

# Testing Your App Inside the Vewd App Store

**Please note** that this article refers to an older version of the Vewd App Store that (Vewd App Store 1.x), and may not be valid for Vewd App Store 2.0 or newer versions.

## Introduction

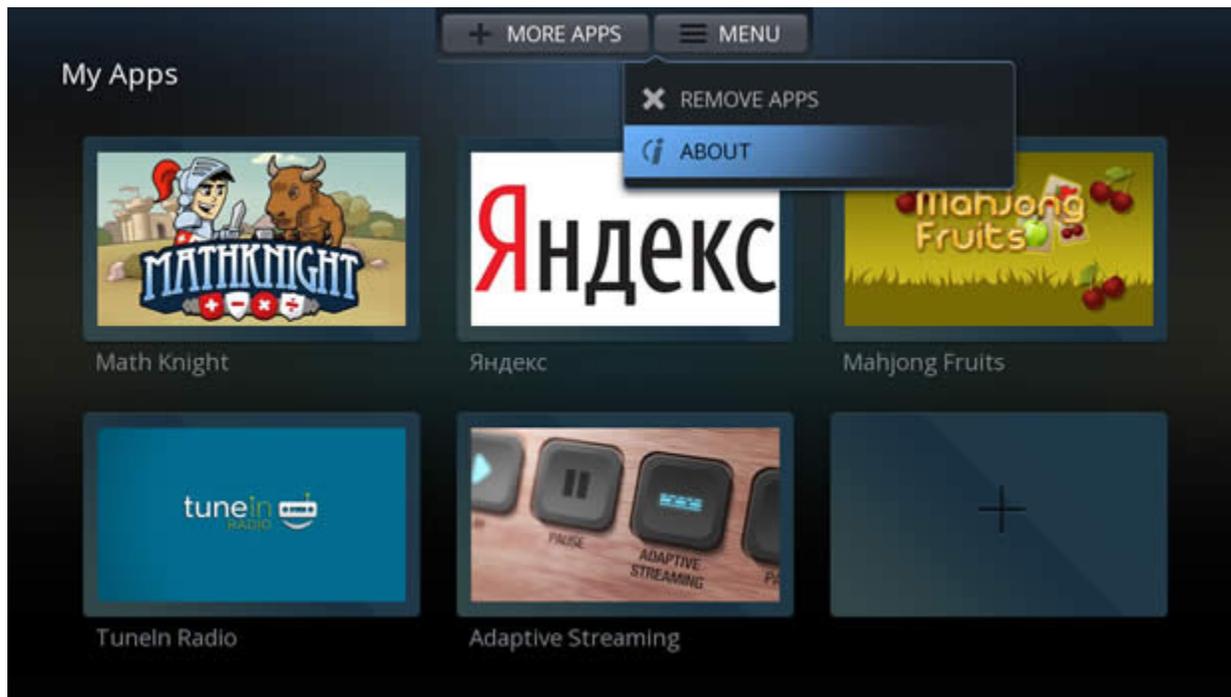
Before submitting an application to the Vewd App Store, developers need to ensure that it works as expected, to avoid a lengthy review process and potential delays.

Although the Vewd App Store uses the same core engine that is also found in the generic Vewd Core – used by many TV and set-top-box manufacturers as the basis for their own TV browser implementations – and in the Opera browser on desktop and mobile devices, there are still notable differences. The Vewd App Store provides additional functionality (such as its functional key handling) and specific restrictions. For this reason, it is advisable to test your applications inside the actual Vewd App Store environment itself.

