Hi all

After burning 2 days figuring out how the googleplus plugin really works, I now found the right way to do it successful.

First create a new Google Projekt:

https://developers.google.com/mobile/add?platform=ios&cntapi=signin

- Enter App name
- Enter the IOS Bundle ID (the same you use in your Ionic config.xml)

```
<widget id="ch.gfb.apitest"
```

- Choose your country and press Choose and configure services

- Press ENABLE GOOGLE SIGN-IN

Choose and configure services

✓ You are configuring the **GooglePlus** app with bundle ID **ch.gfb.apitest**. ✕
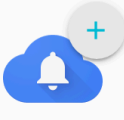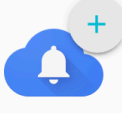
Select which Google services you'd like to add to your app below.

Google Sign-In   Analytics   Cloud Messaging

Google Sign-In   ✕

Get users into your app quickly and securely

LEARN MORE

ENABLE GOOGLE SIGN-IN

CONTINUE TO
Generate configuration files →

- Press Generate configuration files

Project is now ready
- press Download GoogleService-Info.plist

Download and install configuration

⬇ **Download GoogleService-Info.plist**
for ch.gfb.apitest

The file contains configuration details, such as keys and identifiers, for the services you just enabled. Drag the `GoogleService-Info.plist` file you just downloaded into the root of your Xcode project and add it to all targets.

CocoaPods

To use the SDK, ensure you have **CocoaPods** installed and configured for your project. In your Podfile, include the following:

```
pod 'Google/SignIn'
```

Implement your new services

Google Sign-In

Next Step
Implement Google Sign-In →

✓

create your ionic2 base project.
$ ionic start googletest blank –v2 –ts

Open up your downloaded .plist file and copy the REVERSED_CLIENT_ID

Key	Type	Value
▼ Root	Dictionary	(11 items)
CLIENT_ID	String	960914940359-eo39uvle5h24ramj0b493i7nldi6it30.apps.googleusercontent.com
REVERSED_CLIENT_ID	String	com.googleusercontent.apps.960914940359-eo39uvle5h24ramj0b493i7nldi6it30
PLIST_VERSION	String	1
BUNDLE_ID	String	ch.gfb.apitest
PROJECT_ID	String	project-6515101661398861746
IS_ADS_ENABLED	Boolean	NO
IS_ANALYTICS_ENABLED	Boolean	NO
IS_APPINVITE_ENABLED	Boolean	NO
IS_GCM_ENABLED	Boolean	NO
IS_SIGNIN_ENABLED	Boolean	YES
GOOGLE_APP_ID	String	1:960914940359:ios:64f8020f2a3aaca4

Install the googleplus plugin with the copied REVERSED_CLIENT_ID

$ ionic plugin add https://github.com/EddyVerbruggen/cordova-plugin-googleplus --save --variable REVERSED_CLIENT_ID=myreversedclientid

In your Startpage eg. Home.ts try the following:
copy the CLIENT_ID out of your plist file and use it instead of myclienID

home.ts

```typescript
import { Component } from '@angular/core';
import { NavController } from 'ionic-angular';
import { GooglePlus } from 'ionic-native';

@Component({
  templateUrl: 'build/pages/home/home.html'
})
export class HomePage {

  public userData;

  constructor(public navCtrl: NavController) {

  }

  loginGoogle() {
    console.log('google login');
    GooglePlus.login({'webClientId': 'myclientID'})
      .then( (res) => {
        this.userData = res;
      },
        (err) => {
          console.log(err);
        });
  }

  logoutGoogle() {
    GooglePlus.logout();
    this.userData = null;
  }
}
```

