

Publishing Mobile Apps with Ionic Appflow



AGENDA





- Overview & Required Resources
- Cordova Builder
- Publishing to Ionic Appflow
- Building and Testing
- Common Mistakes

Overview

Ionic Appflow is a cloud-based service that allows an Alpha mobile app developer to build Cordova apps for iOS or Android in the cloud.

Required Resources

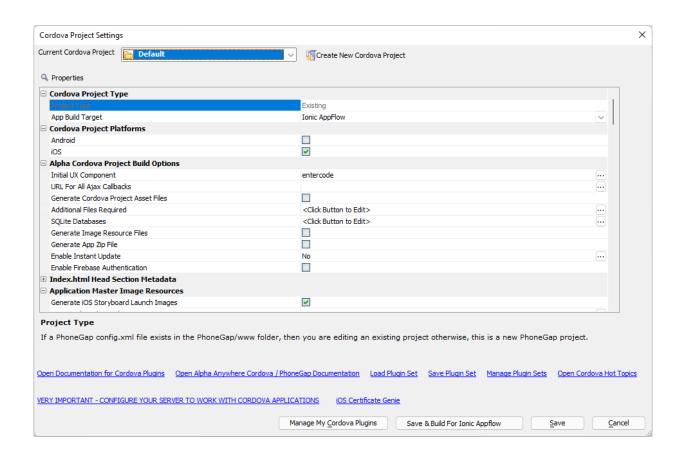
- Paid Ionic Appflow Account
- GitHub Account
- GitHub Desktop
- Apple Developer Account iOS
- Google Play Developer Account Android
- Application Server
- Database/Storage hosting (Alpha Cloud)



Alpha Anywhere Cordova Builder

Cordova Builder

Generates the assets required to build your app with Ionic Appflow.





App Publish Workflow in Alpha Anywhere

Publishing Your App Files

- 1. Publish your app to the Application Server
- 2.Configure the app info and assets, including icons, storyboard and 9-patch images, developer info, and required plugins
- 3.Generate the Ionic Appflow files
- 4. Commit generated files to GitHub



Ionic Appflow Project

Ionic Appflow Project

- Create a new project
- Link it to the GitHub repository



App Building Workflow in Ionic Appflow

Building and Testing

Start a build on Ionic Appflow:

- 1.Choose the Commit to use
- 2. Choose target platform and type (debug, development)
- 3.Add Certificates (you only have to do this once)
- 4.Build the App



Certificates

Do you need one?

iOS Certificate Genie

- requires an Apple Developer Account
- does NOT require a Mac
- walks through creating the certificate from within Alpha Anywhere
- Recommended iOS Certificate type:
 - Apple Development
 - Apple Distribution



A quick note on iOS Provisioning Profiles

iOS Provisioning Profiles

- The Provisioning Profile needs to include the UDID of any devices you plan to use for testing.
- If you add a UDID to the Provisioning Profile after building your app in Ionic, you must rebuild your app with the new Provisioning Profile.



Testing!

Testing

- iOS
 - TestFlight
 - Daiwi
- Android
 - Testing tracks



Common Mistakes

Mostly just mistakes we've seen when building for iOS

Common Mistakes and How to Avoid them

Error: Source path does not exist:

resources/screen/ios/Default@2x~universal~anyany.png

Cause: iOS Storyboard images were not defined

Common Mistakes and How to Avoid them

Error: security: SecKeychainItemImport: MAC verification failed during PKCS12 import (wrong password?)

Cause: something is wrong with iOS Certificate (password, type, etc)

Common Mistakes and How to Avoid them

Error: Unable to Install, This app cannot be installed because its integrity could not be verified

(Seen when installing an app using Diawi)

Cause: UDID missing from Provisioning Profile