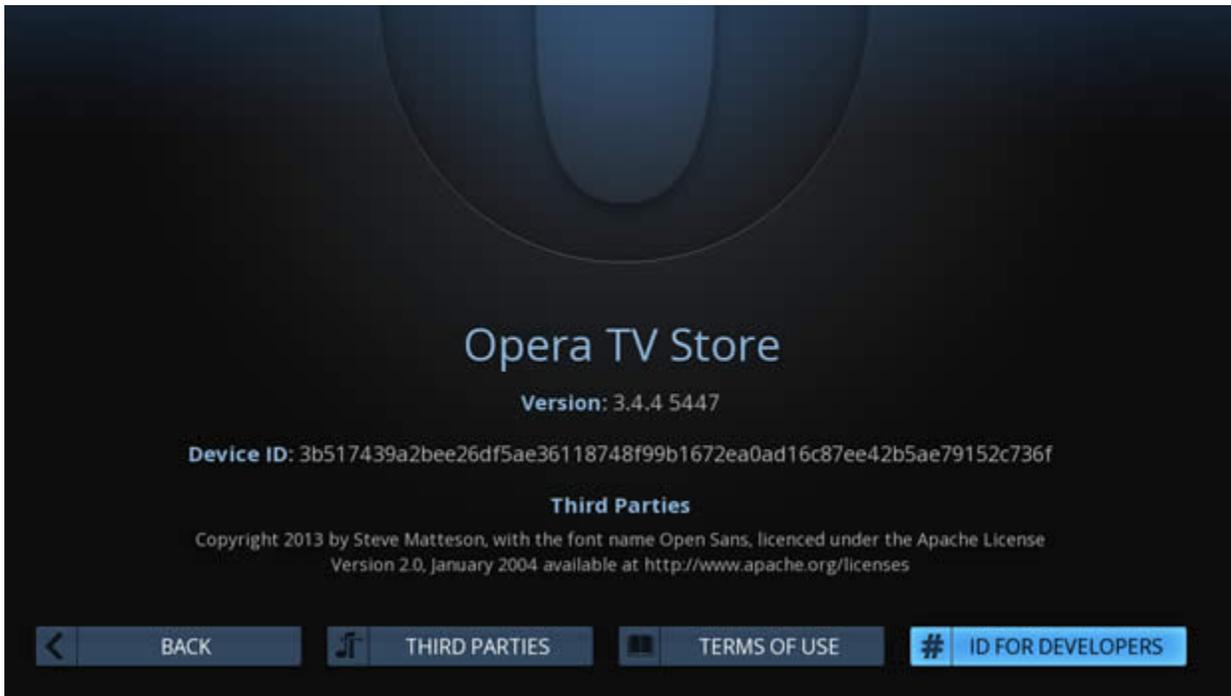
Note that you can access a [list of TVs that the Vewd App Store is already available on](#), to find a suitable device for testing TV store apps.

Normally, the Vewd App Store does not provide end users with any browser-like interface elements – it only shows the user's chosen applications and the catalogue of already approved and published applications. However, as a developer you can set up your particular TV, set-top-box or [Vewd TV Emulator](#) to be "paired" with your [Vewd App Store Submission portal](#) account. This gives you access to a simple URL entry application, making it possible to view and test any arbitrary web address, and the ability to launch any apps already saved in your account, even before they've been submitted for final review.

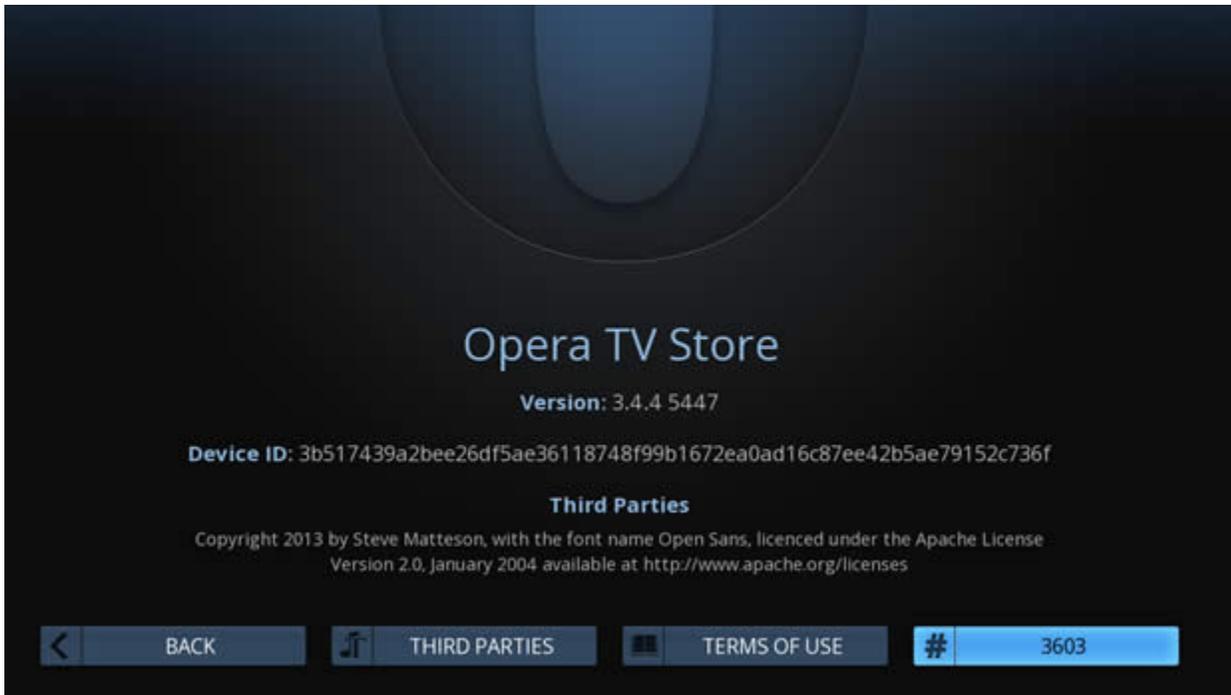
To pair a device, you will need a device ID FOR DEVELOPERS. This can be found by opening the Vewd App Store on the device and viewing the About information (found under the MENU button at the top of the interface) under the My Apps tab. If you are using the [Vewd TV Emulator](#), simply navigate to Vewd's demonstration store at <http://demo.appstore.vewd.com>.



