

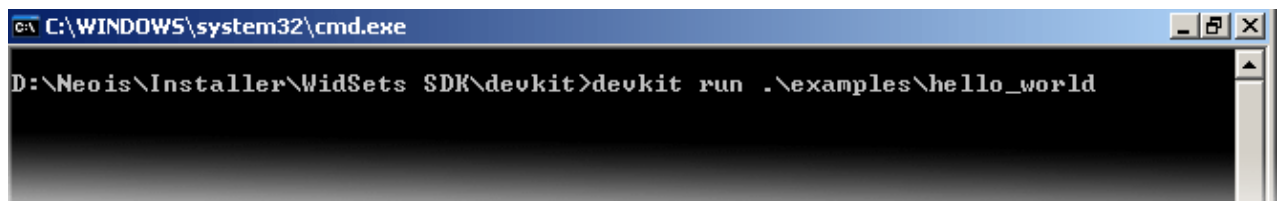
This article is archived because it is not considered relevant for third-party developers creating commercial solutions today. The article is believed to be still valid for the original topic scope.

Introduction

This page will show you how to fasten your widget development using live update feature of WidSets SDK.

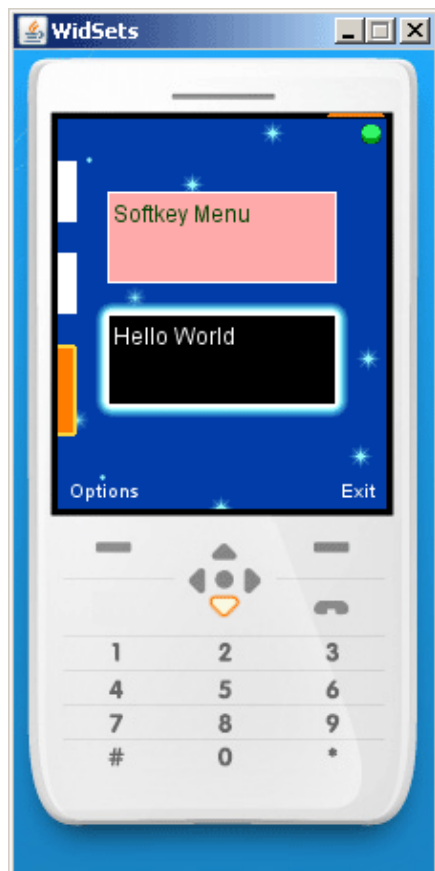
Instruction

First, open hello_world project files such as **hello_world.he** and **widget.xml** with any editor. In this tutorial, I use EditPlus. And then compile project using **devkit run <project_path>** command like this.



```
C:\WINDOWS\system32\cmd.exe
D:\Neois\Installer\WidSets SDK\devkit>devkit run .\examples\hello_world
```

And then, emulator will be launched with Hello World widget inside.

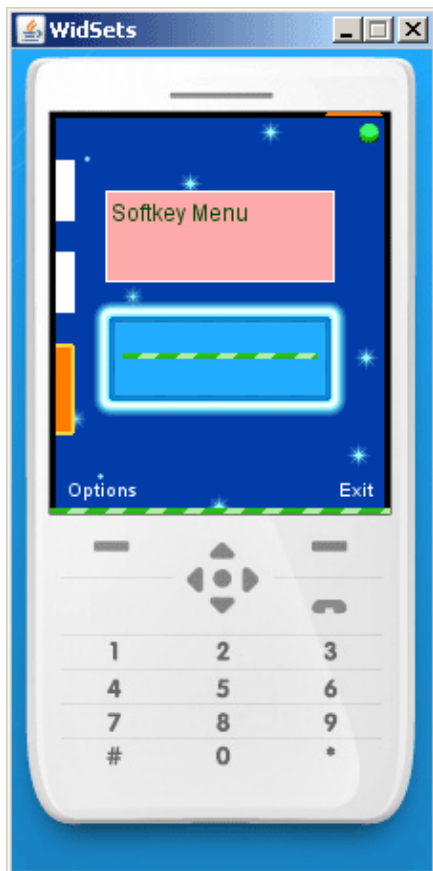


Switch to IDE. Change background color in widget xml from black to green and save file.

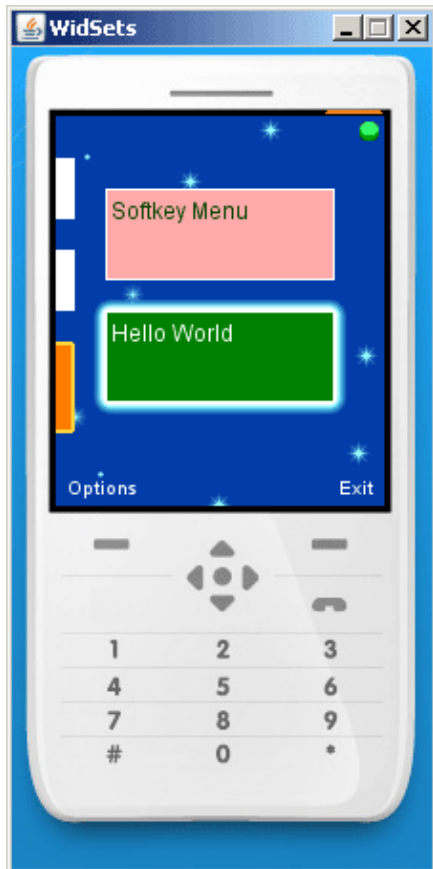
WidSets_for_Rookie_EP_4_:Fasten_WidSets_Development

```
19 <code src="hello_world.he"/> 19 <code src="hello_world.he"/>
20 20
21 <stylesheet> 21 <stylesheet>
22 bg { 22 bg {
23 color-l: white; 23 color-l: white;
24 background: solid black; 24 background: solid green;
25 align: hcenter vcenter; 25 align: hcenter vcenter;
26 border: 1 1 1 1; 26 border: 1 1 1 1;
27 border-type: rectangle white; 27 border-type: rectangle white;
28 } 28 }
29 29
```

Switch back to Emulator, you will see that Hello World widget is being updated automatically.



You will see the change in few seconds after that.



This technique can help you to fasten your WidSets development quite much.

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