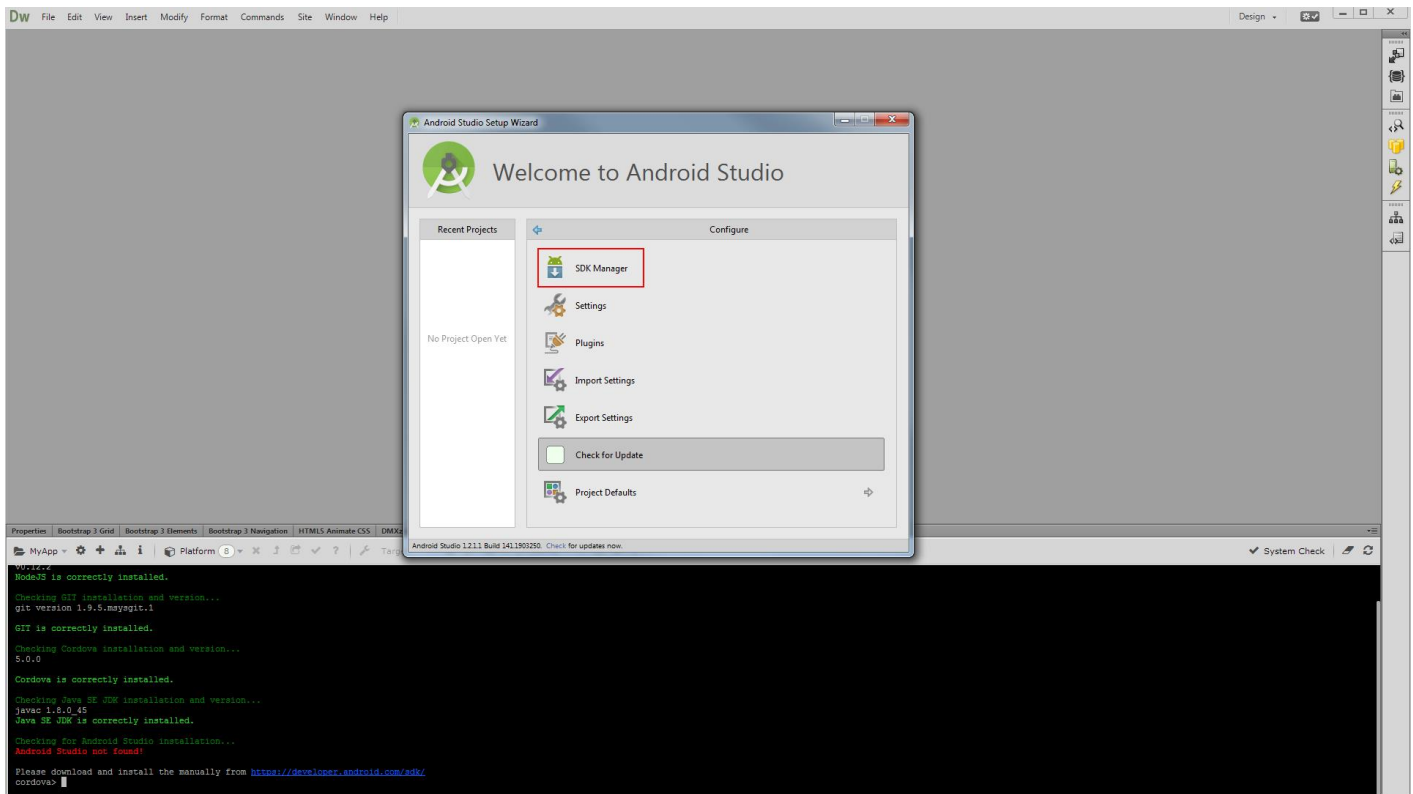
13. You will see some **additional components** that were installed (1). Click **finish** (2).



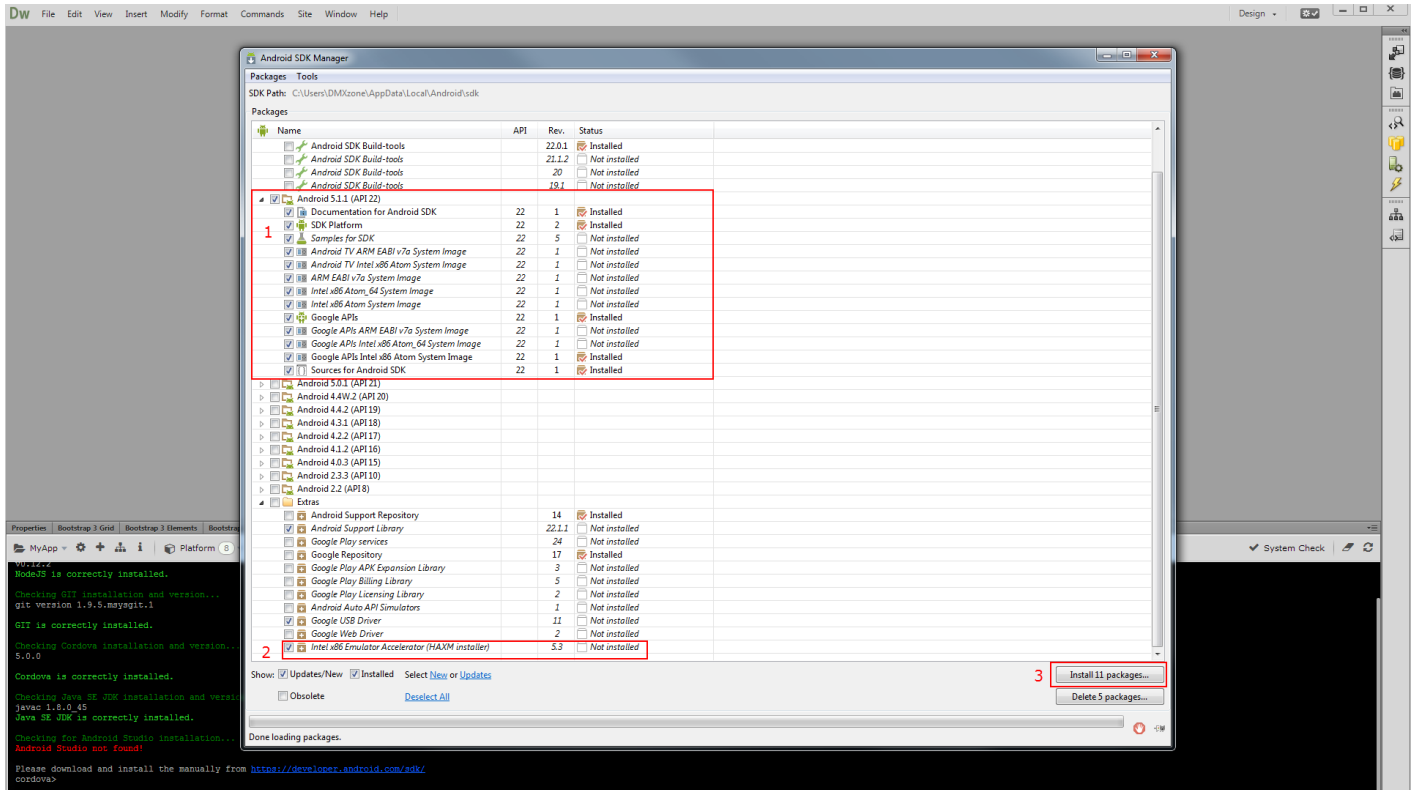
14. In Android Studio, select **configure**.



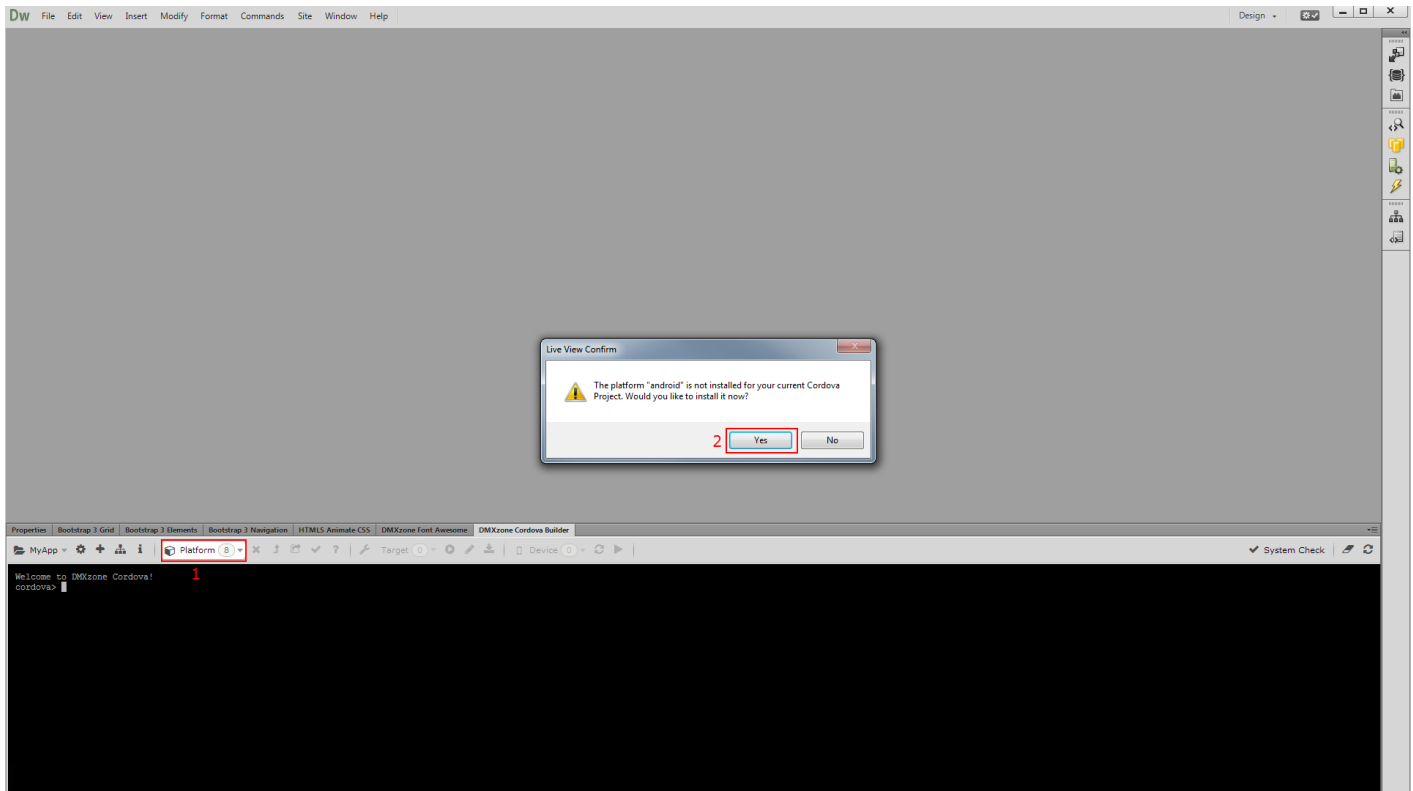
15. Then choose **SDK manager**.



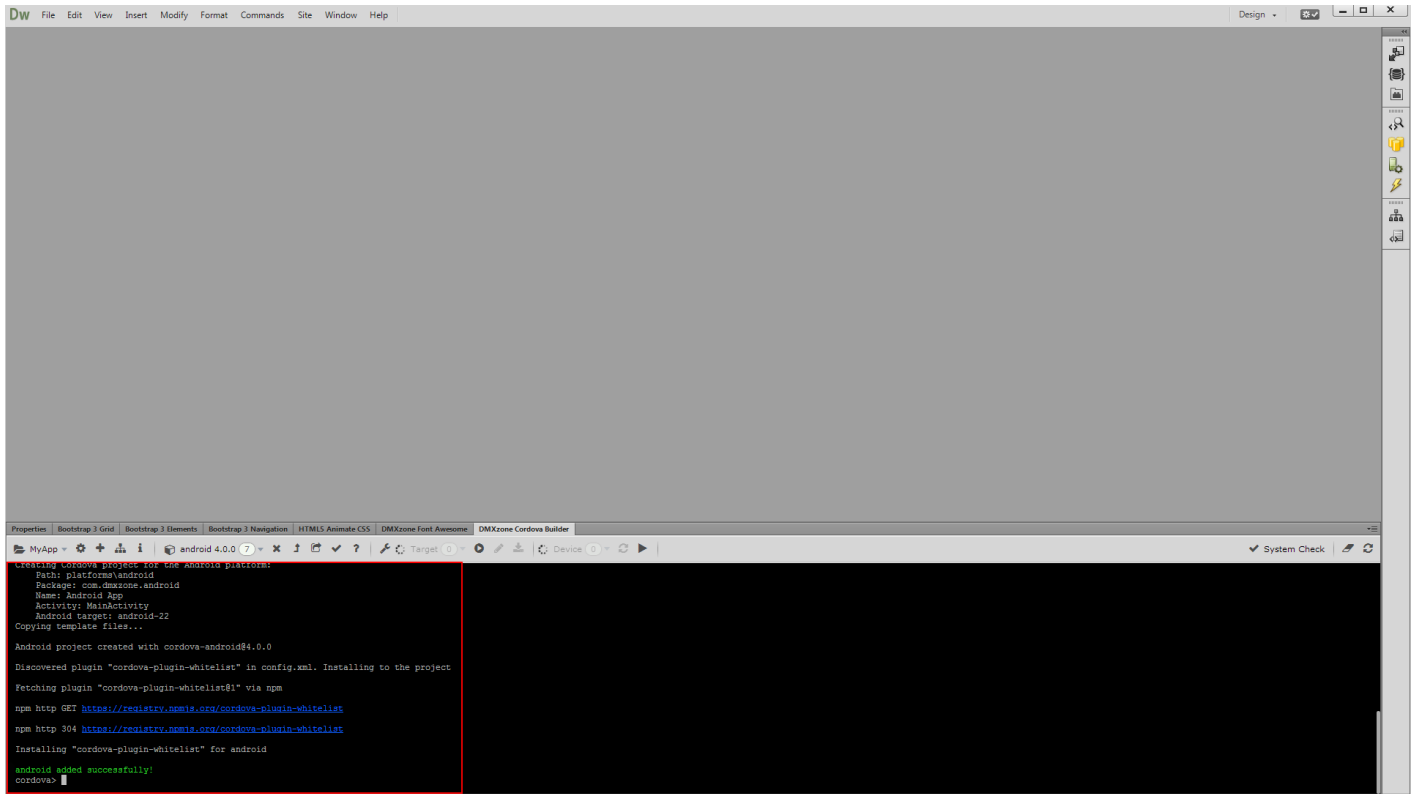
16. Now, we are going to download and install some packages that we need. We select **all of the Android API 22 packages (1)**. Currently this API is the latest version. Also, we select the **Intel Emulator Accelerator**, which is only for Intel processors **(2)**. When you're done, click **install (3)**. Once installed, close the Android SDK Manager and restart Dreamweaver.



17. When you restart Dreamweaver, select **Android in the platform dropdown (1)**. Select **yes (2)** in both dialogs that appear.



18. You can see that the Android platform was successfully installed for your project!



```

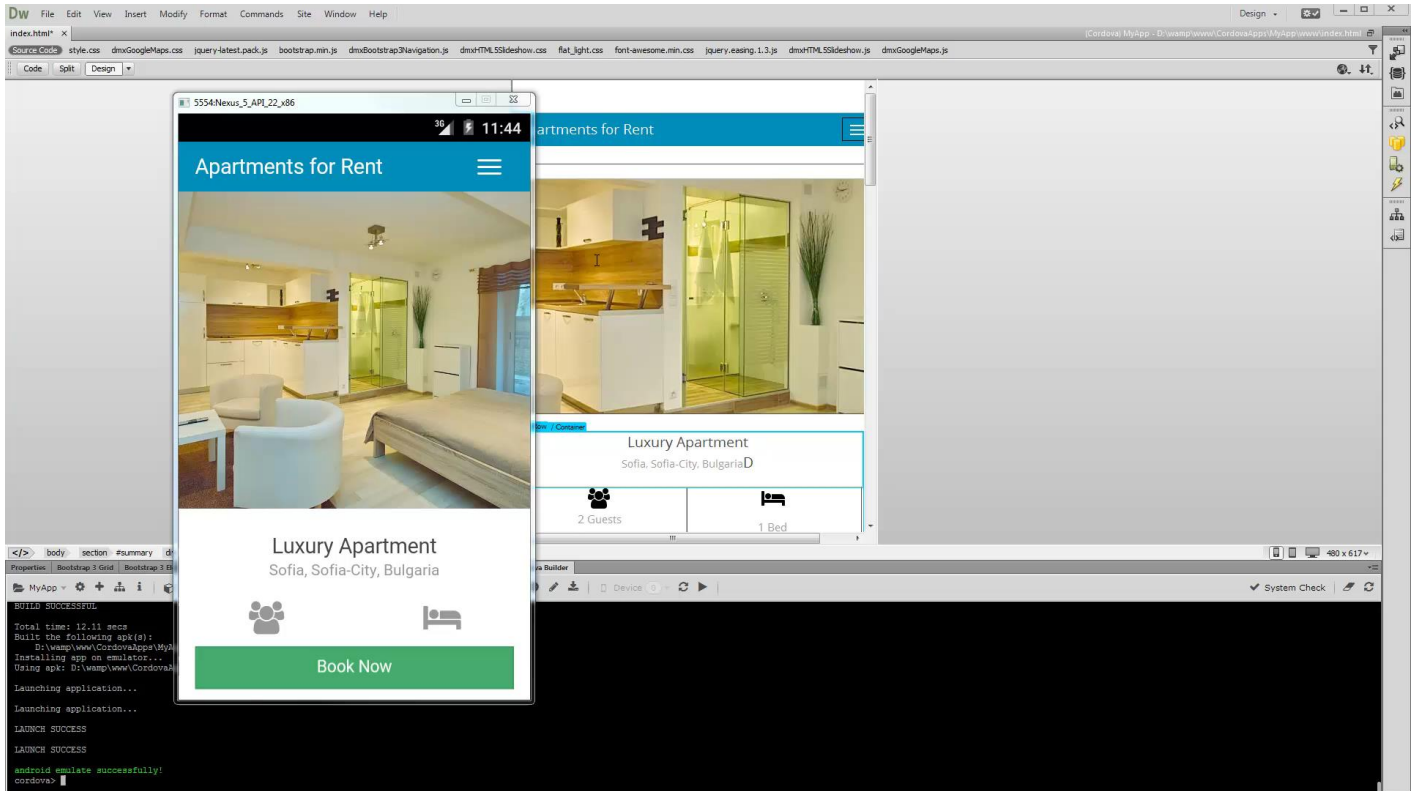
Creating cordova project for the Android platform:
Path: platform\android
Package: com.dmxzone.android
Name: Android App
Activity: MainActivity
Android target: android-22
Copying template files...

Android project created with cordova-android@4.0.0
Discovered plugin "cordova-plugin-whitelist" in config.xml. Installing to the project
Fetching plugin "cordova-plugin-whitelist" via npm
npm http GET https://registry.npmjs.org/cordova-plugin-whitelist
npm http 304 https://registry.npmjs.org/cordova-plugin-whitelist
Installing "cordova-plugin-whitelist" for android
android added successfully!
cordova>
  
```

Advanced: Build Android Apps with DMXzone Cordova Builder

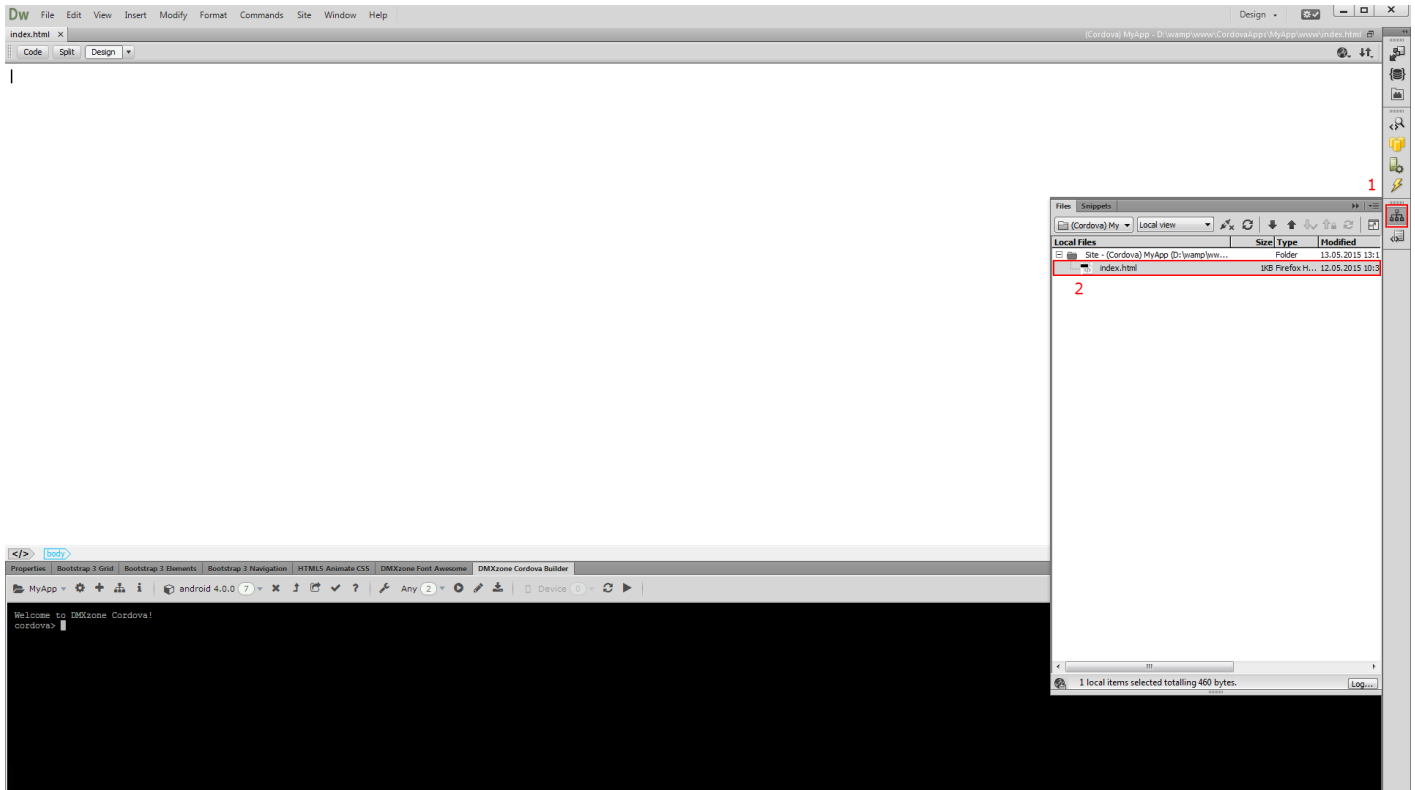
In this tutorial we will show you how to run your app in Android Emulator or on your connected Android device.

*You can also check out the [video](#).

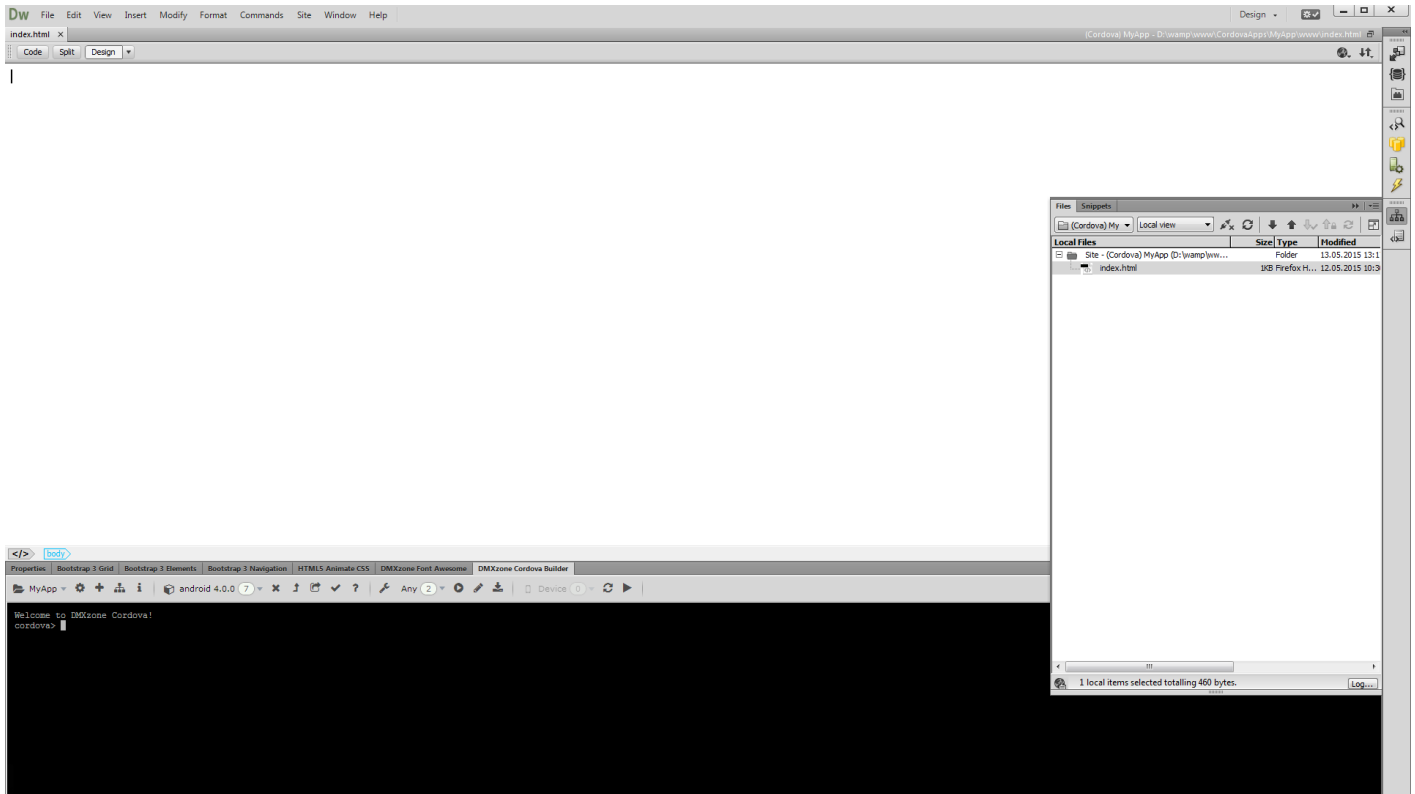


How to do it

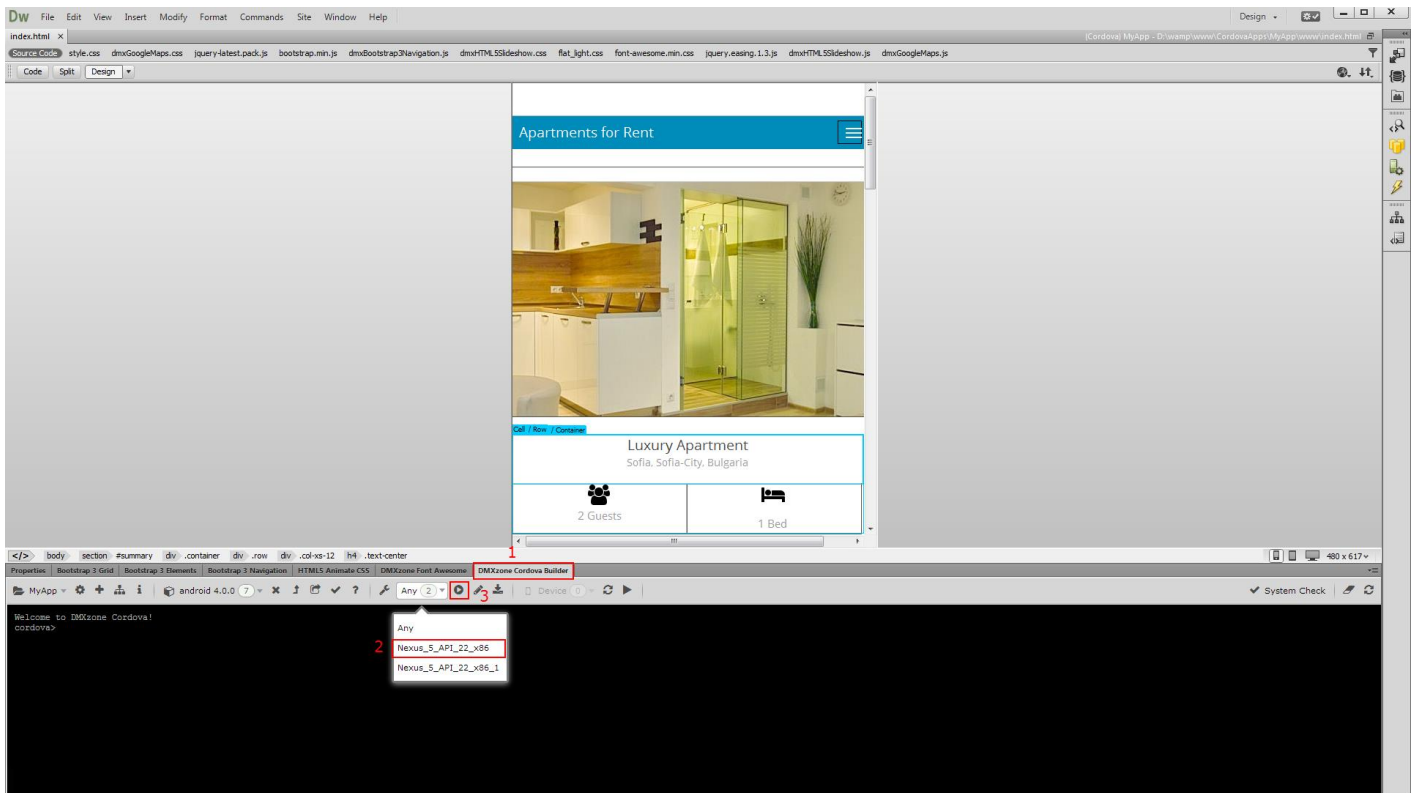
1. We've already set up a Cordova site for Android so we are ready to build our app in Dreamweaver. From the **files panel (1)** double click the **index.html file (2)**.