The About screen details the version number of the Vewd App Store, as well as a 64-character Device ID.



Press the ID FOR DEVELOPERS button at the bottom right to generate a unique ID for pairing.



Using your regular desktop browser, log in to your [Vewd App Store Submission portal](#) account and go to your [Paired devices](#) page. Enter a friendly *Custom name* and the Pairing ID (labelled *Device ID on the form*), and your device will now be paired with your account.

## Opera TV Store - Submission portal

### Paired devices

By setting up paired devices, you can test your applications in the Opera TV Store even before they've been submitted and reviewed.

To pair a device, you will need device **ID FOR DEVELOPERS**. This can be found by opening the Opera TV Store on the device and viewing the **About** information (the **MENU** button in the top-right corner) under the **My Apps** tab. Press **ID FOR DEVELOPERS** button to generate unique ID for pairing. Enter this ID in the form below to associate the device with your submission portal account.

After that you should be prompted on TV to accept pairing. Once you accept it on TV your account and device will be finally associated. You will see your pairing on the list below with full 64-character **DEVICE ID**.

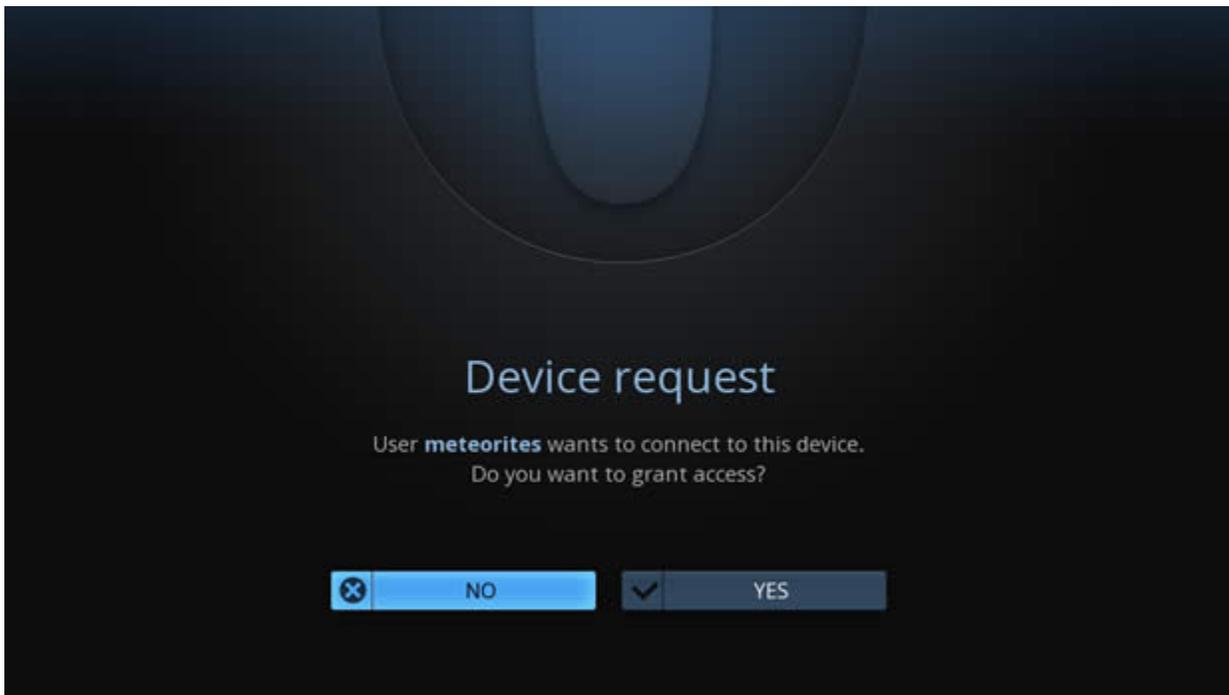
Please note that you should not leave **About** page while pairing. Also note that **ID FOR DEVELOPERS** will be valid only for **15 minutes**. If you fail to enter ID in form below in that time you will have to generate it again by pressing **ID FOR DEVELOPERS** button.

