

Create cordova sample app

Add iOS platform

Add SDK plugin with latest version

---- DO NOT RUN BUILD on CLI until you have been into XCODE! ---

Open project workspace in XCODE accept all recommend project settings select project add embedded binaries for the SDK and frameworks CLEAN PROJECT! BUILD PROJCT! == should pass – you will warnings about missing cordova libs as we have not "built in cordova" yet!

go back to CLI

Modify sampleapp/ index.html and js/index.js as these are Cordova defaults that you cannot edit?!

run cordova build ios command should succeed

run in xcode or CLI

if you get a build/run error about missing simulators, then edit this file -- ``<your app folder>/platforms/ios/cordova/lib/start-emulator` and change the default iOS emulator to run or add iPhone 5s to your list of emulated devices`