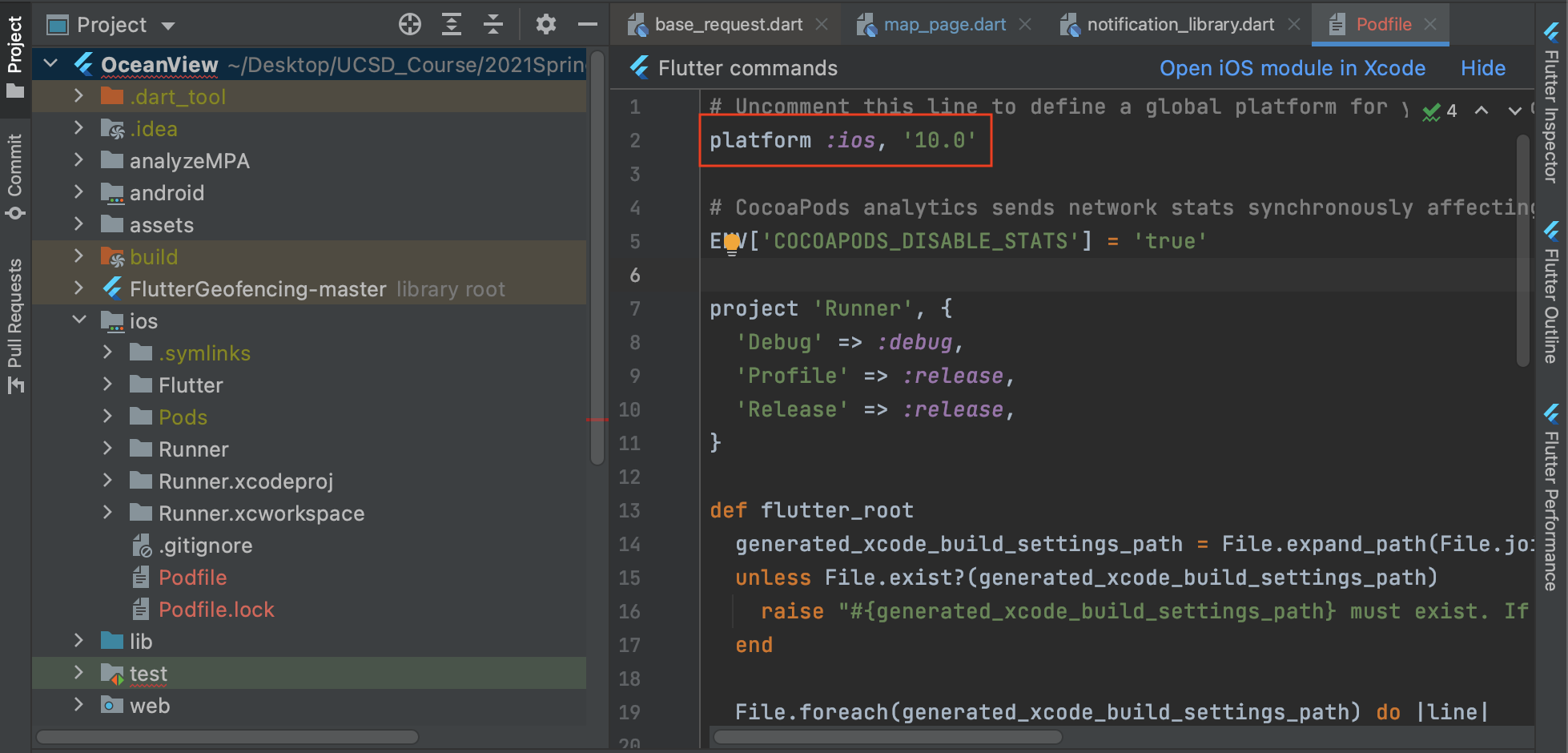
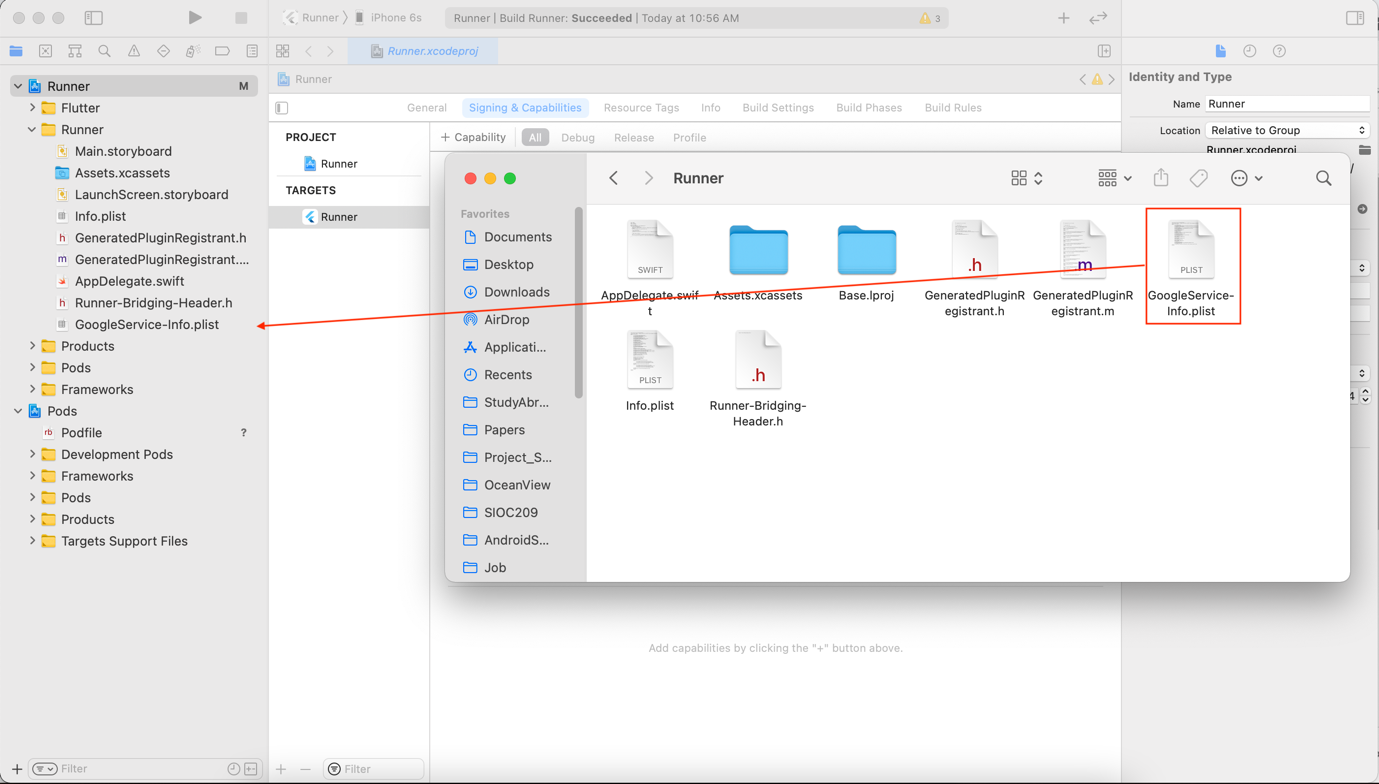
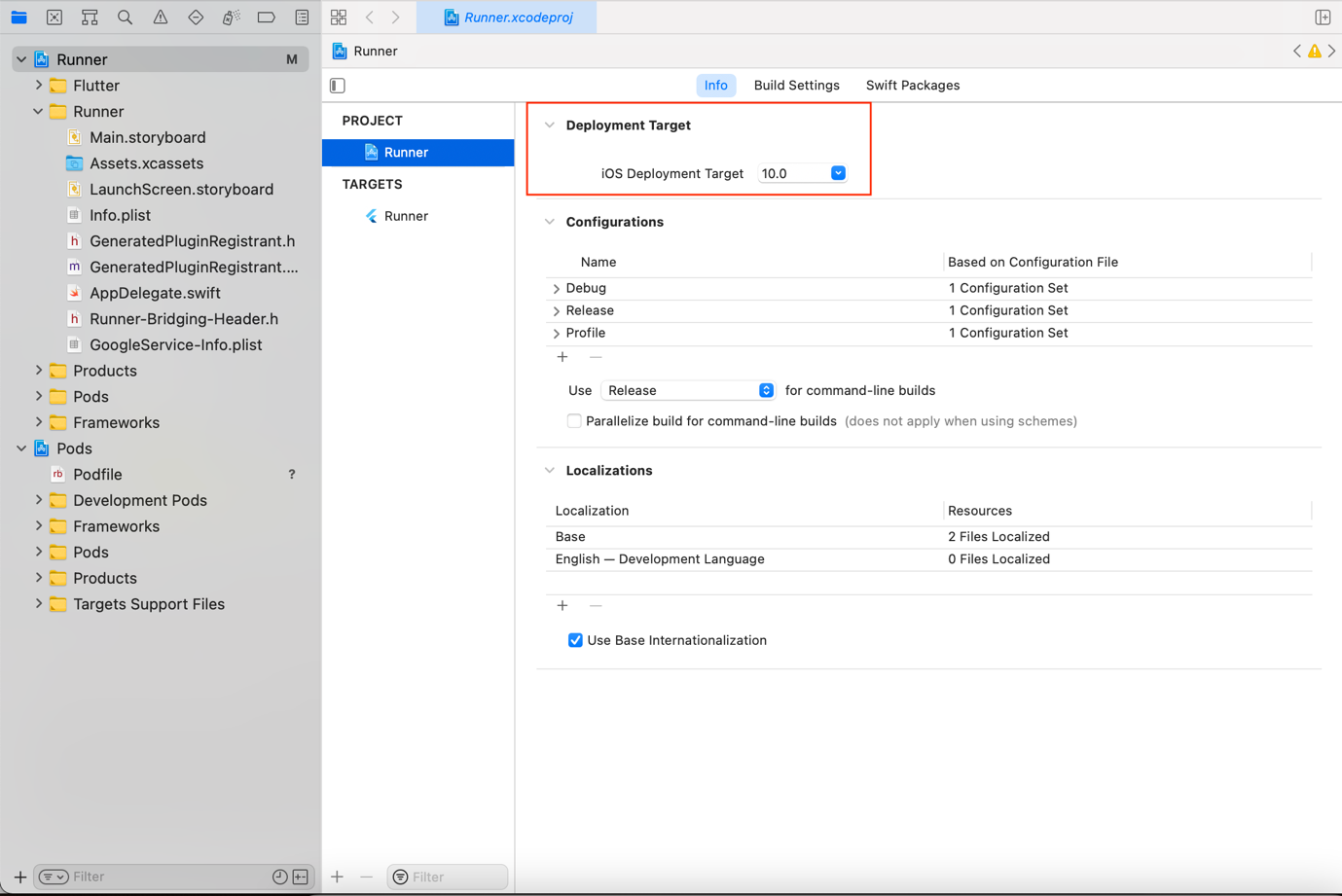
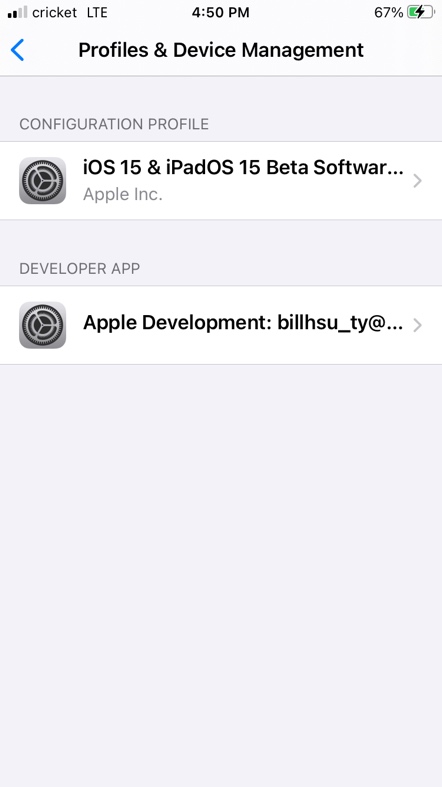
Run On Physical iOS Device

1. Make sure you can run the simple app first according to the [official website](https://docs.flutter.dev/get-started/install/macos).
2. If you encounter any issues when deploying OceanView to iOS, follow these steps.
   1. cp -r ios/Runner ..
   2. rm -r ios
   3. cd ..
   4. mv OceanView ocean\_view
   5. flutter create ocean\_view (Recreate ios folder)
   6. mv ocean\_view OceanView
   7. mv Runner OceanView/ios/Runner
   8. cd OceanView/ios
   9. In Podfile  
      platform: ios, ‘9.0’ -> platform: ios, ’10.0’
   10. pod install
   11. flutter build ios --debug --config-only --no-sound-null-safety ([Configure unsound null safety when building ios](https://github.com/dart-lang/language/issues/1475#issuecomment-903043479))
   12. open Runner.xcworkspace
   13. Add GoogleService-Info.plist by dragging it into Xcode
   14. Project/Runner/Info  
       ios Deployment Target 10.0
   15. Profile the app
   16. On the phone, Settings/General/Profiles & Device Management/  
       Trust the app here