# MacBook打APP包踩坑记录

## 一、Xcode打包

### 报错情况一：

（仅M1电脑存在此问题）



解决办法：



同时，修改podfile文件如下，添加红框部分代码：

```
     15          end
     16
     17          # Enables Flipper.
     18          #
     19          # Note that if you have use_frameworks! enabled, Flipper will not work and
     20          # you should disable these next few lines.
     21          # use_flipper!
     22          # post_install do |installer|
     23          #    flipper_post_install(installer)
     24          # end
     25          permissions_path = '../node_modules/react-native-permissions/ios'
     26
     27          pod 'Permission-Camera', :path => "#{permissions_path}/Camera"
     28          pod 'Permission-FaceID', :path => "#{permissions_path}/FaceID"
     29          pod 'Permission-PhotoLibrary', :path => "#{permissions_path}/PhotoLibrary"
     30          pod 'Permission-PhotoLibraryAddOnly', :path => "#{permissions_path}/PhotoLibraryAddOnly"
     31
     32        end
     33
     34        target 'LoyalValleyCapital-tvOS' do
     35          # Pods for LoyalValleyCapital-tvOS
     36
     37          target 'LoyalValleyCapital-tvOSTests' do
     38            inherit! :search_paths
     39            # Pods for testing
     40          end
     41        end
     42
     43        post_install do |installer|
     44          installer.pods_project.build_configurations.each do |config|
     45            config.build_settings["EXCLUDED_ARCHS[sdk=iphonesimulator*]"] = "arm64"
     46          end
     47        end
```
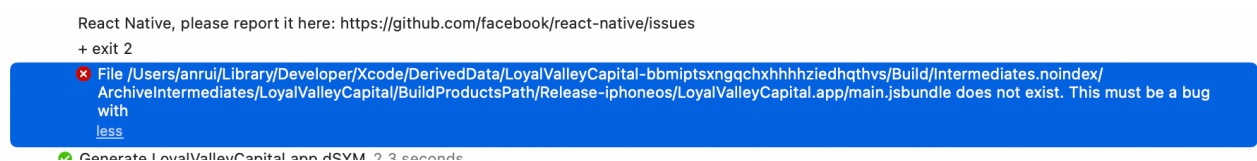
然后重新编译打包即可

参考文章： https://stackoverflow.com/questions/63607158/xcode-12-building-for-ios-simulator-but-linking-in-an-object-file-built-for-io

https://narlei.com/development/apple-m1-xcode-error-when-build-in-simulator/

https://www.reddit.com/r/swift/comments/mw8djk/do_anyone_know_what_is_the_reason_behind_exclude/

# 报错情况二：

React Native, please report it here: https://github.com/facebook/react-native/issues
+ exit 2

❌ File /Users/anrui/Library/Developer/Xcode/DerivedData/LoyalValleyCapital-bbmiptsxngqchxhhhhziedhqthvs/Build/Intermediates.noindex/ArchiveIntermediates/LoyalValleyCapital/BuildProductsPath/Release-iphoneos/LoyalValleyCapital.app/main.jsbundle does not exist. This must be a bug with

less

✅ Generate LoyalValleyCapital app dSYM  2.3 seconds

原因分析： 应该是 `main.jsbundle` 的加载路径出现了问题

在 `Build Phases` 中可以看到 `Bundle React Native code and images` 这一栏中

## Bundle React Native code and images                                    ✕

Shell  /bin/sh

```
1  export NODE_BINARY=node
2  ../node_modules/react-native/scripts/react-native-xcode.sh
3
```

Run script:  ☐ For install builds only
             ☑ Based on dependency analysis
                Will skip script in incremental builds if inputs, context, or outputs haven't changed.
             ☑ Show environment variables in build log

大概意思是通过 `node` 运行 `react-native-xcode.sh` 这个脚本来加载图片，但是由于 `M1` 的 `node` 所在的路径与之前的都不一样，导致了 `Xcode` 在运行时无法正确使用 `node` 指令