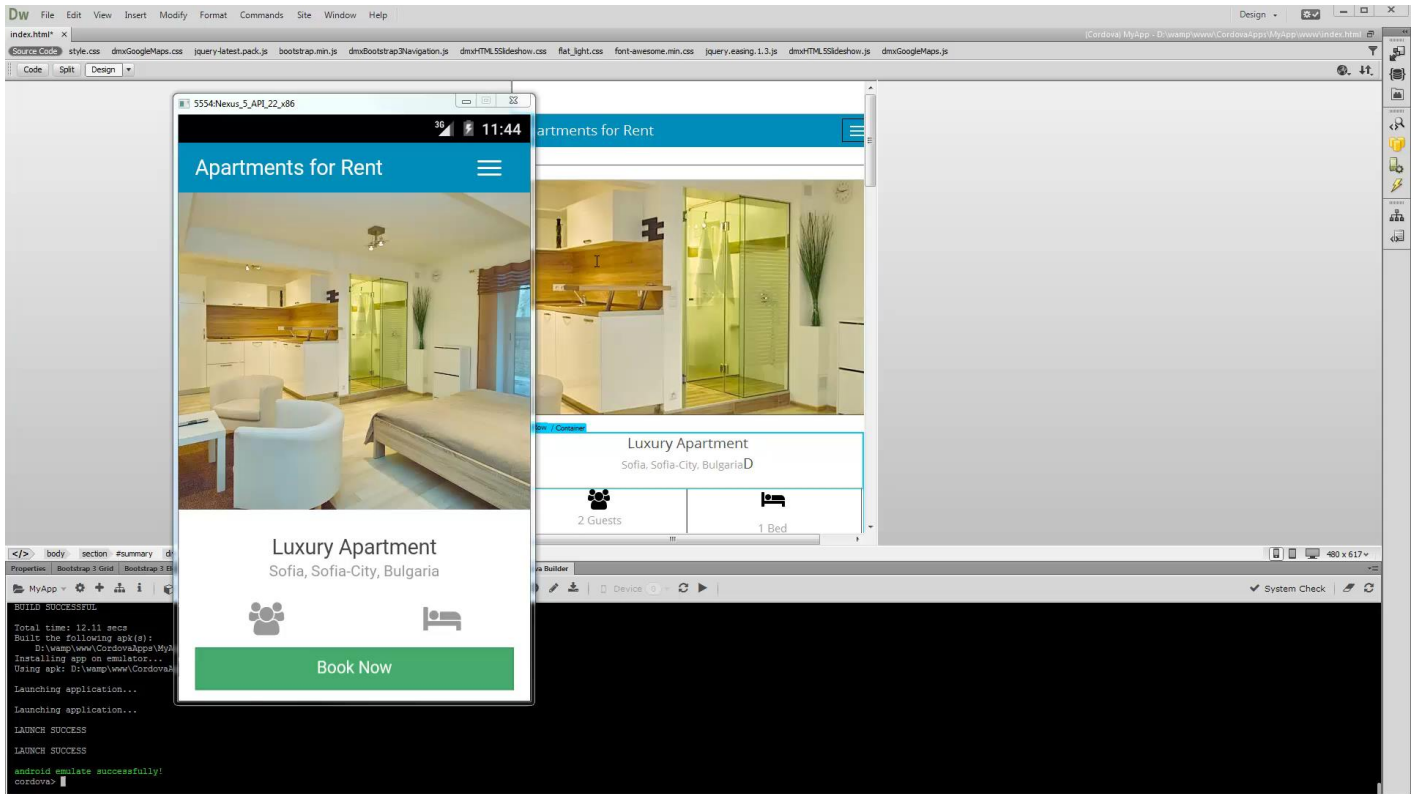
2. You've just loaded the empty Cordova starter page.



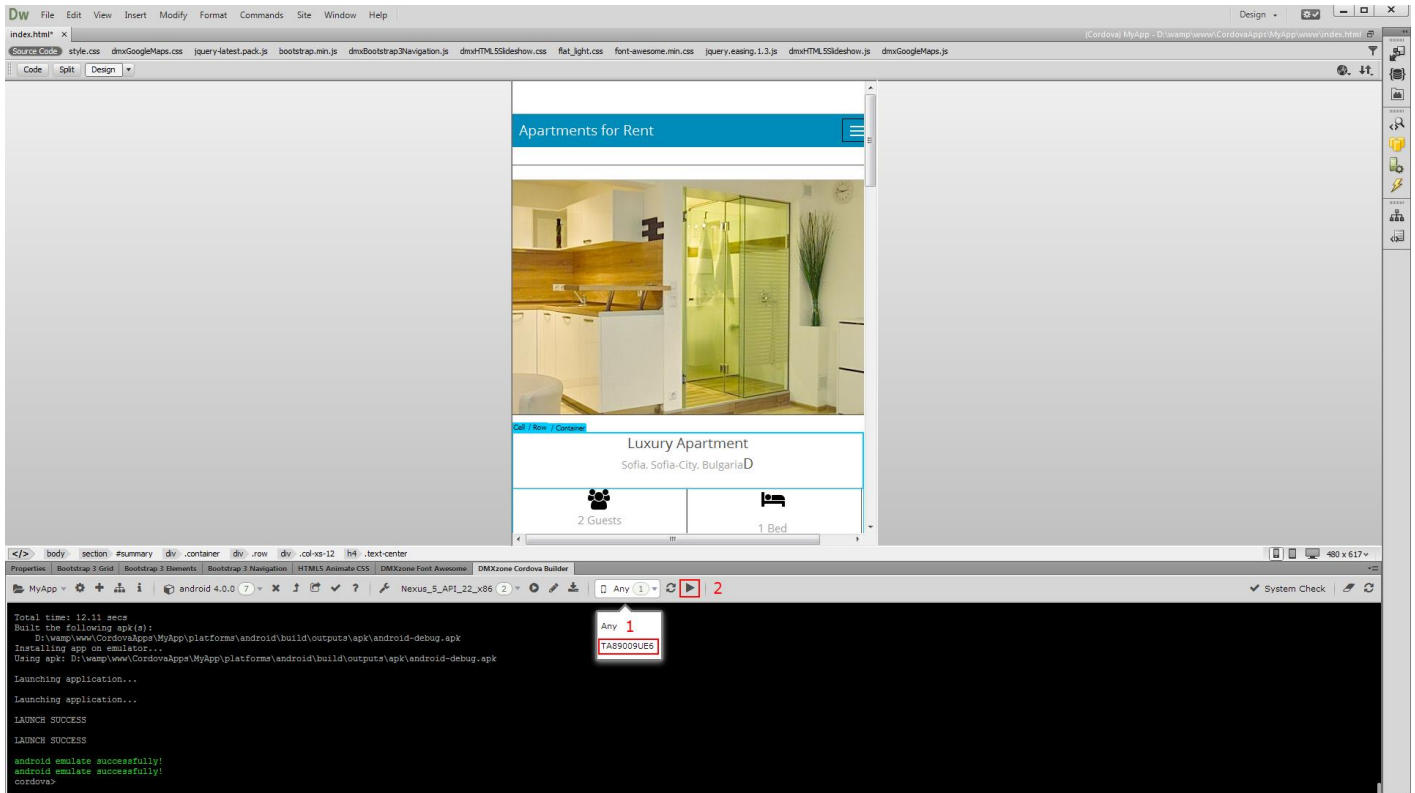
3. We built a really simple and static app, using DMXzone Bootstrap 3, HTML5 Slideshow 2 and DMXzone Google Maps 2. Now switch to **DMXzone Cordova Builder (1)**, select the **virtual device** to run the app on **(2)** and **run the emulator (3)**.



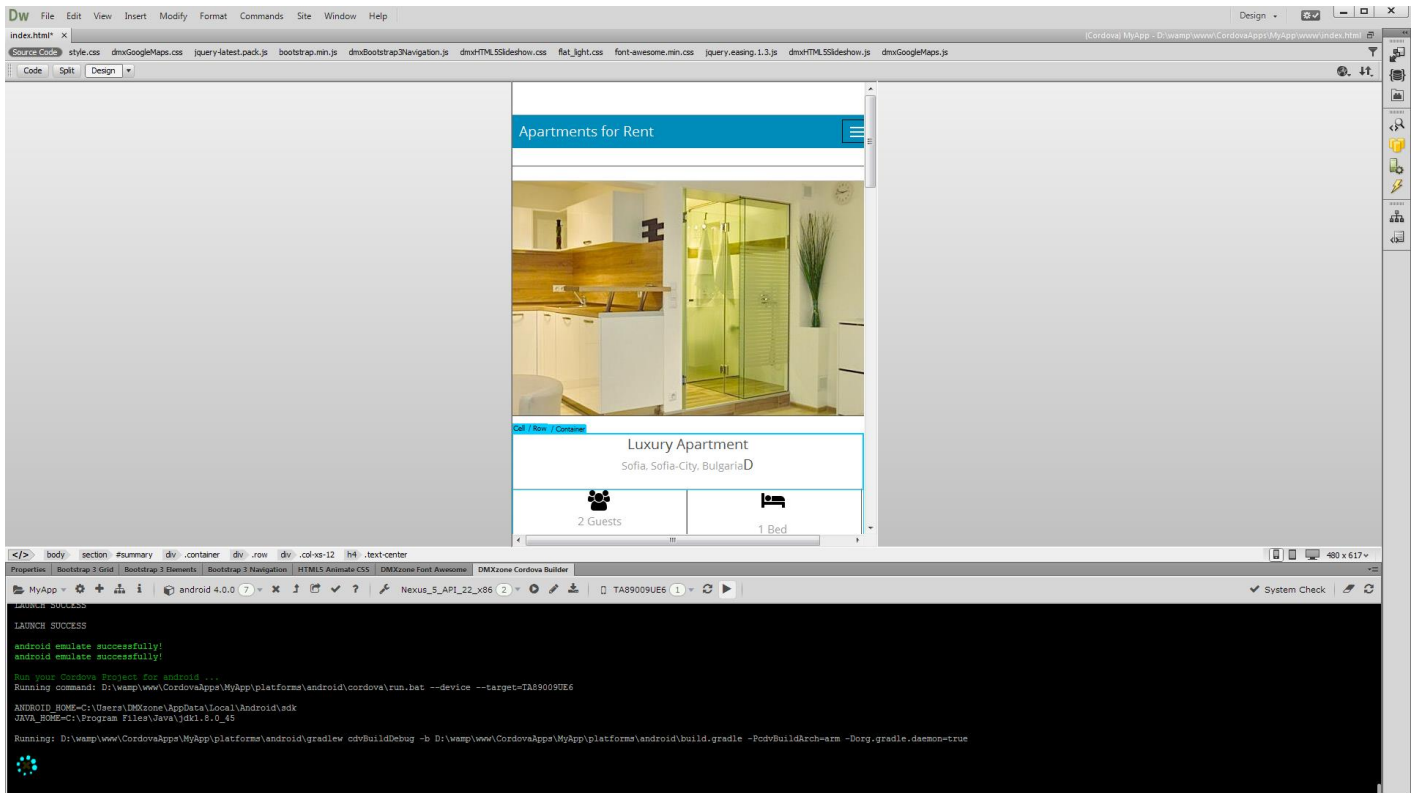
4. It takes a few seconds for the emulator to load. Now you can see how your app looks like.



- When you connect an android to your computer you can also run the app directly on it. Note that in order to be able to do this you should **enable the USB debugging on your device**. Your device will appear in the connected devices list. So just **select its ID (1)** and click the **run on device button (2)**.



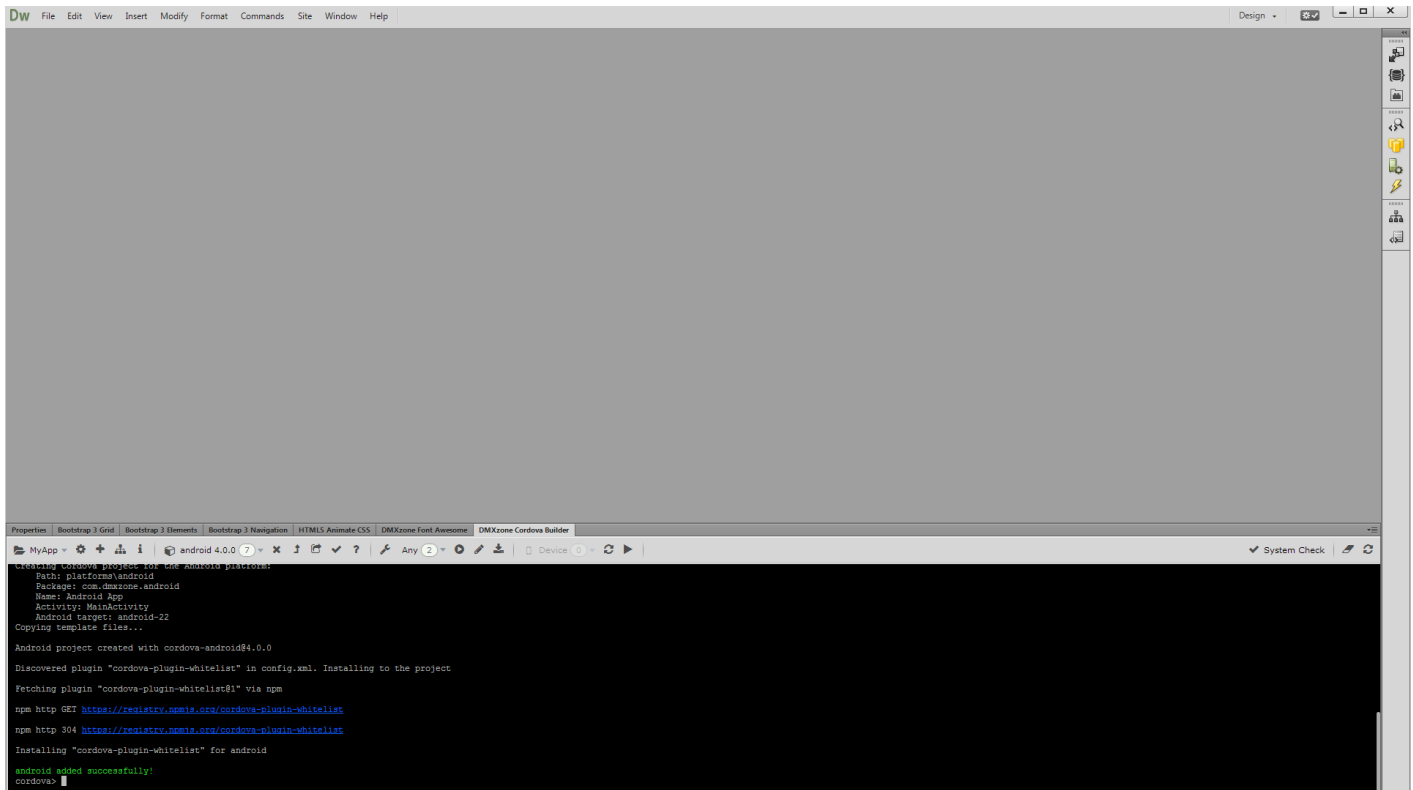
- That's how easy it is to build your app and run it in Android Emulator or on your connected Android device.



Advanced: Setting up a Cordova site for iOS

In this tutorial we will show you how to setup a Cordova site for iOS.

*You can also check out the [video](#).



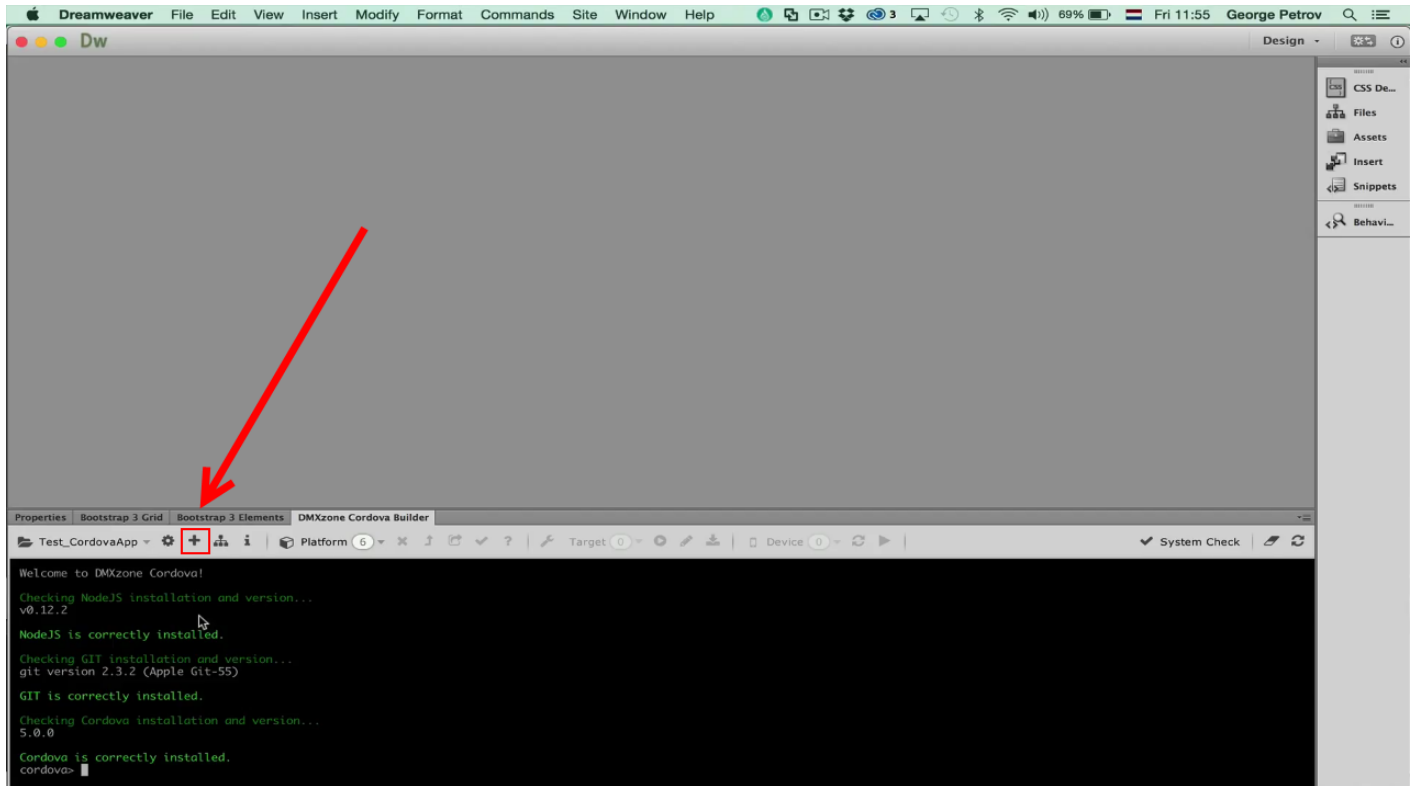
The screenshot shows a web browser window with a terminal window open at the bottom. The terminal displays the following output:

```
MyApp android 4.0.0 Any 2 Device System Check
creating cordova project for the android platform:
  Path: platform\android
  Package: com.dmxzone.android
  Name: Android App
  Activity: MainActivity
  Android target: android-22
  Copying template files...

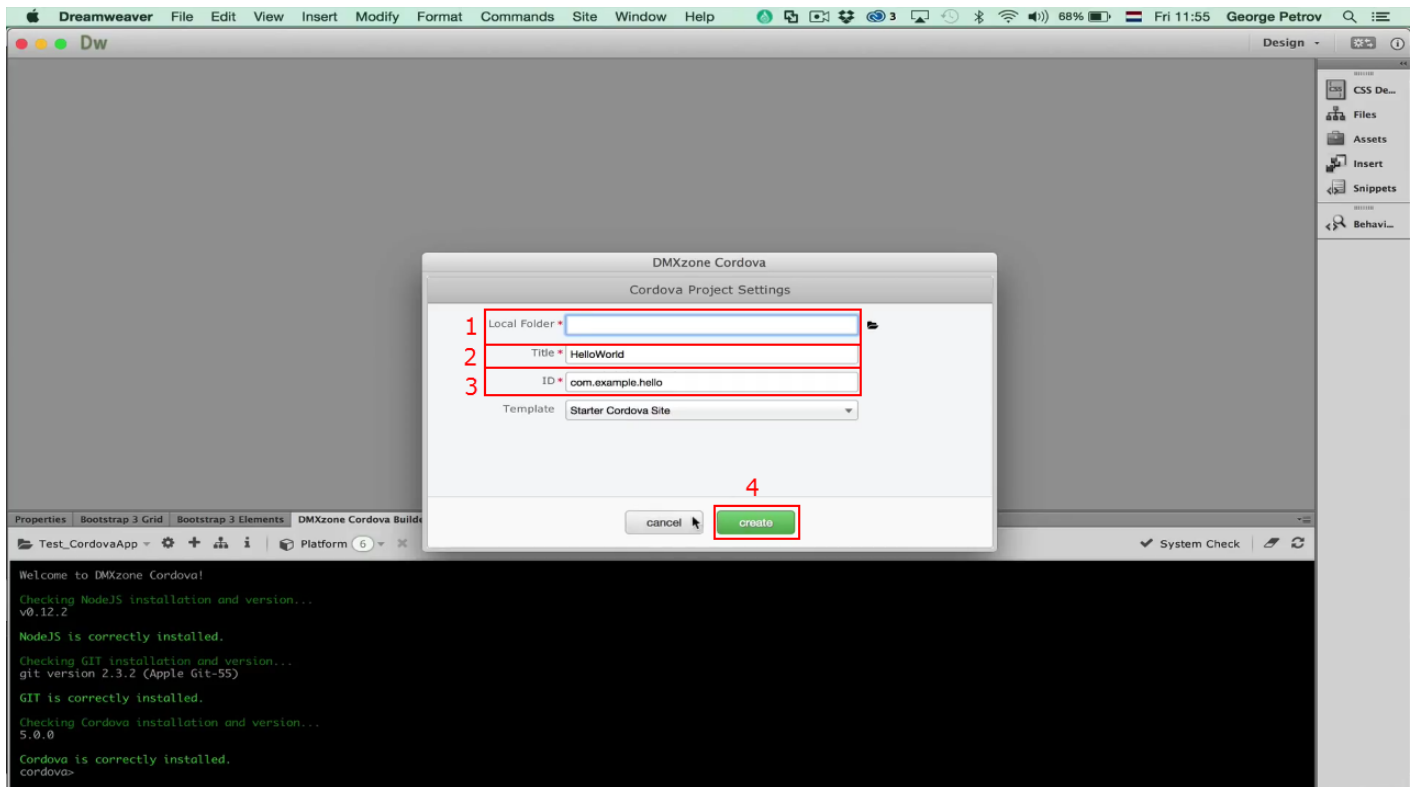
Android project created with cordova-android@4.0.0
Discovered plugin "cordova-plugin-whitelist" in config.xml. Installing to the project
Fetching plugin "cordova-plugin-whitelist" via npm
npm http GET https://registry.npmjs.org/cordova-plugin-whitelist
npm http 304 https://registry.npmjs.org/cordova-plugin-whitelist
Installing "cordova-plugin-whitelist" for android
android added successfully!
cordova>
```

How to do it

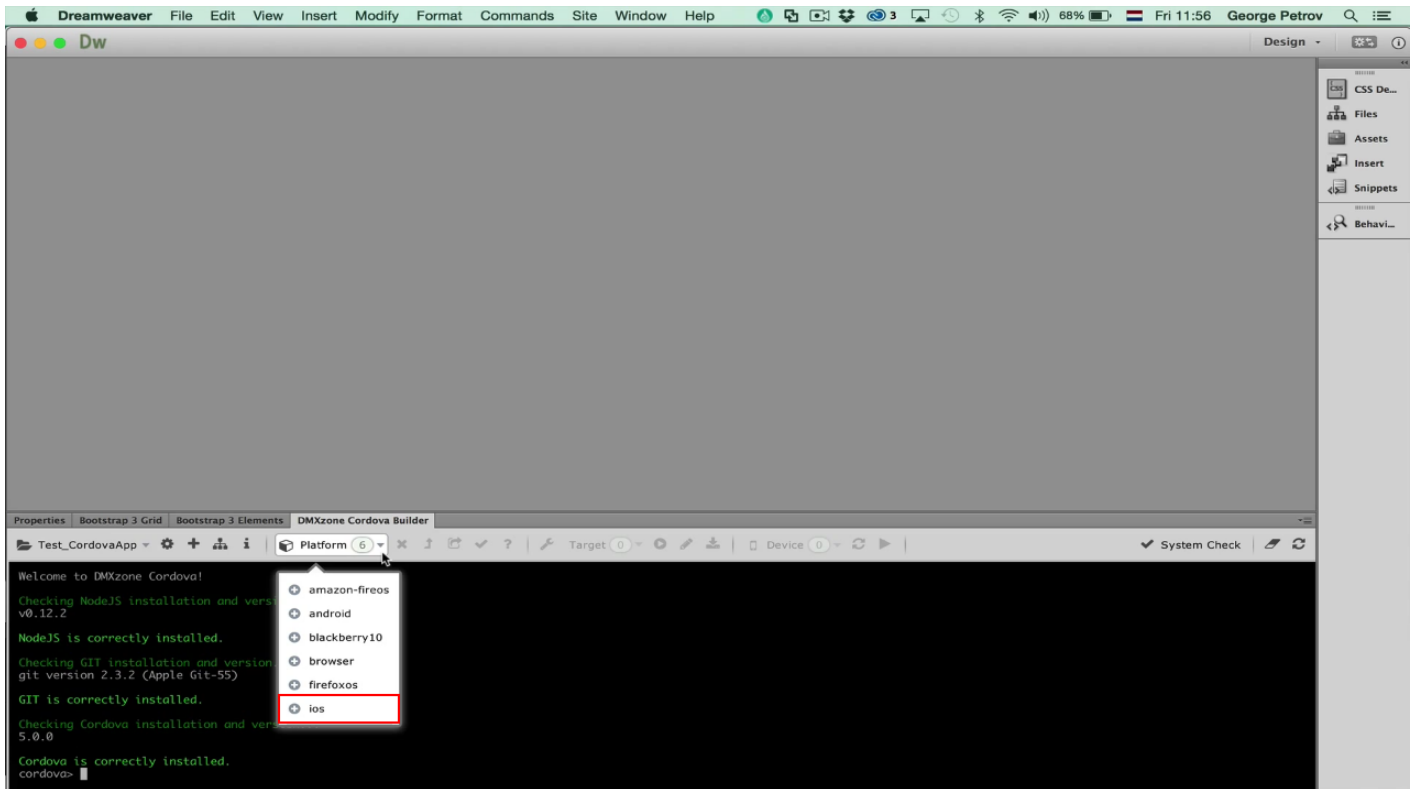
1. First, click “define new Cordova site” button.



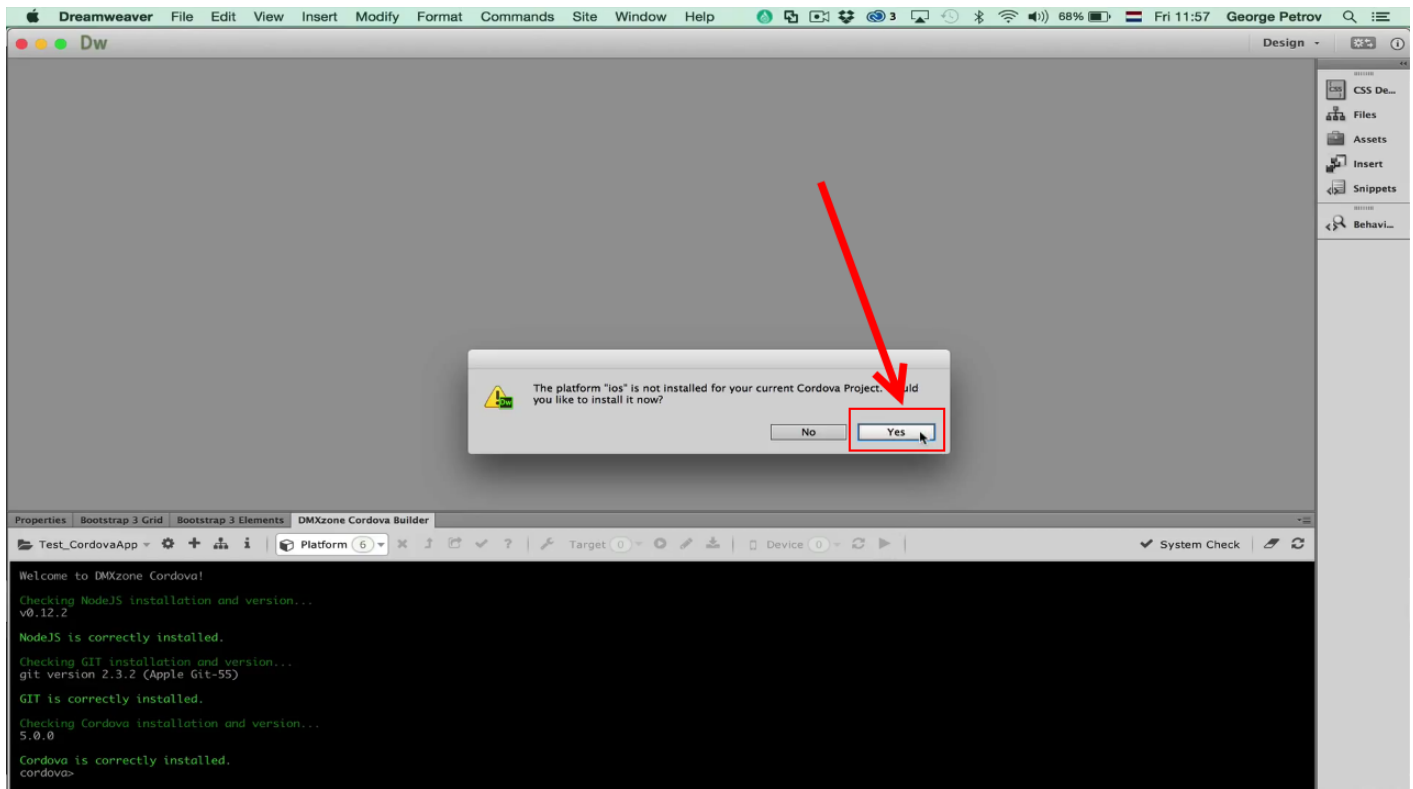
2. Select a **local folder** for your project (1), enter a **title** (2), **project ID** (3) and click the **create button** (4).



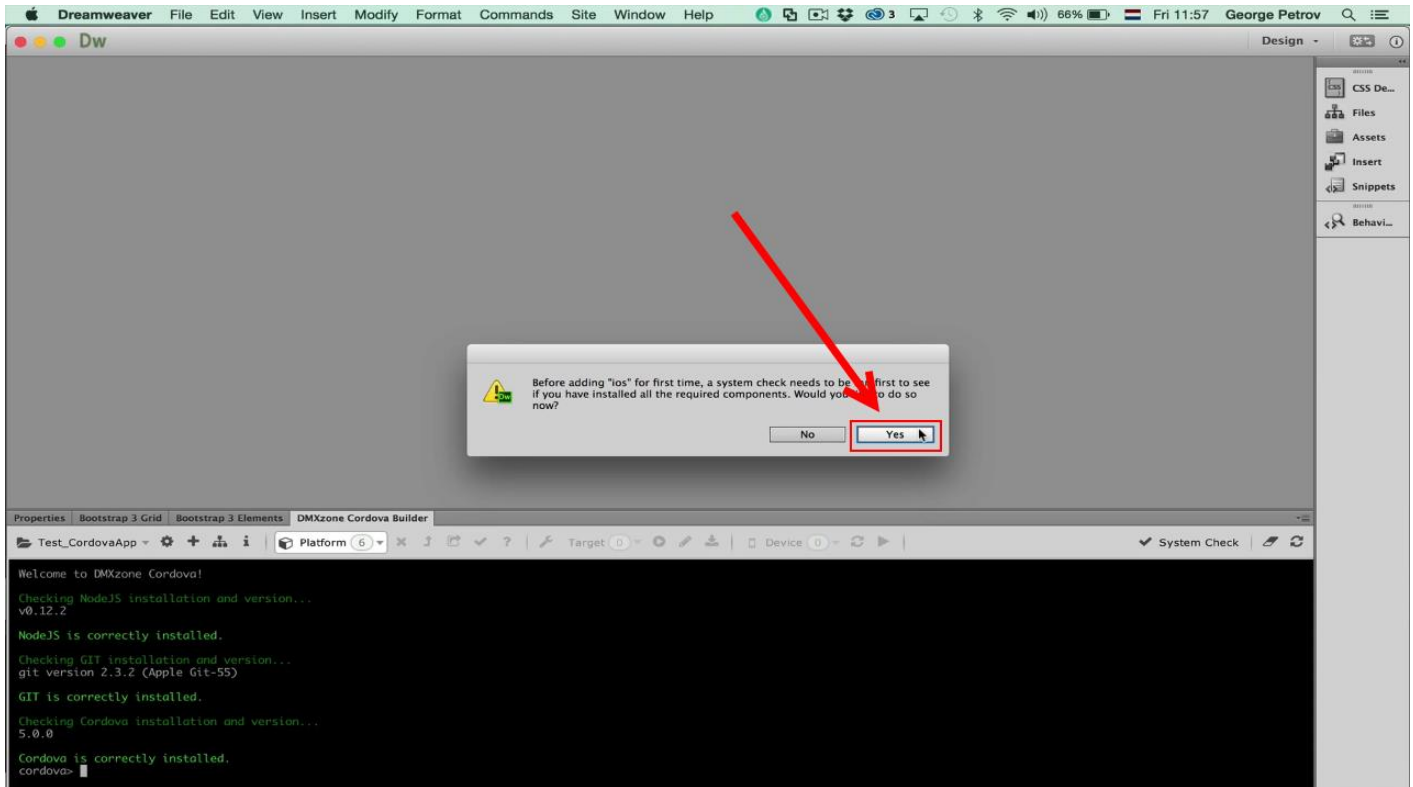
- You can see in the DMXzone Cordova Builder console that our site definition has been created successfully. From the platform dropdown **select iOS**.



