Sencha in xCode

* How create .ipa (Sencha build) using xcode

(Note: set up “phonegap-2.6.0”)

1. Keep “phonegap-2.6.0” folder where you kept Your project (at same level)
2. Then goto:

Project/sencha-cordova-builder/local.properties

1. Open local.properties file in TextEdit and add path of “phonegap-2.6.0”

Example:

/Users/XYZ/Desktop/Project/phonegap-2.6.0

1. Open packager.json

Path: Project/ packager.json

> Check "applicationId”, it shoud be our bundle identifier

Example:

"applicationId":"com.abc.Project"

> Check "bundleSeedId”, it shout be our App\_id

Example:

"bundleSeedId":"BWEH7ZFV8B"

> Add version string

Example:

"versionString":"1.0"

> Add version code in integer / build number

"versionCode":"1"

> Check where the built application file with be saved. Make sure that output path is not in your input path

"outputPath":"../build/

> Check configuration for your application. `Debug` should always be used unless you are submitting your app to an appstore - in which case `Release` should be specified.

"configuration":"Release",

> Check platform where you will be running your application. Available options are:

\* - iOSSimulator

\* - iOS

"platform":"iOS"

> Available options are:

- iPhone

- iPad

- Universal

"deviceType":"Universal"

> Check location of your certificate.

"certificatePath":"/Users/XYZ/Desktop/Project /TTACertificates.p12"

> Check name of your certificate

"certificateAlias":"iPhone Distribution: Certificate name"

> Check password which was specified during certificate export

"certificatePassword":"webonise6186"

5. Open terminal and go to you project path. Type command

./rebuild.sh

this will compile your project and if any warning or error it will show it in your log.

6. After build Succeed it will create one ios folder in build folder. Go to /Project/build/ProjectName/ios/

open project

7. You can see one www folder in your project. If you want to any Internet connection check in your code then

> add one RootViewController

> Write in appDelegate

self.viewController = [[[MainViewController alloc] init] autorelease];

self.viewController.useSplashScreen = YES; self.window.rootViewController = self.viewController;

> Then add check in viewDidLoad of RootViewController

- (void)viewDidLoad

{

[super viewDidLoad];

if(![AppStatus isAppOnline]) {

UIAlertView \*alert = [[UIAlertView alloc] initWithTitle:@"Error" message:@"Check your internet connection" delegate:self cancelButtonTitle:@"Ok" otherButtonTitles: nil];

[alert show];

}

}

8. Now you check your bundle identifier, build, version, deployment target, provisioning.

Then you can Archive file and make a iPhone build.