Packaging mobile apps

Once you are done building the mobile application, you can package the application targeting some common mobile platforms. ColdFusion builder packaged applications can access the native capabilities of the mobile platform. When you are building the applications, you will be writing only CFML code and not any device-specific native code.

Ideally, you will be using ColdFusion Builder for building the mobile application and ColdFusion Server for translating the ColdFusion code in your application to corresponding HTML/JavaScript code that can be packaged and installed on the device. ColdFusion builder gets this translation done through ColdFusion Server seamlessly with a few easy configuration settings. ColdFusion Builder helps in creating platform-specific installers (.apk and .ipa) by invoking the Cordova build service. However, you do not need to package the application targeting individual platforms if you are not using any hardware or device-specific functionalities.

See Types of mobile applications for all the supported types while building ColdFusion-based mobile applications. Information available in this chapter is only applicable for Type 1 and Type 3 deployments.

Supported mobile platforms

The ColdFusion builder currently supports packaging applications for the following mobile platforms:

Android 4.x or higher

iOS 6.0 or higher

Packaging applications using ColdFusion Builder

After creating your mobile application in ColdFusion Builder, you can generate a platform-specific package that can be installed on the mobile device (iOS and Android). ColdFusion

Builder sends the ColdFusion (.cfm) files to the ColdFusion Server, which converts the .cfm files to .html and .js files.

Global configuration requirements

The following sections describe the global configurations required to prepare ColdFusion Builder for creating platform-specific mobile applications. Step 1 – Get the required certificates

The ColdFusion Builder supports creating platform-specific builds for Android and iOS platforms. In order to package the mobile applications for these platforms, you need to configure the ColdFusion Builder to sign the applications with an appropriate developer/self-signed certificate. In the case of Android, providing the certificate details is optional as you can create an Android Application Package (APK) file for testing on your devices without signing it. However, testing the mobile application on iOS devices require you to have a developer certificate and a provisioning profile file.

Ensure that you follow the steps provided in this article to get started:

For iOS development

Create and download development provisioning profiles. Note that you need to first join the iOS developer program to generate developer certificate for testing your mobile applications.

For Android development

Create the keystore file for signing applications.

Step 2 – Provide the server and authentication details
Project-specific configuration requirements

The following sections describe the project-specific configurations required to prepare ColdFusion Builder for creating platform-specific mobile applications.

Step 1 Configuring the mobile project properties

If you have already created a ColdFusion Builder Mobile project (see Building Mobile Applications), right-click the project in the Navigator panel and click Properties.

Select the ColdFusion Mobile Project in the left pane to see the available properties for configuration.

Note: For packaging Server CFCs, go to the Miscellaneous tab and provide the application base URL.

Keep your CFM files and other supporting assets in a separate directory under the web root directory so that you can select just that directory.

Important: All the selected files must be present under the Server's web root directory or under web root's sub-directories. Also, it is mandatory to have an index.cfm file in your application.