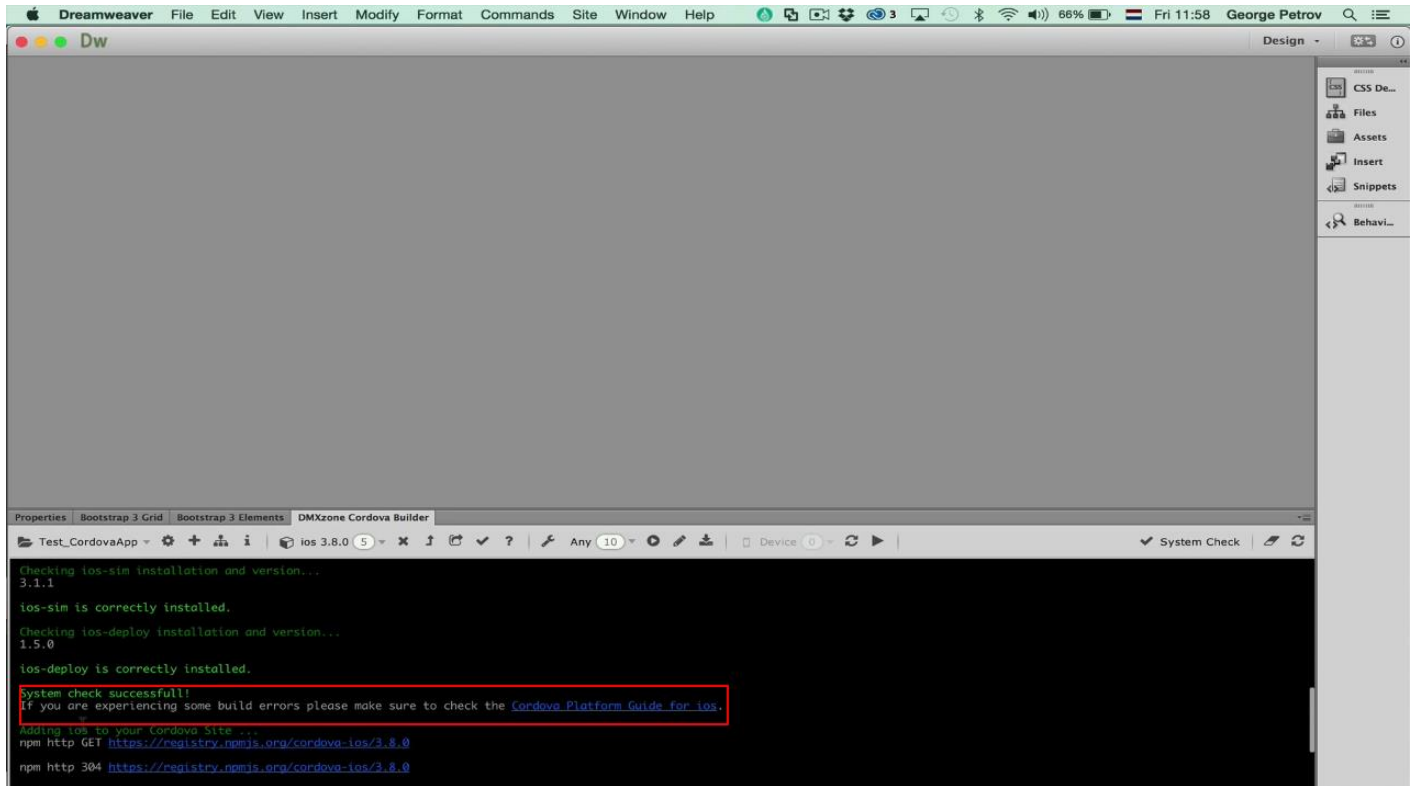
4. A dialog, saying that iOS is not installed for the current Cordova Project appears. **Click yes.**



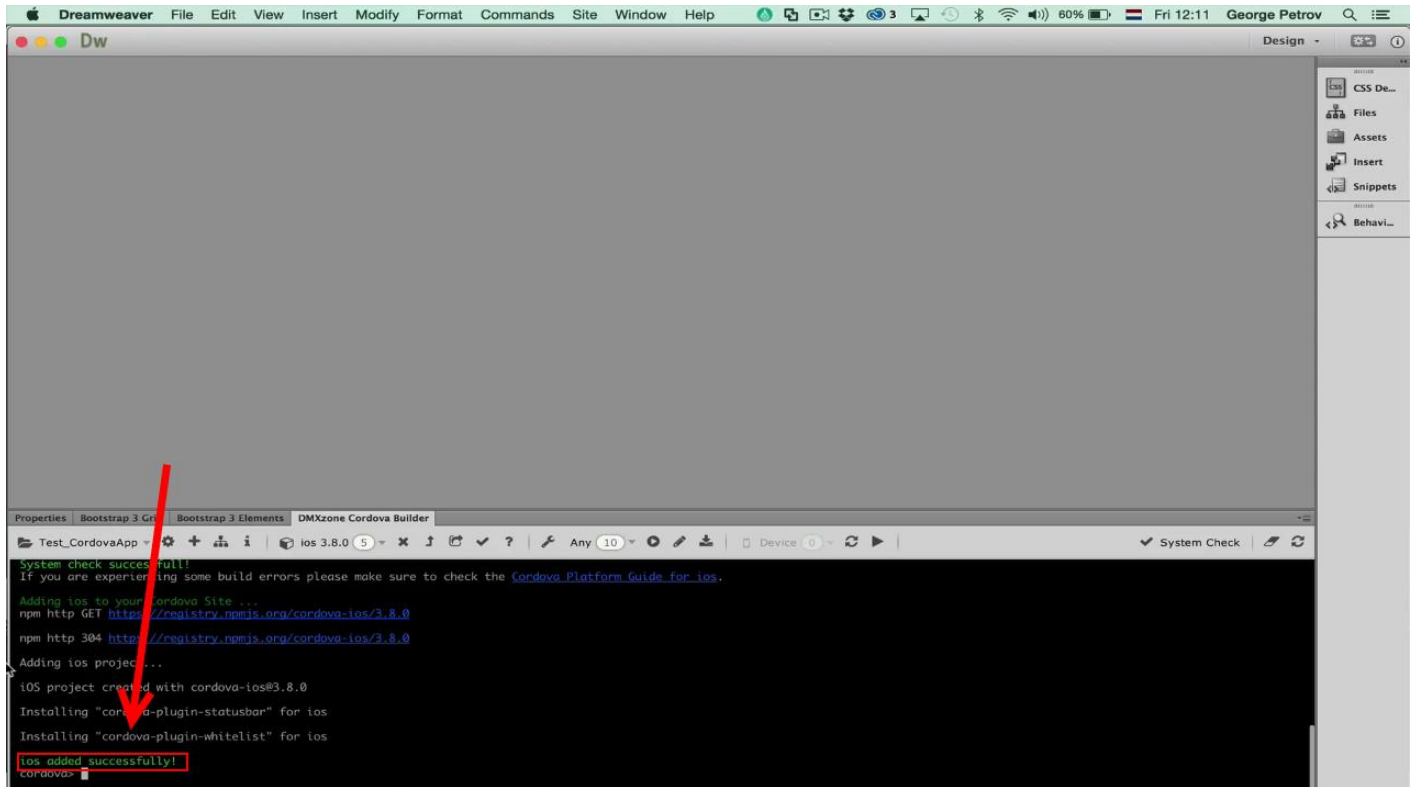
5. A system check needs to be performed. Select **yes** in order to run it.



6. If you have all needed components installed, such as Xcode, iOS sim and iOS deploy the system check will be successful. If you're missing a component you'll be shown a link to download and install the missing one. In our tutorial, we have all components installed in advance.



7. You can see that the iOS platform was successfully installed for your project!



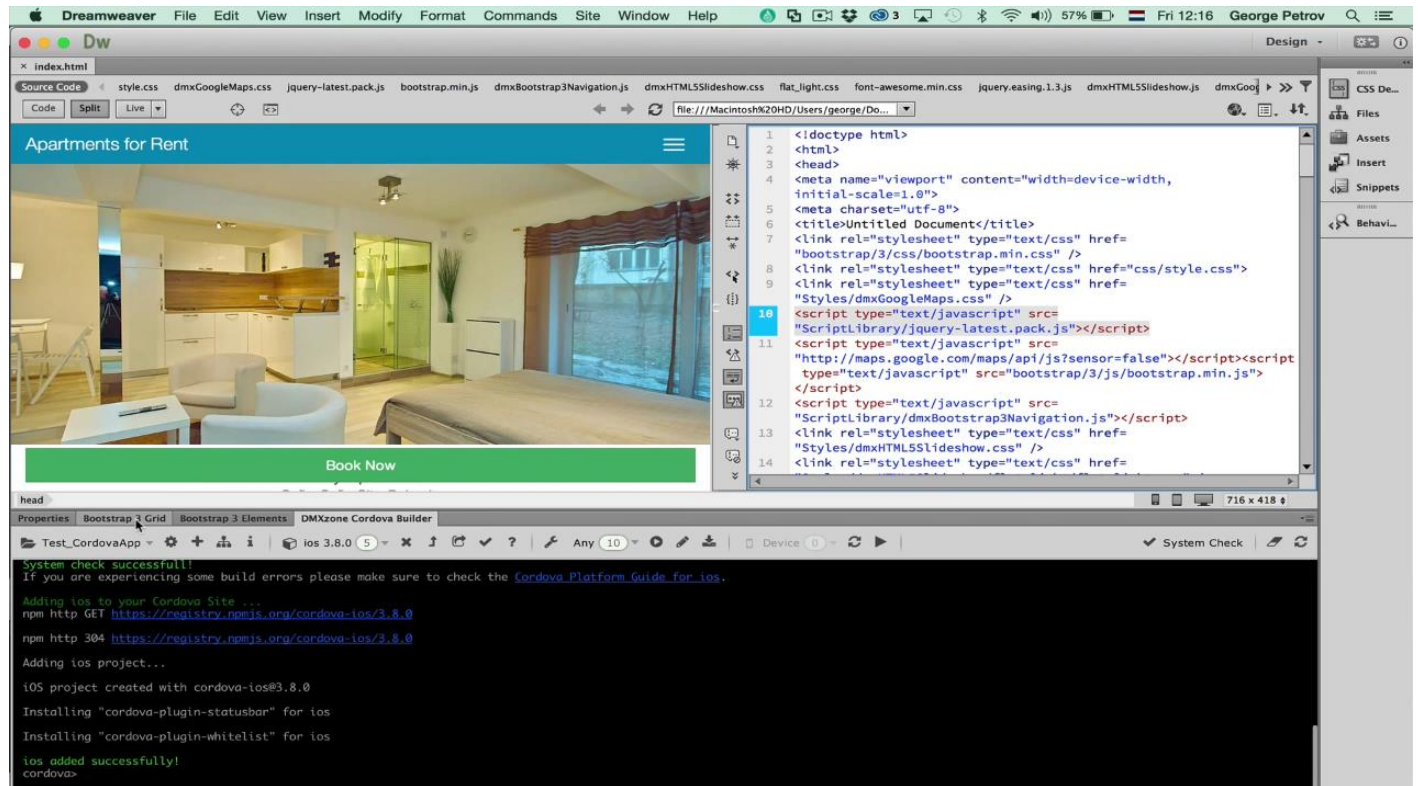
The screenshot shows the Dreamweaver interface with a terminal window at the bottom. The terminal output indicates the successful installation of the iOS platform. A red arrow points to the line "ios added successfully!".

```
System check successful!
If you are experiencing some build errors please make sure to check the Cordova Platform Guide for ios.

Adding ios to your Cordova Site ...
npm http GET https://registry.npmjs.org/cordova-ios/3.8.0
npm http 304 https://registry.npmjs.org/cordova-ios/3.8.0
Adding ios projec...
ios project created with cordova-ios@3.8.0
Installing "cordova-plugin-statusbar" for ios
Installing "cordova-plugin-whitelist" for ios
ios added successfully!
cordova>
```

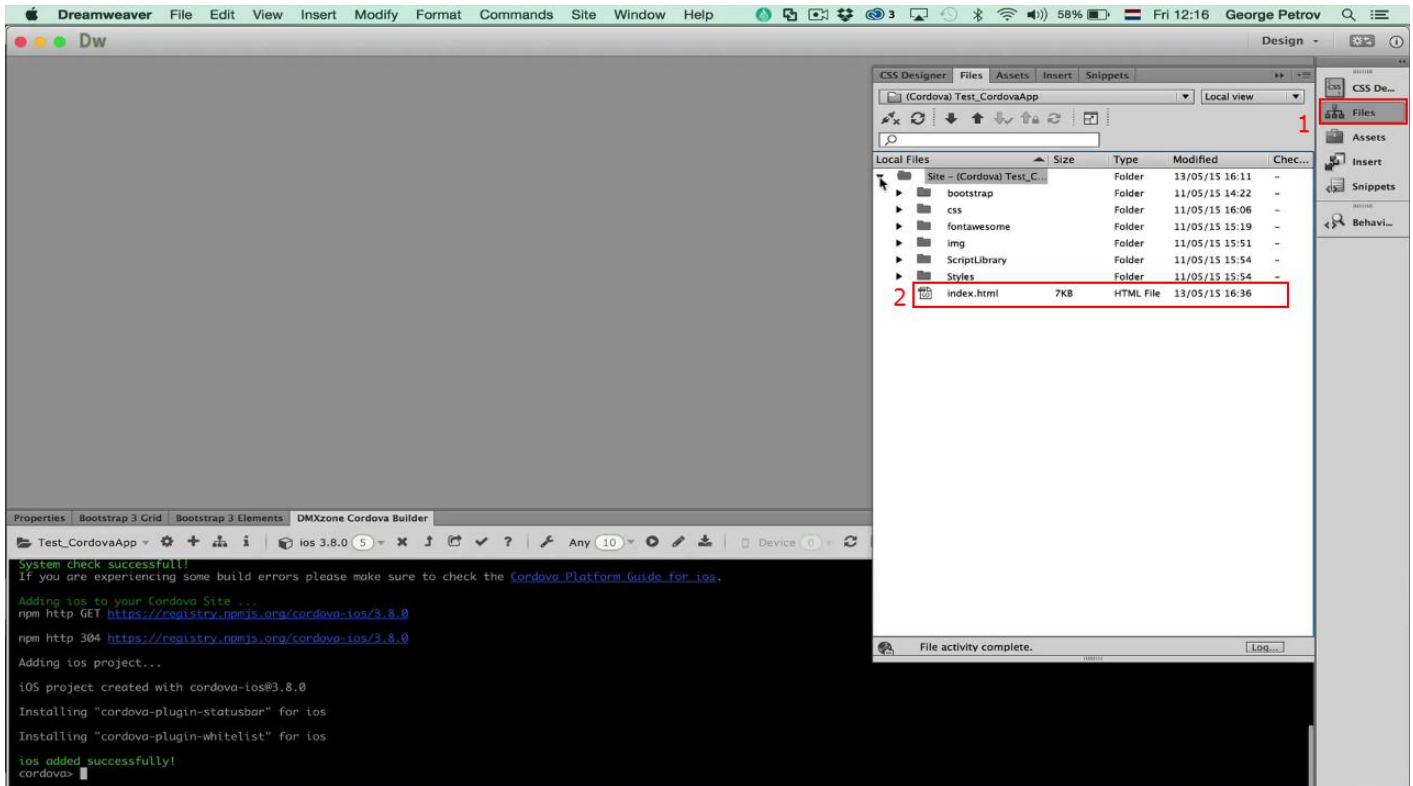

Advanced: Build iOS Apps with DMXzone Cordova Builder

In this tutorial we will show you how to run your app in iOS Emulator or on your connected iOS device.
*You can also check out the [video](#).



How to do it

1. We've already set up a Cordova site for iOS so we are ready to populate our predesigned app in Dreamweaver. From the **files panel (1)** double click the **index.html file (2)**.

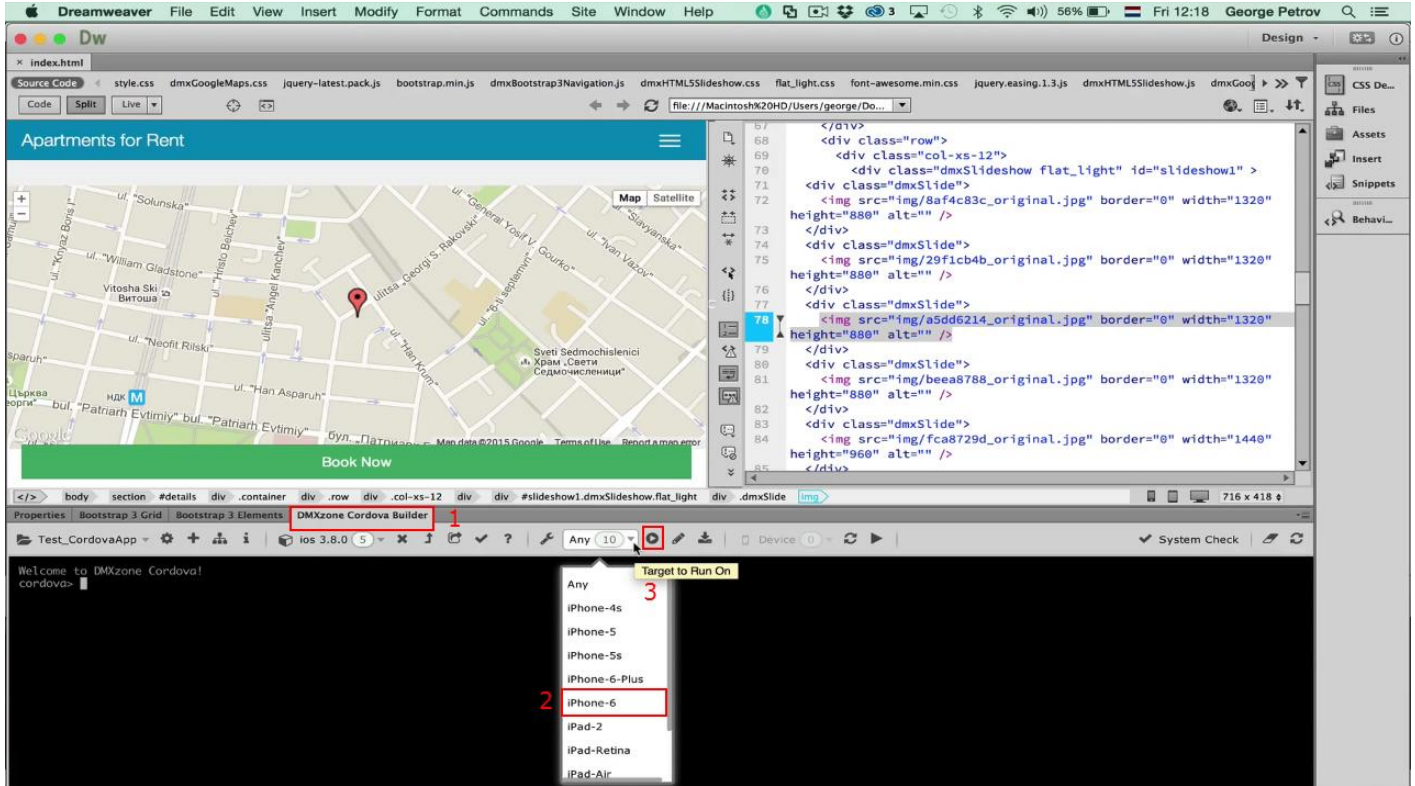


2. You've just loaded the app in Dreamweaver.

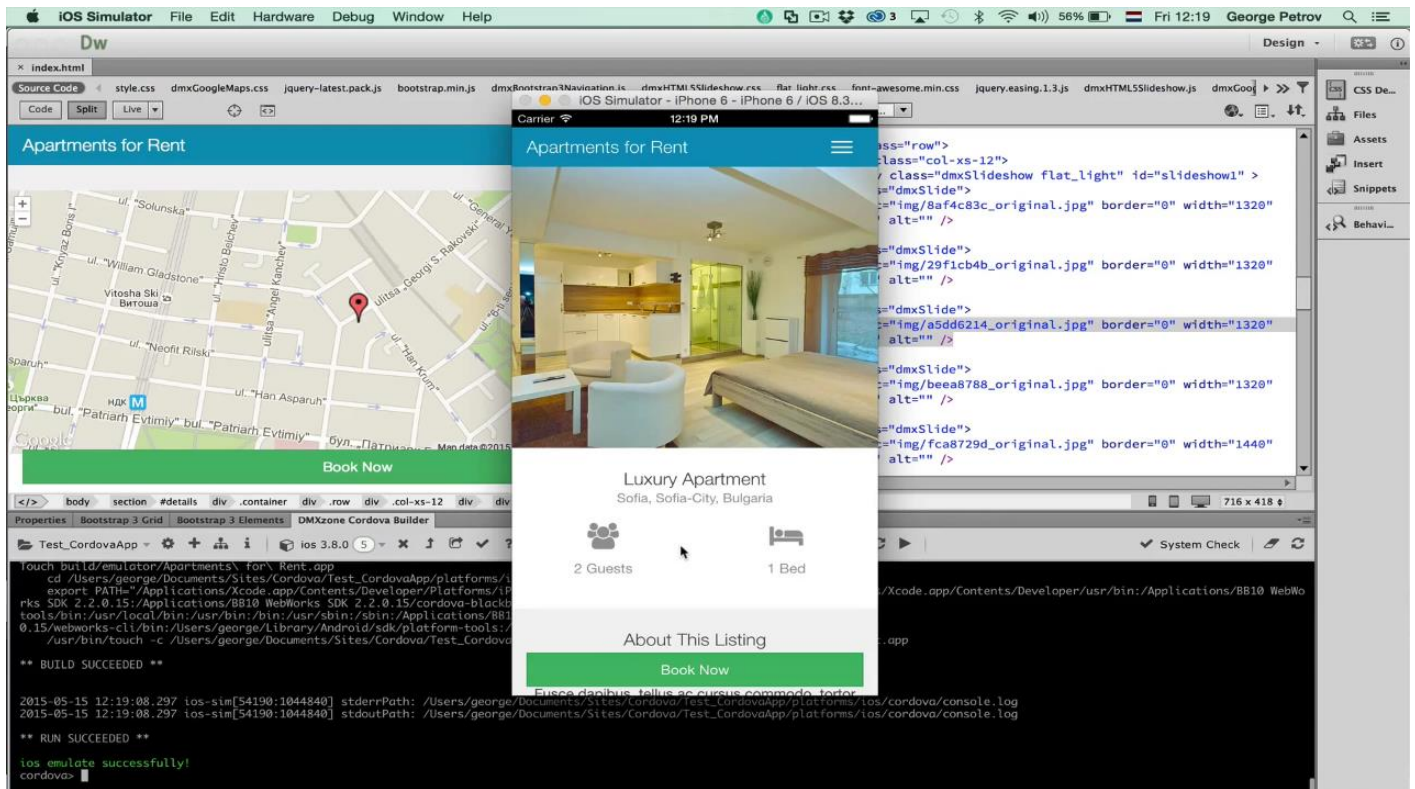
The screenshot displays the Adobe Dreamweaver interface. The top menu bar includes File, Edit, View, Insert, Modify, Format, Commands, Site, Window, and Help. The main workspace is split into two panes. The left pane shows a mobile app preview titled "Apartments for Rent" with a blue header, a white body containing a kitchen and living area, and a green "Book Now" button. The right pane shows the source code for index.html, which includes HTML5 boilerplate, Bootstrap 3, jQuery, and custom scripts for navigation and a slideshow. The bottom status bar shows the project name "DMXzone Cordova Builder" and a terminal window with the following output:

```
Test_CordovaApp
System check successful!
If you are experiencing some build errors please make sure to check the cordova\_Platform\_Guide\_for\_ios.
Adding ios to your Cordova Site ...
npm http GET https://registry.npmjs.org/cordova-ios/3.8.0
npm http 304 https://registry.npmjs.org/cordova-ios/3.8.0
Adding ios project...
ios project created with cordova-ios@3.8.0
Installing "cordova-plugin-statusbar" for ios
Installing "cordova-plugin-whitelist" for ios
ios added successfully!
cordova>
```

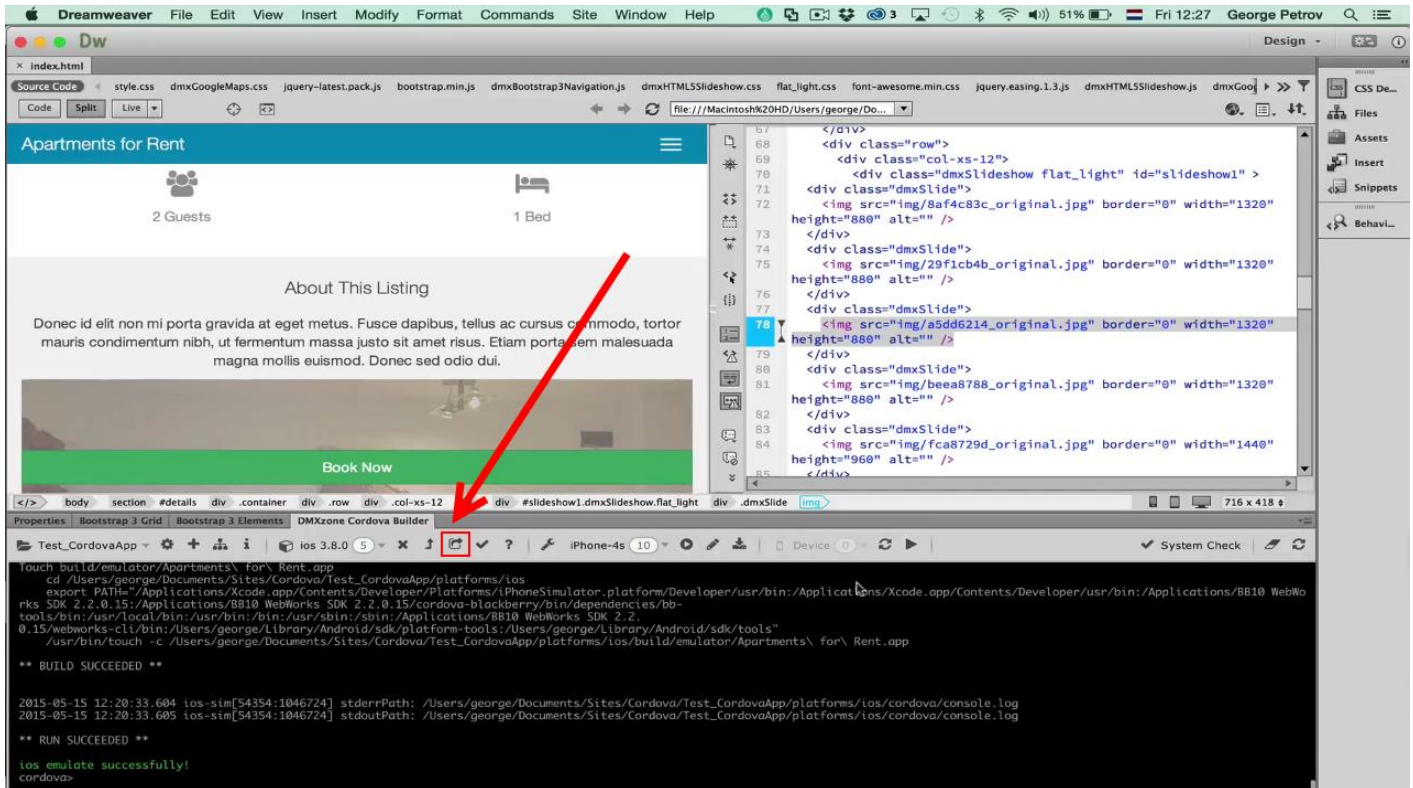

3. We built a really simple and static app, using DMXzone Bootstrap 3, HTML5 Slideshow 2 and DMXzone Google Maps 2. Now switch to **DMXzone Cordova Builder (1)**, select the **virtual device** to run the app on **(2)** and **run the emulator (3)**.



