 Pre-requisites:  
a. Xcode installed on Mac OS X.  
b. Device added to Apple developer program  
c. Get SafariLauncher.app(https://github.com/budhash/SafariLauncher3)  
d. Launch the SafariLauncher.app on connected device from Xcode.  
e. Install appium (IDE)  
f. Download appium from github (https://github.com/appium/appium)

• Clone the repository of that project from source code save it on the local PC

• Navigate to local PC where the repo was saved. It creates a folder. Always look for pod. If not found, open .xcodeproj

• It opens up in xcode

• Connect the device, ensure the bundle identifier is set to com.silverback.safariopen

• Select the dev certificate under build settings

• Run on real device

• It will install the sarai launcher app on devuce

• Install ios-webkit-debug-proxy:

• search homebrew : copy the link to install homebrew

• ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"

enter brew doctor to ensure brew is installed

*enter brew install ios-webkit-debug-proxy*

2. a. Connect the device to your mac and verify the device is shown under Xcode  
b. Launch the app on device from xcode

The above dint work

Cloned to Appium source from terminal

https://github.com/budhash/SafariLauncher

clone https://github.com/budhash/SafariLauncher

This installed the latest appium source

For the device to launch safari, the appium source must be running.

Also place a safari launcher. app in the appium IDE for it to get it to work

then do a reset to get a latest safari launcher

https://github.com/appium/appium/issues/4756

cd to where the appium source is and the ios\_webkit\_debug\_proxy displays the connected devices

web kit proxy must be running while launching on device

run the command *./bin/ios-webkit-debug-proxy-launcher.js -cUDID :27753 -d*