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home.html

```html
<ion-header>
  <ion-navbar>
    <ion-title>
      GooglePlus Test App
    </ion-title>
  </ion-navbar>
</ion-header>

<ion-content padding>
  <ion-card *ngIf="userData">
    <img [src]="userData.imageUrl" />
    <ion-card-content>
      <h1>{{ userData.displayName }}</h1>
      <p>{{ userData.email }}</p>
    </ion-card-content>
  </ion-card>

  <button full (click)="loginGoogle()">Google+ login</button>
  <button full (click)="logoutGoogle()">Google+ logout</button>
</ion-content>
```
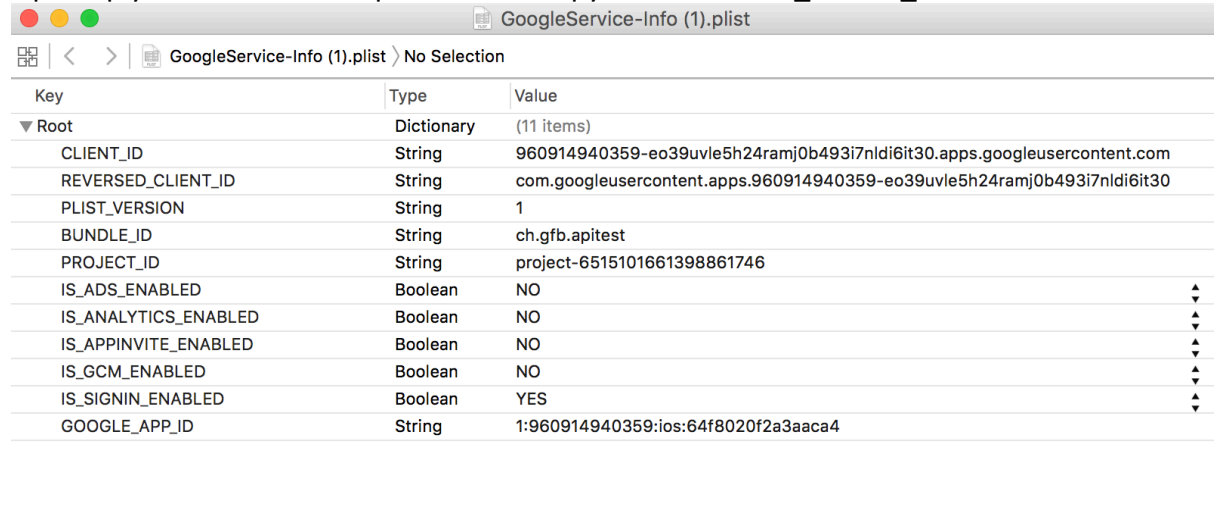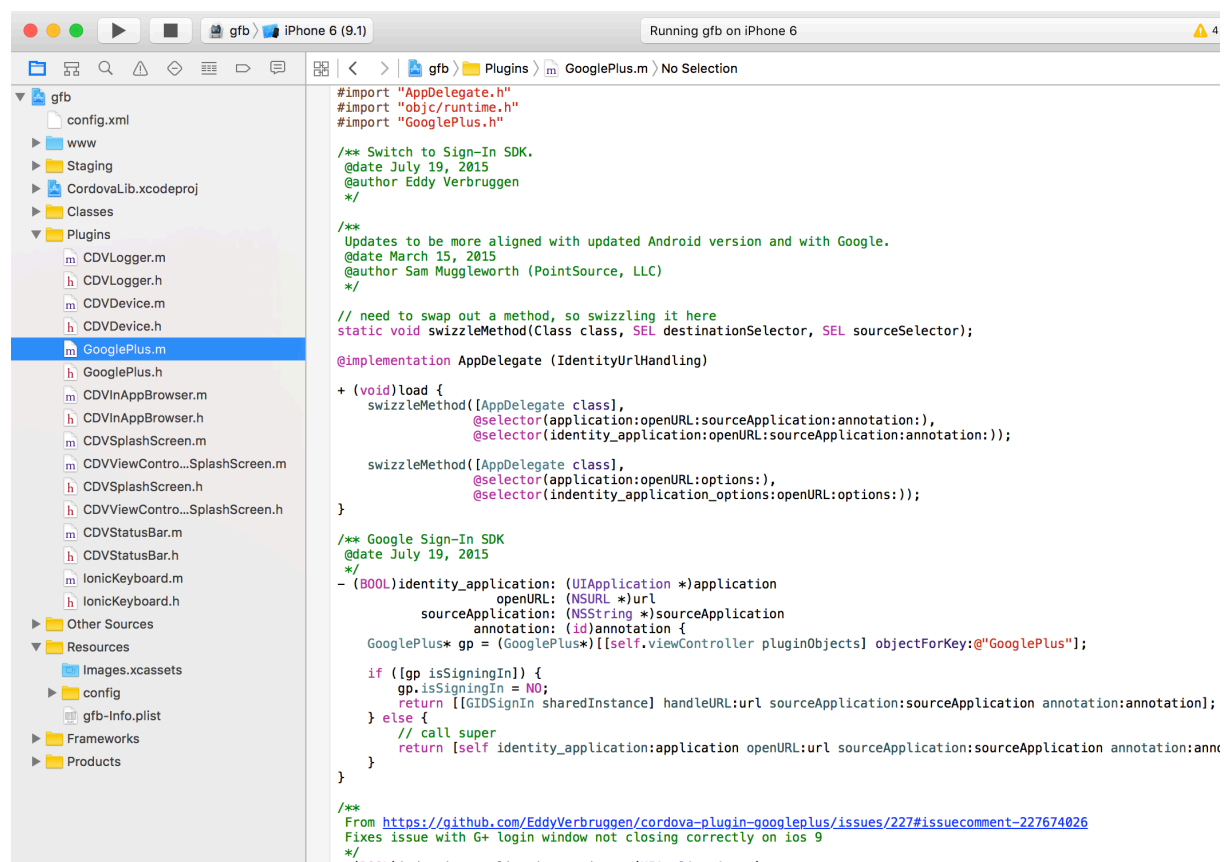
Then $ ionic build ios

Open https://github.com/yhwh/cordova-plugin-googleplus/blob/d598ff91424af2e4f628f4daa62eb4a754e05a2e/src/ios/GooglePlus.m

Copy the whole code from yhwh (really good work)

Open xcode with your build project and open GooglePlus.m

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Mark the whole code and paste the code from yhwh into the file.

Build an run the xcode Project and it should work like charm.

I tried IOS 8.0 to 9.3.5 and it worked perfect.

Best Regards

Frank

PS: You can use idToken from googlePlus result to signIn into firebase using signInWithCredentials