

This article is archived because it is not considered relevant for third-party developers creating commercial solutions today. The article is believed to be still valid for the original topic scope.

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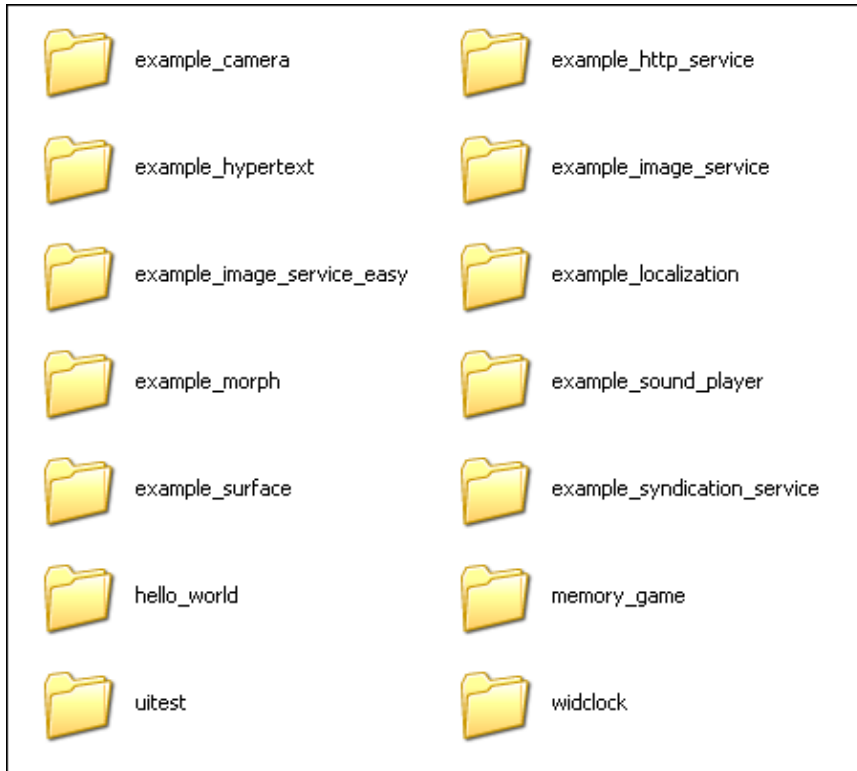
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Introduction

First, I suggest you to read [WidSets for Rookie EP 1 : First Step to WidSets SDK](#) before continue this page.

After I succeeded on launching emulator. The next word rose in my head was... **Hello World!!** Sure! It's basic sense of programmer, right? huhu

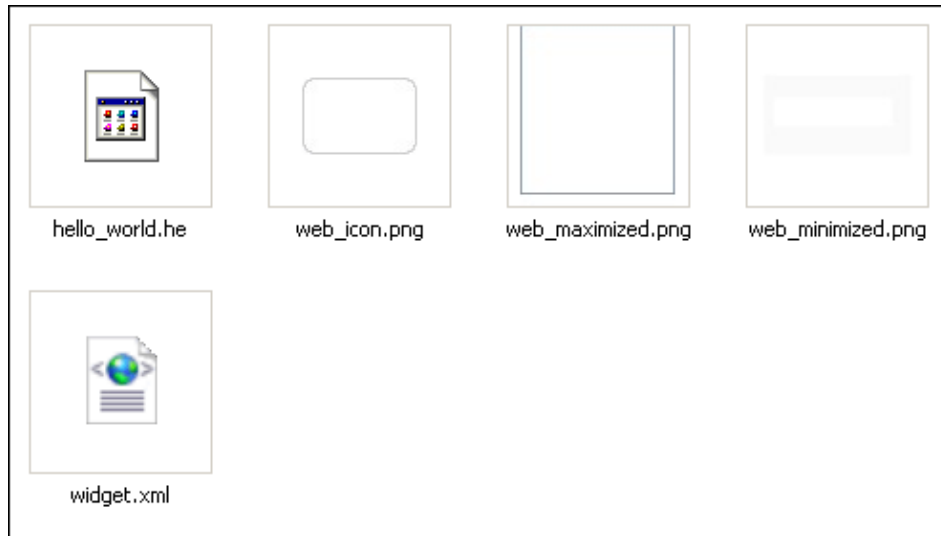
I tried to find the example code by browse through the SDK folder and I found this under the **examples** folder.



Yeah! WidSets SDK, I love you!! Let's see how can we get these code work on emulator ;)

Project Files

These are files under the **hello_world** folder.



There are two necessary files, **hello_world.he** and **widget.xml**. Other files are image files using for this example.

