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### **Create your first WRT widget**

**Week 46 - November 8th 2009**

This week's featured article, [Create your first WRT widget](#), is written by [Tasala](#).



*S60 Web Runtime "Widgets"* is a portable and lightweight application framework that makes mobile web applications easy. [Web Runtime \(WRT\)](#) extends the Web Browser for S60 to enable widgets ? those small, focused web applications that are so popular on PCs.

The article describes the main phases of [Web Runtime \(WRT\) widget](#) creation by showing how to create and deploy a very simple WRT widget. This article illustrates a simple *HelloWRT* example application which generates a very basic view with some text and a simple form with text input and a button.

The article shows different steps in the development of [Web Runtime \(WRT\) widget](#) from creating the widget to giving different styles and packaging the widget to installing it on different targets. One can test the widget on a PC browser, a mobile device, an emulator, or [Forum Nokia RDA service](#).

[Read the article](#) and start creating your first widget for your S60 devices.

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### **Mobilising websites: building a Web Runtime widget for Bing**

**Week 43 - October 18th 2009**

This week's featured article, [Mobilising websites: building a Web Runtime widget for Bing](#), is written by [Jappit](#).



*Bing* is a search engine, developed by Microsoft, that allow users to search for different types of content, such as, web pages, news, images, videos and much more.

The article emphasizes on mobile design with the best possible interfaces and user experience. This article shows the design and development process of the Bing Web Runtime widget.

The article contains a step by step guide ranges from choosing functionalities to defining layouts and designing the widget to updating the widget. The article demonstrates how to perform search operation by using a complete *REST API* offered by the Bing. A working widget is available for download in the article.

Read the article and start building your widgets by using the best mobile design patters.

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**How to update WRT widgets without installing a new version**

**Week 41 - October 4th 2009**

This week's featured article, How to update WRT widgets without installing a new version, is written by Jappit.



Being able to update itself is one of the most important features an application can have. The mechanism can vary, but the goal is more or less the same: granting the application improved functionality as efficiently as possible.

This article describes an alternative to the classic widget update mechanism. Through a three step process, the widget requests and receives new JavaScript code, stores it locally and uses it in the subsequent sessions. This approach guarantees minimum effort requirement from the user and reduces the amount of transferred data ensuring the entire operation is performed in an efficient manner.

Read the article to gain insight into this very useful widget update technique.

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**Mobilising websites: building a WRT widget for the Forum Nokia website**

**Week 34 - August 16th 2009**

This week's featured article, Mobilising websites: building a WRT widget for the Forum Nokia website, is written by Jappit.



With the increasing popularity of widgets, websites can now be experienced as products optimized for mobile devices. The necessary user interaction is kept down to a minimum while the the information is as rich as possible and can be accessed in the most efficient and intuitive way.

This article analyzes the general development process of a widget using the Forum Nokia Community website as an example. From navigation and user interface to obtaining the information and updating the widget, the material does an excellent job of summarizing all the steps required to create the application.

Read the article to see how you can create a widget for your website taking the Forum Nokia Community site as an example.

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**Using built-in GPS and JavaScript to display your current position on Google Maps**

**Week 25 - June 14th  
2009**

This week's featured article, Using built-in GPS and JavaScript to display your current position on Google Maps, is created by Felipebzzr.



The Global Positioning System (GPS) is a satellite-based navigation system made up of a network of 24 satellites placed into orbit. The GPS receiver determines the current location based on the signals received from the Global Positioning System (GPS).

The article explains how to display the current GPS position on a map inside a WRT widget using the built-in GPS of the S60 mobile devices. It illustrates how to plot the current GPS position on Google Maps which provide a public API to use maps on web and mobile.

The main objective behind this article is to show how easy and fast one can use maps to improve the user experience. A full implemented widget and the respective source code is available to be downloaded in the article. The developers can simulate GPS data on S60 5th Edition SDK emulator which provides full support for the Location Service API.

Read the article to plot your current GPS position on Google maps.

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**WRT Service API Synchronous and Asynchronous calls**

**Week 49 - November 30th 2008**

This week's featured article, WRT Service API Synchronous and Asynchronous calls, is written by Jappit.



With the use of [Web Developer's Library](#), it is possible to choose between a synchronous and an asynchronous version of the same method. This allows the developer to have the same functionality with a slightly different impact on the rest of the code.

The article illustrates how to handle synchronous and asynchronous calls, and explains when it is more appropriate to use one over the other.

The article demonstrates the use of both synchronous and asynchronous calls, describing the pros and cons of each. The article also contains an example application which retrieves the contact list from the device.

[Read the article](#) to utilize the version that is most suitable for your widgets.

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### **How to load images dynamically on WRT Widgets**

**Week 41 - October 5th 2008**

[How to load images dynamically on WRT Widgets](#) is another good article created by [Felipe Andrade](#).



In this article, the author has used [JavaScript](#), [HTML](#) and [CSS](#) to load images on demand, an essential step to reduce data transfer costs.

[Widgets](#) can embed resources to be used in both off-line and on-line mode but there are times that you need to load updated images. Web developers probably know how to do that easily since overloading have to be avoided in high performance websites. This article provides code on how to load images dynamically, and references to WRT widgets available at Nokia Mosh demonstrating the use of the code.

The rapid-development time and power of WRT has shown how easy and fast it is to develop content for Nokia devices using existing web technologies. The distribution mechanism used by [Widgets](#) is one of the WOW factors for the technology adoption. [Read more in the article...](#)

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### **[Communicating with Flash Lite from JavaScript in a widget \(WRT\)](#)**

**Week 39 - September 21st  
2008**

[Communicating with Flash Lite from JavaScript in a widget \(WRT\)](#) is this week's featured article. It has been created by [Raheal Akhtar](#).



The article combines three different technologies. It describes how to communicate with [Flash Lite](#) from JavaScript in a widget. The article explains how to elegantly achieve cross-platform communication.

Knowledge of [Flash Lite](#) and JavaScript is prerequisite to understand this article. Using ActionScript from Flash Lite is very well utilized here. Different frames have been designed to achieve the final goal.

[Raheal Akhtar](#) has elaborated all three technologies in [Communicating with Flash Lite from JavaScript in a widget \(WRT\)](#) with a graphical user interface. You can also find a working solution in the download section of the article.

[Read more in article.](#)

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### **How to package Flash content in a Widget**

**Week 31 - July 27th 2008**

[S60 Web Runtime \(WRT\) Widget](#) is a portable and lightweight application framework that makes developing mobile Web applications easy. A [Widget](#) could be defined as a standalone or a locally run Web application ? in the mobile device. Such standalone Web applications can be distributed with the service known as WidSets.

[S60 Web Runtime](#) was introduced in S60 3rd Edition, Feature Pack 2 but it is also available on a number of S60 3rd Edition, Feature Pack 1 devices via software update. With WRT, it's fairly simple to develop small applications without needing to learn [Symbian C++](#). All you need is basic knowledge of [HTML](#), [CSS](#), and [JavaScript](#).

[How to package Flash content in a Widget](#) by [Risalmin](#) is one of the good examples of using [S60 Web Runtime \(WRT\) Widgets](#) in a smart way. One of the biggest issues in delivering Flash Lite applications is the fact that the user needs to open the Flash Lite Player or use the File manager or Gallery to open the file. This article shows how Flash Lite content can be bundled with [S60 Web Runtime \(WRT\) Widgets](#) and opened in the S60 browser.

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