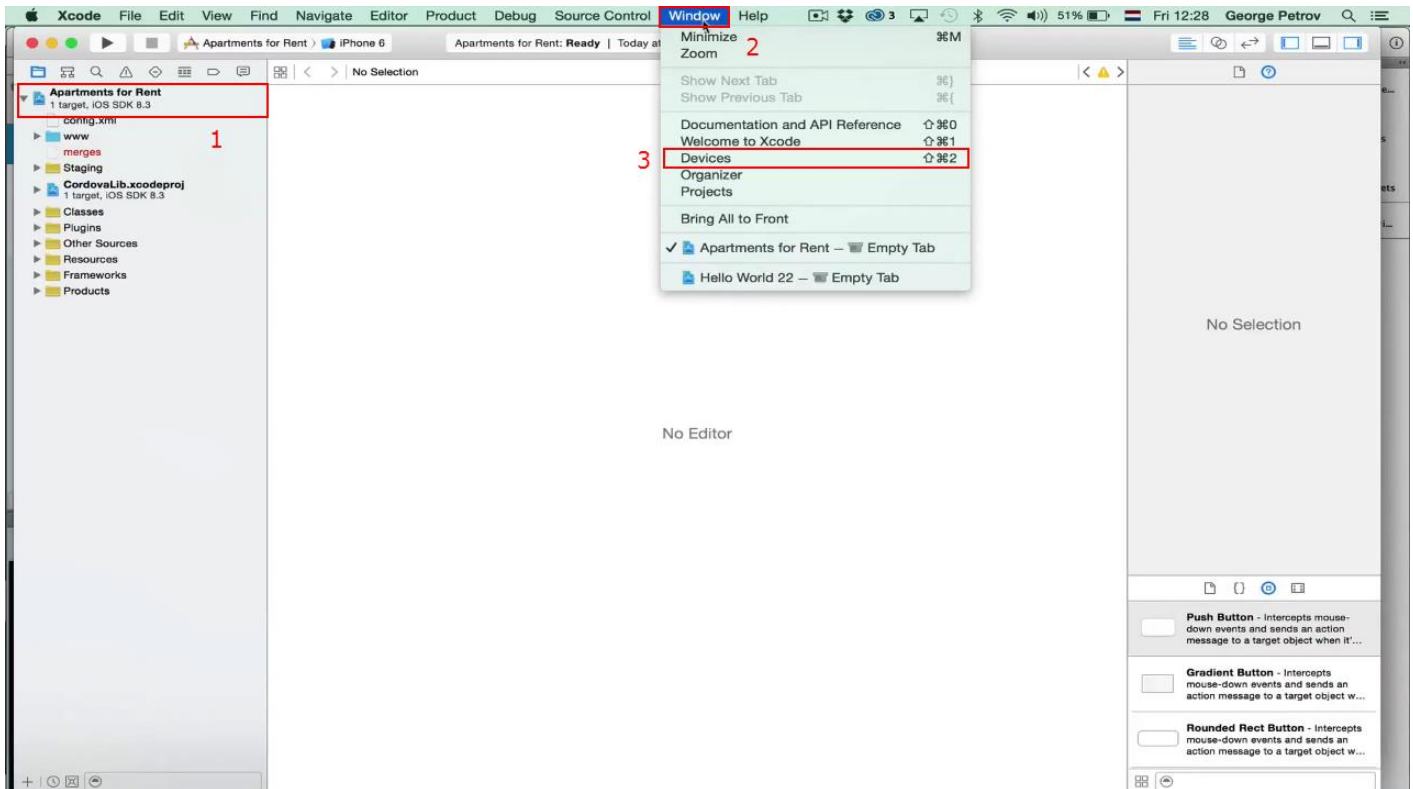
4. It takes a few seconds for the emulator to load. Now you can see how your app looks like.



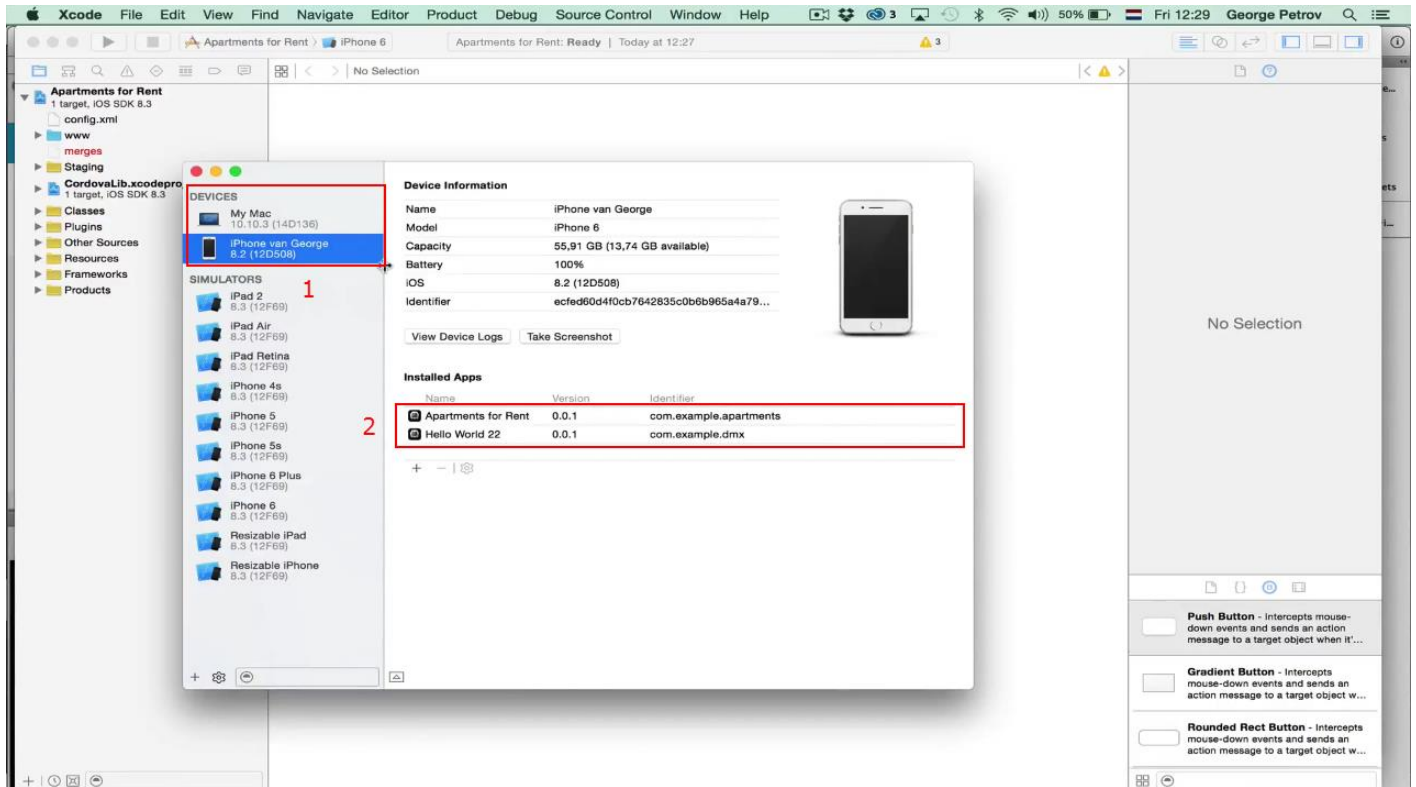
- When you connect an iOS to your computer you can also run the app directly on it. Note that in order to be able to do this you need to have an iOS developer account. When you connect your device it will appear in the connected devices list. But before you do that you need to setup your iPhone or iPad in Xcode, **click its icon** in the DMXzone Cordova Builder panel.



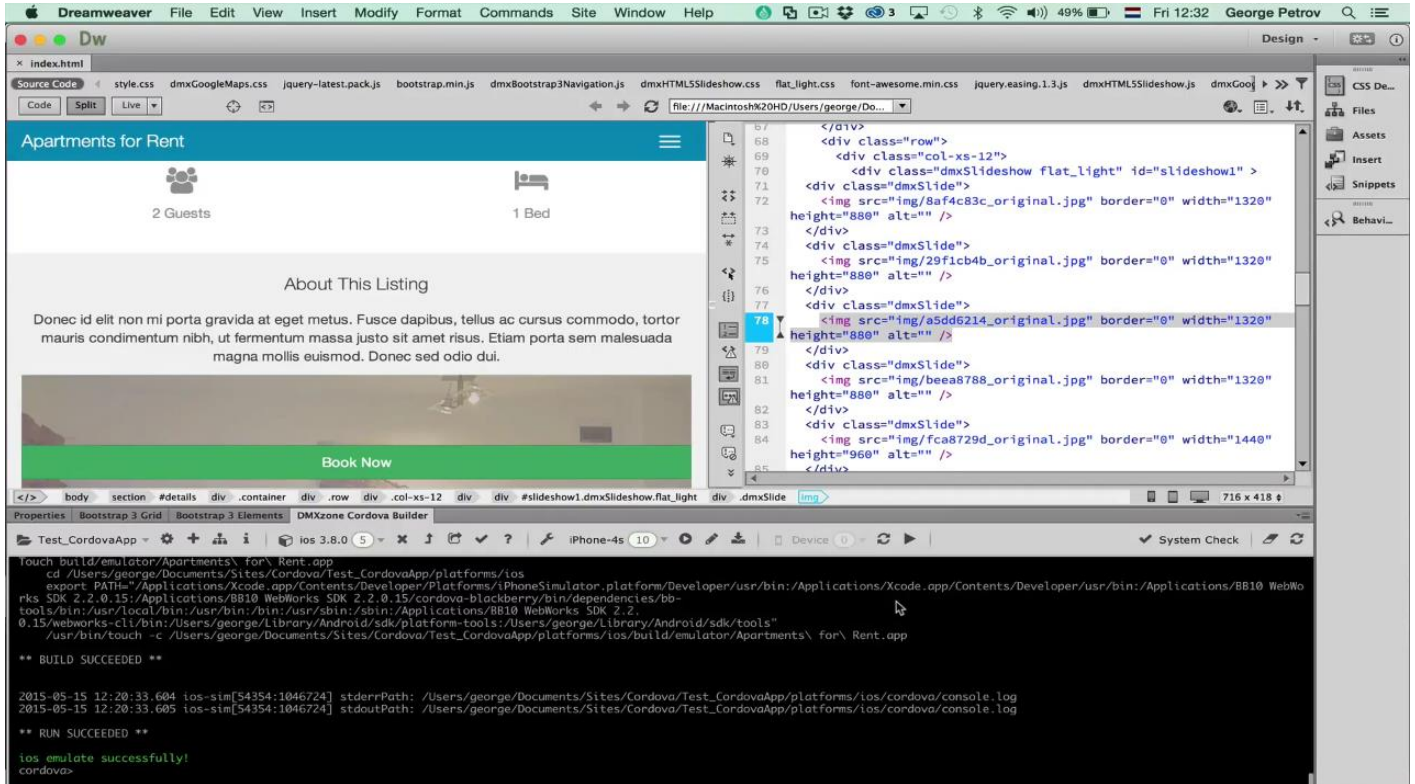
6. Your project is **automatically loaded** in Xcode (1). Now you need to make your iPhone or iPad available as a device. Click **window** (2) and **select devices** (3).



7. You can see all the **connected devices (1)** and the **apps**, which are installed on them **(2)**.

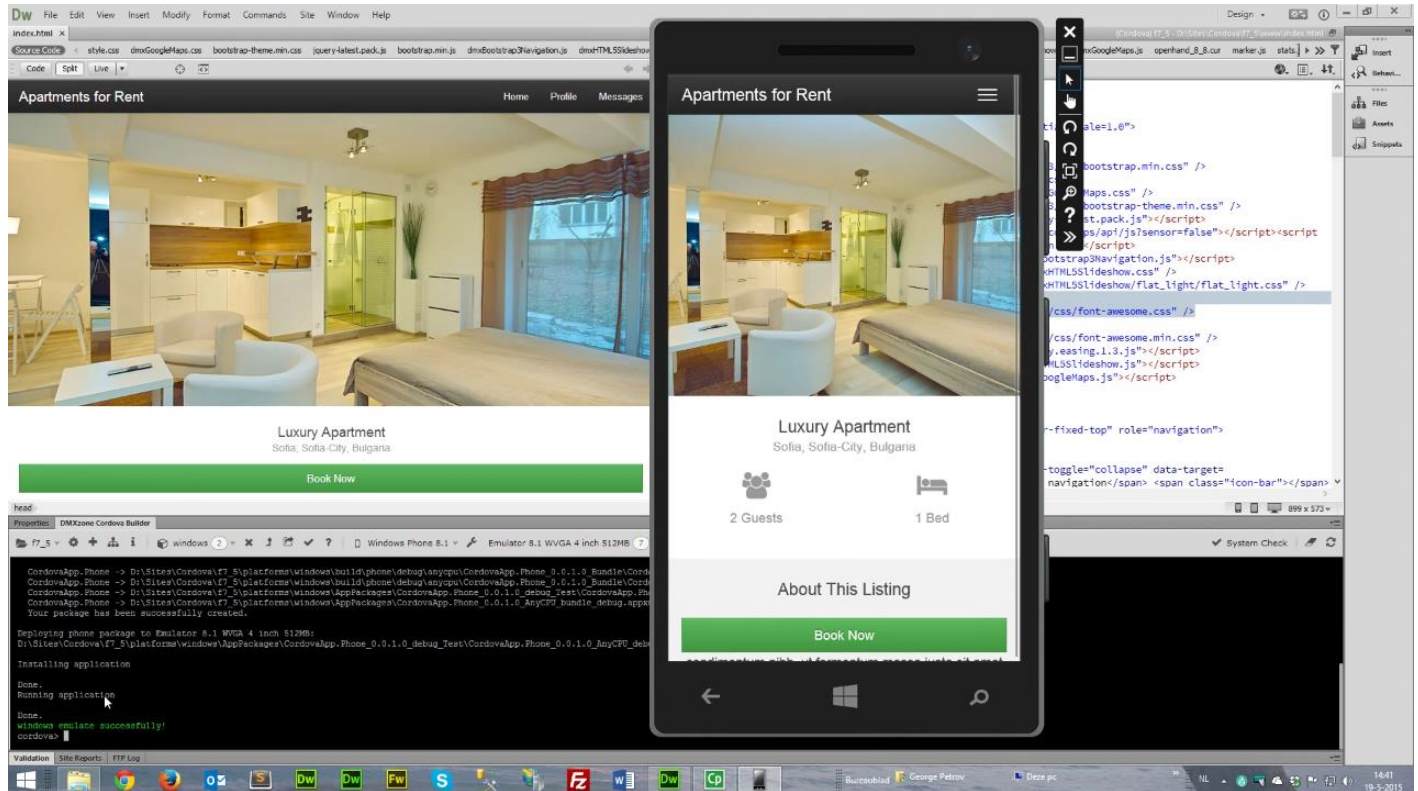


- Back in Dreamweaver, you can you can choose your connected device from the list and emulate it directly on it. That's how easy it is to build your app and run it in iOS Emulator or on your connected iOS device.



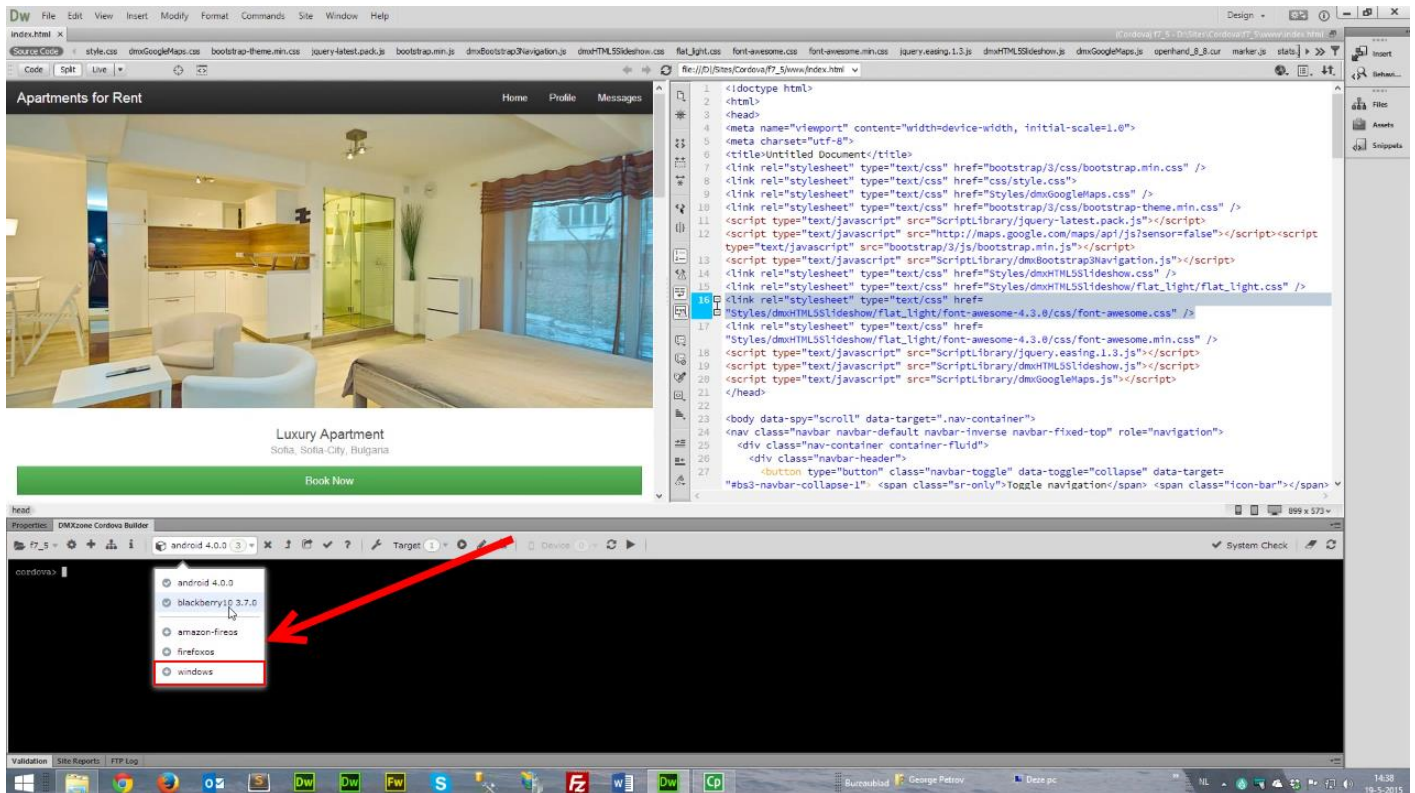
Advanced: Build Windows Apps with DMXzone Cordova Builder

In this tutorial we will show you how to build Windows apps, using [DMXzone Cordova Builder](#).
*You can also check out the [video](#).

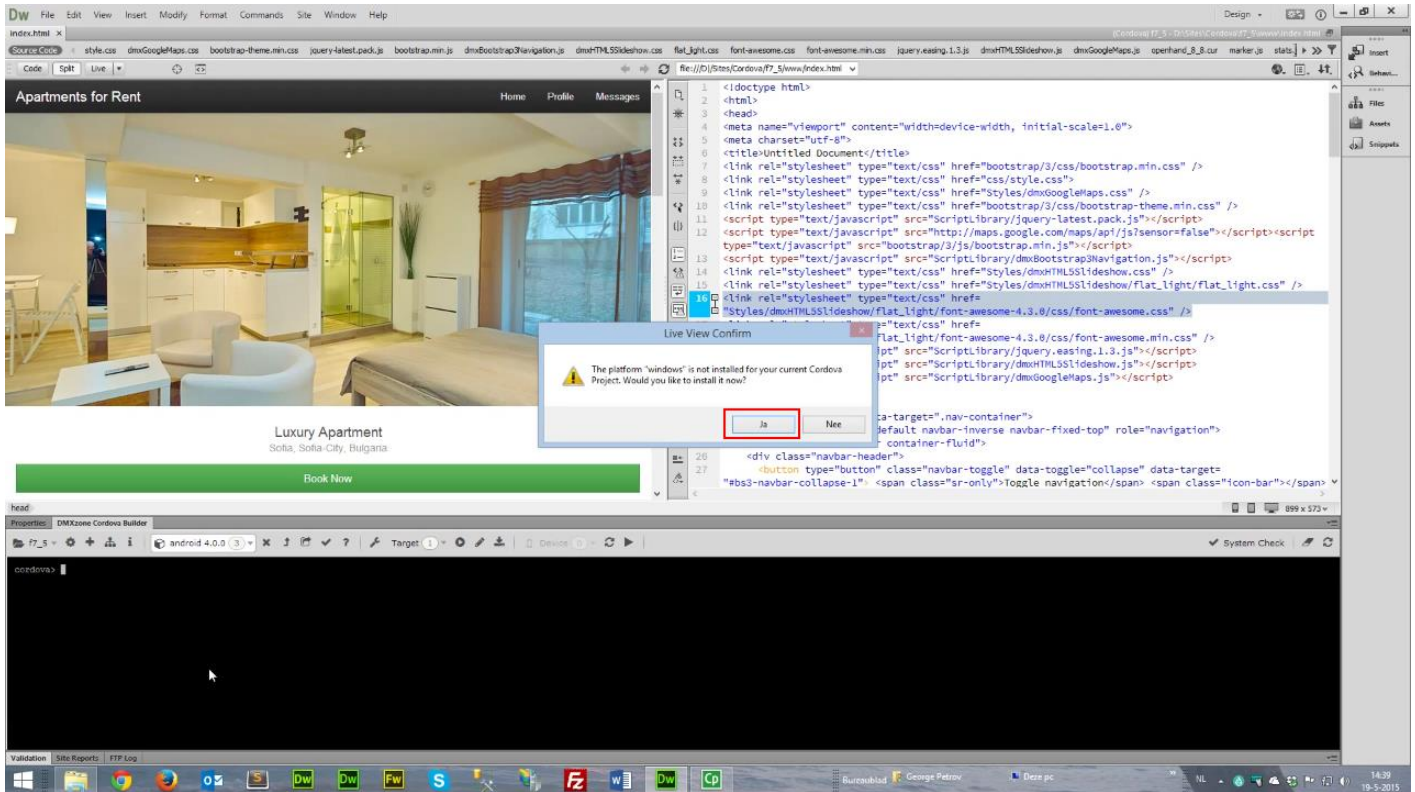


How to do it

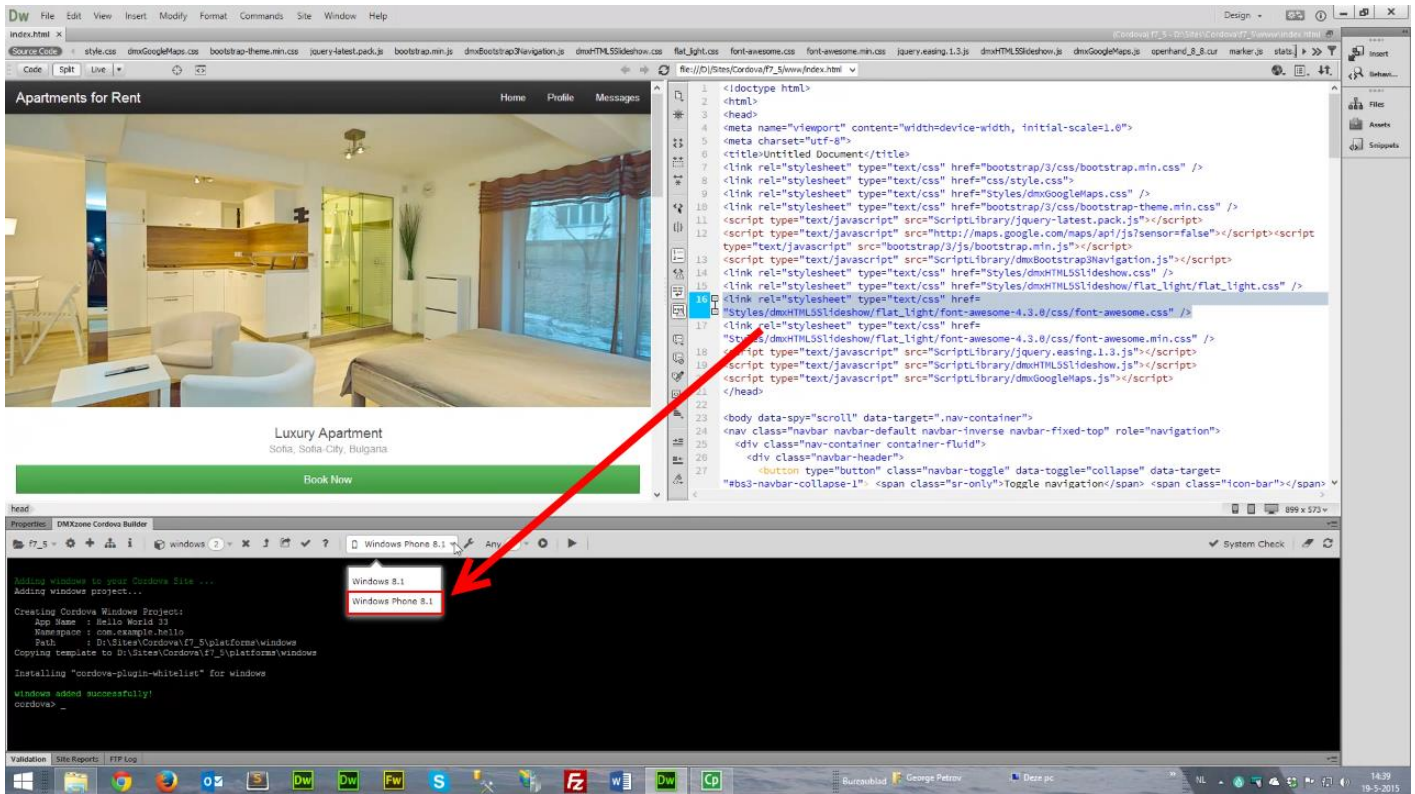
1. We've already built a simple, static app in Dreamweaver, using DMXzone Bootstrap 3 and HTML5 Slideshow 2 extensions. First, let's add the Windows platform to our Cordova project. Open the platforms menu and select **Windows**.



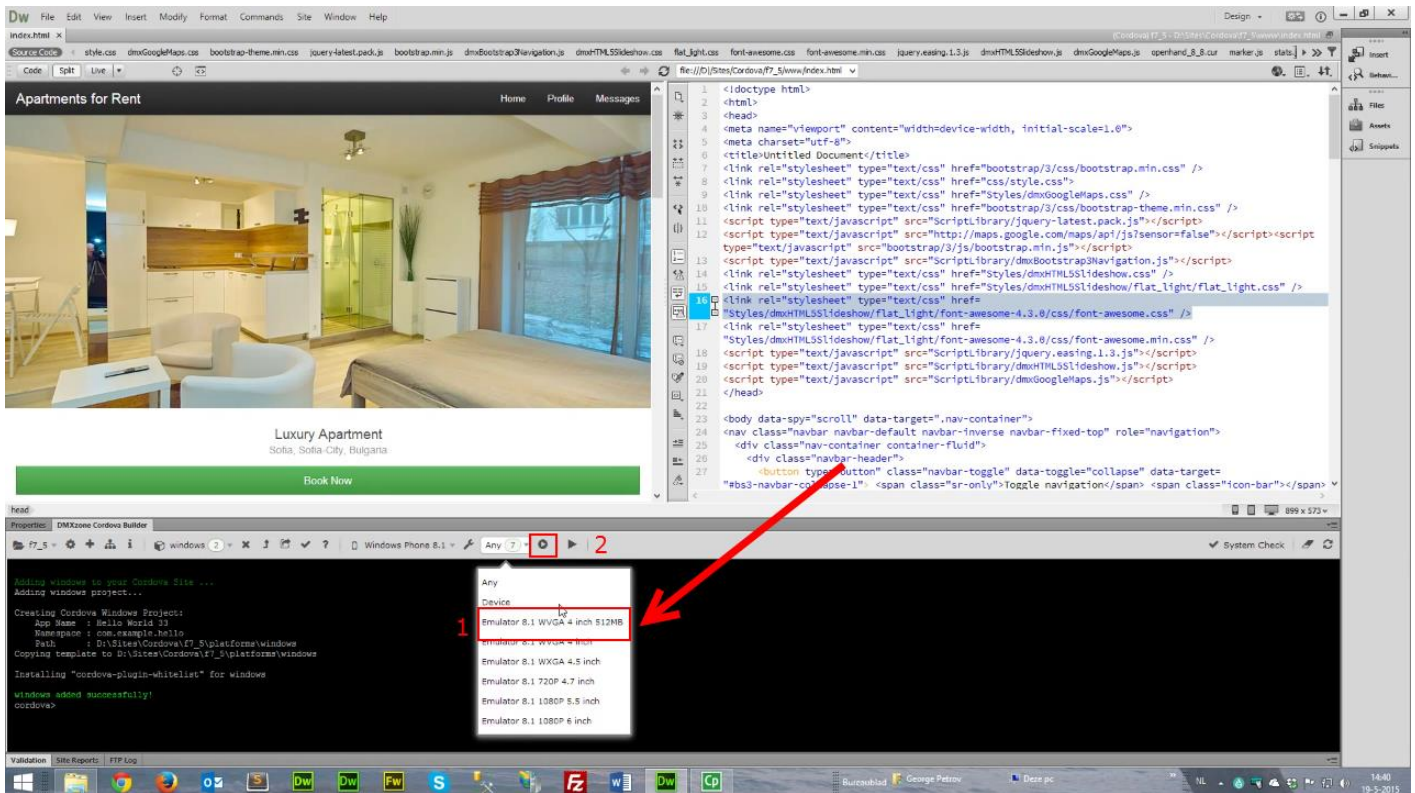
2. **Click yes** to confirm the installation of the platform. All the supported files for Windows platform will be installed.



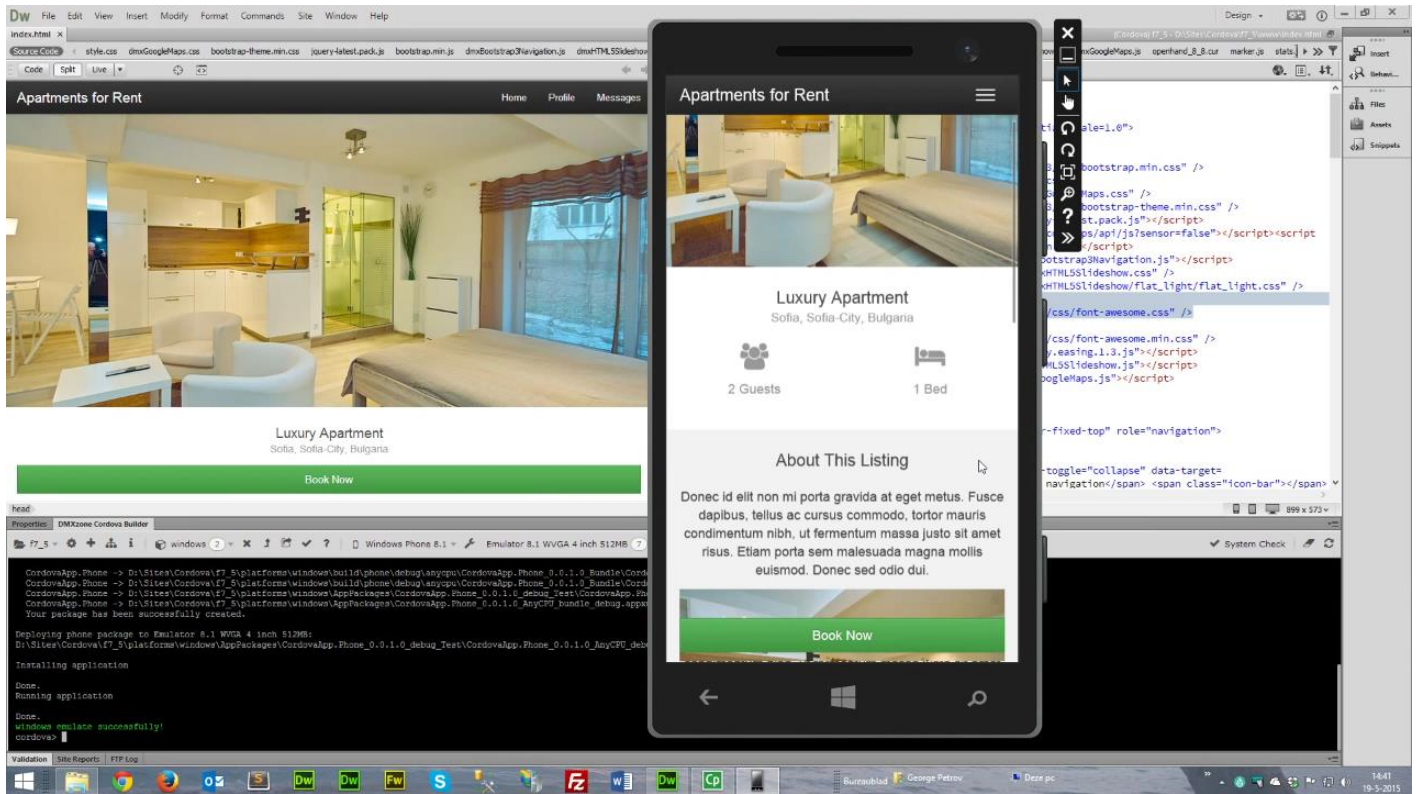
- We're creating universal Windows app so you can choose between Windows 8.1 and Windows phone 8.1. We choose **Windows phone**.