After a device has been paired, you will see a new **Develop** category under the **Opera TV Store** tab. This category contains all your saved, submitted and reviewed applications. This allows you to test exactly how an application that is still in development will look and behave in the store.

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Custom name	Device ID [?]	
<input type="text" value="My Sony Bravia"/>	<input type="text" value="3603"/>	<input type="button" value="Pair"/>

After that you should be prompted on your TV to accept pairing.



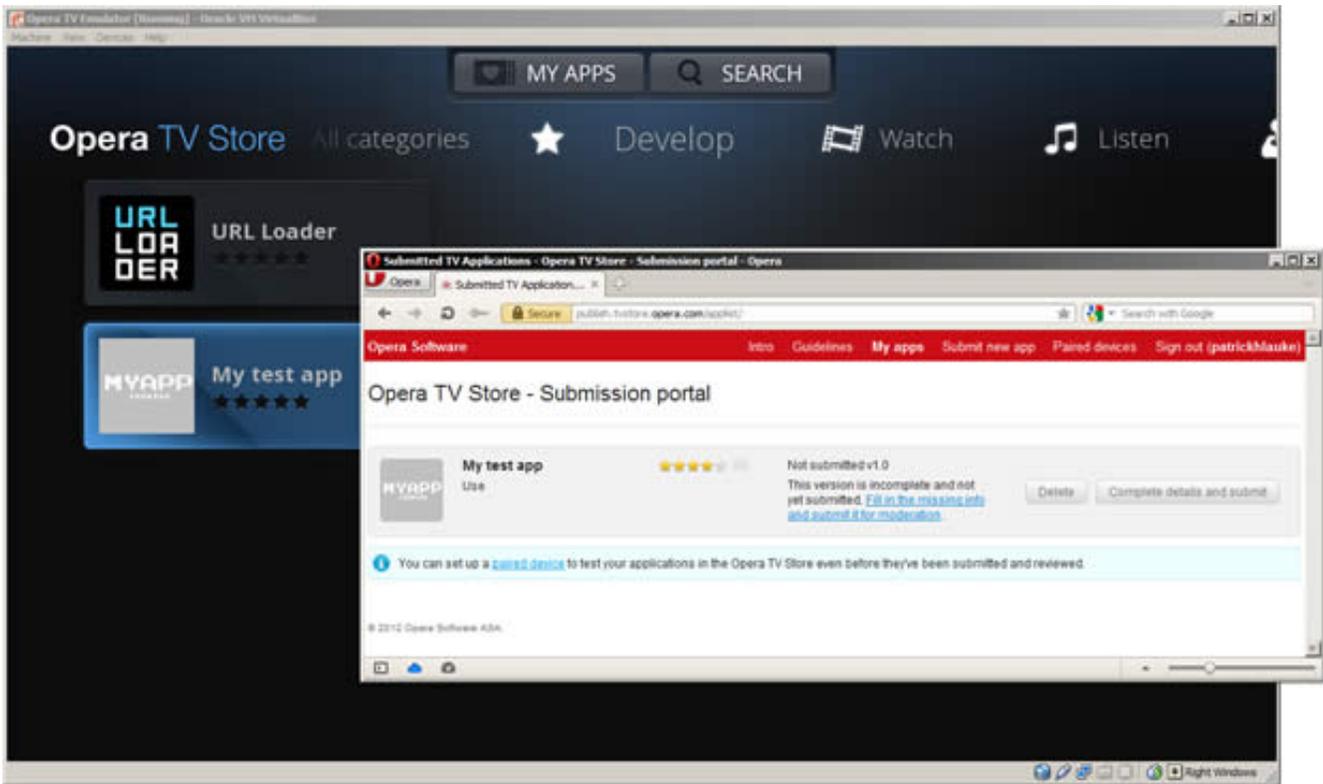
Once you accept the pairing request, your account and device will be associated. You will see your device listed on the [Paired devices](#) page, with its full 64-character **DEVICE ID**.

Please note that you should not leave the About page while pairing your device. Also note that the **ID FOR DEVELOPERS** will be valid only for 15 minutes. If you fail to enter the ID in the [Paired devices](#) page in that time, you will have to generate a new one by pressing the **ID FOR DEVELOPERS** button again.