**解决办法**：打开**终端**，输入：`which node`，得到一下路径：`/opt/homebrew/bin/node` 将这个路径添加到 `Bundle React Native code and images` 中

## Bundle React Native code and images                                    ✕

Shell  /bin/sh

```
1  export PATH="$PATH:/Users/anrui/.nvm/versions/node/v14.18.1/bin/node"
2  export NODE_BINARY=node
3  ../node_modules/react-native/scripts/react-native-xcode.sh
4
```

重新运行即可

# 报错情况三（报错信息基本同上）：

```
React Native, please report it here: https://github.com/facebook/react-native/issues
+ exit 2
❌ File /Users/anrui/Library/Developer/Xcode/DerivedData/LoyalValleyCapital-bbmiptsxngqchxhhhhziedhqthvs/Build/Intermediates.noindex/
ArchiveIntermediates/LoyalValleyCapital/BuildProductsPath/Release-iphoneos/LoyalValleyCapital.app/main.jsbundle does not exist. This must be a bug
with
less
```

```
+ BUNDLE_FILE=/Users/anrui/Library/Developer/Xcode/DerivedData/LoyalValleyCapital-bbmiptsxngqchxhhhhziedhqthvs/Build/Intermediates.noindex/ArchiveIntermediates/
LoyalValleyCapital/BuildProductsPath/Release-iphoneos/LoyalValleyCapital.app
+ node /Users/anrui/Documents/GitLab/loyalvalley-app-rn/node_modules/react-native/cli.js bundle --entry-file index.js --platform ios --dev false --reset-cache --
bundle-output /Users/anrui/Library/Developer/Xcode/DerivedData/LoyalValleyCapital-bbmiptsxngqchxhhhhziedhqthvs/Build/Intermediates.noindex/ArchiveIntermediates/
LoyalValleyCapital/BuildProductsPath/Release-iphoneos/LoyalValleyCapital.app/main.jsbundle --assets-dest /Users/anrui/Library/Developer/Xcode/DerivedData/
LoyalValleyCapital-bbmiptsxngqchxhhhhziedhqthvs/Build/Intermediates.noindex/ArchiveIntermediates/LoyalValleyCapital/BuildProductsPath/Release-iphoneos/
LoyalValleyCapital.app
warning: the transform cache was reset.
                     Welcome to React Native!
                   Learn once, write anywhere

node:events:368
      throw er; // Unhandled 'error' event
      ^
Error: EMFILE: too many open files, watch
    at FSEvent.FSWatcher._handle.onchange (node:internal/fs/watchers:204:21)
Emitted 'error' event on NodeWatcher instance at:
    at NodeWatcher.checkedEmitError (/Users/anrui/Documents/GitLab/loyalvalley-app-rn/node_modules/sane/src/node_watcher.js:143:12)
    at FSWatcher.emit (node:events:390:28)
    at FSEvent.FSWatcher._handle.onchange (node:internal/fs/watchers:210:12) {
  errno: -24,
  syscall: 'watch',
  code: 'EMFILE',
  filename: null
}
+ [[ false != true ]]
+ [[ ! -f /Users/anrui/Library/Developer/Xcode/DerivedData/LoyalValleyCapital-bbmiptsxngqchxhhhhziedhqthvs/Build/Intermediates.noindex/ArchiveIntermediates/
LoyalValleyCapital/BuildProductsPath/Release-iphoneos/LoyalValleyCapital.app/main.jsbundle ]]
+ echo 'error: File /Users/anrui/Library/Developer/Xcode/DerivedData/LoyalValleyCapital-bbmiptsxngqchxhhhhziedhqthvs/Build/Intermediates.noindex/
ArchiveIntermediates/LoyalValleyCapital/BuildProductsPath/Release-iphoneos/LoyalValleyCapital.app/main.jsbundle does not exist. This must be a bug with'
error: File /Users/anrui/Library/Developer/Xcode/DerivedData/LoyalValleyCapital-bbmiptsxngqchxhhhhziedhqthvs/Build/Intermediates.noindex/ArchiveIntermediates/
LoyalValleyCapital/BuildProductsPath/Release-iphoneos/LoyalValleyCapital.app/main.jsbundle does not exist. This must be a bug with
+ echo 'React Native, please report it here: https://github.com/facebook/react-native/issues'
React Native, please report it here: https://github.com/facebook/react-native/issues
+ exit 2
```

