

Running an Applet

[See Also](#)

1. Right-click an applet class in the Projects window or Files window.
2. Select Run File from the contextual menu.

The *myappletclass.html* launcher file, with the applet embedded, is created in the `build` folder and launched in the Applet Viewer.

- To run or debug an applet with the parameters you need to edit the launcher, copy it from the `build` folder to the package where the applet class lives in the `src` folder. Make sure that the *myappletclass.html* launcher file has the same name as the applet class. Now edit the *myappletclass.html* launcher file as needed. When you build the project, the *myappletclass.html* launcher file is copied from the `src` folder to the `build` folder.



The *myappletclass.html* launcher file in your `build` folder is overwritten each time you run or debug the applet. Therefore, do not modify the *myappletclass.html* launcher file in your `build` folder.

- To exclude the *myappletclass.html* launcher file from the JAR file, right-click the project, choosing Properties, clicking Packaging, and adding an expression to exclude them.



An HTML file is created by the IDE when you run or debug an applet. When you copy it to your `src` folder for editing, it will automatically be included in the JAR file when you build the project.

3. [Package](#) the applet in the web application.
4. [Define](#) the applet in a JSP file.
5. [Run](#) the JSP file that contains the applet or [deploy](#) the web application that contains the JSP file.

Debugging an Applet

Applets run in the virtual machine of the IDE's default web browser. The IDE uses a different virtual machine and therefore applets are not included in a web application's debug session. Therefore, debug the applet launcher file as described in step 2 above.

See Also

[Creating an Applet](#)

[Packaging a Resource in a WAR File](#)

[Setting Permissions for an Applet](#)

[Legal Notices](#)