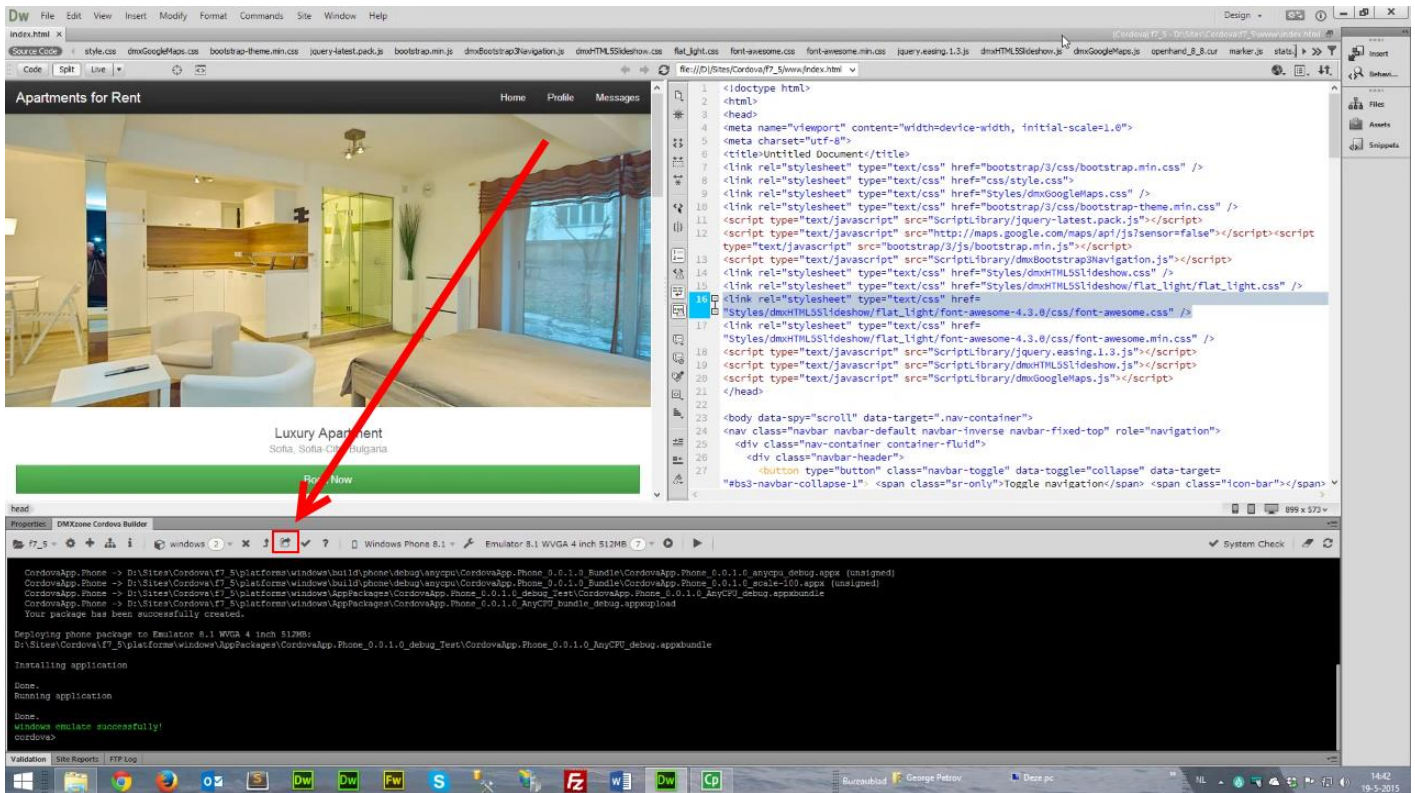
4. You can choose between several different emulators for various screen sized. We'll be using the **default one (1)**. Once you select it, **click the emulate button** and the emulator will appear (2).



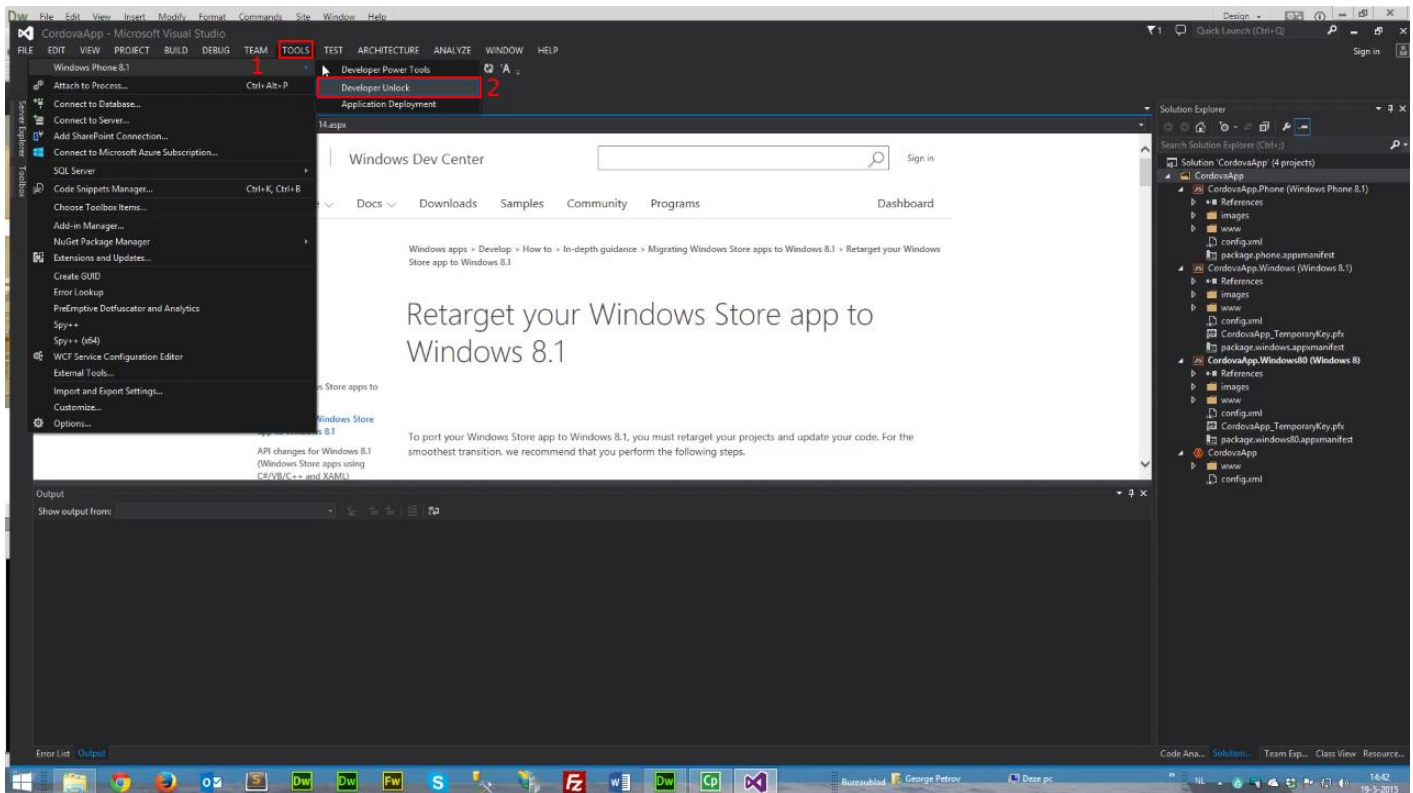
5. The application appears in the emulator.



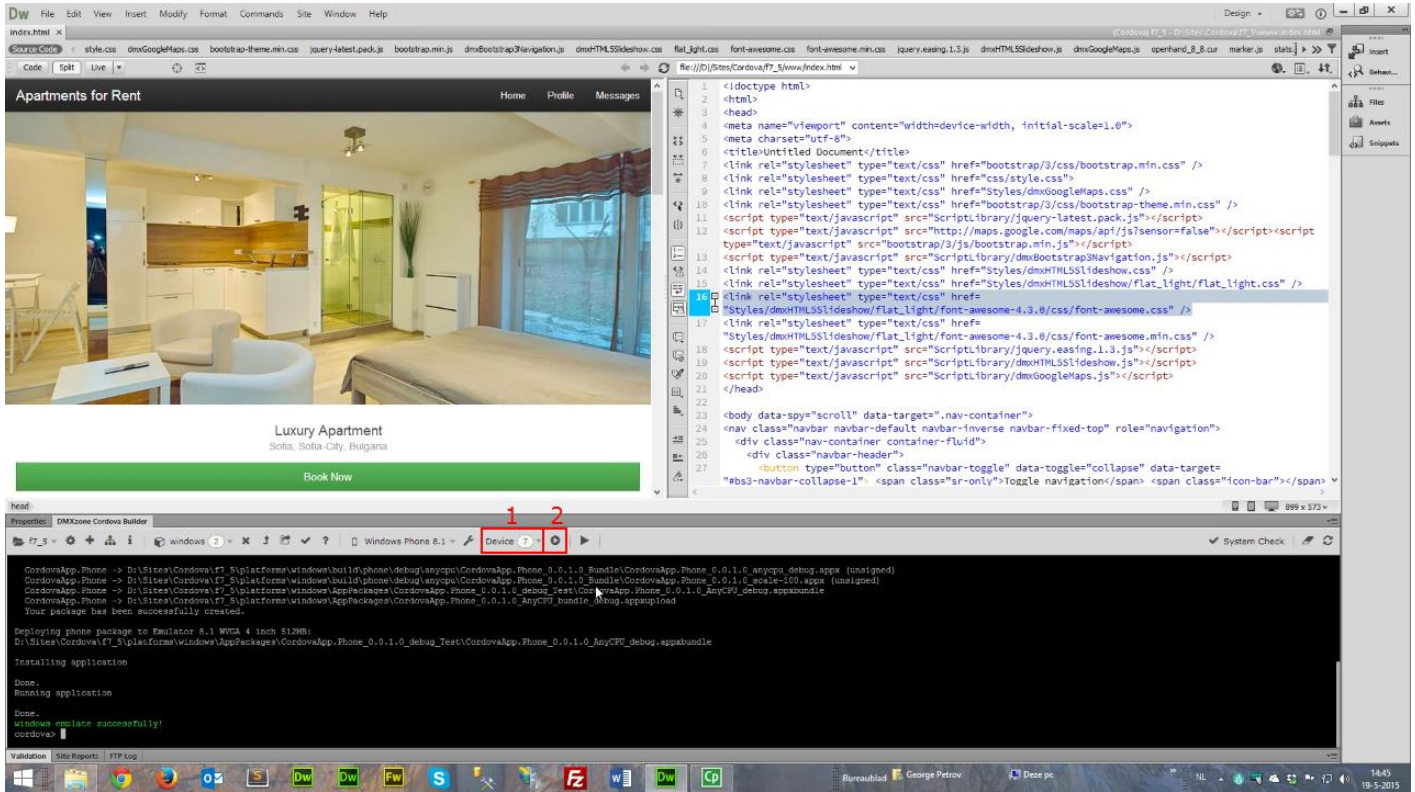
- If you want to run your app on a connected device, you need to open **Visual Studio** first from its icon in DMXzone Cordova Builder.



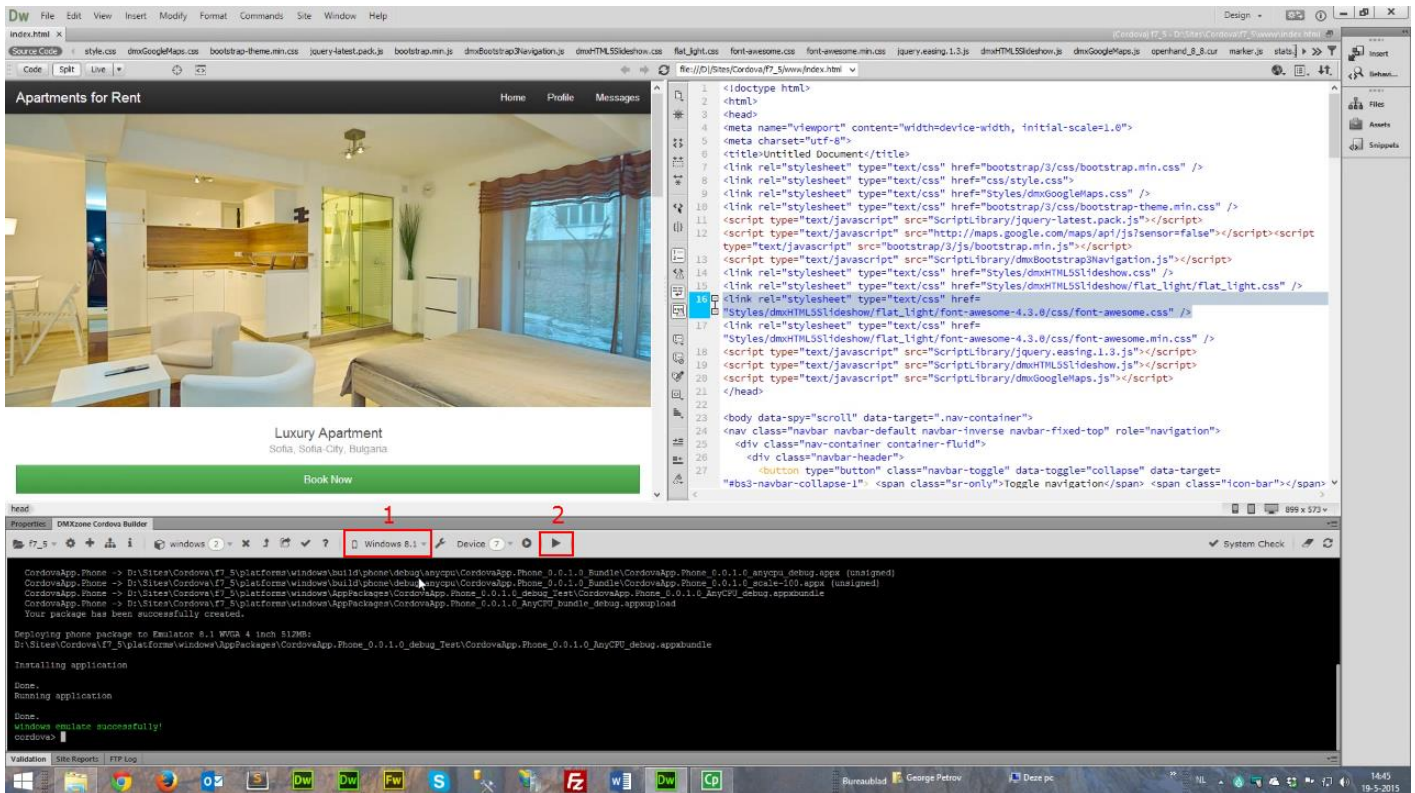
- Visual Studio is the main development environment for Windows apps. In order to register your Windows phone, **click tools (1)** and from Windows phone 8.1, **click developer unlock (2)**.



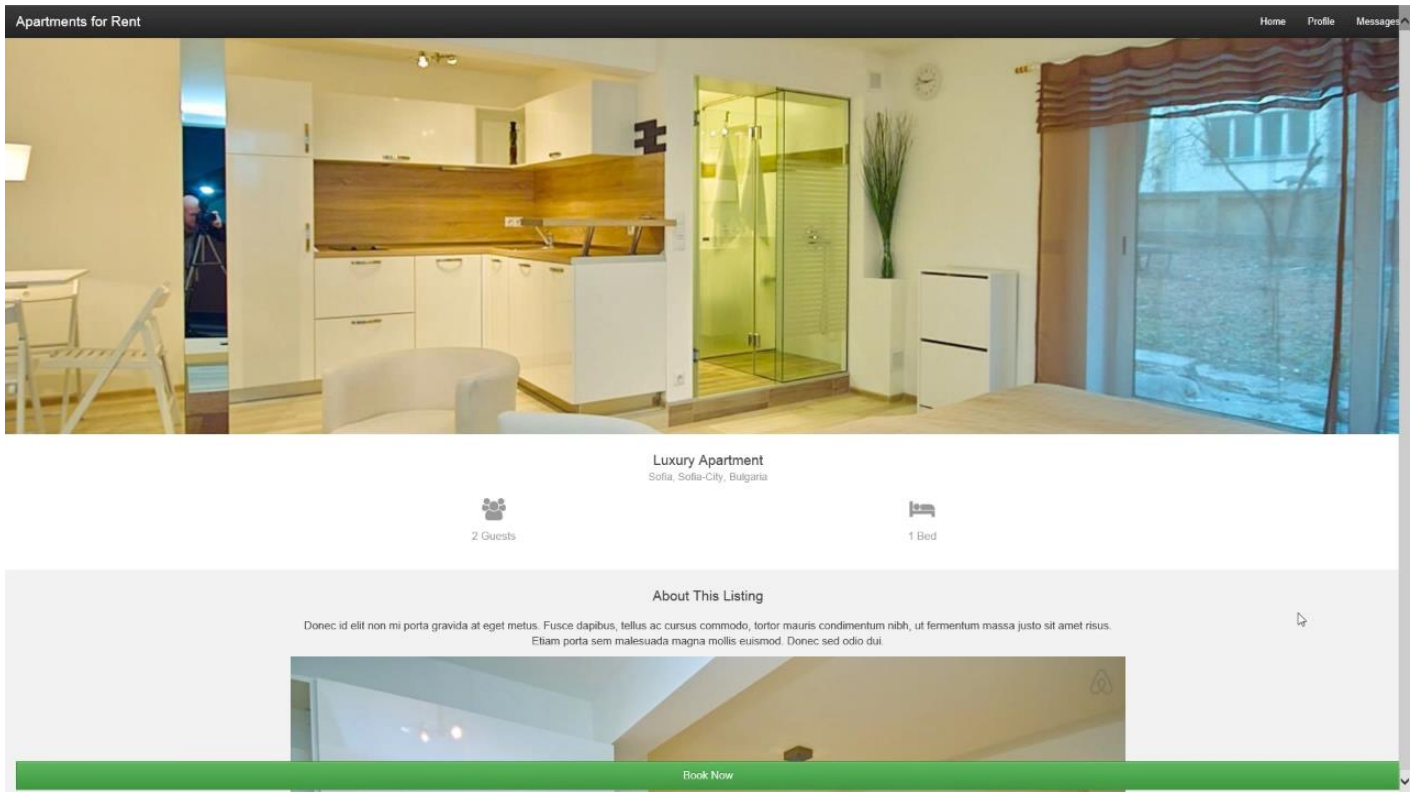
- 8. We've already connected a Windows phone to computer and now we can deploy our application on it. You need to have a Microsoft account to download a certificate and register a developer phone, which you can get at the Microsoft Windows store. You can run the emulator directly from Visual studio or **select the device (1)** in Dreamweaver and click the **emulate button (2)**.



9. You can also emulate your app in **Windows 8.1 desktop**. Select it from the list (1) and click **run in emulator button**.

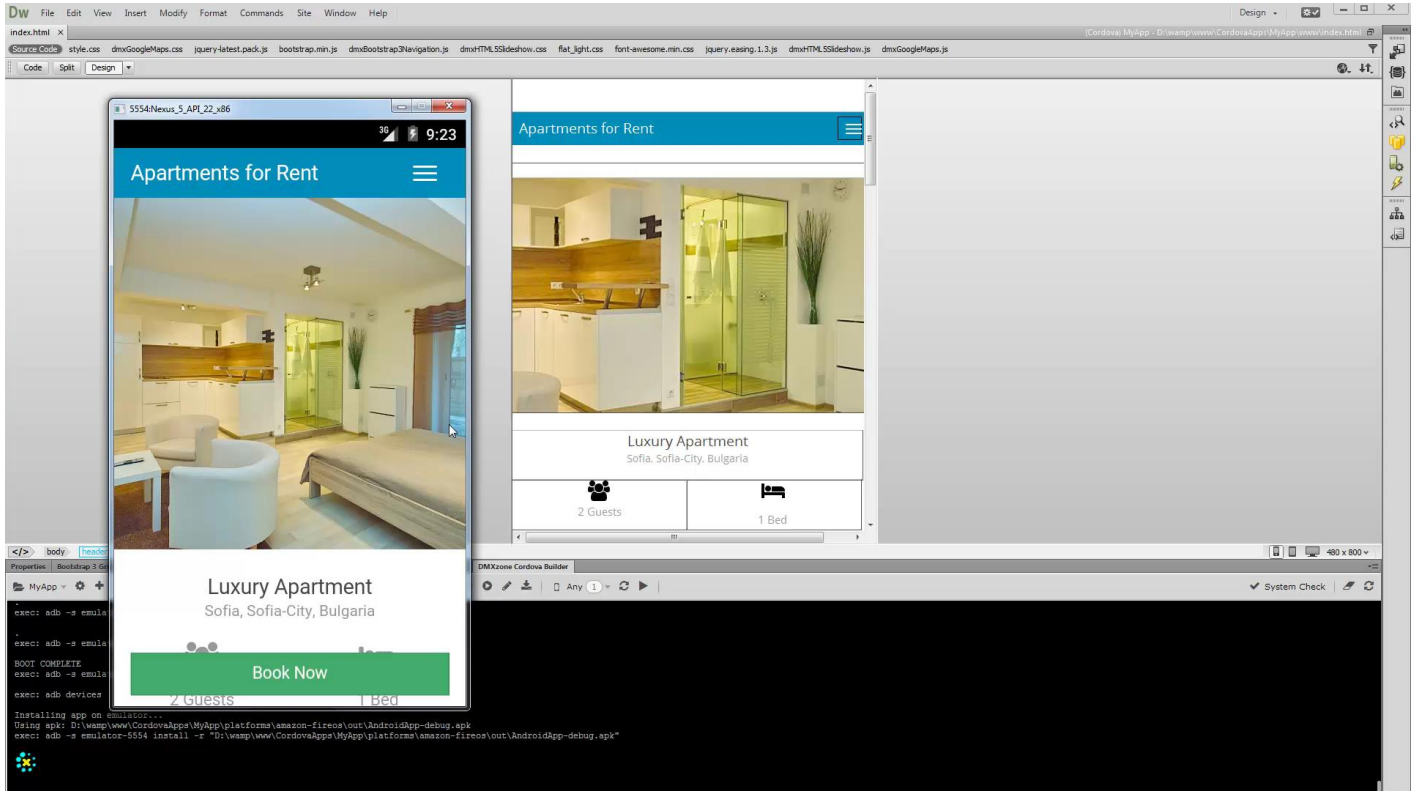


10. The emulator opens the site as a fullscreen app. That's how easy it is to build apps for Windows.



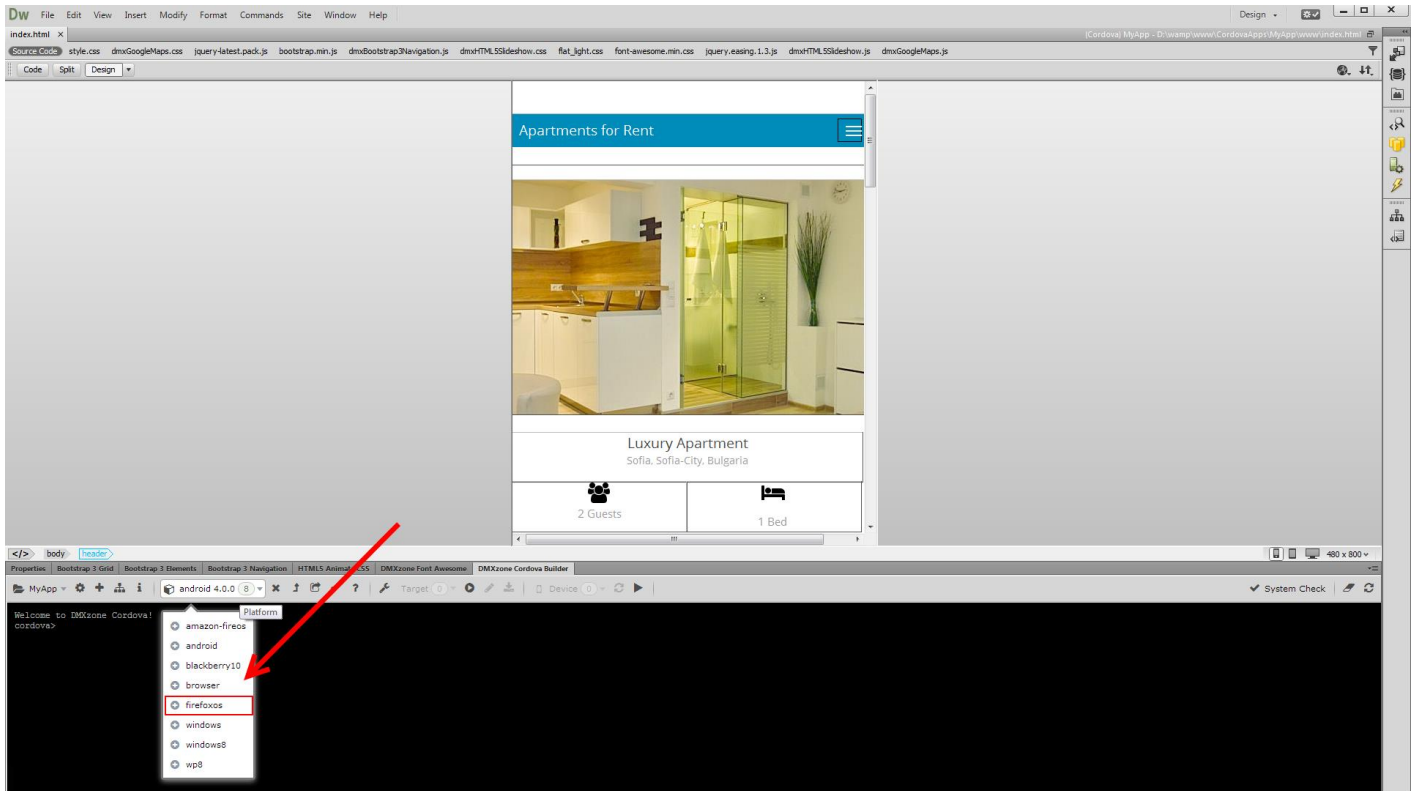
Advanced: Build Amazon fire OS Apps with DMXzone Cordova Builder

In this tutorial we will show you how to build Amazon Fire OS apps, using [DMXzone Cordova Builder](#).
*You can also check out the [video](#).

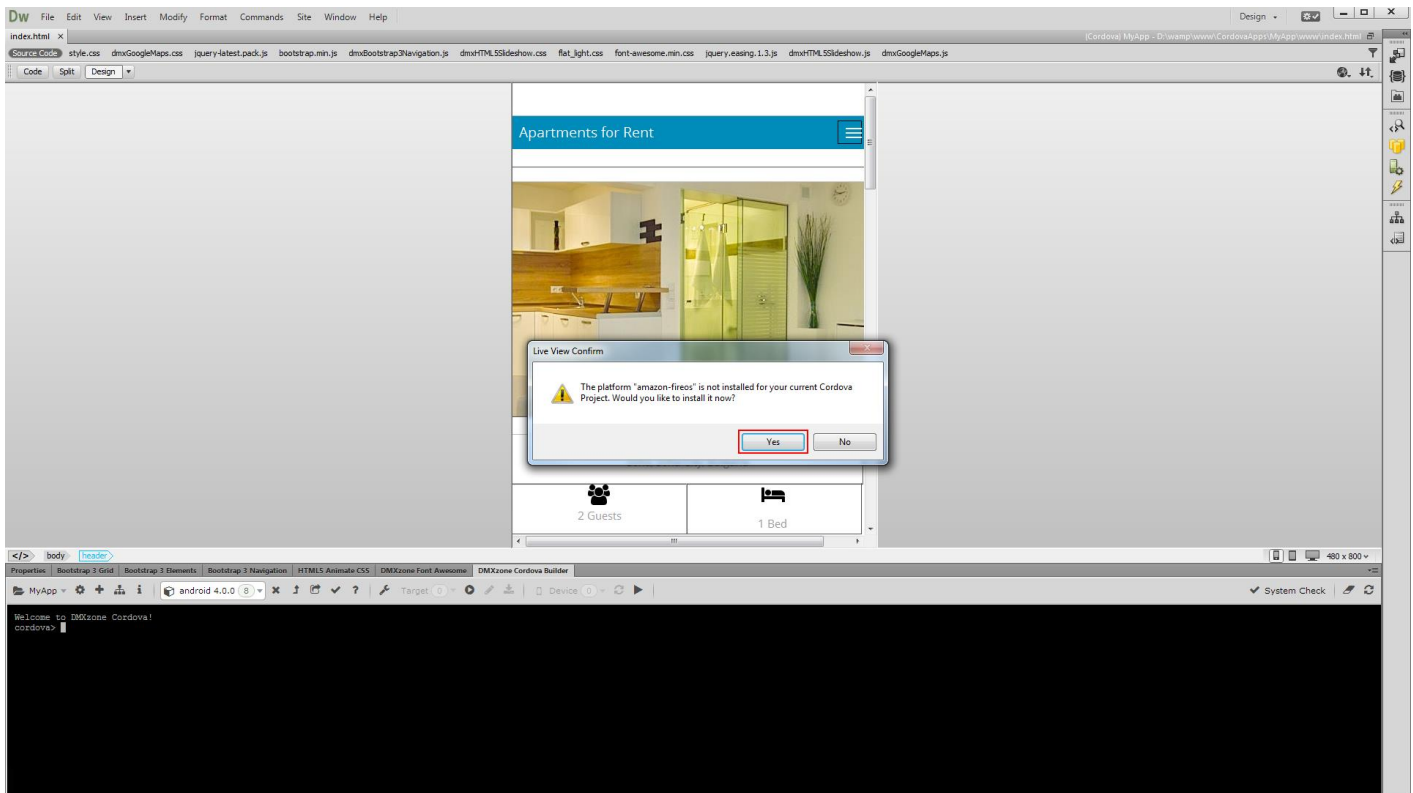


How to do it

1. We've already built a simple, static app in Dreamweaver, using DMXzone Bootstrap 3 and HTML5 Slideshow 2 extensions. First, let's add the Fire OS platform to our Cordova project. Open the platforms menu and select **amazon fire OS**.



2. **Click yes** to confirm the installation of the platform. If this is the first time you are using the Amazon Fire OS you will need to download the Amazon Web View SDK.