**原因分析**：应该是 `main.jsbundle` 的加载路径出现了问题

在 `Build Phases` 中可以看到 `Bundle React Native code and images` 这一栏中

Shell  /bin/sh

```
1  export PATH="$PATH:/Users/anrui/.nvm/versions/node/v14.18.1/bin/node"
2  export NODE_BINARY=node
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4
```

我们虽然安装了watchman，且版本为最新的，但是M1芯片电脑的访问路径存在bug，导致xcode无法识别到watchman的路径，引发报错。

**解决办法：** 打开**终端**，输入：`which node`，得到一下路径：`/opt/homebrew/bin/node`
将这个路径添加到 `Bundle React Native code and images` 中

∨ **Bundle React Native code and images**

Shell  /bin/sh

```
1  export PATH="/opt/homebrew/bin:$PATH"
2  export NODE_BINARY=node
3  ../node_modules/react-native/scripts/react-native-xcode.sh
4
```

重新运行即可

注：https://stackoverflow.com/questions/58675179/error-emfile-too-many-open-files-react-native-cli

answered Dec 1, 2021 at 0:37

# 二、Android Studio打包

## 报错情况一：

（仅M1电脑存在此问题）

### Gradle project Sync Failed报错

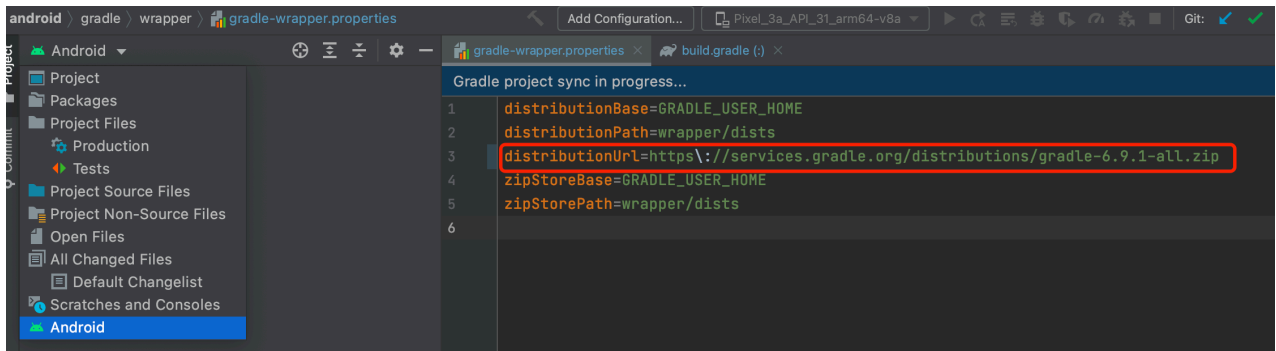Caused by: java.io.IOException: Cannot run program "node": error=2, No such file or directory ......

原因：gradle release版本与M1芯片不兼容，

可参考gradle官方release文档：https://docs.gradle.org/6.9/release-notes.html
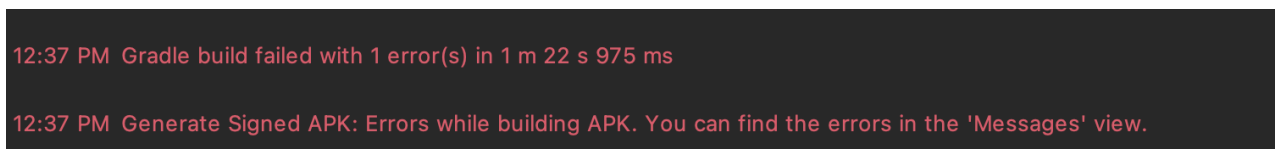
解决办法：
升级gradle版本至6.9.0或以上

修改gradle script下的gradle-wrapper-properties文件中的gradle文档



重启Android Studio后重新build即可

## 报错情况二：



解决办法：打开Android studio，点击右上角栏目中的"Sync project with Gradle Files"，根据最新的gradle文件更新项目引用库