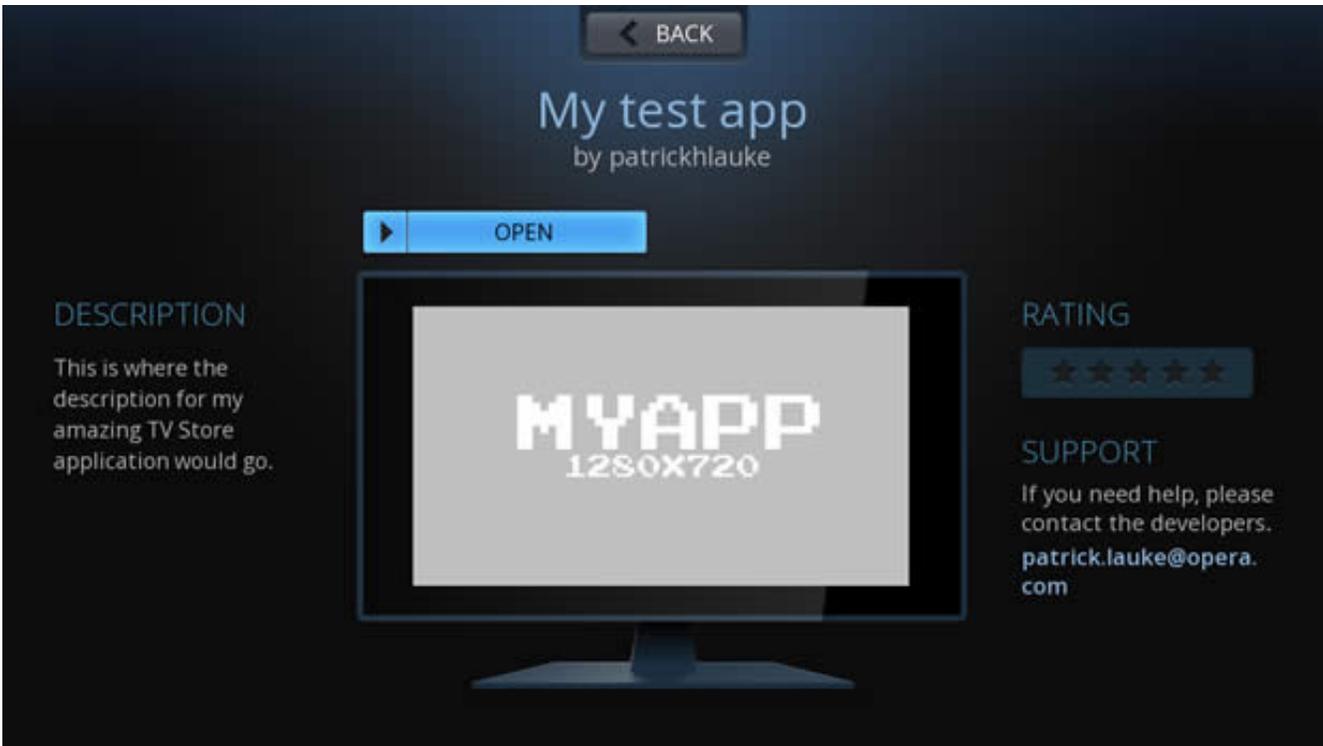
After a device has been paired, you will see a new **Develop** category under the **Vewd App Store** tab. This category contains all your saved, submitted and reviewed applications. This allows you to test exactly how an application that is still in development will look and behave in the store.

If you are using the **Vewd TV Emulator**, you can simply use your mouse to select the *Device ID* shown on screen, copy it to your clipboard, and paste it into the relevant form field in your desktop browser.

If you're on a Mac, remember that the **Vewd TV Emulator** is running Linux at its core, so you'll need to use **CTRL+C**, rather than **/CMD+C**, to copy the text to the clipboard.



From here, you can launch the *URL Loader* – a simple utility to point the Vewd App Store client to any arbitrary web address where your in-development app is located. Additionally, if you already saved or submitted applications in the *My Apps* section of the [Vewd App Store Submission portal](#), these will also be shown in this category, ready to be tested.



The advantage of saving an application and starting it from the *Develop* category, rather than simply loading its address via the *URL Loader*, is that it allows you to check how the icon, screenshot and description will look within the context of the Vewd App Store. Additionally, when a saved app is launched, a valid UID will be passed along as a GET parameter, just as with fully published applications.

The `UID` is both device and application specific (it's an encrypted combination of the *Device ID* and the identifier that's been assigned to the app in the Vewd App Store's systems), meaning that it can be used to identify return visits to an application from the same device, but it can't be used to track users across different devices, or across different applications on the same device.