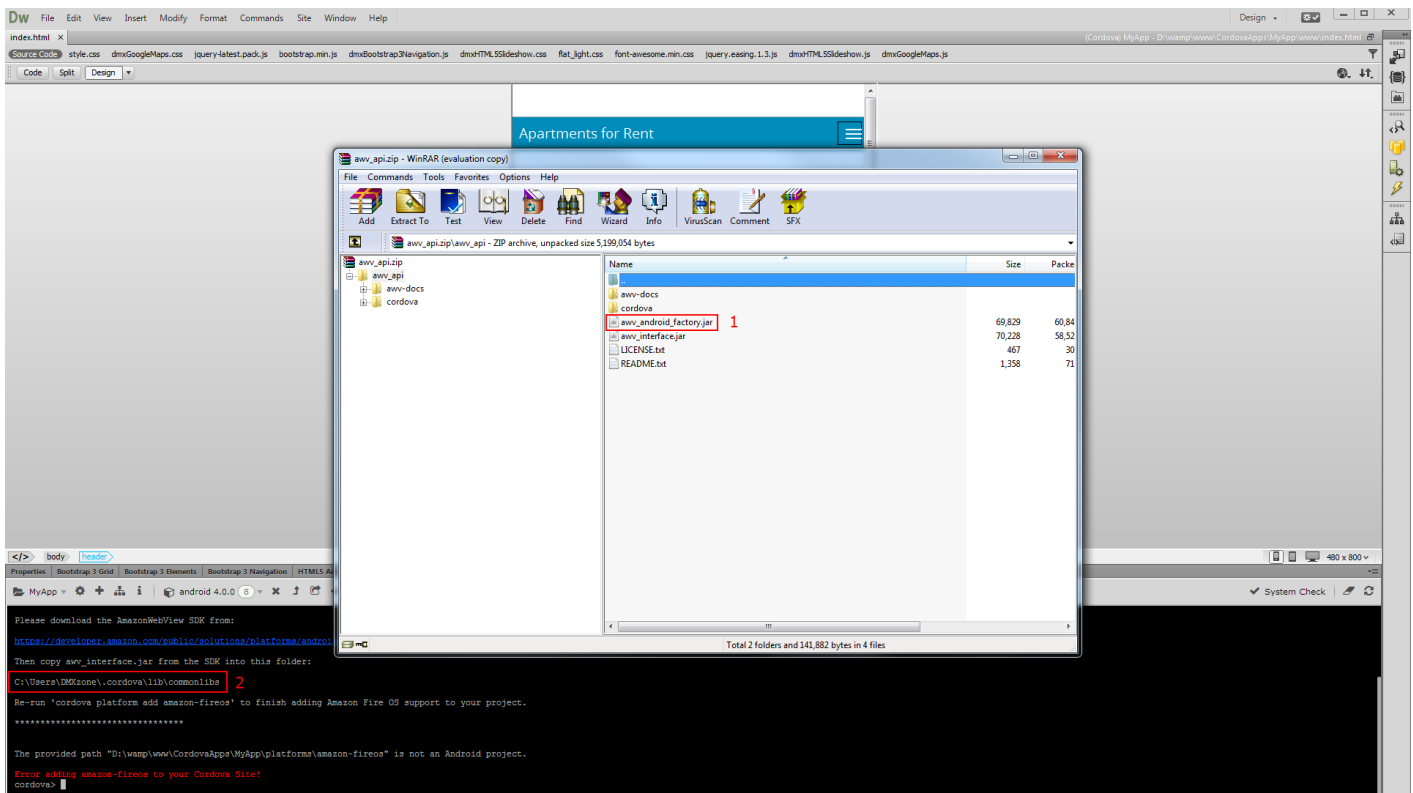
3. **Follow the link**, provided in the Cordova console and download it.

The screenshot displays a web browser window showing a mobile application interface. The app has a blue header with the text "Apartments for Rent" and a hamburger menu icon. Below the header is a large image of a modern apartment interior. Underneath the image, the text "Luxury Apartment" is displayed, followed by "Sofia, Sofia-City, Bulgaria". At the bottom, there are two buttons: "2 Guests" and "1 Bed".

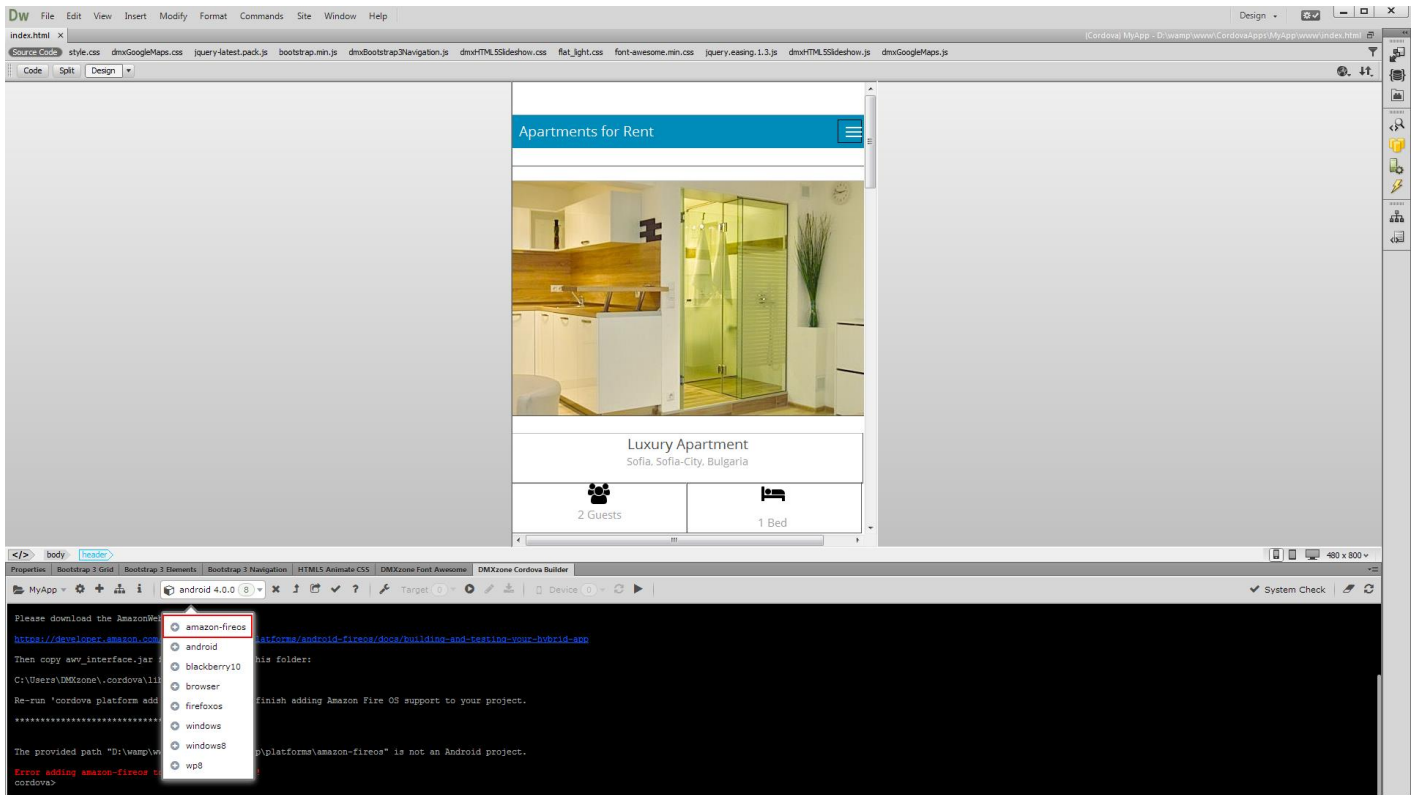
Below the browser window, a terminal window is open, showing the following text:

```
Please download the AmazonWebView SDK from:  
https://developer.amazon.com/cohlio/bojstoma/platform/android-firebase/docs/building-and-testing-your-hybrid-app  
Then copy aws_interface.jar from the SDK into this folder:  
C:\Users\DMXzone\.cordova\lib\commons\libs  
Re-run 'cordova platform add amazon-firebase' to finish adding Amazon Fire OS support to your project.  
*****  
The provided path "D:\wamp\www\CordovaApp\MyApp\platforms\amazon-firebase" is not an Android project.  
Error adding amazon-firebase to your Cordova Site!  
cordova>
```

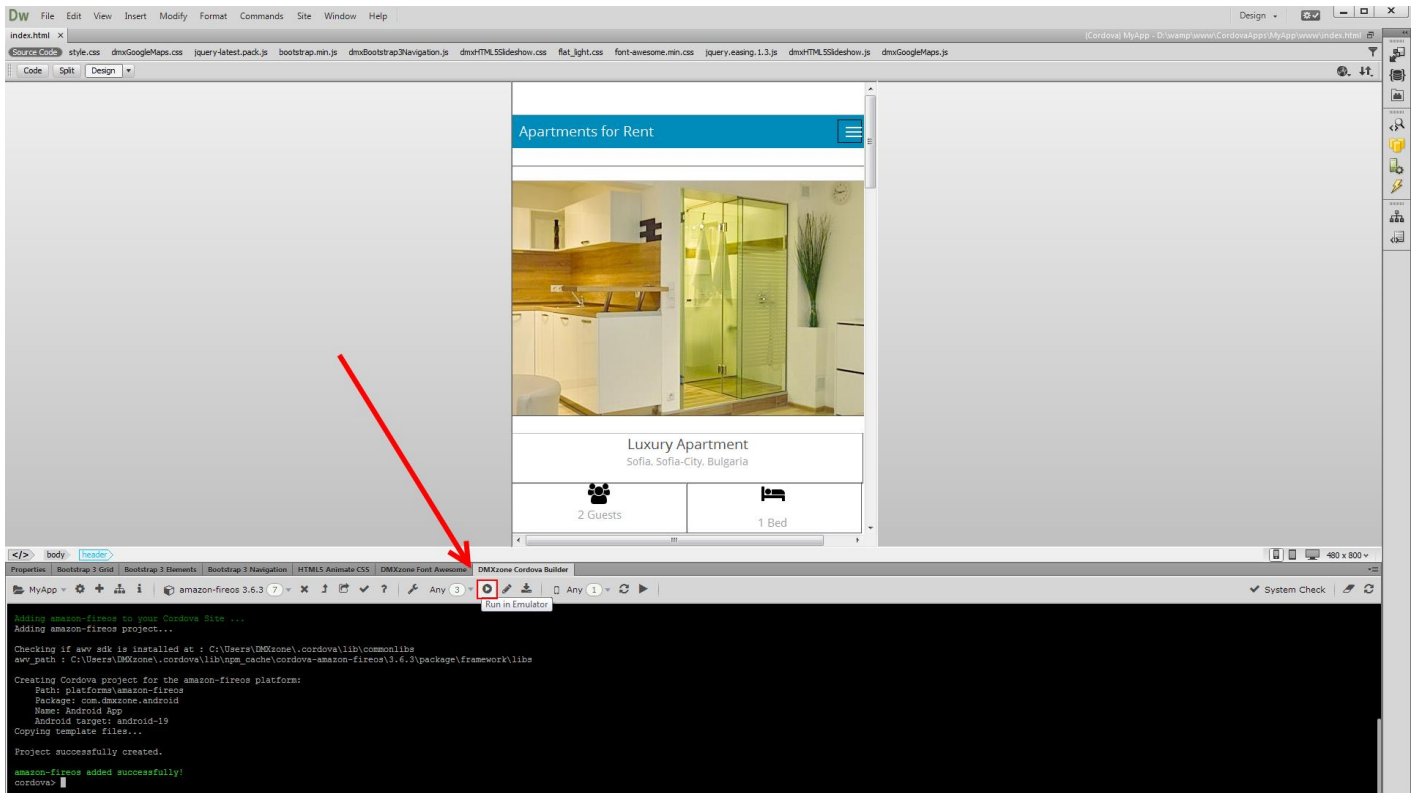
4. When the download finishes, **open the zip file (1)** and **extract the awv_interface.jar file** to the folder displayed in the Cordova Console **(2)**.



- When you are done with extracting the file to the specified folder, select the Amazon Fire OS platform again.



- Now, you can emulate your app. Click **run in emulator button** in order to do this. You can also preview the app on a connected device.



Advanced: Build Firefox OS Apps with DMXzone Cordova Builder

In this tutorial we will show you how to build Firefox OS apps, using [DMXzone Cordova Builder](#).
*You can also check out the [video](#).

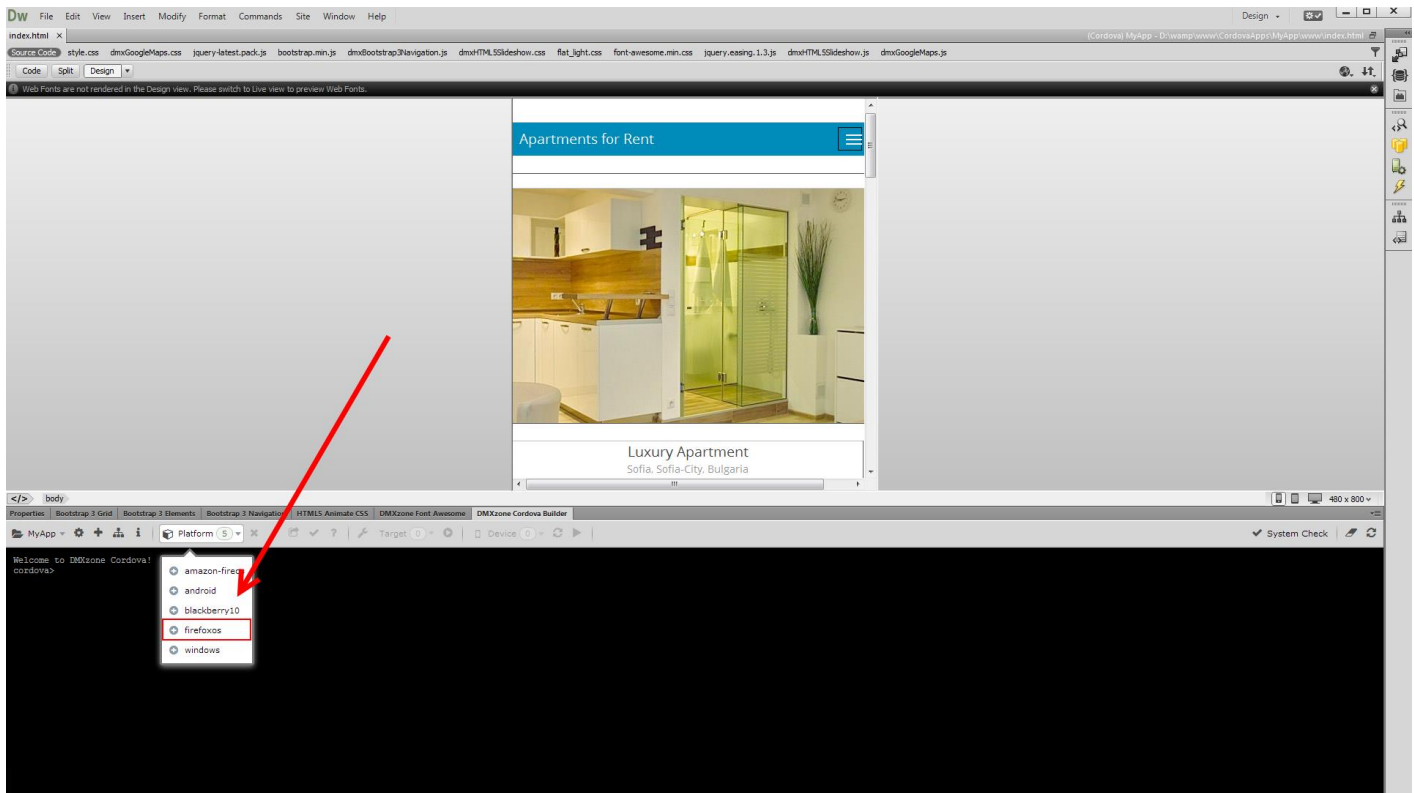
The screenshot displays the Apache Cordova documentation page for the Firefox OS Platform Guide. The page is titled "Firefox OS Platform Guide" and includes a sidebar with navigation links such as "Guides", "API Reference", and "Events". The main content area is titled "Developing your app" and provides instructions on how to create a Firefox OS app. It includes code snippets for adding Cordova plugins and building the app. A terminal window is overlaid on the page, showing the following commands and their outputs:

```
cordova plugin add cordova-plugin-camera
cordova plugin add cordova-plugin-geolocation
cordova prepare firefoxos
cordova build firefoxos
```

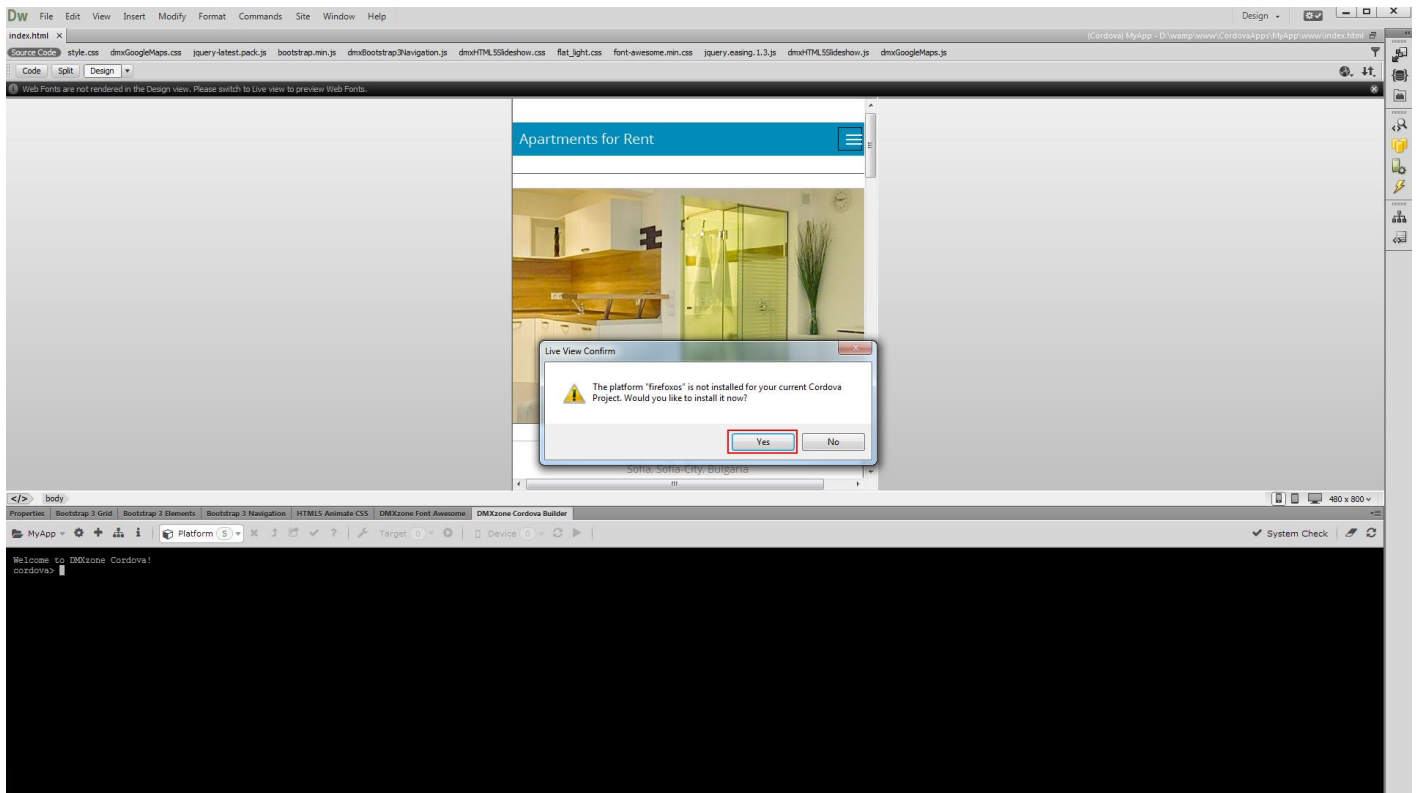
The terminal window also shows the output of the build process, including the location of the packaged app and the missing icons in the manifest file. A mobile app preview is shown in the bottom right corner, displaying a "Luxury Apartment" listing with a "Book Now" button.

How to do it

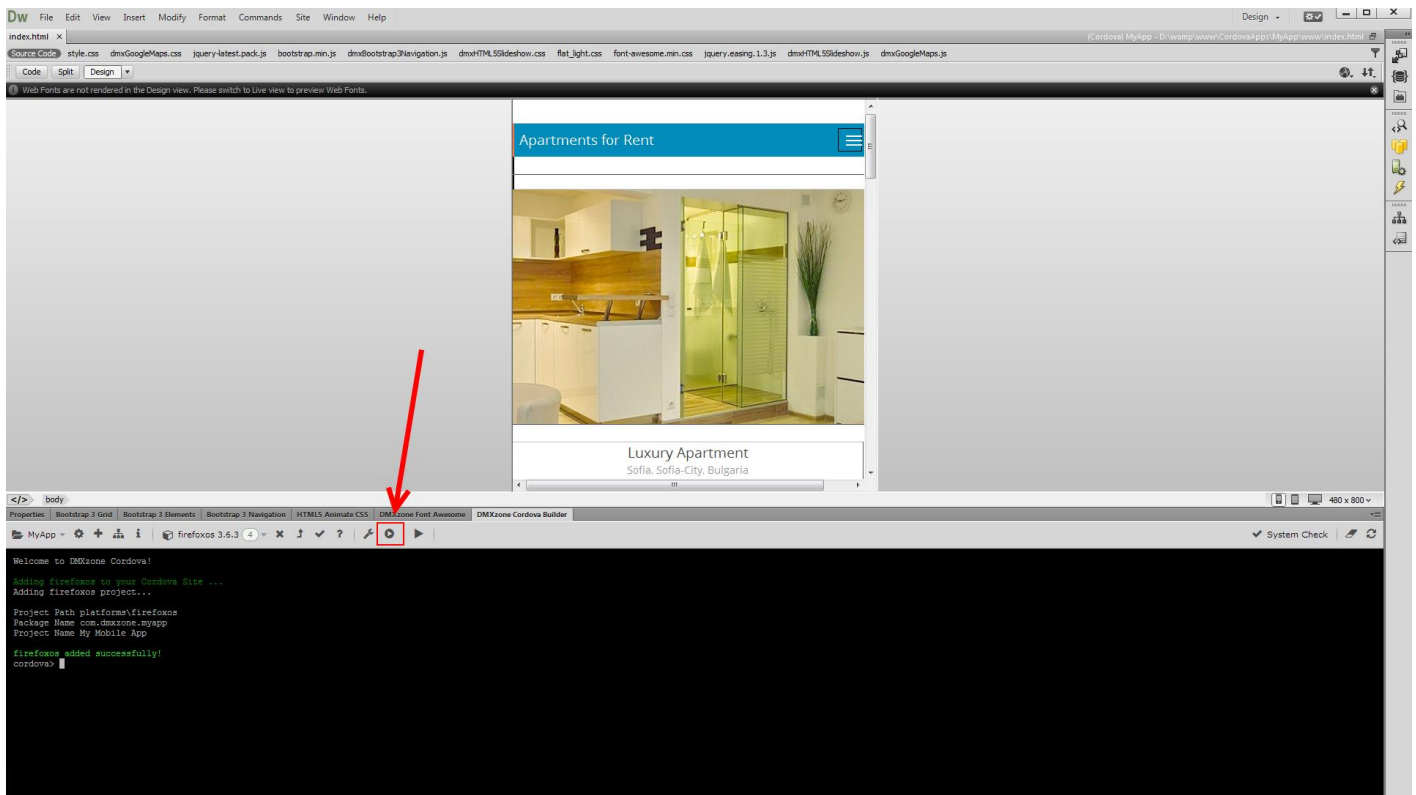
1. We've already built a simple, static app in Dreamweaver, using DMXzone Bootstrap 3 and HTML5 Slideshow 2 extensions. First, let's add the Firefox OS platform to our Cordova project. Open the platforms menu and select **Firefox OS**.



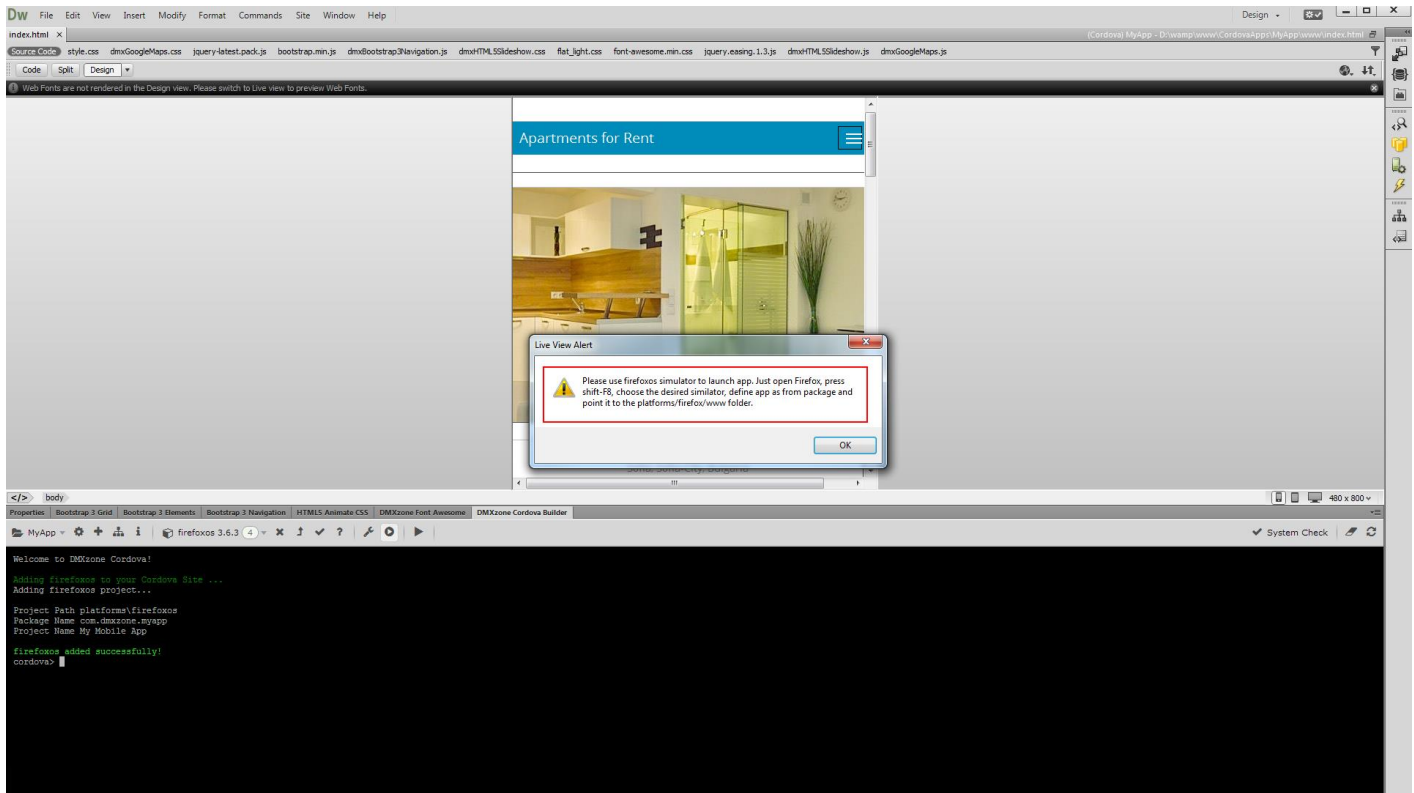
2. **Click yes** to confirm the installation of the platform.



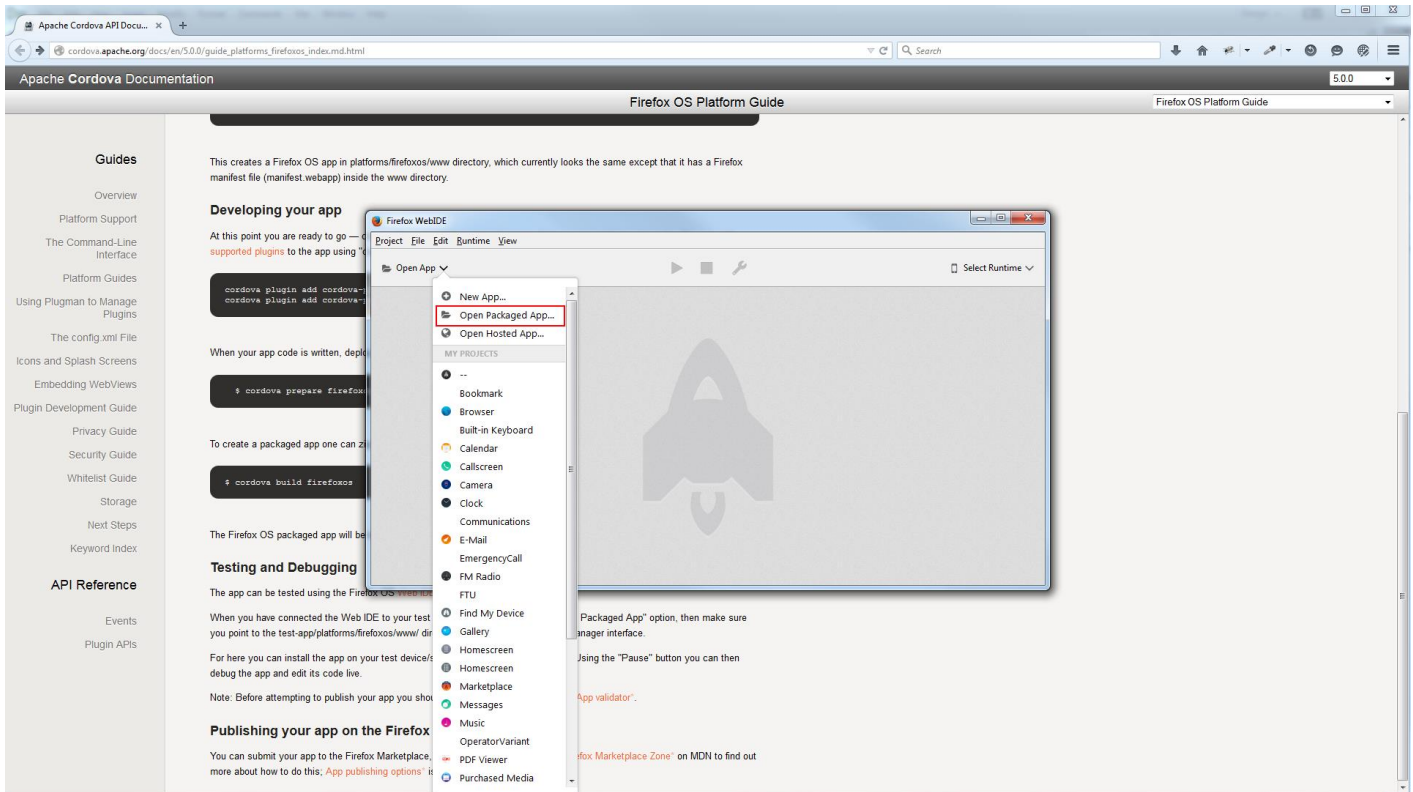
3. Now, you can emulate your app. Click **run in emulator button** in order to do this.



4. We get a message, saying that we need to **start Firefox OS simulator**. In order to do this, open Firefox browser and click shift+ F8.