Let's Compile

First time, I had no idea how to compile it. So I call help usage by typing **devkit**.

```

C:\WINDOWS\system32\cmd.exe
D:\Neois\Installer\WidSets SDK\devkit>devkit
What do you want to do?

Usage:
  devkit <options> command <arguments>

Options:
--site SITEFILE           Configuration of widsets site to use
--proxy HOST:PORT        Host and pointer of HTTP proxy server
--noproxy                 Don't use HTTP proxy
--tunnel                  Enable tunneling (when on UPN with no HTTP proxy)
--notunnel                Don't use tunneling
--auth USER PASS         Username and password of website authentication
--noauth                 Don't use website authentication
--skin SKIN              Skin for emulator
--force                   Force to use (old) existing of site config
--client CLIENTJAR       Override embedded client with specified .jar
--as                      Enable active standby mode
--noas                   Disable active standby mode
--bg                      Start MIDlet in background mode

Commands:
login USR PWD             Login to widsets site
check [DIR]              Check the widget at current or referred directory
upload [DIR]             Upload the widget at current or referred directory
massupload FILE          Upload number of widgets into system using specified
                        script file
massreplace FILE         Upload number of widgets into system using specified
                        script file. The user must own all the widgets being
                        replaced.
sync                     Request dashboard synchronization, forces client to
                        start sync (you should have emulator or mobile client
                        started when calling this)
writejad JADFILE         Write connectivity details to given .jad file
compile FILE [LANG]      Checks given script
readtheme FILE           Checks given stylesheet
printtheme FILE         Checks and prints given stylesheet
info                    Print out authentication information
clean                   Cleans the record stores from current site
run [DIR [LANG]]        Run the emulator. If DIR is given the emulator
                        will compile *.he files at the directory when needed
                        and replace corresponding widget scripts at dashboard.

                        By default the compiler localizes the scripts using
                        *.properties file with same name as the script, but
                        shared backup file file can be specified as second
                        argument
runw [DIR [LANG]]       Otherwise like run but opens a separate window
                        for output

D:\Neois\Installer\WidSets SDK\devkit>

```

Oh! I see **compile FILE [LANG]** command. It should be the command to compile code and make it work on Emulator, right? But actually **NOT!**

compile command is used for check script syntax only. The right command to make it work is **upload [DIR]** command.

Make sure that you're already logged in using your own account. And then type **devkit upload .\examples\hello_world** like this.

```
C:\WINDOWS\system32\cmd.exe

D:\Neois\Installer\WidSets SDK\devkit>devkit upload .\examples\hello_world\
Uploading C:\DOCUME~1\nuuneoi\LOCALS~1\Temp\widsets_13396.zip, <5kB>...
NORMAL Widget info
NORMAL 1 parameters
NORMAL 2 resources
NORMAL Layout, 2 views
NORMAL Loading took: 3ms
NORMAL Required client version: 0.0.0
NORMAL widget.xml:19 <resource> resource file hello_world.he exists
NORMAL widget.xml:19 <resource> Code compilation complete.
NORMAL widget.xml:21 <resource> Stylesheet compiled
==> Created widget 342837484
==> Created instance 342837493
==> UPLOAD OK

Upload done!

D:\Neois\Installer\WidSets SDK\devkit>
```

If everything goes fine, **Upload done!** will be shown.

Testing on Emulator

Next, launch emulator by type **devkit run**. You will see "Hello World" icon appear in the last page.



Congratulation! Next let's test it on real device.

Testing on Real Device

Just launch WidSets application on your device and play!



Another Way

You are also able to do them all in only one command like this.

```
devkit run .\example\hello_world
```

See Also

- [WidSets for Rookie EP 1 : First Step to WidSets SDK](#)
- [WidSets for Rookie EP 2 : First Compilation with WidSets SDK](#)
- [WidSets for Rookie EP 3 : Understand Hello World](#)
- [WidSets for Rookie EP 4 : Fasten WidSets Development](#)
- [WidSets for Rookie EP 5 : EditPlus Integration](#)
- [WidSets for Rookie EP 6 : Softkey Menu](#)
- [WidSets for Rookie EP 7 : Standard UI](#)
- [WidSets for Rookie EP 8 : Canvas](#)
- [WidSets for Rookie EP 9 : Timer](#)
- [WidSets for Rookie EP 10 : Key Handling](#)
- [WidSets for Intermediate EP 1 : HTTP Request](#)
- [WidSets for Intermediate EP 2 : HTTP with XML Filter](#)
- [WidSets for Advance EP 1 : Life Pictures Project](#)
- [WidSets SDK Tips : Emulator Language Changing](#)

WidSets_for_Rookie_EP_2:_First_Compilation_with_WidSets_SDK

- [WidSets SDK Tips : Emulator Skin Changing](#)
- [WidSets SDK Tips : Add Custom Emulator Skin](#)