5. When the Firefox Web IDE starts, select the **“Open packaged app”** option.



6. Make sure to point to the **platforms/firefoxos/www** directory to include the app in the manager interface.

The screenshot shows the Apache Cordova documentation page for the Firefox OS Platform Guide. The page is titled "Firefox OS Platform Guide" and is version 5.0.0. The main content area is titled "Developing your app" and contains several sections: "At this point you are ready to go...", "When your app code is written, depl...", "To create a packaged app one can z...", "Testing and Debugging", and "Publishing your app on the Firefox Marketplace". A file explorer window is overlaid on the page, showing the directory structure: Local Disk (D:) > wamp > www > CordovaApps > MyApp > platforms > firefoxos. The "www" folder is selected, and the "Select Folder" button is highlighted.

Apache Cordova API Docu... x +

cordova.apache.org/docs/en/5.0.0/guide_platforms_firefoxos_index.md.html

Apache Cordova Documentation

Firefox OS Platform Guide

Firefox OS Platform Guide

5.0.0

Guides

- Overview
- Platform Support
- The Command-Line interface
- Platform Guides
- Using Plugman to Manage Plugins
- The config.xml File
- Icons and Splash Screens
- Embedding WebViews
- Plugin Development Guide
- Privacy Guide
- Security Guide
- Whitelist Guide
- Storage
- Next Steps
- Keyword Index

API Reference

- Events
- Plugin APIs

This creates a Firefox OS app in `platforms/firefoxos/www` directory, which currently looks the same except that it has a Firefox manifest file (`manifest.webapp`) inside the `www` directory.

Developing your app

At this point you are ready to go — you need to add **supported plugins** to the app using `cordova plugin add`.

```
cordova plugin add cordova-plugin-camera
```

When your app code is written, deploy it to the device using `cordova run`.

```
cordova run --platform=firefoxos
```

To create a packaged app one can zip the `platform` directory:

```
cordova build --platform=firefoxos
```

The Firefox OS packaged app will be located in `platforms/firefoxos/www`.

Testing and Debugging

The app can be tested using the Firefox OS Web IDE. When you have connected the Web IDE to your test device/simulator, select the "Open Packaged App" option, then make sure you point to the `test-app/platforms/firefoxos/www` directory to include the App in the Manager interface.

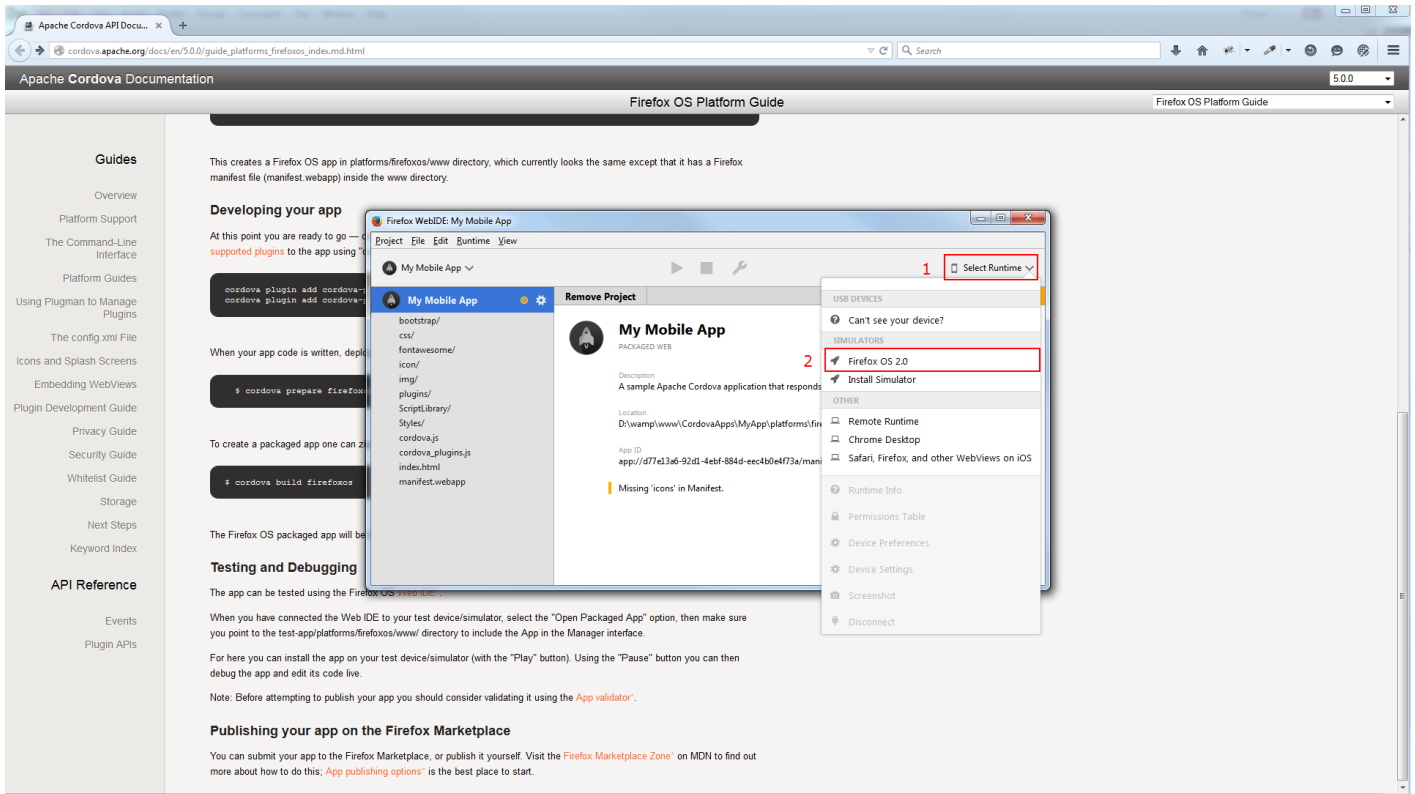
For here you can install the app on your test device/simulator (with the "Play" button). Using the "Pause" button you can then debug the app and edit its code live.

Note: Before attempting to publish your app you should consider validating it using the [App validator](#).

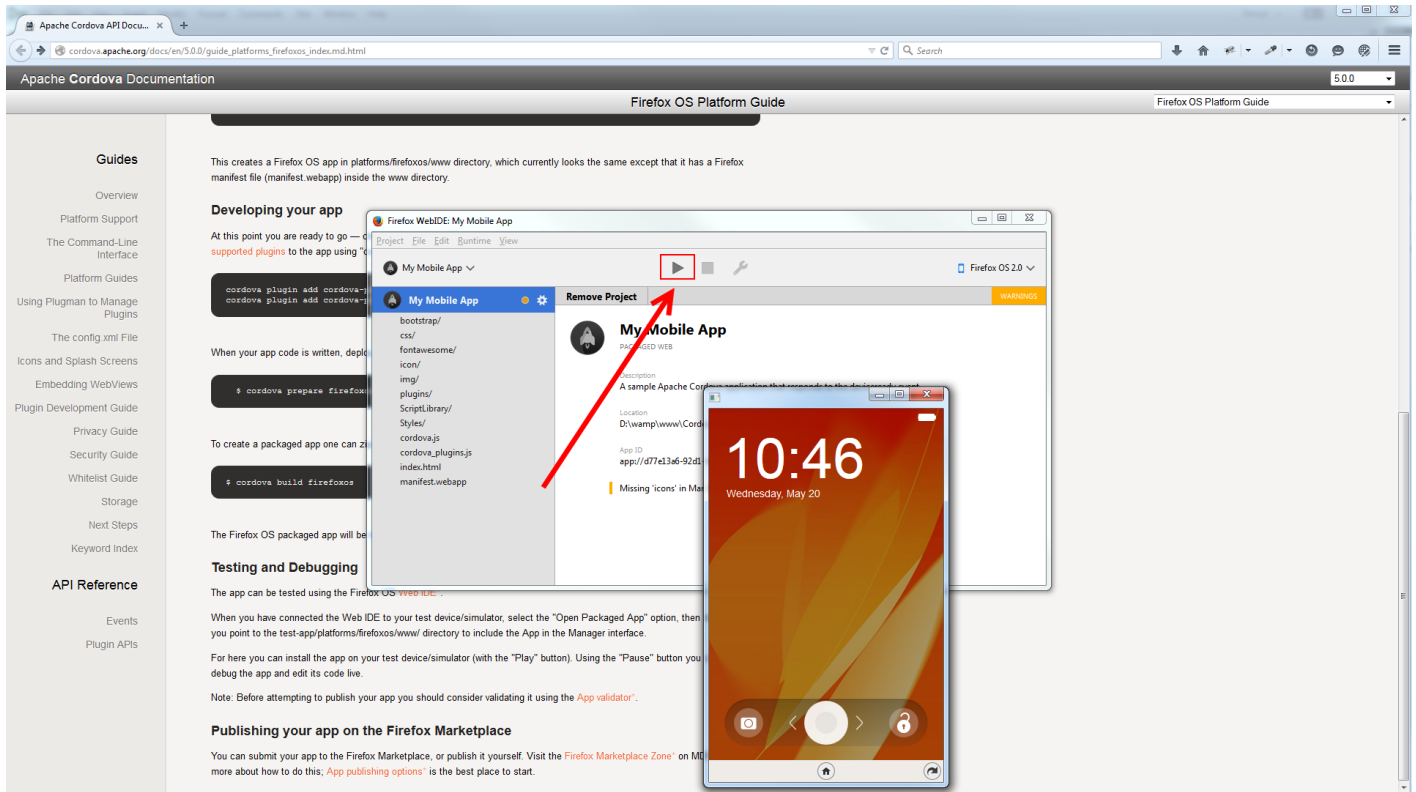
Publishing your app on the Firefox Marketplace

You can submit your app to the Firefox Marketplace, or publish it yourself. Visit the [Firefox Marketplace Zone](#) on MDN to find out more about how to do this; [App publishing options](#) is the best place to start.

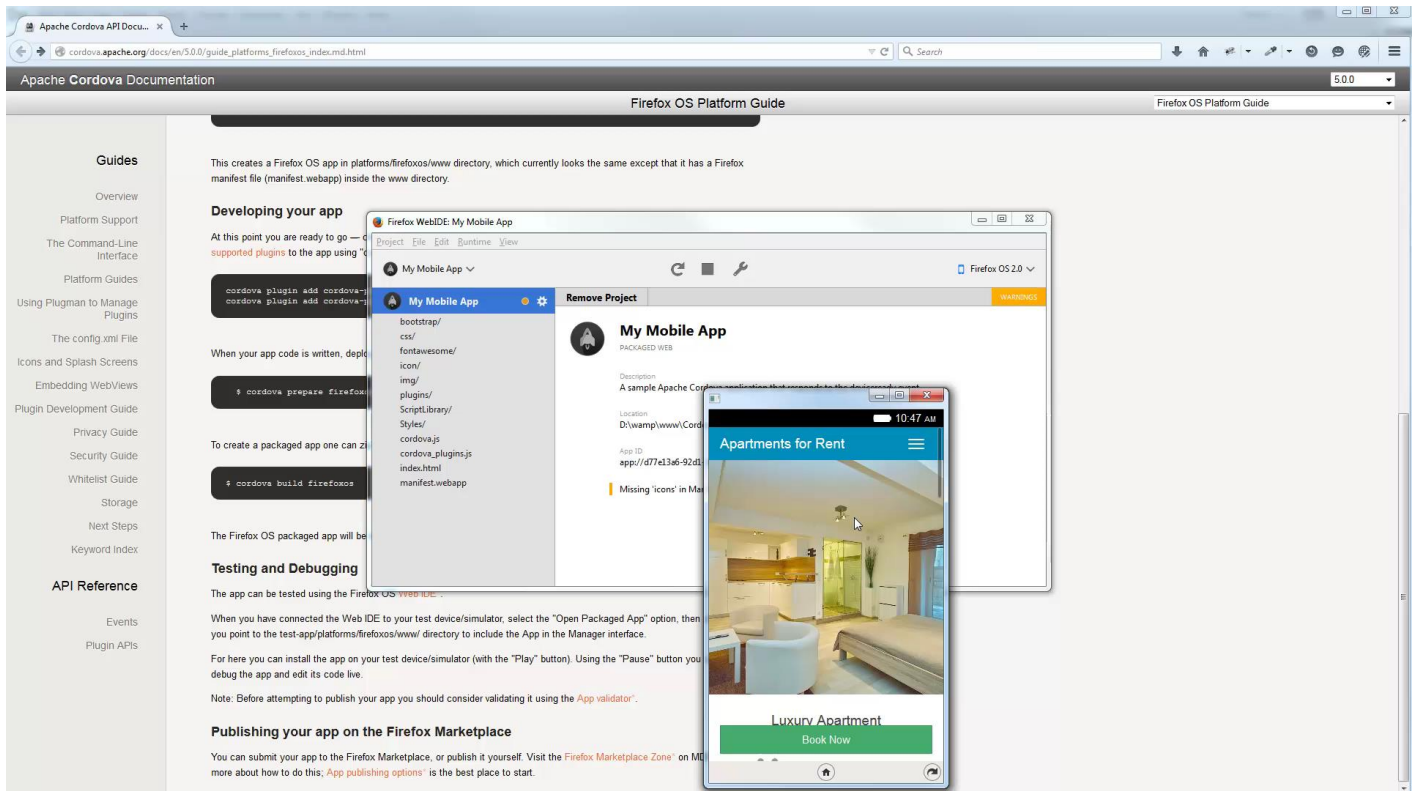
7. Then open **the runtime menu (1)** and **select the simulator that you want to use (2)**.



8. Now click the play button.



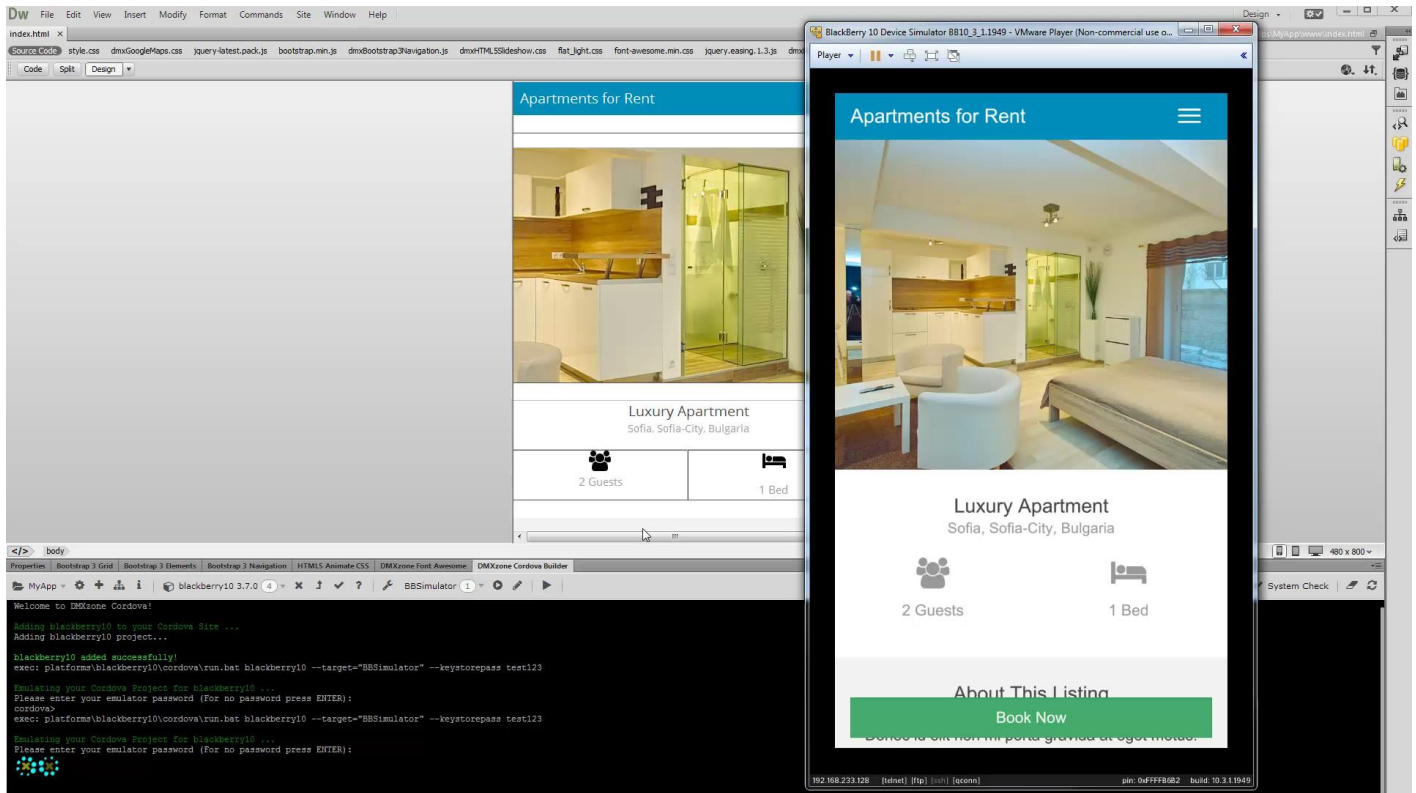
- The app is now loaded into the simulator and here you can test it. That's how easy it is, to build Firefox OS Apps, using DMXzone Cordova Builder.



Advanced: Build BlackBerry 10 Apps with DMXzone Cordova Builder

In this tutorial we will show you how to build BlackBerry 10 apps, using [DMXzone Cordova Builder](#).

*You can also check out the [video](#).



How to do it

1. We've already built a simple, static app in Dreamweaver, using DMXzone Bootstrap 3 and HTML5 Slideshow 2 extensions. First visit the downloads section of [blackberry developers website](http://blackberrydevelopers.com). Then download and install the BlackBerry 10 WebWorks SDK. The installation process is really simple, just follow the instructions.

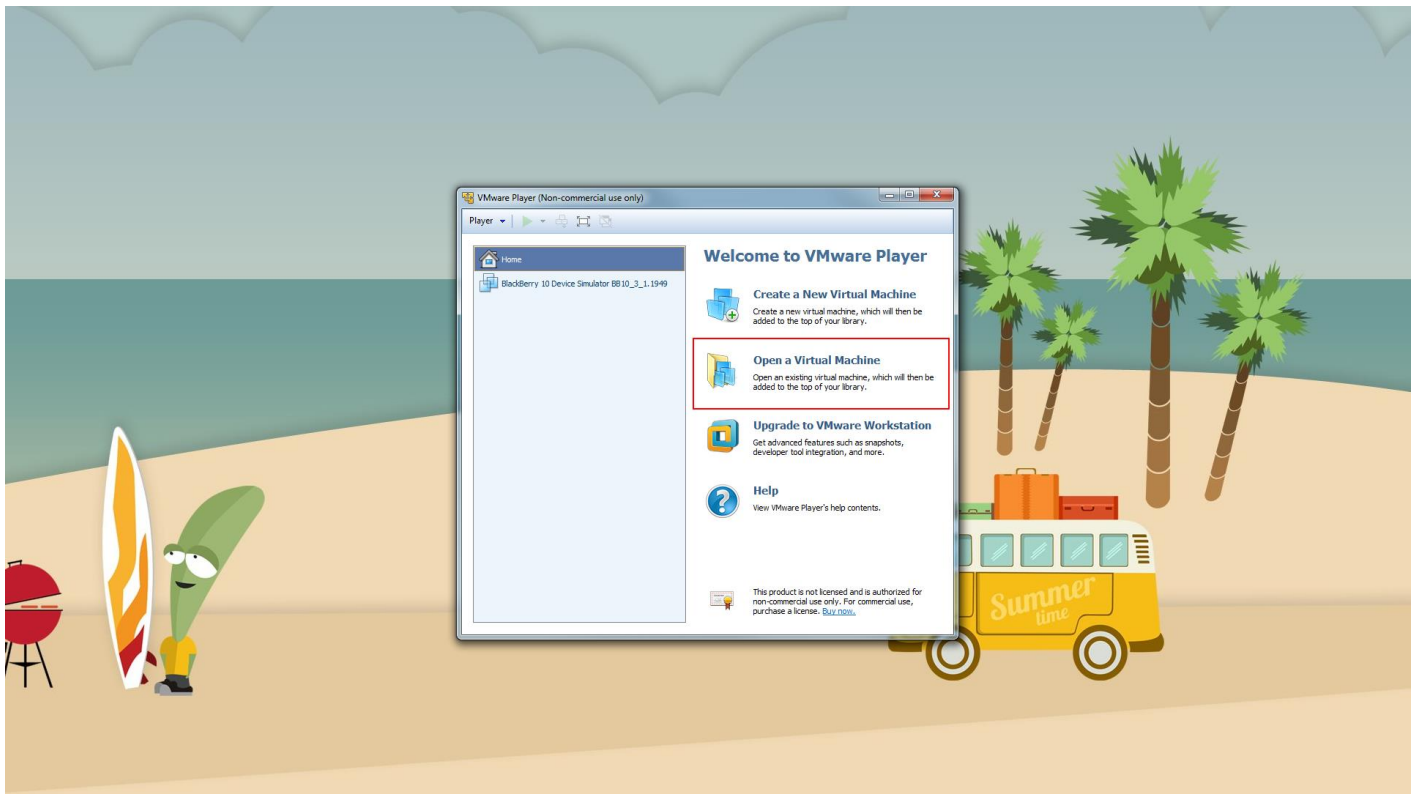
The screenshot shows a web browser window at developer.blackberry.com/html5/download/. The page is titled "Download for HTML5 WebWorks" and provides instructions for downloading and installing the BlackBerry 10 WebWorks SDK. The main content is organized into sections:

- BlackBerry 10 WebWorks SDK 2.2**: A yellow box with a download icon and text "2.2 for Windows (44.5 MB)". Below it are links for "Release Notes", "Requirements", "Checksum (MD5)", "Mac", and "Linux".
- Instructions**: A section with an information icon and text: "Double-click the installer file and follow the instructions." Below it, another information icon says: "For more instructions about the BlackBerry 10 WebWorks SDK, go here >".
- And a simulator to test the result**: A horizontal line with text in the center.
- VM**: A blue triangle icon with "VM" text. Below it, text says: "You need VMWare Player to run the Simulator. You can get it here >".
- Download the installer and run it.**: A download icon and text.
- Start VMWare Player and Open the BlackBerry10Simulator.vmx from where you installed the simulator.**: A VMWare Player icon and a .vmx file icon.
- BlackBerry 10 Simulator**: A section with a red border containing two simulator options:
 - BlackBerry 10.3.1 Simulator**: A yellow box with a download icon and text "10.3.1.1949 for Windows (925 MB)". Below it are links for "Release notes", "Requirements", "Checksum (MD5)", "Mac", and "Linux".
 - BlackBerry 10.3.2 Simulator beta**: A blue box with a download icon and text "10.3.2.281 for Windows (1.04 GB)". Below it are links for "Release notes", "Requirements", "Checksum (MD5)", "Mac", and "Linux".
- Need a different version of the simulator?**: A link below the simulator options.
- See more instructions for the BlackBerry 10 Simulator here >**: An information icon and text.
- Get to Hello World in 5 minutes**: A horizontal line with text in the center.
- Once you've downloaded your tools, you can start developing for BlackBerry 10 with the tested and true "HelloWorld" app.**: Text at the bottom with a blue arrow pointing right.

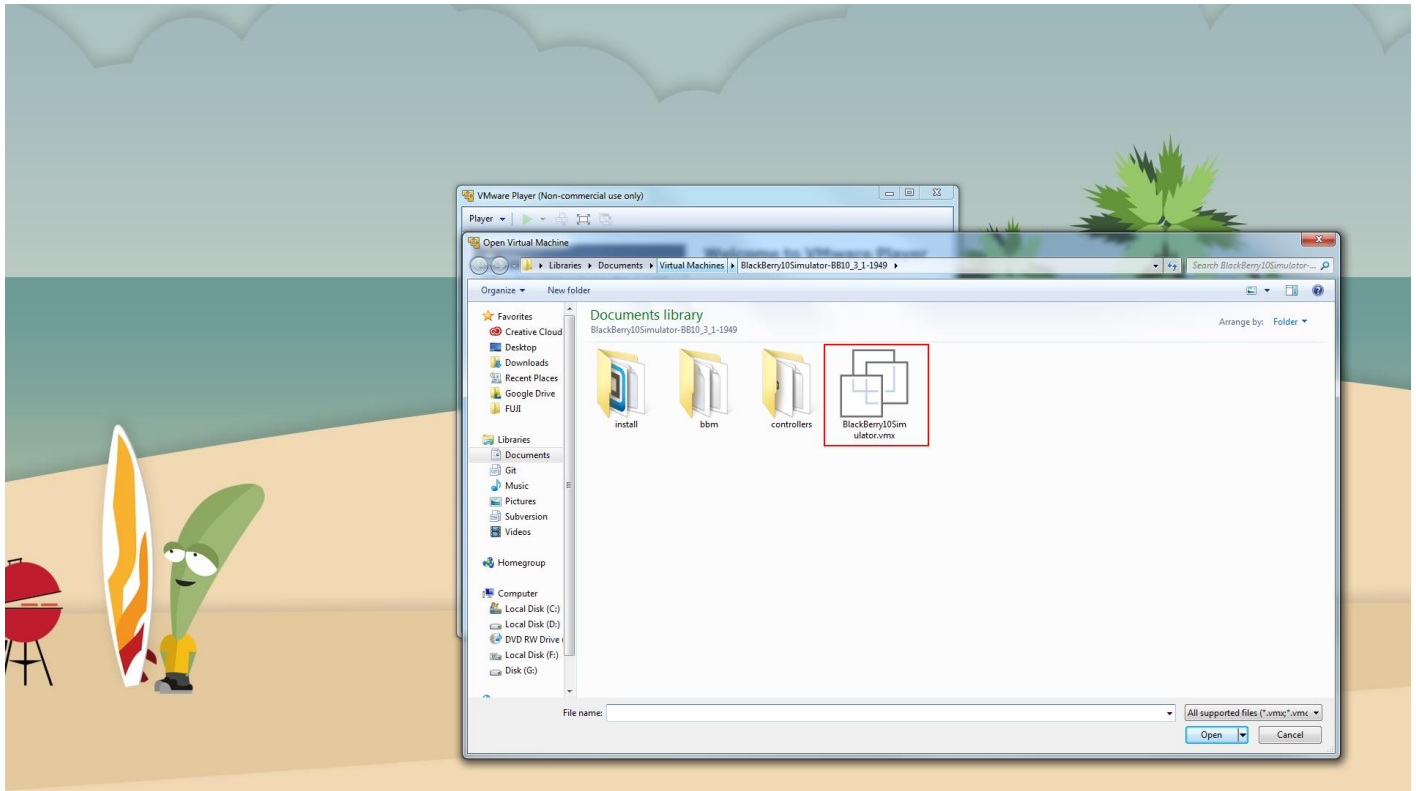
2. When you are done installing the required components **run the VMware Player**. We start it using the icon that it created on our desktop.



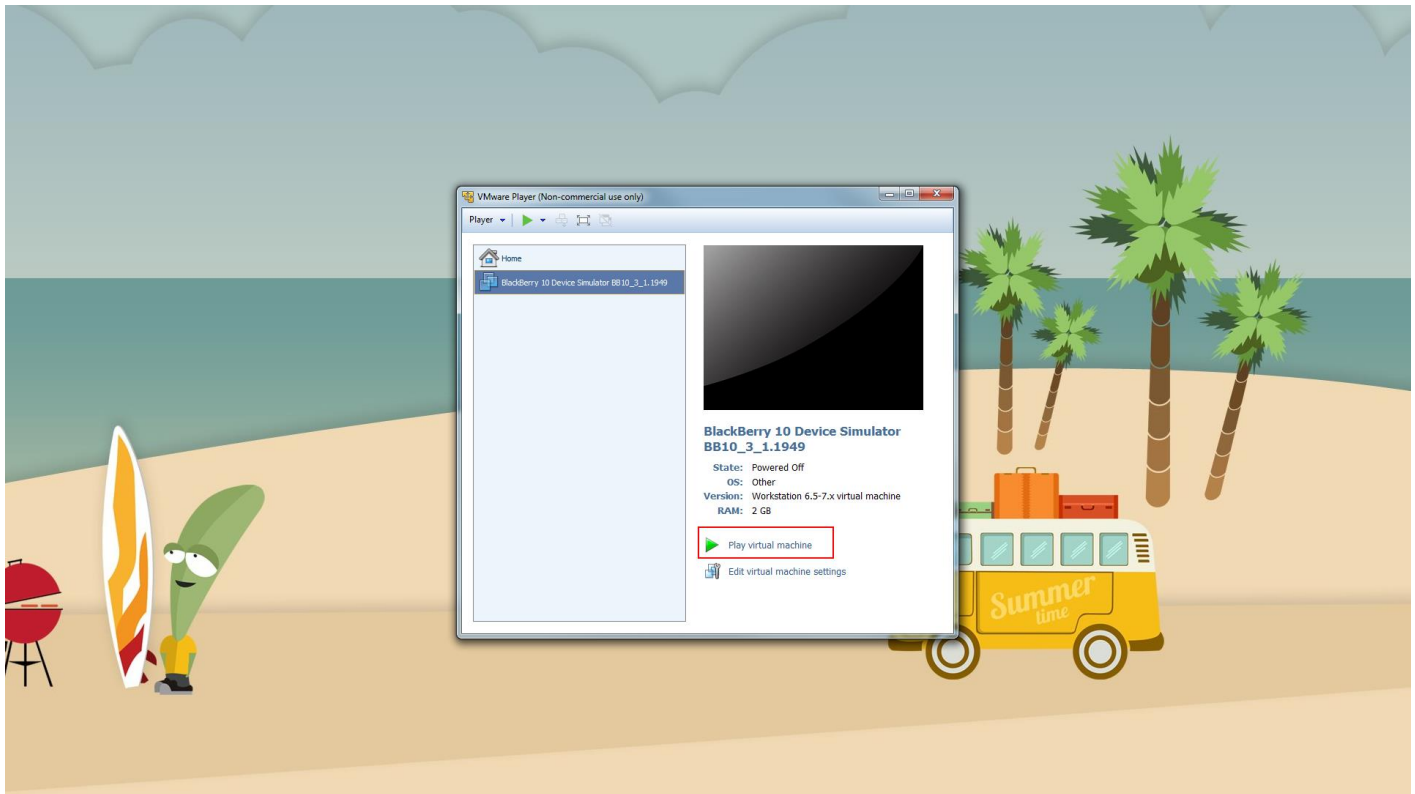
3. Select **“open a virtual machine”**.



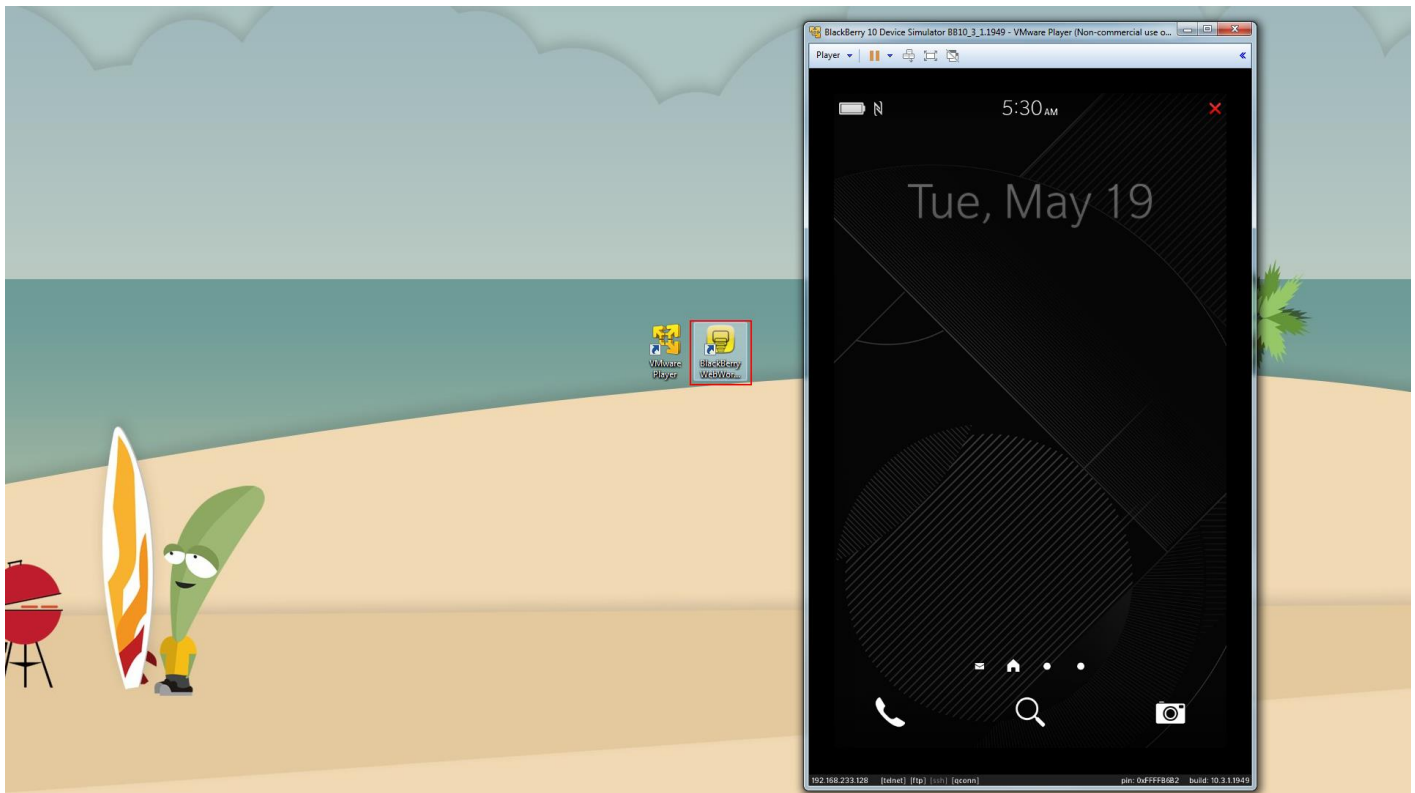
4. Browse to the default folder, where the BlackBerry simulator was installed and select the **BlackBerry 10 simulator vmx file**.



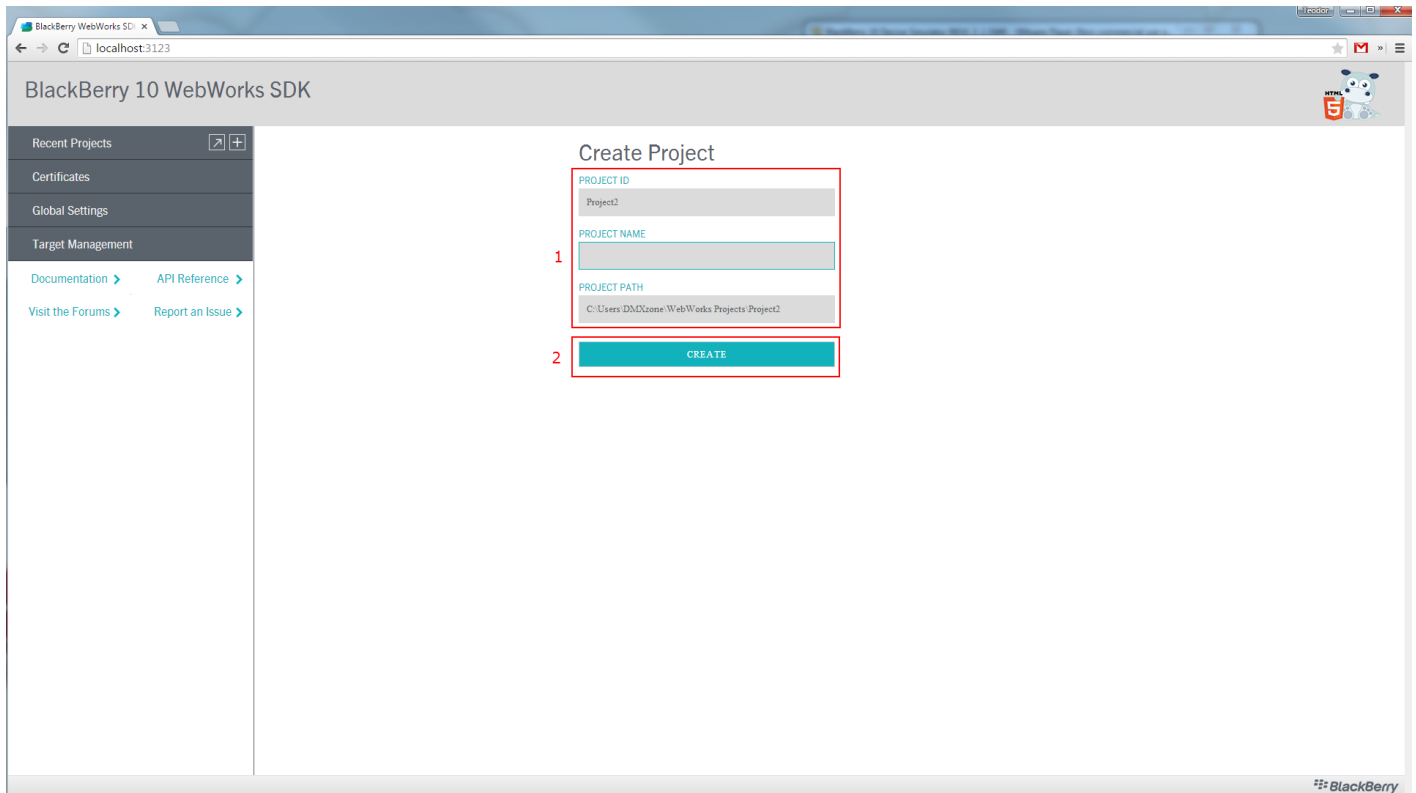
5. Run the simulator by clicking the **play virtual machine button**.



6. The BlackBerry 10 loads in a few seconds. Now, run the BlackBerry WebWorks SDK, by **double clicking its icon** on your desktop.



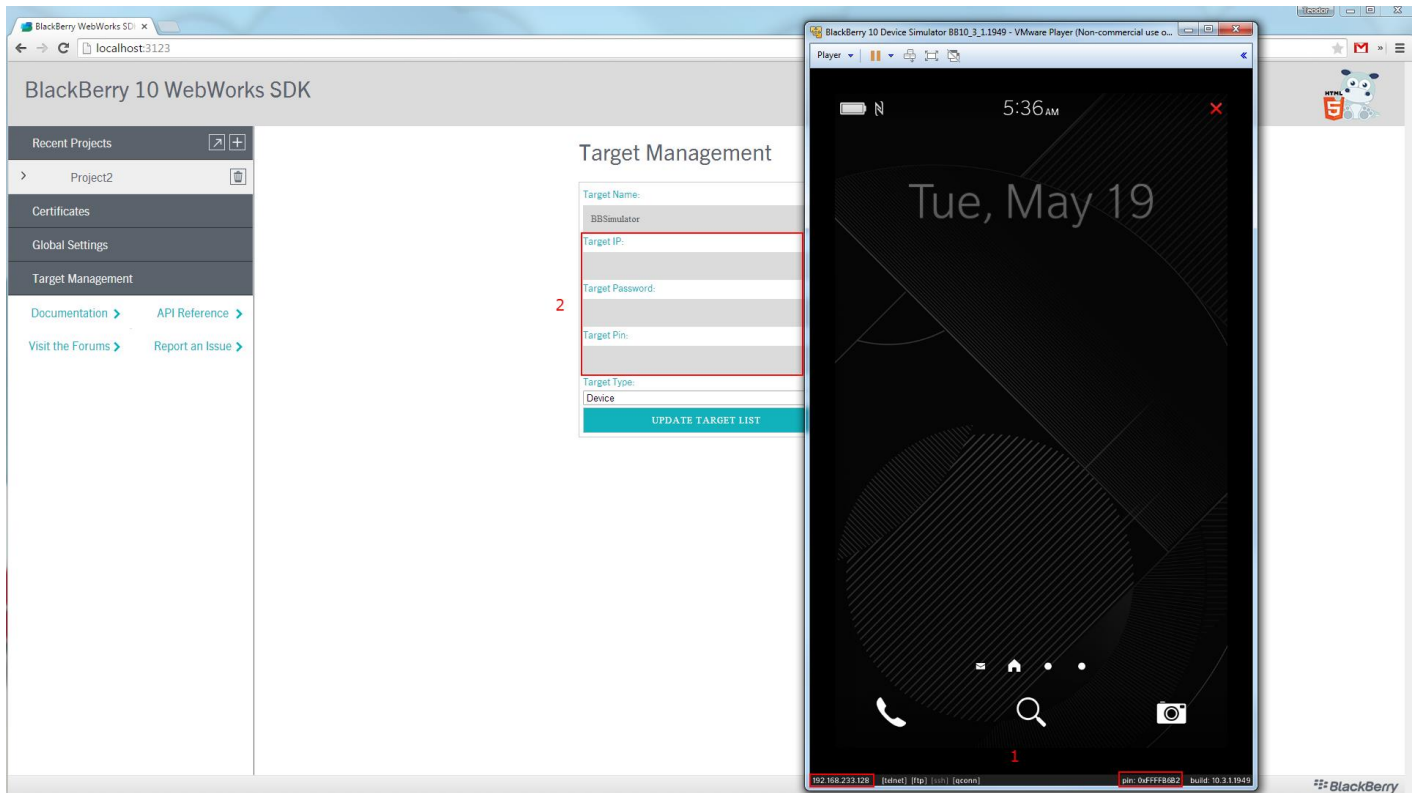
7. The The WebWorks SDK loads in your browser and you can setup your project. Add an **ID, name** and **project path (1)**, then click the **create button (2)**.



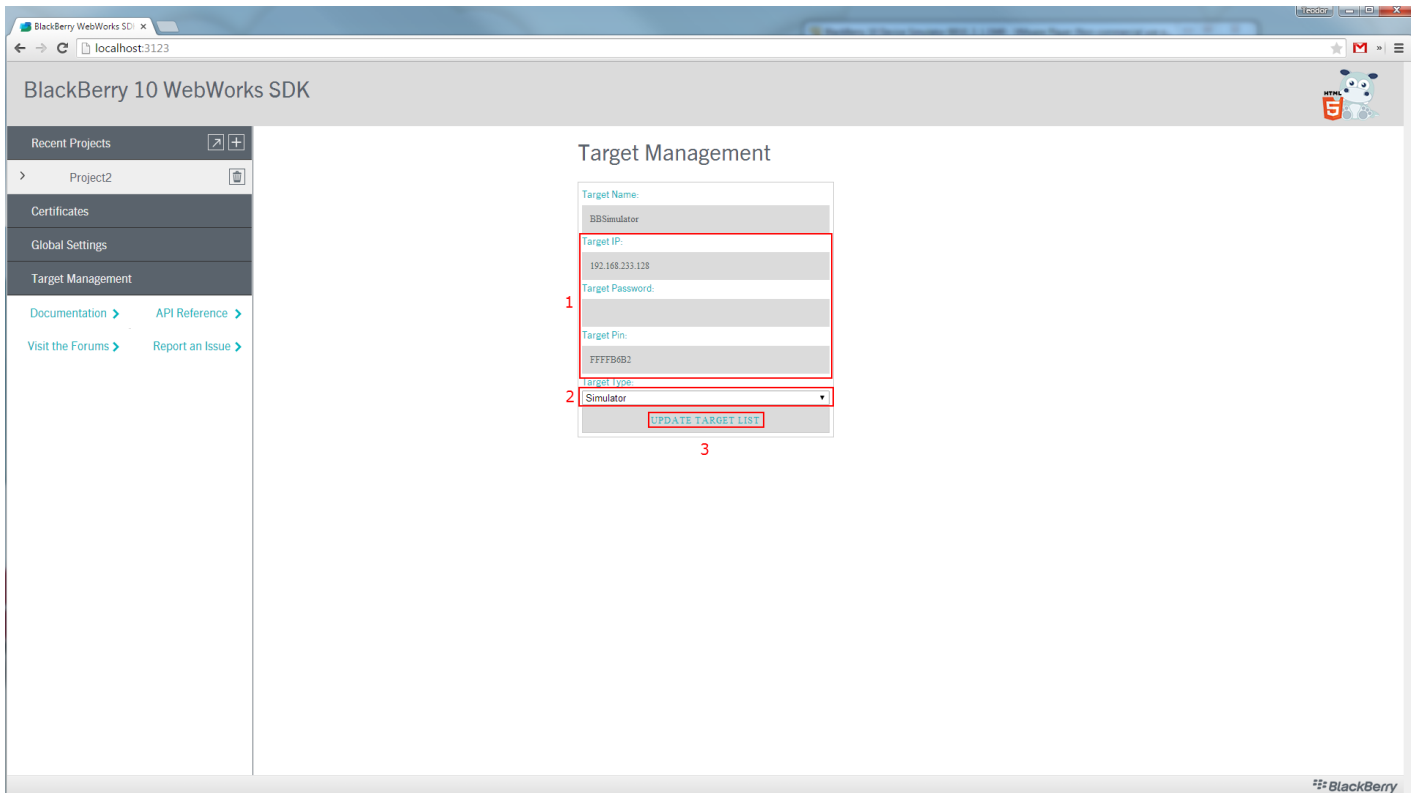
- Now click the **“target management”** button (1), where we will setup the Blackberry 10 simulator, and **enter a name** for the simulator (2).

The screenshot shows the BlackBerry 10 WebWorks SDK interface in a browser window. The address bar shows 'localhost:3123'. The main header is 'BlackBerry 10 WebWorks SDK'. On the left, a sidebar contains navigation options: 'Recent Projects' (with a plus icon), 'Project2', 'Certificates', 'Global Settings', and 'Target Management' (highlighted with a red box and labeled '1'). Below 'Target Management' are links for 'Documentation >', 'API Reference >', 'Visit the Forums >', and 'Report an Issue >'. The main content area is titled 'Target Management' and contains a form with the following fields: 'Target Name:' (with a red box around the input field containing 'BBSimulator' and labeled '2'), 'Target IP:', 'Target Password:', 'Target Pin:', 'Target Type:', and a 'Device' dropdown menu. At the bottom of the form is a teal button labeled 'UPDATE TARGET LIST'. The BlackBerry logo is visible in the bottom right corner.

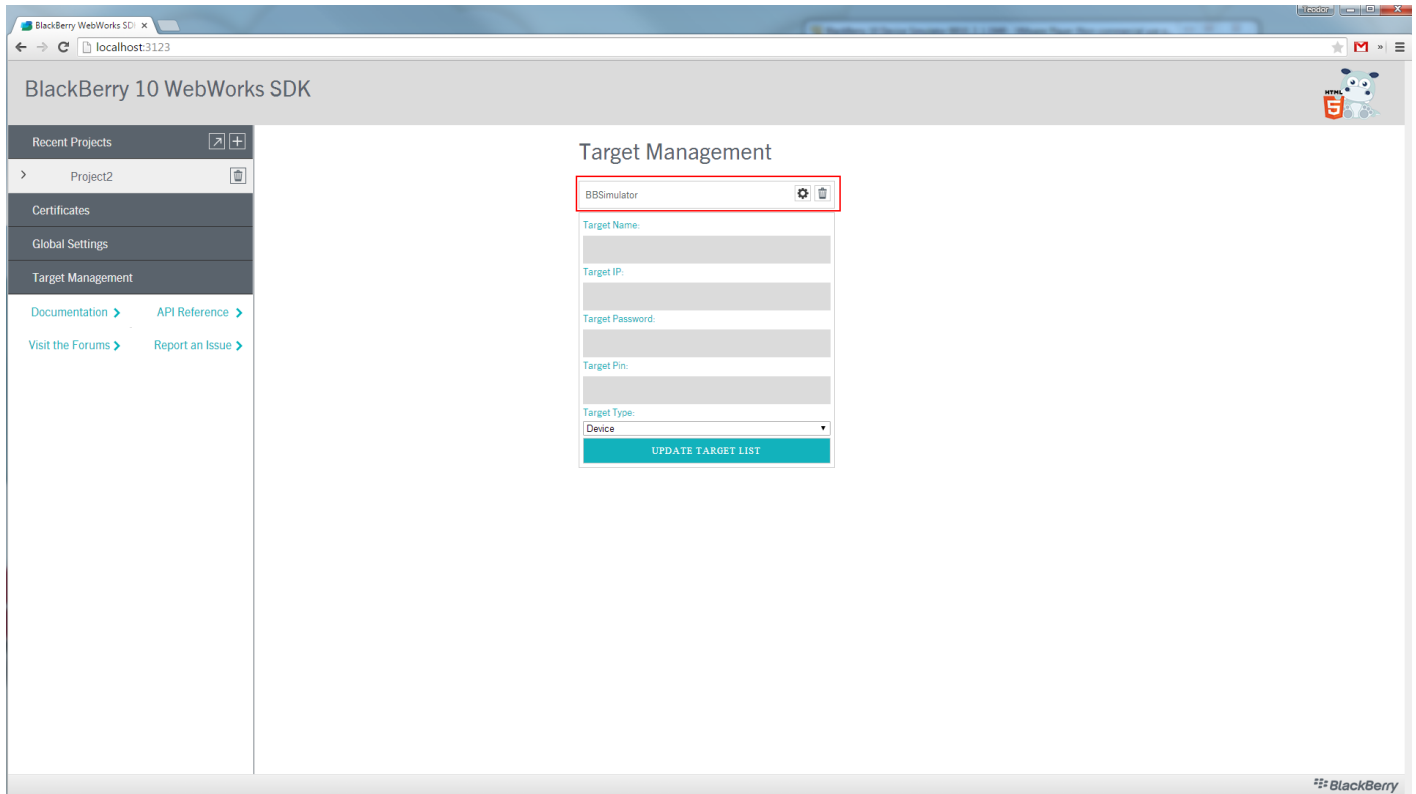
9. Open the simulator and use the **IP and the pin (1)**, located at the bottom of the window, in the target IP and target pin fields. Add them in the **corresponding fields** in the target management (**2**).



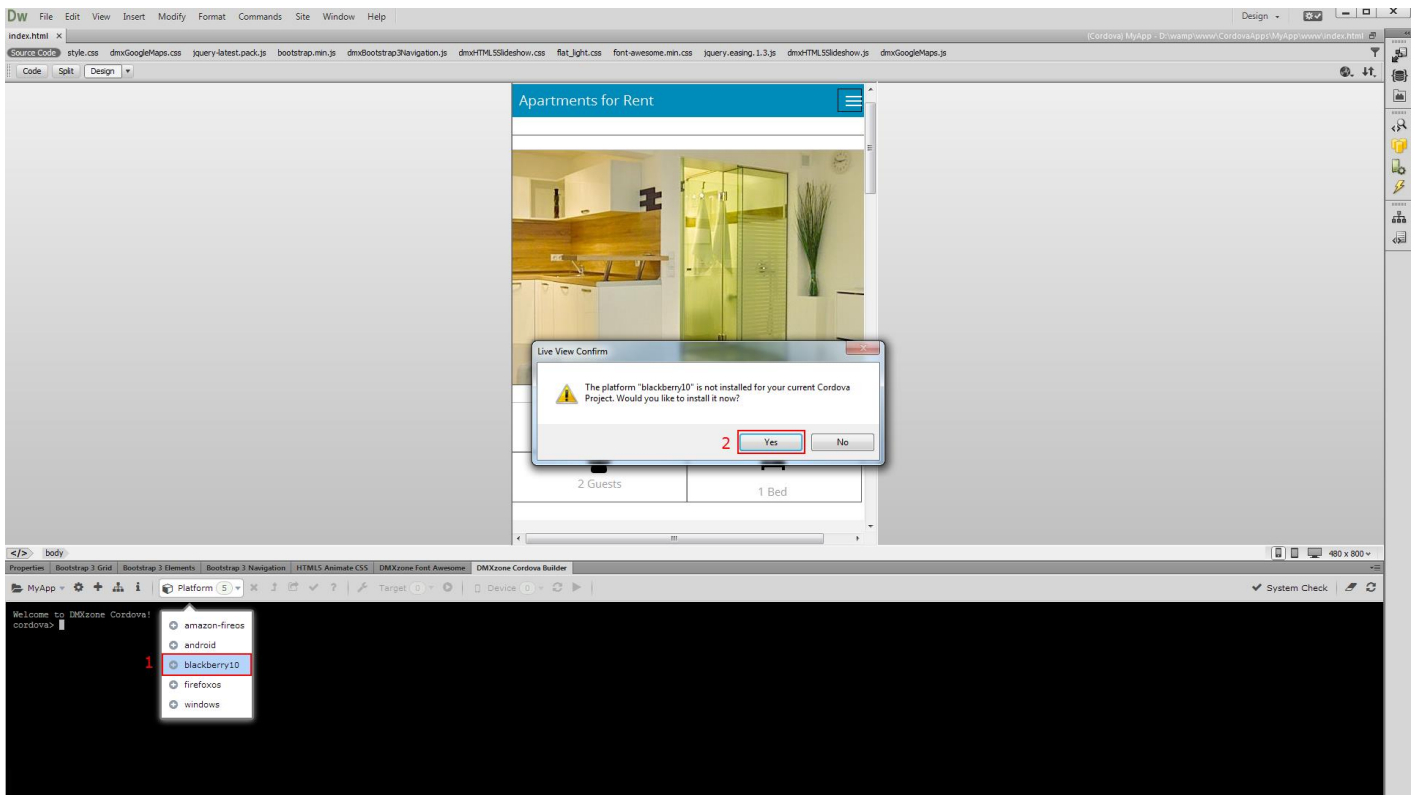
10. Once you enter the **target IP and target pin (1)**, open the target type menu and **select simulator (2)**. When you're done, click **update target list (3)**.



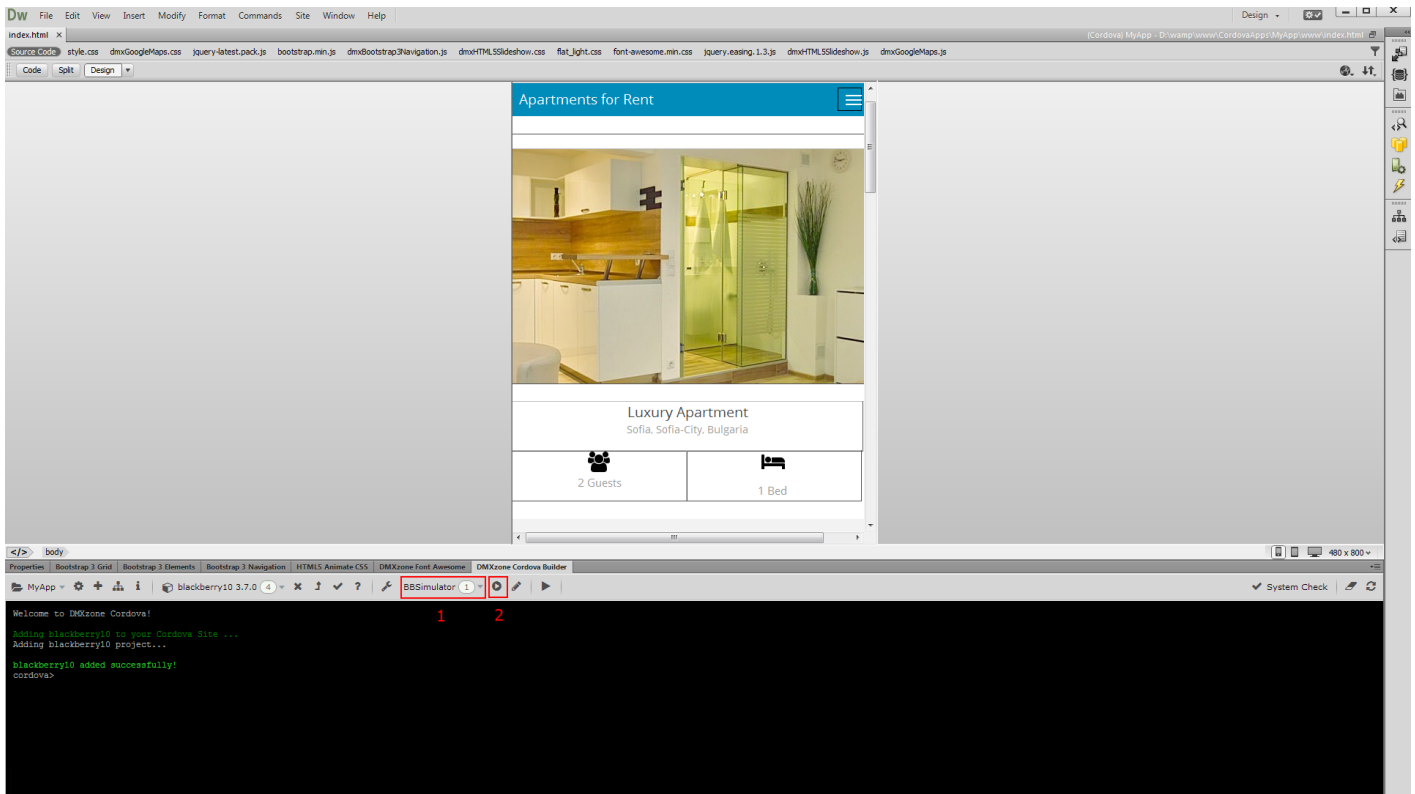
11. You can see that our target has been successfully created. Restart Dreamweaver.



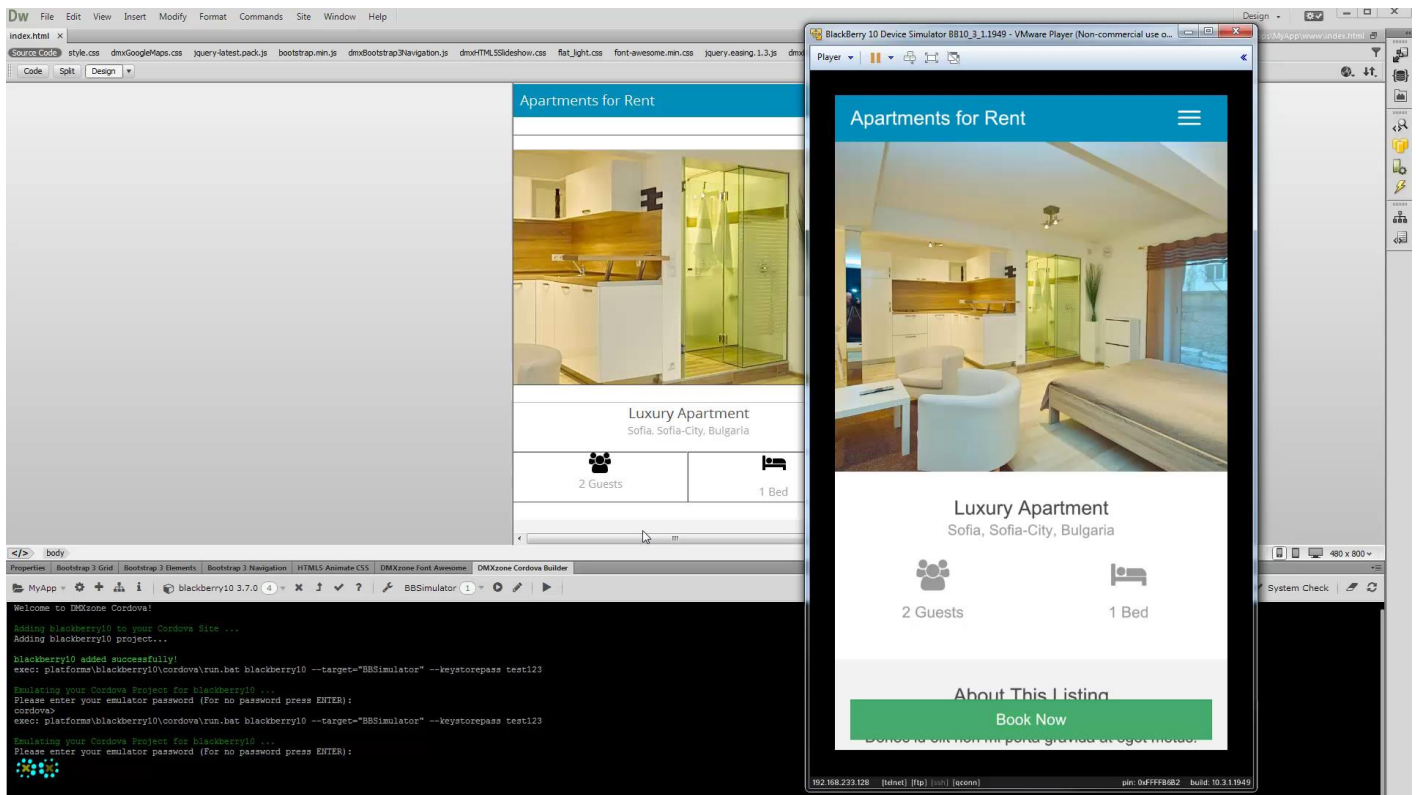
12. Open the platform menu and **select BlackBerry 10 (1)**. A message asking if you'd like to add this platform to your Cordova project appears, **click yes (2)**.



13. **Select the target** to run your app on, the one that we've just created (1), and **run the emulator** (2).



14. The apps loads in the emulator in a few seconds and you can test your app here. That's how easy it is to build BlackBerry 10 apps, using DMXzone Cordova Builder.



Video: Setting Up your System for DMXzone Cordova Builder



With this [movie](#) we will show you how to install all the components, required to use [DMXzone Cordova Builder](#).

Video: Set up a Cordova site for Android



With this [movie](#) we will show you how to setup a Cordova site for Android in [DMXzone Cordova Builder](#).

Video: Build Android Apps with DMXzone Cordova Builder



With this [movie](#) we will show you how to build Android apps, using [DMXzone Cordova Builder](#).

Video: Setting up a Cordova Site for iOS



With this [movie](#) we will show you how to setup a Cordova site for iOS in [DMXzone Cordova Builder](#).

Video: Build iOS Apps with DMXzone Cordova Builder



With this [movie](#) we will show you how to build iOS apps, using [DMXzone Cordova Builder](#).

Video: Build Windows Apps with DMXzone Cordova Builder



With this [movie](#) we will show you how to build Windows apps, using [DMXzone Cordova Builder](#).

Video: Build Amazon Fire OS Apps with DMXzone Cordova Builder



With this [movie](#) we will show you how to build Amazon Fire OS apps, using [DMXzone Cordova Builder](#).

Video: Build Firefox OS Apps with DMXzone Cordova Builder



With this [movie](#) we will show you how to build Firefox OS apps, using [DMXzone Cordova Builder](#).

Video: Build BlackBerry 10 Apps with DMXzone Cordova Builder



With this [movie](#) we will show you how to build BlackBerry 10 apps, using [DMXzone Cordova Builder](#).